

GREYHAWK CASTLE DUNGEON MODULE EX1

DUNGEONLAND

By Gary Gygax

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



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

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

DUNGEON MASTER'S PREFACE

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

When you insert this module into your campaign, do so without alerting the players. That is, they will not see a white rabbit and a rabbit hole anywhere, nor will they discover a looking glass to pass through. I have tried these methods, and they put players on guard immediately. Conceal this module within the body of your game material. At a convenient point—for you, not for the party—have them fall into a pit or have a passageway suddenly become a perpendicular shaft. Then have them descend, ever so slowly, into the "front door" of **Dungeonland**. If you'd rather have them enter from the other side, then some subterranean place might have a smoky wall through which the players will barely be able to see. Naturally, they will detect a room beyond, and when you entice them further, they'll discover it is a mirror image of the place they just left, and to which they can no longer return.

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

MAGIC THAT WILL NOT WORK IN THIS MODULE

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

<ul style="list-style-type: none"> Animal Summoning (any level) Cacodemon Call Lightning Call Woodland Beings Chariot of Sustarre Conjure Animals Conjure Elemental (any type) Control Weather Creeping Doom Dimension Door Fly Gate 	<ul style="list-style-type: none"> Levitate Monster Summoning (any level) Pass Plant Passwall Plant Control Plant Door Teleport Transport via Plants Wind Walk X-ray Vision Weather Summoning
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1. ENDLESS SHAFT



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

No magic will work in the shaft, so any attempt to cast spells while falling down to the starting point of the adventure will simply burn the magic without purpose. However, if any party member has a lantern, he or she will note that miniature rooms line the walls. Each of these places appears much as if it were a museum exhibit depicting life typical of that led by the Adventurers. There are numerous exhibits, each filled with various replicas of furniture and the like. If any player grabs at these displays, he or she will be entitled to a roll on the table below. Each Adventurer may take items, each gets four attempts, but only those who are able to see by a light source (infravision will not work) get to take anything worthwhile. Note that all items are in miniature scale:

Die Roll	Result
1	shield +1
2	chain mail +2
3	sword +1
4	axe +2
5	ring of protection +3
6	bracers of defense, AC 4
7	potion of extra-healing
8	wand of paralyzation (1 only)
9	staff of striking (1 only)
10	cloak of elvenkind
11-12	suit of normal clothing

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

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

2. THE LONG HALL: FIRST VIEW

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

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

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

The ceiling overhead is arched and beamed: the rafters are some 15' above, the arch is another 10' above that.

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

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

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

#2. THE LONG HALL: CHANGED VIEW

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



A. THE POOL (OF TEARS)

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

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

B. POOL INHABITANTS

1 Giant Weasel (AC6; MV15"; HD3+3; hp21; #AT 1; D2-12; SA drain blood on round after hit for 2-12 pts damage).

1 Axe Beak (AC 6; MV 18"; HD 3; hp 18; #AT 3; D 1-3/1-3/2-8).

1 Giant Badger (AC 4; MV 6"; HD 3; hp 18; #AT 3; D 1-3/1-3/1-6).

1 Clubneck (AC 8; MV 12", 24" 1 round in 5; HD 2; hp 12; #AT 3; D 1-6/1-6/1-8).

1 Giant Owl (AC 6; MV 3"/18"; HD 4; hp 24; #AT 3; D 2-8/2-8/2-5).



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

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

1 Giant Crocodile (AC 4; MV6"/12"; HD 7; hp 42; #AT 2; D 3-18 [bite], 2-20 [tail smash]; surprise on 1-3 [d6]).

This "little crocodile" waits quietly for prey to attempt to pass to the left or the right of the swimming monsters at the center of the pool. Regardless of the direction the players take, he will be there and waiting. Only stabbing weapons will affect this creature, and because of water resistance and distortion, all attacks are at -2 "to hit." The crocodile will try to drag anyone

he bites to the bottom of the pool, where drowning will take 2-4 rounds. Only cumulative hits of 10 or more points damage will cause the croc to release his hold and attack another victim. Meanwhile, he may still attack opponents with his tail, in an arc of 180 degrees behind him.

Treasure: None of these monsters has anything of value.

D. DOORWAY

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

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

3. THE TINY GARDEN



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

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

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

A. PATHWAY

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

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

B. ONYX FOUNTAIN AND POOL

A statue of a large, human-like form rises from the pool. It carries a dolphin in each arm, and four seahorses surround the statue. The dolphins and seahorses all spurt jets of water from their mouths, the former upwards about 10', the latter outwards about half that distance. The pool is lozenge-shaped, about 20' in width and 30' long. There are water lilies growing in the pool, and gold-colored fish swimming among their stems.

Grassy turf and rows of nodding flowers lie between you and the fountain. Low shrubs decorate the edge of the raised onyx pool basin.

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

C. FLOWER BEDS AND FLOWERING BUSHES

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

Silvery Stink Bush (AC 8; HD 5; hp 30; SA perfume of flowers equals a **stinking cloud** to whoever inhales it).

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

D. FLOWER-BANKED GROTTO

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

As the water falls down the surface of the rocks, it undergoes a brief magical change. At its beginning it is merely water, and when it falls into the pool, it becomes normal once more. If taken during the course of its fall, however, the liquid is magical. A draught of one pint volume will have some potion-like effect. To determine the results, use the table below. Note that the **Potion Miscibility Table (Dungeon Masters Guide, page 119)** must be used if more than one such drink is taken. Storage of the liquid in any sort of container will cause it to lose all of its magical properties instantly.

Die Roll	Magical Effects
1	Baldness: hair will regrow naturally in time
2	Color Change: any bright color covers skin for 7-12 turns
3	Diminution: as the potion of the same name
4	Divisibility: can become 2 exact duplicates for 7-12 rounds
5	Dragonfly Control: ability to control normal insects of this sort for 7-12 turns
6	Gaseous Form: as the potion of the same name
7	Gaseousness: belching for 7-12 hours
8	Giant Feet: feet grow 1' or more in length for 7-12 rounds
9	Growth: as the potion of the same name
10	Hairiness: all hair grows longer, thicker, and quite bristly, remaining until trimmed or shaved
11	Human Controlled: the speech of any human will act as suggestion spell for 7-12 turns
12	Invisibility to Self: unable to see any part of self or possessions for 7-12 rounds
13	Levity: overcome by urge to be witty, tell jokes and puns, and laugh at others for 7-12 rounds
14	Philtre of Loaf: sit with feet up or lie around 7-12 turns
15	Plumpness: immediate weight gain of 21-30% for 7-12 turns
16	Spud: tuberous growth pops out of ear every round for 7-12 rounds
17	Super Hedonism: relax, smell flowers, enjoy scene, and seek pleasure for 7-12 turns
18	Sweat Water: perspire very freely for 7-12 rounds, and must drink 1-4 quarts liquid thereafter
19	Water Breath: must inhale water for 7-12 rounds
20	Yodeling: overcome with desire to climb atop anything and yodel as loudly as possible for 7-12 turns

E. MOSSES AND FERNS

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

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

F. WILDFLOWER GARDEN

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

Jack-In-The-Pulpit: (AC 4; MV 1"; HD 12; hp 72; SA **beguilement**; SD 25% magic resistance).

As soon as the party comes near enough to note that this plant has a small, man-like figure in it (about 20' distance or so) it will begin to speak to the party. Each member must save vs. Spells or else stand and listen to the sermon of the plant. It propounds that all should become Neutral in alignment, thus beginning to show proper respect for plants. Each round any character stands and listens, he or she must roll 2d20. Any roll that exceeds the character's wisdom score indicates the jack-in-the-pulpit has **beguiled** the individual into such an alignment change—with appropriate consequences (See **Dungeon Masters Guide**, p. 25 for a detailed explanation of these consequences). If those who make their saving throws attempt to disrupt the plant's speech, or if they attempt to drag their associates away, the jack-in-the-pulpit will call for aid, and it will appear on the next round.

2 Snapdragons (AC 7; MV 6"; HD 8; hp 2 x 48; #AT 2; D 2-16/2-16; SD 25% magic resistance).

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

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

4 Bull Thistles (AC 6; MV 9"; HD 4; hp 4 x 24; #AT 3; D 2-8/2-8/3-13; SD 25% magic resistance). Any attack upon the jack-in-the-pulpit will cause the bull thistles to rush to fight the attackers. Each plant strikes twice with spiked leaves and once with its whip-like, thorny stalk. This combat will also bring the snapdragons into the fight. In this case, the jack-in-the-pulpit will attempt to sneak away into the growth around either **Area E** above.

Treasure: Beneath the roots of the jack-in-the-pulpit is a miniature (even for this place) iron chest. It is locked and can only be opened by magical means or by lock picking. Inside its lid is a command word that will cause it to become "normal" size. (Note that this is quite small in human terms, sufficient to hold 100 coins.) Inside are a spare key and 90 platinum pieces—very tiny until magically enlarged by the magic chest. Anything inside this container will shrink or grow as the chest does.

G. MARBLE STATUE

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

Charldos, the Senile Arch-Mage (S 8, I 18, W 16, D 16 [17], C10, CH 14; MV 9" [24"]; AC 2 [vs. hand-hurled weapons], 3 [vs. device launched], 4 [vs. all other attacks-permanent shield spells in place front and back]; L20; hp 44; #AT 1; D dagger [in boot]; SA spells; SD **shield** spell effect, basic 25% magic resistance to "outside" spells and items).

Charldos the Arch-Mage wears a vest with 8 pockets that hold the components for his spells. All of the pockets are magical, for each can hold as much as a small sack. Charldos wears **boots of speed**, and on his hands are **gauntlets of dexterity**. As these are items of his own fabrication, they shrink or grow according to the need of the wearer, as does the vest. Being native to the plane, Charldos can remain diminutive even in growth areas. He is senile, and most of the time he travels around in the form of a white rabbit. He desires no contact with strangers, and so he has avoided the party, going as far as to use a **statue** spell upon himself just now to fool them. If he is threatened or molested, the confused old fellow will react by casting one of the following spells (at the party or upon himself, as is logical, for Charldos isn't that senile!):

Die Roll	Spell Cast
1	Burning Hands 1 2
2	Magic Missile 1 2
3	Ventriloquism
4	Darkness 15' R. 1 2
5	Invisibility
6	Mirror Image 1 2
7	Blink
8	Dispel Magic 1 2 3
9	Slow
10	Fumble 1 2
12	Distance Distortion 1 2
13	Wall of Force 1 2 3
14	Bigby's Forceful Hand 1 2
15	Repulsion 1 2
16	Power Word — Stun
17	Reverse Gravity
18	Maze 1 2
19	Polymorph Any Object (to hedgehog)
20	Timestop 1 2

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

H. TUNNEL

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

If the party goes this way, move to **#4: The Woods of Trees and Giant Fungi** (p. 11). They will enter at **Area A.**, north center. As they step out of the passageway, they will shoot up to what is

their normal size, and the miniature items will fall away, now useless. Return to the area of **#3: The Tiny Garden** is possible only byway of **#2 The Long Room**, or else by finding a magical means of returning to 1/10th normal size again.

I. (Pick one to describe first...)

Ancient, Weathered Oak Tree

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

Or **Giant Treeman**

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

2 Hangman Trees—1 at either location (AC 3/5; MV 0"; HD 6 + 1 hp/year of age; hp 9, 88; #AT 3; D 1-3; SA inflict 1-3 for four rounds after hit, then 3-12 [acid] when in tree's stomach; SA: hallucinatory perfume to disguise true nature; SD magic resistance [63% each]. See end of module for monster descriptions).

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

Treasure: As both of these carnivorous plants have been in the same location for several years, there are numerous items of interest. Roll 2-8 times for each tree's treasure, using the table included in **#1: The Endless Shaft** (p. 3). Only metal items will be there, of course. To this list add 5-20 base 100 gp gems. (When the party leaves this area, all of the treasure will be miniature, as previously explained. Gems will be 1 cp chips, all magic items too small for even the smallest halfling.)

J. HEAVY, BRASS-BOUND DOOR

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

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

K. GRASSY LAWN

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

L. ORCHARD

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

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

M. COTTAGE

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

2 (Huge) Lizard Men (AC 4; MV 12'; HD 3+2; hp 25, 23; #AT 3 or 2; D dart or morning star [both +2 "to hit" and on damage because of strength], plus bite for 1-8 if meleeing with opponent; SD 25% magic resistance, +2 on ail saving throws).

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

Interior of Cottage

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

N. SECOND COTTAGE

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

2 Large Porcupines (AC 5; MV 9"; HD 4; hp 30, 28; #AT 1; D 1-8; SA shoot 1-4 quills 30' for 1-4 points of damage each; SD attacker subjected to 1-4 quills counter-attack if in melee).

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

Interior of Cottage

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

Treasure: There is no treasure here.

O. LARGE HOUSE WITH SPLIT SHAKE ROOF

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



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

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

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

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

This is Charldos' Home—actually only a stone rectangle, some 40' x 50'. It has two doors, but all the rest is a **permanent illusion** placed over the area by the Arch-Mage in order to trap intruders. As soon as the place is entered, a trap begins to spring: after two rounds the doors slam shut and disappear; one round later the sides and roof seem to be closing in. That is because the whole place is shrinking magically. The rate is effectively 4'/round, so that in 10 rounds all inside will be crushed to death unless they have means of escape or some way to stop the place from growing smaller. **Dispel magic** or **enlarge** will cancel the shrinking. An interior **wall (iron or stone)** will cause the process to halt. **Rock to mud, stone shape,** or **stone to flesh** will cause a hole in the wall and enable escape. Otherwise, only a **limited wish, alter reality,** or **wish** will save the victims from their fate. If the party succeeds in stopping the shrinking of the place, a door will appear where they entered, and they can leave.



hanging from a peg. (All are just ordinary garments.) It is evident that Charldos lives a rather humble existence.

SPECIAL NOTE ON THE HEDGE

It is certain that most players will desire to find what lies beyond the hedge. Discourage this by explaining that the growth is very thick, and that beyond its neat and trimmed greenery lie impenetrable briars and thorns. Considering that spells that would allow passage over, through, or beyond the hedge wall will not work in **Dungeonland**, the hint should be obvious—but players will probably ignore it in the true spirit of adventurous explorers. Several turns of determined hacking and chopping will obviously clear away a section of the hedge and some of the brambles beyond. Allow the party to make a path about 10' wide and as deep in a turn. Then, as they work on the next section, have one member notice that the hedge which they just finished chopping to bits is now growing again:

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

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

P. BERRY BUSHES AND COVERED WELL

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

The berry bushes all bear fruit, and all the fruit is quite normal. There is no way to climb down the sides of the well, except the usual means employed by thieves and their like. However, in this area is the actual dwelling place of Charldos: There is a secret trapdoor, protected by a **symbol of discord** (qv.) between the raspberry bushes and the blackberries. Steep, narrow stone steps lead down about 15' to a small chamber below. It contains a small cot, work bench, and ingredients for casting spells, all in a clutter of papers, packets, jars, boxes, vials, bottles, flasks, tins, and so forth. Also there are all nine of Charldos' spell books. Each is protected by a **fire trap** spell that does 21-24 points of damage. In addition to the spells that Charldos is supposed to know at this time, the nine tomes also contain the following:

Enlarge
Shocking Grasp
Spider Climb
Fire Trap
Phantasmal Force

Polymorph Self
Statue
Symbol (of Discord)
Permanent

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

Treasure (other than the spell books): One drawer has a few coins (2-8 of each sort) tossed into it. There are some old robes

KEY TO THE FUNGI IN MAP 4

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

DEATH ANGEL: White, gray-white. Mere touch causes a need to save vs. Poison at +2 or die. Ingestion requires a like save at -4.

CUP FUNGI: Pale yellow, yellow, yellow-orange. The inverted top of this fungus contains an acidic fluid. Any player who jostles or pulls the growth will spill it, receiving 5-20 points of damage. Those who stand within a 3' radius of that individual will suffer 1-10 points of damage.

GIANT PUFFBALL: Pale tan, tan, yellowish white. Each globe can direct what equals a double strength **gust of wind** at any creature who comes closer than 10'. If struck or punctured, these fungi will explode inflicting 3-30 points of damage to all within a 10' radius.

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

TOADSTOOL: Purple, purplish-brown, brown-green, green, blue green, violet. This type of fungi will turn into a giant toad (AC 6; MV 6" + 6" hop; HD 2 + 4; hp 17-20 ((1d4+16)); #AT 1; D 2-8; SA hop to attack, doing so in mid-air if desired) if it is molested or even touched roughly.

4. THE WOODS OF TREES AND GIANT FUNGI

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

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

A. STEEP, GRASSY EMBANKMENT AND SMALL TUNNEL

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

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

B. paneled wall lined with four doors

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

Looking back through these doors is virtually impossible, for they are magically closed (see page 5). After 4 hours they all entry to **#2: The Long Hall, Changed View** (p. 4).

C. HUGE BLUE MUSHROOM

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

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

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

The Behir Virnig (AC 4; MV 15'; HD 12; hp 73; #AT 2 [bite + constriction] or 7 [constriction + six talons]; D 2-8/3-9 or 2-8/1-6x6; SA breathe lightning 1 turn for 28-46 points damage [4d6+24]; SD immune to electricity and poison).

Virnig, being especially old, wise, and crafty, has learned the power of **change self** so as to appear as a relatively harmless

creature, such as a giant caterpillar or inch worm. The brass hookah he smokes also has a magical property, the dweomer of which only Virnig can master. Each time he puffs forth a ring of smoke, it has a special property. Roll d6 to determine which smoke ring is blown first.

Die Roll	Result
1	Touch turns smoke ring to gem set necklace worth 2,000 to 8,000 gold pieces
2	Contact with solid substance turns smoke ring into a clinging stinking cloud of 10' cubic size
3	Contact with a solid substance turns smoke ring into a rope of entanglement which lasts for 6 rounds
4	Touch causes electrical discharge damage of 20 points similar to a shocking grasp
5	Contact with solid substance turns smoke ring into a poisonous snake (AC 6; MV 12"; HD 2+2; hp 10-12; #AT 1; D 1; SA save vs. Poison or die instantly)
6	Touch causes smoke ring to become a fog cloud of 10' cubic size which lasts for 6 rounds

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

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

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

D. VERY LARGE, THICK-LIMBED TREE

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

The Smilodon Cat (AC 6; MV 12"; HD 7 +2; hp 58; #AT 3; D 2-5/2-5/2-12; SA +2 "to hit" and damage [size]; 2 front claw attacks that hit allow 2 rear claw rakes for 2-8/2-8 [+2] damage; SD surprised only 1 in 6, **etherealness**, **dimension door**, **invisibility**, 25% magic resistance).

Each turn that any member of the party is within 20' of a tree marked by a **D** on the map, there is a 50% chance that the Smilodon Cat will appear there. This monster appears to be a huge domestic cat, but his long fangs and bobtail might give the observer pause. He is very intelligent, and can speak the Common Tongue fluently. He can **become ethereal** on any round he desires, although he cannot then attack. In this state, he can use his **invisibility** to cloak all of himself or any portion of himself (so as to show a tail, head, or mouth only). Of course, the power of **invisibility** can be used alone, but as with **etherealness**, it requires a round with no attacking to use. It is possible, however, for the animal to become visible and attack in the same round. The Smilodon Cat can also seem to disappear instantly by use of his **dimension door** ability—a power that will not work for creatures from outside this special plane. The monster can thus move to any other **D** designated tree on the map, or to **Area C** in **#5: The Wilds of Dungeonland** (p. 14).

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

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

E. PANELED WALL LINED WITH FOUR DOORS

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

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

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

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

F. STEEP, GRASSY EMBANKMENT

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

SPECIAL NOTE ON MAP EDGES

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

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

WANDERING MONSTER TABLE

Die Roll	Monster Encountered
1	1 Dragonne (AC 6/2; MV 1 15"/19"; DH 9; hp 54; #AT 3; D 1-8/1-8/3-18; SA roar deafens [-1 on attacks] all in 3" and causes weakness [50% strength loss] on all within 12" who fail to save vs. Paralyzation).
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 1-6; 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 4-16/1-10/1-10).
9-0	3 Giant Lizards (AC 5; MU 15"; HD 3 + 1; hp 21, 19, 18; #AT 1; D 1-8; SA score of 20 indicates double damage [2d8]).

5. THE WILDS OF DUNGEONLAND

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

A. MEADOW

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

Giant Dog (AC 3; MV 18'; HD 10 +10; hp 70; #AT 1; D 5-30).

This creature is nearly as big as an elephant. It is coming down the path in leaps and bounds, curious about the small creatures ahead. It is not basically vicious, and it will not attack unless molested. If not harmed, however, the dog will simply attempt to play with the party. There is a 1 in 20 chance that it will accidentally knock over a character as it sniffs and snaps playfully, and this will inflict 1-6 points of damage. If harmed in any way, the huge beast will certainly attack. On a score of 20, it will have grabbed its opponent in its jaws. In this case it will turn and run away at double speed to its place behind **Area C** below, meanwhile inflicting 2-12 additional points of damage per round to the grasped victim. Once out of sight of the party it will sit down and eat its prize.

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

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

Giant Ticks (AC 3; MV 3", HD 3; hp 19, 18, 17; #AT 1; D 1-4; SA initial hit indicates attachment and blood drain of 1-6 points thereafter, also 50% chance of inflicting disease on bitten characters).

B. IMPOSING DWELLING IN A LARGE CLEARING

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

Bullywug Footman—1 of 20 total—(AC 3 [leather and shield]; MV 3"/15"; HD 2 [exceptionally large and healthy]; hp 8-16 [d8+8]; #AT 1; D spear [+1 "to hit" and damage from strength]; SA hopping attack gives +1 extra "to hit" and causes double damage).

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

10 Kuo-Toan Attendants (AC 4; MV 9"/18"; HD 2; hp 12 x 10; #AT 1; D halberd [+1 "to hit" and damage from strength]; SD 95% unlikely to grasp or web; immune to paralysis and poison, unaffected by person affecting spells [**charm**, **hold**, **sleep**, etc.], half damage from electricity, 1 point damage from **magic missile** hit, see invisible, astral, or ethereal objects).

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

Kuo-Toan Butler (As above except HD 5; hp 35; D footman's mace [+2 due to strength]).

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

Kuo-Toan Major Domo (As above except HD 6; hp 42; D **staff of striking** [on 2x charges, so d6 +6]; SA +3 "to hit" weapon until all 20 charges are expended).



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

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

C. LARGE MANSE

Obviously, this is the place where “Her Grace” lives.

The Duchess (Dwarven Fighter; S 18/50, I 10, W 8; D 17, C 18, Ch 6 [18 with respect to pisceans and similar creatures]; AC -1 [plate mail under robes, +1 ring of protection]; MV 6” L9; hp 86; #AT 3/2; D bardiche [+1 “to hit,” +3 damage—also +1 additional “to hit” and damage for magic **bardiche +1**]; SA shaker full of **dust of sneezing and choking**; SD 25% magic resistance).

The Duchess is both stupid and unsound of mind. She is not evil, however, and she will not molest the party unless she is first attacked. In combat, the Duchess will spray the magical dust around on the first round, then attack on the second, with a similar routine thereafter. She is totally immune to the dust. There are a dozen applications of the stuff in the shaker, but each is sufficient to affect but a single creature at a time. If attacked, her associates will also join the fray—and they will do so immediately. Otherwise, the Duchess will converse inanelly, make stupid remarks and suggestions, or simply ignore the party. The last attitude allows them run of the whole place. The Duchess has the following associates:

Cook (Female Human Fighter; S 17; I 7; W 5; D 18; C 18; Ch 5; AC 4 [leather armor and dexterity]; MV 12”; L 7; hp 74; #AT 3 or 3/2; D knives or battleaxe [all +1 “to hit” and damage due to strength]; SD 25% magic resistance).

The Cook will say nothing, and she will not bother anyone unless she or the Duchess are molested.

“Baby” The Wereboar (AC4; MV12”; HD5 +2; hp 37; #AT 1; D 4-16 [due to size and ferocity]; SD harmed only by silver or magic weapons).

“Baby” usually wears a dweomered robe which makes him appear as if he were a swaddled human infant—and the Duchess does call him “Baby.” At the first sign of attack upon the Duchess, he will turn into a wereboar and attack the party. Otherwise, he will ignore the characters, and if the Duchess is not around, he will turn into a swine and trot off.

The Smilodon Cat (See page 12 for details).

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

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

Treasure: The Duchess has 9 pieces of jewelry, 6 of which she wears always, the other 3 when she dresses for royalty. All are

made of gold and set with precious stones. If you desire, you may place (with care) additional items throughout the manse.

Only the Duchess and the Smilodon Cat will converse with party members. Being rather vacuous, the Duchess will speak only about herself, household, and relations with “The Queen.” The Smilodon Cat (assuming he is still alive) is more intelligent and practical. Once the adventurers are within the territory of his mistress, the huge feline will not attempt to harm them. If the party members seek information from him, the Smilodon Cat will, in his own, deranged manner, give some bits which might be useful. The beast will certainly encourage them to visit elsewhere—namely the Hatter. To this end, he will inform the party that he will show them the way if they will look for him outside the house.

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

D. TOOTHY SMILE AND PATH

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

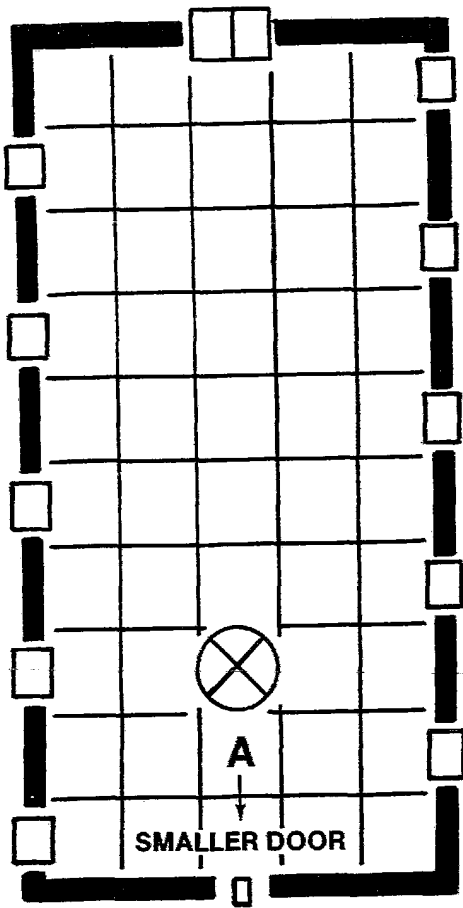
E. LAWN AND HOUSE

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

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

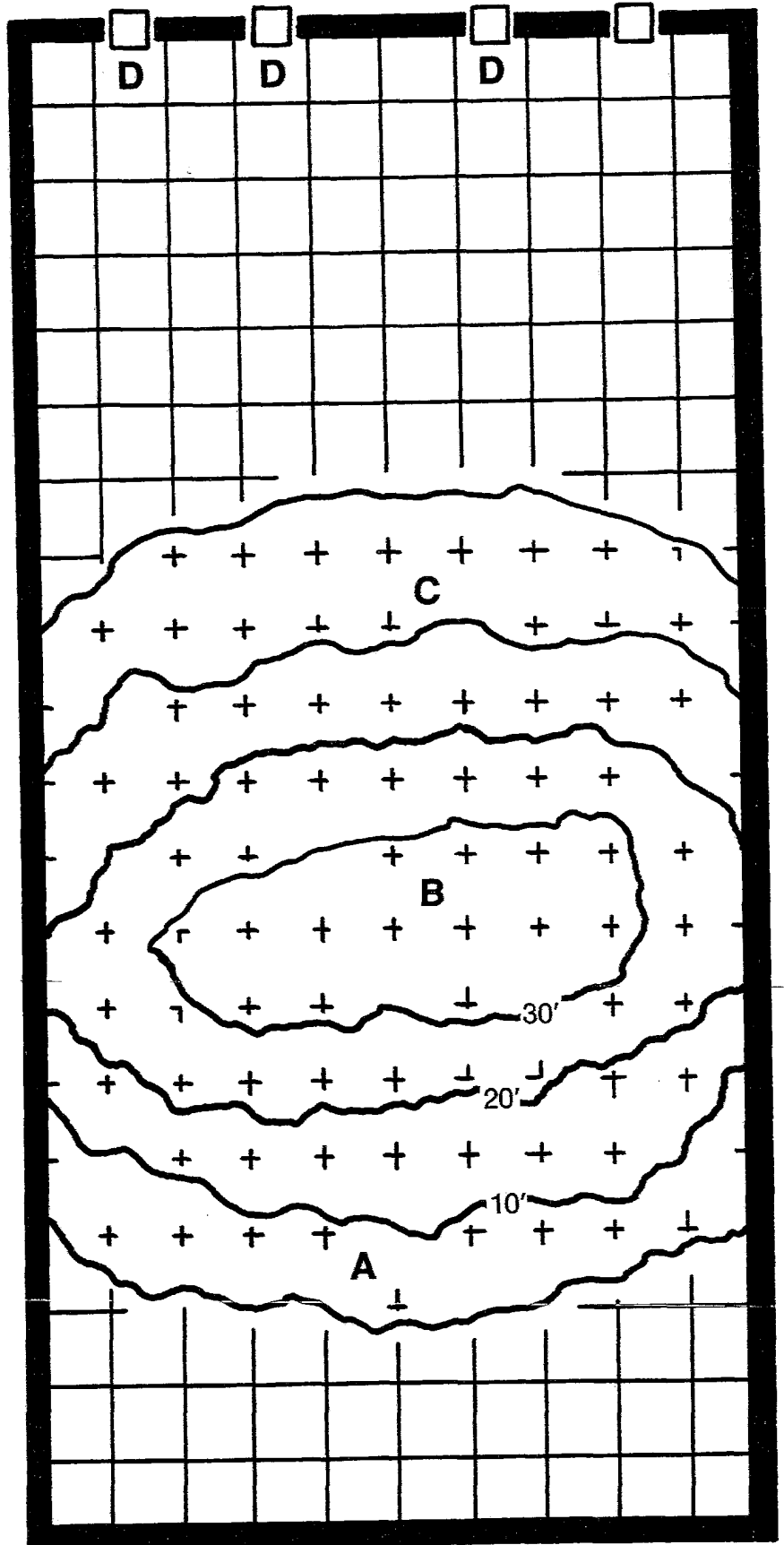
The Mad Hatter (Human [?] Monk: S 15, I 15, W 15, D 19, C 16, Ch 7; AC 3 [additional dexterity counts in his case]; MV 22”; L 8; hp 41; #AT 3/2; D 2-12; SA use of strange, magical hats *et al.*; SD monk’s abilities, 25% magic resistance).

THE LONG HALL



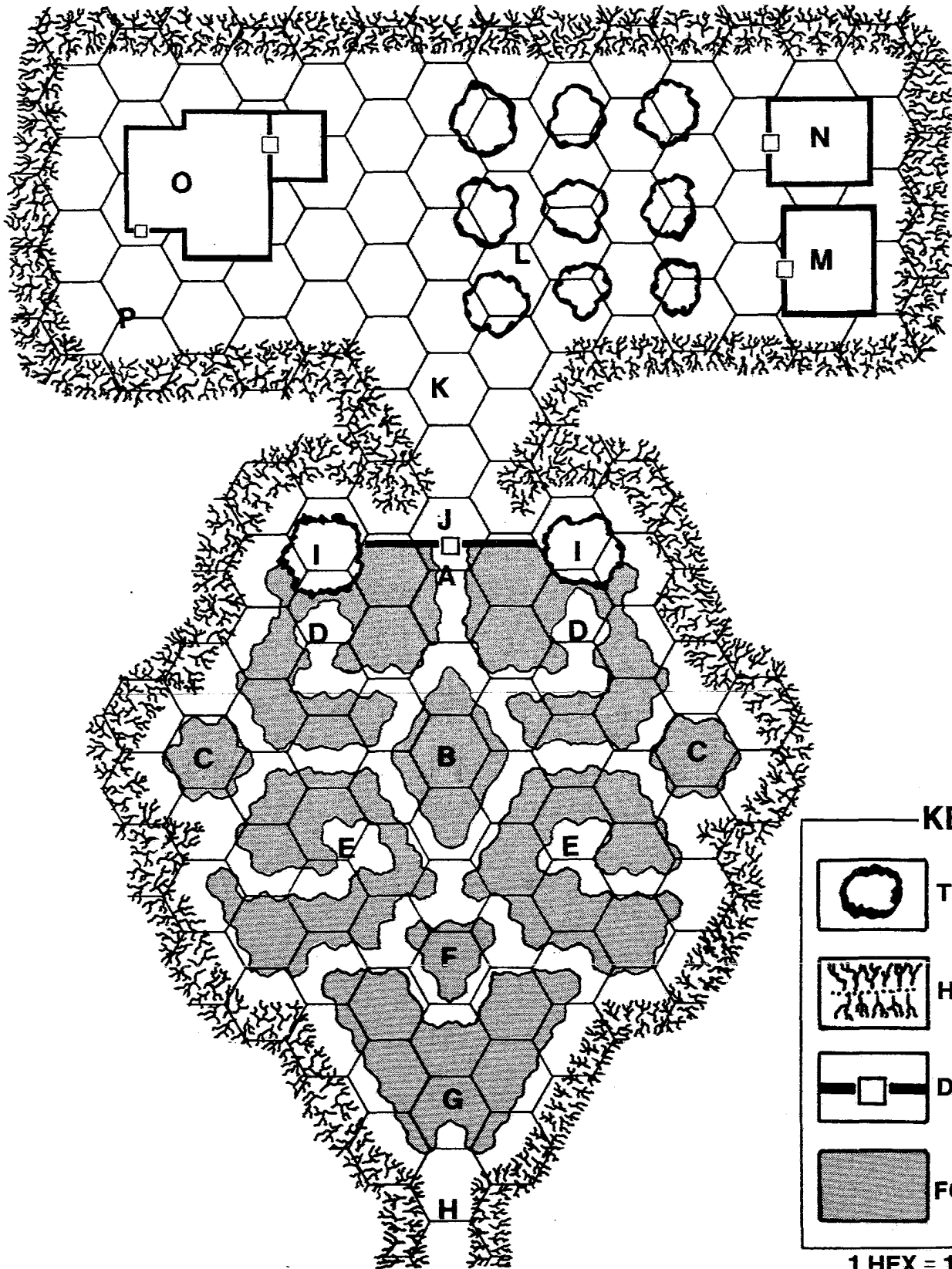
FIRST VIEW

1 SQUARE = 10 FEET

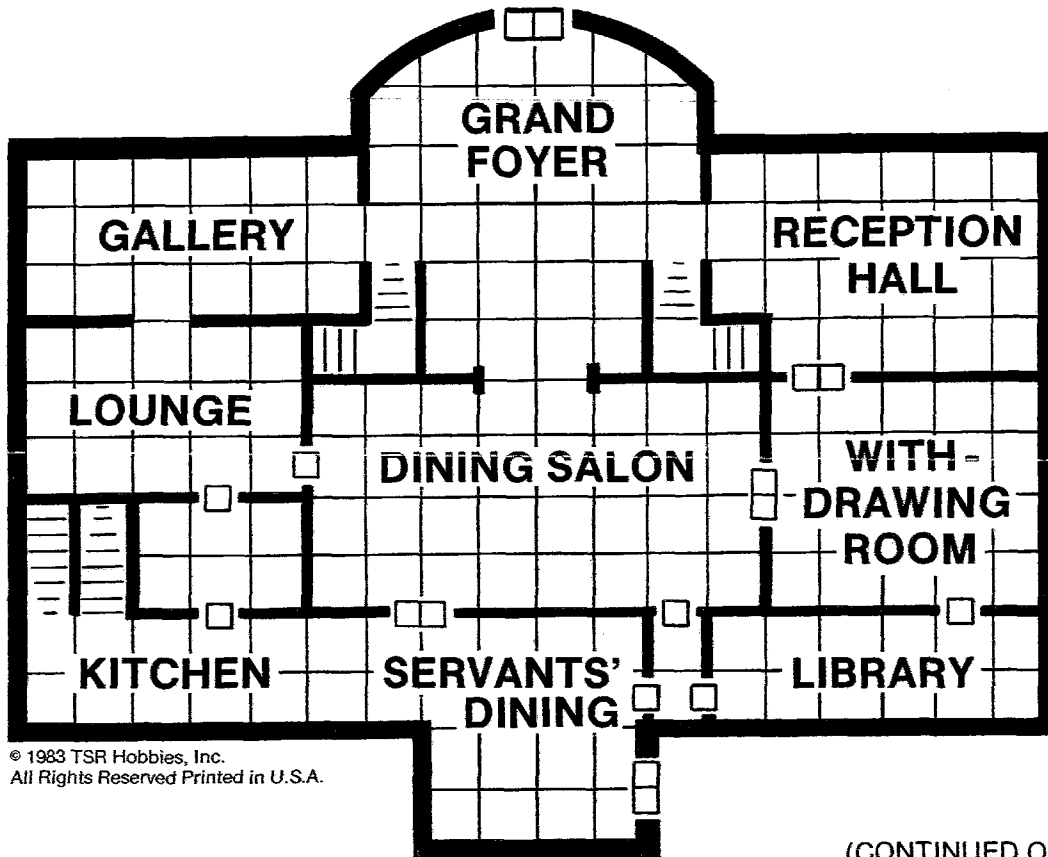
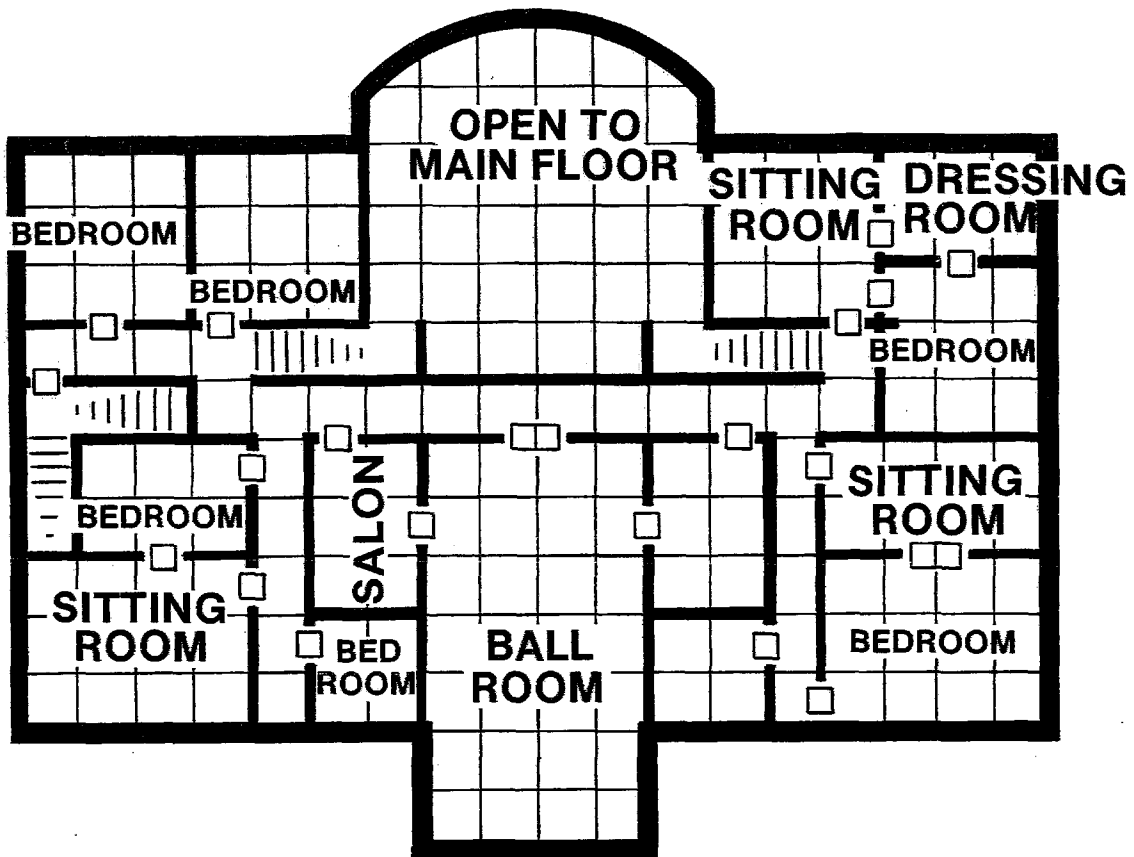


CHANGED VIEW

THE TINY GARDEN



THE MANSE

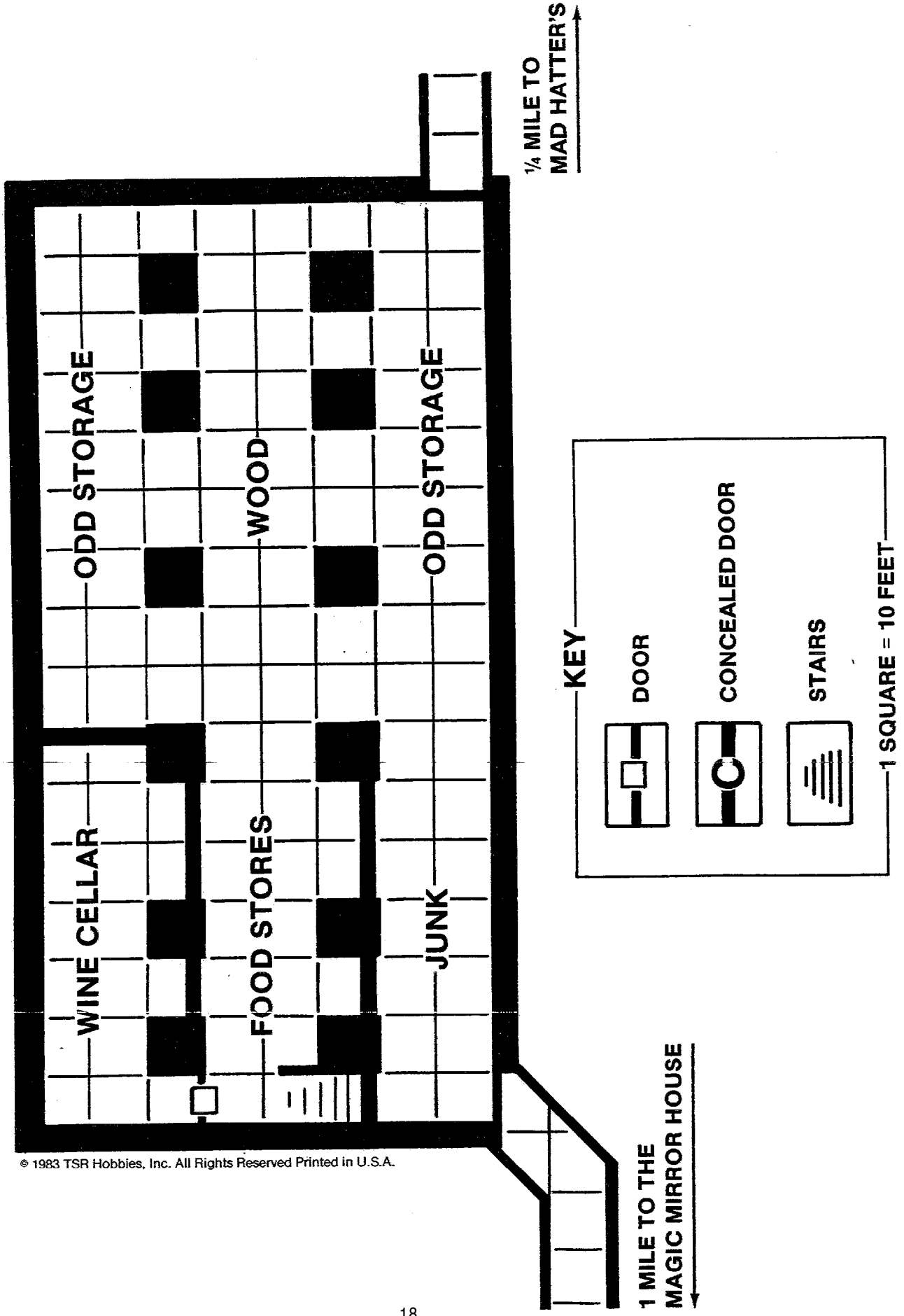


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(CONTINUED ON NEXT PAGE)

THE MANSE

(CONTINUED FROM PAGE 17)



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

Die Roll	Hat Drawn And Tossed
1-2	<p>Hat of Occupation: This type of headgear will cause the wearer to believe himself or herself to be of the class indicated by the hat (note that this might not contradict the actual class of the player). Hat types are:</p> <ul style="list-style-type: none"> 1 Mitre of Clericism 2 Helmet of Fighting 3 Cone of Dweomercraft 4 Hood of Thievery <p>Note that sub-classes and classes not covered (i.e. druids, rangers, paladins, illusionists, assassins, monks, bards) will be affected adversely, though the degree of effect will vary. The hat may be removed only after 1 round, only by another character, and without any cooperation from the wearer.</p>
3-5	<p>Hat of Imprisonment: This type of hat enlarges to cover the target character completely. It cannot be removed on the round, but thereafter for the trapped character has the same chance for lifting it off as he or she does of opening doors. Note that associates can aid a trapped individual.</p>
6	<p>Hat of Disguise: (See end of module for details of this magic item.) When tossed by the Hatter the covering will match that of the opponent, or else turn itself into some small item that will be 90% unnoticeable. On the following round it will begin to function under its own power, making the wearer appear to be something or someone else. Thus, the character may appear to be the Hatter, another character, the Duchess, Cook, or so on (use DM cleverness here to cause utmost confusion). The hat can be removed by anyone, but the wearer will see himself or herself naturally, and will be unlikely to take off unnoticed headgear. If and when the hat is removed, it will remain in that form until it is unobserved, then change to a comb, ribbon, etc. Unlike the other hats of the Hatter, this magic item will last and behave normally after the Hatter is gone or dead.</p>

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

9-10 Executioner's Hood (AC 6; MV 6"; Hd 4+4; #AT 1; D 1-4; SA 1-4 points/round damage once attached; SD attachment to victim's head by fibrous strands makes removal or damage nearly impossible except by inflicting similar damage upon the victim; see end of module for further characteristics). When tossed upon a victim's head, this creature will be able to attack only if the character is not wearing a helmet or helm. The monster will attempt to crawl away if the head is armored.

11-12 Hat of Command: The wearer of this hat will be with self-assurance and an overwhelming desire to take charge. (As DM, simply begin directing questions to the individual, urging him or her to give the other players the benefit of his or her thinking, comment favorably on whatever is said, etc. Encourage assumption of leadership by the individual's character, especially where it is obviously going to cause the party to act in an unfavorable manner.) At the same time, the character's intelligence and wisdom drop by 4 points each, and his or her charisma is 18. Any loss of spells will be temporary, and the drop will not affect class/profession. The hat can be removed in one round by any other character; when it is taken off, the wearer returns to his prior statistics.

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





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

-
- 3 of D "Numeral I"** Return to scene of last adventure (the last previous encounter here) with everything as it was prior to your arrival.
 - 3 of H "Numeral II"** As above, but return is removed by two encounters.
 - 3 of C "Numeral III"** As above, but return is removed by three encounters.
 - 3 of S "Numeral IV"** As above, but return is removed by four encounters.

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

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

The March Hare (Human [partially **polymorphed/permanent**]
 Monk: S 15, I 12, W 15, D 17, C 16, Ch 5; AC 3; MV 23"; L 9; hp 45;

#AT 2; D 3-12; SA conversation causes confusion; SD monk's abilities, 25% magic resistance).

The Hare is crazier than the Hatter. The White Rabbit Charldos quarreled with this fellow long ago, turning him into a hare. The senile Arch-Mage relented, but then mistook his **permanent** spell for **dispel magic** when trying to return his victim to his former state. The result is the March Hare, a man-sized, human-appearing hare. Although the shock of his transformation made the fellow absolutely psychotic, he still remembers his former profession, that of a monk, if anyone molests him (or if they threaten to do so...). He sits quietly at the tea party, occasionally making some pointless remark or chatting with his old companion, the Mad Hatter. He will attempt to converse with anyone sitting near him. Any character who begins discussing buttered watches, time, food, or anything else with this creature must make a saving throw vs. Spells or become **confused** (as the spell) for 2-8 rounds. Only time will remove this effect. If threatened or attacked, the March Hare will spring into action as a monk. He otherwise remains oddly removed and nonviolent.

Treasure: The March Hare has nothing of value.

The Dormouse (Wererat: AC 6; MV 12"; HD 3 +1; hp 25; #AT 1; D sword [hidden under table] +2 ["to hit" and damage due to unusual size and strength]; SD harmed only by silver or +1 or better magic weapons).

This monster has been **cursed** with a disease, a sleeping sickness that makes him lethargic at all times. This **curse** has changed the wererat's disposition and unbalanced his mind also. Therefore, he will sit quietly, ignore harassment from his companions, and babble inanely most of the time. If attacked, the creature will uncover his sword and attack ferociously. Anyone who comes within 5' of the Dormouse must save vs. Poison or be infected with the same disease he has, only the infected character, being from outside **Dungeonland**, will fall into comatose slumber and remain so until a **cure disease** is cast upon him or her. A successful save indicates that the character exposed is not subject to the disease, and no further check should be made.

Treasure: The Dormouse has nothing of value.

When the party comes near, the three will scowl but suggest that they sit down—unless the adventurers have already done so. They will ask if the characters would like some tea, but none will ever be poured for the party. If characters decide to try some tea on their own, they will have to save vs. Poison. Failure indicates death, of course, but saving successfully will give the character a 5% magic resistance, or add 5% to an already existing resistance. This benefit will occur but once, and if the player drinks more tea, only death might possibly result, never additional magic resistance. While the Hatter and Hare chatter, they will harass the Dormouse, pouring tea on him, pinching and hitting him, jabbing him. None of this activity will harm him because he is a Wererat. The Hatter and the Hare will be rude, insulting, and assertive. After about two rounds, the Hatter will begin tossing hats on the characters, choosing them at random. At this point, the Hare will certainly begin to seek conversation with another character. No actual attack will take place unless the party initiates combat. If the party opts to depart without combat, the trio at the table will not attempt to stop them.

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

F. LAWN AND HOUSE

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

G. HUGE TREE

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

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

H. LONG HALL

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

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

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

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

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

There is nothing else in the hall.

I. PARK

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

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

If the adventurers pick even one blossom, the groundskeepers will set up a hue and cry. This will alert the soldiers, and one will certainly run to the palace.

3 Soldiers: Each soldier of this place wears a numeral in runes atop the red heart of Courland. All soldiers have the following common statistics: AC 2; MV 12"; L (indicated by numerical designator); hp 8 per level; D by weapon (each uses a broad sword); SD 25% magic resistance.

The soldiers overseeing the work are:

- #2 (L 2; hp 16; #AT 3/2 [specializes in broadsword]; D broadsword [+2 "to hit" and damage because of specialization]).
- #3 (L 3; hp 24; #AT 3/2 [as above]; D [as above]).
- #5 (L 5; hp 40; #AT 3/2 [as above]; D [as above]).

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

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

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

#4 (L 4; hp 32; #AT 3/2 [as above]; D [as above]).

#6 (L 6; hp 48; #AT 3/2 [as above]; D [as above]).

#7 (L 7; hp 56; #AT 2 [as above]; D [as above]).

20 Crossbowmen (Men-at-arms: AC 5; MV 9"; L 0; hp 10x5, 10x4; #AT 1 or 1; D fight crossbow or mace).

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

THE CROQUET PARTY

The Queen of Courland (Human Cleric: S 14, I 10, W 18, D 18, C 16, Ch 17; AC -3 [+2 plate mail, dexterity bonus]; MV 12"; L 13; hp 70; #AT 1; D **rod of smiting** [d8 +3, triple damage and 1 charge burned when a "20" is rolled]; SA spells; SD 25% magic resistance).

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

First level: command (x3), cure light wounds (x4), sanctuary

Second level: hold person (x5), resist fire, silence 15' radius

Third level: continual darkness (x2), dispel magic (x4), prayer

Fourth level: cure serious wounds (x2), neutralize poison (x2), sticks to snakes

Fifth level: flame strike

Sixth level: blade barrier

Charidos (If surviving. See p. 8 for details) As the White Rabbit.

The Duchess: (If surviving. See p. 14 for details.)

The Mad Hatter: (If surviving. See p. 14-15 for details.)

The March Hare: (If surviving. See p. 22 for details.)

PLAYING CROQUET

Each character will be given a live flamingo (AC 7; MV 6'/18"; HD 1; hp 8; #AT 1 [beak]; D 1-2; SA attack as 6 die monster when held) with which to strike the "balls." This five mallet will strike at the character holding it if he misses the "ball" by failing to score his or her dexterity score or under with 2d10.

Each player will then be asked to hit the "ball," a rolled-up hedgehog (AC 6; MV 6"—fly/roll fast when struck; HD 1-1; hp 6; SD contact subjects attacker to 2-8 points of damage from quills). If a character misses, the flamingo "mallet" attacks him or her. If the player's character hits the hedgehog "ball," then there is a 2 in 6 chance that it will hit another character and

inflict 2-8 points of quill damage. *Each player's character must take at least four swings before the game is finished.* When the croquet game is complete, then the Queen will begin her demands for executing people: "**Off with their heads!**" The King and the Executioner will then appear on the scene to argue with the Queen about beheading the ethereal face of the Smilodon Cat:

The King of Courland (Human Illusionist: S 8; I 18; W 10; D 18; C 15; Ch 13; AC -2 [**bracers of defense AC 6, cloak of displacement, dexterity**]; MV 12"; L 14; hp 50; #AT 1; D bastard sword [illusionary, actually a **wand of illusion**]; SA wand, spells; SD cloak causes initial blow to miss, 25% magic resistance).

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

First level: change self, color spray (x2), detect invisibility, hypnotism

Second level: blindness, blur, fog cloud

Third level: fear (x2), paralyzation, spectral force

Fourth level: confusion, improved invisibility, phantasmal killer

Fifth level: chaos, shadow door

Sixth level: mass suggestion, veil

Seventh level: alter reality

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

The Executioner (Human Assassin: S 17, I 9, W 9, D 17, C 16, Ch 6; AC 4 [+1 leather armor, dexterity]; MV 12"; L 11; hp 62; #AT 1; D **battle axe +2** [+1 additional "to hit" and damage from strength, for a total of +3]; SA assassination, thief ability; SD thief abilities, 25% magic resistance).

This fellow will obey the King or Queen in whatever they command of him. He is absolutely loyal and will fight to the death. He will not molest the party unless commanded, although if they flash unusually valuable items he will be 50% likely to make an attempt to filch them (as a 9th level thief, of course).

20 Halberdiers (Men-at-arms: AC 5; MV 9"; L 0; HD 10 x 6, 10 x 5; #AT 1; D halberd).

Smilodon Cat: This creature (or its ghost) will have appeared on the croquet ground to "smile" at the Queen. Since the Queen has been threatening to imprison and/or behead the Duchess, to whom the huge feline is loyal, this appearance will make the Queen uneasy. She will call for the King to do something about the monster. He will call the Executioner to remove the cat's head—all in placation, of course, as the King realizes that the monster is no real threat. In the resulting confusion, the Smilodon Cat, or the Duchess, or both will suggest to the party that they leave the turmoil hurriedly for fear of being included in the beheading orders. They will urge the adventurers to visit the Sea for a time to allow things to cool down.



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

J. CLEARING AND GRIFFON STATUE

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

The Griffon (AC 3; MV 12"/30"; HD 7; hp 56; #AT 3; 1-4/1-4/2-16 [+2 "to hit" and damage because of size]; SD, 25% magic resistance, ESP).

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

K. GIANT BULL-HEADED TURTLE SITTING ON A LEDGE

As you move through the forest meadow, the trees thin and give way to rocky ground. A steep cliff falls away to a shining blue body of water beyond, and nearby is a sloping place where wind and erosion have turned the cliff to a shady ramp that leads to the beach. Beside this sandy area, resting on a wide ledge of rock, sits a strange creature. It is a mixture of giant turtle and bull: it has a huge turtle body and forelegs, and the tail, hind legs, and head of some monstrous bovine! The griffon hails it warmly, stating that this is his friend and that those seeking treasure should certainly listen to the creature, for he knows where a vast treasure lies.

The Mock (Dragon) Turtle [AC 0; MV 6"/6" [because of body change]; HD 12; hp 84; #AT 3; D 2-12/2-12/2-12 [gorgon head attack]; SA breath weapon petrifies all in a 1/2" x 2" cone, 6" long; SD 25% magic resistance).

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

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

L. BEACH

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

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

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

THE GROTTO

As promised, your passage underwater is uneventful. After about an hour of slow progress, you have come to a cup-like depression in the shallow seafloor. It is filled with rock, live coral, and gracefully swaying water plants. This must certainly be the grotto you were told would be here.

4 Giant Lobsters (AC 4; MV 6"/12"; HD 6 +6; hp 42, 40, 38, 36; #AT 2; D4-16/4-16; SA rush from hiding to attack—surprise on 3 in 6; SD double speed backwards move to escape, 25% magic resistance).

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

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

Huge Marid (AC 0; MV 9"/15"/24"; HD 13; hp 87; #AT 1; D 8-32; SA spells; SD 50% magic resistance, water-based spell immunity, et al.) (See **Dungeon Module S4, The Lost Caves of Tsojcanth** for details of this monster).

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

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

Unless the party has absolutely decimated the whole area, or slain the King and/or Queen, they will receive a summons to attend Their Royal Highnesses and Majesties at the Palace.

The summons will be delivered by one of the following (one who is alive and not engaged in a death-struggle with the party):

the Griffon
the Smilodon Cat
the Duchess
any numerically designated Soldier
from #2 to #7

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

M. WHITE MARBLE PALACE

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

NOTES REGARDING MAP OF #6, THE PALACE

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

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

6. THE PALACE

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

The Prince, Jack of Courland (Human Thief: S 15, I 15, W 8, D 18, C 16, Ch 17; AC -4 [**+4 ring of protection, boots of striding and springing**, elfin chainmail, dexterity]; MV 12" [plus special 30' "springing" at 2% chance for stumbling]; L 12; hp 62; #AT 2 [uses both hands in attack]; D **+3 short sword, +3 dagger** [at -2 for left hand attack]; SA backstab at +4 "to hit" and quadruple damage; SD thief abilities [see below], 25% magic resistance).

Jack, Prince of Courland, is the pampered and spoiled heir to the throne. Of course, he is rebellious; thus he took thievery as a profession. His ability scores are:

Pick Pockets	110%	Open Locks	92%
Find/Remove Trap	80%	Move Silently	104%
Hide in Shadows	87%	Hear Noise	35%
Climb Walls	99.2%	Read Languages	60%

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

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

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



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

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

"Off with their heads!" screams the Queen.

KEY TO THE MAP OF THE COURT

B: "Baby" The Wereboar: See **Area C** in **#5: The Wilds of Dungeonland** (p. 14) for details.

C: The Champion, "Ace" (Human Fighter: S 18/76, I 10, W 9, D 16, C 17, Ch 14; MV 12"; AC -3 [+1 plate mail, +2 shield, dexterity]; L 15; hp 105; #AT 2; D long sword [9 +3 "to hit," +5 damage— +1 sword and strength bonuses]; SD 25% magic resistance).

CK: The Cook: See **Area C** in **#5: The Wilds of Dungeonland** (p. 14) for details

D: The Duchess: See **Area C** in **#5: The Wilds of Dungeonland** (p. 14) for details

DM: The Dormouse: See **Area E** in **#5: The Wilds of Dungeonland** (p. 22) for details.

E: The Executioner: See **Area I** in **#5: The Wilds of Dungeonland** (p. 24) for details.

G: Guard (MV 9"; AC 5; L 0; hp 6; #AT 1; D halberd).



H: Herald (MV 6"; AC 3; L 1; hp 8; #AT 1; D long sword).

K: The King: See **Area I** in **#5: The Wilds of Dungeonland** (p. 24) for details.

MH: March Hare: See **Area E** in **#5: The Wilds of Dungeonland** (p. 22) for details.

MHT: Mad Hatter: See **Area E** in **#5: The Wilds of Dungeonland** (p. 20) for details.

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

Q: The Queen: See **Area I** in **#5: The Wilds of Dungeonland** (p. 24) for details.

SM: Smilodon Cat: See **Area D** in **#4: The Woods of Trees and Giant Fungi** (p. 12) for details.

WR: Charldos as "White Rabbit": See **Area G** in **#3: The Tiny Garden** (p. 8) for details.

X: 4 Bullywugs, 4 Kuo-Toans: See **Area B** in **#5: The Wilds of Dungeonland** (p. 13) for details.

Y: Charldos' 2 Lizard Men and Large Porcupines: See **Areas M** and **N**, respectively, in **#3: The Tiny Garden** (p. 9) for details.

2-7: Numerically Designated Soldiers: See **Area I** in **#5: The Wilds of Dungeonland** (p. 23) for details.

8: #8 (AC 2; MV 12"; hp 64; #AT 2 [specializes in broad sword]; D broad sword [+2 "to hit" and damage because of specialization]; SD 25% magic resistance).

9: #9 (As above except L 9, hp 72).

10: #10 (As above except L 10, hp 80).

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

Regardless of the actual dialogue, the "Trial" will eventually come down to this situation: the Prince will *always* be able to plant incriminating evidence on two characters, and it will be absolutely impossible for the characters to detect his actions. The adventurers will be accused, the Queen will shout for their execution, the King will call for his Royal Executioner, the Duchess will echo *"Off with their heads,"* and the non-human guards will begin rushing about in excitement. To add to the chaos, the Hatter and the Hare will attempt to dance while the numerically designated soldiers from the north side of the Court will attempt to rush over and help hold the new prisoners. Out will rush the Executioner, down will come the Heralds, with the Champion not far behind. Ethereal but visible, the Smilodon Cat will be everywhere. "Baby" will change to his wereboar form, and the Cook will come into the center of the area. What a confused mess!

The party members will see that the Prince is taking this opportunity to act: in the turmoil he will move lithely to the table, scoop up the 8 gem-encrusted works of art, and bound to the side door in the southwest area of the Court. Jack, that knave, will be out of the room in a flash. If the party decides to stay and fight, then they will not be spared. Execution by beheading will be swift and sure—done on the spot. Wise players will opt to have their characters take advantage of the situation by attacking, using spells and other forms of magic,

and adding to the confusion however possible. If they act quickly and give it their all, they should be able to react to the Prince's moves and make it plausible that they can follow him.

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

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

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

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

The Prince: What became of Prince Jack? The wily fellow used a pair of cards from his **deck of illusions**, the Jokers, in fact, to delude the pursuers into taking one or the other of the two passages. Meanwhile, Jack used his **boots** to spring up 10' to a barely discernible ledge at **Area S**. There, the Prince opened a secret door and slipped into a hiding-place of his. Unfortunately, in so doing he dropped part of his remaining deck. If any character looks carefully at the floor, he or she will then discover that there are 4-24 cards there. (See end of module for details of a **deck of illusions**.)

#5: THE WILDS OF DUNGEONLAND AGAIN

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

N. SMALL BOAT ON BEACH

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

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

AFTERWORD

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

A similar scenario was an early part of **Castle Greyhawk**. The adventurers came upon it quite by accident after about a year of play. They were ready for it: not only did they thoroughly enjoy the change of mood, but they were very much tested by the encounters in the place. (I DMed this strictly and in a very

tough manner.) They came back time and again for more adventures, going from **Dungeonland** to **The Land Beyond the Magic Mirror** and back again quite a number of times. Eventually the original players—Ernie Gyax, Rob Kuntz, Terry Kuntz, Don Kaye, Mike Mornard, Don Arndt, Chip Mornard, Skip Williams, Brian Blume, and quite a few others—began to slip away to other campaigns and other pursuits (I was running the campaign only sporadically then, for business demanded most of my time). Nonetheless, **Dungeonland** has not been idle since that time many years ago. It has welcomed many new players in the campaign, hosted groups at conventions, and even had the celebrated Dr. Joyce Brothers adventuring across its strange landscape. Will Niebling and Russ Stambaugh have given its inhabitants a rough time, but they finally had to “fall back” so as to be able to return on another occasion... I had always hoped to have Don Turnbull adventure herein, for I knew that he too had built a “dungeon” around the same subject. Alas, the opportunity never eventuated, and now the scenario is published. So much for that idea... but have I got an island for him—and you!



EXECUTIONER'S HOOD

FREQUENCY: *Rare*
NO. APPEARING: *1 or more*
ARMOR CLASS: *6*
MOVE: *6"*
HIT DICE: *2+2, 4+4, 6+6*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *1-4*
SPECIAL ATTACKS: *See below, surprise on a 1-3*
SPECIAL DEFENSES: *None*
MAGIC RESISTANCE: *See below*
INTELLIGENCE: *Semi-*
ALIGNMENT: *Neutral*
SIZE: *S-M (1' TO 3' d. in bag form)*
PSIONIC ABILITY: *Nil*
ATTACK/DEFENSE MODES: *Nil*
LEVEL/X.P. VALUE: *V/320 + 8/hp*

An **executioner's hood** is a small, bag-like monster that has a unique method of capturing its prey. The monster crawls into some opening and awaits the entry of its victim. When the prey enters, the hood closes fast about the victim's head, inflicting 1-4 points of damage immediately and a further 1-4 points of damage from strangulation and suffocation until the prey is killed or the monster is slain. Because of their propensity to surround the head, executioner's hoods are very difficult to slay. They are totally unaffected by **sleep** spells, and their attachment method (fibrous strands) causes their victim to suffer the same spell effects they suffer. Strong brandy, however, causes the monster to lose 1 point of damaging ability per round, and after 4 rounds the hood will fall off, intoxicated, if a full quart is poured upon it.

Description: The monster looks almost exactly like an actual executioner's hood. Color is dull black, and there are two eye holes which actually can be used to see out of or into its cavity. The monster is about one inch thick. It can spread out into a disc form and has been known to hunt as a lurker above (qv.) does.

HANGMAN TREE

FREQUENCY: *Very rare*
NO. APPEARING: *1*
ARMOR CLASS: *3/5 (appendages)*
MOVE: *0" (effectively)*
HIT DICE: *6 + 1 hit point/year*
% IN LAIR: *0%*
TREASURE TYPE: *Incidental*
NO. OF ATTACKS: *3*
DAMAGE/ATTACK: *1-3*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *1%/year of age*
INTELLIGENCE: *Low*
ALIGNMENT: *Neutral (evil)*
SIZE: *L (20" + tall)*
PSIONIC ABILITY: *Nil*
ATTACK/DEFENSE MODES: *Nil/nil*
LEVEL/X.P. VALUE: *VII/1,600 + 8/hp*

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

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

The tree attacks by dropping its noose-like appendages around prey. Although each tree has 6-9 of these appendages, only 3 can be controlled at one time. A vine will sustain 13-20 points of damage before it is severed and destroyed (this is exclusive of damage to the tree proper). When in contact with a victim, the vines tighten each round, then lift (up to 1,000 pounds) the prey to the upper trunk opening. This special attack requires 4 full rounds; on the 5th round, the victim is dropped into the acidic secretion within the barrel of the hangman tree's trunk. The victim will suffer 3-12 points of acid damage per round until dead; then digestion takes place. Escape from the trunk-stomach is nearly impossible because of sharp growths which point down and inward: these surround the top opening. About 3 man-sized victims can fit within the tree's digestive cavity at one time.

Each hangman tree can release an hallucinatory perfume that will cause victims to believe the tree to be of some ordinary sort: a quickwood, treant, etc. A tree of this sort can speak haltingly in common tongue as learned over the years. Each also has a magic resistance based on its age, as it draws power from the environment. Lightning or electricity attacks will cause double damage; extreme cold will shock the tree into dormancy until it thaws out; darkness also causes it to slow down its activity, although it still functions at half efficiency.

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



MAGIC ITEMS



Deck of Illusions: This set of parchment cards is usually found in an ivory, leather, or wood box. A full deck consists of 34 of these plaques. Drawing one at random and casting it out forms an illusion with audial and visual components, which lasts until it is dispelled. The illusory creature will not go more than 30' from the card, but it will otherwise move and act as if it were real. When the illusion is dispelled, the card becomes blank and cannot be used again. If it is picked up, the illusion is automatically and instantly dispelled. The cards are:

JOKER — Illusion of the Deck's Owner	
JOKER — Illusion of the Deck's Owner	
A — Red Dragon	10 Cloud Giant
A — Beholder	10 Fire Giant
A — Lich	10 Frost Giant
A — Iron Golem	10 Ettin
K — Fighter and 4 Guards	9 Hill Giant
K — Magic-user and 1 Apprentice	8 Ogre Mage
K — Cleric and 2 Underpriests	9 Troll
K — Thief and 3 Cohorts	9 Ogre
Q — Succubus	8 Bugbear
Q — Night Hag	8 Gnoll
Q — Medusa	8 Hobgoblin
Q — Erinyes	8 Orc
J — Druid	2 Goblin
J — Assassin	2 Kobold
J — Monk	2 Goblin
J — Bard	2 Kobold

Cards can differ or be missing. Illusions perform normal routines and respond to attacks (i.e. DMs are play them as if they were real creatures).

XP Value: 1,500

GP Sale Value: 15,000

Hat of Disguise: This normal-appearing chapeau contains a powerful enchantment which allows its wearer to alter his or her appearance as follows:

Height: +/- 25% of actual height
 Weight: +/- 50% of actual weight
 Sex: Male or female
 Hair: Any color
 Eyes: Any color
 Complexion: Any color
 Facial Features: Highly mutable

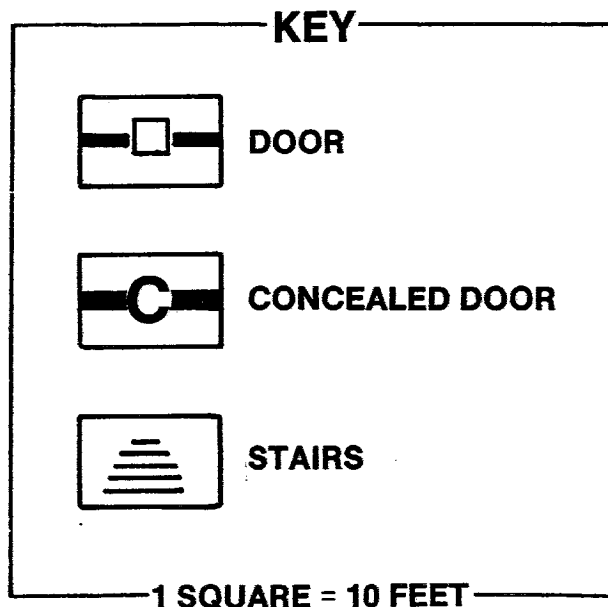
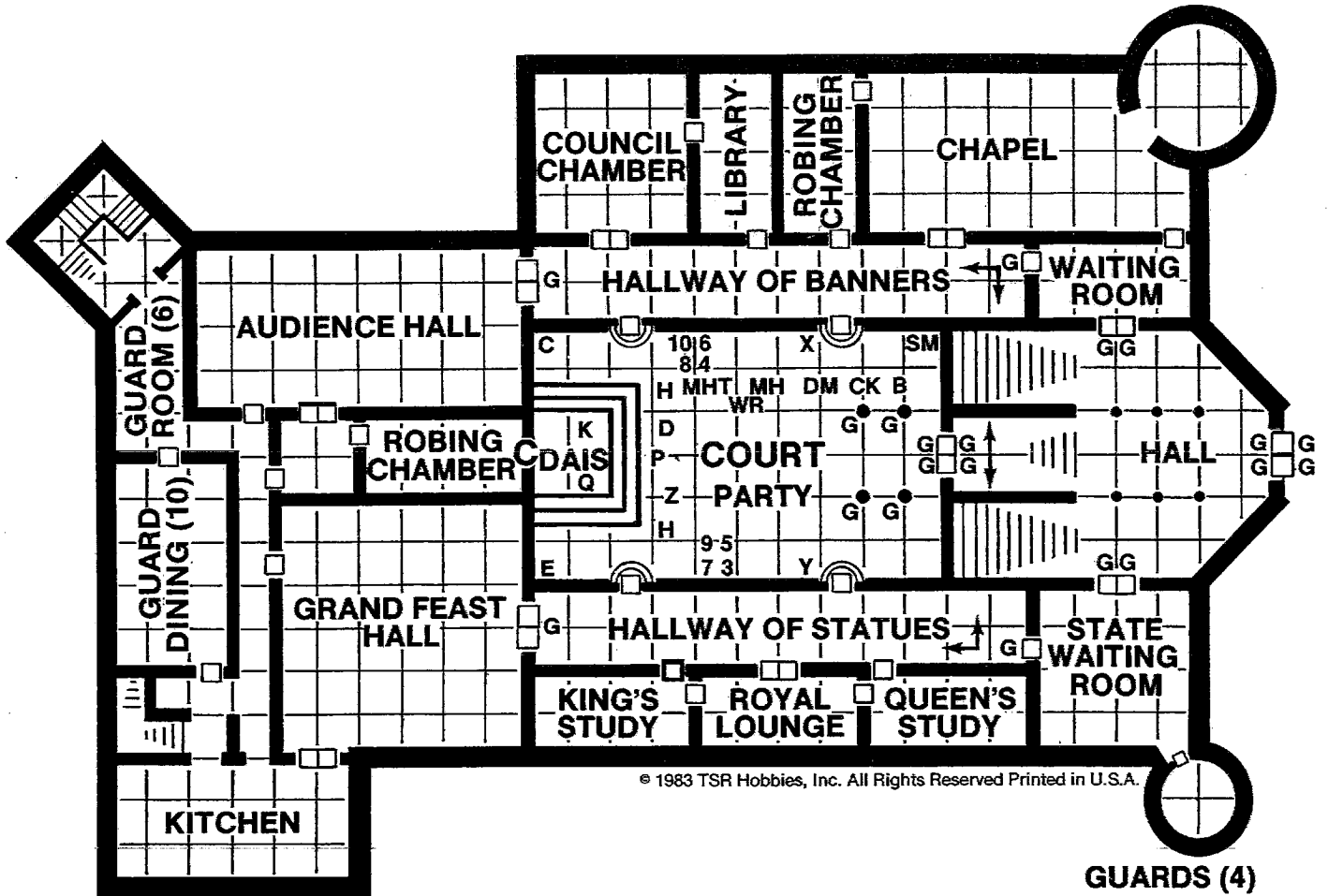
Thus, the wearer could appear as a comely woman, a half-orc, or possibly even a gnome. If the hat is removed, the wearer is instantly dispelled as far as the disguise is concerned. Note that the hat can be changed to appear as a comb, ribbon, head band, fillet, cap, coif, hood, helmet, etc.

XP Value: 600

GP Sale Value: 5,000

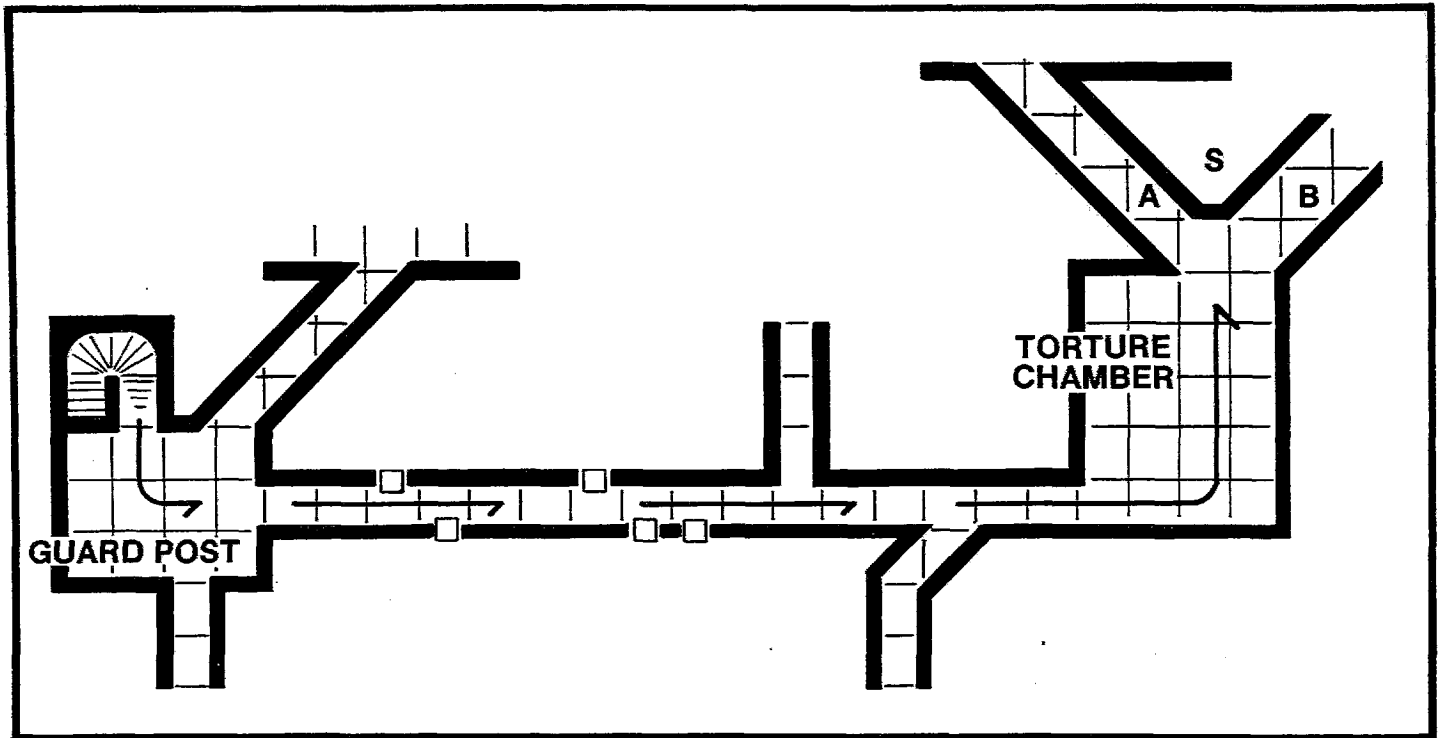


THE PALACE

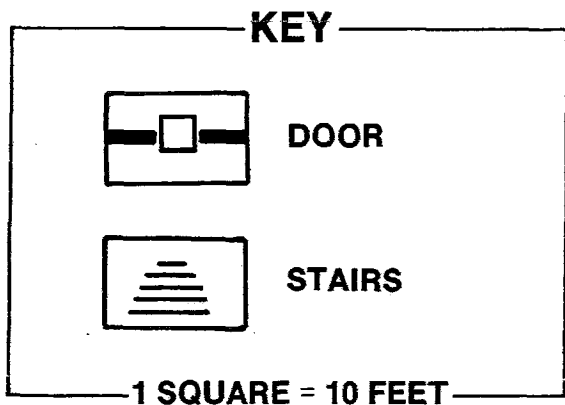


PALACE DUNGEON

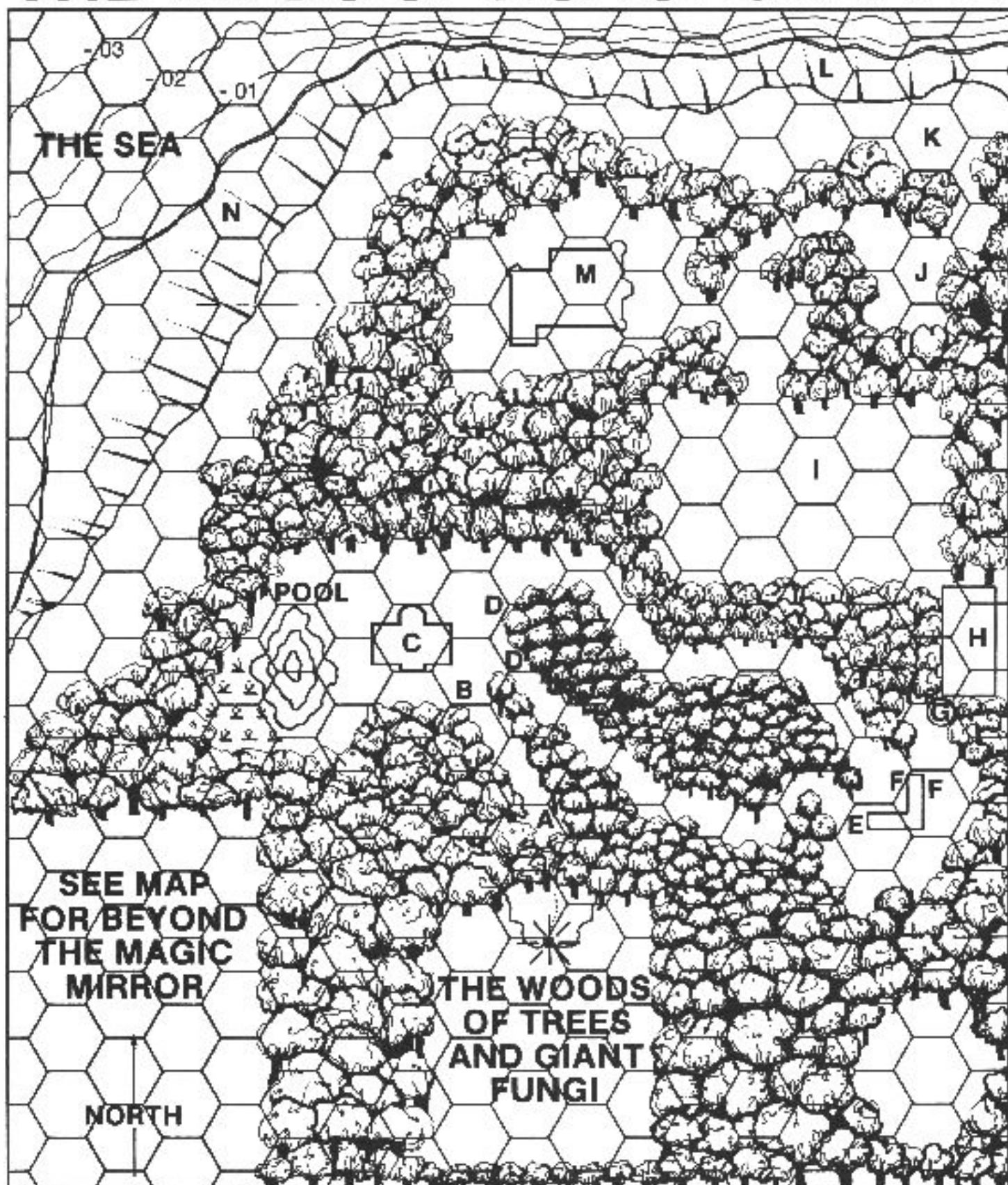
“ROUTE OF THE FLEEING PRINCE”



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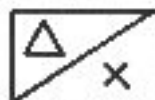
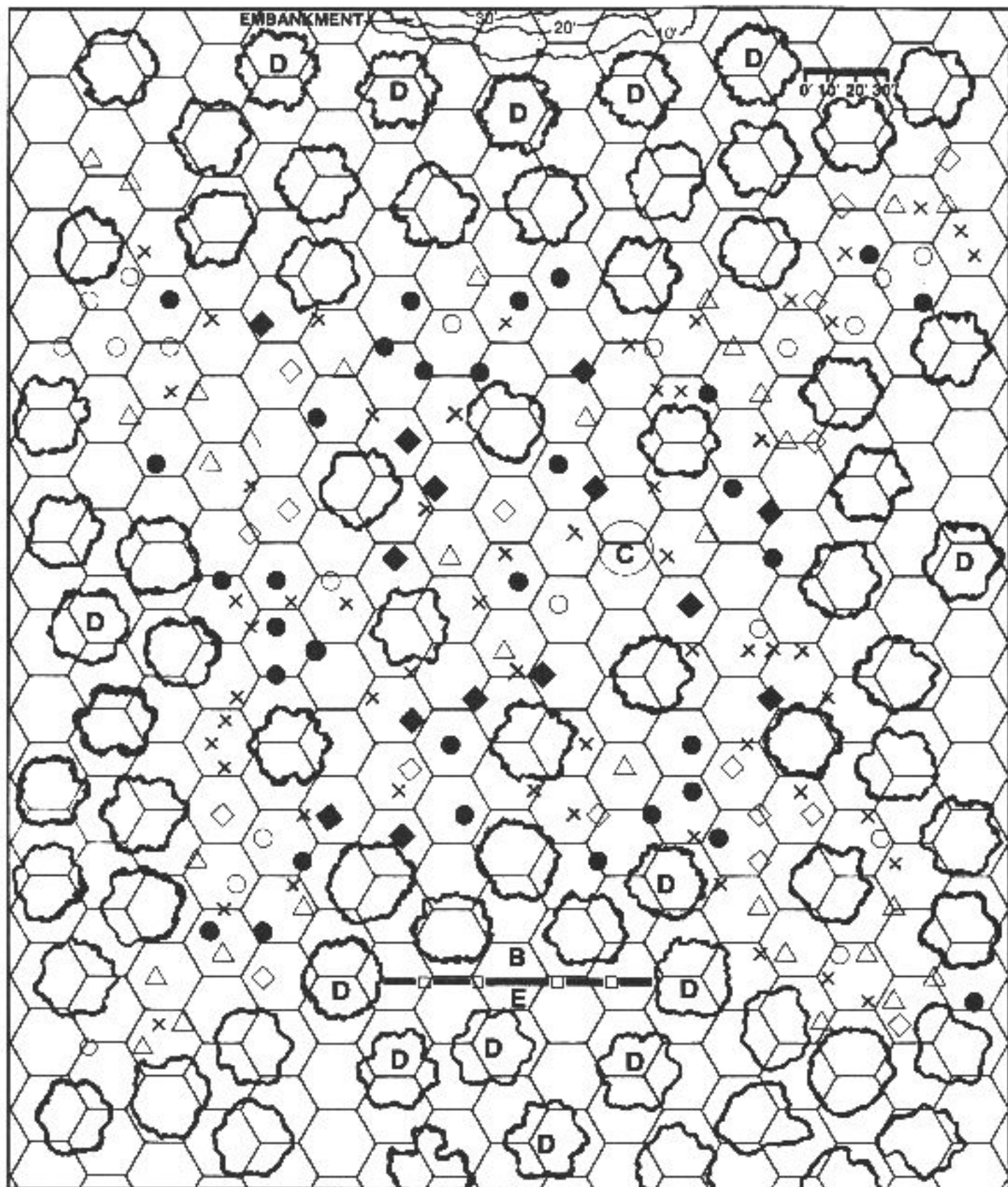


THE WILDS OF DUNGEONLAND



1 HEX = 50 FEET

THE WOODS OF TREES AND GIANT FUNGI



DEATH ANGEL/
COMMON MUSHROOM



GIANT PUFFBALL/
TOADSTOOL



CUP FUNGI/
HORSETAIL