No matter the skill and experience of your party, they will find themselves dazed and challenged when they pass into The Land Beyond the Magic Mirror!

Summary of Conversion:

General Conversion Notes
1. All conversions from 1st Edition AD&D to 3rd Edition D&D are underlined.
2. Descriptions of traps and treasure have been removed from the general description of the room and given their own paragraph to make them more easily discernable for DMs.
3. I removed all references to page numbers within the original module, as they have no reference to this conversion document.
4. References to spells and Magic items have been changed from bold to italic to reflect the new format used in 3e.
5. I converted the buckler knives and buckler wands into bucklers of the same type and bonus.

Specific Conversion Notes
1. I replaced references to quasi–elementals with mephits of the same type.
2. In the attic of Murlynd's cottage, I altered the powers of the Witch–Ghost there. She didn't have an alignment, so I made her chaotic evil. I removed her banshee–like killing moan and the aging touch, replacing them with the corrupting gaze and corrupting touch abilities for ghosts as given in the MM. I converted her as the ghost of a 10th level commoner. Also, I made the cloak of protection +2 into a ring of protection +2 since such cloaks aren't to be found in 3e. Likewise, I changed the wand of negation to a rod of negation.
3. Murlynd didn't have an alignment! I made him neutral good.
4. I used the stats for a giant wasp for the giant bumblebee.
5. On the Chessboard Field, I changed the “M” designation for the centaurs to “N,” which I think was originally intended.
6. From the treasure given at the Chessboard Field, I changed the *wand of wonder* to a *rod of wonder*, and the *bag of beans* to a *tan bag of tricks*. I also changed the *staff–mace* to a *mace of smiting*.
7. Using the rules from the Conversion Manual, I converted the gnome Messenger as a 7th level Illusionist, 2nd level Rogue. Originally, as an Illusionist 7/Thief 7, his highest level was 7. Using the Conversion Manual rules, I divided his thief levels by 3 (rounding down), and added that to 7 for a total of 9 levels to be divided among his two classes. Since the important part of the story involves him creating the illusion of the “all the king’s horses and all the king’s men,” I kept his illusionist level as high as possible.
8. From the “New Spells” section, I removed the spells that are now regular spells in the PHB. Those spells were *aid*, *whispering winds*, and *phantom steed*. I also converted the remaining new spells using the rules given in the Conversion Manual.

This module is the companion to *Dungeonland* and was originally part of the Greyhawk Castle dungeon complex. It is designed so that it can be added to *Dungeonland*, used alone, or made part of 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, a far-removed extension where all adventuring takes place on another plane of existence that is quite unusual, even for a typical *D&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 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**

Those of you who have already used (or even read through) the *Dungeonland* module need not pay as close attention to this preface as must other DMs who have missed that opportunity. The *Land Beyond the Magic Mirror* is quite an unusual module: to the best of my knowledge, the only one like it is its companion mentioned above. As you read the material herein, it will become clear that the premise upon which the scenario is based is somewhat unusual in *D&D™* game terms. It is supposed that somewhere in the infinite multiverse exists the Partial Plane whereon young Alice made strange discoveries after passing through a looking glass. Furthermore, it presumes that this Partial Plane is but one of the endless variations on the original—one in which famous fictional characters are altered to different states entirely. In any case, the scenario offers new vistas in exploration and adventure: here players will greet lovely talking flowers, see and speak with Humpty–Dumpty, interact with the laughable Tweedledum and Tweedledee, and have a chance to stroll a beach with the droll Walrus and compassionate Carpenter.

Unless you are using this module as a companion to *Dungeonland*, do not alert the players that you are planning to have them adventure herein. Keep your possession of the scenario secret, for much of the joy of the module lies in observing the players’ faces when they begin encountering the strange inhabitants of this place! Players should not see a white rabbit, fall down a rabbit hole, or merely pass through a looking glass, for these methods of entry put them on guard by giving them an idea of what is ahead. In this module, the entry point to the Partial Plane is by means of an enchanted mirror that draws players through its surface despite their best efforts to remain where they are! Thus, they are tossed unceremoniously into the realm of wondrousness. Of course, because this is a companion to *Dungeonland*, you may have the adventurers journey through that module before they encounter anything in this scenario: several places in each module allow easy transfer to its counterpart.

**ENTERING THE LAND BEYOND THE MAGIC MIRROR**

The entry point for *The Land Beyond the Magic Mirror* will be shown on the proper level of the *Greyhawk Castle Dungeon* series when it is finally done. As that is likely to be years from now, it is probable that you will be inserting this module into your existing campaign. Be it in a dungeon, castle, or elsewhere, here are suggested methods for making a transition that will not be detected until too late:
1. Use a subtle version of an enchanted mirror: a polished floor, ceiling, or wall. When players move some rug, hanging, or tapestry, then the power of the reflective surface draws the party through it to the partial plane beyond.

2. The party must pass through a mist, fog, or similar vaporous substance to reach a supposed objective. The stuff is harmless enough, of course, but it does limit vision rather severely. At a given point a powerful magic is triggered, and the smoke, haze, or whatever solidifies sufficiently to become reflective. This reflective power then draws the party into another place, as noted above.

3. The adventurers actually explore some place in order to obtain a prize of some sort. Along with this prize they also find a glass, crystal, magical bowl, or whatever. On this item are strange runes that speak of great treasure and strange encounters “beyond.” The party then goes to the partial plane through its own volition. It is worthwhile to note that unless you are willing to have them constantly journeying to these plane areas, some limiting factor must be set upon this means of entry. Otherwise, it becomes too handy a retreat for the characters involved, especially if the entry device is portable.

4. The party can be directed by some more powerful figure to enter the partial plane and seek out some object there. In such case, some prelude adventure is suggested, wherein the group eventually locates an actual looking glass to pass through.

Whether you use these suggestions or devise your own method of having your players take their characters to the wondrous Land Beyond the Magic Mirror, it is strongly urged that you not give them any hint of what is in store for them. This is a light–hearted but perilous place: strange things, strange even for adventurers accustomed to dragons and magic, are about to happen. Your part is to prepare fully and play the game as you have never role–played before; their part is to be dazed, dazzled, amused, and challenged by the adventures in this unlikely area. Enjoy!

MAGIC THAT WON'T WORK IN THIS MODULE
Although your players will not know it, quite a number of spells and magic items that use similar school will not function in the place they are about to visit. Of course, if they find some item that has a power postscribed here, then the magic will function because the magic is native to the plane. Otherwise, be firm that the following magic will not function!

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

You are now armed and ready. Read through the entire module carefully. Follow the suggested reading if possible. Then get ready to begin an adventure that will be pure fun and thrills for all.

FOREST MOVEMENT AND THE “EDGE OF THE WORLD”
The forest that surrounds the Land Beyond the Magic Mirror is thick and very difficult to cross. It will take a full hour (six turns) to travel three hexes, and the effort will require that the party then spend an hour at rest before they are able to continue hacking, chopping, and forcing a path through the tangled undergrowth. If you are using the companion module, Dungeonland, then it is possible for adventurers to travel through the forest from this place to that. Otherwise, after they have reached the edge of the map or gone a hex or two beyond it, use one of two devices:

1. Reverse movement so that they are actually traveling back in the general direction from which they came.

2. Undergrowth thickens and entwines to become impassable. Players must chop through a wall of thorns, briars, brambles, and thistles to move even a few feet each turn. Worse still, the cut growth seems to have a vitality completely unnatural to normal vegetation: it begins to regrow one turn after
cutting. Obviously, the party will soon be trapped and lost if they continue. (Cf. Dungeonland, Special Note On The Hedge.)

All travel through the forest, other than on clear paths, requires use of the Wandering Monster Table. Be certain it is utilized! Encounters can repeat.

**THE LAND BEYOND THE MAGIC MIRROR**

Play should begin with reference to the map of The Land Beyond the Magic Mirror (front inside cover of the module), unless your party has arrived by one of the methods suggested. In this case, move directly to the Collection Room in the Magic Mirror House (see map of the Magic Mirror House: First Floor). If, on the other hand, the party has arrived by way of Dungeonland or in any other fashion than through a mirror–like portal giving entry to this partial place, proceed directly to Area A below.

**A. WOODEN HOUSE.** This moderately large dwelling is quite unusual. It is made of wood, but its construction is superior to anything you have ever seen. The house has a tower that is useless for defense, for it is also made of wood and has large windows. From your position it is plain that the glass in the windows is of a quality unmatched anywhere, and there are vast expanses of it: each window is at least 2’ or 3’ wide and taller still! Shrubs, bushes, flowers, and a tree or two grow near the building, making the entire scene quite pleasing to the eye. Brick chimneys are evident. It will be a simple matter to enter this place if you so desire. The large wooden apron built around the tower seems to serve as an outside resting place and point of easy entrance to the dwelling.

The whole place is surrounded by verdant lawn, and beyond that expanse lies a curving line of thick forest. Only to the east does there seem to be anything else—some form of very well–tended garden in which grow flowers of colossal size.

If the party opts to explore the house, then go to the maps of The Magic Mirror House and use the room descriptions below. Otherwise, continue to use the map of The Land Beyond The Magic Mirror.

**THE MAGIC MIRROR HOUSE: FIRST FLOOR**

**Path**

Just before the apron of the house lies a smooth dirt path edged with bricks. This path leads up to the house and away to the east. From what you can see, it goes directly to a garden filled with huge flowers. There, it appears to be grass–covered, its flagstones spaced every so often to assure that the pathway remains fresh and attractive. You cannot tell from here if the path leads beyond the garden.

Of course, if the adventurers are arriving at this spot from an exploration of Dungeonland and the bulk of The Land Beyond the Magic Mirror, they know full well where the path leads. If not, in all probability they will eventually have to find out. Its only significance is to channel the party from the house to the next encounter area, from there to the next. Use whatever devices you find convenient to encourage the players to have their characters follow the well–trod surface toward the next adventure!

**Porch**

The party will see an open, room–like area that has a wooden floor and wooden posts supporting the roof above. Woven grass rugs are scattered around the floor area. The porch contains a few chairs made of rough limbs bent to form furniture, and similar tables. Windows show the room beyond. Doors are unlocked.

**Entry Porch**

The door of the Entry Porch has a small brass plate beside it, engraved with strange glyphs. (Read languages will discover that the glyphs state: “DR. D. R. MURLYND, F.K.O., M.L.G.T.S.A” —and that’s not “Merlin,” it’s “Murlynd.”) The heavy mat in front of the entry also has strange writing on it (“W–E–L–C–O–M–E”).
Hall
This place contains paneled walls, strange torch brackets bearing crystal–tipped torches, some very odd furniture, well–made carpets, and a carpeted wooden staircase leading upwards.

The “torches” are sockets for light bulbs. Furnishings are typical of a late Victorian Era home.

Round Room
This small chamber contains odd plants, raucously chirping and whistling birds of exotic types, and a large, square glass container of water filled with plants and small, brightly–hued fish.

The room holds a few potted plants, canaries, parakeets, Java temple birds, and tropical fish—no magic, no obvious value other than in the oddity of it all.

Parlor
Cloth coverings hang in front of the windows, and the draperies on each window are nearly closed.

These items, as well as the table, chairs, stands, and couch, are of unusual craftsmanship and style, although not unlike others you have seen. A strange, box–shaped thing stands in one corner of the room. The room also contains a large cabinet with several drawers.

This is a typical “guests–only” parlor filled with plush, Victorian furniture. The “box–shaped object” is a non–functioning piano–like instrument, a reed organ. No amount of trying, magical or otherwise, will make the object function, move it, or harm it in any way. It radiates a whole spectrum of strong magic that will be noticed by detect magic, but otherwise the instrument does nothing. The cabinet has only a few large vases and the like behind its doors—no value discernible. The drawers hold tablecloths, small pillows, and a set of six crystal goblets and decanter.

Treasure: Although dusty, the goblets are worth 100 gp apiece, the decanter 1,000 gp.

Collection Room
If your party has come into this room by any method other than a mirror–like portal, do not read the first of the boxed paragraphs to them

You suddenly find yourselves in a highly unusual place! It is as if you have been tossed through the silvery–black mirror on the wall, and tumbled headlong into a strange dimension. The room is light, for glazed windows allow sunlight to pour into the place. The whole prospect is absolutely unnatural.

This largish room is cluttered indeed. Large, colorful rugs lie on its hardwood floor. The walls are paneled to about waist height, and metal brackets with strange, crystal–tipped torches stick out of them. Several table and floor candelabra also hold these weird torches. The couch, chairs, tables, and other furniture are of unusual design and workmanship. All around the wall are glass boxes that contain dead insects, or else odd bits of brightly colored paper stuck on a dark background, placed behind glass, and framed with wood. Several small animals and birds are sitting on shelves and tables. They are regarding you with unwinking stares! In strange contrast to all of this are numbers of crudely made weapon heads, possibly made by cavemen, proudly displayed beside the arcane materials and unknown insects. A large book on a table near the windows has white pages covered with more small, colorful bits of parchment. On either side of the windows are shelves that, in addition to holding the small birds and animals, contain devices that resemble sundials stood on edge. Nearby is a huge mirror (point of entry, possibly) fixed to the wall. Across from it is a tall thing made of glass, wood, and metal: a rectangular box at least 7’ tall.

This Victorian–style room is filled with displayed collections of moths and butterflies and beetles, a like compiliation of postage stamps from Earth up to c. 1953 A.D., Indian arrow heads, lance points, and similar lithic weaponry. The small animals and birds are stuffed owls, foxes, raccoons, etc. At least two–dozen clocks of various size and shape are in the room, but none of them will work. The other large object, a grandfather’s clock, has no face on its dial, but as soon as anyone approaches, a pair of eyes will suddenly open on its face, its pendulum will swing back and forth, and the face will also sprout a mouth that will say loudly, “Tick, tock, tock, tick, tick, tock, tock,” etc. Players may then note a scrap of yellowed paper jutting from the glass front door of this instrument. The clock radiates a whole
spectrum of magic. If spoken to it will “chime” by saying “Ding” or “Bong! Bong!” to the nearest hour. If asked the time, the device will say as appropriate: “Bedtime!” “Time to get up!” “Breakfast–time,” “Dinner!” “Time for supper!” “Teatime!” “Walk in the garden time,” “Worktime,” and so on. The features of the clock are plainly discernible when it speaks. The clock has no other powers. If threatened it runs away!

This clock is a unique magical construct, and it is unlikely that the characters will ever have the necessary prerequisites to create one on their own (i.e. clock making skills).

The writing on the yellowed scrap of paper can be discovered only if its surface is scanned by someone able to read languages or Decipher Script (DC 20). The note says: “Dear Murlynd, Sorry you weren’t home when I brought Grampa C. back all fixed and running. No time to look at the rest now. Will fix the organ when I get a spare day. See you at Cousin Z’s place? Heward.”

The highly magical mirror in the room is absolutely invulnerable to any powers the party can muster. If they have just come into the room through its powers to take them to this partial plane, then the mirror will not function until they have been out of the house for not less than six hours. Otherwise, it will inexorably draw characters through its surface if they come within 5’ of it. The mirror will transport the character so drawn to a designated place in your campaign, typically that place from which they began the adventure.

Dining Room
This place is easily described as a typical dining room found anywhere. The furniture is odd, although well made. There are crystal torches on the walls and hanging from the ceiling. Otherwise, the room is unremarkable: fill in odds and ends as you like.

Kitchen
As with the dining room, this place is much like any kitchen, down to the large fireplace which can be used for cooking. However, a metal chest stands near the fireplace, as do many drawers and cabinets.

The metal chest is a wood stove. The drawers contain utensils for cooking and eating, pot holders, trivets, silverware, and so on. The cabinets are for dishes, pots, pans, etc. One cabinet is very cold—it contains an imprisoned ice mephit and is used as a freezer and refrigerator. The magic cannot be removed or dispelled.

Treasure: The silverware is extensive but not worth more than about 5 gp per piece.

Pantry
This area is lined with shelves that hold hundreds of containers, mostly jars and metal cylinders.

The containers hold canned goods, salt, sugar, etc.—the pantry contains various other items. Read languages or Decipher Script (DC 20) will discover what sort of food is in the cans. The contents of glass jars can be viewed easily. The pantry also contains several dozen beeswax candles, a box of wooden matches, and a quart bottle of fine liquor.

Treasure: The liquor is worth 50 gp.

Conservatory
The outer wall of this room is filled with windows. Many distinct types of plants, most of which are not familiar, are growing in large, dirt–filled boxes and urns.

The plants are not remarkable, although most have flowers and look and smell nice indeed. An unseen servant waters and cares for them.
Library

This bookcase–filled chamber is indeed a clutter of all sorts of reading material. In it are several leather–covered chairs, tables, and floor–standing sconces that hold glass–tipped torches. Books fill the shelves and cases, and are piled atop the tables and floors. Some of the books are old, some appear new, some have only parchment or paper binding, some very fine leather. There are maps of places you've never heard of, and a round depiction of the Earth that looks nothing like the world at all. Strange dishes are filled with the charred remains of some dried vegetable matter, bits of uncharred stuff, and crumpled cylinders of paper. One such platter has a wooden object about half the size of a wand in it.

The books are all of a nature to discourage perusal. Read languages or Decipher Script (DC 20) ability is required to read them. Some pertain to Earthly history, geography, and economics; some are books on gardening, hunting, fishing, current events, stamp collecting, taxidermy, and so on (these are all periodicals, magazines). Some of the books are actually games—you can fill in the sort you wish. Drawers and cupboards can also hold games, chess sets and boards, stamp collecting material, etc. The dishes are ashtrays with ashes, pipe tobacco, cigarette stubs, and a pipe. A rack with several other pipes is on one shelf. If detect magic is employed, certain books will reveal themselves to be altogether different: several scholarly–appearing journals when stared at change to rather lurid periodicals pertaining to studies of the opposite gender. Tomes of classical writings reveal themselves as “novels” about the “Wild West,” “spies,” “science fiction,” and “historical adventure.” Odd indeed!

Treasure: One leather–bound work is entitled Murlynd's Early Adventures & Subsequent Ventures. If anyone actually takes time to read it through—about eight hours' reading time—that lucky person will receive 10,000 experience points immediately and also have the same benefits as if he or she possessed a stone of good luck for the next eight days. There are no other worthwhile books in the place (at least from an adventurer’s viewpoint).

Study

As the other rooms in this house, this one is partially paneled in wood. Its ceiling is beamed and the plaster between the beams is painted a pale hue. The polished hardwood floor is spread with rugs. Scattered through the place are a pair of upholstered chairs, a bookcase, a desk, a small stand, and many torch holders. The first things that catch the eye are a large sheet of vellum and two scrolls atop the desk.

The vellum carries a note readable by all. It says:

“Dear Folks,

So happy you were able to stop in during my absence. Please be careful not to disturb anything! Check to see that the plants and pets are being properly cared for—they should all be alive and healthy! Help yourselves to whatever you need to eat. Mind you don’t eat me out of house and home, though! The two scrolls might be of some small use to you in the adventures ahead. If you notice any other small objects you are in need of, help yourselves, but leave the silverware alone. If you should see Zagyg, do tell him that Keoghtom and I are waiting for Denkainen, who will be along soon enough. Have fun!

Dr. M.”

The scrolls are spell scrolls: one contains Murlynd's ogre, the other Murlynd's void. The desk has various quills, inks, papers, and parchment, all of which are non–magical. Likewise, the bookcase holds non–useful books, although it appears that quite a few have been removed: there are a dozen or so empty places where weighty tomes once rested. If the scrolls are taken, see the New Spells section of the module for spell details.

THE CELLAR

Firewood

This is a large, neatly stacked pile of chopped wood. Pieces range in size from splinters for kindling to large logs for slow burning. All of the wood is quite normal.

Root Cellar

This earth–floored portion of the basement is filled with bulbs and roots. A large pile of sand lies against
Flower bulbs and such commonplace vegetables as potatoes, beets, turnips, and carrots are stored here—enough to feed a dozen persons for several weeks.

**Junk**

This room is small, stonewalled, and littered with old furniture and odds and ends of junk. Four old doors lean against the wall.

These doors are a way out, but not from here, as you (and your adventurers) will learn.

**Empty**

This room is bare and dusty. It is obviously unused.

**Wine**

This is a dark, cool room. Elaborate racks hold dozens of oddly assorted bottles. There must be over 1,000 of these containers in the place.

Both home made and estate bottled wines are here. Some are old and vinegary, some rather awful (the home made).

**Treasure:** Several dozen bottles are of exceptional quality, easily worth 100 to 800 gp each.

**Generator**

This area has a shimmering sphere around it. The area glows alternately pale gold and then deep blue. Inside the sphere is something hazy that moves rapidly about. When it touches the shimmering sphere, it gives off bright blue sparks, and then the sphere pulses with golden light.

Held inside is a lightning mephit. This monster provides the electricity to light the place. Touching the sphere will give 1–20 hp electrical damage. The character can make a successful Reflex save (DC 20) for half damage. This magic cannot be removed or dispelled.

**Laboratory and Workroom**

Merely entering this place gives one the shudders, for it is a den of technology! Workbenches line the walls, covered by all sorts of totally incomprehensible materials. The only sane note in the whole gruesome chamber is in the rear area where some alchemical tools and apparatus stand. This rear portion of the room has not been used for some time, but it is plain that at one period whoever dwells (or dwelt) in the house delved into both magic use and alchemy. A dusty and cobweb-covered alcove has more vials, jars, bottles, tubes, flasks, tins, boxes, and beakers than you have ever seen in one place. The shelves in the place run ceiling to floor, and all are filled with the materials and equipment typically used in spell research, compounding, and alchemical work.

It will be impossible for players to determine the nature and function of the technological apparatus. If any piece is taken by a character, he or she will begin to feel strange after about 8 hours. On the following day, each and every magical item possessed by that character must make a Will save (DC 25). Failure indicates that the magic and the technology cancel each other and drain both items. No additional checks for other items need be made, unless all save (in which case items should be re–checked the following day) or unless two objects of technology are taken. Checks must be made daily until the items of technology are drained or discarded.

The material in the alcove is so extensive that just about any item can be found there. Powdered gems will be scarce, but all sorts of monster parts, pieces, and essences will be found. So will chemicals and herbs used in spell casting by wizards. Use your judgment in placing items, but despite the rare nature of materials taken, allow no experience points for such treasure. If large quantities are stolen, 1 in 10 items will survive unbroken when the adventure is over: determine breakage randomly. If there are any player complaints, tell the objectors that the mixture from the broken containers seems to be changing color, bubbling, and smoking slightly. If there is still complaint, have the stuff explode for 5–30 points damage in a 10’ radius, create a cloud of poison gas of 15’ radius, or something worse.
SECOND FLOOR

**Lounge**

The area that overlooks the curving staircase and occupies the upper portion of the tower has similar furniture to the rest of the place. The lounge appears to be a place in which to relax and enjoy the view, for most of the windows (and there are many) look out upon a distant garden of colossal flowers that sway gently in the wind and gleam with brilliant rainbow hues.

**Game Room**

The rather bare chamber is 15’ x 20’; a large, sand–covered table nearly fills its center. The top of the table has a wooden rim that contains the sand. The shelves that cover the walls hold thousands of brightly painted statuettes. A few old and hard chairs are scattered about. A small closet off the room holds a table with folding legs, strange boxes of heavy paper, a can of dice (some with non–cubical shape), mounds of lichen, wood shaped to resemble miniature terraced hills, and so forth.

Of course, all of this is of small value to adventurers. The boxes hold games and rules booklets.

**Sitting Room, Master Bedroom, and Dressing Room**

This is easily discernible as a suite of rooms belonging to the master of this place. Its furniture is all of good quality, unusual design, and superior workmanship.

Describe these rooms as you wish. The sitting room is basically a small living room that contains chairs, a table, and whatever amenities you care to add. The elaborate bedroom has a huge bed, dressers, a wardrobe, and an ottoman. The dressing room holds all sorts of modern, period, and wizard–type clothing. A few garments seem to be gone, for there are about a dozen bare wooden hangers Detect magic will show that a faint aura still clings to the empty hangers. There is no real treasure here.

**General Keys**

B indicates a bath, complete with porcelain fixtures typical of the late Victorian Era. There is no running water simply because it is shut off up here; in the first floor bathroom, however, the taps still work. BR is a guest bedroom that contains a normal bed, bedding, empty dresser, a chair, stand, etc. C is a closet: some are empty, some have spare clothing, some contain linens or cleaning materials—detail them as you see fit. None hold anything of value. In the southwestern part of the upper floor is the stairway to the attic. This area is not mapped, but a description follows.

**THE ATTIC**

This area lies principally on an east–west axis; an L–shaped portion branches northwest in the western section. The attic is one large, open area. The southern portion is 80’ long and about 15’ wide—actually wider except that the ceiling slopes downward to make even halfling–sized explorers stoop near the edges of the entire 25’ width. The northern portion is 20’ long and as wide, jutting north from the main part about 20’ east of the head of the stairs. Piled here are beams, old trunks, boxes and chests, old furniture, and stacks of dusty books. The clutter makes it impossible to see more than a few feet in any direction. It is worse in the alcove, for there are several large pieces of furniture there—old armoires and the like.

**The Witch–Ghost (1):** CR 12; Medium–size Undead (Incorporeal); HD 10d12; hp 65; Init +2 (Dex); Spd 30 ft. fly (perfect); AC 15 (+2 Dex, +3 deflection bonus); Atk +7 melee (1d4, touch); SA Manifest, Corrupting Touch, Corrupting Gaze; SQ Rejuvenation, Turn Resistance +4; Incorporeal; SR 16; AL CE; SV Fort +3, Ref +5, Will +4; Str — (10), Dex 15, Con —, Int 15, Wis 12, Cha 16.

**Skills**

Intimidate +14, Craft (brewing) +6, Profession (herbalist) +6, Listen +14, Spot +14.

**SA—Manifest** Ethereal and incorporeal, but when manifested can strike with her touch attack, using her Dex bonus to hit; **Corrupting Touch** Her touch does 1d4 damage; **Corrupting Gaze** Range 30 ft., any living creature meeting her gaze must make a Fortitude save (DC 18) or suffer 2d10 points of damage and 1d4 points of permanent charisma drain.

**SQ—Rejuvenation** Will reform in 2d4 days even if “destroyed” Incorporeal Can only be harmed by +1 or better magic weapons, spells, or other ethereal or incorporeal beings, is immune to all non–magical attack forms, and has a 50% chance of ignoring any damage from a corporeal source.
While Murlynd was relatively capable of handling this hideous monster, and thus allowed it to remain where it is to guard things, the party will be dismayed indeed. As soon as anyone sets foot in the alcove area, the monster will be alerted, and when possible, it will show itself to affect the maximum number of opponents. The creature will then use its magic jar, and if that fails it will give its frightful moan before it attempts to use its corruption. It guards a number of treasured items stored in the nearby armoire.

**Treasure:** boots of levitation, a rod of negation, a ring of protection +2, a brooch of shielding, a major ring of fire resistance, and a buckler +3. In addition to the above, there is a small ivory box worth 500 gp, which holds 12 base 1,000 gp gems. There is also a small leather belt pouch in which there are 10 bars of platinum, each the size of 12 pp. The witch-ghost regards these items as her own, and the creature will fight to the death to prevent their loss.

**OVERVIEW OF THE HOUSE**
The learned Dr. D.R. Murlynd, owner of the house, is obviously not in residence at the time. Whether or not he will return is a matter for each DM to decide. Murlynd is rather a misfit anywhere, for he mixes magic and technology—often to the detriment of everything concerned. Murlynd is a wizard of no small ability, and has alchemical skills and certain technological items that, in general, only he can employ.

**Murlynd, male human Wiz18:** CR 18; Medium-size Humanoid (Human); HD 18d4+54; hp 99; Init +4 (Dex); Spd 30 ft. (45 ft.); AC 25 (+4 Dex, bracers of armor +4, staff of power +2, ring of protection +5); Atk +12/+7 melee (1d6+3, staff of power) or +13 ranged (1d10, pistol); SA Spells; SR 16; AL NG; SV Fort +11 (+9), Ref +12 (+10), Will +14 (+12); Str 13, Dex 18, Con 16, Int 19, Wis 8, Cha 15.

**Skills and Feats**
Alchemy +25, Concentration +24, Knowledge (arcana) +25, Knowledge (Mirrorland) +25, Scry +25, Spellcraft +25, Spot +1, Brew Potion, Combat Casting, Craft Wondrous Item, Craft Wand, Craft Rod, Craft Staff, Forge Ring, Iron Will, Scribe Scroll, Spell Mastery, Summon Familiar.

**Spells**
0– 4; 1st– 5; 2nd– 5; 3rd– 5; 4th– 5; 5th– 5; 6th– 4; 7th– 3; 8th– 3; 9th– 2.

**Possessions**
Bracers of armor +4, ring of protection +5, boots of Fharlanghn, ring of invisibility, staff of power, and .38-caliber derringer.

Murlynd will have a full component of spells logically chosen to maximize his offensive and defensive potential. It is 75% likely that if he returns at all, he will be with Keoghtom (who has stats and powers similar to Murlynd's). Each has a 50% likelihood of being able to summon either Fharlanghan or Zagyg, but not both. These deities will be included in the Deities section of the WORLD OF GREYHAWK™ Fantasy World Setting. In any event, while neither man is needlessly aggressive, neither will brook any threat. Murlynd in particular will take exceeding umbrage at vandalism or thievery in his house.

Murlynd's home has as many “modern conveniences” as he cares to possess. The lights work if the “generator” is functioning. The water upstairs can be turned on from the cellar. The place contains a movie projector, film, phonograph, VCR, and many cassettes: if you are willing to go through the routine, feel free to include them. In all cases, be certain to have the house highly resistant to all forms of magical and physical attack, even though it is only made of wood: there are many strong protections placed upon the house so that it will not be destroyed easily. For example, fires will not harm the building or contents—other than the firewood, of course. Regardless of destruction, if and when the owner returns, he will use a wish to restore things.

Characters will not be blamed for helping themselves to minor quantities of food, wine, candles, matches, acid (there are only about 5–8 bottles total), denatured alcohol (5–8 flasks total, treat as double strength oil), and so on. Likewise, if the witch-ghost is slain, Murlynd will have no objection to the taking of the treasure there—items he has not used for many years.

If characters help themselves to anything of normal worth from Murlynd’s home, the item will be of considerable value if and when it is offered for sale in the normal campaign world of the characters. Figure the worth of the item in dollars and then double it for a rough estimate of the gp value. Stamps, of course, will have no great value, although any one will be worth about 1 gp because of the engraving and miniature size.

**B. GARDEN OF COLOSSAL FLOWERS**
The path leads into an exceptionally beautiful formal garden, where it turns to fine, bent grass amidst beds of low shrubs, border plants, and flowers. Bushes are trimmed into neat geometrical shapes. The whole area is nearly 400’ square, although it is a bit longer east to west than it is north to south. All of the
16 Live Flowers. Each of these 10’ tall plants has a name and can speak. They are in four distinct beds:

<table>
<thead>
<tr>
<th>Bed #1</th>
<th>Bed #2</th>
<th>Bed #3</th>
<th>Bed #4</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aster</td>
<td>Camellia</td>
<td>Dahlia</td>
<td>Daisy</td>
</tr>
<tr>
<td>Delphinium</td>
<td>Hyacinth</td>
<td>Iris</td>
<td>Lily</td>
</tr>
<tr>
<td>Lotus</td>
<td>Marigold</td>
<td>Narcissus</td>
<td>Pansy</td>
</tr>
<tr>
<td>Peony</td>
<td>Petunia</td>
<td>Rose</td>
<td>Violet</td>
</tr>
</tbody>
</table>

These flowers are vain, silly, and rude. Whenever anyone approaches within 10’ or less, the flowers in the bed will turn their faces towards the creature and demand to know why he or she is there, make disparaging remarks about the individual’s appearance, insult his or her intelligence, and so on. (Play this to the hilt, and be as irritating as possible to the players so that they will have their characters react with as much anger as possible—anger at a talking flower at that)! These flowers will also demand that characters leave, claim that their odor is offensive, and bait them by stating boldly that one step onto their beds will not be tolerated. Compound this with the following: characters will note that the “growth” around the flower petals is metallic—alternately gold and platinum to a value of 100 pieces of each type of metal. The petals themselves are also of semi–precious materials such as mother of pearl, so that each bloom is worth around 1,000 gp. Most desirable of all are the “eyes” of each flower: each has a pair of precious gems worth 1,000 gp each! Characters conversing with these insulting plants will not fail to notice opals, jacinths, rubies, sapphires, diamonds, emeralds, and so forth serving as eyes for these flowers. Any move that puts a character into the “bed” area—a distance of 5’ or so from any given flower—will bring a chorus of immediate shrieks and screams from all the flowers. This cacophony will be interspersed with shrill insults, raucous vulgarity, and rude noises directed at the transgressor(s). Next round the following will appear:

Giant Bumblebee (1 to 16): CR 3; Large Vermin; HD 5d8+10; hp 36; Init +1 (Dex); Spd 20 ft., 60 ft. fly (good); AC 14 (–1 size, +1 Dex, +4 natural); Atk +6 melee (1d3+6, sting and poison); Face 5 ft. by 10 ft.; SA Poison; SQ Vermin; SR 16; AL N; SV Fort +6, Ref +2, Will +2; Str 18, Dex 12, Con 14, Int —, Wis 13, Cha 11.


SA—Poison Fort DC 18, initial and secondary damage 1d6 Dex.

SQ—Vermin Immune to mind–influencing effects.

This huge insect will buzz noisily to attack anyone who harms or attempts to harm the living flowers. Each round thereafter another bee just like the first will appear, until a total of 16 have come to do battle. They will pursue the offender(s) anywhere within the garden area, but they will not go beyond. As the fourth creature flies to the scene (three rounds after the first appears), other help will arrive.

Giant Ant (3–48): CR 1; Medium–size Vermin; HD 2d8; hp 11, 11, 11; Init 0 (Dex); Spd 50 ft., 20 ft. climb; AC 17 (+7 natural); Atk +1 melee (1d6 bite); SA Improved Grab; SQ Vermin; SR 16; AL N; SV Fort +3, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int —, Wis 11, Cha 9.

Skills: Climb +8, Listen +5, Spot +5.

SA—Improved Grab To use this ability, the giant ant must hit with its bite attack.

SQ—Vermin Immune to mind–influencing effects.

These workers will also be drawn to the scene by the distress calls of the flowers. They will attack and pursue the party as long as it remains in the garden, but they will not bother with them otherwise. Each round after the fourth, another three giant ants will arrive until 48 have come. Each trio will have exactly the same statistics as the original.

If the party comes from the house at A, then their most obvious destination will be the hill at C. Conversely, if the party has come from the hill, then they will notice the house. In either case, any
attempt to move from the garden to the hill will result in the party’s approaching the house instead, while if they attempt to move from the garden to the house, they will approach the hill instead. Thus, the party must state that they are going in the opposite direction in order to go in the direction they desire.

C. GRASSY HILL

From this height you can see in several directions. To the northwest is a building, due north is a garden, and to the south is a large expanse of countryside checkered into fields and copses by small streams and canals. All other vistas are blocked by the walls of towering trees that form a forest surrounding this strange place.

In order to move from the hill to any other place, the party must move quickly—must run, in fact. Failure to do so will move them slowly in the opposite direction. Once off the hill, they will immediately find themselves either in the garden at B or the Chessboard Fields at D. To move off the hill in the direction they desire, the characters must run as fast as they can. For five rounds they will simply remain in place, but immediately thereafter, they will be off the hill and either in the garden or on the first square (K1) of the Chessboard Fields (see map of the Chessboard Fields).

D. THE CHESSBOARD FIELDS

Whichever direction your party is taking, the fields, water–courses, and surrounding terrain will be the same. Because of the possibility of party movement in either direction, a general description of the Chessboard Fields, plus letter keys A, X, Y, and Z, will be presented initially. Thereafter, the chessboard areas will be detailed and explained.

GENERAL DESCRIPTION

Four broad streams surround a small area of land. This square island is dotted with meadows and copses and divided by many streamlets and brooks. This area is the only one open to further progress, unless you want to backtrack, for to left and right the nearly impenetrable forest looms darkly.

The boundary rivers of the Chessboard Fields are filled with giant crayfish, giant pike, and giant turtles: this will be obvious to any observant adventurer. (Make sure that all members of the party are observant!) Any attempt to walk across the water, to wade the river, or to swim will be fraught with terrible danger, for the riverbed is deep and muddy and the creatures lurking in the waters appear especially hungry. Unless the adventurers are particularly well equipped, they should have no choice but to journey across the Chessboard Fields.

Streams, on the other hand, are fordable anywhere. They contain only game fish. The waters are clear, clean, and drinkable.

The clumps of large trees contain small game and such foods as nuts, berries, and fruit. The open fields are gently rolling and ridged, so that one cannot see everything thereon from any vantage point—even a tall tree on a wood edge, for instance—because of ground folds, small shrubs, tall grasses, and plants of various sorts.

Each field is a square, as is each copse. Together they form an 8 x 8 chessboard: fields correspond to white squares, woods to dark squares, and the streams separate them all. The river edges the board.

A. CROSSING THE STREAM

At this point it is easy to ford the watercourse. A single hop or two will take you easily to the far bank.

Anyone crossing to the area will immediately notice that everything, including the meadows and sprinkling of small trees, has changed. The fields are now several hundred yards across, and the trees are huge oaks, usks, and ipts. The streams edging the island are broad rivers. The brooks are streams of considerable size. Conversely, if the party is coming from the Chessboard Fields, they will note that it has returned to its former perspective. Go back to the map of The Land Beyond the Magic Mirror if the party is leaving the Chessboard Fields.

X. CROSSING THE STREAM (Read A., above.)

Y. SMALL PUNT

Moored at the river edge is a stout craft that appears big enough to handle your entire party (no more
than 8 persons, however). The current is moving slowly towards and northeasterwards, where the watercourse divides. It is likely that you will be able to move upstream.

If the party goes downstream, they will be precipitated onto the beach area of The Land Beyond the Magic Mirror. The boat will be holed and useless.

If the party goes upstream, they will eventually reach the broad river that flows from the western edge of the map just below the Chessboard Fields area, then loops and returns west to the south. They will not be able to row against the current in this body of water, and the current will carry them to the beach (Area L) for the next encounter.

Z. PATHWAY SOUTHWARDS
The little–used track appears to be the only means of easy passage through the thick growth of forest.

This path returns to the map of The Land Beyond the Magic Mirror.

THE GAME OF CHESS
Each pawn is indicated by a capital letter “P.” Each piece uses standard chess notation, although the “N” is substituted for the old fashioned “Kt” for knight. (Thus, “B” = Bishop, “K” = King, “N” = Knight, “Q” = Queen, and “R” = Rook.) Each symbol denotes an opponent that the party will confront in an area. They will meet the pawn or piece, so to speak, and either combat it or else retreat. Opponents will not follow retreating party members.

P: Warrior: CR 4; Medium–size Humanoid; HD 4d8+8; hp 29; Init +1 (Dex); Spd 30 ft.; AC 18 ( Dex, +5 chain mail, +2 shield); Atk +7 melee (1d8+3, longsword); SA Dual Attack; SQ Rapid Stride; SR 16; AL N; SV Fort +6, Ref +2, Will +0; Str 17, Dex 13, Con 15, Int 8, Wis 8, Cha 12.

SA—Dual Attack Pawns get two attacks on the first round of combat only.

SQ—Rapid Stride Pawns can move at twice their normal rate when they are closing in for an attack.

These short, broad humanoids resemble a cross between a half–orc and a dwarf. They are vicious and tricky.

N: Centauroid: CR 6; Large Monstrous Humanoid; HD 6d8+12; hp 39; Init +2 (Dex); Spd 40 ft.; AC 19 (–1 size, +2 Dex, +8 plate); Atk +6 melee (2d6+4, greatsword) or +7 melee [×2] (1d6+2, hoof); Face 5 ft. by 10 ft.; SA Leaping; SR 16; AL N; SV Fort +4, Ref +7, Will +6; Str 18, Dex 14, Con 15, Int 8, Wis 13, Cha 11.

Skills and Feats Hide +2, Listen +6, Move Silently +4, Spot +6, Wilderness Lore +5, Weapon Focus (hoof).

SA—Leap Can leap over opponent[s] to attack from rear if initiative is gained on that round—no opponent may attack in return unless facing new position already.

B: Ogre–Mage: CR 8; Large Giant; HD 5d8+15; hp 37; Init +4 (Dex); Spd 30 ft., 40 ft. fly (good); AC 18 (–1 size, +5 natural, +4 chain shirt); Atk +7 melee (2d8+7, huge greatsword); Reach 10 ft.; SA Spell–Like Abilities; SQ Regeneration 2; SR 18; AL LE; SV Fort +7, Ref +1, Will +3; Str 21, Dex 10, Con 17, Int 14, Wis 14, Cha 17.

Skills and Feats Concentration +6, Listen +5, Spellcraft +4, Spot +5, Improved Initiative.

SA—Spell–Like Abilities At will—darkness and invisibility, 1/day—charm person, cone of cold, gaseous form, polymorph self, and sleep.

SQ—Flight Can cease or resume flight as a free action.

R: Oliphant: CR 7; Huge Animal; HD 10d8+50; hp 95; Init +0 (Dex); Spd 40 ft.; AC 18 (–2 size, +8 natural, +2 leather); Atk +14 melee (2d6+9 slam), +9 melee [×2] (2d6+5 stamp); or +14 melee (2d8+13 gore); Face 10 ft. by 20 ft.; Reach 10 ft.; SA Trample 2d8+13; SQ Scent; SR 16; AL N; SV Fort +11, Ref +6, Will +5; Str 28, Dex 11, Con 21, Int 4, Wis 15, Cha 11.

Skills Listen +7, Spot +7

SA—Trample Can trample Medium–size or smaller opponents for 2d8+13 damage unless the opponent makes a Reflex save (DC 23).

Q: Lamia: CR 6; Medium–size Magical Beast; HD 9d10+9; hp 58; Init +2 (Dex); Spd 50 ft.; AC 22 (+2 Dex, +5 natural, +5 chainmail); Atk +9 melee (1 permanent Wisdom drain, touch or +9/+4 melee (1d8, longsword); SA Spell–Like Abilities, Wisdom Drain; SR 16; AL CE; SV Fort +7, Ref +8, Will +7; Str 10, Dex 15, Con 12, Int 13, Wis 15, Cha 12.
**Skills and Feats** Bluff +13, Concentration +11, Hide +14, Dodge, Expertise, Iron Will.

SA—Spell–Like Abilities 1/day—charm person, major image, mirror image, and suggestion.

**K: Shambling Mound:** CR 6; Large Plant; HD 8d8+24; hp 60; Init +0 (Dex); Spd 20 ft.; AC 20 (–1 size, +11 natural); Atk +10 melee [×2] (2d6+5, slam); Reach 10 ft.; SA Improved Grab, Constrict 2d6+7; SQ Plant, Electricity Immunity, Fire Resistance 30; SR 16; AL N; SV Fort +9, Ref +2, Will +2; Str 21, Dex 10, Con 17, Int 7, Wis 10, Cha 9.

Skills: Hide +0, Listen +4, Move Silently +4.

SA—Improved Grab To use this ability, the shambling mound must hit a Large or smaller opponent with both slam attacks. If it gets a hold, it can constrict.

SQ—Plant Immune to min–influencing spells and effects, poison, sleep, paralysis, stunning, and polymorphing, not subject to critical hits: Electricity Immunity Takes no damage from electrical attacks, and gains 1d4 temporary Constitution.

Each piece has garments, armor, or a general coloration of either red or silver/white.

If the party crosses the **Chessboard Fields** and defeats one or more of the following opponents, the indicated reward will be granted when the party has traveled through at least one square on each rank and has departed the area. The item or items will be bestowed upon one, and only one, member of the party, and only in the case that all members agree. Otherwise, the aerial servant bearing the invisible items will depart.

- 8 Pawns or 2 Bishops & 1 Knight or 2 Knights & 1 Bishop or 1 Knight or Bishop and 1 Rook
- 1 Queen
- 1 King

Only one such set will ever be awarded to any group.

**THE CHESSBOARD FIELDS: OPTIONAL MOVEMENT RULES**

It cannot be assumed that each and every DM is thoroughly conversant with the rules of chess. However, the true challenge of the **Chessboard Fields** requires such knowledge. Therefore, the following Optional Events Rules are given to those DMs who understand the play of chess.

Each time a pawn or piece is eliminated by the party, the DM will move them across the “board” as if they were that chessman. In a few instances, movement will not be possible, but otherwise, movement will occur. Player characters will be unable to prevent such movement and will not know where they are going: motion will be rapid, terrain blurred, and then players will find themselves in some other location. Red pawns and pieces will generally tend to move south down the board, while white ones will tend to move north up the board. In general, moves that reflect an average game of chess should be made, including moves that attack an opposing pawn or piece as if the party were the pawn or piece just eliminated. In this game, however, the attacking man moves to the square of the opponent (i.e. the party moves to the area) and must then combat the pawn or piece—or flee if they do not desire combat and the opportunity for flight presents itself.

For example, the players enter the **Chessboard Fields**, slay the Queen, and are then moved two squares south (a move possible and reasonable for a chess Queen). They are in woods. Unless they move diagonally south or back northwards, they will encounter another man to fight. Assume that they move due west and combat the Knight there. They fight and win again, and they are now moved south two squares and east one—whirling through the air in a move that lands them with the Pawn on white’s Queen 4 (Q4) square. As they are attacking, the opponent there will combat the party unless it flees. Assume it stays and wins, of course. Because the white Pawn has no possible move, the party is not magically moved to another square when they achieve victory. Instead, they may now opt to move wherever they wish. If they continue south, they will encounter the Bishop, and if they fight with it and win, the party will again be transported—but this time they will fly northwest to combat the red Bishop!

In addition to movement, there is always the threat of attack from a pawn or piece of a different color than that the party represents at the time. That is, after slaying the white Bishop and being moved to combat the red one, as given above, assume the adventurers decide to fight once again They eliminate the ogre–mage “Bishop,” but they are weakened and decide to remain in the square field to rest and recover. As they so rest, the Pawn on red’s Rook 3 (R3) will most certainly move to attack. That is the
only threat there, but if the party wins, it is no longer serving as white’s Bishop but as red’s Pawn. As the man can move, the party is moved a pawn’s move immediately upon defeating it, so they end up in the woods of the square immediately south (red’s QN5). If they attempt to rest there, they will then be attacked by the white Bishop (on QB3). What a mess! What an unending series of movements and attacks! What fun!

It is also worth noting that in order to escape this nightmare place, the brave adventurers will have to defeat the Queen on white’s King 1 (K1) square, be moved north or northwest, and then, in all likelihood, come back to the square again.

The rule of thumb is that the party becomes the color and type of man they have just defeated. They are then moved a normal, not illogical move according to their newly acquired movement capability, and will then either have to fight again, move normally as adventurers, or opt to rest where they are. While they are resting, they are always subject to attack from pawns and pieces of the opposite color. To avoid forgetting which color the party represents at the time, a side record should be kept to show the power and color of each man eliminated in order of elimination.

If in one unbroken series of movements and combats on the chessboard fields, the party manages to eliminate all of the pieces and pawns of both red and white, you may grant them additional magic items—a rod of wonder and a tan bag of tricks!

E. TREE AND COTTAGE

The pathway you have been following displays a number of signposts—finger–like boards pointing in the direction of a grassy meadow beside a towering roanwood tree. The fingerposts all state that a “T. Diumm” as well as a “T. Deeous” dwell ahead: evidently this must be their cottage, and both creatures, whatever they are, live under the same roof.

Suddenly, from the nearby trees that edge the meadow, there step two short, rather plump–looking fellows. Each wears short breeches and a baggy, rather soiled smock. They look so much alike that the only way you can tell one from the other is by the color of rope each uses to keep his shirt closed: the one on the right has a russet–red rope, while the other secures his flapping jacket with a plum–colored tie. Their rather simple, homely faces are sweaty and smudged with grime and bits of twigs, as if they had been fighting with each other, rolling about in the dirt of the forest floor.

**T. Diumm, male human Mnk11:** CR 11; Medium–size Humanoid (Human); HD 11d8+33; hp 96; Init +8 (Dex, Improved Initiative); Spd 60 ft.; AC 18 (+4 Dex, +2 monk, +2 Wisdom); Atk +8/+5/+3 melee (1d10+2, unarmed); SA Improved Trip, Ki Strike (+1), Stunning Attack, Unarmed Strike; SQ Deflect Arrows, Diamond Body, Evasion, Improved Evasion, Leap of the Clouds, Purity of Body, Slow Fall (50 ft.), Still Mind, Wholeness of Body; SR 16; AL CN; SV Fort +10, Ref +11, Will +11; Str 15, Dex 18, Con 16, Int 6, Wis 15, Cha 5.

Skills and Feats: Climb +8, Escape Artist +10, Hide +9, Jump +7, Move Silently +9, Tumble +9, Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will.

SA—Ki Strike: Hands strike as if they were +1 magical weapons; Stunning Attack: Fortitude save (DC 17) or be stunned for 1 round.

SQ—Diamond Body: Immune to poisons; Still Mind: +2 save vs. Enchantment; Wholeness of Body: Can heal self of 22 hp of damage per day.

**T. Deeous, male human Mnk12:** CR 12; Medium–size Humanoid (Human); HD 12d8+36; hp 103; Init +8 (Dex, Improved Initiative); Spd 60 ft.; AC 18 (+4 Dex, +2 monk, +2 Wisdom); Atk +9/+6/+3 melee (1d12+2, unarmed); SA Improved Trip, Ki Strike (+1), Stunning Attack, Unarmed Strike; SQ Abundant Step, Deflect Arrows, Diamond Body, Evasion, Improved Evasion, Leap of the Clouds, Purity of Body, Slow Fall (50 ft.), Still Mind, Wholeness of Body; SR 16; AL CN; SV Fort +11, Ref +12, Will +10; Str 15, Dex 18, Con 16, Int 6, Wis 15, Cha 5.


SA—Ki Strike: Hands strike as if they were +1 magical weapons; Stunning Attack: Fortitude save (DC 18) or be stunned for 1 round.

SQ—Abundant Step 1/day, as dimension door by 6th level caster; Diamond Body: Immune to poisons; Still Mind: +2 save vs. Enchantment; Wholeness of Body: Can heal self of 24 hp of damage per day.
These identical twins are cunning despite their borderline intelligence. Being Lawful Neutral, they will
adhere to the letter of any agreement they make, but they are not prone to being duped, as they have
learned from experience—long, hard experience! They have just come from a periodic combat where
each attempts to outdo the other and gain a temporary advantage. Having no other opponents in the
area, they will cheerfully engage in combat with any party member willing to stand one–on–one. They will
fight to the death only if provoked by attack or in an agreed–upon man–to–man combat.

The twins have a neurotic fear of a black roc who periodically visits their clearing (see next below)
and has stolen all their magic items: the two tend to drop whatever they are holding when this monstrous
bird comes near. The roc then swoops down, grabs the shiny items, and eventually drops them—
unfortunately in the lair of another monster. As soon as players speak to them, this pair will begin talking
to each other:

“Who do you suppose this rag–tag lot is?”
“Haven't the foggiest, Old Chum. Mayhaps they'll bug off.”
“Shall we speak to them?”
“Only if we must—they do appear a stupid lot!”

Whatever the party is saying, the twins will then begin shouting, “Why don’t you go bother the Walrus
and the Carpenter?” and pointing in the proper direction. Unless the adventurers immediately leave to go
elsewhere, the two will change their minds: “Say, perhaps you are here to get our treasure back?” T.
Diumm will ask (saying in an aside to T. Deeous: “If you hadn’t spoiled my noise–maker, that filthy crow
wouldn’t have stolen the sword, you know! The rattle would have frightened it off!”). “If you fetch it,” he
continues, “we'll give you this sock full of pearls we got helping Wally and his pal!” Then the two will haul
out an old stocking that holds 30 very large natural pearls worth 500 gp base value each.

The two will then insist that they should get their valued treasures from the creatures living in the
woods—a nice little sword belonging to T. Deeous and a red bag with several splendid things of T.
Diumm’s. If the party agrees to the deal, the twins will direct them eastward to the path leading into
Tugley Wood, adding that, if they don’t get their “stuff” back, of course they will all have to “battle” to settle
matters.

If the adventurers spend too much time talking with the twins, Nature will assist them in making up
their minds to do something a bit more active. Suddenly, the brothers will dash into their cottage and
slam the door, an ironbound oaken portal that cannot be forced open quickly, as it is stout and well
secured. If players use a knock spell, the twins will slam the door shut and bar it fast, unless the party
beats their initiative by 5 or better. The windows are also secured by stout, barred shutters. As the pair
disappear into their dwelling, a huge shadow will fall across the party. It is the “Crow” feared by the
brothers.

**Roc (1):** CR 9; Gargantuan Beast; HD 18d10+126; hp 225; Init +2 (Dex); Spd 20 ft., 80 ft. fly (average); AC 14 (–4 size, +2 Dex, +6 natural); Atk +21 melee (2d6+12, claw), +16 melee (2d8+6, bite); Face 20 ft.
by 40 ft.; Reach 10 ft.; SA Snatch; SR 16; AL N; SV Fort +18, Ref +13, Will +7; Str 34, Dex 15, Con 24,
Int 2, Wis 13, Cha 11.

Skills Listen +4, Spot +4.

**SA—Snatch** A roc that hits a creature of at least Small size, but no larger than Huge, with a claw
attack attempts to start a grapple as a free action without provoking an attack of opportunity. If the roc
gets a hold, it can fly off with its prey and automatically make a bite attack each round in lieu of a claw
attack. It can drop a snatched creature as a free action, or use a standard action to fling it aside. A flung
creature travels 90 ft. and takes 9d6 points of damage. If the roc flings it while flying, the creature suffers
this amount of damage or falling damage, whichever is greater.

This monster will attempt to grab a pair of party members and carry them off to Area I where its master,
the jub–jub bird, wishes it to bring food and treasure. The victims of such a ride will arrive relatively
unharmed; assuming the initial talon grabbing attack doesn’t kill them. They will be dropped from only 10'
up, so an additional 1d6 damage will be sustained from the fall. The roc will immediately fly back west,
passing over the cottage area on its way to its distant home. The two victims will have to fight the
monster coming to devour them, but if their associates note the departure and return of the roc, they will
have a good idea that their lost friends are but a short distance to the east.
When their items are returned, the twins will give the party a buckler +1. If the adventurers recover the items and fail to return them to the pair, the two will begin following them. There will thereafter be a 1 in 10 chance that T. Diumm and T. Deeous will catch up with the party and, using their ability to move silently and hide in shadows, will attack by surprise if possible. Such a battle will be to the death or until the party surrenders the desired items. The pearls will not be given in any event, although one of the pair will have them.

F. LARGE WALRUS AND HUMAN

Here on the beach, walking along in the damp sand, are a strange pair. The walrus–like creature has legs! The fellow with him is tall and slender, dressed in plain blue clothing of the sort normally worn by laborers. They seem deep in conversation, but then both notice your party. The human smiles and waves to you, inquiring if you are lost strangers or coming to seek treasure from The Sea. Neither appears in the least hostile or threatening, and the man appears unarmed.

The Walrus (1): CR 9; Medium–size Magical Beast; HD 12d10+24; hp 90; Init –1 (Dex); Spd 20 ft., 40 ft. swim; AC 17 (–1 Dex, +8 natural); Atk +16 melee (1d4+4, slam) or +16 melee (2d6+2, bite); SA Improved Two–Weapon Fighting; SQ Suggestion; SR 16; AL NE; SV Fort +12, Ref +7, Will +5; Str 18, Dex 8, Con 15, Int 10, Wis 12, Cha 11.

Skills and Feats Bluff +7, Innuendo +7, Sense Motive +7, Spot +7, Swim +18, Great Fortitude, Improved Unarmed Strike, Power Attack.

SA—Improved Two–Weapon Fighting The Walrus can engage in melee combat with two opponents that are in any square it threatens without penalty.

SQ—Suggestion 3/day—as per the spell, Will save (DC 16) negates.

This creature is exceptionally intelligent and able to speak the Common Tongue. It is friendly and bumptious–seeming, for it assists its associate in his thieving activities. If attacked the walrus will fight, fearlessly doing its utmost.

The “Carpenter,” male human Rog15: CR 15; Medium–Size Humanoid (Human); HD 15d6+15; hp 80; Init +8 (Dex, Improved Initiative); Spd 30 ft.; AC 20 (+4 Dex, +2 leather apron, bracers of armor +4); Atk +14/+9/+4/+4 melee (1d6+2, short sword); SA Sneak Attack +8d6; SQ Evasion, Improved Evasion, Uncanny Dodge; SR 16; AL NE; SV Fort +6, Ref +13, Will +6; Str 14, Dex 18, Con 13, Int 14, Wis 12, Cha 13.


SQ—Evasion/Improved Evasion Takes half damage from any attack that allows a Reflex save to avoid damage, and takes no damage on a success; Uncanny Dodge Never loses Dex bonus to AC, cannot be flanked, and has a +2 to save against traps.

The Carpenter will relate to the adventurers how he and his longtime friend are under geas because of their successes!

Because they have raided a senile wizard’s oyster beds, gaining tasty food and heaps of pearls in the process, they have found themselves in great trouble: both are now under the injunction of this wizard—an odd chap who likes to turn himself into a rabbit, of all things!—and cannot enter salt water of any sort. In fact, they dare not get closer than 10‘ to it or suffer severe pangs. Now that the party is here, perhaps they can have their revenge! The Walrus and Carpenter will gladly allow the party the use of their rowboat (G), if the adventurers will but row out and loot the beds of oysters. Naturally, the pair wouldn’t object to an oyster or two to eat, and perhaps a sample of a small pearl or two also, if the players find it in their hearts to grant it. Their current condition galls both of them so much that all they really want is revenge and the fine sport of seeing how well the party does.

Of course, this is not the truth. Neither of the two has any desire to risk his life getting pearls as long as there are suckers to do it for him. If the party decides to go elsewhere, then the rogue will attempt to steal as much as possible from them. If they go after pearls, he will wait until they come back; he has 50 worthless fake pearls that he will switch for real ones the party recovers. Thereafter, if opportunity
permits, he will fish for other valuables belonging to the party. If caught, both the Walrus and the Carpenter will seek escape in the water.

Carpenter wears a ring of swimming (+10 competence bonus to Swim skill) and can hold his breath for several minutes (through the use of his Endurance feat). Thus the pair can stay under–water six or seven rounds at a time, hiding generally in the area where the stream flows across the beach. Flight, however, is always their last recourse: the pair will attempt to talk their way out by charisma and bluff at first, then they will demand that the insulting adventurers leave their beach. Finally, the two will fight, using a surprise attack if possible, but always keeping their backs to the water and slowly walking backwards into the waves if the fight goes badly for them.

G. BEACHED ROWBOAT

This craft, while rather in need of paint, is obviously sound. It will seat four oarsmen and carry as many as four or five others. Its stout hull seems to have no leak.

If the party is arriving here from Dungeonland via the sea, they will see the rowboat. The current will draw them near to its position, and as soon as they beach their craft the Walrus and Carpenter will appear walking toward them from the west. If, on the other hand, the adventurers are set to leave The Land Beyond the Magic Mirror, then they may set to sea in the rowboat. Oddly enough, after venturing out a short distance, the current will carry them eastward and to the north, past a jutting crag to a beach where another odd creature sits and waits for them to lend their aid. Otherwise, the party may row without finding any currents at all to Area H, with shouted aid from Carpenter and his walrus–like chum.

H. UNDERSEA RIDGE

Looking down through the clear water you note that the ocean floor rises in this spot. Some few plants and rocks are visible, but in general the bottom is covered with very large oysters and broken shells. Of course, the oysters nearest the surface are not as large as those dwelling on the sloping sides of the rather sharp spine of the rise. Shouts from the two on the beach indicate that they know you are in the perfect place to begin looting these choice mollusks!

**Giant Clam:** CR 2; Large Vermin; HD 4d8+8; hp 26; Init –5 (Dex); Spd 0 ft.; AC 14 (–1 size, –5 Dex, +10 armor); Atk None (see text); Face 10 ft. by 10 ft.; Reach 0 ft.; SA clamp; SQ camouflage, blindsight, vermin, SR 16; AL N; SV Fort +6, Ref –4, Will +1; Str 20, Dex 1, Con 15, Int —, Wis 10, Cha 9.

*Clamp (Ex):* Any creature of Huge size or smaller that comes within 5 feet of a giant clam must make a Swim check (DC 17) or be sucked between its shells as it clamps shut. Small or smaller creatures will be completely trapped. Medium–size or larger creatures will be only partially trapped, perhaps by a leg or by the midsection. Trapped creatures are considered grappled.

A trapped creature takes 1d6+7 points of crushing damage each round and is subject to drowning (see page 85 in the DMG).

A giant clam that has clamped shut will not reopen unless forced (requires an opposed Strength roll) or until 1d4 hours have passed without the clam being disturbed.

*Camouflage (Ex):* The rough shell of a giant clam is usually draped with barnacles, anemones, and bits of coral, which help them blend in with their environment. Creatures must make a Spot check (DC 20) to notice it. Anyone with Wilderness Lore or Knowledge (sea creatures) can use those skills instead of Spot to notice the plant.

*Blindsight (Ex):* Giant clams have no visual organs but can ascertain all foes within 30 feet using vibration.

*Vermin:* Immune to all mind–influencing spells and effects.

These monsters don’t really attack. The threat they pose comes only from their reflex action to clamp shut quickly when they are interfered with. They lurk among the huge oysters. They will snap shut on their prey and hold fast until the prey escapes, the clam is slain, or the prey dies.

The water is from one to two fathoms above the head of an average man standing atop the underwater ridge, and because the water is so shallow, characters will be able to hold their breath and stay under for three rounds. During this period they will be able to seek out a choice oyster, pry it loose, and toss it into the boat. Each time they do so they will also be vulnerable to attack by a giant clam. Small oysters are the nearest, and there is only a 1 in 8 chance of a giant clam attack among them.
Further down the sides, where medium–sized specimens are found, there is a 1 in 6 chance. At about seven fathoms or so, where the largest oysters dwell, the chance for stepping into a giant clam is 1 in 4. A character must make an opposed Strength check against the giant clam. Otherwise, the clam must be killed, or someone must assist the trapped individual.

**Chances for pearls, and their value are:**

<table>
<thead>
<tr>
<th>Size</th>
<th>Chance</th>
<th>Pearl Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Large Oyster</td>
<td>1 in 8</td>
<td>base 100 gp</td>
</tr>
<tr>
<td>Larger Oyster</td>
<td>1 in 6</td>
<td>base 500 gp</td>
</tr>
<tr>
<td>Largest Oyster</td>
<td>1 in 4</td>
<td>base 1,000 gp</td>
</tr>
</tbody>
</table>

Oysters are closed so tightly that they must be taken ashore to be opened. (The first violent attempt to open an oyster in the boat will nearly upset the craft, and a second attempt will either tip it over or else hole the boat's bottom and sink it.) Once ashore, it will take one round to open each oyster: of course, both the Walrus and Carpenter will gladly assist!

I. LONG MEADOW OF COLORED FEATHERS

This cleared, grassy area seems to be sprinkled with enormous feathers. There are huge black ones, smaller yellow ones, green ones, and a few red or blue ones. A raucous shrieking suddenly comes from the forest to the north. Then you hear: “Aawrrk! Want a Snacker!”

If possible, the DM should do this shrieking with a parrot voice, making the last word sound as if it were “cracker,” not “snacker.”

**Jub–Jub Bird (1):**

CR 8; Large Magical Beast; HD 12d10+36; hp 102; Init +7 (Dex, Improved Initiative); Spd 20 ft., 40 ft. fly (average); AC 16 (–1 size, +3 Dex, +4 natural); Atk +15 melee (1d8+5, beak) and +10 melee [×2] (2d6+2, claw); Face 5 ft. by 10 ft.; SA Keen Beak, Command; SQ Feign Death, Telepathy; SR 16; AL N; SV Fort +11, Ref +11, Will +4; Str 20, Dex 16, Con 16, Int 8, Wis 11, Cha 16.

**Skills and Feats**

26, Listen +15, Spot +15, Awareness, Improved Initiative, Power Attack.

**SA—Keen Beak** Critical hit on 19–20; Command Every other round, Will save DC 19.

**SQ—Telepathy** Can speak telepathically with any creature within 100 ft. that understands Common and Avian.

This weird monster is the only one of its kind. The jub–jub bird resembles a giant macaw, although its tail is like that of a parrot. It is over 9’ tall and has exceptionally long, razor–sharp talons. Its hooked beak is also very large and sharp. Highly intelligent, the creature can speak the Common Tongue and is able to communicate telepathically with other avians. This communication allows it a great measure of control as well—thus the service of the roc. However, there are no nearby birds to call upon for help, as the smaller sorts have long been eaten by this monster. In attack the jub–jub bird will command one member of the party to “rest,” “sit,” or “bow” while it then rushes to attack the others. The jub–jub can use the command and still attack. If wounded beyond 40 points of damage, the creature will feign death, and as soon as anyone approaches, or the party starts to leave, the monster will attack by surprise. If reduced below 10 points, the jub–jub will seek to escape immediately.

**Treasure:** The bird has a mound of sticks, leaves, and old feathers at the western end of the clearing. The only thing of value in the mess is the red bag described to them by T. Diumm. Inside the bag are a ring of invisibility, a net of snaring, and two silken cushions worth 500 gp each. The jub–jub bird thought the bag was an egg, but in fact it is merely a heavy canvas container of no real value.

J. GREAT CLEARING

This large meadow is beaten down as if many men had recently crossed it from north to south, then east to west. There are some mounds of earth scattered about, but otherwise there is nothing noteworthy. (The “earth” mounds are only a foot or so high–dropping piles.)

**The Jabberwocky (1):**

CR 8; Huge Aberration; HD 15d8+45; hp 112; Init −1 (Dex); Spd 40 ft.; AC 17 (−2 size, −1 Dex, +10 natural); Atk +19 melee (2d8+10, bite), +14 melee (2d4+5, claw); Face 10 ft. by 20 ft.; Reach 20 ft.; SA Charge; SQ Damage Reduction 10/+3 or vorpal; SR 16; AL CN; SV Fort +12, Ref +4, Will +10; Str 30, Dex 9, Con 20, Int 12, Wis 12, Cha 15.
Skills and Feats: Intimidate +14, Listen +14, Spot +14, Wilderness Lore +13, Alertness, Great Fortitude, Power Attack.

SA—Charge: If a jabberwocky gains the initiative at the beginning of combat, it will charge. This doubles its speed, and allows it to make all three of its attacks at its full melee bonus (+19). This is a full attack which provokes an attack of opportunity, but increases the damage of each attack by +2.

The jabberwocky is a huge, almost ostrich-like creature. It has two large legs with cruel claws, a sinuous, snaking neck, and a round head with two large, bulbous eyes. Its mouth is filled with long sharp teeth, the foremost two of which almost resemble axe blades.

Like all monsters who dwell in the Tugley Wood, the jabberwocky is a nonesuch. It is known for nothing but the ferocity of its attacks, its sheer stupidity, and the noise of its breathing. This bipedal monster appears rather reptilian. It has a great horn on its head, and it attacks either with this weapon or by smashing down opponents with its huge, powerful legs. Its forelegs are small and weak, and these are not used at all. In addition to being large, it is also very stupid, and will fight on as if perfectly unharmed until it has received 100 points of damage, or for six rounds after being reduced to zero or fewer hit points.

When the party enters the jabberwocky’s clearing, it will charge from the northeast at a Speed of 75 ft., lowering its snaky neck to allow both horn and trampling attacks. It will pursue until it is slain or can no longer see the adventurers. It has no treasure.

K. MOUNDED MEADOW

This grassy clearing has several low mounds in it. They appear almost hemispherical, although they are not so high—perhaps turtle-like would be a better description.

Bandersnatch (1): CR 7; Large Magical Beast; HD 9d10+9; hp 49; Init +9 (Dex, Improved Initiative); Spd 50 ft.; AC 21 (–1 size, +5 Dex, +7 natural); Atk +9 melee (up to ×6) (1d6+4, claw) and +7 melee (2d6+2, bite); Face 5 ft. by 15 ft.; SA Improved Grab, Entangle; SQ Legs; SR 16; AL ; SV Fort +7, Ref +11, Will +3; Str 18, Dex 20, Con 12, Int 12, Wis 11, Cha 13.

Skills and Feats: Listen +9, Move Silently +14, Spot 11, Improved Initiative, Multiattack, Multidexterity.

SA—Improved Grab: To use this ability, the bandersnatch must hit a Medium–size or smaller opponent with at least two of its claw attacks. If it gets a hold, it can Entangle; Entangle A bandersnatch that grabs an opponent with at least two of its legs can entangle the opponent as a free action. This entanglement acts as a web spell as cast by a 9th level sorcerer. These webs are extremely elastic, however—the DC to escape is increased by +5.

SQ—Legs: If a bandersnatch uses all its legs for movement, it can move at a Speed of 100 ft. It cannot attack while moving at this rate, however.

This 12–legged insectoid is a fearsome predator. It is highly intelligent, so its attacks are reasoned. It will decide how many clawing leg attacks to make, and then follows these attacks with a fearsome bite of its toothy, rather simian head. A victim secured with sticky bands will be ignored in melee until such time as the fighting is over and the bandersnatch can rest and enjoy its repast—a matter of but a round or two. It is the only creature of its kind known to exist.

The bandersnatch dwells in earth dens. There are 10 of these under the mounds on the southern portion of the meadow. Each is in the center of a hex. Various bones and litter will be found in all.

Treasure: Under the litter of one such heap (and you must determine which mound it is in at random by rolling d10) is a short sword. Its name is “Laprov.” It is Lawful Neutral in alignment. It desires to return to its master T. Deeous as soon as possible (he has the Martial Weapons feat that allows him to use this weapon).

Laprov: Short sword; vorpal weapon; speech (8 languages); 3 primary abilities, detect magic, see invisible, locate objects; AL LN; Int 14, Wis 14, Cha 14, Ego 14

This sword was taken by the roc, held by the jub–jub bird for a time, and then stolen by the bandersnatch. If it can gain control of a character in the party it will do so, then begin shouting “Snicker–snack! Snicker–snack! I'll cut your heads off if you don't take me back!” If the party attempts to retain this weapon, you must remember that it will never under any circumstances be a willing servant. It will always seek to destroy those who wield it until such time as it is brought back to its rightful owner. (Have
it shout in situations and reveal the presence of the party, attempt mutiny or try to control the player character holding it, and mislead the party about its powers whenever possible.

**L. OLD SHOP BESIDE RIVER**

The clearing that you have entered has a broad river bounding its southwestern edge. On the bank of this river is a small, badly weathered shop. The sign above its door shows a cone–shaped seashell out of which all sorts of things are spilling: food, weapons, jewelry, and so on. The door to the shop is open, and behind the counter sits a sheep–faced old woman. She is knitting and pays no attention to you at all.

If the party enters the shop, continue:

Many shelves line the shop, and they are crowded with all sorts of things. There are supplies for exploring, weapons, armor, helmets, shields, jewelry, food items, clothing, writing materials and pens, books, dishes, plates, flasks, jugs, bottles, kettles, tools, everything! Some seem very valuable. The gleam of precious metal, the glitter of gems, and the soft glow of magic are here! The rows of crystal bottles filled with a rainbow of different liquids might be potions.

The more the players have their characters attempt to tell exactly what is in this shop, the more vague and uncertain its contents will become. Where they stare, the shelves seem to be bare, while out of the corners of their eyes they can note shelves packed with goodies. This place is an illusion generated by the sheep–like “woman.”

**Lamia: CR 7; Medium–size Magical Beast; HD 9d10+9; hp 58; Init +2 (Dex); Spd 50 ft.; AC 22 (+2 Dex, +5 natural, +5 chainmail); Atk +9 melee (1 permanent Wisdom drain, touch or +11/6 melee (1d4, dagger); SA Spell–Like Abilities, Wisdom Drain; SR 16; AL CE; SV Fort +7, Ref +8, Will +7; Str 10, Dex 15, Con 12, Int 13, Wis 15, Cha 12.

Skills and Feats: Bluff +13, Concentration +11, Hide +14, Dodge, Iron Will, Weapon Finesse (dagger)

SA—Spell–Like Abilities 1/day—charm person, major image, mirror image, and suggestion; Spells 1–day—as a 5th level sorcerer: burning hands, magic missile, shocking grasp, ray of enfeeblement, stinking cloud, slow.

This creature maintains the illusion of the shop in order to lure victims near. Note that her touch might not only convey a spell effect, but it will also drain one point of wisdom from the victim. She will attack by touch spells and wisdom drain as soon as she notes that the adventurers are suspicious. She will attempt to charm and suggest first, then shock, missile, slow, stink, enfeeble, burning. If in trouble she will use images and water breathing to slip into the river and escape.

**Treasure:** The noble wears a bracelet, necklace, and armband of gold studded with gems. The necklace and armband are each worth 5,500 gp, each having three 1,000 and three 500 gp gems set in it. The bracelet appears to be the same, but if the stones are examined it will be noted that the large ones are merely star quartz of an unusual blue–violet color that shades towards silver in the light. Each of these stones contains a wish, but the only method by which this can ever be found out is by actually making a wish. Detection or magic will not reveal the nature of this bracelet and its stones.

**M. LARGE PUNT**

A large boat is moored at the riverbank. It will easily hold all the party (up to nine members) and its gear (about 500 gp per person). It has a pair of long oars, but no anchor.

The current here will carry the punt slowly downstream to **Area N**. If rowing upstream is attempted here, the oars will tend to stick in the water—almost as if the liquid were of a gelatinous nature. If an oar sticks, there is a 1 in 6 chance per round that a giant crab will then climb into the boat and attack. Oars are unstuck from the water with a Strength check (DC 15). They will always stick after three attempts to row with them. Attacking crabs will not upset the boat, as they clamber up and walk on the gelid river surface.

**Crab, Giant (1 at a time): CR 1; Large Animal; HD 3d8+6; hp 30; Init +0 (Dex); Spd 30 ft., 30 ft. swim; AC 17 (–1 size, +1 Dex, +7 natural); Atk +6 melee (2d4+6, pincer); Face 10 ft. by 10 ft.; Reach 10 ft.; SA Improved Grab, Crush; SR 16; AL N; SV Fort +5, Ref +4, Will +1; Str 18, Dex 13, Con 15, Int 1, Wis 10, Cha 8.

Skills: Spot +5, Swim +17.
**SA—Improved Grab** To use this ability, the giant crab must hit a Medium—size or smaller opponent with a pincer. If it gets a hold, it can start a grapple as a free action. If it gets a hold, it can crush: **Crush**

A grappled opponent takes pincer damage every round until the prey dies, escapes, or the giant crab decides to drop it.

**N. REEY BANK**

The current has pushed your punt ashore on a soft bank, one that is gently sloping rather than steep and forested such as those that you have passed. Ahead the river divides into three smaller branches and disappears into the dark forest: this looks like a place to begin walking again.

If the party happens to be coming from Area O to this spot, simply reverse M and N. If they attempt to move on downstream, have a giant crab upset or hole the boat before they can get started. Movement upstream is possible only if the party is coming from Area O, and they will be subject to sticking oars and Grab attacks. Rate of travel will be three oared attempts per hex just to avoid too much boredom, so in about six turns the party can get to M and the adventure of the shop.

**O. GIANT EGG ON A WALL**

A 50’ high, thick wall of brick spans the entire length of this field—about 100 or more yards! Atop it is an even stranger sight, a huge egg, larger than a man, with arms and legs and a face!

**Humpty Dumpty (1):** CR 12; Large Aberration; HD 12d8; hp 50; Init +6 (Dex, Improved Initiative); Spd 20 ft.; AC 13 (–1 size, +2 Dex, +2 natural); Atk By spell only; Face 10 ft. by 10 ft.; SA Spells; SQ Vulnerability; SR 16; AL CN; SV Fort +4, Ref +6, Will +7; Str 8, Dex 15, Con 11, Int 15, Wis 7, Cha 15.

**Skills and Feats** Balance +10, Bluff +11, Climb +6, Innuendo +5, Intimidate +9, Sense Motive +5, Spot +7, Alertness, Dodge, Improved Initiative, Skill Focus (Bluff).

**SA—Spells** At will, Humpty-Dumpty can make use of the following spells as cast by a 12th level sorcerer: ventriloquism, ghost sound, and symbol of discord. His symbol of discord is etched on his palm.

**SQ—Vulnerability** Humpty-Dumpty must make a Fort save equal to 10 + the damage done or shatter if he takes falling or bludgeoning damage. If shattered, he is immediately reduced to 0 hp.

This very intelligent and sarcastic creature is perched atop the wall here to have fun insulting anyone passing—as well as to observe who or what is in the the area and report it to the King.

Directly beneath him is a secret door through the wall—the only way the party can pass, unless they can somehow scale the wall or work their way around the wall of force that prevents “end runs” around the wall. (The force barrier is shown with X’s on the map. It is impervious to all forms of magical or physical destruction. It extends too far to the south to pass around.) The caustic remarks of Humpty Dumpty are aimed at testing the mettle of the adventurers. If they become angered and hostile, the egg-like creature will use a symbol of discord to disrupt the party. If they remain thereafter, he will employ his other spells to make them think that a veritable army of troops is behind the wall ready to support him if the party attempts him harm.

Any solid hit (i.e. any critical hit or one in which the player rolls maximum damage) will cause the creature to make a Balance check (DC equal to 10 + the damage done). Failure indicates that he loses his balance and falls from the wall, taking 5d6 damage. It is likely that this will shatter Humpty Dumpty, and inside of his remains will be nine smaller eggs. Five of these ovoids are magical eggs of desire (see Magic Items section, p. 32). The other four contain spells that are as case by a 12th level sorcerer with a 15 Charisma (Humpty-Dumpty):

1 egg containing a cloudkill (no movement, just cloud of poisonous fumes as per spell); Fortitude save (DC 17) when applicable.
1 egg of stinking cloud (as per spell); Fortitude save (DC 15) when applicable.
1 egg of fogcloud (as per spell)
1 egg of disintegration (as per spell); Fortitude save (DC 18) when applicable.

Each of these eggs looks alike, and the party will have no idea what it does until it is broken. The four spell-power eggs can be hurled by hand up to 40 ft. distance. If slung, they will have the same range as a sling stone.
Upon breaking, Humpty Dumpty will automatically summon “all the King’s horses, and all the King’s men.”

**Wooly Rhinoceros (24):** CR 5; Large Animal; HD 10d8+50; hp 19; Init +0 (Dex); Spd 30 ft.; AC 16 (–1 size, +7 natural); Atk +14 melee (2d6+12, gore); Face 5 ft. by 10 ft.; SQ Shadow–Conjured; SR 16; AL N; SV Fort +12, Ref +7, Will +5; Str 26, Dex 10, Con 21, Int 2, Wis 13, Cha 2.

*Skills* Listen +11.

**SQ—Shadow–Conjured** Has only 1/5 hit points, but does full damage if believed, but only 1/5 damage if disbelieved. Its AC drops to 10 if disbelieved.

**Frost Giants (72):** CR 9; Large Giant (Cold); HD 14d8+70; hp 26; Init –1 (Dex); Spd 40 ft.; AC 21 (–1 size, –1 Dex, +9 natural, +4 chain shirt); Atk +18/+13 melee (2d8+13, greataxe); Reach 10 ft.; SQ Cold Subtype, Shadow–Conjured; SR 16; AL CE; SV Fort +14, Ref +3, Will +4; Str 29, Dex 9, Con 21, Int 10, Wis 10, Cha 11.

*Skills and Feats* Climb +13, Jump +13, Spot +6, Cleave, Great Cleave, Power Attack, Sunder.

**SQ—Cold** Subtype Cold immunity, double damage from fire except on a successful save; Shadow–Conjured Has only 1/5 hit points, but does full damage if believed, but only 1/5 damage if disbelieved. Its AC drops to 10 if disbelieved.

When Humpty falls the party will have three rounds to react to the opportunity to loot. Immediately thereafter, on round four, the 24 rhinos and 72 giants will come on the scene. This mass will issue forth from a gate that suddenly appears in the wall. They will be about 100’ or so from the party and massed to face them. The animals are caparisoned in red, with white king’s crowns scattered on the field of the cloth. The giants are clad in silvery cloth surcoats, with a deep red crown emblem on the chest of this garment. Each mounted frost giant bears a lance with a red and white banner on it. The group afoot have bardiche–like axes of huge proportion. From those mounted giants one will ride a bit forward and state:

“We come on the King’s business to put Humpty Dumpty together!” If the party has any of the inner eggs, the giant will continue: “Put back those potions of the Exalted Eggcellency which you have taken! Get from this place immediately, or we will have to slay you all!”

The whole troop are shadow–conjured (Will save DC 18 to disbelieve if interacted with). Lurking near the secret door is the individual who is responsible for the trick, a King’s Messenger.

**Messenger, male gnome, Ill7/Rog2:** CR 9; Small Humanoid (Gnome); HD 7d4+2d6+27; hp 51; Init +4 (Dex); Spd 20 ft.; AC 21 (+1 size, +4 Dex, +5 elfin chain, ring of protection +1); Atk +8 melee (1d6, shortsword); SA Sneak Attack +1d6, Spells; SQ Evasion; SR 16; AL CN; SV Fort +5, Ref +9, Will +6; Str 10, Dex 18, Con 16, Int 18, Wis 12, Cha 14.

*Skills and Feats* then 12 for 2 levels, Alchemy +13, Concentration +12, Decipher Script +8, Diplomacy +6, Hide +8, Knowledge (arcana) +13, Knowledge (Mirrorland) +13, Listen +5, Move Silently +8, Scry +13, Spellcraft +13, Dodge, Sense Motive, Spell Focus (Illusion), Spell Mastery, Weapon Finesse (Shortsword).

**SQ—Evasion** No damage on successful Reflex save; **Spells** 1/day—dancing lights, ghost sound, prestidigitation.

**Spells**—0– 4; 1st– 5; 2nd– 4; 3rd– 3; 4th– 2.

**Spells Prepared**—change self, color spray [×3], fog cloud, shadow conjuring, mirror image, phantom steed, suggestion.

The gnome will create the illusionary force of rhinos and giants in order to drive the party away from the precious inner eggs revealed by Humpty’s fall. If he is discovered hiding in the shadowy alcove near the secret door through the wall, the gnome will have used his change self spell to appear as a female character similar to a player character in the party—assuming that there is an elf, dwarf, halfling, or gnome in the party. This neutral NPC will then profess surprise that the party is composed of adventurers—he thought that the players were raiders from Courtland, of course. The rogue will try to use his wiles to grab the party’s treasure and run. If discovered prior to this, or if attacked after stealing the items desired, the gnome will use his illusionist spells to counter–attack (suggestion, color spray as
often as profitable, mirror image, fog cloud, then sword attacks or phantom steed as the situation warrants.)

**P. Battling Monsters in the Clearing**

As you enter this field of nearly one-half mile diameter, you see clouds of dust and flying vegetation coming from a spot near the center of the place. There, two indeterminate creatures are engaged in a battle royal. Nearby stands an armored figure wearing a silvery crown. He is watching the battle, but as you come into the park he sees you and gestures to you to join him as spectators to the fray. However, just as he does so, the two monsters cease their struggle and walk calmly toward the crowned man. He, in turn, then waves them to him, as he reclines at ease beneath a tree.

**Huge Lion (1):**

CR 7; Huge Animal; HD 10d8+40; hp 85; Init +2 (Dex); Spd 50 ft.; AC 15 (–2 size, +2 Dex, +5 natural); Atk +14 melee [×2] (1d6+9, claw), +9 melee (2d6+4, bite); Face 10 ft. by 15 ft.; Reach 5 ft.; SA Pounce, Improved Grab, Rake 1d6+9; SQ Scent; SR 16; AL N; SV Fort +11, Ref +5, Will +4; Str 29, Dex 15, Con 19, Int 2, Wis 12, Cha 6.

**Skills**

- Balance +6, Hide +3, Jump +9, Listen +5, Move Silently +10, Spot +5.

**SA—Pounce**

If a lion 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; **Improved Grab** To use the ability, the lion must hit with its bite attack. If it gets a hold, it can rake; **Rake** A lion that gets a hold can make two rake attacks (+14 melee) with its hind legs for 1d6+9 damage each. If the lion pounces on an opponent, it can also rake.

**Huge Unicorn (1):**

CR 5; Huge Magical Beast; HD 8d10+56; hp 100; Init +2 (Dex); Spd 70 ft.; AC 19 (–2 size, +2 Dex, +9 natural); Atk +18 melee (2d6+12, horn), +10 melee [×2] (1d6+4, hoof); Face 10 ft. x 15 ft.; Reach 10 ft. (15 ft. with horn); SQ Magic Circle Against Evil, Spell–Like Abilities, Immunities; SR 16; AL CG; SV Fort +13, Ref +8, Will +7; Str 28, Dex 15, Con 25, Int 10, Wis 21, Cha 24.

**Skills and Feats**

- Animal Empathy +12, Listen +12, Move Silently +8, Spot +12, Wilderness Lore +10, Alertness.

**SQ—Magic Circle Against Evil** This ability continuously duplicates the effects of the spell. The unicorn cannot suppress this ability; **Spell–Like Abilities** Can detect evil at will, can teleport without error to anywhere in its home but cannot teleport beyond the boundaries or back into its home from outside, horn can cast cure light wound 3× day and cure moderate wounds 1× day as a 5th level druid, can cast neutralize poison 1× day as an 8th level druid.

**Crowned Man (King of Whitfields), male human Ftr14:**

CR 14; Medium–size Humanoid (Human); HD 14d10+56; hp 133; Init +8 (Dex, Improved Initiative); Spd 20 ft.; AC 21 (+1 Dex [max], +10 full plate +2); Atk +22/+17 melee (2d6+7, greatsword +2); SA Let The Drums Begin; SR 16; AL CN; SV Fort +20, Ref +13, Will +7; Str 21, Dex 18, Con 18, Int 13, Wis 14, Cha 15.

**Skills and Feats**


**SA—Let The Drums Begin** If he commands: “Let the drums begin,” a distant rumbling will be heard. Each round for seven rounds this pounding will become louder and louder. Speech will become impossible after three rounds. On the fifth round friendly creatures will be teleported safely to the path to the next encounter (Q or O), while hostiles will be affected as if hearing drums of panic (Will save DC 16 or act as if affected by a fear spell). The sixth and seventh rounds increase the latter effect so that saving throws are made at –1 and then at –2. The noise ceases on the eighth round.

This individual is the King of Whitfields. His crown is made of platinum, white enamel, pearls, and diamonds. It is worth 35,000 gp (25,000 for gems alone).

If the party attempts to attack the King, the two monsters will rush to his defense immediately (after all, they have been at practice—fighting for the crown). The King’s Second Messenger, whose statistics are exactly those of the Gnome detailed in O, above, will also appear and attack the party. All will fight to the death. If the party joins the King, then the lion, unicorn, and the Second Messenger will all come and form a circle. The monsters are able to converse fluently in the Common Tongue, and they will both question the party and give them suspicious and menacing glares. The messenger will be rude. The King will act rather vacuous, but he will watch the adventurers for any sign of evil intent. If he detects no
such intent, he will then command his Messenger to feed all of the guests, including the two huge
animals. The messenger has a bag of holding of smallest size, and in it is a magical cake–like food. The
stuff will automatically divide itself into proportionate servings, so that each individual has a piece
appropriate to his, her, or its size and power. Eating the cake will refresh an individual, enable movement
at a rate equal to haste without ill effects, and give spell–casters the ability to recall a subsequently cast
spell of up to 3rd level. These effects last for four hours. Note that the unicorn will be allowed double
dimension door usage from this food.

Q. HUGE HORSE AND RIDER

As you enter a small meadow you see a figure seated on a monstrous steed. They are both clad in plate
from head to toe. The horse is at least twice the size of any you have ever seen, and the armored figure
is fully twice the size of a normal human. His helm is shaped to resemble a horse’s head, and it is all of
red–gold color, as is the armor that sheathes his and his steed’s forms. Before you can do anything, a
hollow voice from inside the helm cries out: “Do you serve Whitfield or Rosewood? Speak quickly or
prepare to withstand my onslaught!”

If the party claims to serve Whitfield, the figure will attack. If the party claims to serve Rosewood, then the
figure will say: “Then I must make way for my opposite so that you can prove worthy of such an honor!”
With this, his mount will sidestep, and from the nearby trees will ride a figure exactly like the first, only
clad in silvery–white armor. It will immediately attack.

If the party hesitates in answering, the silvery figure will also appear. At this point, the party has 1
round, real time, to act before both figures attack.

If the party states that it serves neither Whitfield nor Rosewood, wishing both success, respecting
both, and so on, then neither figure will attack, although both will then be there.

Iron Golem (1): CR 13; Large Construct; HD 18d10; hp 99; Init –1 (Dex); Spd 20 ft.; AC 30 (–1 size, –1
Dex, +22 natural); Atk +23 melee (1d10+11, iron greatclub); Reach 10 ft.; SA Breath Weapon; SQ
Construct, Magic Immunity, Damage Reduction 50/+3, Rust Vulnerability; SR 16; AL N; SV Fort +6, Ref
+5, Will +6; Str 33, Dex 9, Con —, Int —, Wis 11, Cha 1.

SA—Breath Weapon 10 ft. cube directly in front of golem, Fortitude save (DC 17), initial damage 1d4
temporary Constitution, secondary damage death.

SQ—Magic Immunity Immune to all spells, spell–like abilities except as follows: electricity slows it (as
the spell) for 3 rounds, no save; fire breaks any slow effect and heals 1 hp of damage per 3 points rolled.

Iron Steed (Golem) (1): CR 11; Large Construct; HD 18d10; hp 99; Init –1 (Dex); Spd 40 ft.; AC 30 (–1
size, –1 Dex, +22 natural); Atk +23 melee (2d10+11, hoof); Reach 10 ft.; SQ Construct, Magic Immunity,
Damage Reduction 50/+3, Rust Vulnerability; SR 16; AL N; SV Fort +6, Ref +5, Will +6; Str 33, Dex 9,
Con —, Int —, Wis 11, Cha 1.

SQ—Magic Immunity Immune to all spells, spell–like abilities except as follows: electricity slows it (as
the spell) for 3 rounds, no save; fire breaks any slow effect and heals 1 hp of damage per 3 points rolled.

Obviously, the steed’s presence is merely to allow the rider rapid motion. The golem rider carries a huge
club of iron, and it strikes every round with this weapon when it is in melee. Poison gas will be used on
the third, 10th, and 17th rounds of combat. If the steed is somehow toppled, the golem will take 1–4
rounds to regain its feet and begin attack dismounted.

If the party avoids combat with the golem(s), they will have had to state the correct reply—they serve
neither side. There is no normal means of avoiding combat otherwise, for they cannot run away or seek
shelter in the forest, for the monsters can easily pursue and catch them. Assuming that no combat takes
place, the golems will then ask the party which of them should escort the adventurers along their route.

If the party leaves it up to the golems, they will fight and demolish each other.

If the party states that they desire no escort, then both will ride along with them.

If one or the other is chosen, the remaining one will disappear into the trees.

Each time the party crosses a hex while accompanied by a golem they run a 1 in 6 hazard of having
the golem topple off the mount for some reason. The creature will either land on a party member,
causing slam damage: 2d10+11. Reflex save (DC 24) for half damage, or else it will go berserk and strike
one for normal slam damage (and the character will be caught flat–footed). If the adventurers opt to
sneak, run, or otherwise get away, the golem will fail to notice. It will simply ride away into the forest
along the broad track. However, unescorted parties will be attacked by unusual dragonflies; there will be a 1 in 6 probability of such an attack each time a hex is entered.

**Dragonfly, Monstrous (2–5):** CR 4; Medium–Size Vermin; HD 7d8+14; hp 45; Init +2 (Dex); Spd 20 ft., 80 ft. fly (good); AC 17 (+2 Dex, +5 natural); Atk +7 melee (1d8+3, bite); SQ Vermin; SR 16; AL N; SV Fort +7, Ref +4, Will +3; Str 15, Dex 15, Con 14, Int —, Wis 12, Cha 9.

_Skills_ Intuit Direction +7, Spot +7.

From 2–5 of these strange creatures will come darting down to attack the party if it is not accompanied by a golem. The dragonflies are very hungry and will attack until one is killed or all have taken damage equal to 25% of total hit points. The group will then withdraw. Each encounter is with a different group. The first group will be colored silvery–white, blue, and yellow. The second encountered will be composed of specimens which are red, purple, and green. A third group will be orange, maroon, and black. As soon as the adventurers leave the one–hex (100') wide roadway through the forest, the attacks (if any) will cease. Golem escorts will also stop and return in the direction from whence they came.

**R. LAWN, FLOWERBEDS, AND MANOR HOUSE**

The bent grass here is thick and soft as a carpet. The shrubs and flowers are perfectly tended. A great manor is just ahead. The building resembles a very grand moat house, for it is of stone and has the usual turrets, battlements, and so forth. However, the windows of the place are larger than normal and covered by many panes of superbly made glass set in lozenge–shaped frames. A flagged walkway leads to the double–doored entry. As you watch, you see a liveried figure hurry from the tree line and disappear through the double doors—a knock, the doors are opened, and the figure steps through. When the door is opened, you are certain that you hear sounds of a banquet or similar party in progress.

If the party tries to bypass this encounter area, the red and white queens and several footmen and servants of various types will rush out and escort them in.

| Red and White Queen [Night Hags] (1 each): | CR 9; Medium–Size Outsider (Evil); HD 8d8+8; hp 65, 63; Init +1 (Dex); Spd 20 ft.; AC 20 (+1 Dex, +9 natural); Atk +12 melee (2d6+6, bite and disease); SA Spell–Like Abilities, Dream Haunting; SQ Immunities, Damage Reduction 20/+3; SR 25; AL NE; SV Fort +9, Ref +10; Str 19, Dex 12, Con 12, Int 15, Wis 15, Cha 12. |
| **Skills and Feats** | Bluff +11, Concentration +12, Intimidate +11, Listen +14, Ride +11, Sense Motive +12, Spellcraft +13, Spot +14, Alertness, Combat Casting, Mounted Combat. |
| **SA—Disease** | Demon Fever, bite, Fortitude save (DC 18), incubation 1 day, damage 1d6 Constitution and must make another save or suffer 1 point of permanent Constitution damage; Spell–Like Abilities At will—detect chaos, detect evil, detect good, detect law, detect magic, magic missile, polymorph self, ray or enfeeblement, and sleep, can use etherealness as long as they possess their heartstone; Dream Haunting Will haunt the dream of any chaotic or evil individual doing 1 point of permanent Constitution damage. |
| **SQ—Immunities** | Immune to fire and cold, and to charm, sleep, and fear effects. |

Each of these fiendish creatures has an *amulet of proof against detection and location*, so neither can be discovered as evil–natured creatures, nor do they radiate any magic or other aura. They have made themselves appear as attractive women and have come from an ethereal state to a material one behind the party to join in. As soon as they do so, inviting the adventurers to the “party,” the
doors to the hall will open and a dozen each of servants and footmen will come out to get the members inside, if necessary.

**Eblis:** CR 3; Medium–size Magical Beast; HD 4d10+4; hp 22; Init +4 (Dex); Spd 30 ft., fly 30 ft. (average); AC 17 (+4 Dex, +3 natural); Atk +4 melee (1d6, beak); SQ Fire Resistance, Low–Light Vision; SR 16; AL NE; SV Fort +5, Ref +10, Will +2; Str 10, Dex 18, Con 13, Int 14, Wis 12, Cha 12.

Skills and Feats
- Hide +11, Intimidate +4, Jump +7, Move Silently +11, Spot +8, Dodge, Lightning Reflexes, Mobility.

SQ—Fire Resistance Eblis have a +1 to resist all saves vs. fire, and take –1 point per die of damage from fire attacks.

These creatures will make hurried, apparently silly statements while bowing and ushering the party in: “No visitors until last week—except yourselves, naturally!” or “No hurry, come in! The food is growing hot!” or “We are here to attend your every need—serve yourselves!” and “Bring them their crowns! All honor to the new royalty!” At this the “Queens” will tell the adventurers that they mustn’t mind the silly creatures much, as they are stupid, confused, and recently cursed to their current form. (This will also help to rationalize the evil aura readings if the party detects for this on the creatures. See end of module for complete data on the eblis.)

**Bullywug (36):** 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.

More recently cursed, stupid creatures of course, these monsters will bow, scrape, and open doors, muttering in croaking whispers: “Get in, stupid! How else can we honor you?” or “Nobody at your party but us—stay out! No uninvited guests!” and “Hail to those who made the Eighth Square so easily!”

**THE MAD FEAST HALL**

**A. Grand Entryway**

As the doors swing open and frog–like footmen in green velvet livery snap to attention, you see a huge hall lighted by hundreds, possibly thousands, of candles. The place is at least 150’ long, possibly longer! It is 70’ or more wide. Wooden columns support the ceiling 30’ or so overhead. The floor is of polished stone squares—pink and white marble, with rugs scattered here and there. The walls are paneled to waist height, painted above that level, as are the pillars, in white and gold. Dozens of wall sconces hold various sorts of candles: slender, thick, long, short—of red or white color. These, and the floor candelabra of red and white lacquered metal, seem to be everywhere. The room is hot, but it is very well illuminated. Some of the candleholders have tapers as tall as a man and nearly a foot in diameter! A vast table takes up a huge amount of space in the center of the room. It is draped with white–bordered red cloth. However, what wrests your immediate attention is the rosewood and ivory table just before you. The two crowned women are now beside the table, and on it you see (Insert the number of people in the party) crowns of gold. The red–clad woman speaks:

“Welcome! As you have reached the Eighth Square, you are entitled to wear these magical crowns, receive royal treatment hereafter, and have safe passage anywhere in Whitfield Kingdom or the Realm of Rosewood. Honor us now by joining us at high revel!”

At this juncture, the crowns will magically appear on the heads of the party. Each member will see the other as being more regal–appearing, commanding, forceful—as if charisma has risen to a higher level. If any member takes off his or her golden crown, then he or she will immediately lose the added charisma in the eyes of all the rest still crowned.

The crowns are brass, plated with a thin layer of gold. Each is a crown of delusion, acting as a ring of this type (see New Magic Items at the end of this module). Until a wearer actually disbelieves the effects of the item, and does so while taking off the crown, the mind–bending magic will deceive the wearer into thinking the headgear has been removed when it is actually still in place. Of course, all others adorned similarly will see the crown removed when it is still firmly atop the character’s head! These crowns will
teleport themselves instantaneously to the heads of the party when one of the night hag “Queens” murmurs a command; thus, they “appear” on the heads of the adventurers. Now the fun begins, for the “party” will start. The opposite set of double doors will open.

You see the double doors across the hall being opened by the liveried footmen there. Arm in arm, in slow and stately procession, come a score of couples. Each handsome man is arrayed in doublet and hose suiting the station of a noble. Each beautiful woman is clad as befitting a knight’s lady. It is therefore odd to see them accompanied by roly–poly teddybear creatures, skipping monkeys, and even several creatures that look like huge mice but hop on hind legs and tail. Although all these strange animals are dressed in the fashion of the noble couples amidst whom they frolic, none receive the slightest attention from knight or lady. This multitude, perhaps 50 or so diners, are shown to their seats by great birdmen servants clad in red and white tabards. It is amusing to watch these avians trying to move chairs in and out with their clumsy beaks. Others hop around trying to bring dishes and platters and cups in bill, on wing, or with neck and wing in combination. Now the Red and White Queens beckon you to the chairs between them—the places of honor.

These doors lead to Areas R and Q on the map of The Land Beyond the Magic Mirror.

B. (Same as A. above)
These doors lead to a faint pathway in the brush and forest to the east. This path eventually leads to Dungeonland, The Woods of Trees and Giant Fungi. If you are not using that module, then the party should immediately notice that the area is choked with briars and brambles and appears impassable (i.e. try another exit).

C. Red Door
Passing through this portal will take the party to the cellar area of the Magic Mirror House (see p. 6). They will step out into the junk room in the basement there, but they will not be able to use the door to return to the Mad Feast Hall. The transporter is one–way only.

D. White Doors
Either of these doorways lead either to Dungeonland, Changed View of the Long Hall, or else they transport the adventurers who pass through to the west side of the hall (i.e. the red doors). Either way, they cannot pass through these portals from outside to inside.

Other Letter Keys
F. 3 Bullywug Footmen (above for statistics). These monsters guard the doors against exit by the party members. There are 36 bullywug footmen in all, six beside each doorway.

(R). Possible position of the “Red Queen” night hag (see p. 22 for statistics). She will sit on which ever side of the table the guests have entered from (A. or B.). The place opposite will be taken by one of the “nobles” also at the celebration.

(W). As (R) above, but the “White Queen” night hag.

L. Larva (12 or 13): CR ½; Medium-Size Outsider (Evil); HD 1/2d8+1; hp 3; Init +0 (Dex); Spd 10 ft.; AC 13 (+3 natural); Atk +1 melee (1d4+1, bite plus wounding and disease); SA Wounding, Disease; SQ Darkvision 60 ft.; SR 16; AL NE; SV Fort +1, Ref +0, Will –2; Str 12, Dex 10, Con 12, Int 4, Wis 6, Cha 2. Skills: Listen +1, Spot +1.
SA—Wounding The bite of a larva will bleed for 1 additional point of damage per round until magically healed or until the victim receives a successful Heal check (DC 20); Disease The bite of a larva will inflict the foe with a rotting disease (akin to mummy rot) unless a successful Fortitude save (DC 11) is successful. A remove disease spell destroys the disease.

These horrible things are the supposed “knights” and “ladies” who are guests at the party. Even a magical item will not reveal their true nature while the party member wears a crown of delusion. They eagerly await the undoing of the adventurers being “honored” so as to avoid some horrible end themselves. Of course, they will attack insanely if allowed to by the night hags or the barbed devil.

BD. Hamatula [Barbed Devil] (1): CR 8; Medium–Size Outsider (Lawful, Evil); HD 9d8+9; hp 49; Init +0 (Dex); Spd 20 ft.; AC 22 (+12 natural); Atk +12 melee [×2] (2d4+3, claw and fear; SA Fear, Improved Grab, Impale 3d4+4, Spell–Like Abilities, Summon Baatezu (Cannot use); SQ Damage Reduction 10/+1,
**Baatezu Qualities:** SR 23; AL LE; SV Fort +7, Ref +6, Will +8; Str 17, Dex 11, Con 13, Int 12, Wis 14, Cha 10.

**Skills and Feats**
- Concentration +13, Hide +12, Listen +15, Move Silently +12, Search +13, Sense Motive +13, Spot +15, Alertness, Cleave, Power Attack.

**SA—Spell–Like Abilities**
- At will—animate dead, charm person, desecrate, doom, hold person, major image, produce flame, pyrotechnics, suggestion and teleport without error (as a 12th level sorcerer, but disabled).
- 1/day—order’s wrath or unholy might; Fear A creature hit by a hamatula must succeed in a Will save (DC 14) or be affected as by a fear spell as cast by a 9th level sorcerer; Improved Grab To use this ability, the hamatula must hit with a claw attack. If it gets a hold, it can impale; Impale A hamatula deals 3d4+4 points of damage to a grabbed opponent with a successful grapple check.

This creature will seem to be an owl–like bird when the party wears its crowns. He is actually too far distant to charm anyone effectively, but he will try at least twice. Intended victim saves at +4 because of the noise and confusion of the affair. When the large “serving dishes” and such are brought, the creature will prepare his major image after casting pyrotechnics on as many candles as possible. He will then suggest to party members that they should “save themselves” by hiding in serving dishes, and he will seem to do so himself. This devil, along with the larvae and the night hags, is trapped here on this partial plane. While these monsters have gained the magic resistance to outside spells in cases where there was no such resistance before, they cannot use either gate or teleport.

**WR. Were–[Kangaroo]–Rats (4):** CR 2; Medium–Size/Small Shapechanger; HD 1d8+1; hp 5; Init +0, +3 (Dex) as rat; Spd 30 ft., 40 ft., 20 ft. climb as rat; AC 12 (+2 natural), AC 16 (+3 Dex, +3 natural) as hybrid, AC 17 (+1 size, +3 Dex, +3 natural) as rat; Atk +0 melee (1d3, unarmed), +3 melee (1d6 shortsword) as hybrid, +4 melee (1d4, bite) as rat; SA Curse of Lycanthropy (as hybrid or rat); SQ Rat Empathy, Scent, Damage Reduction 15/silver as rat or 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 hybrid, Multiattack, Weapon Finesse (Bite), Weapon Finesse (Shortsword) as hybrid.

**SA—Curse of Lycanthropy** Anyone bitten by a were–rat in its animal form must make a Fortitude save (DC 15) or contract lycanthropy.

These creatures will spring to attack at first command, using their supposed table knives—actually short swords.

**CA. Carnivorous Ape (3):** CR #: Large Animal; HD 5d8+15; hp 37; Init +0 (Dex); Spd 30 ft., 10 ft. climb; AC 14 (–1 size, +5 natural); Atk +8 melee [×2] (1d6+5, slam), +3 melee (1d8+2, bite); SA Improved Grab, Rend 2d6+7; SR 16; AL N; SV Fort +7, Ref +5, Will +1; Str 20, Dex 10, Con 16, Int 2, Wis 10, Cha 11.

**Skills**
- Climb +18, Jump +10.

**SA—Improved Grab** To use this ability, the carnivorous ape must hit with a slam attack. If it gets a hold, it can rend; Rend On a successful grapple check, a carnivorous ape rends and tears the flesh, doing 2d6+7 damage.

The three apes seem to be merely large monkeys. They eagerly await a feast of sorts: to devour the flesh of the party members!

**GW. Dire Wolverines (2):** CR 4; Large Animal; HD 5d8+20; hp 42; Init +3 (Dex); Spd 30 ft., 10 ft. climb; AC 16 (–1 size, +3 Dex, +4 Dex); Atk +8 melee [×2] (1d6+5, claw), +3 melee (1d8+3, bite); SA Rage; SQ Scent; SR 16; AL N; SV Fort +8, Ref +7, Will +5; Str 22, Dex 17, Con 19, Int 2, Wis 12, Cha 10.

**Skills**
- Climb +14, Listen +9, Spot +8.

**SA—Rage** A dire wolverine that takes damage in combat flies into a rage on its next turn, gaining +4 Strength, +4 Constitution, and –2 AC. The creature cannot rage voluntarily.

Appearing as harmless teddybear creatures in the procession above, these animals are actually evil–natured, awaiting their chance to dine on the adventurers.

Once the party is seated at the immense table, the two supposed queens will order the servants to bring drinks and the footmen to begin serving the banquet. The storkmen will bring ewers of exceptionally fine wine, pouring it into the party members flagons while clasping the vessels in their beaks (mind the effects of alcohol on the adventurers, for the flagons will always be replenished). Other “celebrants” will be served what the party thinks is wine but is only water. Likewise, the footmen will bring in large trays and platters of all sorts of excellent soups, broths, and fish of all sorts. All of this fare is both tasty and
nutritious. While the party is served, either the Red or White Queen will be chatting with them, asking one or another to tell of their adventures, recite poetry of an heroic nature, or sing a song. The Queens will recite poetry and sing themselves. Once the party is obviously more at ease and certain that they are not being poisoned or drugged, the Red Queen will call for the meat course!

**Joint of Roast Meat [Mimic] (1):** CR 4; Large Aberration; HD 7d8+21; hp 52; Init +1 (Dex); Spd 10 ft.; AC 13 (–1 size, +1 Dex, +3 natural); Atk +8 melee (1d8, slam); Reach 10 ft.; SA Adhesive; SQ Mimic Shape, Acid Immunity; SR 16; AL N; SV Fort +5, Ref +3, Will +6; Str 19, Dex 12, Con 17, Int 10, Wis 13, Cha 10.

*Skills and Feats* Climb +9, Disguise +12, Listen +11, Spot +6, Skill Focus (Disguise).

**SA—Adhesive** Any creature that is struck by a mimic is stuck fast and takes automatic slam damage every round. If an opponent strikes the mimic with a weapon, they must make a Reflex save or Strength check (DC 16 each) to pry it off. The adhesive is dissolved with alcohol, and breaks down 5 rounds after the mimic dies.

Before asking one of the adventurers to carve the joint, the Red Queen will call for the pudding!

**Plum [Black] Pudding (1):** CR 7; Huge Ooze; HD 10d10+60; hp 115; Init −5 (Dex); Spd 20 ft.; 20 ft. climb; AC 3 (–2 size, –5 Dex); Atk +8 melee (2d4+4, slam plus 2d6 acid); Face 5 ft. by 20 ft.; Reach 10 ft.; SA Improved Grab, Acid, Constrict 2d6+4 and 2d6 acid; SQ Blindsight, Split, Ooze; SR 16; AL N; SV Fort +7, Ref −2, Will −2; Str 17#, Dex 1, Con 19, Int —, Wis 1, Cha 1.

**SA—Improved Grab** To use this ability, the black pudding must hit with its slam attack. If it gets a hold, it can constrict; Acid Deals 50 points of damage per round to wood or metal. Armor and clothing will dissolve unless they make a Reflex save (DC 19); Constrict A black pudding deals automatic slam and acid damage with a successful grapple check. The opponent’s clothing and armor suffer a −4 penalty to the Reflex check.

**SQ—Split** Weapons to no damage to a black pudding. Rather it splits into two black puddings, each with ½ the hit points of the original. A black pudding with 1 hit point cannot further divide.

A pair of footmen will bring this tasty dish on a platter and place it near several of the party members. The White Queen will then ask the two nearest to serve the “suet dish” while the Red Queen asks at the same time that another one carve the meat.

Meanwhile, the other footmen will have placed nearby an enormous tureen lined with a **bag of devouring**. If the adventurers hesitate in serving the supposed food, the night hags will pretend to be offended and ask the “owl” (the barbed devil) to assist in serving. It, in turn, will suggest that the adventurers do as asked by the “Queens.” Things will now break down into chaos, regardless of whether or not the characters comply.

The giant wolverines and carnivorous apes will attempt to rise and attack the party at the same time, thus creating confusion at the west end of the table. The mimic and the black pudding will attack the party. If possible, the barbed devil will charm characters and make them turn on their comrades. It will also use pyrotechnics as previously noted. As the two “Queens” scream that the place is “under attack,” the larvae will leap up and prepare to attack the adventurers. An illusion of candles shooting billows of flames, sparks, and meteoric balls of fire while they grow in size will be cast by the barbed devil immediately after suggesting that the party member nearest to the tureen with the **bag of devouring** in it leap inside to save himself or herself. The night hags will slowly seem to sink into similar serving pieces—another illusion of the barbed devil’s casting. Meanwhile, the night hags will cast spells (sleep if any truly evil characters are there, then magic missile, then ray of enfeeblement, alternating between these latter two spells until all are cast), then attack normally, and turn themselves into eblis, bullywugs, or larvae if the battle is going badly and they need to escape. The barbed devil will attempt suggestion (the tureen as before) and hold person until engaged in melee by two or more characters. He will then use physical attacks (with possible fear results, of course) and call for aid from his were–kangaroo–rat henchmen.

**Order of Attacks**

**Mimic**

**Black Pudding**
Hamatula — spells
Night hags — spells
Hamatula — possible melee
Larvae — 24 nearest
Eblis servants — 18 total in waves of 3
Were–kangaroo–rats
Giant Wolverines
Larvae — coming across the table, 26 total
Carnivorous apes
Night bags — possible melee
Bullywug footmen — total in waves of 6

Stronger attackers will spend a round hurting weaker ones away in order to get to the party defending itself.
Characters still wearing the crowns of delusion will believe the attacks to be loving touches and kisses from a crowd of admirers.
The mimic and black pudding will always attack the nearest creature without regard for type or alignment, so they can actually assist the party in surviving if the characters get well away from these monsters.

General Notes
If any character examines the table, he or she will see that there are dozens of silver knives along its length. While the monsters will not touch these weapons, they are usable by any adventurer not under the delusion that these are wooden forks. Any character can scoop up a pair of silver knives and use them in the same round.
Having larvae between the party and stronger attackers, or even bullywugs or eblis interposed, will result in the stronger attackers actually damaging the weaker in order to get at the adventurers while the characters may attack the unfortunates caught in the middle or do something else.

All in all, this is set up to be a real trial for the party. If the players are not skilled, they will certainly lose their characters here if you DM the encounter properly. This is not to suggest that you set up the destruction of a group of alert and careful players. Allow their suspicions to give them an edge when the action begins. Give them an opportunity to decide what they will do when the whole place breaks into chaos. If they aren’t intoxicated, and if they divest themselves of the crowns, they have a fighting chance.

Treasure: In addition to the magical amulets and protective cloaks worn by the night hags, a number of items are scattered around the huge hall. Twelve vessels of platinum sit on the table. Each has a weight of 2.5 lbs., and a value of 600 gp undamaged. On the rosewood and ivory table opposite the door by which the party entered are several items taken from previous visitors. Roll for each item indicated on the appropriate table in Dungeon Masters Guide, ignoring useless items that would not have been brought on an adventure of this sort.

Potion — 1–4 rolls
Scrolls — 1–2 rolls
Rings — 1 roll (~10 on dice)
Rods, et al. — 1 roll (+10 on dice)
Wondrous Item — 1 roll (no artifacts or relics)
Armor — 1 roll (shield only)
Sword — 1 roll (~25 on dice)
Misc. Weapon — 1 roll

Scores over 00 are treated as 00. Those under 01 indicate that no treasure of that category is found.
Thus probably ends the first journey through the strange partial plane found Beyond the Magic Mirror. If your players are to adventure in Dungeonland as well, let them know they will have a more whimsical, if no less dangerous time of it.
AFTERWORD

The Land Beyond the Magic Mirror is a scenario designed for fun. It is different from the usual adventure—be it in the wilderness or beneath the ground. Beyond mere level of experience, the scenario calls for rational thinking, quick decision making, active imagination, and skillful play. If it is properly DMed, I am certain that all players with nominal skill will lose their characters—even with an overabundance of magical items to aid them. On the other hand, it is far too whimsical for those few enthusiasts who take the game quite seriously and want “realism” in their fantasy.

As for me, I see no reason not to have SR 16 inherent in all creatures native to or long accustomed to dwelling in The Land Beyond the Magic Mirror and in Dungeonland. To my way of thinking, the society here is no more difficult to accept than one in which dragons fly and breathe fire, lightning, or poisonous gas. In a society which magic and heroism of incredible magnitude are commonplace and the fantastic is ordinary, how can one begin to rate degrees of the fantastic? Is a mimic more fantastic than a 15’ tall giant? Or are talking flowers more remarkable than a human who can cast a ball of fire?

In order to be in the proper frame of mind for superior DMing of this module, I urge you to accept it as a fun experience first and foremost. Then, please pick up a copy of Lewis Carroll’s Through the Looking Glass. After you have finished reading this book (and that won’t take long at all), you might find it helpful to re-read it. Then, with the intentions that the good Mr. Carroll had in mind when he penned his tale, undertake a masterful moderation of the scenario.

Years ago this particular area was a part of a special level of the Castle Greyhawk dungeon. When the players finally came upon the place, they were ready for a change and came away refreshed. Since the days that the initial group came and left, many others have tried their characters’ mettle in the Tugley Wood and elsewhere. Among later adventurers were numbers of casual players encountered at one convention or another.

Few, if any, found it less than exciting. I hope that you and your players find as much real fun and enjoyment herein as have former players!

Oh yes! There is one more thing. I am always asked about the names in books and modules. Murlynd, or something close to that, was the name of the late Don Kaye’s magic-user. Heward is ... Heward. Zagyg is the Mad Arch-Mage who has left CASTLE GREYHAWK to wander far afield, and it’s certain he’ll never return.

NEW MONSTERS

GIANT DRAGONFLY

<table>
<thead>
<tr>
<th>Medium-Size Vermin</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Dice: 7d8+14 (45 hp)</td>
</tr>
<tr>
<td>Initiative: +2 (+2 Dex)</td>
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<tr>
<td>Speed: 20 ft, fly 80 ft (good)</td>
</tr>
<tr>
<td>AC: 17 (+2 Dex, +5 natural)</td>
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<tr>
<td>Attacks: Bite +7 melee</td>
</tr>
<tr>
<td>Damage: Bite 1d8+3</td>
</tr>
<tr>
<td>Face/Reach: 5 ft by 5 ft/5 ft</td>
</tr>
<tr>
<td>Special Qualities: Vermin</td>
</tr>
<tr>
<td>Saves: Fort +7, Ref +4, Will +3</td>
</tr>
<tr>
<td>Abilities: Str 15, Dex 15, Con 14, Int –, Wis 12, Cha 9</td>
</tr>
<tr>
<td>Skills: Intuit Direction +7, Spot +7</td>
</tr>
<tr>
<td>Climate/Terrain: Temperate and warm land</td>
</tr>
<tr>
<td>Organization: Solitary or swarm (2-5)</td>
</tr>
<tr>
<td>Challenge Rating: 4</td>
</tr>
<tr>
<td>Treasure: None (skin is worth 1,500 gp intact)</td>
</tr>
<tr>
<td>Alignment: Always neutral</td>
</tr>
<tr>
<td>Advancement: 8-10 HD (Medium-size); 11-21 HD (Large)</td>
</tr>
</tbody>
</table>

Giant dragonflies appear as normal dragonflies about 5-feet long. Their skin glitters in the sunlight and, if it can be removed and preserved, brings a good price on the market.

Giant dragonflies are dangerous predators and will hunt humans and other humanoids as prey.
COMBAT
A giant dragonfly is very aggressive and hunts warm-blooded creatures fearlessly. It will attack its prey until either it or its prey is dead.

Vermin: Immune to mind-influencing effects. Giant dragonflies have darkvision with a range of 60 feet.

Eblis
Medium-size Magical Beast
Hit Dice: 4d10+4 (22 hp)
Initiative: +4 (Dex)
Speed: 30 ft., 30 ft. fly (average)
AC: 17 (+4 Dex, +3 natural)
Attacks: Beak +4 melee
Damage: Beak 1d6
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Qualities: Spell-like abilities, fire resistance, low-light vision
Saves: Fort +5, Ref +10, Will +2
Abilities: Str 10, Dex 18, Con 13, Int 14, Wis 12, Cha 12
Skills: Hide +11, Intimidate +4, Jump +7, Move Silently +11, Spot +8
Feats: Dodge, Lightning Reflexes, Mobility
Climate/Terrain: Any warm or temperate land
Organization: Flock (4–16)
Challenge Rating: 3
Treasure: Standard
Alignment: Usually neutral evil
Advancement: 5–12HD (Medium-size)

Eblis, or storkmen, look like giant, gray-brown storks. Males have red-brown heads and black necks and legs. Eblis are seldom seen by humans—or few men live to tell of such an encounter. These tall, evil-natured bird-men dwell in marshes and swamps of subtropical and tropical climes.

COMBAT
Eblis are very fast in shifting and striking, thus their excellent armor class. Their necks are snaky, sinewy, and very powerful. They attack by stabbing with their beak.

Spell-Like Abilities (Sp): Each eblis community will have one individual capable of using arcane magic by means of “dancing” and vocalization. Each of these eblis will have 2d4 spells usable once each per day. Each spell is cast as a 3rd-level sorcerer (save DC 11 + spell level).

<table>
<thead>
<tr>
<th>Roll 1d8</th>
<th>Spell</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Ghost sound</td>
</tr>
<tr>
<td>2</td>
<td>Change self</td>
</tr>
<tr>
<td>3</td>
<td>Hypnotism</td>
</tr>
<tr>
<td>4</td>
<td>Silent image</td>
</tr>
<tr>
<td>5</td>
<td>Misdirection</td>
</tr>
<tr>
<td>6</td>
<td>Blur</td>
</tr>
<tr>
<td>7</td>
<td>Hypnotic pattern</td>
</tr>
<tr>
<td>8</td>
<td>Whispering wind</td>
</tr>
</tbody>
</table>

Fire Resistance (Ex): Because these creatures are always damp, they are not as vulnerable to fire as their feathery forms would indicate. Saving throws against fire attacks are made at +1 and damage is at –1 per die.

Eblis Society
Each group or eblis is composed of several mated pairs and their offspring. When a tribe of this sort becomes too large for its habitat, the younger ones form a new band and seek their own area. Eblis pairs
live in carefully constructed huts of reeds and grasses; there are 2–8 huts in a community. It is unlikely that these dwellings will be discovered even by careful search (Search DC 25 to find). In these huts are piles of rushes, sticks, etc. 30% of these nests will contain an egg; there is also a 25% chance that the nest will hold one of the following:

<table>
<thead>
<tr>
<th>Roll d20</th>
<th>Item</th>
</tr>
</thead>
<tbody>
<tr>
<td>1–2</td>
<td>Scroll (in metal tube)</td>
</tr>
<tr>
<td>3–5</td>
<td>Potion</td>
</tr>
<tr>
<td>6</td>
<td>Ring</td>
</tr>
<tr>
<td>7</td>
<td>Misc. magic item (small size only)</td>
</tr>
<tr>
<td>8–9</td>
<td>Magic dagger or magic knife</td>
</tr>
<tr>
<td>10–20</td>
<td>1–4 pieces of metal jewelry</td>
</tr>
</tbody>
</table>

Because these creatures love shiny objects, there will always be some metal, glass, or other reflective items in a nest.

OLIPHANT

Huge Animal

Hit Dice: 8d8+40 (76hp)
Initiative: +0 (Dex)
Speed: 40 ft.
AC: 16 (+2 size, +8 natural)
Attacks: Slam +13 melee, 2 stamps +8 melee; or gore +13 melee
Damage: Slam 2d6+9, stamp 2d6+5, gore 2d8+13
Face/Reach: 10 ft. by 20 ft./10 ft.
Special Attacks: Trample 2d8+13
Special Qualities: Scent
Saves: Fort +11, Ref +6, Will +5
Abilities: Str 28, Dex 11, Con 21, Int 4, Wis 15, Cha 11
Skills: Listen +7, Spot +7

Climate/Terrain: Any cold or temperate plain
Organization: Solitary (male), family unit (1–8, 25% chance to be accompanied by a calf if 3 or more are encountered, 75% by a half-grown animal)
Challenge Rating: 6
Treasure: None
Alignment: Always neutral
Advancement: 9–24HD (Huge)

The oliphant is probably a modern-day relative to the mastodon. Its hairy hide enables it to survive in cooler temperate or sub-arctic climates. The solitary oliphant avoids inhabited areas, although it can be captured and trained if young enough.

The intelligence of an oliphant is such that when properly trained they become engines of destruction, especially large males. When fed and cared for, these creatures can grow to 10’ or greater size and great bulk, far larger than their wild fellows. Trained oliphants are used in war and other military duties, armed with feather or scale and plate reinforcements, spikes projecting from head and forelegs, and bearing castle-like houdas that house archers and pikemen. (Elephants are likewise armed in warm climes, but these less intelligent creatures lack the ferocity of trained oliphants.)

Oliphants do not fear fire unless it directly threatens them. They are aggressive and tend to try to eliminate threats rather than flee from them. Oliphant tusks range in value from 100 to 400 gp each; the ivory is worth about four gold pieces per pound.

COMBAT

An oliphant attacks with its down-curving tusks and heavy forelegs: its trunk is too short to be used as an effective weapon. An oliphant can fight four Medium-size opponents simultaneously, two Large enemies, or one of Huge size or greater.
Trample (Ex): An oliphant can trample Medium–size or smaller creatures for automatic gore damage. Opponents who do not make attacks of opportunity against the oliphant can attempt a Reflex save (DC 23) to halve the damage.

NEW SPELLS
ARCANE SPELLS
Murlynd’s Ogre
Illusion (Shadow)
Level: Sor/Wiz 4
Components: V, S, M
Casting Time: 1 action
Range: 30 ft.
Duration: Until destroyed
Saving Throw: Will negates
Spell Resistance: No

When the spell caster brings this spell into play, a hissing veil of odd–colored vapors shoots upward, and from behind this screen of clashing, misty smoke steps an ogre–like figure of obscene bulk and hideous visage.

All creatures of 4 or fewer hit dice will flee in fear for 1–4 rounds and spend a like period recovering from trembling. They must save before having sufficient courage to return. Creatures of 5 hit dice or greater must save to avoid the fear reaction noted above, although those of 8 hit dice or greater have a +4 insight bonus to their save.

While it appears fearsome, the “ogre” is but a wraith–like creature with no form or substance. It inflicts but 1–4 points damage when it attacks (as an ogre). Although it has —(/*+1 damage resistance, the thing is destroyed by a mere 6 hp of damage.

The material components for this spell are any bit of ogre (hair, nail paring, etc.) and a piece of horsehide.

Murlynd’s Void
Conjuration (Creation)
Level: Sor/Wiz 6
Components: V, S, M
Casting Time: 1 action
Range: 30 feet, area of effect 1’ diameter per level
Target: Any solid surface
Duration: 1 round/level
Saving Throw: Reflex avoids
Spell Resistance: No

Murlynd’s void creates a gaping, black hole in some surface within spell range—floor, ceiling, wall, ground, etc. The opening lasts for as many rounds as the caster has levels of experience. The void is a vacuum–like gate to another place (extra–dimensional non–space). Small, light items (such as paper, leaves, and other like items of less than ¼ pound weight) within 10’ of it will whirl up into the air in a vortex, disappearing into the pitch–black opening. Small fires in the 10’ radius of the void edge will be extinguished as the air is drawn into the vacuum. In tightly closed spaces of under about 20,000 cubic feet (under 30’ x 30’ x 25’) the atmosphere will be thinned to make breathing impossible for 10 minutes after the void disappears as well as during its existence, unless ventilation is somehow established.

Creatures immediately above the opening created by the casting of the spell must make a Reflex save or be lost in the non–space until they are somehow rescued, find a way out, or die. Those within 3’ of its edge, or its surface (if on a wall, ceiling, or otherwise not underfoot) must also make the save (with a +2 conditional modifier to the save) or likewise be drawn in and be lost. Magic resistance withstands the spell effects.

The spell components are a hollow sphere of black glass and a strip of paper given a half–twist and glued together at the ends.
Spook
Illusion (Phantasm)
Level: Brd 2, Sor/Wiz 1
Components: V, S
Casting Time: 1 action
Range: Personal
Target: 1 creature
Duration: Special
Saving Throw: Will negates
Spell Resistance: No

A spook spell enables the illusionist to play upon natural fears and cause the subject creature to perceive the spell caster as someone or something inimical. Without actually knowing what this is, the illusionist merely advances threateningly upon the subject, and if a successful saving throw is not made, the creature will react by rapidly turning and fleeing in as opposite a direction from the illusionist as possible. Although the spell caster does not actually pursue the fleeing creature, a phantasm from its own mind will do so. However, each round after the initial casting of the spook spell the creature is entitled to another saving throw, and each such saving throw shall be at a cumulative +1 insight bonus per round, until the subject successfully saves and the spell is broken. In any event the spell will function only against creatures with an Intelligence score of not less than 1.

MAGICAL ITEMS

Ring of Delusion: A delusion ring will convince the wearer that it is some other sort of ring, a ring of whatever sort the wearer really desires. As the wearer must make a Will save (DC 17) or be completely convinced that the ring is actually one with other magical properties, he or she will unconsciously use his or her abilities of any sort (including those of other magical items available) to actually produce a result commensurate with the supposed properties of the delusion ring. As DM, you will have to be most judicious in determining how successful the self-delusion can be, as well as how observers can be affected and what they will observe. The ring can be removed at any time.

Caster Level: 5th; Prerequisites: Forge Ring, charm person, major image; Market Price: 30,000 gp.

Egg of Desire (Minor Artifact): There are at least five different sorts of these items, each more strange and potent than the next. An egg of desire is a smallish ovoid that, when placed upon its large end and touched in a certain way, will rock back and forth rhythmically, issuing a soft chiming sound in the process. Viewers must make a Will save (DC 20) or become enchanted by the egg’s magic. The viewing area of an egg is 20 feet. The effects of an egg can be removed only by a dispel magic or remove curse spell. Even unintelligent creatures can be affected by an egg, as each sends signals directly to the viewer’s brain, but the bone, crystal, and golden eggs of desire affect creatures of under 7 intelligence differently. These creatures will covet the item, take it, and regard it as their most secret and valued treasure.

The effect of each sort of egg is as follows:
?? Black: Holds viewers permanently until circumstances permit a breaking of the spell or they die.
?? Bone: Causes viewers to place their most prized magic item before the egg, and then leave and forget what occurred.
?? Crystal: Causes viewers to place all the gems they possess before the egg, and then leave and forget what occurred.
?? Golden: Causes viewers to place all precious metals they possess before the egg, and then leave and forget what occurred.
?? Scarlet: Causes viewers to become enraged and attack the first living thing they see after one minute of viewing the egg.

Caster Level: 20th; Weight: —.

Shoes of Fharlangn (Major Artifact): These low, thick–soled shoes are so durable and tough that they never wear out. Better still, the individual wearing this footgear never grows fatigued from walking, being able to maintain a 20–30 mile per day pace easily. If the wearer is of neutral or neutral good alignment, the following additional benefits are gained:
?? The wearer will never trip, step into a snare or pit, or become entangled.
The magic of the shoes enables the wearer to climb up or down hills, even those with a 45-degree slope, without effort.

The wearer will be so sure-footed as to be able to walk along narrow ledges or slippery logs without fear of a slip or like mishap (+20 competence bonus to Balance checks).

Should the wearer actually be a worshipper of Fharlanghn, he or she will also get these additional benefits:

- Becoming lost is impossible to the wearer.
- Nothing walking on the earth can catch the wearer flat-footed.
- The wearer can run at a Speed of 45 feet and jump horizontal distances of up to 20 feet.
- The wearer gets a +15 competence bonus when climbing vertical surfaces.
- Wherever there is earth (including dust, sand, or mud), the wearer can tread as if he or she were on smooth roadway.

At least a dozen pairs of these magical shoes are known to exist in treasure troves. 

_Caster Level: 19th_, _Weight: —_. 