

GREYHAWK CASTLE DUNGEON MODULE EX2

THE LAND BEYOND THE MAGIC MIRROR

by E. Gary Gygax

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



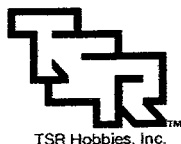
No matter the skill and experience of your party, they will find themselves dazed and challenged when they pass into **The Land Beyond the Magic Mirror!**

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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 **AD&D™** universe. This particular scenario has been a consistent favorite with adventurers new to the overall Greyhawk Campaign, and it is presented here for the amusement and delight of jaded players everywhere! The module contains maps for an extensive level set both indoors and outdoors, keyed encounters, extensive DM notes, and details of 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 **AD&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 a dweomered 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 a dweomered 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 dweomercraeft, 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 dweomer will not function in the place they are about to visit. Of course, if they find some item that has a power postscripted here, then the magic will function because the dweomer is native to the plane. Otherwise, be firm that the following magic will not function!

Animal Summoning (any level)	Levitate
Cacodemon	Monster Summoning (any level)
Call Lightning	Pass Plant
Call Woodland Beings	Passwall
Chariot of Sustarre	Plant Control
Conjure Animals	Plant Door
Conjure Elemental (any type)	Teleport
Control Weather	Transport via Plants
Creeping Doom	Weather Summoning
Dimension Door	Wind Walk
Fly	X-ray Vision
Gate	

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 (p. 26). 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 on p. 2. In this case, move directly to the **Collection Room** in the **Magic Mirror House** (see map of the **Magic Mirror House: First Floor**, p. 15). 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** (pp. 15-17) 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 atypical "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. (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 sun dials 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 compilation 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!

The writing on the yellowed scrap of paper can be discovered only if its surface is scanned by someone able to **read languages**. 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** essence of para-elemental cold and is used as a freezer and refrigerator. The magic cannot be removed or dispelled. 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** 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 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** 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! One leatherbound 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 Zagygy, 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 (p. 31) 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 the far wall.

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 (see p. 23).

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). Several dozen bottles are of exceptional quality, easily worth 100 to 800 gp each. If any quantity of any type of wine is consumed, refer to the **Effects of Alcohol and Drugs** section of **Dungeon Masters Guide**, p.82.

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 quasi-elemental monster, a lightning elemental from the Elemental Plane of Air—or perhaps from the border where that plane touches the Positive Material Plane. This monster provides the electricity to light the place. Touching the sphere will give 1-20 hp electrical damage. If players make a serious attempt to remove the barrier, the elemental will escape and attack them. **Dispel magic** will weaken the globe sufficiently to allow the creature freedom. (For details of this monster see the **New Monsters** section of the module, p. 29).

Laboratory and Workroom

Merely entering this place gives one the shudders, for it is a den of technology! Work benches 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 save vs. Spells. 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 magic-users. 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 (AC 0 [or 8]; MV 9"; HD 10; hp 65; #AT 1; D age 10-40 years; SA sight ages 10 years unless save vs. Spells is made, **magic jar** ability in 6" r; SD **etherealness** unless ghost fails to **magic jar** initial victim, groaning spirit wail [save vs. Spells or die if within 3"] ability once/day if corporeal).

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 hideous banshee groan to slay members of the party before it ages the survivors by touch. It guards a number of treasured items stored in the nearby armoire: **boots of levitation**, a **wand of negation**, a **cloak of protection +2**, a **brooch of shielding**, a **ring of fire resistance**, and a **+3 buckle knife** (see **Magic Items** section, p. 32). 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 magic-user of no small ability, and has alchemical skills and certain technological items that, in general, only he can employ.

Murlynd Human magic-user: S 13, I 19, W 8, D 18, C 16, Ch 15; AC -5 [**bracers of defense AC 4**, **ring of protection +5**, dexterity bonus], MV 18" [**Shoes of Fharlangh**— see **Magic Items** section of the module, p. 32]; L 18; hp 77; #AT 1; D **staff of**

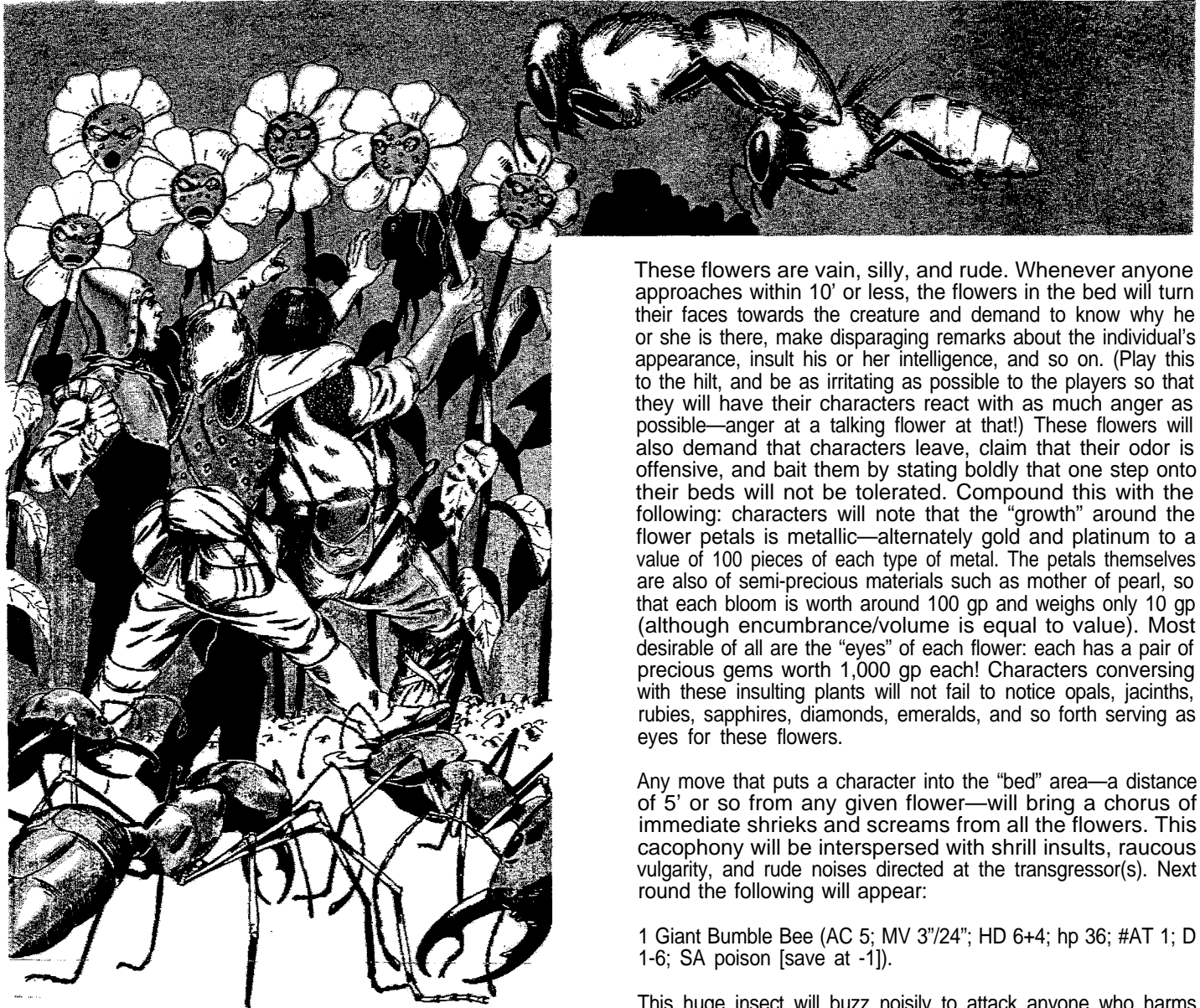
power; SA spells, .38 caliber derringer [2 shots as **dart +3**, D 4-9/4-9]; SD **ring of invisibility** [improved version], 25% magic resistance).

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 pathways and beds seem to be sculptured to enhance the central area where gigantic flowers grow. There appear to be four distinct beds, each with a mixture of different types of 10' tall blooming plants. As you come within a few score feet, you can see that the petals of each flower glitter, and that there are glints coming from the centers of the flowers.

16 Live Flowers. Each of these 10' tall plants has a name and can speak. They are in four distinct beds:

Bed #1	Bed #2	Bed #3	Bed #4
Aster	Camellia	Dahlia	Daisy
Delphinium	Hyacinth	Iris	Lily
Lotus	Marigold	Narcissus	Pansy
Peony	Petunia	Rose	Violet

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 100 gp and weighs only 10 gp (although encumbrance/volume is equal to value). 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:

1 Giant Bumble Bee (AC 5; MV 3"/24"; HD 6+4; hp 36; #AT 1; D 1-6; SA poison [save at -1]).

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.

3 Giant Ants (AC 3; MV 18"; HD 2; hp 11 each; #AT 1; D 1-6).

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, watercourses, 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 gamefish. 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 northeastwards, 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.

Powers of Pawns & Pieces

P: Fighter (AC 2 [chainmail, shield, dexterity]; MV 6"; L 4; D broadsword [+1 "to hit" and +3 damage from strength]; SA double normal movement to close to attack and 2 attacks on the 1st round of combat only; SD 25% magic resistance). These short, broad humanoids resemble a cross between a half-orc and a dwarf. They are vicious and tricky.

M: Centauroid (AC -3 [plate mail and barding]; MV 15"; HD 6 [size]; hp 42; #AT 2 and 1; D 1-6/1-6 and two-handed sword [+2 "to hit" and damage from size and strength]; SA leap over opponent[s] to attack from rear if initiative is gained on that round—no opponent attack in return unless facing new position already; SD 25% magic resistance).

B: Ogre-Mage (AC 4; MV 9"/15"; HD 5 +2; hp 32; #AT 1; D 1-12; SA spells [charm person, sleep, cold ray—8d8 in a 6" x 2" cone] on&e per day each: SD regenerate 1 hit point/round, spells [darkness 1" r., gaseous form, invisibility, fly for 12 turns total per day, polymorph self to human or humanoid form only], 25% magic resistance).

R: Oliphant (AC 2 [leather armored]; MV 15"; HD 10+5 [large size]; hp 65; #AT 4; D 3-12 x 4; SA able to attack as many as four man-sized opponents at once; SD 25% magic resistance). For details of this creature see **New Monsters**, p. 30.

Q: Lamia (AC -1 [chainmail armor]; MV 24"; HD 9; hp 72; #AT 1; D long sword [+3 "to hit" and +6 damage from strength]; SA spells [**charm person**, **suggestion**, **illusion**— as a **wand of illusion**] once per day each, touch drains 1 point of wisdom; SD spell [**mirror image**] once per day, 25% magic resistance).

K: Shambling Mound (AC 0; MV 6"; HD 9; hp 54; #AT 2; D 2-16/2-16; SA two hits on same opponent indicates entanglement and suffocation in 2-8 rounds; SD lightning bolt adds 1 HD per bolt [growth], fire [magical or otherwise] has no effect, cold has either half or no effect, weapons score only half or no damage, crushing has one-quarter effect, 25% magic resistance).

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	+3 magic buckler
1 Knight or Bishop and 1 Rook	
1 Queen	+3 cloak of protection
1 King	magic staff-mace
	(see end of module)

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 chess man. 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 **wand of wonder** and a **bag of beans!**

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 and T. Deeous (Human Monks: S 15; I 6; W 15; D 18; C 16; Ch 5; AC 2 and 1 respectively; MV 25" and 26" respectively; L 11 and 12 respectively; hp 63 and 67 respectively; #AT 5/2; D [open hand] 4-13 [3d4 +1] and 4-16 [4d4] respectively). The Special Attacks and Special Defenses are given for each below:

T. Diumm	T. Deeous
SA +5½ points damage with weapon	+6 points damage with weapon
Stun for 1-6 round if "to hit" score is 5 or more over minimum required to hit a given opponent — kill from stun with 4% and 5% respective base chance, plus the AC of the given opponent, deducting negative ratings from base chance.	
Move silently 86%	Move silently 94%
SD Avoid damage for normal missiles if save vs. Petrification is successful.	
Surprised only on 14% or less	Surprised only on 12% or less
Hide in shadows 70%	Hide in shadows 77%
Climb walls 99.1%	Climb walls 99.2%
Able to fall as far as 30' without damage if within 4' of obstacle being climbed.	
ESP only on 16% or less	ESP only on 15% or less
Immune to all diseases, haste , slow , and poisons.	
Heal 6-9 points of damage/day	Heal 7-10 points of damage/day
60% resistant to beguiling , charm , hypnosis , suggestion	65% resistant to beguiling , charm , hypnosis , suggestion
Telepathic and mind blast attacks made as if the subject possessed 18 in intelligence.	

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 column) 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 iron-bound 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 (AC 3 [lower because of speed]; MV 4"/40"; HD 18; hp 99; #AT 2 or 1; D 3-18/3-18 or 4-24; SD 25% magic resistance).

This monster will attempt to grab a pair of party members and carry them off to **Area I** (p. 14) 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 wand (see **Magic Items** section, p. 32). 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 (AC 3; MV 9"/15"; HD 12; hp 72; #AT 3; D 14/14/2-12; SA **suggestion** spell capability three times/day, able to attack 2 different opponents at once; SD 25% magic resistance).

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" (Human Thief: AC 0 [bracers of defense AC 6 and dexterity 18]; MV 12"; L 15; hp 65; #AT 2 [left hand at -2 "to hit"]; D dagger [+1 "to hit" and +2 damage from strength]; SA and SD thief abilities below:

Back Stabbing - 5x normal D	Hide in Shadows - 109%
Pick Pockets - 125%	Hear Noise - 50%
Open Locks - 107%	Climb Walls - 99.5%
Find/Remove Traps - 95%	Read Languages - 75%
Move Silently - 109%	Read Magic - 75%*

*Excluding clerical spells, and with 5% chance per spell level that the magic will reverse because of error.

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 magic-user'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 magic-user—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 thief 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** (21" speed) and can hold his breath for several minutes. Thus the pair can stay underwater 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 (AC 0; MV 0"; HD 4; hp 21-28; #AT 1; D 1-6; SA trap victim between valves, and drowning will occur in 2-5 rounds).

These monsters lurk among the huge oysters, awaiting an incautious victim. They will snap shut on their prey and hold fast until the prey escapes, the clam is slain, or the prey dies and can be eaten.

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 with 17 or better strength has a 1 in 4 chance each round of pulling free. Otherwise, the clam must be killed, or someone must assist the trapped individual.

Chances for pearls, and their value are:

Large Oyster	1 in 8 have base 100 gp pearl
Larger Oyster	1 in 6 have base 500 gp pearl
Largest Oyster	1 in 4 have base 1,000 gp pearl

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 (AC 4; MV 6"/12"; HD 12; hp 72; #AT 3; D 2-8/2-8/4-16; SA sharp beak delivers double damage on a "to hit" score of 19 or 20, **command** spell use every other round; SD **feign death** ability, 25% magic resistance).

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 sort 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 (AC -6; MV 15"; HD 15; hp 95; #AT 1 or 2; D 5-20 or 2-12/2-12; SA charge of 30' or more doubles speed, allows all 3 attacks, and causes +1/die rolled for damage; SD 25% magic resistance).

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 30" movement rate, 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

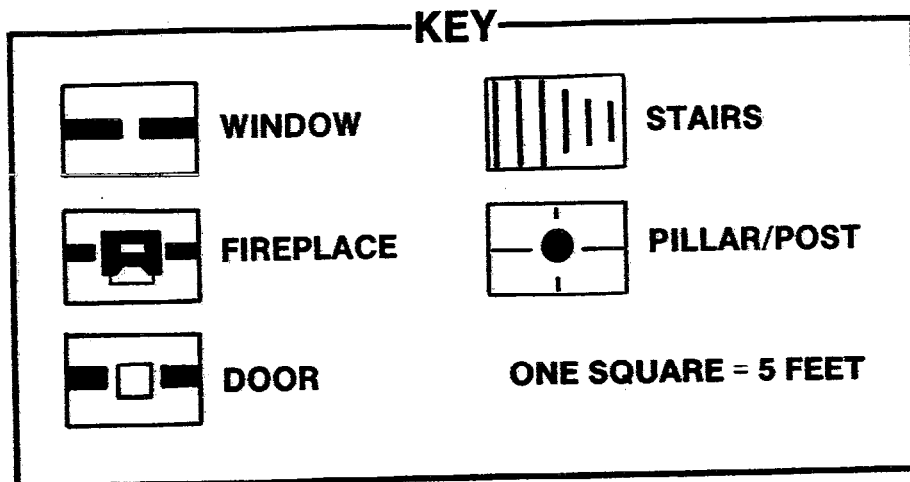
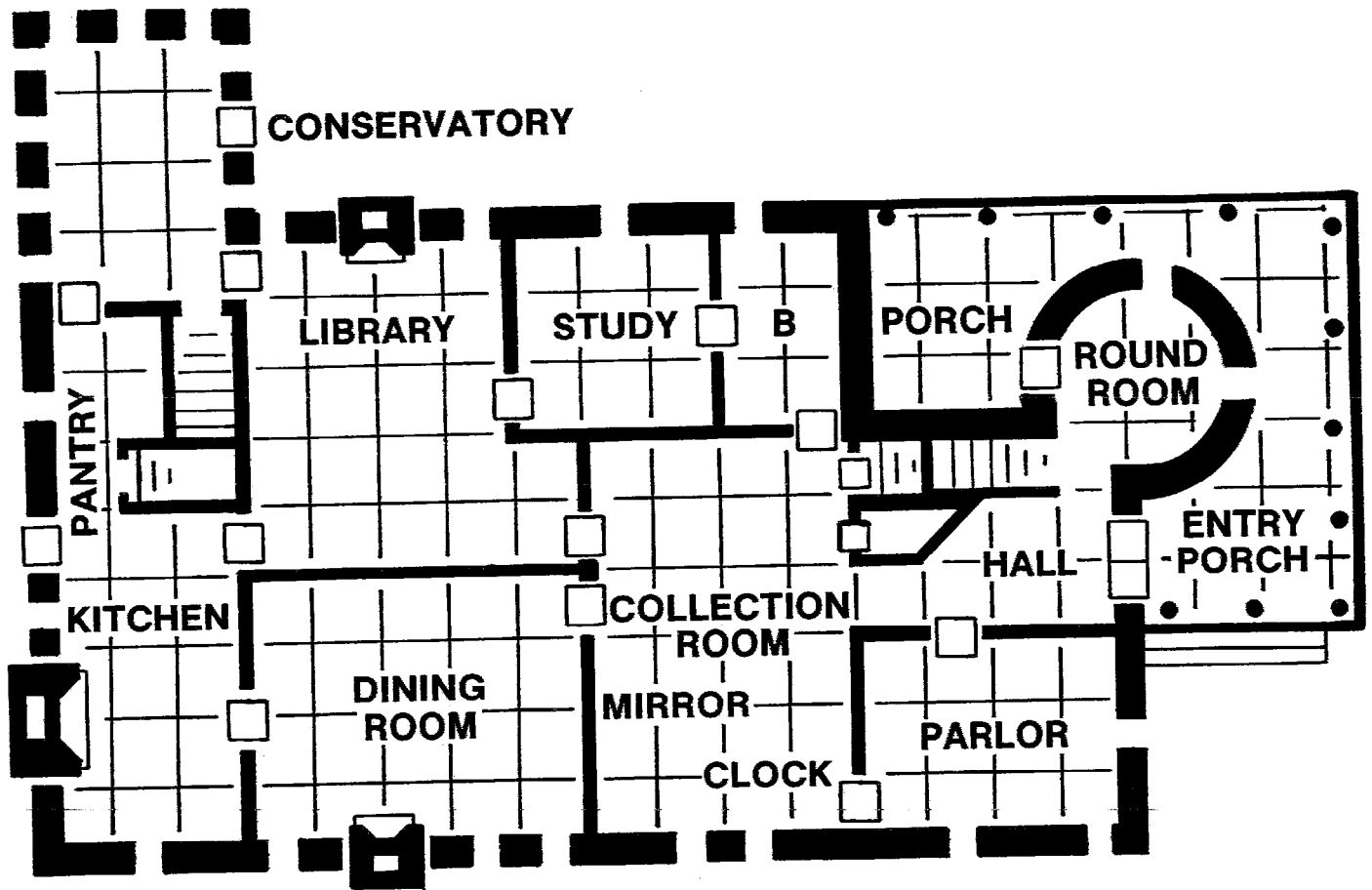
This grassy clearing has several low mounds in it. They appear almost hemispherical, although they are not so high—perhaps turtle-like would be a better description.

Bandersnatch (AC -1; MV 36"; HD 9; hp 63; #AT 2, 4, or 6 and 1; D 1-6 x 2, 4, or 6 and 3-12; SA any pair of attacks that hit the same opponent indicates "snatch" and "banding" with web-like material which is too elastic to be broken [must be severed by edge], while victim suffers maximum claw damage [12 points]; SD speed of movement allows escape, 25% magic resistance).

This 12-legged insectoid is a fearsome predator. Each of its six sets of legs allows a 6" movement rate, but at least three sets must be used at any given time, so it moves as slowly as 18" or as rapidly as 36". It is highly intelligent, so its attacks are reasoned. It will decide how many clawing leg attacks to make, and it then follows these attacks with a fearsome bite of its

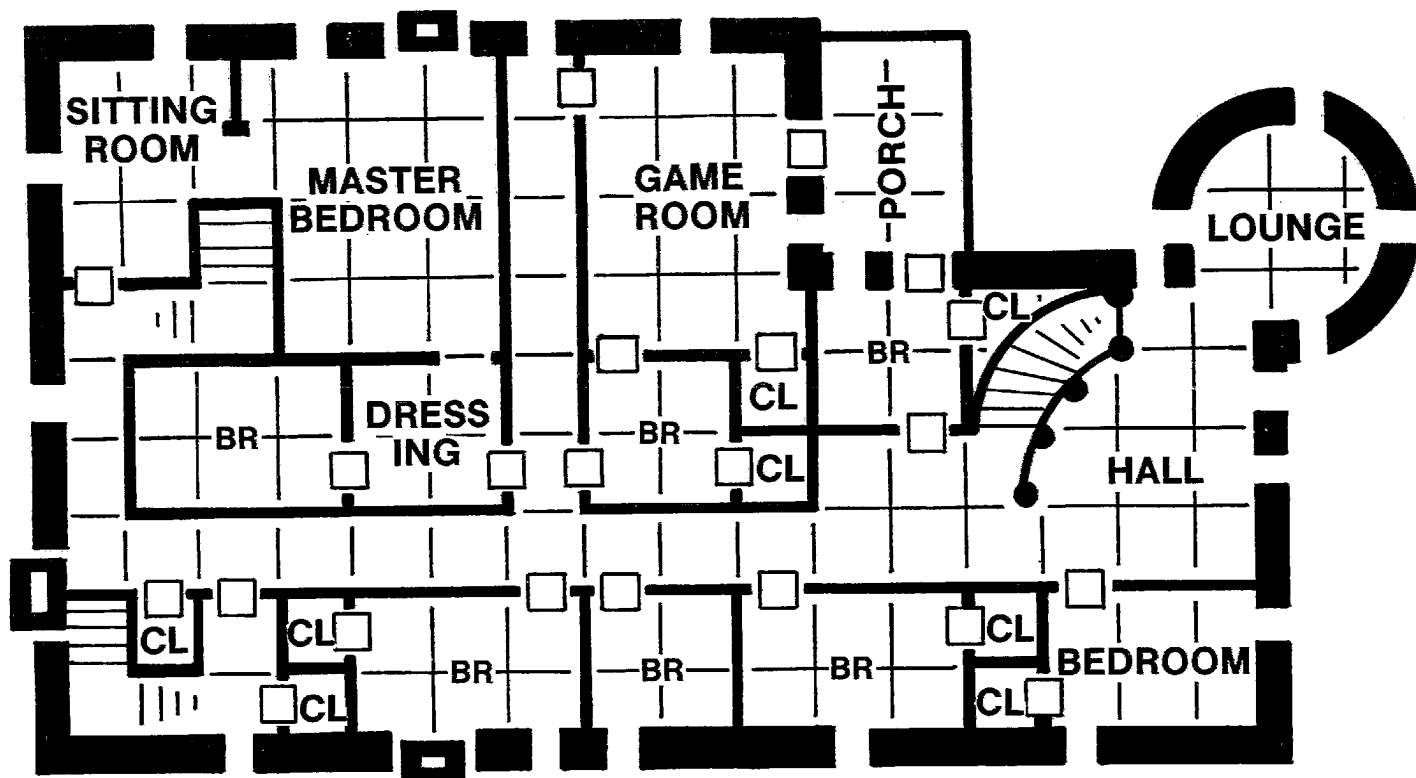
THE MAGIC MIRROR HOUSE

FIRST FLOOR



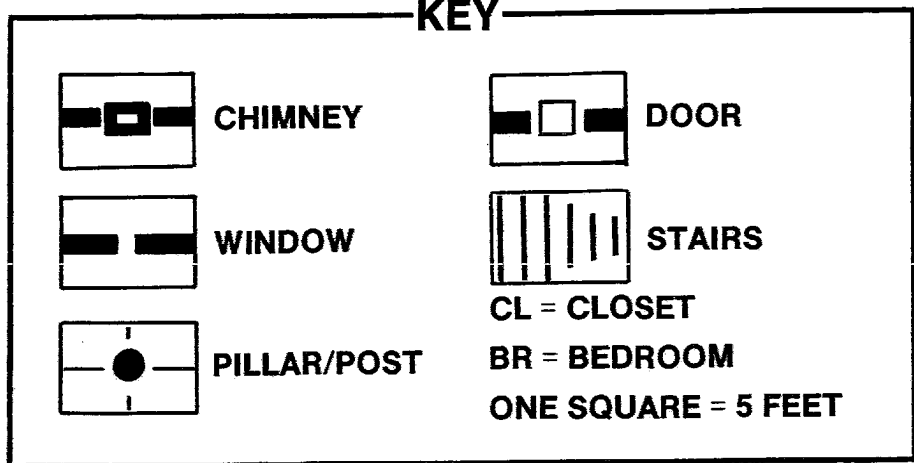
THE MAGIC MIRROR HOUSE

SECOND FLOOR



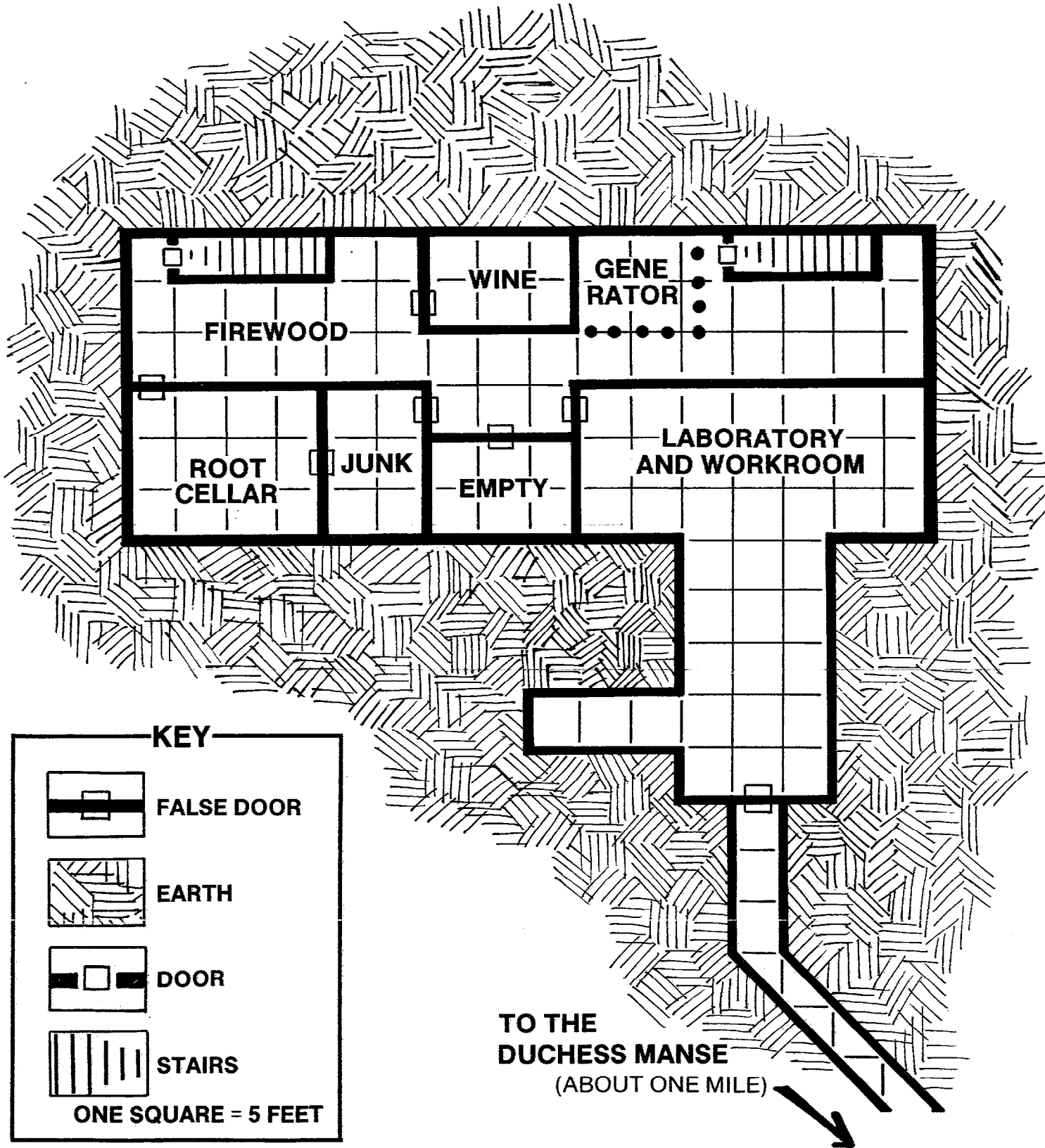
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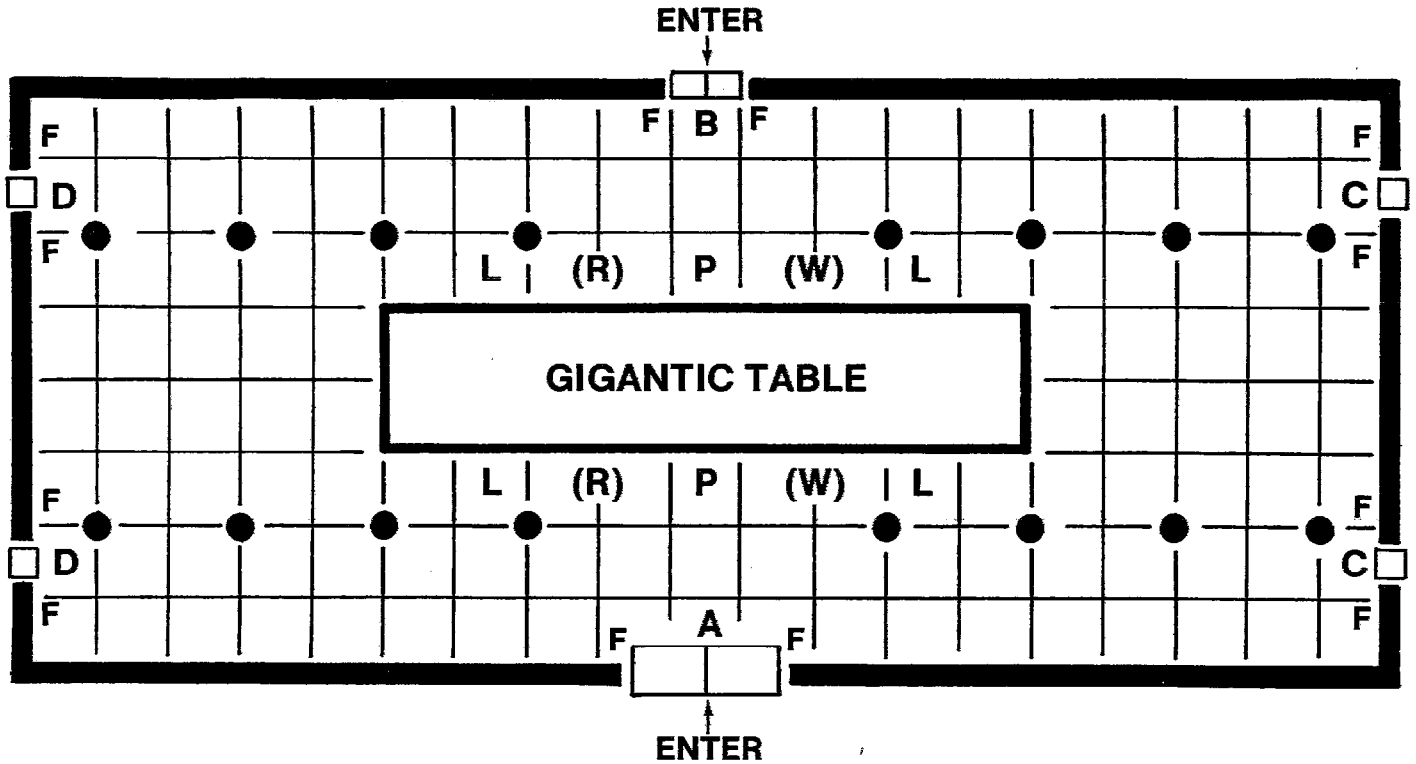


THE MAGIC MIRROR HOUSE

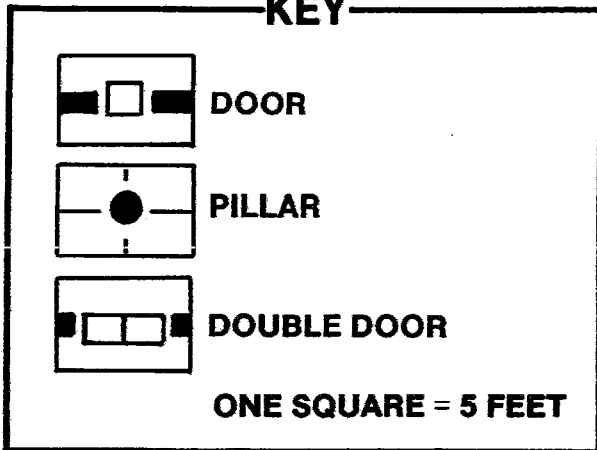
CELLAR



THE MAD FEAST HALL



KEY



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.

Treasure: 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. 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. This weapon is a **vorpal blade**. It has intelligence and an ego of 14. Its abilities are **detect magic, detect invisible objects, locate objects**. It speaks eight languages total. Its name is “Laprov.” It is Lawful Neutral in alignment. It desires to return to its master T. Deeous as soon as possible (in the unusual **Land Beyond the Magic Mirror**, monks are permitted to use swords). 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! Snickersnack! 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 Noble (AC 1 [chainmail armor]; MV 9”; HD 10 +1; hp 60; #AT 1; D short sword; SA spells [**charm person, mirror image, suggestion, illusion**— at 5th level of magic-use, **burning hands, magic missile, shocking grasp, ray of enfeeblement, stinking cloud, slow**]; SD spell [**water breathing**], 25% magic resistance).

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 just as doors are opened. 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.

Giant Crab (AC 3; MV 9”; HD 3; hp 24; #AT 2; D 2-8/2-8; SD 25% magic resistance).

N. REEDY 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 Crab 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 (AC 7; MV 3”; HD 12; hp 50; #AT 0; D 0: SA spells [**ventriloquism, audible glamer, symbol of discord**—once each per day]; SD 25% magic resistance.)

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 will cause the creature to save vs. Poison. Failure indicates that he loses his balance and falls from the wall. 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 are:

- 1 egg containing a **cloudkill** (no movement, just cloud of poisonous fumes as per spell)
- 1 **egg of stinking cloud** (as per spell)
- 1 **egg of fogcloud** (as per spell)
- 1 **egg of disintegration** (as per spell at 12th level)

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 4' 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."

24 Woolly Rhinoceros (AC 5; MV 12"; HD 10; hp 60 each; #AT 1; D 2-12; SA charge does double damage and tramples for 2-8 per foreleg. SD 25% magic resistance).

72 Frost Giants (AC 3; MV 12"; HD 10+ 1-4; hp 64 each; #AT 1; D 4-24; SA hurl rocks for 2-20 points damage; SD impervious to cold, 25% magic resistance).

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 is an illusion. Lurking near the secret door is the individual who is responsible for the trick, a King's Messenger.



Gnome Illusionist/Thief (S 10; I 18; W 12; D 18; C 16; Ch 14; AC -1 [elfin chainmail, +1 ring of protection, boots of striding and springing, dexterity]; MV 12"; L 7/7; hp 36; #AT 1; D **short sword +3**; SA spells, thief abilities; SD +4 on saves vs. wands, rods, staves, and spells, thief abilities, 25% magic resistance). Spells and thief abilities are:

Change Self	Pick Pockets — 70%
Color Spray (x3)	Open Locks — 72%
Fog Cloud	Find/Remove Traps — 65%
Improved Phantasmal Force	Move Silently — 70%
Mirror Image	Hide in Shadows — 58%
Phantom Steed (see end of module)	Hear Noise — 35%
Suggestion	Climb Walls — 79%
	Read Languages — 35%

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 Courland, of course. The thief 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 (AC 4/5; MV 15"; HD 6 +12; hp 48; #AT 3; D 2-8/2-8/3-12; SA 2 forepaw hits indicate 2 additional rear claw rakes for 5-8/5-8 each; SD surprised only on 1 in 6; 25% magic resistance).

Gigantic Unicorn (AC 1; MV 24"; HD 5 +10; hp 40; #AT 3; D 2-8/2-8/3-12; SA +2 "to hit" with horn, charge attack [horn only] does double damage [6-24], surprise opponents on 5 in 6; SD detect enemies in 24" range, immune to poison, spell **[dimension door]** once per day, spell immunity [to **charm**, **death**, **hold**], save as 11th level magic-user, 25% magic resistance).

Crowned Man (Human Fighter: S 18/76; I 13; W 14; D 18; C 18; Ch 15; AC -3 [+2 plate mail, dexterity]; MV 12"; L 14; hp 100; #AT 2; D two-handed sword +2 "to hit" and +4 damage; SD 25% magic resistance, see also below).

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 24 turns (four hours). Note that the unicorn will be allowed double **dimension door** usage from this food.

The King has a special magical power. 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**. 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.

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, 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 or Rosewood, wishing both success, respecting both, and so on, then neither figure will attack, although both will then be there.

Iron Golem (AC 3; MV 6"; HD 10; hp 80; #AT 1; D 4-40; SA 1" cubic cloud of poison gas breath every 7 melee rounds; SD +3 or better magic weapon to hit, harmed only by magical electrical or powerful strokes of lightning [which only slow the monster by 50%], magical fire restores 1 hit point damage on a point-for-point basis, 25% magic resistance).

Iron Steed (AC 3; MV 18"; HD 10; hp 80; #AT 0; D 0; SD 25% magic resistance).

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 4-40 points of damage, or else it will go berserk and strike one for 4-40 points. 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.

Giant Dragonfly (AC 3; MV 1"/36" [+ hover]; HD 7; #AT 1; D 3-12; SA +2 on initiative; SD no melee attacks if initiative held, missile fire at -4/-2 with/without initiative, save as 16th level magic-user, 25% magic resistance).

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.

Two highly attractive, regally adorned women suddenly appear amidst your party! One is arrayed in robes of rose-red, has coppery-red tresses, and wears a coronet of red gold. Her companion is dressed in flowing robes of pearly white, has platinum blonde hair, and a crown of white gold atop her head. Each smiles and speaks congratulatory words, telling you that your entire party has achieved the great triumph of attaining the "Eighth Square," whatever that is. Furthermore, you are informed, all of you must now join them in the Great Feast Hall where a party is to be held to give you appropriate honors. Your prizes, a gold crown of state for each member of the group, are within the hall. Won't you please follow?

If the party balks, the retainers come to "assist."

Red/White Queen (Night Hags: AC 7 [+2 robe of protection]; HD 8; hp 57, 55; #AT 1; D 2-12; SA spells [sleep—evil person only up to 12th level, magic missile—2-16 hp damage 3 times/day, ray of enfeeblement—3 times/day]; SD 65% magic resistance, spells [ethereality, know alignment, polymorph self], invulnerability to spells [charm, sleep, fear, fire or cold based spells], iron, silver, or +3 or better magical weapons to harm).

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.

Servants (Eblis: AC 3; MV 12”/12”; HD 4 +4; hp 23 each; #AT 4; D 1-4 x 4; SD save vs. fire attacks at +1 with -1 on each die of damage sustained, 25% magic resistance).

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.)

Footmen (Bullywug: AC 5 [leather armor]; MV 3”/15” [+3” hop]; HD 1: hp 6 each; #AT 3; D 1-2/1-2/2-5; SA +1 “to hit” if attack is made by hopping; SD 25% magic resistance). 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 candle holders 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. Until a wearer actually disbelieves the effects of the item, and does so while

taking off the crown, the mind-bending dweomer 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. 12 Larvae—13 if on side opposite to party (AC 7; MV 6"; HD 1; hp 5 each; #AT 1; D 2-5; SD 25% magic resistance).

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. Barbed Devil (AC 0; MV 12"; HD 8; hp 48; #AT 3; D 2-8/2-8/3-1 2; SA spells [charm person, illusion, suggestion, fear by striking, hold person, produce flame, pyrotechnics]; SD 35% magic resistance).

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 **illusion** 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. 4 Were-(Kangaroo)-rats (AC 6; MY 9" [+3" hop]; HD 3 +1; hp 18 each; #AT 1; D short sword; SD silver or +1 or better magical weapons to harm, 25% magic resistance).

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

CA. 3 Carnivorous Apes (AC 6; MV 12"; HD 5; hp 25 each; #AT 3; D 1-4/1-4/1-8; SA two forelimb hits indicate an additional 1-8 points of rending damage; SD 25% magic resistance).

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. 2 Giant Wolverines (AC 4; MV 15"; HD 4 +4; hp 22 each; #AT 3; D 2-5/2-5/2-8; SA +4 "to hit" because of ferocity, musk spray at 1 target in rear—save vs. Poison or be blinded for 1-8 hours, and save still means 2-8 turns of nausea with resultant loss of 50% of both strength and dexterity for that duration [subject must also save for all cloth worn as if it was attacked by acid, with failure indicating destruction of the material by rotting].)

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!

The Joint of Roast Meat (Mimic: AC 7; MV 3"; HD 8; hp 40; #AT 1; D 3-12; SA glue-like secretion holds flesh that touches it; SD 25% magic resistance).

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



Plum Pudding (Black Pudding: AC 6; MV 6"; HD 10; hp 50; #AT 1; D 3-24; SA dissolves wood and metal; SD blows, cold, or electrical attacks cause no harm, 25% magic resistance).

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 werekangaroo-rat henchmen.

Order of Attacks

Mimic

Black Pudding

Barbed devil —spells

Night hags —spells

Barbed devil —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 hags —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 an encumbrance of 75 gp, a weight of 25 gp, 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)

Misc. Magic — 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.

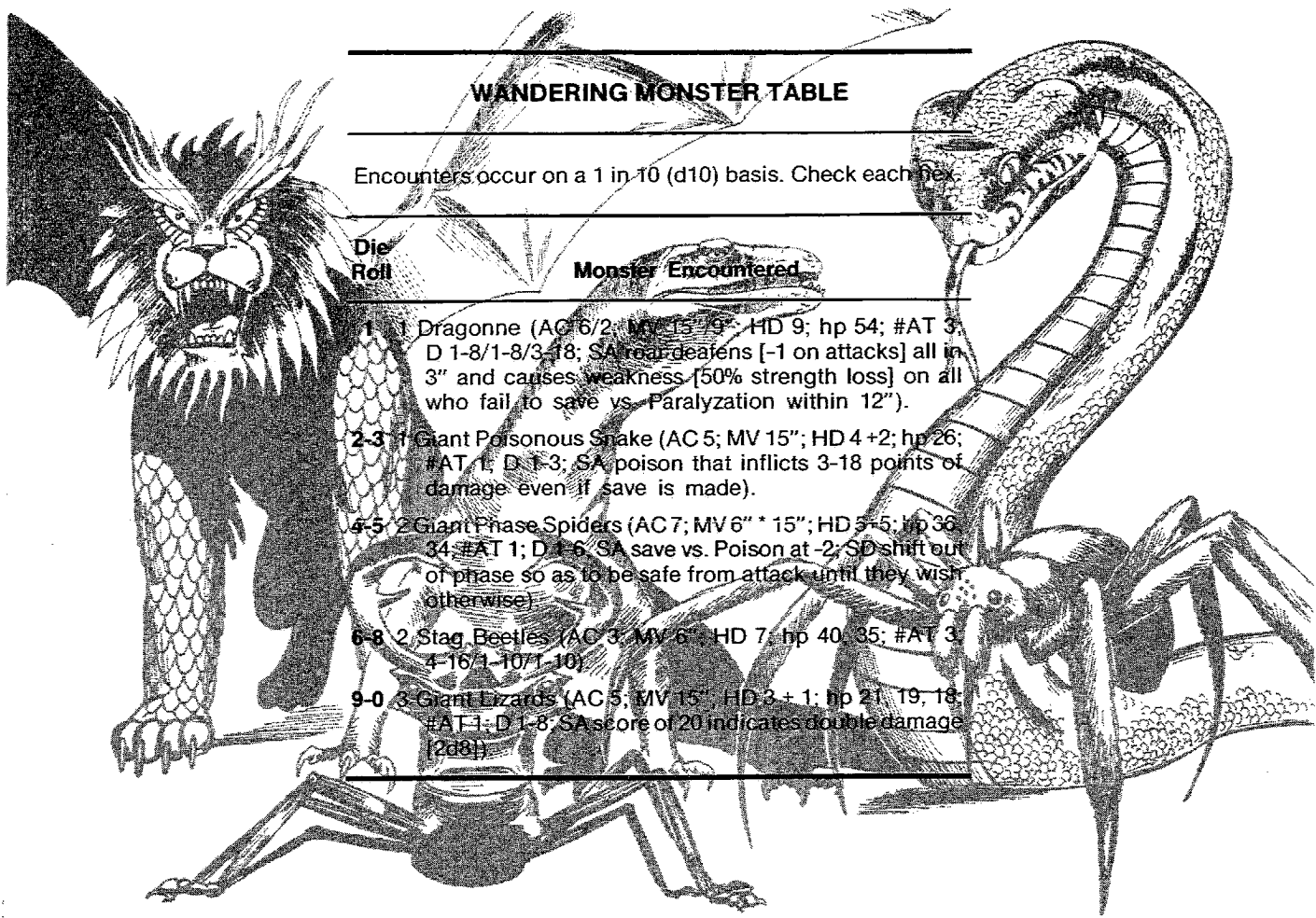
As for me, I see no reason not to have a 25% magic resistance inherent in all creatures native to or long accustomed to dwelling in **The Land Beyond the Magic Mirror** and in **Dungeonland**. To my way of thinking, the society here is no more difficult to accept than one in which dragons fly and breathe 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.

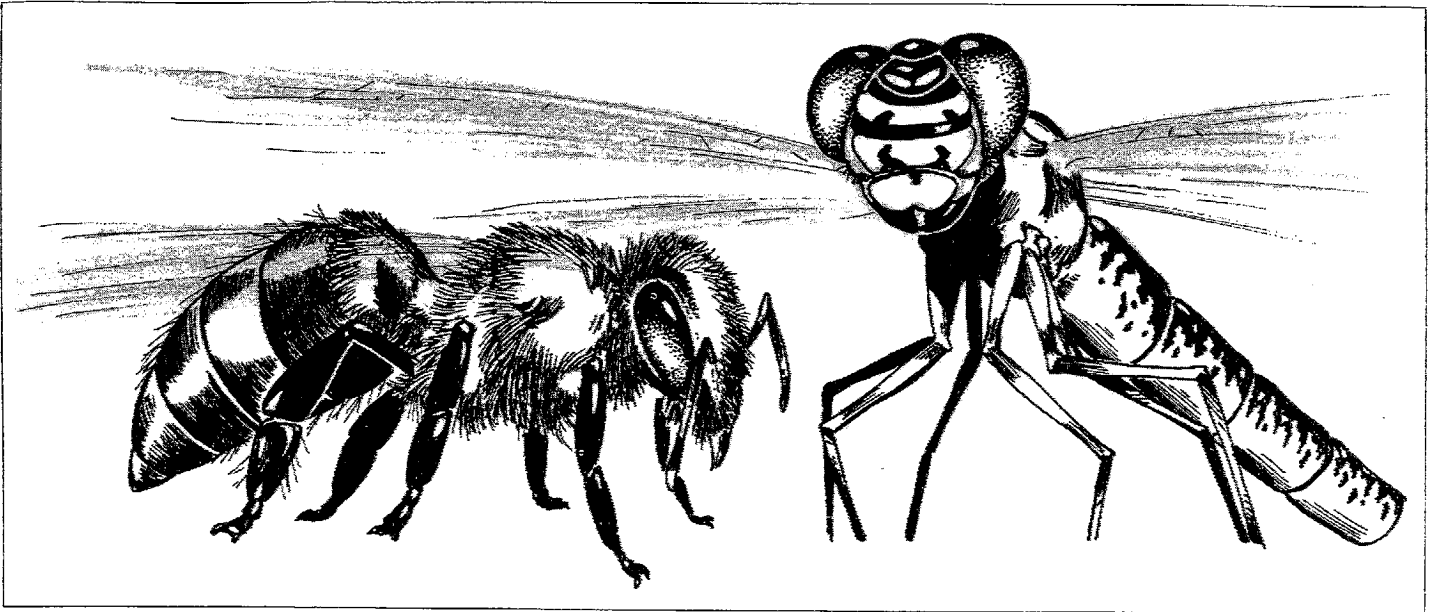


WANDERING MONSTER TABLE

Encounters occur on a 1 in 10 (d10) basis. Check each Dex.

Die Roll	Monster Encountered
1	1 Dragonne (AC 6/2; MV 15"/9"; HD 9; hp 54; #AT 3; D 1-8/1-8/3-18; SA rear deafens [-1 on attacks] all in 3" and causes weakness [50% strength loss] on all who fail to save vs. Paralyzation within 12").
2-3	1 Giant Poisonous Snake (AC 5; MV 15"; HD 4+2; hp 26; #AT 1; D 1-3; SA poison that inflicts 3-18 points of damage even if save is made).
4-5	2 Giant Phase Spiders (AC 7; MV 6" * 15"; HD 5+5; hp 36-34; #AT 1; D 1-6; SA save vs. Poison at -2; SD shift out of phase so as to be safe from attack until they wish otherwise)
6-8	2 Stag Beetles (AC 3; MV 6"; HD 7; hp 40-35; #AT 3; D 1-6/1-10/1-10)
9-0	3 Giant Lizards (AC 5; MV 15"; HD 3+1; hp 21-19, 18; #AT 1; D 1-8; SA score of 20 indicates double damage [2d8])

NEW MONSTERS



BEE, GIANT

	Honey (worker)	Honey (soldier)	Bumblebee
FREQUENCY:	Rare	Very rare	Rare
NO. APPEARING	1-10	1	1
ARMOR CLASS	6	5	5
MOVE:	9"/30"	12"/30"	6"/24"
HIT DICE:	3+1	4+2	6+4
% IN LAIR:	20%	90%	10%
TREASURE TYPE:	Nil	Nil	Nil
NO OF ATTACKS:	1 (string)	1 or 2 (1 sting)	1
DAMAGE/ATTACK:	1-3	2-8/1-4	1-6
SPECIAL ATTACKS:	Sting once	Sting once	String
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard
INTELLIGENCE:	Low	Low	Low+
ALIGNMENT:	Neutral	Neutral	Neutral
SIZE:	M	M	L
PSIONIC ABILITY:	Nil	Nil	Nil
Attack/Defense Modes:	Nil/nil	Nil/nil	Nil/nil
LEVEL/X.P. VALUE:	III 150+4/hp	IV 200+5/hp	V 400+/hp

All forms of giant bees are similar to their smaller counterparts. If encountered in their lair, the hive will contain 20 times the workers shown by die roll, and 3-12 soldiers. There will be 7-12 giant bumblebees in a burrow or nest. Hives will have a non-combatant queen and 2-5 like drones. Nests will have a combative queen of 8 +6 HD doing 1-8 points damage from sting. Poison is normal for workers, +1 for soldiers and bumblebees, with queen bumblebees having +2 poison, i.e. saves at -1 for +1, -2 for +2. Successful save vs. Poison indicates only 2-8 points of damage; otherwise, damage is 5-20 plus poison intensity of 1 or 2. Honey in hives or nests is of proportional quantities. Bee "bread" is excellent food equal to iron rations. "Royal jelly," found only 20% of the time, is equal to 2-5 potions of extra-healing with a side effect of cure disease for each.

DRAGONFLY, GIANT

FREQUENCY:	Rare
NO. APPEARING:	1-6
ARMOR CLASS:	3
MOVE:	1"/36" + hover
HIT DICE:	7 (8 + 8)
% IN LAIR:	Nil
TREASURE TYPE:	Nil
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3-12 (4-16)
SPECIAL ATTACKS:	x2 on initiative
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Save as 16th level magic-user
INTELLIGENCE:	Low
ALIGNMENT:	Neutral
SIZE:	M
PSIONIC ABILITY:	Nil
Attack/Defense Modes:	Nil/nil
LEVEL/X.P. VALUE:	VI/525 + 8/hp

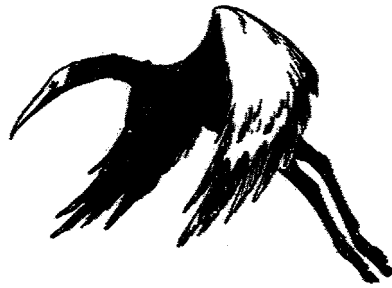
Unlike their small cousins, **giant dragonflies** are dangerous predators: because of their fearless nature and voracious appetites, these huge insects hunt not only other insects but prey on any warm-blooded creature, including humans. Giant dragonflies are found from sub-tropical to temperate regions. Even larger specimens exist in tropical areas, and statistics for such monsters are shown in parentheses.

Because of their great speed, hovering, and darting ability, giant dragonflies gain +2 on initiative checks. If they have initiative, hand-held weapons are ineffective against them. Missiles are at a penalty of -4. Without initiative, giant dragonflies can be hit normally with hand-held weapons, but missile discharge is at a -2 penalty still.

Giant dragonflies are otherwise unremarkable except for their brilliant, glittering coloration and valuable skin. Properly preserved by magic, this substance brings up to 600 gp per square foot. It is used for apparel and decoration. Only about six square feet can be taken from a normal specimen.

EBLIS

FREQUENCY: *Very rare*
NO. APPEARING: 4-16
ARMOR CLASS: 3
MOVE: 12"/12'
HIT DICE: 4+4
% IN LAIR: 50% (see below)
TREASURE TYPE: *See below*
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 1-4
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Low-exceptional*
ALIGNMENT: *Neutral Evil*
SIZE: *M (8' tall)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil/nil*
LEVEL/X.P. VALUE: VI/165 + 5/hp



Eblis, or storkmen, 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. Each group 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 90% unlikely that these dwellings will be discovered even by careful search. 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:

- | | |
|-------|------------------------------------|
| 1-2 | Scroll — in metal tube |
| 3-5 | potion |
| 6 | ring |
| 7 | Misc. magic item — small size only |
| 8-9 | magic dagger or magic knife |
| 10-20 | 1-4 pieces of metal jewelry |

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

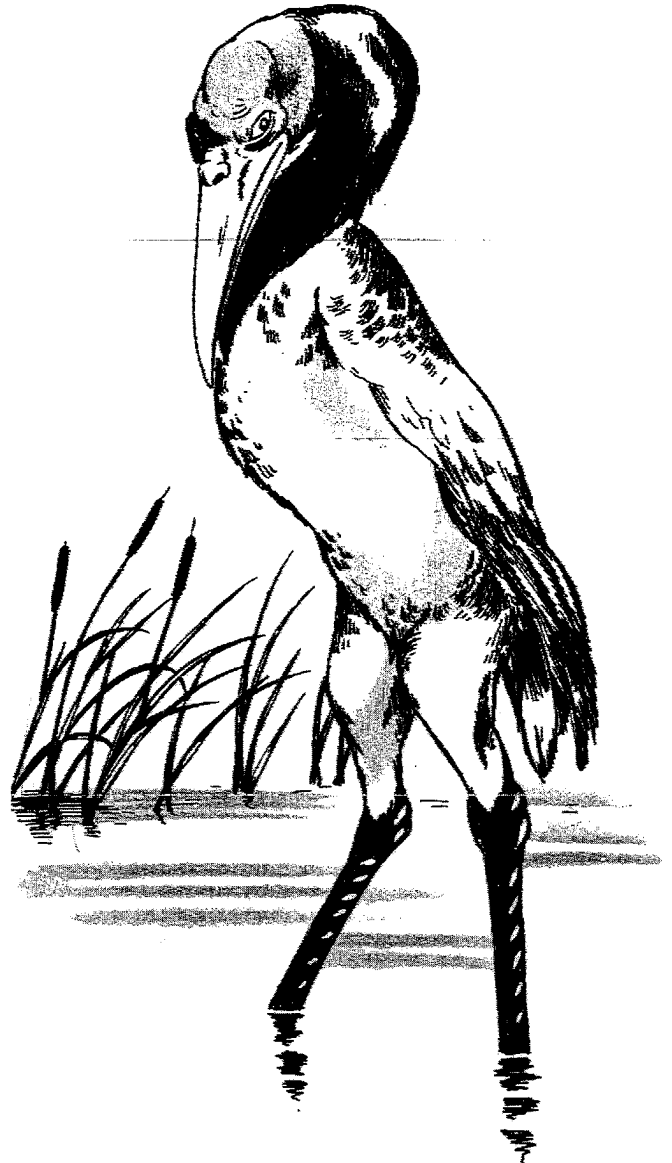
Eblis are very fast in shifting and striking, thus their excellent armor class. Their necks are snaky, sinewy, and very powerful. Attack is by stabbing with the beak.

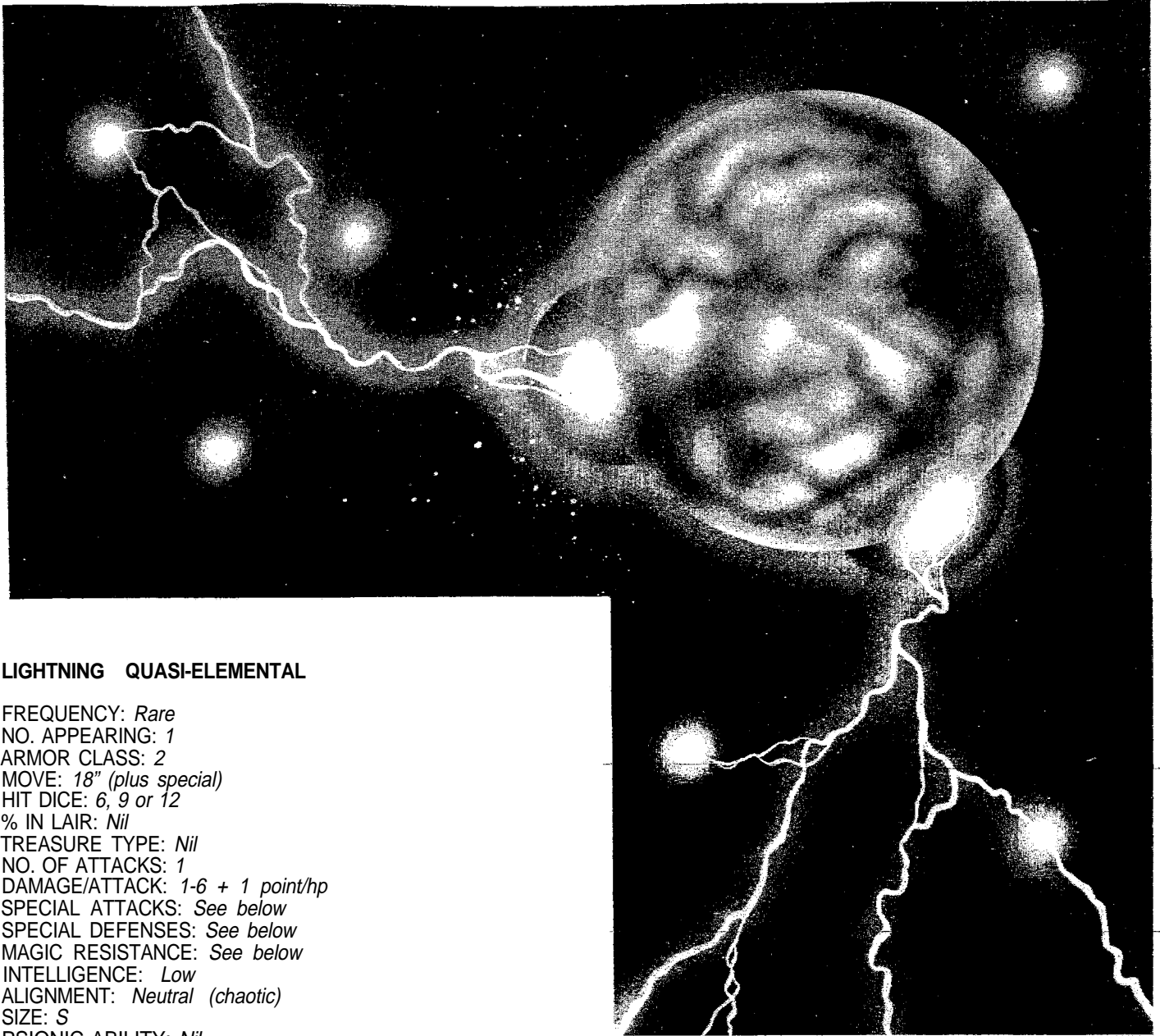
In each community of Eblis will be 1 individual capable of using illusionist magic by means of “dancing” and vocalization. Each of these storkmen will have 2-8 spells usable once each per day, used at 3rd level ability:

- 1 Audible Glamer
- 2 Change Self
- 3 Hypnotism
- 4 Spook
- 5 Wall of Fog
- 6 Blur
- 7 Hypnotic Pattern
- 8 Whispering Wind

Because these creatures love water and wetness and are always damp, they are not as vulnerable to fire as their feathery forms would indicate. Saving throws are made at +1 and damage is at -1 per die.

Description: Eblis look like giant, gray-brown storks. Males have red-brown heads and black necks and legs.





LIGHTNING QUASI-ELEMENTAL

FREQUENCY: *Rare*
 NO. APPEARING: 1
 ARMOR CLASS: 2
 MOVE: 18" (*plus special*)
 HIT DICE: 6, 9 or 12
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-6 + 1 point/hp
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: *See below*
 INTELLIGENCE: *Low*
 ALIGNMENT: *Neutral (chaotic)*
 SIZE: S
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil/nil*
 LEVEL/X.P. VALUE: VII/1,000 + 15/hp

Creatures of this sort inhabit the Elemental Plane of Air and the Positive Material Plane, but they are rare even in those places. During a great lightning storm on the Material Plane, large numbers of **lightning quasi-elementals** will sometimes gather. During such violent thunder storms, the creatures feed and reproduce.

In addition to normal movement, lightning quasi-elementals can "arc," leaping up to 6" to any grounded or metallic object of mass greater than 50 gp. Such a leaping "arc" is in addition to normal movement, coming either at the beginning or end of it.

In addition to its normal attack of electrical discharge by touch, the lightning quasi-elemental can discharge a small globe of ball lightning each round for six, nine, or twelve rounds. This globe will float near the monster until some creature of great mass (2,000 gp or more) or bearing a large quantity of conductive metal comes within 5'. The ball lightning

will then move to that object and discharge, inflicting 1d4, 1d6, or 1d8 of damage, depending on the size of the quasi-elemental that discharged it.

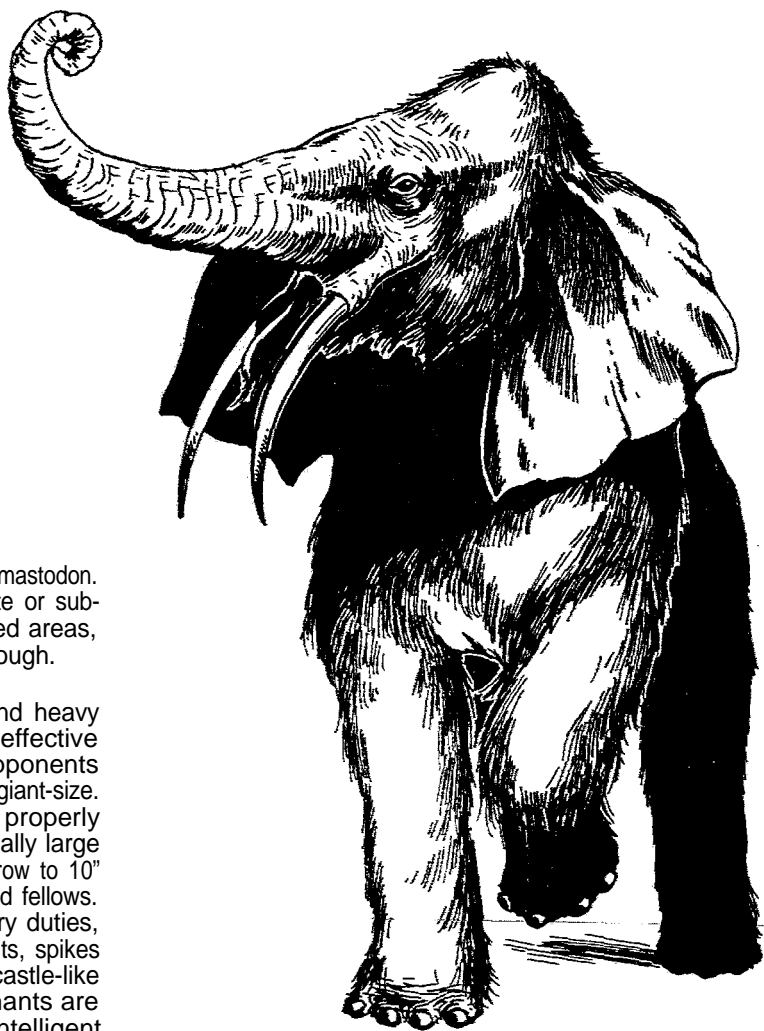
Lightning quasi-elementals can be harmed only by +1 or better magical weapons. If the weapon used against such a creature is of conductive material, its wielder will suffer electrical damage of 1-4 points whenever the weapon strikes the lightning quasi-elemental. Lightning and electrical attacks do no damage. Fire or acid does only half normal damage. Cold does full damage. Water attacks inflict 1d8 damage/gallon, or double full normal damage (as with an **ice storm** spell). Falling water, as in some form of rain, inflicts 2 points of damage for each 1/10 of an inch of precipitation that falls upon the creature.

It is generally not possible to conjure quasi-elementals, although powerful magic-users have been known to do so. (Cf. **Elemental**.)

Lightning quasi-elementals have no known social organization.

OLIPHANT

FREQUENCY: *Rare*
NO. APPEARING: 1-8
ARMOR CLASS: 4
MOVE: 15"
HIT DICE: 8 + 4 (10 + 5)
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 3-12/3-12/3-12/3-12
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Low*
ALIGNMENT: *Neutral*
SIZE: *L (8 + tall, some much larger)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X.P. VALUE:



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.

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 man-sized opponents simultaneously, two ogre-sized enemies, or one of giant-size. 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, armored 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.

If three or more oliphants are encountered, there is a 25% chance they will be accompanied by a calf, 75% by a half-grown animal; check for each oliphant more than two. Young are equally divided between male and female. All single oliphants will be male. Only one mature male will be in a group of two or more.

NEW SPELLS

CLERICAL SPELLS

Aid (Necromatic/Conjuration)

Level: 2
Range: *Touch*
Duration: 1 round +1 round/level
Area of Effect: *One person*
Components: *V, S, M*
Casting Time: *4 segments*
Saving Throw: *None*

Explanation/Description: When this spell is cast, the recipient gains the benefits of a **bless** spell (qv.) and a special benison of additional hit points. The **bless** lasts as long as the **aid** spell, as do the hit points thus gained. **Aid** allows a character to have more hit points than his or her usual maximum (i.e. a 1st level fighter given **aid** can have 1-8 points over and above his or her normal number of hit points. The number of added points is the

same as those added by a **cure light wounds** spell, but they last only for the **aid** spell's duration. The person being affected will not receive permanent additional points or even permanent restoration of lost regular hit points. However, damage received after the spell is cast upon a person comes off the 1-8 additional hit points before regular ones are lost. Example: A 1st level fighter has eight hit points, takes two points of damage, and then receives an **aid** that gives six additional hit points. The fighter now has 12 points, six of which are temporary. If he is hit for seven points of damage, one regular and six temporary points are lost.

The material components of this spell are a tiny piece of white cloth covered with a sticky substance (such as tree sap on its ends) and the cleric's holy symbol.

MAGIC-USER AND ILLUSIONIST SPELLS

Murlynd's Ogre (Conjuration/Illusion)

Level: 4
Range: 3"
Duration: *Until destroyed*
Area of Effect: *See below*

Components: *V, S, M*
Casting Time: *4 segments*
Saving Throw: *See below*

Explanation/Description: When the spell caster brings this dweomer 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 or levels of experience will

flee in fear for 1-4 rounds and spend a like period recovering from trembling. They must save vs. Spells before having sufficient courage to return. Creatures of 4+ hit dice/5th level or greater must save vs. Spells to avoid the fear reaction noted above, although those of 8+/8th level save at +4 on the die. 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 can be struck only by magic weapons, the thing is destroyed by a mere six points 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/Alteration)

Level: 6
Range: 3"
Duration: *1 round/level*
Area of Effect: *1' diameter/level*

Components: *V, S, M*
Casting Time: *6 segments*
Saving Throw: *See below*

Explanation/Description: **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 1/4 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 one turn 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 save vs. Spells 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 save vs. Paralyzation 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: 1
Range: 0
Duration: *Special*
Area of Effect: *1' creature within 1" of the illusionist*

Components: *V, S*
Casting Time: *1 segment*
Saving Throw: *Neg.*

Explanation/Description: 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 vs. Magic 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 per round, until the subject successfully saves vs. Magic and the spell is broken. In any event the spell will function only against creatures with an intelligence of not less than 1.

Whispering Wind (Illusion/Phantasm)

Level: 2
Range: *Special*
Duration: *Special*
Area of Effect: *2' radius*

Components: *V, S*
Casting Time: *2 segments*
Saving Throw: *Nil*

Explanation/Description: By means of this spell the illusionist is able either to send a message or cause some desired sound effect. The **whispering wind** can be prepared to travel as many tens of feet underground or miles above ground as the spell caster has levels of experience. Thus, a 2nd level illusionist could send the spell wafting 20' in a dungeon or as far as two miles outdoors. The **whispering wind** will be as gentle and unnoticed as a zephyr until it reaches the desired objective of the spell caster. It then delivers its whisper-quiet message or other sound for a duration of up to two segments. The dweomer then fades and vanishes—as it will do if the subject is beyond range, more than two hours of time have elapsed, or if it is magically dispelled. The illusionist can prepare the spell to bear a message of up to 12 words, cause the spell to deliver other sounds for 12 seconds, or merely have the whispering wind seem to be a faint stirring of the air which has a sussing sound. He or she also can cause the wind to move as slowly as 1" per round or as quickly as 20' (or at any rate in between). When the spell reaches its objective, it swirls and remains for the full two segments regardless of its speed otherwise.

Phantom Steed (Phantasm/Conjuration)

Level: 3
Range: *Touch*
Duration: *6 turns/level of the caster*
Area of Effect: *Special*

Components: *V, S, M*
Casting Time: *1 turn*
Saving Throw: *None*

Explanation/Description: When this spell is cast the illusionist creates a quasi-real horse-like creature. This creature can be ridden only by the illusionist who created it, or by any person for whom the illusionist creates such a mount specifically. All **phantom steeds** are black in color, have gray manes and tails, and smoky, substantial hooves that make no sound. Their eyes are milky-colored. They do not fight, but all normal animals shun them, so only monstrous ones will attack. If more than 12 points of damage accrue to such a mount, the dweomer is dispelled, and the **phantom steed** disappears. A phantom steed moves at the rate of 4"/level of the spell caster. It seems to have a saddle, bit, and bridle, but it cannot carry saddlebags and the like—only its rider and what he or she carries. These mounts gain certain powers according to the level of the illusionist who created them:

- 8th level:** Ability to pass over sandy, muddy, or even swampy ground without trace or difficulty.
- 10th level:** Ability to travel in the air as if it were firm land instead, so chasms and the like can be crossed without benefit of a bridge. Note, however, that the mount cannot actually take off and fly.
- 14th level:** Ability to perform as if it were a pegasus.

The material components for this spell are a horsehair, a paring of hoof, and at least a wisp of smoke.

MAGICAL ITEMS

Staff-Mace. This clerical weapon appears as nothing more than a normal wooden staff one might use while trekking in the wilderness. It gives off a very faint dweomer of alteration magic. Upon command it will take one of the following three forms:

Quarterstaff	—	+3 quarterstaff , iron shod
Great Mace	—	+1 footman's mace , iron
Mace	—	+2 horseman's mace , iron

The weapon is made typically of bronzewood and is banded and tipped with iron.

X.P. VALUE 1,500

G.P. SALE VALUE 7,500

Buckler Wand. A shortish, thick wand of some 1½' length with an exceptionally sharp point on the end, usable by any class except clerics. The buckler wand can be activated in a single segment. When the thick end is grasped firmly and a trigger pressed, a round shield of buckler size and a +1 magic value springs from the shaft. The wand tip becomes equal to a **spiked buckler (qv.) +1**. Because of its dweomer, it can be used by magic-users, but no spells can be cast when it is in buckler form, unless the individual is a multi-classed character with fighter abilities also. The above restrictions do not apply to thieves, who are restricted only from climbing (or hand manipulations) when holding the device.

X.P. VALUE: 500

G.P. SALE VALUE: 5,000

Buckler Knife. This magical weapon has a hilt that resembles exactly an ornament on a large belt buckle or a buckle for a smaller belt. Its hilt can be grasped easily, and the weapon drawn from its belt-sheath. The knife blade is short but very sharply pointed and keenly edged, so it inflicts damage just as does a larger knife. There are four sorts of this weapon:

1-4	+1
5-7	+2
8-9	+3
10	+4

X.P. VALUE	+1	100	G.P. SALE VALUE	+1	1,000
	+2	200		+2	2,000
	+3	300		+3	3,000
	+4	400		+4	4,000

Egg of Desire. 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 save vs. Magic or become enspelled by the **Egg's** dweomer. 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**.

The viewing area of an **Egg** is 20'. 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.

X.P. VALUE:	Black — 500	G.P. SALE VALUE:	Black — 5,000
	Bone — 900		Bone — 10,000
	Crystal — 800		Crystal — 9,000
	Golden — 600		Golden — 4,000
	Scarlet — 700		Scarlet — 3,500

Shoes of Fharlanghn. These low, thick-soled shoes are so durable and tough that they never wear out. Better still, the individual wearing this foot-gear 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:

1. The wearer will never trip, step into a snare or pit, or become entangled.
2. The dweomer of the shoes enables the wearer to climb up or down hills, even those with a 45 degree slope, without effort.
3. 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.

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

4. Becoming lost is impossible to the wearer.
5. Nothing walking on the earth can surprise the wearer.
6. The wearer can run at 18" movement rate and jump horizontal distances of up to 20'.
7. Climbing vertical surfaces is done as if the wearer were a 10th level thief.
8. 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.

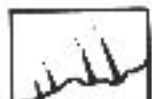
X.P. VALUE: 2,000

G.P. SALE VALUE: 20,000

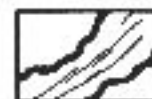
THE LAND BEYOND THE MAGIC MIRROR



HILL



SANDY CLIFF



RIVER



TR

CHESSBOARD FIELDS

