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D&D™ GAME

Dungeon Module D1-2

Descent into the Depths of the Earth

by Gary Gygax

AN ADVENTURE FOR CHARACTERS LEVELS 9-14



This material was originally published as two separate modules: D1 (THE VAULT OF THE DROW) and D2 (SHRINE OF THE KUO-TOA). Contained herein are the keys intended for use with the ADVANCED DUNGEONS & DRAGONS game and an extended adventure that begins with Dungeon Module D3 (THE VAULT OF THE DROW) and Q1 (QUEEN OF THE VAULTS).

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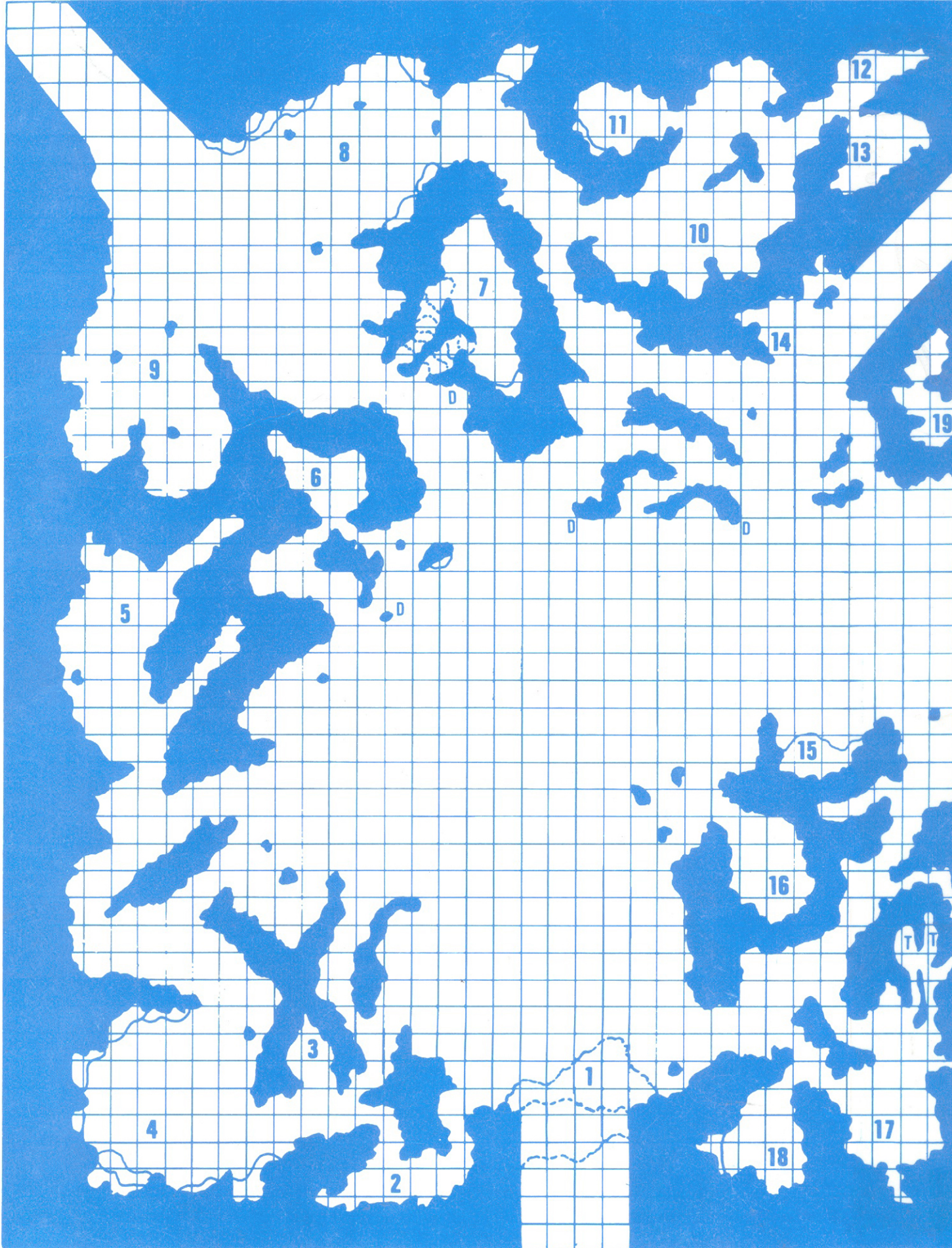
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NOTE: There are 2 entrances to area not shown on this map. DM should assume secret entrances are around area 4 and 30/3



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Descent Into the Depths of the Earth

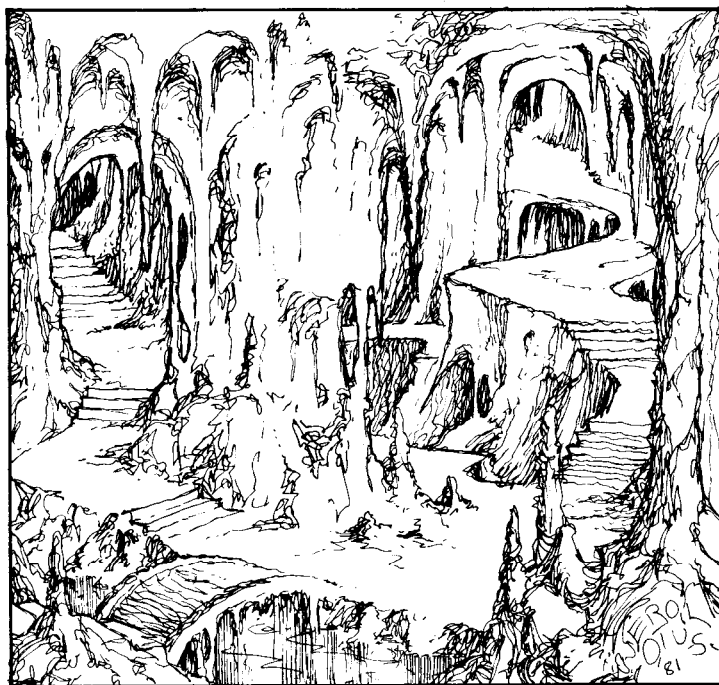
Background: The final confrontation with the giant, King Snurre, and the entry of mighty adventurers into the caverns under his stronghold (DUNGEON MODULE GI-2-3, AGAINST THE GIANTS) discovered that Dark Elves, the **Drow**, had instigated the giant alliance and its warfare upon mankind and its allied races. Numbers of these evil elves fell before the onslaught of the party of adventurers, but many of the important Drow fled away to the northwest — the escape route a seemingly natural passage a full 30' wide extending endlessly under the earth. Investigation of this area (cloaked by a steaming river of lava) revealed that the passage ran due northwest, slowly descending ever deeper into the bowels of the earth. A pair of hoists on either side of the river of lava enable the members of the party to safely move supplies, equipment, and even mules across the dangerous area without any difficulties. Pursuit of these creatures is necessary, for unless their location and strength are known, the Drow can continue to strike where and whenever they like without fear of counterattack or reprisal. Fortunately, the party discovered a map of the maze of tunnels under the earth — hundreds of miles of passages, areas shaded and marked with cryptic symbols, and what is most probably the course of an underground river! But such an expedition will certainly require the utmost thought and care in planning and preparation. How many persons should comprise the expedition? how will they be supplied and equipped? and what of drinking water? Perhaps certain of the elvenfolk will help, for the Drow besmirch and stain their race, and such aid — whether in magical items, personnel, or both — might well prove the difference between success and failure, life and death. For who knows who or what will be encountered in this gloomy underground world? How will the monstrous opponents sure to be met there be dealt with and defeated? These questions and more must be answered before the party sets forth on its DESCENT INTO THE DEPTHS OF THE EARTH.

Unlike the expeditions against the giants, no compulsion is placed upon adventurers to undertake this journey. While it is voluntary, there is also possible co-operation from avenging elves eager to wipe out the Drow. The going will be hard, interference of unexpected sorts is likely, and the return journey could be a nightmare if the party is incautious in its descent, seriously weakened along the way, or hotly pursued on the way back. If the goal is scores of leagues distant, the trip must be thought of as going and returning both. The wise will not act rashly . . .

CAUTION: *Those familiar with the previous module in this series will be aware that these are designed for play only by players of above-average ability who have characters of high level — 9th or 10th minimum, counting multi-classed characters as roughly equal to a single classed character two levels higher than the multi-classed character's higher level (three levels if the character is triple classed). Judging from test play, a relatively small party can succeed only if they can return periodically to some base in order to recover and regain spells and equipment. This is as true of very powerful characters as it is of lesser ones. The module is designed for characters of about 10th level, with a party size of 7 to 9. If the players you plan to have adventure herein are of lesser level, or they lack numbers or magic items, there must be some "elven aid" available. Be sure to read this whole module and the next one (VAULT OF THE DROW) before deciding on how much the "elves" will volunteer. Too much is as bad as none at all, and both extremes are bad for game enjoyment.*

Start: The passageway from the caverns beneath the Hall of King Snurre Iron Belly runs to the northwest, rough and twisting, from 12' to 16' width for some 300'. Then it suddenly widens to 30' and more in places, obviously hewn, and goes almost perfectly northwest, slowly sinking in gentle slopes and by natural terraces. (Use the large-scale hex map of the whole underground complex in conjunction with the piece showing the three widths of passages for the initial and subsequent travel and exploration.

Also place the party near the center of a passage of the appropriate width, turning the section as desired, whenever a **random** encounter occurs.) You will note that the sample sections show there are faults, spurs, splits, rubble, small cave areas, sink holes, crevasses, columns, stalactites, and stalagmites. Most areas are damp and dripping. There are occasional pools, rivulets, even streams. The rock is of all colors, although grays, browns, and yellowish tan are most common. Parts of the route are worked, but much of the tunnel will be natural passages, caves, galleries, etc. The route always descends. Fortunately, the darkness is not total, for there are sometimes patches of phosphorescent lichens to light the way with a faint glow — almost like faerie fire. There are also swarms of fire beetles now and again, and their glowing abdomens shed sufficient light to see clearly. Cave bats will flutter overhead periodically, huge ugly things which have forsaken the clean air of the upper world for the foul atmosphere of the subterranean. (Should the party ever remain still and listen, they will note many strange sounds — twitterings, squeakings, scrabblings. Various and sundry tiny noises will be heard, noises which are disturbing despite their muted sound.) Now and again a current of dank, cold air can be felt, moving downwards and bearing a musty scent throughout the corridors of this dismal underworld.



Notes for the Dungeon Master Only

Travel along the system of subterranean passages will be at a slow rate because of the slippery and often slanting or terraced floors. Footing is treacherous in places, and the tiers to clamber down are often nearly 3' from top to bottom. If mules accompany the party, these beasts will **not** slow movement, for they are sure-footed and negotiate the worst places with relative ease. The rubble and detritus, natural projections, protrusions, ledges, and stone "icicles" are more common and prove a real hazard in the secondary and tertiary tunnels. These lesser-traveled ways offer more places for lurking foes than do the primary arteries of the underworld. ASSUME THE MAXIMUM RATE OF TRAVEL IS 1 MILE (1 hex) PER DAY PER 1" OF BASIC MOVEMENT RATE OF THE SLOWEST MEMBER OF THE EXPEDITION, and this rate only if unnecessary delays and careful map making are avoided. Reduce movement by 1 mile for every hour of delay, and assume that careful mapping will slow the party to 6 miles per day maximum travel.

You may have crevasses and sinkholes as often as is illustrated with the tunnel pieces, or you may include such hazards every mile or so. There is certainly a chance for a slip and fall into a crevasse if proper care is not exercised by the party. Crevasses are 110'-300' deep, so consider any fall as fatal if it is not

prevented in some way. Adventurers roped together, using poles to hold onto, etc. are not likely to slip. Otherwise, consider there is a 1 in 20 chance of slipping when trying to move around or otherwise pass over a crevasse. Any such slip will precipitate a fatal fall. Sink holes are 10'-80' deep. While there is no real chance of slipping into them, if the party is running in haste or traveling without light, treat sink holes as pits, with a 1 in 3 (1-2 on d6) chance of falling in. Damage thus sustained is 1d6 per 10'.

Ceiling height in the primary tunnels ranges from 20' to 50', the average being about 35'. In the secondary passages the roof overhead varies from 15' to 40' above the floor, with 25' being usual. In the narrow tertiary tunnels the ceiling is from 8' to 25' high, with an average of 15' or so. Where enlargements occur, the roof will be near maximum height. In large caves or caverns, the ceiling height will be 10' to 20' above normal maximum. Note that in the huge cavern where the module concludes, the ceiling height is 100', 150' and as high as 200' in the center of the western cavern section. Before players find this place, however, there are two encounter areas they must contend with.

The first encounter area is hex D3. It cannot be avoided. This Drow "checkpoint" will be detailed fully hereafter. The second encounter area can be avoided by taking a circuitous route of secondary and tertiary passages. Hex M12 is a secret advanced post for Illithid (mind flayer) expansion in the area—a place the Drow are aware of, and if the expedition kills the mind flayers and prove their deed to any Drow they happen to meet, it is 90% probable that the Dark Elves will be friendly with the party despite any past conflicts, and if the adventurers express an interest, give them a black medallion—the pass which will enable them to go through Drow areas without undue questioning or molestation!

To reiterate some of the information contained at the end of the module, the Drow are (chaotic) evil elves, driven from the upper world by the good elves. They bear undying enmity for all surface dwellers in general and elvenkind in particular. They are a handsome race, but most depraved. The females are better looking and generally more powerful than males. All Drow wear specially woven black cloaks and soft black boots which make them 75% likely to move silently and be able to hide in shadows, even when observed, when in a dungeon or dungeon-like setting. Any wearer of these garments gains this advantage if they are of the Drow size and build - if larger or smaller, the garments will necessarily have to be altered by a Drow tailor. Drow weapons and armor are usually crafted from metal which is an adamantite alloy. Although these items do not radiate any magic, they are magical in effect.

All noted encounter areas will be handled by the DM with great care. Antagonists of the party will react and act in organized fashion—the Drow and Illithids with great cunning and cleverness, the inhabitants of the terminal cavern encounter not quite so intelligently, but with vigor and purpose. (This, of course, excludes both the Drow watchers and the stupid creatures in the place and applies to the trolls, bugbears, troglodytes, etc.)

There are separate tables for random encounters in the tunnels,

each table according to the category of the tunnel the party is marching through or encamped in, and for wandering monster encounters in the module termination area, "The Warrens of the Troglodytes". These tables are given hereafter. Generally, one check for a random encounter will be made for each mile of tunnel traveled through, with one check per hour being made in the terminal area, and one check per night being made when the expedition encamps for a "night's rest". The probabilities of such an encounter vary according to the locale and are shown on each table.

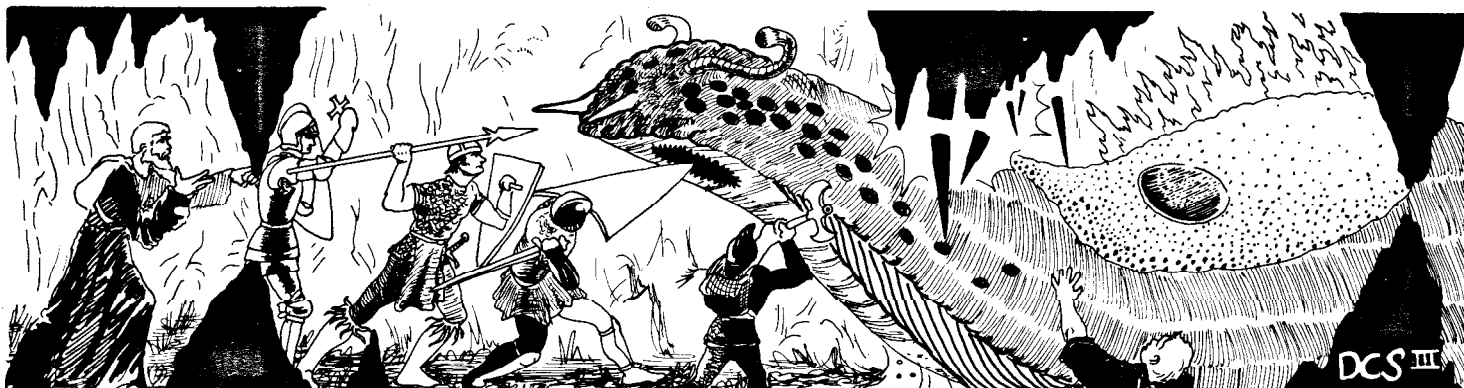
You will observe that only piece II is used for encounters listed here. The other two pieces are simply added for use as desired when random encounters with wandering monsters occur. They can also be used for the other two modules in this series. If you desire larger encounter pieces, feel free to draw up your own in any manner which you believe superior, but be sure that such pieces generally conform to the circumstances of the module or encounter.

Referees should note the inclusion of the new creature, the **Jermlaine**, a potentially dangerous nuisance monster which can be used to interesting effect elsewhere as well. Full information regarding the Dark Elves is given at the end of the module.

Despite the difficulty of the two encounter areas prior to the terminal one, this module is not as difficult and demanding as **AGAINST THE GIANTS**, for example. Just as **STEADY OF THE HILL GIANT CHIEF** prepared the players for the successively greater challenges of the next two modules, **DESCENT** introduces players to a new environment and the hazards ahead in the succeeding parts of the whole. There is plenty of danger, though, and any party bent on self-destruction can accomplish the task with relative ease.

As with any Dungeon Mastering, you must always be fair and as unbiased as possible. Do not penalize the party if they take sensible steps to insure a successful adventure, such as deciding to take a number of pack mules to carry supplies and equipment—even an extra spell book. Neither help by suggestion or inference nor hinder in any manner not called for. Managing a party with mules can be trying for a referee, but it is probable that these beasts will be slain at the first encounter area anyway. As there is no practical way of establishing any sort of route camp to safely store goods of any sort, the players will be presented with a great problem in any event, for **BEYOND THE FIRST ENCOUNTER AREA TELEPORTATION OVER ANY DISTANCE GREATER THAN ONE-HALF MILE WILL BE IMPOSSIBLE! INFORM ANY CHARACTERS WITH THIS ABILITY THAT THEY CAN "FEEL MAGNETIC FORCES" WHICH THEY KNOW WILL CERTAINLY PREVENT NORMAL TELEPORTATION.** Thus, short of the use of a **wish**, the party is committed to go and return afoot. They may have to return to the surface after concluding this module, or they may be able to press on, for the treasures along the way are aimed at supplying them with the force necessary to continue, and certain creatures have been placed in order that they may offer assistance or succor.

Here are the bones of the adventure. You must breathe life into this framework after you flesh it out.



RANDOM MONSTER TABLES FOR PASSAGES

Encounters occur as shown; check each hex (1 mile):

Primary Passage, 1 in 10 chance of encountering a monster

1. Drow patrol, males
2. giant slug (50%)/purple worm (50%)
3. 1-4 trolls with 9-16 troglodytes
4. 2-5 ghaunts with 9-16 troglodytes
5. rust monster (50%)/2-5 fire beetles (50%)
6. Drow merchants, small train
7. Drow patrol, females
8. beholder (50%)/2-5 fire beetles (50%)
9. Drow merchants, medium train
10. gas spore (50%)/2-5 fire beetles (50%)
11. 3-12 shadows (50%)/2-5 fire beetles (50%)
12. gas spore (50%)/2-5 fire beetles (50%)
13. 3-18 gargoyles (50%)/2-5 fire beetles (50%)
14. Drow patrol, mixed
15. yellow mold (33.3%)/brown mold (33.3%)/
green slime (33.3%)
16. 19-24 bugbears with 25-30 slaves
17. Drow merchants, large train
18. 2-5 wererats with 1-2 Illithids
19. black pudding (33.3%)/ochre jelly (33.3%)/
gray ooze (33.3%)
20. Drow patrol, mixed

Secondary Passage, 1 in 12 chance of encountering a monster

1. 5-8 shriekers
2. 2-5 giant spiders (66.6%)/1-4 phase spiders (33.3%)
3. Drow patrol, mixed
4. Drow merchants, small train
5. lurker above (50%)/2-5 fire beetles (50%)
6. 4-16 shadows (50%)/2-5 fire beetles (50%)
7. giant slug (50%)/2-5 fire beetles (50%)
8. 2 subterranean lizards (huge, +4 h.p. per die)
9. bulette (50%)/2-5 fire beetles (50%)
10. 5-20 piercers (50%)/2-5 fire beetles (50%)
11. rust monster (50%)/2-5 fire beetles (50%)
12. Drow patrol, mixed
13. 2-5 ghaunts with 9-16 ghouls
14. 13-18 bugbears with 19-24 slaves
15. purple worm (50%)/2-5 fire beetles (50%)
16. 2-5 ropers (50%)/2-5 fire beetles (50%)
17. Drow merchants, medium train
18. Drow patrol, males
19. 2-8 wererats with 1-4 Illithids
20. 1-4 shriekers with 1-4 violet fungi

Tertiary Passage, 1 in 12 chance of encountering a monster

1. lurker above (50%)/2-5 fire beetles (50%)
2. 2-5 xorn (50%)/2-5 fire beetles (50%)
3. Drow patrol, mixed
4. 1-2 umber hulks (50%)/2-5 fire beetles (50%)
5. 15-30 jermlaine
6. rust monster (50%)/2-5 fire beetles (50%)
7. 5-20 piercers (50%)/2-5 fire beetles (50%)
8. green slime (50%)/2-5 fire beetles (50%)
9. 11-30 giant ants
10. 15-30 jermlaine
11. vampire (50%)/2-5 fire beetles (50%)
12. 2-5 Illithids
13. Drow merchants, small train
14. 5-20 piercers
15. slithering tracker (50%)/2-5 fire beetles (50%)
16. lich (50%)/13-30 jermlaine (50%)
17. 1-4 shambling mounds (50%)/2-8 shriekers (50%)
18. Drow patrol, males
19. 11-30 giant ants (50%)/2-5 fire beetles (50%)
20. trapper

Drow patrol: There are three types of Drow patrols, **male**, **female**, and **mixed**. The composition of each type is:

Males: There will be 7-10 fighters of 2nd level (H.P.: 9 each; +1 chain mail, +1 buckler, +1 for 15 dexterity, for an overall AC of 1) with +1 dagger, +1 short sword, and hand crossbow (6" maximum range) and 10 poisoned bolts (1-3 h.p. of damage, save vs. poison at -4 or sleep for 3-12 turns). Each can use the equivalent of a **dancing lights**, **darkness**, and **faerie fire** spell (at 2nd level) once per day per spell. They will be led by a 4th level fighter (H.P.: 18; +2 chain mail, +2 buckler, +2 for 16 dexterity, for an overall AC of -2) with +1 dagger, +1 short sword, atlatl and 3 poisoned javelins (9" range, +1/+2/+3 to hit at long, medium, and short range, 2-7 h.p. damage plus poison as above). He is also able to use the spells noted above. The patrol will be commanded by a fighter/magic-user of 5th/5th level (H.P.: 23; +2 chain mail, +2 buckler, +3 for dexterity of 17, for an overall AC of -3) with +2 dagger and +2 short sword. He will have the following spells in addition to those noted above:

**First Level: comprehend languages, detect magic*,
magic missile (x2), sleep**

**Second Level: know alignment, levitate*, mirror image,
web**

Third Level: fireball

*innate power of Drow over 4th level

Females: There will be 7-10 fighters of 3rd level (H.P.: 15 each; +1 chain, +1 shield, +2 for dexterity of 16, for an overall AC of 0). They are armed as are males. Each can use the equivalent of **clairvoyance**, **dancing lights**, **darkness**, **detect lie**, **dispel magic**, **faerie fire**, and **suggestion** spells (at 3rd level) once per day per spell. They will be led by a 5th level fighter (H.P.: 25; +2 chain mail, +2 buckler, +2 for dexterity of 16, for an overall AC of -2) with +2 dagger, +2 short sword, atlatl and 3 poisoned javelins. She can use the spell powers noted above plus **detect magic**, **know alignment**, and **levitate**. The patrol commander will be a female cleric of 7th level (H.P.: 35; +3 chain mail, +3 buckler, +3 for dexterity of 17, for an overall AC of -5) with +3 mace. She will have the following cleric spells in addition to those powers noted for the 5th level commander:

**First Level: cause light wounds, cure light wounds
(x2), fear**

Second Level: hold person (x2), silence 15' radius

Third Level: cause blindness, prayer

Fourth Level: tongues

Mixed: Mixed patrols will always contain 2 2nd level male fighters and a 4th level fighter with the same statistics as shown above for a patrol of male Drow. With the Drow will be a number of lesser (by Drow standards) creatures to bear the brunt of any fighting. The type of creatures and number are as follows:

PRIMARY PASSAGE:

Die I	Creatures
1-3	11-16 bugbears (H.P.: 15 each) with ring mail jacks and large shields (AC 3) and each armed with heavy morning stars (+2 on damage) and 2 heavy spears. One will be a leader (H.P.: 24) attacking as a 4 hit dice monster and adding +1 to damage from all weapon hits he scores.
4-5	2 trolls and 11-16 troglodytes (H.P.: 9 each) armed with stone battle axe and 3 javelins each. One will be a leader with 3 hit dice (H.P.: 14) and carry a sword and 3 javelins.
6	4 ghaunts and 7-12 ghouls.

SECONDARY PASSAGE:

Die	Creatures
1	11-14 Bugbears as above.
2-5	2 trolls and 11-16 troglodytes as above.
6	4 ghaists and 7-10 ghouls.

TERTIARY PASSAGE:

Die	Creatures
1-3	2 trolls and 7-10 troglodytes as above.
4-6	4 ghaists and 5-8 ghouls.

Drow merchants: Each Drow merchant is male and a cleric/fighter of 4th/4th level (H.P.: 18; +3 chain mail, +3 buckler,+1 for dexterity of 15, for an overall AC of -3). Each is armed with a +2 mace. They have the following spells:

First Level: cure light wounds (x2), detect magic

Second Level: hold person, speak with animals

In addition, they have the usual Dark Elven spell-like abilities of **dancing lights**, **darkness**, and **faerie fire** once each per day at 4th level of experience.

The size of the train determines the components. The guards will conform to the same level of fighter found in a patrol of male Drow, or mixed patrol with respect to bugbears.

Train Size	Number of Merchants	Guards and Level	Slave Bearers	Pack Lizards
sm.	1-2	2 2nd, 1 4th, plus 4 bugbears	5-8	1-2
med.	3-4	6 2nd, 2 4th, plus 8 bugbears	9-16	3-4
lg.	5-8	12 2nd, 3 4th, plus 16 bugbears	17-24	6-9

Slave bearers: will be a mixture of captives. The exact mixture can be determined as follows:

Die Roll	Race of Slave
1	bugbear
2	dwarf
3	elf
4-5	gnoll
6	goblin
7	half-elf
8-9	half-orc
10-12	hobgoblin
13-17	human
18-19	orc
20	troglodyte

Bearers are always leg chained in files of up to 6. Bugbear and troglodyte slaves are former servants who are enslaved for disobedience, committing some error, etc.

Pack Lizards: These creatures are a breed of subterranean lizard — slow, sturdy, strong, stupid, and not easily panicked. The statistics on these creatures are:

ARMOR CLASS: 5
 MOVE: 9"
 HIT DICE: 6+6
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2-8
 SIZE: L (15' long, broad backed)

These creatures seldom will attack anything unless harmed first. Their loads are carried on special back harnesses.

Goods Carried: In addition to the normal (relatively worthless) goods (cloth, leathers, wood, foodstuffs, wine, etc.) typically found in a Drow merchants' train, there is a chance that some valuable items will be carried. The chance is 30% for a small, 45% for a medium, and 75% for a large train. If valuable items are indicated, roll on the following table, once for a small train, twice for a medium train, thrice for a large train:

Dice Roll	Treasure
01-45	110-300 silver ingots, 100 g.p. weight each
46-75	31-50 gold ingots, 100 g.p. weight each
76-80	5-10 platinum ingots, 100 g.p. weight each
81-83	2-5 mithril bars, 100 g.p. weight each'
84-85	1-4 adamantite bars, 100 g.p. weight each"
86-89	1-100 base 50 g.p. value gems
90-94	5-1 2 potions
95-98	1-4 scrolls
99-00	1 ring or rod/staff/wand 1 miscellaneous magic item

*value in the underworld only is 2,500 g.p./bar
 **value in the underworld only is 4,000 g.p./bar

Special Note Regarding Drow Cloaks, Armor, and Weapons: All of these items have special properties, although none of them radiate any magic. The items are made under the conditions particular to the strange homeland of the Drow, for this place has unknown radiations which impart special properties to these cloaks, armor and weapons. When such items are exposed to direct sunlight a rotting process sets in. The process is absolutely irreversible, and within 2 weeks cloaks will fall to shreds, while armor and weapons become pitted and unusable. If items are not exposed to sunlight, they will retain their magical properties for 31-50 days before losing them, and if they are exposed to the radiation of the Drow homeland 30 or so days, they will remain potent. Items not spoiled by sunlight will eventually lose their special properties if not exposed to the special radiation, but they will remain serviceable as normal cloaks, armor, shields, swords, maces, etc.

Drow Treasure: Unless stated otherwise, each Drow will have 1-4 p.p. per level of experience, 2-8 p.p. per level if multiclassed. Each Drow merchant will have an equal number of gold pieces as well, and 1-4 100g.p. basevaluegems. Each Dark Elf above 4th level, as well as each merchant, will have either a black metal medallion on a fine metal chain (75%) or both a medallion and a special brooch (25%). These pins are always well hidden on the person of the merchant. Dice for which particular brooch type is possessed, all merchants in a train having the same kind:

Die Roll	Description of Brooch
1	blue enameled prism
2	white enameled morel mushroom
3	bronze coiled whip
4	silver crescent
5	tan enameled puffball mushroom
6	iron hook, black
7	russet enameled shelf fungi
8	brass chain links (3)
9	yellow enameled mushrooms (2)
10	pewter bars (4)
11	violet enameled urn
12	pink enameled horsetail mushroom
13	red enameled gem
14	lilac enameled star of 5 points
15	green enameled lozenge
16	white enameled bone

REGARDING THE LARGE-SCALE HEX MAP OF THE UNDERWORLD

You will note that the players' version of the map shows only a relatively narrow section of the whole area — that part which pertains to this module and the others in the set. As Dungeon Master, you might wish to develop other material regarding the encounter areas shown on your large-scale map. You can then allow your players to explore passages which are off their map, thus eventually completing their version; and, of course, having many adventures along the way. You can place other Drow enclaves, locate the realm of the mind flayers, expand the underground sea and place the Kuo-Toan stronghold, etc.

SMALL SCALE ENCOUNTER PIECES AND PASSAGE MAPS

The widest passage is a section of Primary Tunnel, the next widest is a Secondary Route section, the smallest is a Tertiary Passage, regular or secret. These and the three encounter pieces can be joined with other like map sections in this set if desired.



ENCOUNTER AREA D3

Use **encounter piece II** for this meeting, facing either end of the piece in a southeast-northwest direction to conform to the passageway. The area is south of the tunnel nexus. It is dimly illuminated by phosphorescent lichens.

This is a Drow checkpoint with two separate patrol groups, males to the left, females to the right. The males will have 2 pickets out on duty to observe the passage in both directions. Despite rivalry each will co-operate fully with the other in an intelligent attack and defense pattern. The two groups are detailed below.

Drow Male Contingent: There are 10 male fighters of 3rd level to the southwest, 2 of whom are on guard duty and will report the presence of any creatures moving along the passage. Other than having 13 hit points each and AC 0 (because of 16 dexterity each), they are the same as a male Drow patrol, i.e. +1 short swords and +1 daggers and carrying hand crossbows and using **dancing lights, darkness, and faerie fire** (at 3rd level) once per day per spell. There are 2 4th level fighters as leaders (H.P.: 18 AC-2) with +2 short sword, +2 dagger, and atlatl and 3 javelins. The commander of the unit is a 6th level fighter (H.P.: 28; +3 chain mail, +3 buckler, +3 for dexterity of 17, for an overall AC of -3) armed with +2 dagger, +4 short sword, and hand crossbow with 10 poisoned bolts. His liaison is a noble fighter/magic-user of 5th/7th level (H.P.: 33; +4 chain mail, +3 for dexterity of 17, for an overall AC of -2) with +2 dagger, +2 short sword, and a **rope of entanglement**, with a hand crossbow and bolts hanging from his belt. His spells are:

First Level: detect magic*, magic missile (x2), sleep, ventriloquism

Second Level: detect invisibility, know alignment*, levitate: mirror image, ray of enfeeblement

Third Level: lightning bolt, slow

Fourth Level: ice storm

*innate power of Drow over 4th level and in addition to **dancing lights, darkness, and faerie fire** (at 7th level)

Drow Female Contingent: There are 8 female fighters of 2nd level (H.P.: 10 each; +1 chain mail, +1 buckler, +2 for dexterity of 16, for an overall AC of 0) armed with +1 dagger, +1 short sword, hand crossbow and 10 poisoned bolts. They have 2 fighters of 3rd level (H.P.: 15 each; AC 0) with +1 short sword, +1 dagger, atlatl and javelins. Each fighter can use the following spell-like powers each once per day: **clairvoyance, dancing lights, darkness, detect lie, dispel magic, faerie fire, and suggestion**. Two female clerics are in command of this group, a 6th level (canon) subordinate to a 9th level leader.

Canon: This 6th level cleric (H.P.:30: +3 chain mail. +3 buckler. +1for dexterity of 15, for an overall AC of -3) carries a +1 mace on her belt. for her maior weaoon is a short-handled staff slina. This weapon' hurls missiles up'to 9" distance (providing the ceiling overhead is at least 30' high), minimum range 3". Probability of a hit is normal for ranges out to 6", -2 thereafter. Misses with the special glass globe missiles (explained hereafter) will be calculated as hitting **somewhere**. Roll d8 and 3d6 (for determination of the distance in feet the shot is off): 1 = long over, 2 = long over right, 3 = wide right, 4 = short right, 5= short, 6= short left, 7 = wide left, and 8 = long over left. She has 3 glass globes filled with a fluid which is a luminous irritant which vaporizes to form a cloud of 10' diameter with a 12' height. **Note:** Hits upon perpendicular surfaces reduce the cloud to one-half normal diameter.

Creatures in this vapor cloud are covered with droplets which make them shine and glow, thus causing a reduction of their armor from 1-4 places, as they are easier to hit. This effect lasts from 2-5 turns, or until the fluid is washed off. In addition, exposed creatures must save versus poison at -4 on their dice rolls; those who fail are effectively blinded and out of action

Iscratchina furiously) for 7-10 melee rounds or until the eyes and body are doused to cleanse them of the irritant (1 round plus 1 round recovery time in any event). She also has the following spells in **addition** to those powers noted above for female Drow fighters:

First Level: cure light wounds (x3), curse, fear

Second Level: hold person, know alignment*, levitate*, silence 15' radius, resist fire

Third Level: animate dead, cure disease, dispel magic*

*innate power of Drow over 4th level

Evil High Priestess: This 9th level cleric (H.P.: 48; +4 chain mail, +3 buckler, +3 dexterity bonus, for an overall AC of -6) is armed with a +4 mace and wears a special magical cloak under her normal black hooded robe. This device is a **lurker cloak**. It enables Vlondril, a special servant of the Fane, to assume the form and locomotion of a lurker above once per day for up to 2 hours time. Volation is at normal speed even though the cloak does not cause its wearer to grow to the actual size of a lurker above; size is about normal, i.e. 7' wing spread by 5.5' length in Vlondril's case. In addition to those spell-like powers given above for the female Drow fighters, Vlondril has the following spells available to her:

First Level: bless, cure light wounds (x2), protection from good, fear (x2)

Second Level: augury (x2), hold person (x2), know alignment*, levitate*, silence 15' radius, snake charm

Third Level: continual darkness, cure disease, dispel magic*, prayer, speak with dead

Fourth Level: cure serious wounds, poison, tongues

Fifth Level: cure critical wounds

*Innate power of Drow over 4th level

If for any reason the Drow are seriously threatened, she will attempt to save herself by using her magical cloak to change into a lurker above and fly off without notice or being noticed, for she is charged with reporting to the Fane any significant event which transpires after the fall of Snurrd, i.e. the ruin of Eclavdra's plans, for the latter is an opponent of the Fane.

Treasure: Each Drow has a small leather pouch on his or her person. It will contain 1-4 platinum pieces per level of experience (the higher in the case of dual class). The Drow above 4th level will have 1 base 100 g.p. gem for each level above 4th contained in this purse.

The side caves contain only a few sparse items — sleeping silks, several small boxes of provisions, and individual kits with eating utensils, cup, etc. There are 2 black metal (adamantite alloy) medallions bearing a likeness of a spider on one side and a female Drow on the other. Each is suspended by a fine loop of



black chain. Hidden at the bottom of one provision box is a bone tube belonging to Vlondril. It is a scroll of 7 cleric spells: **find traps, neutralize poison (x2), tongues, cure critical wounds, heat, stone tell.**

If the commanders are slain and the bodies carefully searched, the following small brooches will be discovered: on the male magic-user, a small brass wand (inscribed in Drow runes, **ALEVAL**); on the female curate a small blue-black mace inscribed **DESPANNA**; on the person of Vlondril (hidden in her hair) is a golden spider pin with engraved runes which say in Drowic, **LOLTH, DEATH QUEEN MOTHER.**

ENCOUNTER AREA M1 2

Use **encounter piece II, reversed**, when this encounter occurs. This area is the westernmost spy post of the Illithids, one which the Drow are well aware of but do not care to deal with at this time due to the recent reverses suffered. As will be usual throughout the sunless world, phosphorescent lichens growing sparsely about the passages and caves here make it possible for normal vision to function at up to 10'.

There are 12 ratmen working with the mind flayers here. 4 wererats are in the tunnel proper, 2 above the caves area, 2 below, about 60' from the center. These watchers are in rat form, and they will scurry back to give warning if any creatures approach. These creatures have +1 Drow swords (short) — baldrics and hangers kept to either side of the passageway where their 8 fellows guard 2 Illithids — 4 to one side, 4 to the other. Hit points are: wererats 17 each, mind flayers 43 and 38 respectively.

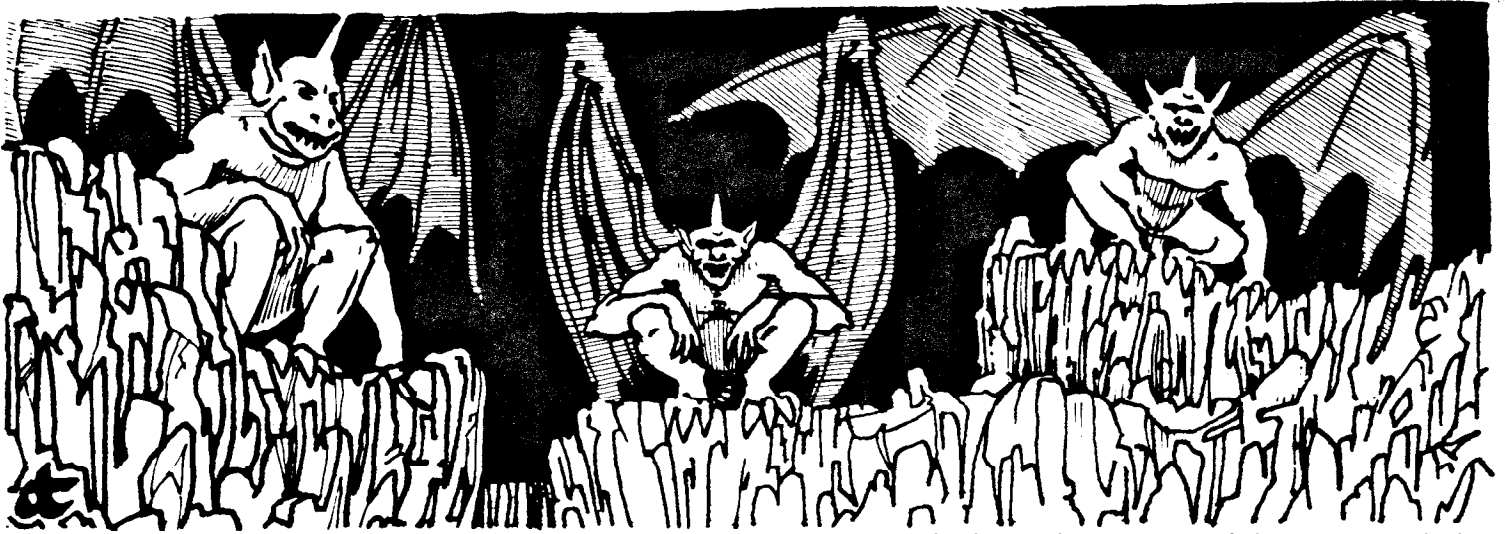
The stronger Illithid is near the cave pool with a bound Drow merchant captive. The mind flayer is questioning the Dark Elf about the current alliances, power groups, and feuds between the Drow clans and noble houses. If the Illithid gets any chance, he will kill the Drow so no tales can be carried by him.

When the party is sighted, the ratmen will rush to warn their masters and fellows, and the 12 wererats will then ambush the party after **2 mind blasts** are delivered — 1 from each Illithid. The weaker will survey the melee, using psionic **domination** upon any character who approaches him, while the stronger returns to be ready to do away with the "evidence". As soon as the battle goes against their servants, the mind flayers will flee northwest, then northeast to the secondary passage northwest, and then into the secret tertiary adit to the northeast.

Treasure: The wererats nest in the caves opposite those which contain the pool. In a small space — suitable for their rat size, but which must be crawled into by even so small a creature as a gnome — is a nest of animal skin, old cloth, bones, etc. Under this is a dull olive cloak (which does not radiate magic but could be valuable if the party eventually attains module D3) which was amongst the Drow merchant's possessions. Each ratman has a gold ring set with a moonstone (value as jewelry, 400g.p. each) as indication of service to the Illithids. Each wererat also has 30 gold pieces.

On the other side, the mind flayers have encamped in the alcove off the pool area. They have folding cots, a small table, 2 folding stools, some utensils, and hampers for food. Each has a small coffer of personal effects. Both coffers have poisoned needles in their latches. One contains a **healing** potion, a 5,000 g.p. gem, and 200 gold pieces. The other has a **polymorph self** potion, a **scarab of death**, a small silver disc which is evidently a brooch of some sort (Drow merchant clan, and useful in MODULE D3), 150 gold pieces, and 58 platinum pieces.

Hidden in a nook which is covered by a small boulder, is an iron chest. In it are 300 ingots of copper (100 g.p. weight each) and the same number of silver ingots. These are used as bribes to subvert Drow servants. The handle of the chest lid is actually an iron scroll tube which contains a **protection from undead** scroll inside, and hidden in an inner lining, a **protection from demons** scroll.



KEY-TO THE CAVERNS AND WARRENS OF THE TROGLODYTES

Wandering Monsters:

Encounter occurs 1 in 12, check each turn:

Western Half

1. Drow patrol, mixed
2. Drow merchants*
3. 2-8 gargoyles
4. 2-5 trolls

Eastern Half

1. 7-18 troglodytes
2. 2-12 bugbears
3. 2-5 trolls
4. 7-18 troglodytes

*equal chances for small, medium, or large train

1. **ENTRANCE TO THE GRAND CAVERN:** The terraced ledges lead down to the glistening floor of this huge cavern, the ceiling of which drips with stalactites, the floor with stalagmites, and here and there littered with broken stone-detritus and fallen stalactites. Thick columns and great masses of rovk stretch all the way to the roof, with many protruding ledges and indented shelves here and there. This room of the cavern is 200' to 300' wide, 200' long, and from 175' to 250' or more high. The following letter designations should be noted:
 - B: There are 3 such positions. Each has 3 bugbear sentries (H.P.: 15 each; ring mail jacks and large shields for AC 3) armed with heavy morning stars (+2 on damage) and 2 heavy throwing spears. If an enemy/intruder is detected, 2 will attack while 1 goes to alert the others.
 - D: There are 4 such positions. Each has 1 Drow fighter of 2nd level (H.P.: 8; +1 chain mail, +1 buckler, +1 for dexterity of 15, for an overall AC of 1) armed with +1 short sword, +1 dagger, atlatl, and 3 javelins. If intruders are identified, the sentry sighting them will cast **dancing lights** to show the location and identity of the creatures. All are in positions where they can see at least one other sentry, and the others will be alerted. The sighting Drow fighter will report to his superiors at location 8. (q.v.), while the other 3 move to positions near the location where they can observe the intruders.

2. **SOUTH GALLERY:** This passage is filled with mineral deposits from dripping water, and it is also the home of 14 piercers (H.P.: 4 with 4 hit dice have 19 h.p. each, 4 with 3 hit dice have 13 h.p. each, 3 with 2 hit dice have 9 h.p. each, and 3 with 1 hit die have 5 h.p. each). They are near the middle of the place, and 1-3 will drop on each creature passing beneath. There is no treasure.

3. **GLITTERING CAVE:** This small cave is only about 8 high, and its walls have many crystals which cause light to reflect and refract. The protruding crystals have no worth, but there is a scattering of 121 base 10 gp. crystal

gems in the northern quarter of the cave—seemingly pieces which dropped from the walls. This is bait for a **trapper** (H.P.: 73) with no treasure, as the Drow recently took it.

4. **SIDE CAVERN:** This area has a high ceiling (90'), and many ledges and shelves along the south, east, and north curve of the cavern wall house 15 gargoyles (H.P.: 22 each) who perch at 65' to 80' heights to swoop down on prey and attack from behind. They will pursue northwards, where the roof of the gallery is high, but they do not go eastwards. They have no treasure.
5. **SPUR CAVERN:** A very large purple worm (H.P.: 118) has recently moved into this place to lay her eggs, rest, and will then leave. There are 6 eggs in the northeast finger of the cavern, and they will hatch in 3 turns. The "proud mama" is resting. There is no treasure inside the worm, but there are 8 of her castings about the place, and the 6th contains 11 base 100 gold piece gems, and 4 vials of holy water.
6. **CAVE:** 14 Drow are located here to oversee any activities in the cavern as a whole, as well as to aid merchants or scout for invaders.

Males: 4 2nd level (H.P.: 9 each; AC 1) armed with +1 short sword, +1 dagger, and hand crossbow with 10 bolts are under command of a 4th level fighter (H.P.: 18; AC -2) armed with +2 short sword, +1 dagger, and hand crossbow with 10 bolts. Each can cast **dancing lights**, **darkness**, and **faerie fire**.

Females: 8 3rd level (H.P.: 15 each; AC 0) armed with +1 short sword, +1 dagger, and half have hand crossbows, the balance atlatl and 3 javelins. They are under command of a 6th level (H.P.: 30; +2 chain mail, +2 buckler, +4 for dexterity of 18, for an overall AC of -4) fighter who will yield their charge to the male commander if the position appears in jeopardy. She has a +2 short sword, +2 dagger, and a **death lance** - a 10' spear which discharges a negative force when it hits, the force causing 3-12 hit points of damage in addition to normal (spear or lance) damage, and any opponent so struck must save versus poison or lose 1-4 life energy levels. The lance has 6 charges. This is the weapon she will take with her when she goes to the Drow area to the northwest to inform her superiors. Her mount is a night-mare (H.P.:32) stabled at the back of the cave. Each female can cast **clairvoyance**, **dancing lights**, **darkness**, **detect lie**, **dispel magic**, **faerie fire**, and **suggestion**; the commander can also use **detect magic**, **know alignment**, and **levitate**.

Treasure: Each Drow carries a small leather bag or pouch in which 1-4 p.p. per level of experience are kept. The female commander will have 2 100 g.p. gems in addition to the coins. Hidden on her person is a small pin of bronze, a nightmare's head with **NOQUAR** inscribed in Drowic on the reverse.

The males sleep in the southern cave below 6., the females in 6. proper. There is a bedroll of silks for each, and several boxes of provisions in each cave. There are a few personal eating and grooming items with each bedroll. There are some strange straps (harness) and wooden racks in the males' cave (gear for pack lizards), and long metal-hooked poles (guiding ankuses for the creatures) stand nearby. Concealed under the dung and fungus bedding of the nightmare's stall is a lead-lined hollow in the stone floor. It has a stone lid with a secret catch. Inside this cavity are 1,000 silver pieces in a wooden chest, 1,000 gold pieces in 10 leather bags, a belt which has 100 platinum pieces inside it, a pouch with 20 base 100 g.p. gems, 2 pieces of 5,000 g.p. value jewelry and a black metal chain and medallion (with spider/drow female figures) in an ivory case worth 250 g.p., and a leather case with 4 potions: **healing, extra-healing, polymorph self, poison** (if mixed with wine in an iron cup it gives the imbiber total poison resistance for 6 turns). The iron cup is in a corner of the cavity.

7. **SUNKEN CAVE:** Two narrow flights of stair-like terraces lead downward about 20' to debouch into a low ceilinged cave which appears totally dark and deserted. This is an **illusion**, for it is the lair of a lich (66 hit points) with a +3 **ring of protection** (AC -3). This horrid creature normally rests on the ledge at the southern tip of the place. It will maintain the illusion and not attack any intruders unless they are using magic spells of any sort or are obviously detecting magic. He will then attack. The lich's spell level is 20; his spells are:

First Level: burning hands, charm person, magic missile (x2), ventriloquism

Second Level: invisibility, mirror image, ray of enfeeblement, web (x2)

Third Level: dispel magic, fireball, fly, lightning bolt, phantasmal force

Fourth Level: confusion, charm monster, dimension door, fumble, polymorph other

Fifth Level: cloudkill, cone of cold, hold monster, teleport, wall of force

Sixth Level: globe of invulnerability, invisible stalker, repulsion, flesh to stone

Seventh Level: limited wish, Mordenkainen's Sword, reverse gravity

Eighth Level: Bigby's Clenched Fist, Otto's Irresistible Dance, monster summoning VI

Ninth Level: time stop, power word kill

(To determine which spell the lich will use, pick the best possible if he is in danger of being slain. Otherwise, roll d10 for level, 0 equalling a second roll of d6 for spell level. When level is found, roll a second die to determine which spell will be used, if necessary, or select the **MOST LOGICAL** spell.)

Treasure: The lich Asberdies, has cast **600 magic mouth** spells in various portions of his lair-walls, floor, ceiling, and on stalactites and stalagmites too. Therefore, magic detection will show virtually everywhere in the cave as radiating magic. The hollow where he lies is lined with silks and velvet cloths, but no treasure. Just a few feet northwest is a small ledge with a few broken stones. One of these has a hollow spot into which is thrust a folded-up **portable** hole. The hole contains a jeweled crown (80,000 g.p.), a gem-set orb (50,000 g.p.), and a scepter likewise encrusted with precious stones (65,000 g.p.) which were the lich's in life. They now bear a curse upon anyone possessing them. The magic will turn the individual or individuals into a wight after sickening and dying. The curse can only be removed by a cleric of 20th level. (The items will radiate both magic and evil if either or both are detected for.) Also in the hole are 1,000 gold pieces, 10 gems of 100 g.p. base value, a bag of **dust of sneezing and choking**, a **staff of striking**, a potion of **longevity**, a **scarab of protection from evil clerics**, and a scroll of 7 magic-user spells (**knock, tongues, minor globe of invulnerability, wall of ice, stone to flesh, charm plants, symbol (fear)**).

8. **SIDE CAVERN:** This place is similar to cavern 4. It has dozens of ledges and shelves at 70' or more above the cavern floor, and these places are the roosts of 23 gargoyles (H.P.: 22 each). These creatures greatly fear the Drow, and they will attack no creature with a Drow or wearing Drow garb, but they will attack any other creatures not so protected. They have no treasure.

9. **CAVERN STABLE:** There are 6 pack lizards (H.P.: 33 each) tethered here near a mound of fungus fodder. The creatures are for use by merchants in need of their services. If anyone attempts to unchain them, they will attack the individual unless he or she carries a hooked goad which they recognize as the sign of mastership over them.

- 10.-13. **COMPLEX OF LOW CAVES:** This is the temporary residence of a pack of ghosts and ghouls on their way northwest to serve the Drow. They do not wish to follow the broad and well-trafficked primary passages, so they will take the one to the northeast nearby as soon as the giant slug (14. below) moves on. The pack consists of:

10. 32 ghouls (H.P.: 10 each) with 1-6 gold pieces each.

11. 4 ghosts (H.P.: 19 each) with 7 base 100 g.p. gems.

12. 2 ghosts (H.P.: 24 each) with a sack containing 3 pieces of jewelry worth 5,000, 3,000, and 1,800 gp. respectively, and 2 tubes. One is a scroll of 3 cleric spells (**cure light wounds, tongues, conjure animals** (3 brown bears with 28 h.p. each)). The other is a map showing the northeast passage and the tertiary route which connects to the primary northwest-southeast passage and encounter area S17-T17: themap shows the latter passages only as shown below. Draw this in for your players on their map.

13. 4 ghosts (H.P.: 20 each) with 300 g.p. and 18 base 10 g.p. gems.

14. **GIANT SLUG:** (H.P.: 87) This monster blends into the niche it has found beside the passageway northeast, where it initially rested to digest a meal and then decided to stay because of the excellent food supply. (The Drow will soon get rid of it.) No treasure.

15. **100' HIGH SHELF:** 2 hieracosphinx (H.P.: 49, 43) are nested here awaiting the return of their Drow mistress and master. They will not attack unless some creature comes near them — say 20' or so — and will come to a name



command only. They have no treasure, but one has a medallion with a staff of copper set round with 8 perfectly matched emeralds (24,000 g.p. value) and the name **EILSERVS** in Drow characters engraved on the reverse.

16.-18. **TROLL CAVES:** These places are filled with a noisome mess of rotting carcasses, bones, sticks, excrement, pelts, etc. The trolls dwelling in these areas have moved all of their treasure to the tribe leader's lair at 32.

16. 10 trolls (H.P.: 29 each).

17. 16 trolls (H.P.: 30 each).

18. 18 trolls (H.P.: 31 each).

Note: The stench of these caves is noticeable from 10' outside each cave.

The trolls will move to support each other, the troglodytes, or the bugbears if they become aware of attack through information, noise, etc.



19.-23. **CAVE WARREN:** This complex of caves and connecting passages serves as the lair of a large tribe of bugbears who are in indirect service to the Drow. They have been equipped with ring mail jacks and heavy, well-made morning stars (+2 damage when a hit is scored) by their Dark Elf masters. (Cf. **B** above.)

19. 8 bugbears (H.P.: 15 each) with 11 g.p. each

20. 8 bugbears (H.P.: 16 each) with 14 g.p. each.

21. 8 bugbears (H.P.: 17 each) with 12 g.p. each

22. 12 bugbears (H.P.: 18 each) with 19 g.p. each.

23. 14 bugbears (H.P.: 16 each) with 13 g.p. each.

24. **HUGE CAVE:** This is the den of 45 female bugbears (H.P.: 9 each; fight as 1+1 hit die monsters) and 62 young (3 hit points each, fight as .5 hit die monsters). There are 10 males here to guard the females and offspring. Each male has 15 hit points. Amidst the litter of bedding, food scraps, and junk is a chest with 683 c.p., 397 sp., and 155 g.p.

25. **CHIEF'S DEN:** Grubblik the chief (H.P.: 30; chain shirt and large shield for AC 1) is a huge creature who attacks as a 4 die monster. With him is his son Bruzblid (H.P.: 24; AC 2) who is a leader. Grubblik does +4 hit points damage when hitting, Bruzblid does +3. They have 2 females of large size (H.P.: 14 each) who fight as males. Their treasure is in a large iron box with a lock (Bruzblid has the key). Inside are 3,000 g.p., 1 piece of jewelry worth 6,000 g.p., and a poisonous spider which he feeds so to keep it there to bite anyone who places a hand inside. The spider bites 5 in 6 from its position inside the lid. Saving throw is at +2, but damage is 5-20 due to sickness from the spider's poison.

26. 12 bugbears (H.P.: 15 each) with 15 g.p. each.

27. **SUB-CHIEF'S CAVE:** Ruddug (H.P.: 25; chain shirt and large shield for AC 1) is nearly as large as the chief. He fights as a 4 hit dice monster and does +3 on any damage scored. With him are two personal guards, each with 22

hit points, **scale jacks** and large shields (AC 2). and doing +3 hit points of damage when a hit is scored upon an opponent. Ruddug likes cloth, so his quarters are a mess of piles, bolts, and bales of such material. Hidden on a high ledge behind a stone is a bag with 450 s.p., 139 g.p., 18 p.p., and 7 base value 50 g.p. gems.

28.-30. These areas designate the warrens of the troglodytes, (See also 36.-38. & **T**.) Here the tunnel ceilings are only about 6' high, and the caves themselves not much more spacious. All of these trogs are one tribe, and they work in co-operation with the trolls and bugbears. The co-operation is demanded by the Dark Elves, of course, but the inhabitants of the place have found that they are all prospering through mutual aid, so they now come willingly to each other's assistance. Nearly everything used by the trogs is made of stone or fashioned from bone. They have a few possessions of wood, leather, or cloth, but such items are rare.

T. UNIT DEN: Each unit den holds a small amount of troglodyte goods — valueless junk piled into a nest, and no treasure — and a male, female, and 2 hatchling trogs (H.P.: 11, 7, 5, 2). Males have stone clubs, females fight as 1+1 hit die monsters, and the young as .5 die monsters.

28. **LONG CAVE:** A trog gen of 36 young males is quartered here. Each has 10 hit points and is armed with a metal battle axe and a metal-tipped javelin (+3 on "to hit" dice, 2-8 hit points of damage). There is no treasure.

29. **GEN LEADERS:** 4 large trogs (H.P.: 17 each) who attack as 3 hit dice monsters are lodged in the forepart of the area, while 2 huge ones (H.P.: 22 each), the "elders", who attack as 4 hit dice monsters, are housed in the northernmost portion of the gallery. Each of these trogs has a metal bardiche. Each leader wears a small medallion of gold hammered into a likeness of a human skull (value 20 g.p.). The 2 elders have small rough gems (10 g.p. base value each) set into their devices. On the shelf at the back of their area is a human skull sheathed in gold (230 g.p.) with 2 2,000 g.p. garnets set in the eye holes. There are 4 sheaves of 12 javelins each here also.

30. **COMMUNAL CAVE:** This place is normally empty of activity except during tribal feasts, councils, or when the males gather to attack. There are 8 immature females (H.P.: 6 each) here at all times to tend the area.

31. **EASTERN CAVERN:** This portion of the great cavern is filled with fungi patches which the troglodytes tend. The fungi supplies much of the food for the creatures which inhabit the place. There are narrow paths wending between these fields of mushrooms and other strange and gigantic growths. (The fungi are fed with the refuse and offal, and the place is less than fragrant.) A dim light from many of the phosphorescent lichen growths reveals the strange shapes and blotched colors of the fungi, and flame will show the colors as whites, grays, yellows, tans, browns, reds, oranges, pinks, mauves, and violets. S positions indicate 1-4 shriekers, V positions are 1-4 violet fungi. Under the underlined patch of violet fungi (V) is hidden a 10,000 g.p. gem and a **jug of alchemy**.

32.-35. **TROLLS' DENS:** The trolls live in relative peace with the bugbears and trogs, as explained previously. They are rewarded with food and wealth by the Drow, and the co-operation with the other inhabitants of the cavern has caused them to prosper greatly.

32. **CHIEF'S DEN:** The tribal chief (H.P.: 49) and 5 lesser trolls (H.P.: 40 each) dwell here. The chief does +2 hit points of damage whenever his attacks succeed, and his consorts cause 1 additional point of damage when they hit an opponent. At the back of the cave is a

natural hollow which is used as the repository for the tribal wealth: 1,300c.p., 789s.p., 2,011g.p., 54p.p., 38 gems of 10 g.p. base value, 14 pieces of jewelry (1,000 g.p. each), a potion of **healing**, and a bronze statuette -an idol of some weird shark god -which is inlaid with ivory, coral, and pearls (value 9,500 g.p. intact, 5,500 for precious substances only). This latter object has a heretofore undetected secret compartment in its head portion, and therein rest a pair of lenses. These crystal devices do not give off any dweomer, for they are not magical, and the wearer will detect nothing when looking through them unless he or she is in the VAULT OF THE DROW (MODULE D3).

33. 8 trolls (H.P. 28 each). Note: The smell of the monsters is masked by the pungent reek of the fungi.
34. 10 trolls (H.P.: 31 each).
35. 10 trolls (H.P.: 26 each).
- 36.-38. Additional troglodyte warren areas. (Cf. 28-30 & T above.)
- T. UNIT DEN: Each of these places exactly duplicates those noted before, i.e. 1 male, 1 female, and 2 hatchling trogs with no treasure.
36. GUARDS QUARTERS: 4 trogs of large size (H.P.: 17 each) who attack as 3 hit dice monsters are here. Each is armed with metal battle axe and metal-tipped javelin (+3 "to hit", 2-8 hit points of damage). They relay information to areas 37. and 38.
37. GUARDS' QUARTERS: 4 additional large trogs (H.P.: 16 each) are located here. They are also 3 hit dice monsters and armed as the guards at 36.
38. TROG CHIEF'S LAIR: This huge (H.P.: 39) old trog attacks as a 6 hit dice creature. He is armed with a bastard sword (+2, no special abilities) and 4 metal-tipped javelins (2 of which are normal +3 "to hit", 2-8 h.p. damage weapons, and 2 are **javelins of lightning**, but he isn't aware of the difference). Amidst the litter in the place are 27 100 g.p. base value gems, a sack with 12 ingots of 100 g.p. weight each - 5 silver, 6 gold, 1 platinum - and 1 piece of platinum jewelry set with 12 gems (2x 1,000 g.p., 4x 500 g.p., and 6x 100 g.p.) which has a value of 7,500 g.p. Hidden in a small cranny are 4 potions of **plant control**.
39. SIDE GALLERY: Stabled here (at A.) on chain tethers are 2 wyverns (H.P.: 49, 41) which the trog chief has raised from the time they hatched from eggs taken by him. He rides the larger one into battle, while the other fights alone beside its sibling. They will obey and follow the troglodyte chief, for they have a strange mutual liking and communicate with each other. In the southeastern spur (at B.) is a shelf of rock upon which rests a huge flail which the chief uses when mounted. When he wields this weapon he has +2 chance to strike an opponent and causes +3 h.p. damage, but only he can so employ it to this effect. There is no treasure with these creatures. If they are slain the chief will go absolutely mad with rage!

MAGIC POOL: This body of clear water has absolutely no effect upon creatures who drink from it. In fact, it is often used as a watering place by cavern inhabitants, although they also use the stream that feeds it and other small collection pools here and there throughout the cavern. Furthermore, the pool does not speak or otherwise communicate in any manner. It is quite broad, and some 8' deep (about 2' contour) at its center. At this spot rest 89 gems of 10 g.p. base value each. They are covered with a light layer of sand. If any of these gems are removed from the pool for more than 1 turn, they will turn a like number of gems within a 30' radius into stones of 1 g.p. value (quartz crystals). On the other hand, if an individual tosses 1-4 gems into the pool, he or she will find that a like

number of gems in his or her possession are of better quality (flaws are cleared, so those gems are automatically one category higher). As the effect is more likely to cause 10 g.p. gems to become 50s or 50 g.p. gems to become 100s the Drow merchant who knows the secret of this pool usually tosses only 10 g.p. value gems into it. The pool radiates a dim dweomer, but the gems which are in it do not give off any magical aura.

FINAL NOTE TO DUNGEON MASTERS

If you are using this module as a part of the whole campaign, be certain to keep a careful note of all that the party does. You can do this by writing on the margin of this booklet. Any opponents which escape attack by the party will give warning to their masters or fellows if possible - particularly Drow and their more intelligent servants. However, the chaotic nature of the Dark Elves precludes the chance of organized search for the party, so at best the Drow will be aware of intruders and more watchful and suspicious.

If the party is moving on to the next section, cease play in this one as soon as they pass into one of the northern tunnels, and begin with the next part of the adventure.

THIS ENDS THE FIRST PART OF THE DESCENT INTO THE DEPTHS



Shrine Of The Kuo-Toa

Background: Having put down a rising of giants, it was discovered that the motivating force behind their depredations was that of long-forgotten evil — the Dark Elves. Determined to seek out these creatures, a body of doughty adventurers mounted an expedition to learn the strength of the Drow and bring retribution to them. Using a map which depicts hundreds of miles of passageways, the bold expedition delved into this underground labyrinth. Within a day's journey they had to fight first an outpost of the Dark Elves, then a pair of the dreaded "Illithids" of Drow speech — creatures called mind flayers, with a dozen wererat allies. Wending ever deeper into this weird underworld, the party overcame various and sundry obstacles only to enter a great cavern filled with hostile creatures. By clever tactics and hard fighting a conglomerate force of servants of the evil elves — bugbears, trogs, and trolls, along with various and sundry other monsters—were overcome. Valuable additional information and possibly useful items were also gained, and the expedition now presses on ever deeper, hot on the track of the Drow, bent on bringing a reckoning to these hateful foes.

Your map shows that there are three areas of certain danger along the route the party must follow. The first to contend with is what will undoubtedly prove to be an underground river; after that, no one knows for certain. You must all exercise great care, and utmost wisdom must be employed in all that is done if the party is to remain strong enough to continue onwards and downwards. Having to turn back would be dishonorable and possibly fatal. . .

Start: This module begins in the primary passage which runs northwest, just beyond the **Caverns and Warrens of the Troglodytes**, hex co-ordinate R20 on the master map. The passageway is about 30' wide — a sample section is included in the encounter piece map page. The rough walls are hewn straight in places, and there are cracks and gaps here and there. The floor of the tunnel is occasionally littered with stone -fallen stalactites and bits of ceiling, and the walls show natural collapsing of small sections. Many glowing lichens are common here, and fire beetles are less so. The floor is damp, the walls are wet, the air is chill. Absolute quiet prevails when the party ceases their echoing progress, but if silence is maintained for a time small twitterings, rustlings, and faint echoes from far distant can be heard — rats, bats, insects and other subterranean vermin, but what else? A vague air movement can also be felt when the explorers are still, a damp and musty-smelling current moving ever downward along the route the party must follow in pursuit of the Drow. A new series of adventures lies just ahead! . . .



Notes For The Dungeon Master Only

Ceiling height in primary tunnels varies from 20' to 50'. In secondary corridors of about 20' width, the roof overhead varies from 15' to 40' distance. The narrow tertiary passages and secret



adits have ceiling vaults of from 8' to 25' in the obvious tunnels, the secret ways being from 5' to 15' high. Where natural enlargements occur, ceiling height will be at least 20', and it can be as far as 60' or 70' in the large caves. In the partially-natural, partially-carved cavern where this module terminates, a low central spot has been hewn to give a sunken shrine area. Elsewhere the floor to ceiling height is only 40' to 50'.

There are two encounter areas along the route. Hex W27, the river crossing, can be very easy to accomplish, or the rash party can turn it into a deadly nightmare. A²31, a minor tunnel nexus, is set up to help the clever party, for the Deep Gnomes (a new type of gnomes detailed at the end of this module) will be likely to lend their numbers to the party. However, while neither area can be avoided, both can be moved through swiftly and at little cost, or gain, to the adventurers.

When a random or pre-set encounter occurs, use the special encounter piece included specially for the purpose— the sample passageway sections or the encounter pieces as appropriate. Note that encountered monsters will act/react with intelligence and organization commensurate with their mentality and social development. This is especially applicable with respect to the ancient race of Kuo-Toa People (also detailed fully in a separate section at the end of the module), who have a highly structured and complex society within their shrine area.

Camping for the night in a passageway (including a spur or room off of same) will incur a random monster check according to the passage type, but only 1 such check for a "normal" sleep period of 8 hours, unless the party simply flops down in the middle of the passage.

Finally, when the main passage nears the shrine chamber, the way will become quite well-lit for a subterranean tunnel, with many growths of the phosphorescent lichen growing along walls and even ceilings to shed a dim but constant light.

Separate encounter tables are given for random meetings with monsters in passages and at the terminus of the module. Familiarize yourself with all of these tables, and note the composition of heretofore unknown parties of such creatures as the Kuo-Toa.

While many facts and details are given to you here, it is incumbent upon you, as Dungeon Master, to bring them to vivid life and give this setting a personality. Have fun.

RANDOM MONSTER TABLES FOR PASSAGES

Encounters occur as shown; check each hex (1 mile):

Primary Passage, 1 In 10 chance of encountering a monster

1. Drow patrol, males
2. giant slug (50%)/purple worm (50%)
3. Kuo-Toan clerics
4. 2-5 ghaunts with 9-16 ghouls
5. rust monster (50%)/2-5 fire beetles (50%)
6. Drow merchants, small train
7. Drow patrol, females
6. 1-2 giant spitting snakes (50%)/2-5 fire beetles (50%)
9. Drow merchants, medium train
10. gas spore (50%)/1-4 trolls with 9-16 troglodytes
11. 3-12 shadows (50%)/2-5 fire beetles (50%)
12. gas spore (50%)/Kuo-Toan war party (50%)
13. 3-16 gargoyles (50%)/25 fire beetles (50%)
14. Drow patrol, mixed
15. yellow mold (33-1/3%)/brown mold (33-1/3%)/green slime (33-1/3%)
16. 19-24 bugbears with 25-30 slaves
17. Drow merchants, large train
18. Kuo-Toan pilgrims
19. black pudding (33-1/3%)/ochre jelly (33-1/3%)/gray ooze (33-1/3%)
20. Drow patrol, mixed

Secondary Passage, 1 In 12 chance of encountering a monster

1. 5-8 shriekers
2. 2-5 giant spiders (66~2/3%)/Drow merchants, medium train (33-1/3%)
3. Drow patrol, mixed
4. Drow merchants, small train
5. lurker above (50%)/2-5 fire beetles (50%)
6. 4-16 shadows (50%)/2-5 subterranean lizards (50%)
7. giant slug (50%)/Kuo-Toan war party (50%)
8. 2 subterranean lizards (huge, +4 h.p. per die)
9. bulette (50%)/giant spitting snake (50%)
10. 5-20 piercers (50%)/2-5 fire beetles (50%)
11. rust monster (50%)/2-5 subterranean lizards (50%)
12. Drow patrol, mixed
13. 2-5 ghaunts with 9-16 ghouls
14. 13-18 bugbears with 19-24 slaves
15. purple worm (50%)/2-5 fire beetles (50%)
16. 2-5 ropers (50%)/giant constrictor snake (50%)
17. Kuo-Toan clerics
18. Drow patrol, males
19. Kuo-Toan pilgrims
20. 1-4 shriekers with 1-4 violet fungi

Tertiary Passage, 1 In 12 chance of encountering a monster

1. lurker above (50%)/2-5 fire beetles (50%)
2. 2-5 xorn (50%)/2-3 subterranean lizards (50%)
3. Drow patrol, mixed
4. 1-2 umber hulks (50%)/2-5 shadows (50%)
5. 2-8 Deep Gnomes
6. rust monster (50%)/2-5 fire beetles (50%)
7. 5-20 piercers (50%)/2-8 huge spiders (50%)
8. green slime (50%)/2-3 subterranean lizards (50%)
9. 1 1-30 giant ants
10. Kuo-Toan pilgrims
11. vampire (50%)/2-5 fire beetles (50%)
12. 2-8 Deep Gnomes
13. Drow merchants, small train
14. 5-20 piercers
15. slithering tracker (50%)/2-5 fire beetles (50%)
16. lich (50%)/Kuo Toan war party (50%)
17. 1-4 shambling mounds (50%)/2-8 shriekers (50%)
18. Drow patrol, males
19. 11-30 giant ants (50%)/giant constrictor snake (50%)
20. trapper

Kuo-loan Clerics: A party of these priests will be going to or coming from the shrine. Kuo-Toa are detailed fully at the end of the module. The party will consist of the following:

- | | |
|------|---|
| 7-12 | 2nd level fighters armed with shield, dagger, and spear |
| 5-8 | 2nd level fighters armed with dagger and short bow |
| 2 | 4th level fighters armed with dagger and harpoon |
| 4 | 3rd level clerics, each with these spells:
First Level: cure light wounds
Second Level: hold person |
| 1 | 7th level cleric with the following spells:
First level: bless, detect good, detect magic
Second Level: silence 15' radius, snake charm, speak with animals
Third Level: dispel magic, prayer
Fourth Level: protection from evil 10' radius |
| 5-8 | slave bearers carrying supplies and fire beetle abdomen lights. |

Slave bearers will be a mixture of captives; the exact mixture is found on the table below (d20):

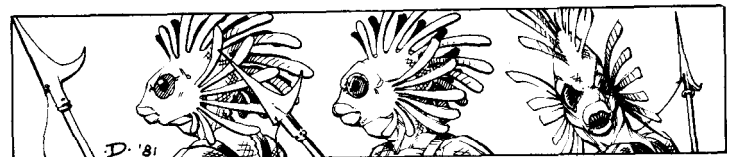
Die Roll	Race of Slave	Die Roll	Race of Slave
1	dwarf	8	half-arc
2	elf	9	hobgoblin
3	gnoll	10-14	human
4-5	gnome (Deep Gnome)	15-16	lizardman
6	goblin	17-18	orc
7	half-elf	19-20	troglodyte

Kuo-Toan Pilgrims: A party of these travelers will consist of the following individuals:

- | | |
|-------|--|
| 13-18 | unarmed Kuo-Toans (males) |
| 1-6 | unarmed Kuo-Toans (females) |
| 2-5 | 3rd level fighters armed with dagger and short bow |
| 1 | 5th level fighter armed with dagger and harpoon |
| 1 | monitor (see section on Kuo-Toa People) leader |
| 2 | 3rd level clerics with spells as noted for Kuo-Toan clerics above |
| 11-14 | slaves bearing the party's, food, clothing, and various worthless gear and shell offerings to or tokens of "Sea Mother" (see above for slave types, see hereafter for details of the goddess). (If pilgrims are traveling away from the shrine, half the number of slaves will be present as the balance will have been sacrificed.) |

Kuo-loan War Party: These creatures will occasionally go forth to capture slaves or raid a group that is hostile to their kind or has given offense to Sea Mother. A war party will consist Of:

- | | |
|----|---|
| 24 | 2nd level fighters armed with shield, dagger, and spear |
| 8 | 2nd level fighters armed with dagger and short bow |



- 8 3rd level fighters armed with dagger, net and spear
- 4 5th level fighters armed with dagger and harpoon
- 2 8th level fighters armed with dagger and harpoon
- 1 10th level fighter armed with dagger and harpoon
- 2 **monitors**
- 4 3rd/3rd level fighter/assassins ("whips") armed with dagger, spear, and garrote
- 1 7th/7th level cleric/assassin armed with a **pincer** staff (see section on Kuo-Toa People at end) and garrote and having the same spells as a 7th level cleric with a party of that ilk, except that as a Second Level spell he will have **hold person** rather than **speak with animals**, and **tongues** rather than **protection** as his Fourth Level spell.
- 12 slave bearers with miscellaneous gear and equipment (who can also be eaten if the need arises)

They make all saving throws at +4, except against poison, which is at +2.

Treasure: Each Svirkneblin (Deep Gnome) will carry 4-20 base value 10 g.p. gems.



ENCOUNTER AREA W27

Use **encounter piece IV** for the crossing of the Svartjet River. The surface is very smooth here, as the channel is over 80' deep. On the far bank, in the cove shown, is moored an 8' x 14' barge with a sculling oar. This barge is operated by a Kuo-Toan of great size and strength (18/00)-a rogue **monitor** (AC 0, 90 hit points)-with 18 dexterity. He is quite chaotic and a bit insane. He is 13th level for purposes of attack and saving throws. He moves at normal monitor speed (18") and attacks 4 times per round (2 x 4-10, 2 x 2-5 biting), always to kill. Thoopshib may be unbalanced, but he is very sly. Normally, any creature acquainted with his service will whistle or call for service, pay a fee of 1 p.p. (or its equivalent), and be ferried across. The solitary Kuo-Toan does not care who or what he transports. If the barge is threatened or attacked, he will leap into the Svartjet and summon his only companion, a giant gar over 30' long with AC 2 and 65 hit points. It stays just upstream from the crossing area, and if it is urged on by Thoopshib, it has a 15%/round chance of upsetting the barge. The gar will bite for 7-28 h.p. of damage 80% of the time anyone is in the water there, 25% if 'walking on the water, and only 10% if levitating or flying up to 20' above the water.

Hit Dice: These creatures have the following hit points:

Level	Number of Hit Dice	(Hit Points For)	
		Males	Females
2	2	12	10
3	3	18	15
4	4	28	24
5	5	35	30
6	6	42	36
7	7	56	49
8	8	64	56
9	9	72	-
10	10	90	-
11	11	99	-
12	12	120	-

Treasure: Each Kuo-Toan will have 1-6 e.p., g.p., and p.p. per level. Those above 5th level will have 1 base value 100 g.p. pearl per level above the 5th. Those above 8th will have 1 pearl of 500 g.p. base value per level above the 8th in addition to the other pearls.

Deep Gnomes: These relatives of common gnomes are reclusive creatures of neutral (with good tendencies) alignment. Full details are given in a separate section at the end of this module. Those encountered will be:

- 2-5 3rd level fighters (H.P.: 20 each; AC 2) armed with (non-magical) +1 dagger, +1 military pick, 7 +1 darts (1-4 h.p. damage, poison gas stuns/slow, 40' range) which they can lose at 2 per round
- 1-2 4th level fighters (H.P.: 25 each; AC 1) armed as above but having in addition 3 acid-filled darts (2-8 h.p. damage and destroy 3" diameter of armor where hit occurred).
- 1 5th level fighter (H.P.: 30, AC 0) armed as are 4th level fighters, but with a +2 military pick.

Note: Deep Gnomes are 20% magic resistant, plus an extra 5% per level over 3rd, i.e. 25% of 4th, 30% of 5th etc. Each is able to employ the following illusionist-like spells once each per day: **blindness**, **blur**, **change self**. Each radiates **non-detection** continually. They immediately see any illusion or phantasm.

The noise of the river will mask normal sounds from the hearing of the Kuo-Toan, but bright light in the cavern will certainly attract his attention. He will come forth and offer in the common speech of the underworld to take the party across for the proper fee each. Each time he repeats this offer (and it will not be understood by the party without magical aid or an interpreter), he has a 100% cumulative chance of going berserk and attacking. When Thoopshib sculls the barge, it will take him only 6 rounds to travel directly across to moor the barge in the opposite bank cove. If others scull the craft, it will take twice that long, they will move diagonally downstream, and there will be no possibility of mooring the barge, so it will be carried off downstream by the current after disembarkation. If he is somehow forced to take a party across, Thoopshib will leap into the Svartjet in midstream, taking the sculling oar with him, and seek his giant gar friend. The barge will be carried downstream at a rate of 9 miles per hour. There is 70% chance that the vessel will ground at hex B24, but failing that it will continue at an average speed of 5 miles per hour all the way to the Sunless Sea. Travel upriver in the barge is impossible. It is not possible to walk along the riverside.

One of the side caves serves Thoopshib as a home. He has a large pile of dried seaweed to sleep on, various shell and stone containers and utensils, and odds and ends of worthless gear are about the place. He has found a natural pot in the floor, however, and a stalagmite thrust into the mouth of this opening appears to be quite natural. Beneath this stopper he has sequestered: 1,420 g.p., 691 p.p., 77 10 g.p. value gems, 2 **extra-healing** potions, a black metal medallion with a spider relief on 1 side and the head of a female Drow on the other, a **poisonous cloak**, and a gold sphere (a 9 hit dice **fireball** from a **necklace of missiles**).

ENCOUNTER AREA A231

Use **encounter piece V** when this area is reached. Describe the multitude of openings available to the party, and indicate that this area is faintly lit by the glowing lichens and phosphorescent streaks of mineral in the walls of the passageway. They will **not** see any creatures or hear any noise, but there are 8 Deep Gnomes (as described previously under random encounters) watching them from hiding. If the party stops and searches the area — or calls out in friendly terms — the Svirfnebli leader will show himself and offer the peace sign, recognizing the party as creatures from the upper world. He will converse in sign language, or speak normally if some magical means of communication/understanding is available. If the adventurers offer not fewer than 1 100 g.p. gem per Deep Gnome, and agree to going "halfies" on any others taken, the Svirfnebli will certainly agree to accompany the party to the shrine cavern.

The Deep Gnomes hate the Kuo-Toa People as much as they despise the Drow, and this group has spied upon the shrine, for they are prospecting in the area. As they have just taken the last gems from a vein here, they are willing to get others from their enemies. Naturally, the small fighters know the passages well, and they have small secret passages which allow them to spy upon the shrine from high on the walls or from above.

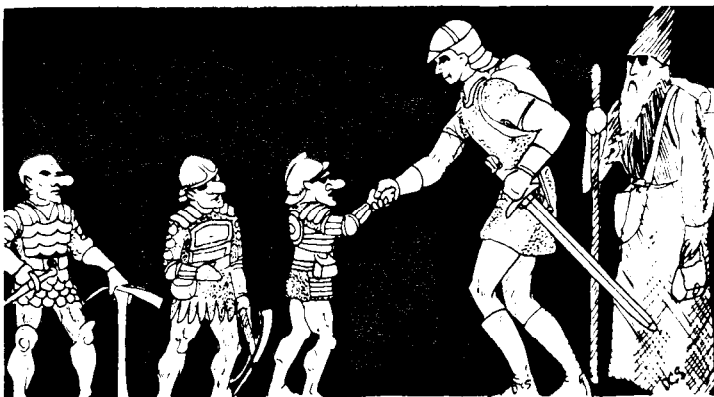
The Deep Gnome leader is Trosli Garnetgetter, of a very respected family. He has an ability normally possible only to Deep Gnomes of higher level; that is, he is able to call a creature from the Elemental Plane of Earth once per day to serve or otherwise aid him, but this Trosli is loath to do, for he must pay the elemental creature in fine gems. The creature answering the call is determined at random using the following table:

Die Roll	Result
1	24 hit dice earth elemental
2-7	16 hit dice earth elemental
8-12	12 hit dice earth elemental
13-16	8 hit dice earth elemental
17-19	xorn
20	summons fails

Each of these Svirfnebli has a small tablet compounded of special minerals which restores 4 hit points of damage, while their leader has a full dozen extra of these curatives. Trosli Garnetgetter also has a pouch containing 6 large stones which shatter and release an obscuring gas (15' diameter cloud, 10' high) when smashed by hurling against a hard surface, as well as 4 yellowish rocks which release poison gas in a similar cloud when smashed.

Each of these Deep Gnomes has double the number of gems usual to their kind, i.e. 10-40 base 10 g.p. gems.

Remember that each of these characters radiates **non-detection**, and is able to use **blind**, **blur**, and **change self** (as illusionist spells of the same name) once per day.



KEY TO THE SHRINE OF THE KUO-TOA PEOPLE

Wandering Monsters:

Encounter occurs 1 in 12, check each turn:

Western Half	Eastern Half
1. Drow merchants, small train	1. Kuo-Toan pilgrims
2. Kuo-Toan guards'	2. Kuo-Toan priests
3. Drow merchants, large train	3. Kuo-Toan monitor
4. Kuo-Toan monitor	4. Kuo-Toan pilgrims
5. Drow merchants, medium train	5. Kuo-Toan guards*
6. Kuo-Toan pilgrims	6. Kuo-Toan pilgrims
7. Kuo-Toan priests	
8. Drow merchants, small train	

*guard parties are composed exactly as noted in 5. below

A **KUO-TOAN PILGRIM APARTMENT**: From 3-6 of the Kuo-Toa will be found in each such apartment. If 5 or 6 are indicated, 1 is female. All are simple 2nd level creatures and unarmed. The sparsely furnished chamber will have mounds of seaweed on wooden sleeping pallets, a rough bench, a small table and several stools. Walls are about 1.5' thick, doors are of (precious here) wood with iron bindings. Each pilgrim will have 2-8 e.p. and p.p. each.

B **BARRACKS**: Each barracks chamber holds the number of troops shown in parentheses after the **B**. These are special shrine guards with 12 hit points each, commanded by a "sergeant" of 4th level with 28 hit points. The arms used are:

- 50% with shield, dagger, and spear
- 50% with dagger, net, and spear
- leaders have dagger and harpoon

BF **BARRACKS, FEMALE**: These correspond to the barracks noted above, but the soldiers therein are female Kuo-Toans. Each of these 2 areas houses 16 females of 2nd level (H.P.: 10 each) armed with dagger and short bow. There are 2 3rd level (H.P.: 15) "sergeants" in command at each barracks, armed with shield, dagger, and spear.

C **COMMON ROOM**: These are areas specially set aside for pilgrims to meet, have meals, read, etc. There are a number of tables, benches and stools in each such room — 2-8 of each if a number is needed. There are words of praise to "Sea Mother" painted on the walls and religious tracts on tables. There will be from 1-8 pilgrims in a common room at any given time.

M **MONITOR POSITION**: The Kuo-Toan at these positions is an always alert monk-like fighter of 7th level (H.P.: 56) who guards the area and assures peace and tranquility for worshippers at the shrine. (See 27. below and the special section on the Kuo-Toa People for more information.)

W See room 33.

1. **ENTRANCE TO THE LOW CAVITY**: The party is met by a chilling scene when first they step far enough northwest to view the dimly lit space ahead. Greenish phosphorescence from lichens, coupled with a grayish luminosity from slug-like creatures as large as a man's fist which crawl everywhere (walls, ceilings, floors) give the area an undersea appearance, and a strange salt tang is in the air to enhance this impression. Directly to the north the adventurers will see a huge dark green creature, rather like a giant lobster-headed woman, with one pincer raised and the right extended ahead and open. This stone idol is detailed at 4. below. The walls and pavement of this place are well-made, but very worn. Obviously, this area is old. It feels alien and foreboding. The shape of the stones and the illumination of the area are wrong to any creatures from the upper world,

particularly warm-blooded ones. A glance left and right will reveal the archway to the west and the 20' wide, 40' high opening leading east.

As the group proceeds further into the area, they will note the stairs up to the west and the slits in the east wall of the entranceway. The bend of the eastern corridor will be noticed if the area is observed. Looking ahead, the adventurers will see that the space to the north is a great sunken area, and if they proceed closer they will observe it is an arena or pool filled with translucent green water and surrounded by 6 tiers of stone benches, the whole forming a square around a raised stone platform in the middle of the 25' deep depression (actually 30' deep with 5' of water in it). Northeast and northwest will be seen stone block walls with one arched entry on each side and many narrow (1' wide x 3' high) slits piercing them at about 20' above floor level. The whole area is quiet, but there is a definite feeling that there are other creatures about, hostile creatures, alien things.

At this point any intelligent creatures observing the party will ignore it. This is a place where traffic is not uncommon, and those entering are permitted to approach the shrine and make obeisance to Sea Mother, obtain the required "passes", and move on. (See 3. below.) The shrine community is organized only with respect to its guards and hierarchy, not its pilgrims or passersby.

2. RAMP AND STAIRS: The ramp leads to a flight of broad steps which give into the pool of water surrounding the idol. From this position it will be evident that the seats of the arena will hold about 2,000 creatures of approximately human size. The depth of water in the pool cannot be determined due to its translucent quality. The 20' tall idol atop the dais can be seen as stone. Although the rising tiers of the pyramid obstruct vision northward, it can be observed that there is some sort of opening in the northern wall of the place.

When the party descends to the place where the water meets the steps, they will have to measure with a pole of some sort, or actually enter the water, to find its depth. If the party stays on a direct route to 3., the steps leading up to the first tier of the pyramid, they will be safe, but there are dozens and dozens of leeches elsewhere in the pool, and these will attack any warm-blooded creature at a rate of 1-4 per 10' traveled. All are small for their kind, having only 1 hit die, but they are very hungry. Of course, the Kuo-Toans can pass amongst these creatures without being molested.

3. STEPS OF THE ZIGGURAT: If the group reaches this point they will be able to see low altar stones with shells upon them. There are 2 such containers on the first tier of the ziggurat, and other pairs on each successively higher altar. Each tier of the pyramid is 12' high, and the steps are steep. These steps must be ascended by all creatures passing through, so that homage can be paid to the goddess, an offering paid, and passage continued elsewhere. Groups coming in from other tunnels are held in waiting areas while appointed representatives perform the necessary obeisance.

First Altar: This block of white stone tined with green splotches is relatively small (2'x2'x4' long) and has 2 ordinary-looking basin-sized sea shells atop it. On the left is one filled with 337 gold pieces; on the right is a shell filled with fresh water and snail shells. (Pay 1 g.p. per person – excluding slaves and lowly servants, of course – and take a snail shell pass for each, and present them to the guards as usual.)

Second Altar: This stone block is blue and twice as large as the one below it. It holds 2 beautiful shells with silver chasing upon their edges and ridges. Upon the left the shell

basin is filled with brackish water and crab claws; the one on the right contains 71 p.p. and 18 gems of 10 g.p. value each. Worshippers of the Kuo-Toan goddess go here and pay for a crab claw pass. The guards will accord friendly treatment and escort for 1 mile to such persons, but they must know the secret sign/counter-sign of worshippers of Sea Mother (fore- and middle fingers raised in a "V" as the claw of Sea Mother, the same sign from the left, with fingers pointing ahead as the counter), with the utterance of Sea Mother's true name (Blibdoolpoolp, pronounced Blibbb - doool - poolpp).

Third Altar: This green stone is 3' x 3x 6' long and holds two gold inlaid shells with insides of mother of pearl. The shell on the left holds salt water and live lobsters, the one on the right contains 24 base 100 g.p. gems and 16 pearls (base value 500 g.p.). Supplicants for a special favor from Sea Mother take a lobster to the pool at 15, and place it prayerfully there. Any other use of an offering is sacrilege! A gem or pearl is offered up when the lobster is take. Approach to the tier should only be made by means of the north ramp; if any other mode of approach is observed, the Kuo-Toans will regard the action as defilement of the shrine and react accordingly, i.e. a full-scale alarm and attack.

4. IDOL OF BLIBDOOLPOOLP, SEA MOTHER: Upon the summit of the ziggurat stands a malachite statue 20' tall. It appears to be a nude human female body, with articulated shell covering the shoulders, and a lobster head and claws in place of the expected human head and arms. The right claw is open and raised, the left is open and held out about 8' above the floor of the tier. The idol will not move or come to life, but it's possible to be **gated** to her on the Elemental Plane of Water. Blibdoolpoolp's name is carved into the base of the statue in Kuo-Toan characters. If the extended left claw is grasped while the individual stands upon the altar, and her name is pronounced correctly (Blibbb - doool - poolpp) the creature is immediately transported to deep waters of the plane where Sea Mother holds court. (If the individual cannot breathe water, he, she, or it is immediately in Blibdoolpoolp's debt for having the goddess save the individual from drowning by magic spell.) The individual coming before Sea Mother must offer the goddess from 10,000 to 60,000 g.p. value in pearls, or double that amount in gems, or risk the wrath of Blibdoolpoolp. She will grant a small favor to the individual making an offering, and then return the individual to the altar before her idol. Those without offerings are **geas-quested** not to harm or cause to be harmed or aid in the harming of any worshippers of Sea Mother. They must further contribute 60,000 g.p. value in gems to the shrine (or bring in a number of Drow whose combined levels equals 1/100th of the g.p. value for sacrifice – Blibdoolpoolp hates the Dark Elves, but cannot oppose their patroness and other helpers directly!). The individuals are then returned to the altar, with the ability to speak Kuo-Toan and marked secretly so that all the Kuo-Toa People will recognize one in the service of Blibdoolpoolp.

Note: From the upper tier of the ziggurat the guards at 5. can be distinguished.

5. GUARD POST: There is a squad of soldiers here, 8 2nd level (12 hit points each), with a 3rd and 4th level (H.P.: 18, 28) fighter in charge. 5 face to the north, 5 to the south. They are here to check and regain the tokens of homage to Sea Mother from those who pass through the shrine cavern. Those without passes are netted, subdued, and taken to location 9. (D) for incarceration and eventual sacrifice. If they are threatened, the soldiers here will alert location 6. ("Corporal of the guard, post number 5!"). The 2nd level troops are evenly divided between those with shield, dagger, and spear and dagger, net, and spear. The "sergeants" have dagger and harpoon.

6. **PALACE OF THE PRIEST-PRINCE:** The entire north wall at this location is taken up by the palace of the Kuo-Toan spiritual and temporal ruler, the Priest-Prince Va-Guulgh. Upon the steps of the palace are posted 6 2nd level soldiers (H.P.:12 each; armed as 5 above) with 2 "sergeants" (H.P.: 16, 26) of 3rd and 4th level exactly as 5 above. Also there is a 6th level fighter (H.P.: 42; armed with dagger and harpoon) who is official herald; this fighter also bears a shell horn upon which an alarm is blown if the area is under attack, and this alerts positions 5., 30., 32., and the barracks 60 immediately southwest. Other positions can hear the alarm, but it must be sounded a second time to alert all soldiers to come to the palace. If it is blown a third time, all Kuo-Toans in the shrine cavern will then come to battle with the enemy.

The ancient facade of the palace is carved from living rock. Upon it are pillars, and columns, hewn so as to give the place an imposing aura. Upon its walls are bas-relief figures of all sorts of sea creatures and Kuo-Toans carved so as to present the appearance of coming towards the entrance of the palace. Crab-like creatures with Kuo-Toan heads are carved into the stone near the doorway, the stony gaze of these weird sentinels appearing to fall upon all who ascend the steps.

7. **THRONE ROOM OF VA-GUULGH:** Immediately to the north of the arched entrance to the throne room is a low dais with a shell throne upon it. The throne is a strange chair carved of white coral set about with rare sea shells and sculptings in ornamental stone of octopi, crabs, eels, and fish. There are 32 base 100 g.p. pearls and 16 base 500 g.p. pearls set as eyes for these sculptures, and there are 4 figures of crabs fashioned from precious red coral (each of these is worth 6,000 g.p.) which can be pried from the settings of the throne. Flanking the throne are a pair of malachite statues 7' tall, each resting on a pedestal 3' high-copies of the idol of Sea Mother in the shrine area. They have no value and hide nothing. Each, however, radiates a faint dweomer, as Blibdoolpoolp uses them to view what happens in the chamber-50% chance that she will do so on any given turn.

The floor of the palace is of polished serpentine, and the 6 pillars in the chamber are carved of white marble in the form of water spouts. The whole place is alive with a shifting green luminosity from the glowing green and gold ceiling overhead.

The throne room is guarded by 6 cleric/assassins of 6th/6th level, one before each pillar. Each is armed with dagger, harpoon, and garrote. They will attack any intruder in the most effective manner. Their spells are:

First Level: cure light wounds, darkness, fear

Second Level: chant (3), detect charm (3), hold person, know alignment (3), resist fire (2), silence 15' radius (1)

Third Level: blindness, dispel magic

Each possesses the above listed spells, except those spells followed by a number, which are possessed by the number of cleric/assassins noted for those spells.

The eastern archway leads to a private audience chamber and council room. It has an upper balcony which extends along three sides of the place. There is a long stone table, a throne chair, and 6 smaller stone chairs in the center. There is nothing of value, although the wall murals of undersea scenes, inlaid in bits of colored stone, appear valuable to those not able to determine the worth of the minerals used to form them. In other respects this place is much the same as the throne room.

6. **PRIVATE WING:** The western wing of the palace is given over to the personal pool of Va-Guulgh, and it is here that he entertains honored and important guests. All the area is of green stone-serpentine, malachite and azurite, carved so that they go from green to blue in their upper parts. The waters of the pool are of translucent green, and here it is likely that the priest-prince will be desporting (unless an alarm has been sounded).

There are 2 4th level fighters, 1 to either side of the pool, who guard the ruler. Each has 26 hit points, but neither is armed. They will give warning of any intruder. Va-Guulgh wears only a harness with a dagger. He has 90 hit points, being a 10th/10th level cleric/assassin with the following spells available:

First Level: command, cure light wounds, detect magic, protection from evil, protection from good

Second Level: Hold person, resist fire, silence 15' radius, spiritual hammer

Third Level: continual darkness, dispel magic, prayer

Fourth Level: cause serious wounds, tongues

Fifth Level: plane shift, true seeing

If given the chance, Va-Guulgh will flee through the secret door to the west if threatened by powerful antagonists. Otherwise, he will attempt to seek safety in the bottom of the pool, where various fish, shellfish, crabs, turtles, and other creatures will obey his commands to obscure his movements and hinder the passage of any enemies. (There are several large clams which can hold a limb with a strength of 18/01. If this fails, he will either go down to the underlying rooms or fight to the death.)



Secret Room: This small area is known only to the ruler of the place. The door has an iron bar, and Va-Guulgh will use it to secure the door from any chasing him. He will then proceed to equip himself with a pair of **boots of speed**, a ring of **protection +3** (which has 6 charges for saving throw purposes before it is totally drained and useless), and a **trident of submission**. There is also a pouch of 20 500 g.p. base value pearls there, and he will attach this pouch to his harness. If the priest-prince conceives the situation to be hopeless, he will abandon the shrine entirely, making for the Svartjet or Pitchy with all haste to alert the main community of Kuo-Toa People of the dire events at the shrine. If the situation can be recovered, he will attempt to rally his troops and counterattack.

Lower Area: The stairs to the south lead westwards to a lower complex of rooms, each secured by a very thick wooden door with iron bindings. The 2 rooms to the south and east are those of the priest-prince. He has various items of furnishing there, including a couch, 4 chairs, 2 large tables, a small table, 2 benches, and a large cabinet in which are several special ceremonial robes embroidered with shells and sewn with seed pearls (value 3 x 1,000 g.p., 1,600 g.p., and 2,750 g.p. respectively). In the far chamber is a chest with his personal arms, a shield, a spear, and a **pincer staff**. In a secret compartment within a shell ewer of no particular value are hidden 3 pairs of rose quartz lenses (these cusps are of use to those who adventure in the Drow vault area, MODULE D3) and two brooch-like pins, one a pair of silver daggers inscribed **Everhaite**, the other an adamantite miniature of a mace with **Despana** written in Drowic runes thereon. The 6 small rooms (about 10' x 15') are the cells of the personal attendants of the ruler, the 6th/6th level cleric/assassins detailed above. Amongst their personal effects and a pallet of seaweed will be found 1-100 each of s.p., g.p., and p.p. plus 2-12 gems of 50 g.p. base value. The four rooms to the west and south are storage chambers for food, seaweed, and various worthless items. There are, however, 2 large casks of brandy which have no great value, but if they are sampled there is a 10% chance per individual drinking that too much will be imbibed, thus causing the individual to become noisy and clumsy (-2 on dexterity on all attacks).

9. **PASSAGE TO THE SLAVES' QUARTERS:** The worn stones along this tunnel indicate it has seen the passage of countless scores of feet. The Kuo-Toans keep their numerous slaves penned below. The stairs lead down into a guard room where 4 2nd level fighters (H.P.: 12 each) armed with dagger, net, and spear and a 4th level "sergeant" (H.P.: 26) armed with dagger and harpoon, and carrying the keys to all of the doors in the slave area, are on duty. This area, like those above, is well lit by underworld standards. All doors are of bronze and iron here. To the east and west of the guard room are 2 general slave barracks rooms of 20' x 70' size. The western room holds 3 gnolls, 1 half-arc, 2 hobgoblins, 2 lizardmen, 9 orcs and 6 trogs. The eastern chamber contains 2 dwarves, 3 Deep Gnomes, and 21 humans (one of whom is a 7th level paladin with 17S, 14I, 16W 17D, 17C, and 15CH-H.P.: 60). All slaves are fairly well acquainted with the normal parts of the shrine cavern, especially the orcs and Deep Gnomes. Freed slaves will happily kill Kuo-Toans; whether or not they will help liberators directly is a function of alignment and treatment as well as initial reaction.

The corridor north leads to a dozen small cells. In the first pair are 2 bugbears each, the next pair is empty, there are 2 trolls in the next two, and again 2 empty cells, then a Drow merchant of the puffball clan (with his clan pin hidden inside his boot and enameled tan brooch shaped like a puffball mushroom, useful in the next module, VAULT OF THE DROW) chained to the wall, and in the last cell is a pair of ghosts. Empty cells usually contain filthy seaweed bedding and some scattered and gnawed bones.

The large room to the west is a standard torture chamber, with the usual rack, iron boot, chains, irons, etc. The place at the far (north) end of the line of cells is a disused storage chamber, with a few barrels and crates of provisions in the forepart, and junk stuffed into the back. Behind this refuse is a concealed escape tunnel which leads north about 40' to a 60' deep sinkhole. The sinkhole gives onto a natural passageway which eventually ends in a shaft upwards into the secondary passage northwest (about a mile north of the shrine cavern).

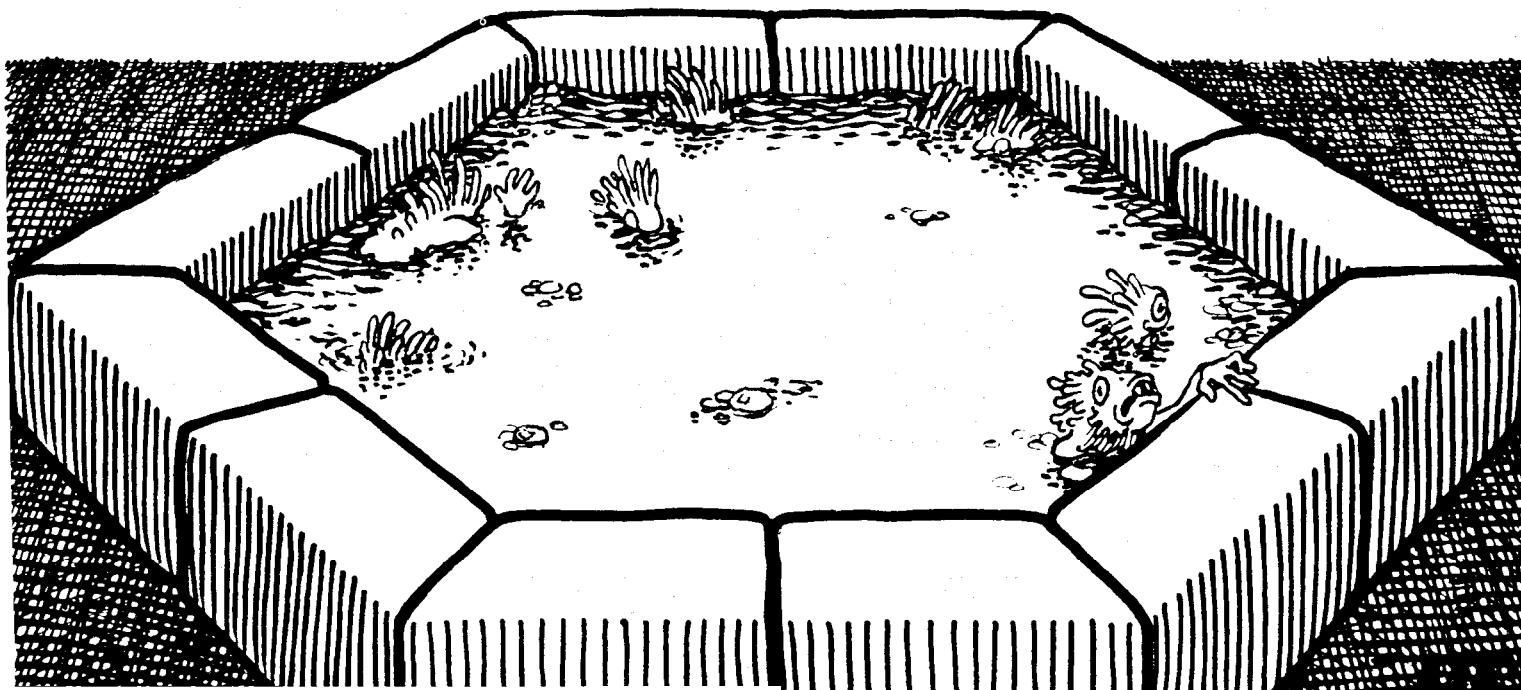
10. **MEDITATION ROOMS:** These chambers are provided for the use of pilgrims and regular inhabitants of the shrine area to read various writing pertaining to Sea Mother and her works. There are 4 stone tables, 2 stone benches, and 6 bone stools in each room. Besides short tracts, there are 27 scrolls and 16

books in each place, and these items are worth 1,000 g.p. and 2,500 g.p. respectively if brought to the upperworld and sold to a book dealer or religious college. In both of these rooms the party will note a tract-like sheet which contains writings in Elvish and in Kuo-Toan. The latter is a translation of an account of an Elf who escaped from the homeland of the Dark Elves. The fragment says:

"and these degenerate filth continue to consort with all manner of foul things and d((smeardestroys several words)) but this does not mean that they are particularly watchful for trespassers. Any wearing the cloak of sickening ((another smear here)) can move freely about, and the merchant clans and noble houses employ all sorts of servants and slaves who roam through the black and debauched City of ((smear)) -ng the brooches. Most of these abominations worship the disgusting creature they call "Mother of Lusts" and if I could only . . . ((the fragment ends here))

The Kuo-Toans use this to emphasize the badness of the Drow who do not worship Sea Mother.

11. **TRAINING ROOMS:** These chambers are for the training of assassins. There are dummies and charts of Kuo-Toans, Deep Gnomes, Drow, trog, humans, etc. A few common weapons are strewn about, but there is absolutely nothing of real value in either room.
12. **FIGHTING INSTRUCTION ROOMS:** Hung about the walls of this place are various daggers, spears, nets, shields and harpoons. It is here that the Kuo-Toan fighters practice to hone the edge of their weapon skills. All of the weaponry is quite normal. Floor area is clear for fighting. In the eastern room 2 5th level fighters (H.P.: 35 each) practice with net and spear versus shield and spear. In the other room are 4 troopers of 2nd level (H.P.: 12 each) trying net and spear versus the same and shield and spear versus the same.
13. **LIBRARY:** This chamber is the repository for countless works on clericism, fighting, assassination, arms, combat, and tactics. There are 1,786 various folios, scrolls, books, and collections in Kuo-Toan and Drowic of no more than 10-100 g.p. value if sold to a book dealer of the upper world. There are many shelves and pigeon-holes, racks and cabinets holding these works and single sheet folders as well. 4 small wooden desks, 4 chairs, a bench, and 2 long tables are in the room. There are 6 light globes suspended from the ceiling, each of which holds a phosphorescent liquid which gives a vellowish green light. If the chain of the 5th is pulled, let loose and then pulled down strongly, a secret compartment in the north central wall will open. Note that this small space cannot be detected by magical means other than **true seeing**, and it is lined with sheets of bronze and lead inside so as to prevent magical viewing or the radiation of magic from its contents. Inside this nook are stored a map of the shrine area (which does not show the secret doors and adits!) and a black iron box. The box is locked and **cursed** with a **plane shift** which will move the first creature touching it to the Elemental Plane of Fire unless the word **sloolbpah** is pronounced. Inside the box are a **Manual of Gainful Exercise**, a **Tome of Understanding**, and a **Grim Grimoire** (a nonesuch work which will cause the loss of 20,000 experience points from any reader except a thief or assassin—a thief gains or loses nothing, but an assassin will gain 1 level of experience from reading and pondering its contents for 1 month). As all of these works are scribed in Kuo-Toan, reading them might be troublesome. . .
14. **BREEDING POOL:** This is where the Kuo-Toan females lay their eggs, and the males then fertilize them with milt. The pool is about 42' deep in the center. There are presently 4 females and 11 males spawning. If they are disturbed, the females will not fight, but the 2nd level males will fight at double normal level and damage (H.P.: 24; 4-10 points of damage by biting). There is a jade idol of Sea Mother with pearl eyes (1,000 g.p. each) worth 19,000 at the exact center of the pool. It weighs 35 pounds.



15. **OFFERINGS POOL:** Devotees of Blibdoolpoolp bring their live lobster offerings to this place and toss them into its bluish green waters. (The diamond-shaped pool is ritually emptied by servants of the priest-prince who gains the benefit of the sacrifices as table fare.) There is a body of 10 soldiers here, 8 2nd level and 1 3rd and 1 4th level exactly the same as those at 5. There are in addition 4 archers (H.P.: 12 each), a pair at the mouths of the corridor north and that west, armed with dagger, short bow, and quiver of 20 arrows. These soldiers are alert, watching the area and 14. as well.
16. **FINGERLING POOLS:** The young of the Kuo-Toans are raised in these pools until they are about a year old and nearly 2' tall. (At this time their lungs are capable of breathing air, and they are brought out and taken to the main city for raising and training.) There are 315 tiny, 161 small, 43 medium, and 9 large fingerlings in these 20' deep pools. 4 female 2nd level fighters (H.P.: 10 each) armed with dagger, net, and spear guard the place.
17. **ROYAL SPAWNING POOL:** Only the ruler of the shrine area and his concubines (see 28. below) may use this pool. It is 40' deep and its bottom is strewn with 311 large base 100 g.p. gems. 4 female fighters of 4th level (H.P.: 24 each) are in pairs guarding the two arched entrances to the place, and another pair is stationed at the north. Each is armed with shield, dagger, and **paralysis spear** (a normal weapon with a one-time-only substance coating its head). Creatures failing to save versus poison are paralyzed until a **neutralize poison** spell is cast upon them. See also 19.
18. **ROYAL FINGERLING POOL:** There are 7 large fingerlings in the pool here, spawn of Va-Guulgh, swimming happily about in the greenish 20' depths of the water. Beside the pool are 2 platinum basins — 1' deep by 1½' diameter — in which food is brought to these creatures. The value of each basin in perfect condition is 5,800 g.p., half that if damaged. Metal weight is 10 pounds each. See also 19.
19. **GUARDROOM:** This chamber is furnished with 19 narrow pallets covered with dried seaweed and silk cloths. There are a small table and 2 benches also. This is the quarters of the female guards, and there are 4 in the place, with level, hit points, and arms exactly as those guards at 17. above.
20. **SERAGLIO:** The 6 concubines of the priest-prince dwell here. They are indolent and pampered, and they will not fight. Each has a couch, various personal effects, and the following jewelry: 1 5,000 g.p. value, 1 2,000 g.p. value, and 3 600 g.p. value. Also on the 3 tables about the place are 11 gold vessels worth 450 g.p. each and 14 silver ones valued at 75 g.p. each. The average weight of gold utensils is 15 pounds, that of silver dishes is the same. The walls are draped with gauzy green hangings of no value, but they hide the stone behind.
21. **COMMON POOL:** This large body of water is 80' deep at the middle point. The west entry point is only 4' deep. It is filled with various sorts of small fish and other water creatures. The Kuo-Toans come here to exercise and sometimes feed on these live fish as well. There will be 13 males and 3 females, all of 2nd level and without weapons, swimming here. They will viciously attack any warm-blooded creature entering the waters of this black pool.
22. **OFFICERS' QUARTERS:** These areas are furnished with the few stark items typical to Kuo-Toan existence — pallets for each individual, a few stools, small wooden tables, and pegs in the walls ready to accept harness or weapons.
- East Section:** Here the 10th level captain (H.P.: 90) is quartered. He has shield, 2 daggers, spear, and a harpoon at hand. His strength enables him to get +2 hit probability and +4 damage with any weapon he uses. He has 40 base 100 g.p. pearls sewn inside one of the harnesses ranging from a peg. His pouch contains 20 each s.p., g.p., and p.p.
- West Section:** There are 2 8th level lieutenants (H.P.: 64 each) quartered in this part of the area. Each is armed with dagger and has spear, net, and harpoon at hand, with shield hanging nearby. Each of these fighters has 10 each s.p., g.p., and p.p., plus 5 base 100 g.p. pearls.
23. **SERGEANTS QUARTERS:** 12 of these minor fighting leaders dwell in this chamber. They are 1 6th level, 2 5th, 4 4th, and 5 3rd (H.P.: 42, 2x35, 4x28, 5x18). Each has dagger and harpoon at hand, and shields, spears, and nets are hung on nearby wall pegs. Each fighter has 1 each s.p., g.p., and p.p. per level. There is a chest in the room which contains 120 sp., 200 g.p., and 78 p.p. There are 16 pallets, 2 benches, 4 stools and a long table also.
24. **QUARTERS OF VA-GUULGH'S FEMALE GUARDS:** There are 16 fighters of 4th level here (H.P.: 24 each). They are currently not on duty. Each has dagger, spear, and shield nearby. There are 24 pallets in the place, as the 8 guards of the royal area are quartered here when off duty. Each guard has her own stool, and there are 3 tables and 6 benches in the room. Each female carries 10 p.p. and 4 pearls of 100 g.p. base value on her person. The on-duty troops' wealth is hidden in their seaweed mattresses.

25. ARMORY: This large chamber has racks full of the following:

150 shields	250 shield glue applications
200 spears	30 nets
100 daggers	60 empty quivers
40 harpoons	40 soldier harnesses
60 short bows	1 container of paralysis poison (60 applications)
1000 arrows	

There are also some boxes with Drow weapons, but these are all so old and corroded as to be useless. There are 12 bucklers, 12 short swords, 14 daggers, and 6 hand crossbows with 28 bolts. (If these items are used they will break immediately upon any employment.)

26. STORAGE CHAMBER: This area is filled to overflowing with bales, boxes, crates, barrels, trunks, hogsheads, and kegs – stacked and piled all over, with only narrow paths between them. All of the contents are of small worth, being dried fish, seaweed, cheap cloth, fish skins and scales, shells, bone meal, carved bone items, and similar goods used in trade.

27. MONITORS' QUARTERS: There are a total of 12 monitors (see the section on Kuo-Toa People at the end of the module) in the shrine cavern. 6 are in various places elsewhere, 1 is just outside the chamber, and 5 are within. These 5 spend their off-duty hours practicing hand-to-hand fighting. Each monitor is 7th level, has 56 hit points, moves 18", is AC 1, and can attack 4 or 6 times per melee round – 4 times if attacking to **subdue**, with hand attacks at double value. Attack routine is hand/hand/bite, followed by opponent attack, and then a second routine of hand/hand/bite (no biting if subduing attacks). Damage from blows by hand is 2-8 hit points, biting doing 2-5 hit points. Typically only one or two opponents at a time will be fought, but a monitor can fight as many as 4 different foes simultaneously. The chamber has only 12 pallets in it, but the floor is covered with piles of dried seaweed here and there. Under one such pile is a loose stone concealing 60 base 50 g.p. gems. Each monitor carries a pouch with 20 p.p. in it.

28. SECRET PASSAGEWAY: This corridor leads to a very deep well (6' to water, then 50' deep). The well shaft leads to a circular conduit of 6' diameter. This pipe connects areas 14., 17., and 21. by secret entrances in each pool bottom. On the pool side these appear to be normal stone blocks, each about 2' square.

There is also a hidden trapdoor, its iron ring concealed under a small flagstone. The 2' square block is about 6 inches thick and very heavy. It opens to a small square shaft leading down by iron rungs 16' to a 5' wide passage to 29. Note the passage widens to 10' after 40' east.

29. SECRET SUNKEN CHAMBER: The passage into the room and the chamber itself are about 7' from floor to ceiling. Only the priest-prince knows of this place. It is a secret passed from ruler-to-ruler. The wealth of the shrine is stored here, wealth from decade upon decade of contribution and sacrifice to Sea Mother, as well as tax and trade monies. There are 7 large chests in the room, each of about 3' height by 3.5' depth, by 4.5' length. Each of these chests is described below, for some are cleverly trapped.

Chest #1: This bronze chest has an ancient lock. It is filled with 8,124 shells which are precious to Kuo-Toans but are otherwise valueless. MOVING THIS CHEST FROM THE STONE IT RESTS ON TRIGGERS THE MECHANISM WHICH CAUSES A 10' THICK STONE BLOCK TO SEAL OFF THE WHOLE ROOM.

Chest #2: This is a heavy wood and iron box with a great iron padlock on it. Inside are 48,912 g.p.

Chest #3: This is an iron chest with a secret catch lock. It holds 2,440 p.p., and a green silk altar cloth wrapping 3 gold service pieces set with pearls total value is 60,000 g.p., pearls only, 36,000 g.p.).

Chest #4: This bronze and iron chest has two iron bars attached by rings on the back side. When the lid is unlocked and lifted, the bars are depressed to trigger a 10' wide by 20' long trapdoor which swings down to drop all standing on it into a 70' deep pit. The last 10' of the pit are water filled, so only 1-8 h.p. of damage will be sustained, but any creature in armor will drown in 2 rounds unless able to escape by climbing (as a thief), **levitate**, fly, etc. The chest holds 5,320 sp., 2,100 e.p., 12 **water breathing** potions, a **helm of underwater vision**, and **gauntlets of swimming and climbing**.

Chest #5: This is an iron-bound wooden trunk which is not locked. Inside are 100 10 pound copper ingots. 20 of those at the bottom contain platinum (their weight will give them away, as they are 25 pounds each, although there is copper plating on the outside. There is also a small coral coffer worth 1,000 g.p. containing 188 g.p. base value gems resting atop the ingots.

Chest #6: This locked bronze chest is trapped identically to chest #1 (moving seals the chamber with a 10 thick stone block). It holds 12 pieces of jewelry worth 500 g.p. each, a bone tube with a scroll of 3 cleric spells (**lower water**, **true seeing**, **restoration**), and an icon of Bliidpoolpoolp set with 10 100 g.p. base value gems. The icon will automatically transport an creature touching it to stand before the goddess on the Elemental Plane of water if they fail to make their saving throw versus magic. This must be made each time the icon is put down and then touched again. Sea Mother will be angry at those looting her servant's treasure room . . .

Chest #7: This is a locked chest plated silver over iron. All of the seams and cracks of the chest are filled with silver solder also. The container is worth 3,000 g.p., and inside is a jeweled medallion worth 25,000 g.p., (15,000 in gems alone). Also trapped inside is a very powerful spectre (8 h.p. per die) which will attack anything which frees it from its hated imprisonment.

30. GUARD POST: Here 8 female soldiers (H.P.: 10 each) armed with dagger and short bow are on watch. They are commanded by 2 3rd level female fighters (H.P.: 15 each) armed with shield, dagger, and spear.

31. GUARD POST: There are 10 soldiers here, exactly conforming to those at position 5. (q.v.)

32. GUARD POST: In addition to 10 soldiers conforming to those at location 5., there are also 4 2nd level (H.P.: 10 each) female archers armed with dagger, short bow, and quiver of 20 arrows each.

33. QUARTERS OF THE "WHIPS": As the monitors enforce the social decorum of the shrine, the whips see that the religious-political order is kept. These spartan quarters are for the 6 3rd/3rd level fighter/assassins (H.P.: 18 each) who are enforcers of the order. There are only 6 pallets and 1 table with 2 benches in the place. The 3 apartments nearby (**Ws**) house 3 4th/4th level fighter/assassin whips (H.P.: 28 each). Each of these enforcers uses shield and long sword after throwing nets to entangle opponents. They also have garrotes in harness pouches. They act in concert on any occasion demanding it. Each whip has 2 each s.p., g.p., and

p.p. per each level, i.e. 6 or 8 of each coin. In addition, each has 1 base 100 g.p. gem per level hidden inside his harness. (See also 34.)

34. **CHAMBER OF THE CHIEF WHIP:** A dedicated fighter/assassin of 7th/7th level (H.P.: 56) is quartered here. He is Quolp-Ool, chief whip and confidant of the priest-prince. Although his room is as spartan as the others, Quolp-Ool has a small iron box hidden in the wall of the place, and inside it are 366 s.p., 291 g.p., and 98 p.p. Behind the box, and concealed by rock dust, is a small case made of rare shells. It contains a string of perfectly matched pearls (18,500 g.p. intact, 15,600 g.p. separated) and 12 base 100 g.p. gems. The chief whip wears an **invisibility** ring (for dealing with non-Kuo-Toans) Drow boots and +2 Drow short sword and +2 dagger. He also uses the usual Kuo-Toan shield, and a garrote is tucked into his harness. Quolp-Ool will rush to any disturbance in the place, armed and ready.
35. **LOCKED ROOM:** This second room of Quolp-Ool is closed by a heavy iron door, and he carries the only key to it. Inside is a noble Drow female, a 9th level fighter of the House of Noquar, Derinnil. She is held in durance vile by the chief whip, and is slated for formal torture soon, in order to find what plans the Drow have against the Kuo-Toan People, as well as to learn the current state of affairs amongst the Dark Elves' noble houses. The room is bare of furnishings, save a pile of dried sea weed. Derinnil is chained to the wall with short fetters. She will volunteer to aid and guide rescuers, but she will, of course, betray them at first opportunity. Carefully hidden in the lining of her left boot is her bronze brooch depicting the head of a nightmare, with a reverse inscription in Drowic, **Noquar**. Once freed of chains she can use each of the following spells (at 9th level) once per day: **dancing lights, darkness, faerie fire, clairaudience, detect lie, suggestion, dispel magic, detect magic, levitate, know alignment.** Derinnil has 16S, 16I, 13W, 18D, 15C, and 17Ch.

She does not fear death, but she will certainly do her utmost to avoid it if possible! She will not betray her house, nor will she compromise the safety of the Drow community, but anything else is fair game, so to speak.

FINAL NOTE TO DUNGEON MASTER

If you are using this module as a part of the whole campaign, be certain to keep a careful note of all that the party does. You can do this by writing on the margin of this booklet. Any opponents which escape attack by the party will give warning to their masters or fellows if possible — particularly Drow, Kuo-Toans, and their more intelligent servants. However, the chaotic nature of the Dark Elves precludes the chance of organized search for the party, so at best the Drow will be aware of intruders and more watchful and suspicious. The Kuo-Toans are not numerous enough to mount a major search effort.

If the party is moving on to the next module, cease play in this one as soon as they pass into one of the northern tunnels, and begin with the next package.

THIS ENDS THE SECOND SECTION OF THE DESCENT INTO THE DEPTHS, SHRINE OF THE KUO-TOA

Credits:

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ORIGINAL TOURNAMENT CHARACTERS—SPELL LISTS

Fonkin Hoddypeak	Beek Gwenders	Ycore Rixle	Fage the Kexy	Fnast Dringle
charm person, magic missile read magic, sleep	faerie fire (x2) ventriloquism	light, magic missile (x2), sleep,	cure light wounds (x2), light (x2)	charm person, light, magic missile (x2)
knock, phantasmal force, web		continual light, pyrotechnics, web	bless, find trap, hold person, silence 15' r	invisibility, pyrotechnics, web
fire ball, monster summoning I, slow		fire ball (x2) invisibility 10' r (x2)	continual light, remove curse, speak with dead	clairvoyance, fire ball, haste
ice storm, polymorph self		fear, ice storm, polymorph other	neutralize poison (x2)	charm monster, wall of ice
		cloudkill, rock to mud, teleport	death touch, raise dead	

DROW (Dark Elf)

FREQUENCY: Very Rare (at best)

NO. APPEARING: 5-50

ARMOR CLASS: 4 (and better)

MOVE: 12" (females 15")

HIT DICE: 2 (and better)

% IN LAIR: 0

TREASURE TYPE: Individuals: N (x5), Q(x2)

NO. OF ATTACKS: 1 or 2

DAMAGE/ATTACK: By weapon type

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 50% (and better)

INTELLIGENCE: Mean: Highly intelligent

ALIGNMENT: Chaotic Evil

SIZE: M

PSIONIC ABILITY: Unknown

Attack/Defense Modes: Unknown

Ages past, when the elvenfolk were but new to the face of the earth, their number was torn by discord, and those of better disposition drove from them those of the elves who were selfish and cruel. However, constant warfare between the two divisions of elvenkind continued, with the goodly ones ever victorious, until those of dark nature were forced to withdraw from the lands under the skies and seek safety in the realm of the underworld. Here, in lightless caverns and endless warrens of twisting passages and caves hung with icicles of stone, the Dark Elvenfolk, the Drow, found both refuge and comfort. Over the centuries they grew strong once again and schooled themselves in arcane arts. And if they were strong enough to face and defeat their former brethren in battle, the Drow no longer desired to walk upon the green lands under the sun and stars. They no longer desired a life in the upper world, being content with the gloomy fairyland beneath the earth that they had made their own. Yet they neither forgive nor forget, and above all else they bear enmity for all of their distant kin -elves and faeries - who drove them down and now dwell in the meadows and dells of the bright world. Though they are seldom if ever seen by any human or demi-human, the Drow still persist, and occasionally they enter lower dungeon levels and consort with other creatures in order to work out their schemes and inflict revenge upon those who inhabit the world above.

Description: Drow are black skinned and pale haired. They are slight of build and have delicate fingers and toes. Their features are somewhat sharp and ears are pointed and large, but this does not make them unhandsome. Their eyes are very large, being all iris and pupil. Male drow are of thin build, about 5' tall, have dead black skin and dead white hair, and the irises of their eyes are orange to orange-yellow. Females are slender and shapely, about 5.5' tall, and have glossy black skin and shining silvery hair. The eyes of female Drow are amber, though a few are said to possess irises of lambent violet.

The usual Drow fighting/traveling garb includes a pair of black boots and a hooded black cloak which comes to the ankles of the wearer. The boots are simply black **boots of elvenkind** manufactured by a different sort of material. The cloaks are woven of spider silk and some unknown fiber which combined with the silk makes them very strong, slippery, supple, and nearly impossible to detect in dungeon-like surroundings. Thus, in boots and cloaks the Drow are 75% undetectable unless they are moving/attacking within 20', the former in direct view of an observer. **Drow cloaks** are usually not harmed by blows from weapons, as they slide aside and do not tear easily, nor are they easily burned (+6 on saving throws versus all fire attacks). However, these garments are very difficult to tailor, and to be effective, the cloaks must neither be above the ankles nor dragging on the ground. Any alteration of a Drow cloak requires a saving throw of 76% or better. Less than this score indicates the material frays and will ravel away when worn, so the cloak is useless.

Drow wear a fine mesh armor of exquisite workmanship. It is an

alloy of steel containing adamantite, and even the lowliest fighters have in effect +1 chainmail, with higher level Drow having +2, +3, +4, or even +5 chainmail. Small bucklers are also used, shields of unusual shape, those of greater experience level and importance in the society having bucklers fashioned of adamantite so as to be +1 +2, or +3 value.

The extraordinary nature of the Dark Elves' armor and weaponry, their magic-like but non-magical pluses, is due only in part to the adamantite alloy from which they are fashioned. The value of this alloy is that when it is exposed to the strange radiation in the Drow homeland (see MODULE D3, VAULT OF THE DROW) for a period of a month, its magical bonuses come to the fore. If the item is kept from this radiation for more than a month, it loses the bonus and becomes merely a finely made item of normal sort.

Regardless of the number of Drow appearing, there will always be one higher level. Drow males are all 2nd level fighters. Some are as high as 7th level in fighting ability. Males are also magic-users, some as high as 12th level in fighting ability. Males are also magic-users, some as high as 12th level. The female Drow are also 2nd level fighters, some being as high as 9th level. Most Drow clerics are female, and no upper limit to their level of ability is known. No male Drow cleric is able to go beyond 4th level.

If more than 10 Drow are encountered there will be in addition a male who is a fighter/magic-user of at least 3rd level. If more than 20 are encountered, there will be a female fighter/cleric of at least 6th level clerical ability in addition to the male fighter/magic-user. If more than 30 Drow are encountered, 11 to 16 will be females, the leader will be a cleric/fighter of at least 8th/7th ability level, the male fighter/magic-user will be at least of 5th/4th ability level, and each will have an assistant of levels as previously shown for the type in smaller party sizes.

Somewhere deep beneath the earth there are rumored to be vast caverns which house whole cities of these creatures, cities of natural and carved stone and minerals, places of weird and fantastic beauty, metropolises of the Dark Elves which are filled with the precious metals and jewels delved from the very core of the earth. But these delicate crystalline cities are also said to be the haunt of such monsters as the dreaded mind flayer and other subterranean horrors. It is told that demons walk freely amongst the Drow, for the Dark Elves regard them as benefactors and friends and so actually consort with them gladly.

As described, all Drow move silently and with graceful quickness, even wearing their black mesh of armor. Each Drow carries a small amount of personal wealth in a soft leather bag worn around the neck beneath his or her mail. In addition, they arm themselves with long dagger and short sword of adamantite alloy (+1 to as high as +3 or +4 borne by noblefolk), 50% or more carry small crossbows which are held in one hand (6" range light crossbow) and shoot darts coated with a poison which makes the victim unconscious. Save is at -4. They inflict 1 to 3 hit points of damage in addition. Some few Drow also carry adamantite maces (+1 to +5) and/or small javelins (also poisoned) with atlats (9" range, +3/+2/+1 to hit at short/medium/long range).

Drow have superior infravision of the 12" range variety, move with silence and blend into shadows with 75% likelihood of success. Thus, they are 75% likely to surprise opponents. The Drow are only 12.5% (1 in 8) likely to be surprised by opponents. They are also both intelligent and highly coordinated, being able to use either or both hands/arms for attack and defense. They make saving throws versus all forms of magic (clerical included) spells, whether from the caster or from some device, at +2. Drow magic resistance increases by 2% for each level of experience they have, with multi-classed individuals gaining this bonus for but one of their classes (the highest). Thus, a 7th level Drow is 64% resistant to any magic, and he or she will save at +2 against any magic which does affect him or her.

Because the Drow have dwelled so long in the dark labyrinthine places under the surface of the earth, they dislike bright light. They will not venture forth into daylight except on the cloudiest,

gloomiest days. If within the radius of a **light** or **continual light** spell the Dark Elves are 90% likely to be seen, they lose 2 from their dexterity, and all attacks made are at -2 on "to hit" dice rolls - +2 on saving throws against such attacks as applicable. If they are attacking targets inside the radius of **light** or **continual light** spells, the bright illumination causes them to suffer a "to hit" dice penalty of -1, and the converse +1 on saving throws against such attacks is awarded to the target creatures. If bright light exists, it is 75% likely that the Drow will retire from the situation because of the illumination, unless such retreat imperils one of their number or would otherwise be harmful to their desired ends or expose some important feature to the light-bringing intruders. In any event, such light sources as torches, lanterns, magic weapons, fire beetle essence, or **faerie fire** do not adversely affect the Dark Elves' performance.

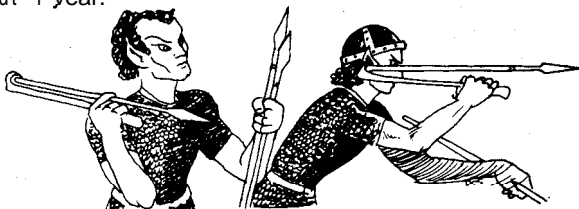
Drow are able to speak common tongue, gnome, elven, and their own language in addition to the other tongues which their level of intelligence allows. Many know the languages of the various races of creatures which speak and dwell underground. All of the Dark Elves also have a silent **language** composed of hand movements, and this means of communication is capable of conveying virtually any information. When Drow are within 30' or less of each other, they also use facial and body expression, movement, and posture. These latter alone are capable of conveying considerable information, and when coupled with hand/finger movements the whole is as erudite as any spoke speech.

All the Dark Elves can use the following spells once per day: **dancing lights**, **faerie fire**, **darkness**. Those above 4th level are able to **detect magic**, **know alignment**, and **levitate** once per day. Drow females can use the following spells once per day: **clairvoyance**, **detect lie**, **suggestion dispel magic**. Drow have powers which are the same as dwarves with respect to stone and things underground. They also detect hidden or secret doors as elves do.

Drow abilities are determined as follows: Strength: 8 + 1-6 (6 + 1-4 for males), Intelligence 12 + 1-6 (10 + 1-8 for males), Wisdom 8 + 1-10 (8 + 1-4 for males), Dexterity 12 + 2-8, Constitution 4-16; Charisma 10 + 1-8 (8 + 1-8 for males).

Special Note Regarding Drow Cloaks, Armor, and Weapons: All of these items have special properties, although none of them radiate any magic. The items are made under the conditions particular to the strange homeland of the Drow, for this place has unknown radiations which impart special properties to these cloaks, armor and weapons. When such items are exposed to direct sunlight a rotting process sets in. The process is absolutely irreversible, and within 2 weeks cloaks will fall to shreds, while armor and weapons become pitted and unusable. If items are not exposed to sunlight, they will retain their magical properties for 31-50 days before losing them, and if they are exposed to the radiation of the Drow homeland 30 or so days, they will remain potent. Items not spoiled by sunlight will eventually lose their special properties if not exposed to the special radiation, but they will remain serviceable as normal cloaks, armor, shields, swords, maces, etc.

Drow sleep poison decays instantly in sunlight. Its power is lost after about 60 days in any event, and the coating on the small bolts and javelins must be periodically renewed with fresh applications of the fungoid substance. The Dark Elves will often have small barrels filled with several packets of this poison, each sealed to insure the poisonous substance remains fresh for about 1 year.



JERMLAINE

FREQUENCY: Uncommon

NO. APPEARING: 12-48

ARMOR CLASS: 7

MOVE: 15"

HIT DICE: 1-4 hit points

% IN LAIR: **Special**

TREASURE TYPE: Per 10 individuals, 0, Q; C, Q (x5), S, T in lair

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-2 or 1-4

SPECIAL ATTACKS: See **below**

SPECIAL DEFENSES: See below

MAGICAL RESISTANCE: See below

INTELLIGENCE: Average (with Genius level **cunning**)

ALIGNMENT: Neutral evil (with slight lawful tendency)

SIZE: S (1' + tall)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

Jermlaine, or **jinxkins**, sometimes known as **bane-midges**, dwell in elaborate tunnel and den warrens beneath the ground -often very deep beneath the surface. As they mix freely with rats of all sorts, even the giant variety, they are often (75%) found in company with such rodents and are 50%likely to be sharing an integrated system of burrows, tunnels, and holes. (If jermlaine are encountered, a percentile dice roll of 01-75 indicates that rats (25%) or giant rats (50%)are with them. If the jermlaine are in their lair, it is 50%probable that there will be connecting rat tunnels.) This cohabitation extends to all forms of mutual co-operation and defense.

These evil runts are cowardly and will attack only when it seems probable that they can overwhelm victims without serious opposition. Jinxkins thus waylay weakened and wounded parties or single individuals who are unwary, asleep, etc. While strong groups or alert adventurers will not be physically attacked, jermlaine bands will certainly seek to cause them harm and otherwise injure them out of sheer maliciousness. This injury to the adventurers brings both material gain to the jermlaine and the possibility of the eventual gain of new victims. (Attack methods of these vicious midgets are explained later.)

Jermlaine are very fast, moving with a scuttling gait, very quiet, and are masters of remaining unseen. On occasion, if a party or individual **suddenly** becomes still and listens carefully, their movement or twittering, squeaking speech can be detected.

It is 60%probable that bane-midges will be within **60'** of their lair at any time they are encountered, but the tunnels which give access to such places are twisting mazes, and passage is

impossible for any creature larger than a gnome — even the latter having to creep and crawl to get through, and of course this exposes the intruder to attack.

Jermlaine typically arm themselves with needle-sharp darts which they can hurl up to 12' and which cause 1-2 hit points of damage. In addition to a dart, each *minimus* carries a pike-like weapon—a 1.5' long wand of supple wood with a sharp metal tip. This instrument is used as a spear or pike to inflict 1-4 hit points of damage. Their favored attack method is ambush with pit or net, however, taking victims alive. In little-used passages, these nasty creatures will laboriously prepare pits covered by camouflaged trapdoors, or string overhead nets entwined with silk from the webs of giant spiders, and lay in wait for passing prey. In more travelled ways, *jermlaine* will stretch thin but strong cords (often woven of human hair) to trip the unwary. Victims not stunned by the trap are pummeled senseless by bane-midges wielding leathern clubs filled with sand or lead pellets, while others entwine the prone creatures with ropes and cords. Note that beating with the clubs has a 2% per blow cumulative chance to knock the victim unconscious, but those protected by splint, banded, or plate mail will not be attacked. Well-armored victims who cannot be bound fast will be attacked to kill—possibly with flaming oil missiles or acid. Some victims will be devoured by the *jermlaine* (or their rat friends), but most humans will be stripped naked, shaved, and hauled out of the *jinxkins'* lair to lay trussed and helpless in the passageway. The *jermlaine* will usually watch such victims from a safe height, awaiting the “fun” of seeing some passing monster come and devour the bound victims.

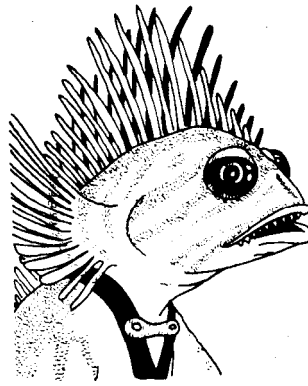
If alert creatures should happen to pause near a hidden group of *jermlaine*, the spiteful things will steal forth and cut belts and straps, packs and seams—typically one such vandalistic act per *jinxkin*, for they act with haste in order to escape unnoticed and unharmed. Their vandalism will usually be noticed only 1-12 turns later, when a weakened strap parts, a seam opens fully, etc. Worse still, if packs and other goods are placed out where *jinxkins* can reach them, these monstrous atomies will pollute the water, sour the wine and turn it to vinegar, spoil food, desecrate holy water, steal small items (gems, coins, garlic buds, herbs, etc.), wedge daggers or swords so that they are difficult to draw quickly, cut bow strings, blunt arrows, puncture oil flasks, and so on. If more than 35 of these creatures are encountered, there will be one very old and exceptionally evil one who has a very wicked power; this individual bane-midge will be able to drain all magical properties from any magical item (except an artifact or relic) which he can handle for 1-4 rounds.

The gray-brown warty hide of *jermlaine* blends with earth and stone, and they always dress in scraps and rags of the same coloration so they can remain concealed from view. Coupled with their ability to move quietly, the *jinxkins* are likely to surprise opponents on a 1-5 out of 6, and they are 75% undetectable if looked for or listened for unless the action is done suddenly so as to catch them off guard.

Although they have weak eyes, and their infravision extends only 30', *jermlaine* have keen hearing and smell, so even invisible creatures are 50% likely to be detected by them under normal dungeon conditions.

Jermlaine speak their own tongue, their alignment language, and can converse with rats of all sorts. 1 in 10 can speak the common tongue, and the same probability exists with respect to the language of dwarves, gnomes, goblins, and orcs.

Description: *Jinxkins* look as if they were diminutive humans wearing baggy clothing and ill-fitted leather helmets. Closer inspection will show that the baggy “garments” are actually the creatures' lumpy and many-folded skins, while the “head gear” are in reality the pointed and evilly-visaged heads—all leathery and smooth. The limbs of these creatures are knotty and bowed, with hands and feet tipped with thick nails which are always filthy but nimble.



KUO-TOA

FREQUENCY: Very rare
NO. APPEARING: 2-24 (40-400)
ARMOR CLASS: 4
MOVE: 9”/18”
HIT DICE: 2
% IN LAIR: See below
TREASURE TYPE: Individuals L, M, N; Z in lair
NO. OF ATTACKS: 1 or 2
DAMAGE/ATTACK: By weapon type and/or 2-5
SPECIAL ATTACKS: See **below**
SPECIAL DEFENSES: See **below**
MAGIC RESISTANCE: See **below**
INTELLIGENCE: High and up
ALIGNMENT: Neutral evil (chaotic tendencies)
SIZE: M (higher levels to L)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

The ancient Kuo-Toa People once inhabited the shores and islands of the upper world. As the race of mankind and its associate species grew more and more numerous and powerful, the **men-fish** were slowly driven to remote regions. Continual warfare upon these evil, human-sacrificing creatures threatened to totally exterminate the species, for a number of powerful beings were aiding their sworn enemies, mankind. Some Kuo-Toans sought refuge in sea caverns and secret subterranean waters, and while their fellows above were being slaughtered, these few prospered and developed new characteristics to match their lightless habitats. However, the seas contained other fierce and evil creatures with designs of their own, and the deep-dwelling Kuo-Toans were eventually wiped out, leaving only those in the underworld to carry on. These survivors were unknown to men, and mankind eventually forgot the **men-fish** entirely. Even the word **goggler**, a term used derisively for their ichthyoid foes, lost its meaning. But the Kuo-Toa People remaining in their underworld places did not allow memory of the past to lapse, and woe to the hapless human who falls into the slimy clutches of the Kuo-Toans!

Now the Kuo-Toa People are haters of sunlight and are almost never encountered on the surface of the earth. This, and their inborn hatred of discipline, prevent the resurgence of these creatures, for they have become numerous once again and have gained new powers. However, they have also become somewhat unstable, and insanity is not uncommon amongst the species.

The Kuo-Toans sometimes are encountered in small groups journeying in the upper world to kidnap humans for slaves and sacrifice. Such parties are also found occasionally in the dungeon labyrinths which connect to the extensive system of underworld passages and caverns which honeycombs the crust of the earth. Only far below the surface will the intrepid explorer find the natural caverns and spaces hewn from living rock over the ages in which the Kuo-Toa People build their underground communities.

These creatures normally travel in well-armed bands. If more than 20 Kuo-Toans are encountered, it is 50% likely that they will be within 1-6 miles of their lair. For every 4 normal warriors in an encountered band there will be an additional fighter of 3rd or 4th level. For every 8 normal fighters encountered there will be an additional fighter of 5th or 6th level. For every 12 in the group there will be a cleric/assassin of equal levels, either 4th/4th, 5th/5th, 6th/6th, or 7th/7th (d4 + 3 for level determination). If more than 20 normal (2nd level) fighters are in the group, it will be a **war party**, i.e. a full-scale raiding/fighting detachment. A **war party** will include:

- 1 10th level fighter as "captain"
- 2 8th level fighters as "lieutenants"
- 4 3rd/3rd level fighter/assassin "whips"
- 1 **monitor** (see hereafter)
- 1 slave per 4 Kuo-Toans

The "whips" are fantastical devotees of the Sea Mother goddess of the Kuo-Toans. They incite the troops to stand firm and fight without quarter for the glory of their ruler and their deity.

If a Kuo-Toan lair is found, it will contain 40-400 2nd level males. In addition, there will be higher level fighters in the same ratio as noted above for outside groups, war parties, and:

- 1 priest-king of 12th/12th level, a cleric/assassin, if 350 or more normal Kuo-Toans are indicated, or
- 1 priest-duke of 11th/11th level if 275-349 normal Kuo-Toans are indicated, or
- 1 priest-prince of 10th/10th level if fewer than 275 normal Kuo-Toans are indicated, and
- 8 "eyes" of the priest-king (or priest-duke, or priest-prince), 8th/8th (or 7th/7th or 6th/6th) level cleric/assassins
- 1 "chief whip", a 6th/6th fighter/assassin
- 2 "whips" of 4th/4th or 5th/5th level
- 1 **monitor** per 20 2nd level male Kuo-Toans

females equal to 20% of the male population

young (non-combatant) equal to 20% of the total Kuo-Toans

slaves equal to 50% of the total population of males

In special religious areas there will also be a number of Kuo-Toan clerics. For every 20 individuals in the community there will be a 3rd level cleric, for every 40 there will be a 4th level cleric, for every 80 there will be a 5th level cleric, all in addition to the other individuals. These clerics will be headed by:

- 1 6th level cleric if the group is 160 or fewer, or 7th level and 1 6th level if the group is between 161 and 240 or
- 1 8th level, 1 7th level, and 1 6th level if the group numbers between 241 and 320, or
- 1 9th level, and 3 6th level if the group is between 321 and 400, or
- 1 10th level, 2 8th level, and 4 6th level if the group numbers in excess of 400.

It is 50% probable that any Kuo-Toan cleric above 6th level will be armed with a **pincer staff**. This is a 5' long pole topped by a 3' long "claw". It corresponds to a medieval **man-catcher**, and if the user scores a hit, the claw end has closed upon the opponent, making it impossible for the trapped individual to get free. (Naturally, this weapon can be employed only versus creatures of a girth about that of a small to large human, i.e. elf-gnoll sized). It is 10% probable that both arms will be pinned by the claw, 40% probable that one arm will be (75% probability for left arm — assuming the victim is right handed). Trapped opponents lose all shield and dexterity protections, and nearby Kuo-Toans will always strike at such individuals.

Kuo-Toans spawn as do fish, and hatchlings are raised in pools until their amphibian qualities develop about 1 year after hatching. The now 2' (or so) high young are then able to breathe air, and they are raised in gens according to their sex and fitness.

A list of typical slave-types is given hereafter.

The number of hit dice possessed by this hardy race is not indicative of their actual strength, as their breeding gives them exactly the same number of hit points per die, varying by level:

Level	Number of		Hit Points for	
	Hit Dice	Males	Females	
2	2	12	10	
3	3	18	15	
4	4	28	24	
5	5	35	30	
6	6	42	36	
7	7	56	49	
8	8	64	56	
9	9	72	—	
10	10	90	—	
11	11	99	—	
12	12	120	—	

Typical arms carried by Kuo-Toan fighters are:

- dagger, spear, and shield 40%
- dagger, spear, and weighted throwing net 30%
- dagger and harpoon* 10%
- dagger and short bow (half female population) 20%

*The harpoon is generally used only by higher level fighters. It is a wickedly barbed throwing weapon with a range of 30'. It inflicts 2-12 h.p. damage, exclusive of bonuses. Creatures struck must roll a saving throw of 13 or better (620) to avoid being snagged by the weapon. Creatures of man-size or less who are so caught will be jerked off their feet and stunned for 1-4 rounds. The harpooning Kuo-Toan will haul in his victim and slay with a killing dagger thrust, for the weapon is fastened to the hurler by a stout cord.

The shield employed by these creatures is fashioned of special boiled leather, and just before battle it is treated with a special glue which is very sticky. There is a 25% chance that any frontal attack upon a shield-bearing warrior will strike this glue and stick fast until the wielder is able to pull it free (same chance as the individual has of opening a dungeon door).

Kuo-Toans wear no clothing, only leather harnesses for their weapons and a small amount of personal gear, as any other garments would hinder their swimming. Their skin is tough, scarred, and very slimy. Coupled with their dexterity, it gives them a high natural armor class. Note that shields do not add to armor class; they are used as weapons.

Hit probability for these creatures is the same as a human of the same level, but males gain +1 "to hit" and on damage as a bonus due to their strength. This bonus applies only to weapons, not to their natural biting attack mode (which causes 2-5 h.p. damage). When fighting with dagger only, these creatures are also able to bite at an opponent.

When 2 or more Kuo-Toan clerics or cleric/assassins operate together by joining hands, they can generate a stroke of lightning. This bolt is very narrow, so that only the specific target victim will be affected unless some other creature gets into the 2' wide path

of the stroke due to mischance. The bolt of electricity causes 6 h.p. of damage per cleric or cleric/assassin to any creature struck — half that if the saving throw versus magic is made. The chance of generating such a stroke of lightning is 10% cumulative per Kuo-Toan involved. Each round that priests are acting in conjunction this possibility must be checked.

Special defenses of these creatures include their skin secretion which makes it 75% improbable to grapple, grasp, tie, or web a Kuo-Toan. Although their eyes are set on the sides of their heads, Kuo-Toans have excellent independent monocular vision, a very wide degree of field (180°), and they are able to detect movement even though a creature is normally invisible due to magic, astrally projected or ethereal. Thus, only complete motionlessness can avoid sight detection by a Kuo-Toan. They see into the infra-red and ultra-violet spectrums. Also, vibrations within 10' can be felt by these creatures, so they are surprised only on a 1 (d6).

The race of Kuo-Toa People are totally immune to poison, and they are not affected by paralysis. Spells which generally affect only humanoid-type creatures (**charm person, hold person, sleep**) have no effect on these creatures. Electrical attacks cause only half, or no, damage. A **magic missile** will cause only 1 h.p. of damage to a Kuo-Toan, and all forms of illusion are useless against them. However, Kuo-Toans hate bright light—such as from a **light** spell—and fight at -1 on “to hit” dice rolls when exposed to such illumination. They suffer full damage from all fire-based attacks, and saving throws against such attacks are at -2 on the dice.

Especially fit fingerlings, usually of noble spawning, are trained for the priesthood—as clerics, cleric/assassins, or as special celibate monks. The latter are **monitors** whose role it is to control the community members who become violent or go insane. The monitor is capable of attacking to subdue or to kill. A monitor has 56 hit points, attacks at 7th level, and has the following characteristics:

- twice normal movement rate
- surprised only on a 1 in 10
- armor class 1
- 6 attacks/round, 4 bare handed doing 2-6 h.p. of damage (double if attacking to subdue), 2 attacks with teeth (unless subduing) doing 2-5 hit points of damage, a hands/bite routine in the forepart of a round and the second in the last portion.

Subdued creatures cannot be larger than man-sized or slightly larger (up to about 6' tall/500 pounds). Subduing attacks cause only half actual damage, but when points scored equal the total for the creature it is rendered unconscious for 3-12 rounds.

The Kuo-Toa People do not generally co-operate from community to community, although they have special religious places in common. These places are usually used for inter-group trade, councils, and worship of Sea Mother, so they are open to all Kuo-Toans. These religious communities, as well as other Kuo-Toan settlements, are open to the Drow and their servants, for the Dark Elves provide useful goods and services as slave traders and merchants. But the Drow are both feared and hated by the Kuo-Toa People, so there are frequent kidnappings and minor skirmishes between the two peoples. The Illithids (mind flayers) are greatly hated by the Kuo-Toans and they and their allies are attacked on sight.

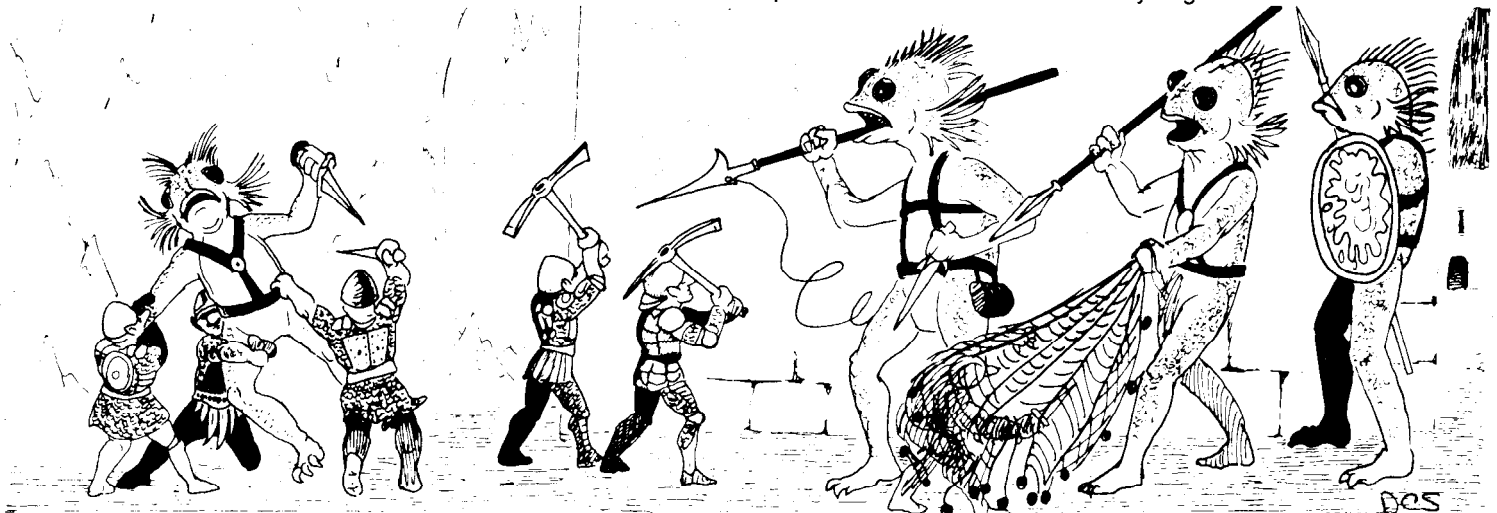
Slaves obtained by the Kuo-Toa are used for labor, food, and sacrifice. The composition of any slave group can be randomly determined (d20) by using the following table:

Die Roll	Race of Slave	Die Roll	Race of Slave
1	dwarf	6	half-arc
2	elf	9	hobgoblin
3	gnoll**	10-14	human
4-5	gnome (Deep Gnome)	15-16	lizardman
6	goblin	17-18	orc
7	half-elf	19-20	troglodyte

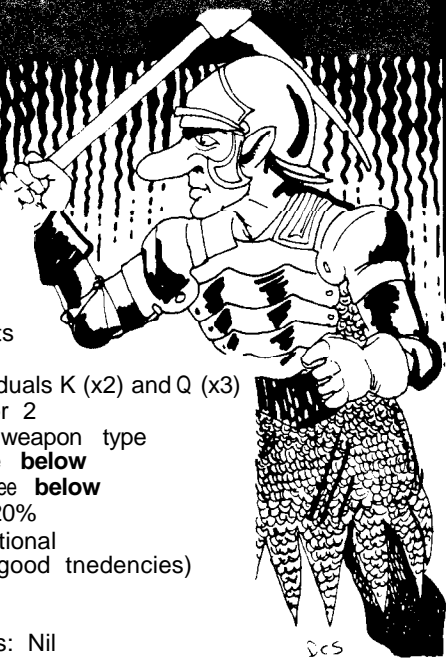
- 25% chance for bugbear rather than elf in community isolated from Drow
- *50% chance for Drow rather than gnoll if in community isolated from Drow

The Kuo-Toans speak the strange subterranean trade language common to most intelligent dwellers in the underworld. In addition, they speak their own arcane tongue and can communicate with most fish by empathic means. Their religious speech is a corruption of the language used on the Elemental Plane of Water, and if a cleric is near it is 75% improbable that any creature from this plane will attack Kuo-Toans, for the cleric will speak and request that they be spared in the name of the Sea Mother (Blibdoolpoolp).

Description: A Kuo-Toan presents a cold and horrid appearance. A typical specimen looks much as if a human body, albeit a paunchy one, had been covered with scales and topped with a fish's head squarely atop the shoulders. The huge fish eyes of the head tend to swivel in different directions when observing an area or creature. Hands and feet are very long, with three fingers and opposing digit, partially webbed. Legs and arms are short for the body size. Coloration is pale gray, with undertones of tan or yellow in males only, and the whole skin has a sheen from its slime covering. Color darkens when the individual is angry, or pales when the creature is badly frightened.



SVIRFNEBLIN



FREQUENCY: Very rare
 NO. APPEARING: 3-30
 ARMOR CLASS: 2
 MOVE: 9"
 HIT DICE: 3 +6 hit points
 % IN LAIR: 0
 TREASURE TYPE: Individuals K (x2) and Q (x3)
 NO. OF ATTACKS: 1 or 2
 DAMAGE/ATTACK: By weapon type
 SPECIAL ATTACKS: See **below**
 SPECIAL DEFENSES: See **below**
 MAGIC RESISTANCE: 20%
 INTELLIGENCE: Exceptional
 ALIGNMENT: Neutral (good tendencies)
 SIZE: S (about 3' tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil

Far beneath the surface of the earth dwell the Svirfnebli, the Deep Gnomes, a race related to the gnomes of the bright world. Small parties of these demi-humans roam here and there in the underworld mazes of small passageways, always in search of gem minerals. Their realm is in region unknown, but thought to consist of a closely connected series of vast caverns in which thousands of these diminutive creatures labor for their king. Only males have ever been seen, and those only in very deep places beneath the ground.

All of the race are doughty fighters. For every 4 normal Svirfnebli encountered, there will be an additional leader-type of 4th level (4 hit dice plus 7 hit points). If more than 20 normal Deep Gnomes are encountered, there will be an additional 6th level fighter (6 hit dice plus 9 hit points), a **burrow warden**, with 2 5th level Deep Gnome will have illusionist abilities of 5th, 6th, or 7th level.

Note that a Svirneblin of 6th level is 50% likely to be able to summon an earth elemental if the individual is not an illusionist as noted above. The type of earth elemental which can be summoned is found on this table (d20):

1	24 hit dice earth elemental
2-6	16 hit dice earth elemental
7-10	12 hit dice earth elemental
11-15	8 hit dice earth elemental
16-18	xorn
19-20	summoning fails

Elemental summoning can be attempted once per day. Summoned elementals must be paid in fine gems by the summoner, a commodity the deep gnomes are loath to give up.

In addition to the abilities given above, all the Svirfnebli have the following magical powers of illusionist nature: **blindness**, **blur**, **change self**. Each of these spell-like abilities can be used once per day by any Deep Gnomes. All of these creatures **always** radiate a **non-detection** identical to the spell of the same name (q.v.).

The Deep Gnomes wear leathern jacks sewn with rings of mithril steel alloy over fine chain mail shirts. They do not carry shields usually, as these devices would tend to hinder movement

through the narrow corridors favored by the Svirfnebli. For every level above 3rd, a Svirfneblin's armor class will improve by 1 place, i.e. a 4th level is AC 1 a 5th level is AC 0, and a 6th level is AC -1.

These gnomes are typically armed with a non-magical +1 dagger and non-magical +1 pick (horseman's pick for purposes of damage assessment). Each individual also carries a pouch of special darts, 7-10 hand-hurled missiles of about .75 size, with a 40' range, which inflict 1-3 hit points of damage. When one of these darts strikes it is constructed so as to compact and break a small glass bead containing a gas. Any creature struck on its front parts must save versus poison, or this puff of gas has reached the creature's system; it will be **stunned** on the next round and **slowed** for the 4 rounds following that. Deep Gnomes above 3rd level also carry 3-6 darts which have an acid which eats a .25" hole in armor protection in 1 round, or inflicts an additional 2-8 hit points of damage on non-protected targets (such as armor with holes, i.e. ring mail, chain mail, etc.). A Svirfneblin can hurl 2 darts in a single melee round.

Deep Gnomes fight as humans of the same level, but when hurling darts they add +2 to hit probability.

These small and fast-moving creatures are able to move very quietly despite their metal armor and arms. They are 60% likely to be unseen by any observer, even a Kuo-Toan, as Deep Gnomes are able to "freeze" in place for long periods without any hint of movement. They are surprised only 1 in 12 due to their keen hearing and smelling abilities. They are 90% likely to surprise most opponents.

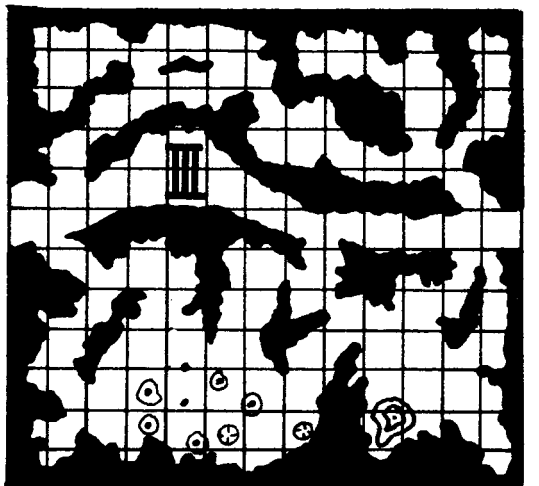
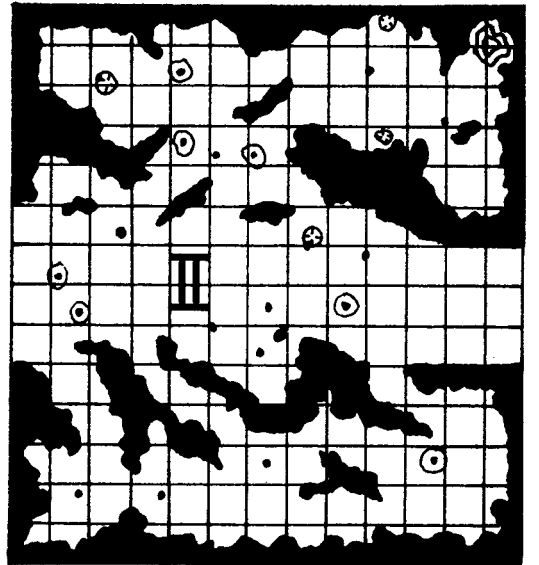
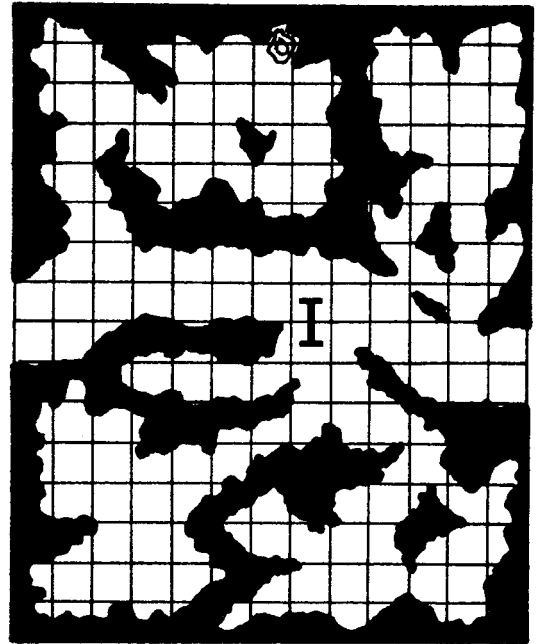
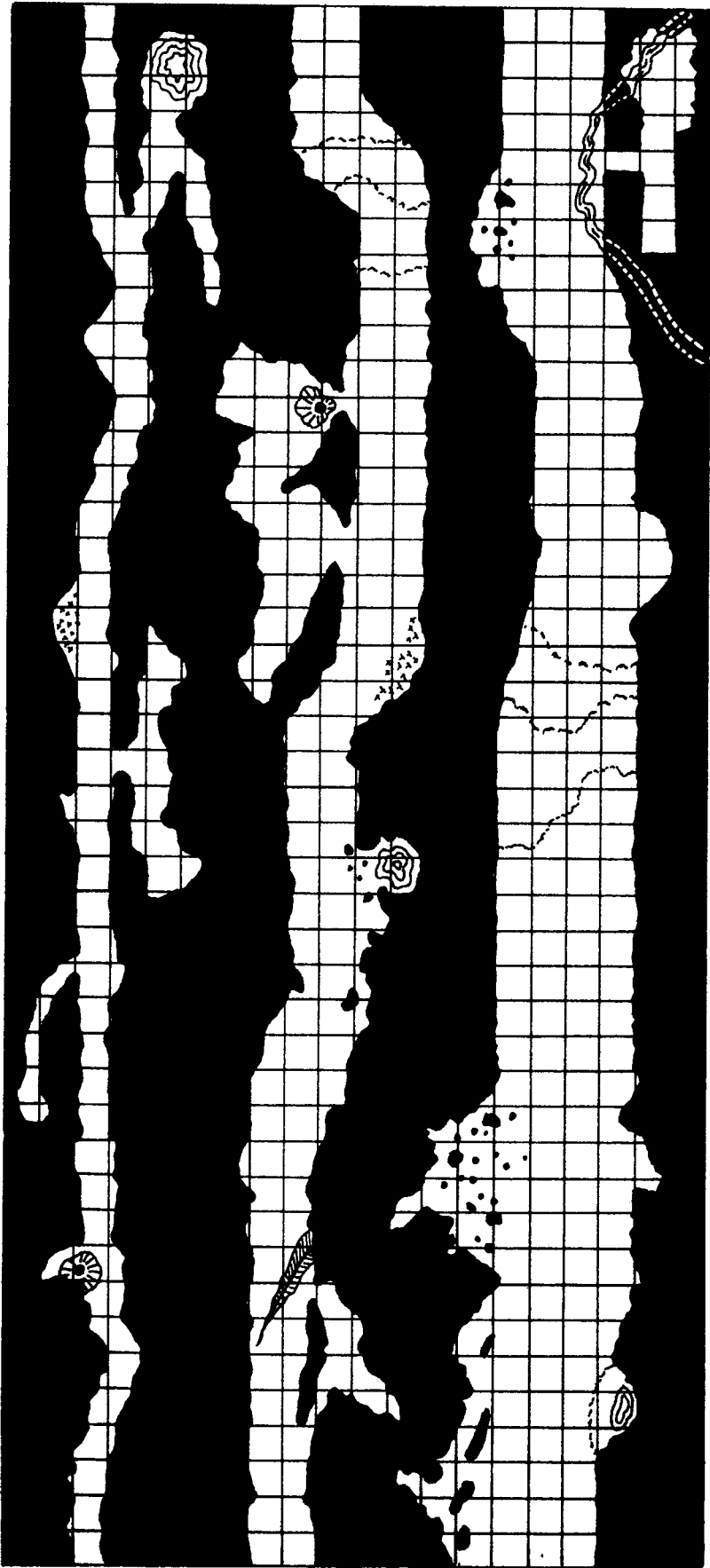
All Deep Gnomes are 20% magic resistant, gaining an extra magic resistance of 5% for each level above the 3rd they attain. No illusion, phantasm, or hallucination is able to affect a Svirfneblin's mind. Because of this, and their high wisdom, speed, and agility, they make all saving throws at +3, except poison, which they make at a +2 on the dice.

The Svirfnebli communicate with each other by a form of racial empathy when outside their own domains. They have their own language, a dialect of gnomish which a normal gnome is 60% likely to understand. Most Deep Gnomes are also able to converse in the underworld cant (the trade language), and speak and understand a fair amount of Kuo-Toan and Drow (tongues of their hated and feared enemies who, along with the Illithids, are the worst threat to any Deep Gnome gem gathering expedition). All of these small creatures can converse with speaking creatures from the Earth Elemental Plane, and it is 90% unlikely that any such creature will harm a Svirneblin, although the Deep Gnome might have to pay a heavy bribe in precious metal and gems to so escape. Deep Gnomes have infravision to 120' and can also see into the ultraviolet spectrum in a limited manner (30'). They have normal gnomish powers with respect to determination of direction, distance beneath the surface, and detection of traps.

When being pursued by enemies, the Svirfnebli will typically dash to a secret escape passage tunneled to their size. Larger escape routes used by the Deep Gnomes will be filled with covered pit traps and rock deadfalls. A gnome leader is 75% likely to have 3-12 small rock-like containers, and these will be strewn in the path of pursuing foes if no handy escape route is nearby. These crystals are crushed when stepped upon by any creature weighing more than 100 pounds, and each releases a cloud of poison gas of about 15' diameter and 10' height. Any creature passing through such a gas cloud must save versus poison or lose consciousness for 3-12 turns. The cloud dissipates in 2 rounds.

Deep Gnomes will usually aid any non-enemy for a fee, and they will certainly help if these creatures are fighting Drow, Illithids, or Kuo-Toans, provided the situation is not hopeless with respect to defeating the Svirfnebli's foes. They love gems and will take great risks for them!

Description: A Svirfneblin is gnarled and very muscular. They tend to be bald. Skin color is medium brown to brownish gray. Eye color is gray.



Terrace Line
Ledge or Shelf



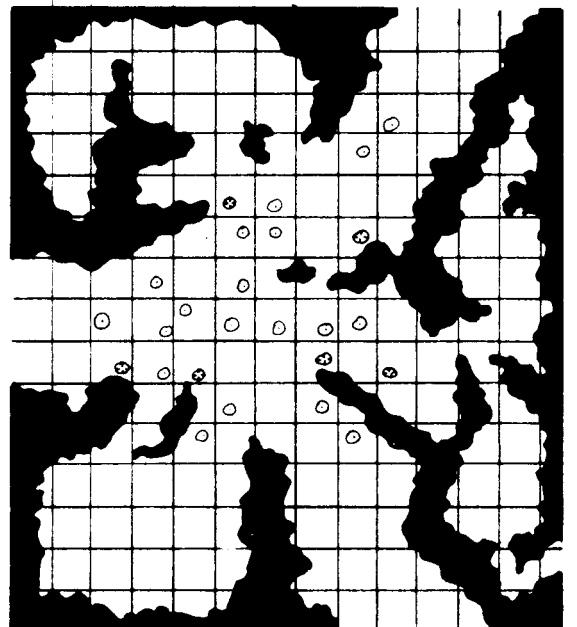
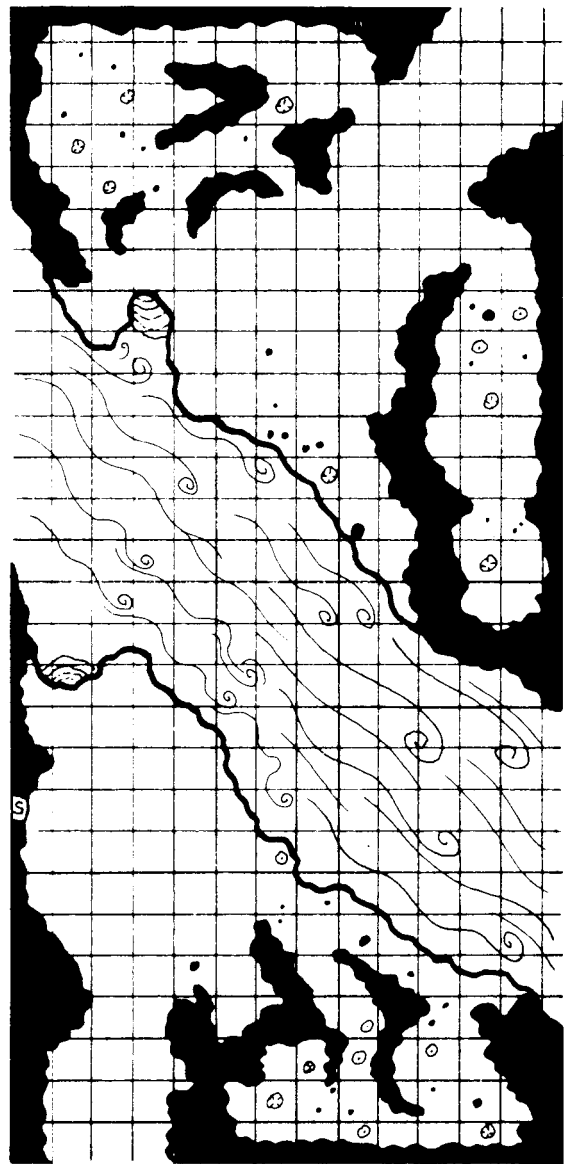
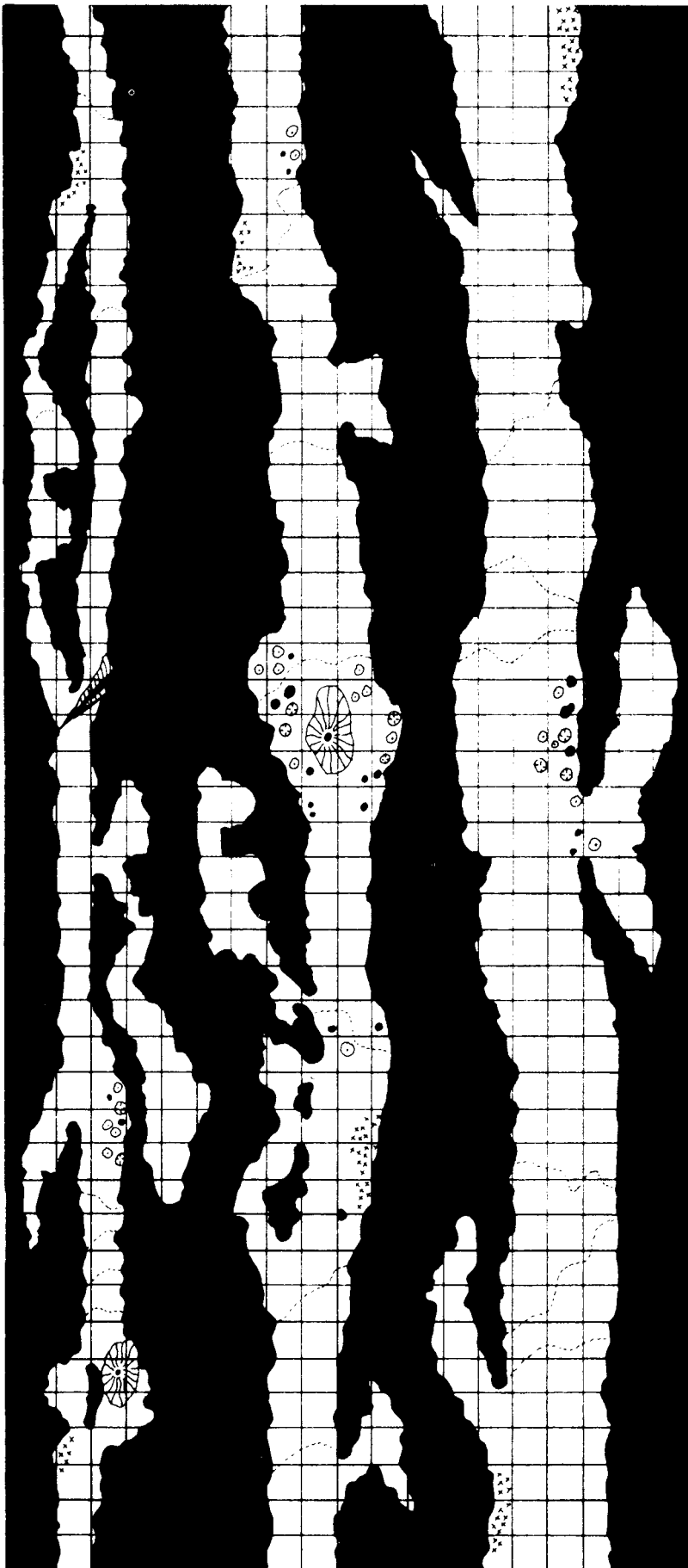
Column or Pillar
Stalagmite
Stalactite













Sinkhole
Crevasse

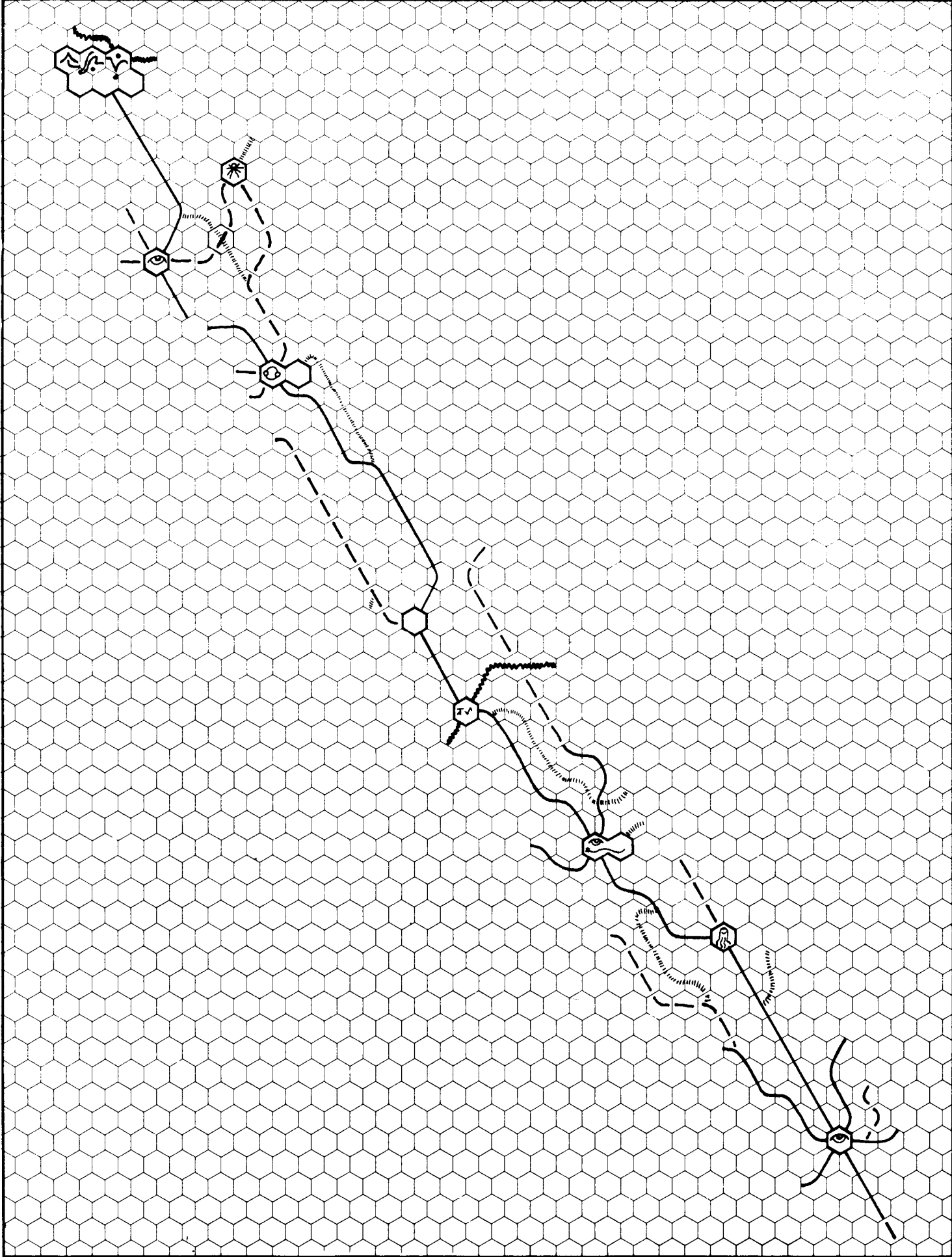


Pool
Streamlet
Rubble

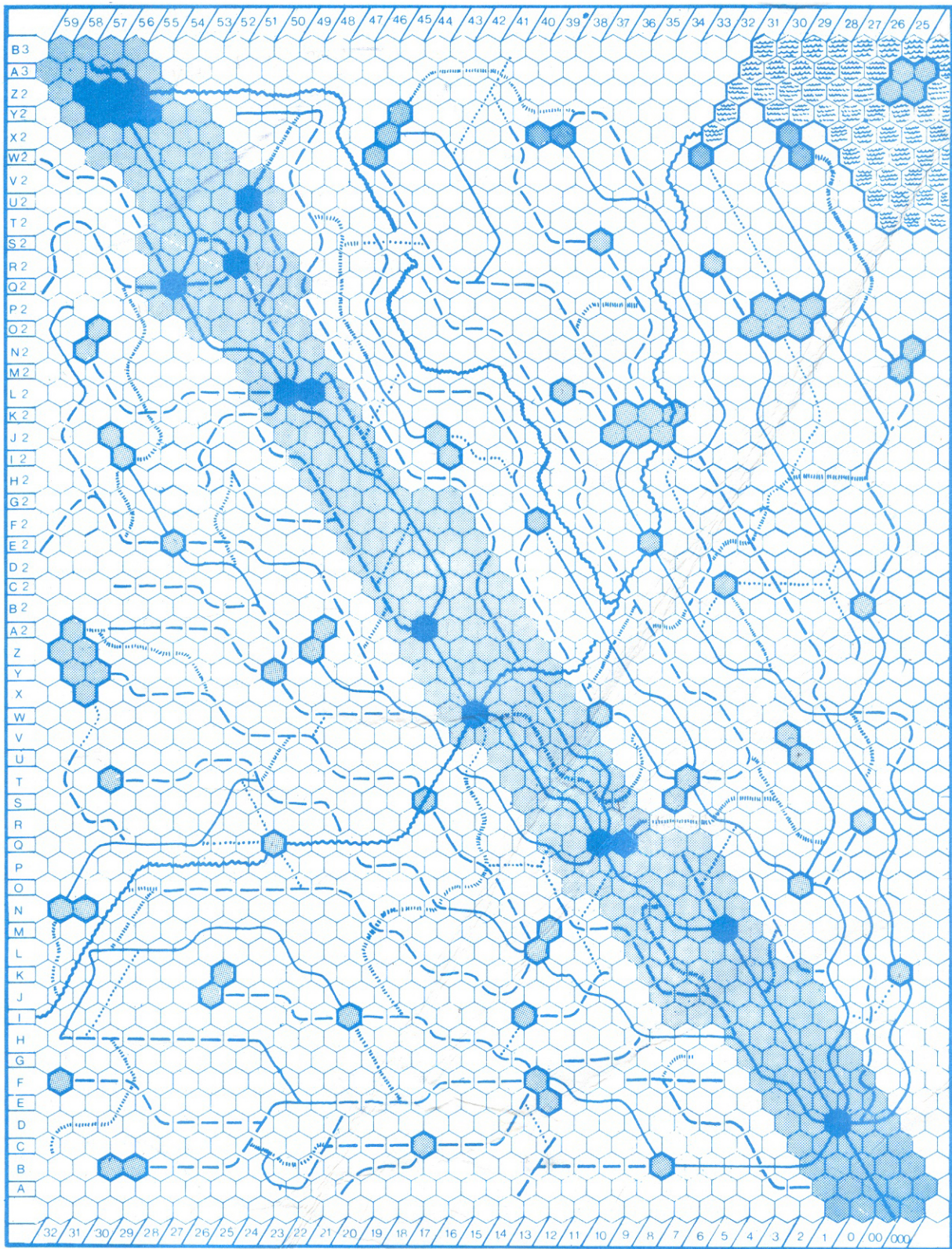


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|---|------------------|---|-----------|
|  | Terrace Line |  | Sinkhole |
|  | Ledge or Shelf |  | Crevasse |
|  | Column or Pillar |  | Pool |
|  | Stalagmite |  | Streamlet |
|  | Stalactite |  | Rubble |







PLAYERS' MAP



PLAYERS' NOTES



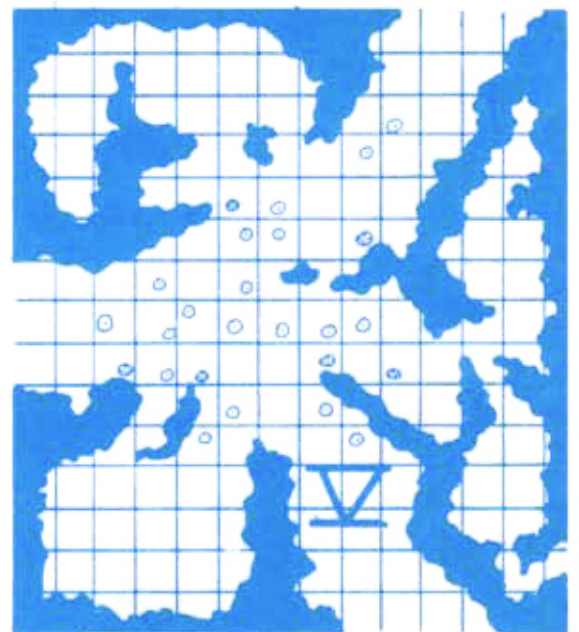
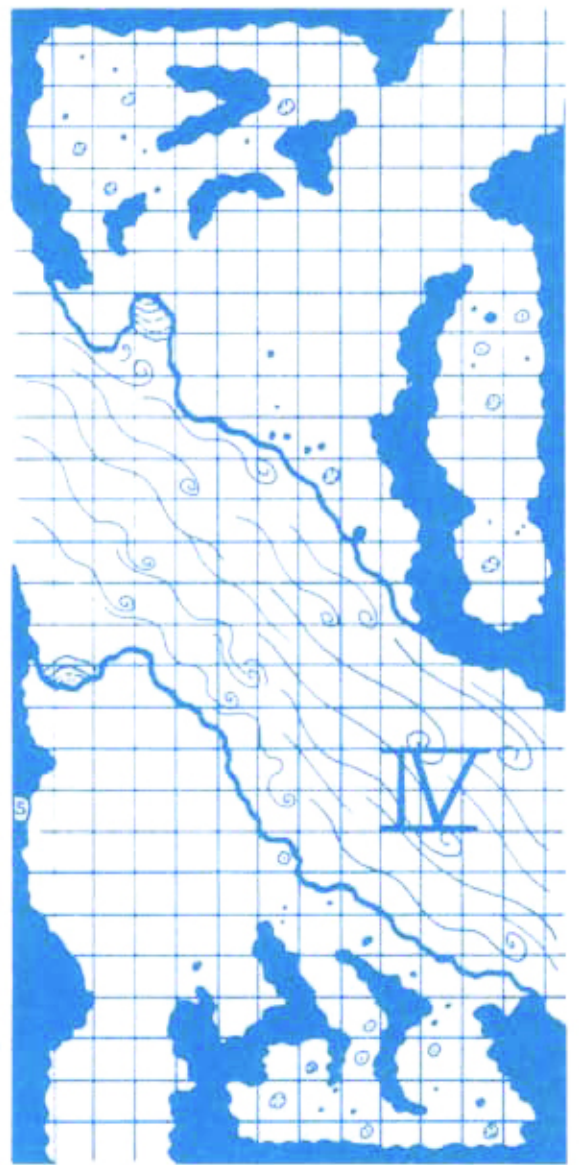
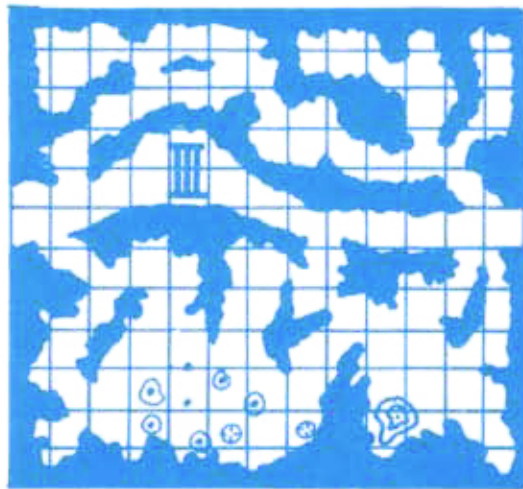
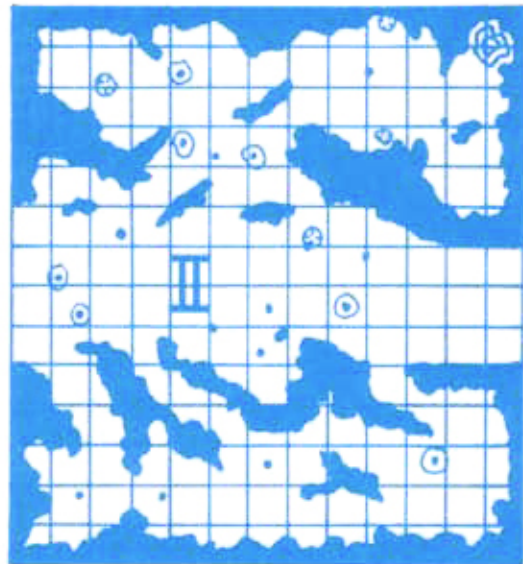
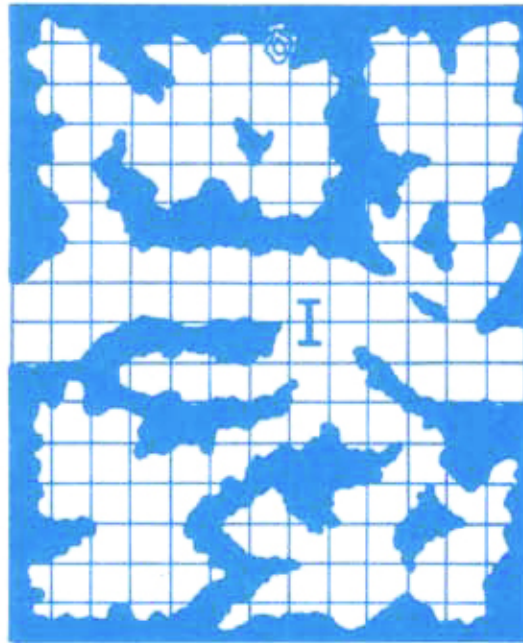
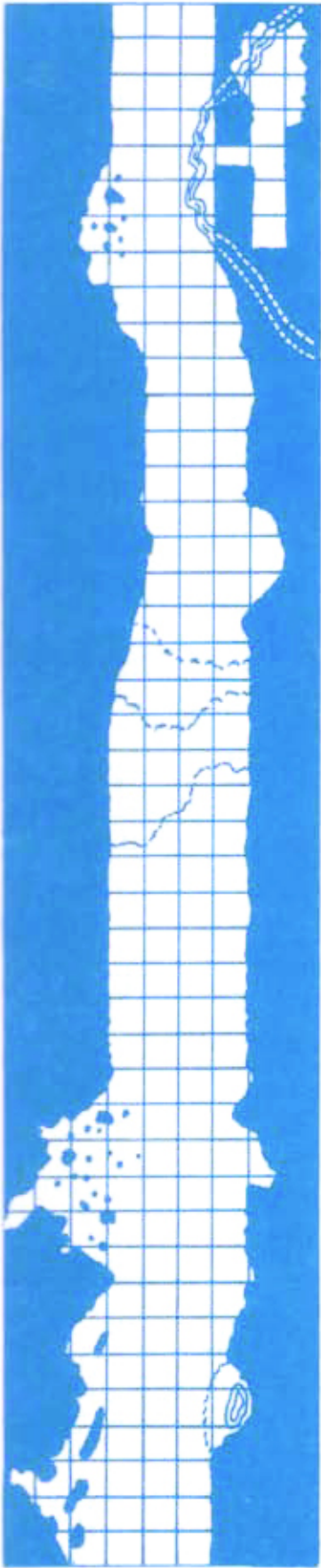
LARGE SCALE MAP: 1 HEX = 1 MILE




-  Encounter Area Detailed in a Module of this Series*
-  Major Encounter Area as Described Above*
-  Encounter Area to be Designed by DM or in a Forthcoming Module
-  Major Encounter Area as Described Above*
-  Waters of the Sunless Sea
-  Islands of the Sunless Sea

*not shown to scale

-  Primary Passage
-  Secondary Passage
-  Tertiary Passage
-  Secret (Tertiary) Passage
-  Underground River (80' to 240' wide)



Area Shaded is Shown on Players' Map














-  Terrace Line
-  Ledge or Shelf
-  Column or Pillar

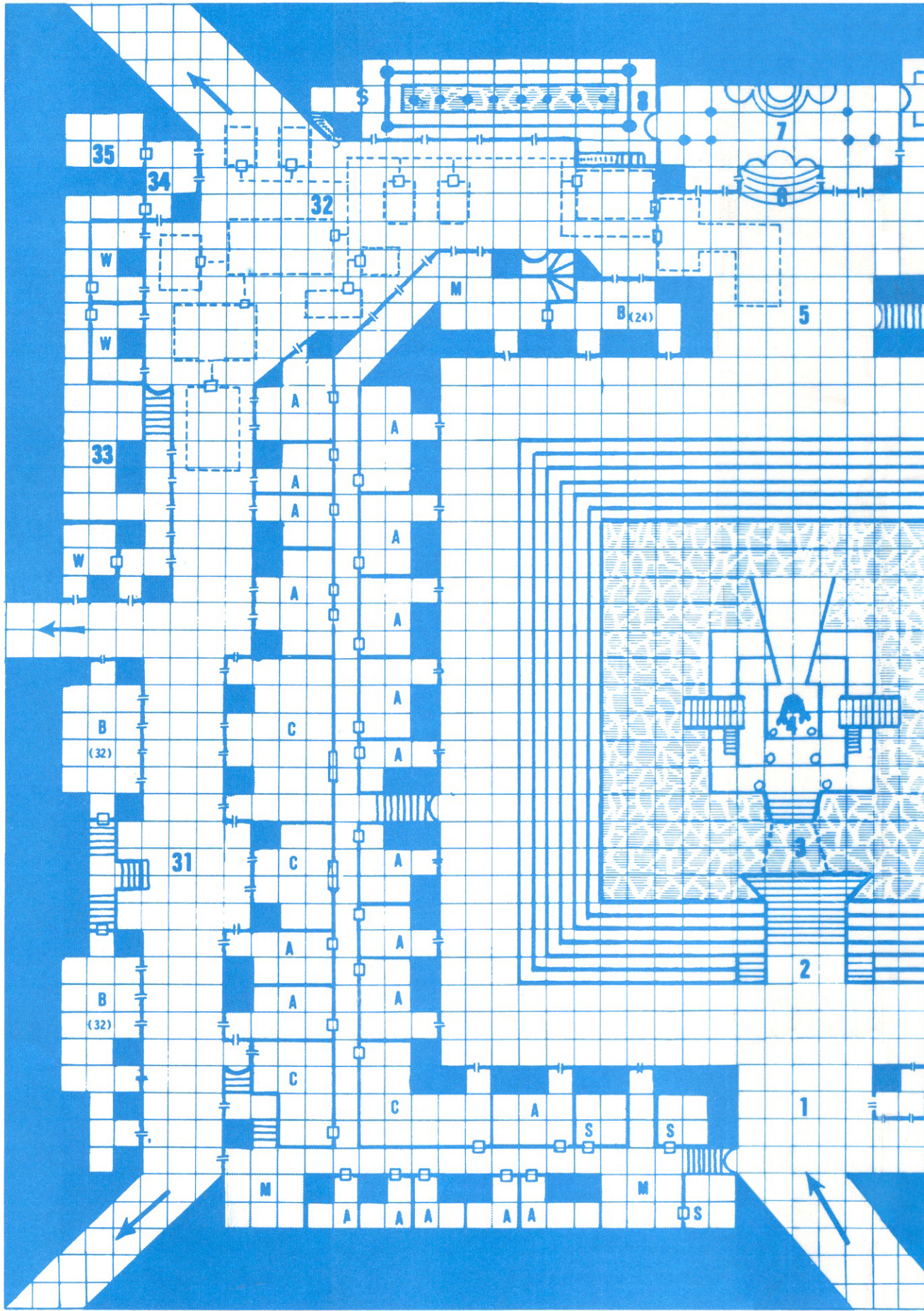
-  Stalagmite
-  Stalactite

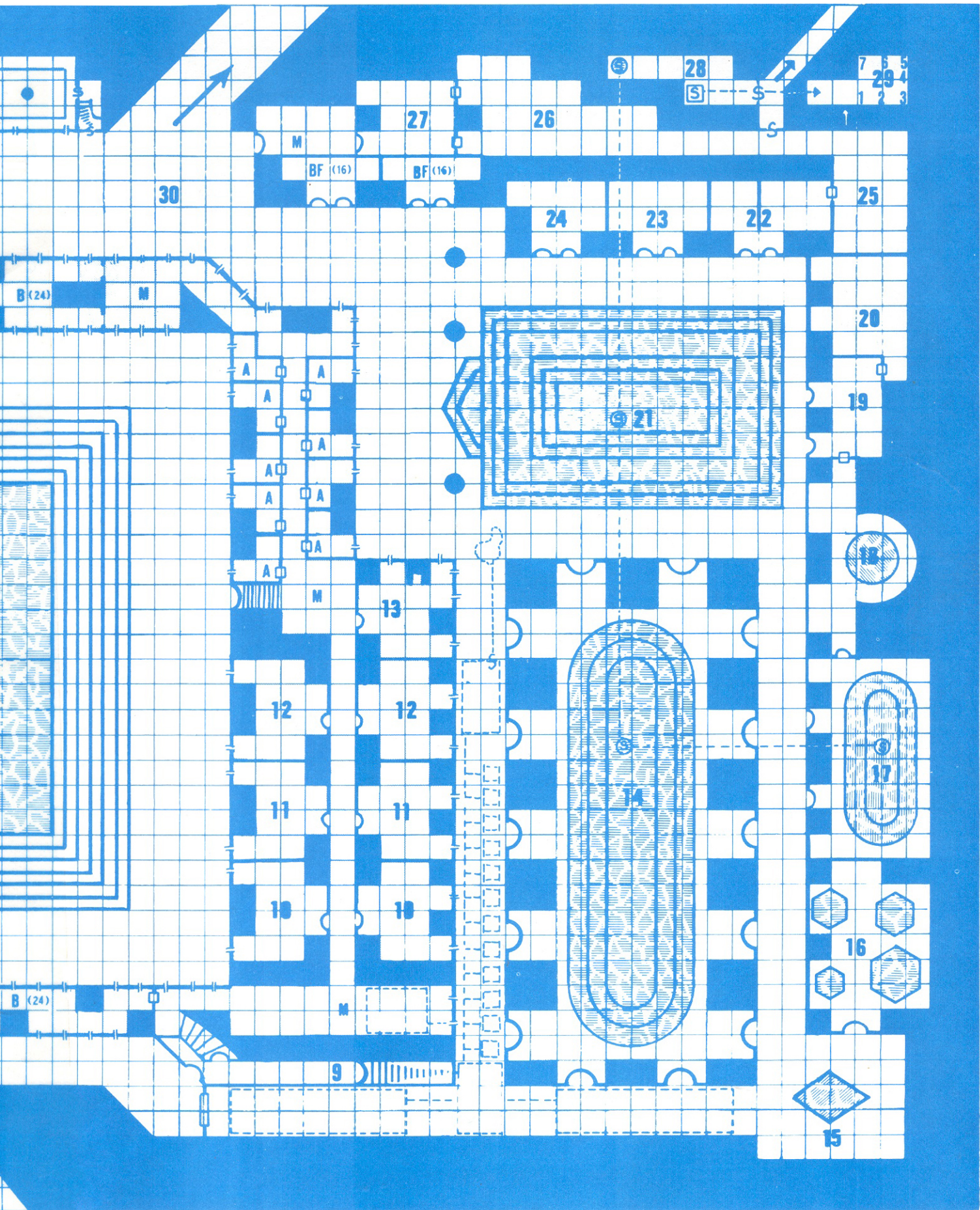
-  Sinkhole
-  Crevasse
-  Pool

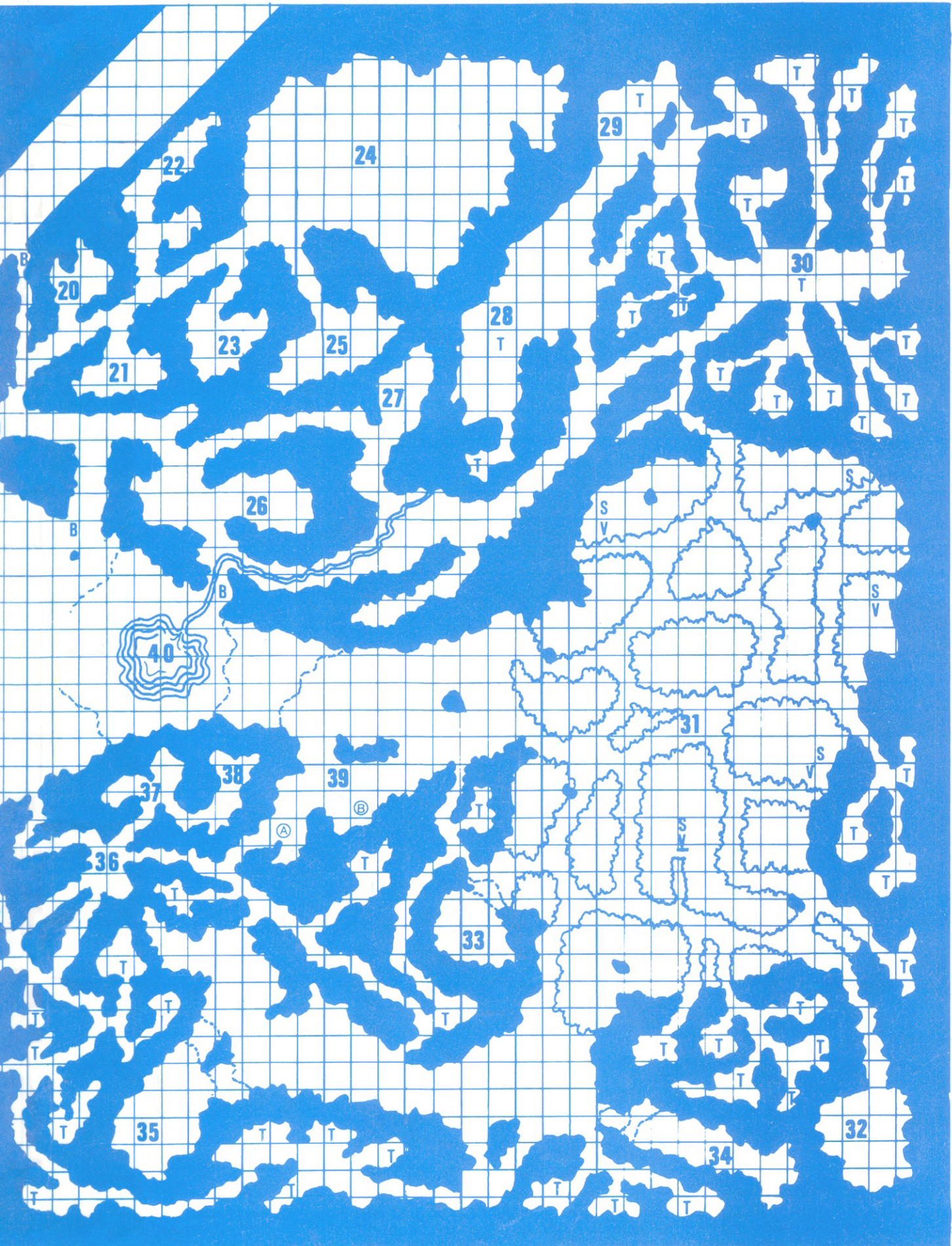
-  Streamlet
-  Rubble

KEY TO THE MAJOR ENCOUNTER AREA

-  Door
-  Double Door
-  Archway
-  Secret Door
-  Secret Trapdoor
-  Slit
-  Underfloor Room
-  Underfloor Passage
-  Steps
-  Pool
-  Pool Water Contour Line Indicating Depth
-  Areas Above Floor Level









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Advanced Dungeons & Dragons[®]

Fantasy Adventure Module

The Land Beyond the Magic Mirror
by E. Gary Gygax

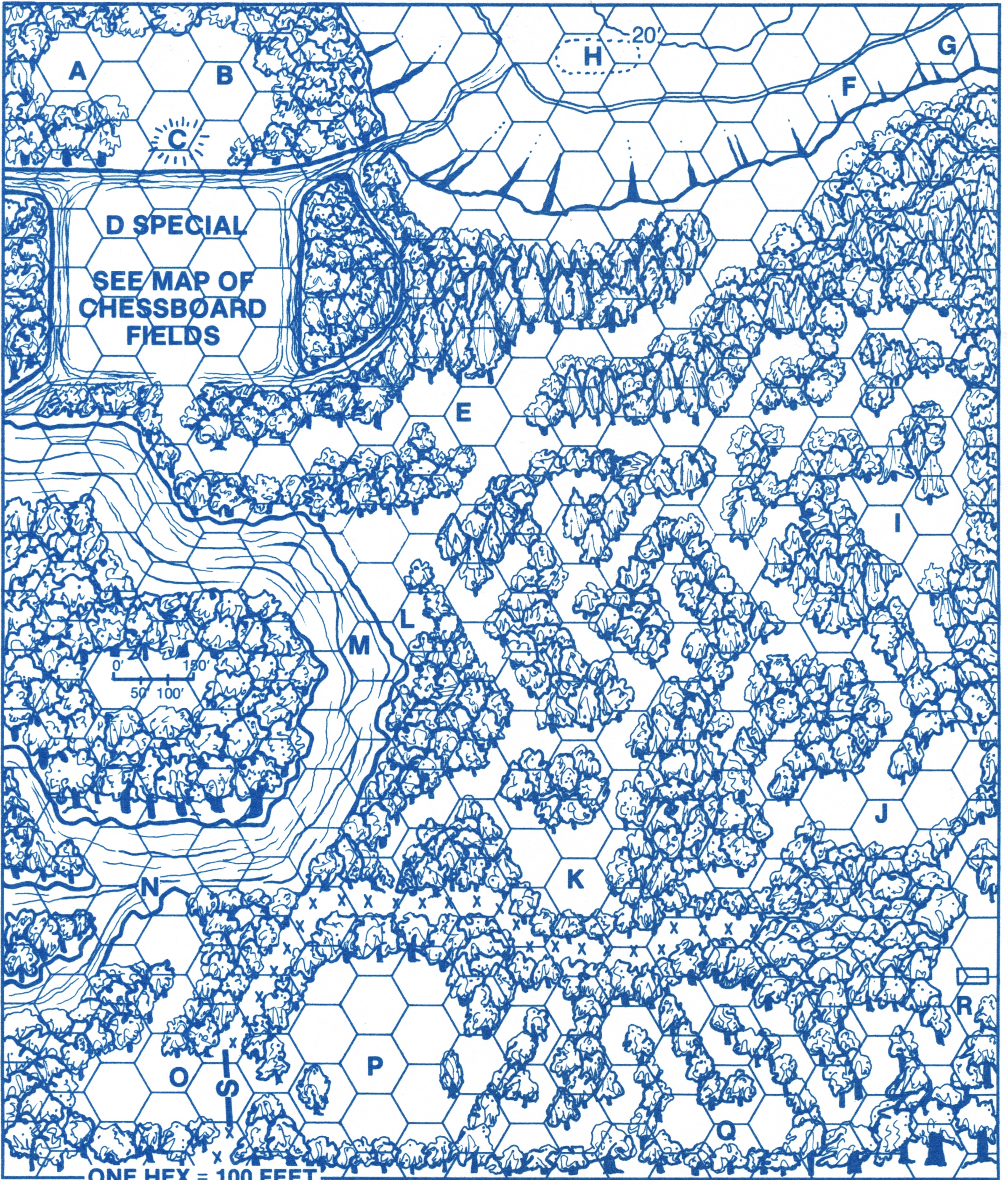


The companion module to E. Gary Gygax's *Dungeonland, The Land Beyond the Magic Mirror* continues your adventures in a land of wonder and danger!

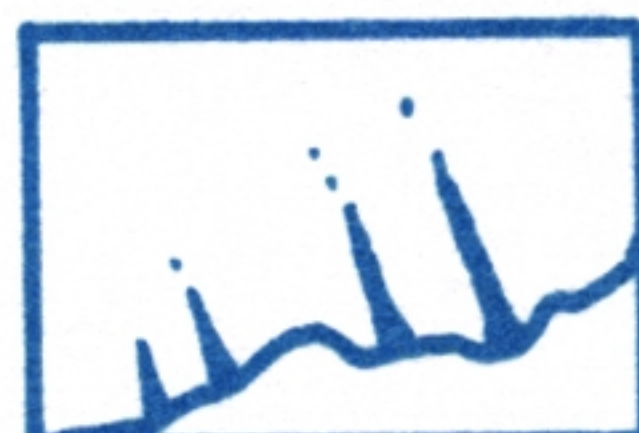


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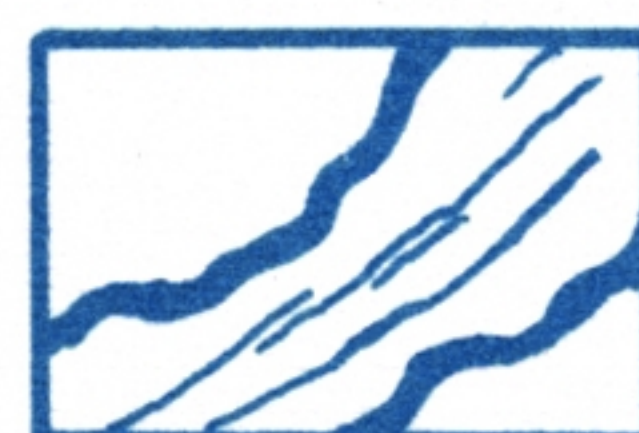
THE LAND BEYOND THE MAGIC MIRROR



HILL



SANDY CLIFF



RIVER



GREYHAWK CASTLE DUNGEON MODULE EX2

THE LAND BEYOND THE MAGIC MIRROR

by E. Gary Gygax

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



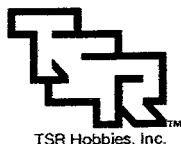
No matter the skill and experience of your party, they will find themselves dazed and challenged when they pass into **The Land Beyond the Magic Mirror!**

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

DUNGEON MASTER'S PREFACE

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

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

ENTERING THE LAND BEYOND THE MAGIC MIRROR

The entry point for **The Land Beyond the Magic Mirror** will be shown on the proper level of the **Greyhawk Castle Dungeon** series when it is finally done. As that is likely to be years from

now, it is probable that you will be inserting this module into your existing campaign. Be it in a dungeon, castle, or elsewhere, here are suggested methods for making a transition that will not be detected until too late:

1. Use a subtle version of a dweomered mirror: a polished floor, ceiling, or wall. When players move some rug, hanging, or tapestry, then the power of the reflective surface draws the party through it to the partial plane beyond.
2. The party must pass through a mist, fog, or similar vaporous substance to reach a supposed objective. The stuff is harmless enough, of course, but it does limit vision rather severely. At a given point a powerful magic is triggered, and the smoke, haze, or whatever solidifies sufficiently to become reflective. This reflective power then draws the party into another place, as noted above.
3. The adventurers actually explore some place in order to obtain a prize of some sort. Along with this prize they also find a glass, crystal, magical bowl, or whatever. On this item are strange runes that speak of great treasure and strange encounters “beyond.” The party then goes to the partial plane through its own volition. It is worthwhile to note that unless you are willing to have them constantly journeying to these plane areas, some limiting factor must be set upon this means of entry. Otherwise, it becomes too handy a retreat for the characters involved, especially if the entry device is portable.
4. The party can be directed by some more powerful figure to enter the partial plane and seek out some object there. In such case, some prelude adventure is suggested, wherein the group eventually locates an actual looking glass to pass through.

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



MAGIC THAT WON'T WORK IN THIS MODULE

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

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

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

FOREST MOVEMENT AND THE "EDGE OF THE WORLD"

The forest that surrounds the **Land Beyond the Magic Mirror** is thick and very difficult to cross. It will take a full hour (six turns) to travel three hexes, and the effort will require that the party then spend an hour at rest before they are able to continue hacking, chopping, and forcing a path through the tangled undergrowth. If you are using the companion module,

Dungeonland, then it is possible for adventurers to travel through the forest from this place to that. Otherwise, after they have reached the edge of the map or gone a hex or two beyond it, use one of two devices:

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

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

All travel through the forest, other than on clear paths, requires use of the Wandering Monster Table (p. 26). Be certain it is utilized! Encounters can repeat.

THE LAND BEYOND THE MAGIC MIRROR

Play should begin with reference to the map of **The Land Beyond the Magic Mirror** (front inside cover of the module), unless your party has arrived by one of the methods suggested on p. 2. In this case, move directly to the **Collection Room** in the **Magic Mirror House** (see map of the **Magic Mirror House: First Floor**, p. 15). If, on the other hand, the party has arrived by way of **Dungeonland** or in any other fashion than through a mirror-like portal giving entry to this partial place, proceed directly to **Area A** below.

A. WOODEN HOUSE

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

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

If the party opts to explore the house, then go to the maps of **The Magic Mirror House** (pp. 15-17) and use the room descriptions below. Otherwise, continue to use the map of **The Land Beyond The Magic Mirror**.

THE MAGIC MIRROR HOUSE: FIRST FLOOR

Path

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

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

Porch

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

Entry Porch

The door of the Entry Porch has a small brass plate beside it, engraved with strange glyphs. (**Read languages** will discover that the glyphs state: "DR. D.R. MURLYND, F.K.O., M.L.G.T.S.A"—and that's not "Merlin," it's "Murlynd.") The heavy mat in front of the entry also has strange writing on it ("W-E-L-C-O-M-E").

Hall

This place contains paneled walls, strange torch brackets bearing crystal-tipped torches, some very odd furniture, well-made carpets, and a carpeted wooden staircase leading upwards.

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

Round Room

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

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

Parlor

Cloth coverings hang in front of the windows, and the draperies on each window are nearly closed. These items, as well as the table, chairs, stands, and couch, are of unusual craftsmanship and style, although not unlike others you have seen. A strange, box-shaped thing stands in one corner of the room. The room also contains a large cabinet with several drawers.

This is atypical "guests-only" parlor filled with plush, Victorian furniture. The "box-shaped object" is a non-functioning piano-like instrument, a reed organ. No amount of trying, magical or otherwise, will make the object function, move it, or harm it in any way. It radiates a whole spectrum of strong magic that will be noticed by **detect magic**, but otherwise the instrument does nothing. The cabinet has only a few large vases and the like behind its doors—no value discernible. The drawers hold tablecloths, small pillows, and a set of six crystal goblets and decanter. (Although dusty, the goblets are worth 100 gp apiece, the decanter 1,000 gp.)

Collection Room

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

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

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

This Victorian-style room is filled with displayed collections of moths and butterflies and beetles, a like compilation of postage stamps from Earth up to c. 1953 A.D., Indian arrow heads, lance points, and similar lithic weaponry. The small animals and birds are stuffed owls, foxes, raccoons, etc. At least two dozen clocks of various size and shape are in the room, but none of them will work. The other large object, a grandfather's clock, has no face on its dial, but as soon as anyone approaches, a pair of eyes will suddenly open on its face, its pendulum will swing back and forth, and the face will also sprout a mouth that will say loudly, "Tick, tock, tock, tick, tick, tick, tock, tock," etc. Players may then note a scrap of

yellowed paper jutting from the glass front door of this instrument. The clock radiates a whole spectrum of magic. If spoken to it will "chime" by saying "Ding" or "Bong! Bong!" to the nearest hour. If asked the time, the device will say as appropriate: "Bedtime!" "Time to get up!" "Breakfast-time," "Dinner!" "Time for supper!" "Teatime!" "Walk in the garden time," "Worktime," and so on. The features of the clock are plainly discernible when it speaks. The clock has no other powers. If threatened it runs away!

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

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

Dining Room

This place is easily described as a typical dining room found anywhere. The furniture is odd, although well-made. There are



crystal torches on the walls and hanging from the ceiling. Otherwise, the room is unremarkable: fill in odds and ends as you like.

Kitchen

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

The metal chest is a wood stove. The drawers contain utensils for cooking and eating, pot holders, trivets, silverware, and so on. The cabinets are for dishes, pots, pans, etc. One cabinet is very cold—it contains an **imprisoned** essence of para-elemental cold and is used as a freezer and refrigerator. The magic cannot be removed or dispelled. The silverware is extensive but not worth more than about 5 gp per piece.

Pantry

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

The containers hold canned goods, salt, sugar, etc.—the pantry contains various other items. **Read languages** will discover what sort of food is in the cans. The contents of glass jars can be viewed easily. The pantry also contains several dozen beeswax candles, a box of wooden matches, and a quart bottle of fine liquor worth 50 gp.

Conservatory

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

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

Library

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

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

reveal themselves as “novels” about the “Wild West,” “spies,” “science fiction,” and “historical adventure.” Odd indeed! One leatherbound work is entitled *Murlynd's Early Adventures & Subsequent Ventures*. If anyone actually takes time to read it through—about eight hours' reading time—that lucky person will receive 10,000 experience points immediately and also have the same benefits as if he or she possessed a **stone of good luck** for the next eight days. There are no other worthwhile books in the place (at least from an adventurer's viewpoint).

Study

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

The vellum carries a note readable by all. It says: “Dear Folks, So happy you were able to stop in during my absence. Please be careful not to disturb anything! Check to see that the plants and pets are being properly cared for—they should all be alive and healthy! Help yourselves to whatever you need to eat. Mind you don't eat me out of house and home, though! The two scrolls might be of some small use to you in the adventures ahead. If you notice any other small objects you are in need of, help yourselves, but leave the silverware alone. If you should see Zagygy, do tell him that Keoghtom and I are waiting for Denkainen, who will be along soon enough. Have fun! Dr.M.” The scrolls are spell scrolls: one contains **Murlynd's Ogre**, the other **Murlynd's Void**. The desk has various quills, inks, papers, and parchment, all of which are non-magical. Likewise, the bookcase holds non-useful books, although it appears that quite a few have been removed: there are a dozen or so empty places where weighty tomes once rested. If the scrolls are taken, see the **New Spells** section of the module (p. 31) for spell details.

THE CELLAR

Firewood

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

Root Cellar

This earth-floored portion of the basement is filled with bulbs and roots. A large pile of sand lies against the far wall.

Flower bulbs and such commonplace vegetables as potatoes, beets, turnips, and carrots are stored here—enough to feed a dozen persons for several weeks.

Junk

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

These doors are a way out, but not from here, as you (and your adventurers) will learn (see p. 23).

Empty

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

Wine

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

Both home made and estate bottled wines are here. Some are old and vinegary, some rather awful (the home made). Several dozen bottles are of exceptional quality, easily worth 100 to 800 gp each. If any quantity of any type of wine is consumed, refer to the **Effects of Alcohol and Drugs** section of **Dungeon Masters Guide**, p.82.

Generator

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

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

Laboratory and Workroom

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

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

The material in the alcove is so extensive that just about any item can be found there. Powdered gems will be scarce, but all sorts of monster parts, pieces, and essences will be found. So will chemicals and herbs used in spell casting by magic-users. Use your judgment in placing items, but despite the rare nature of materials taken, allow no experience points for such treasure. If large quantities are stolen, 1 in 10 items will survive unbroken when the adventure is over: determine breakage randomly. If there are any player complaints, tell the objectors that the mixture from the broken containers seems to be changing color, bubbling, and smoking slightly. If there is still

complaint, have the stuff explode for 5-30 points damage in a 10' radius, create a cloud of poison gas of 15' radius, or something worse.

SECOND FLOOR

Lounge

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

Game Room

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

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

Sitting Room, Master Bedroom, and Dressing Room

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

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

General Keys

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

THE ATTIC

This area lies principally on an east-west axis; an L-shaped portion branches northwest in the western section. The attic is one large, open area. The southern portion is 80' long and about 15' wide—actually wider except that the ceiling slopes downward to make even halfling-sized explorers stoop near the edges of the entire 25' width. The northern portion is 20' long and as wide, jutting north from the main part about 20' east of the head of the stairs. Piled here are beams, old trunks, boxes and chests, old furniture, and stacks of dusty books. The



clutter makes it impossible to see more than a few feet in any direction. It is worse in the alcove, for there are several large pieces of furniture there—old armoires and the like.

The Witch-Ghost (AC 0 [or 8]; MV 9"; HD 10; hp 65; #AT 1; D age 10-40 years; SA sight ages 10 years unless save vs. Spells is made, **magic jar** ability in 6" r; SD **etherealness** unless ghost fails to **magic jar** initial victim, groaning spirit wail [save vs. Spells or die if within 3"] ability once/day if corporeal).

While Murlynd was relatively capable of handling this hideous monster, and thus allowed it to remain where it is to guard things, the party will be dismayed indeed. As soon as anyone sets foot in the alcove area, the monster will be alerted, and when possible, it will show itself to affect the maximum number of opponents. The creature will then use its **magic jar**, and if that fails it will give its hideous banshee groan to slay members of the party before it ages the survivors by touch. It guards a number of treasured items stored in the nearby armoire: **boots of levitation**, a **wand of negation**, a **cloak of protection +2**, a **brooch of shielding**, a **ring of fire resistance**, and a **+3 buckle knife** (see **Magic Items** section, p. 32). In addition to the above, there is a small ivory box worth 500 gp, which holds 12 base 1,000 gp gems. There is also a small leather belt pouch in which there are 10 bars of platinum, each the size of 12 pp. The witch-ghost regards these items as her own, and the creature will fight to the death to prevent their loss.

OVERVIEW OF THE HOUSE

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

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

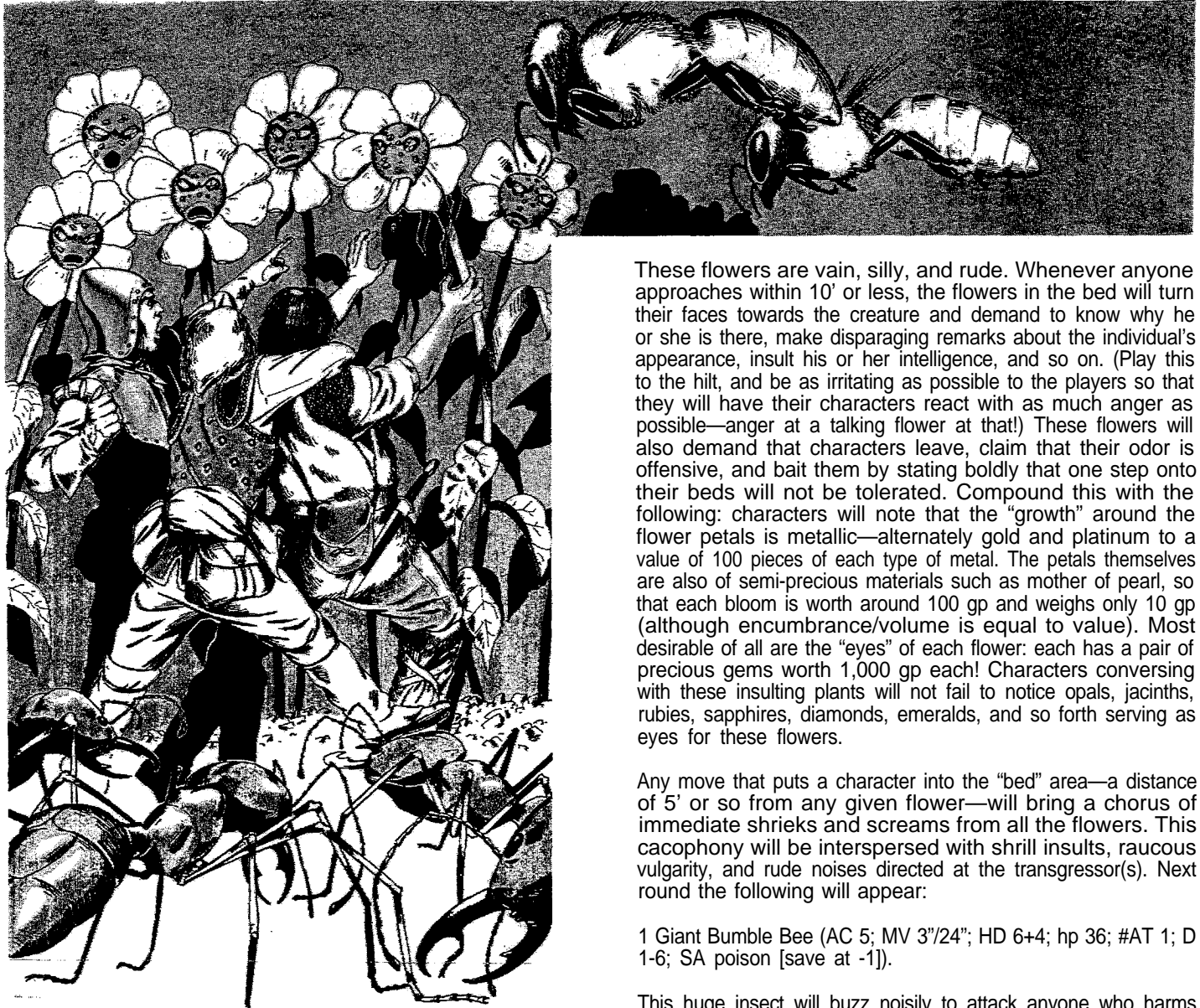
power; SA spells, .38 caliber derringer [2 shots as **dart +3**, D 4-9/4-9]; SD **ring of invisibility** [improved version], 25% magic resistance).

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

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

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

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



B. GARDEN OF COLOSSAL FLOWERS

The path leads into an exceptionally beautiful formal garden, where it turns to fine, bent grass amidst beds of low shrubs, border plants, and flowers. Bushes are trimmed into neat geometrical shapes. The whole area is nearly 400' square, although it is a bit longer east to west than it is north to south. All of the pathways and beds seem to be sculptured to enhance the central area where gigantic flowers grow. There appear to be four distinct beds, each with a mixture of different types of 10' tall blooming plants. As you come within a few score feet, you can see that the petals of each flower glitter, and that there are glints coming from the centers of the flowers.

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

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

These flowers are vain, silly, and rude. Whenever anyone approaches within 10' or less, the flowers in the bed will turn their faces towards the creature and demand to know why he or she is there, make disparaging remarks about the individual's appearance, insult his or her intelligence, and so on. (Play this to the hilt, and be as irritating as possible to the players so that they will have their characters react with as much anger as possible—anger at a talking flower at that!) These flowers will also demand that characters leave, claim that their odor is offensive, and bait them by stating boldly that one step onto their beds will not be tolerated. Compound this with the following: characters will note that the "growth" around the flower petals is metallic—alternately gold and platinum to a value of 100 pieces of each type of metal. The petals themselves are also of semi-precious materials such as mother of pearl, so that each bloom is worth around 100 gp and weighs only 10 gp (although encumbrance/volume is equal to value). Most desirable of all are the "eyes" of each flower: each has a pair of precious gems worth 1,000 gp each! Characters conversing with these insulting plants will not fail to notice opals, jacinths, rubies, sapphires, diamonds, emeralds, and so forth serving as eyes for these flowers.

Any move that puts a character into the "bed" area—a distance of 5' or so from any given flower—will bring a chorus of immediate shrieks and screams from all the flowers. This cacophony will be interspersed with shrill insults, raucous vulgarity, and rude noises directed at the transgressor(s). Next round the following will appear:

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

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

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

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

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

C. GRASSY HILL

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

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

D. THE CHESSBOARD FIELDS

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

GENERAL DESCRIPTION

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

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

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

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

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

A. CROSSING THE STREAM

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

Anyone crossing to the area will immediately notice that everything, including the meadows and sprinkling of small

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

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

Y. SMALL PUNT

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

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

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

Z. PATHWAY SOUTHWARDS

The little-used track appears to be the only means of easy passage through the thick growth of forest.

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

THE GAME OF CHESS

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

Powers of Pawns & Pieces

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

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

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

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

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

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

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

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

8 Pawns or	
2 Bishops & 1 Knight or	
2 Knights & 1 Bishop or	+3 magic buckler
1 Knight or Bishop and 1 Rook	
1 Queen	+3 cloak of protection
1 King	magic staff-mace
	(see end of module)

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

THE CHESSBOARD FIELDS: OPTIONAL MOVEMENT RULES

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

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

For example, the players enter the **Chessboard Fields**, slay the Queen, and are then moved two squares south (a move possible and reasonable for a chess Queen). They are in woods. Unless they move diagonally south or back northwards, they will encounter another man to fight. Assume that they move due west and combat the Knight there. They fight and

win again, and they are now moved south two squares and east one—whirling through the air in a move that lands them with the Pawn on white's Queen 4 (Q4) square. As they are attacking, the opponent there will combat the party unless it flees. Assume it stays and wins, of course. Because the white Pawn has no possible move, the party is not magically moved to another square when they achieve victory. Instead, they may now opt to move wherever they wish. If they continue south, they will encounter the Bishop, and if they fight with it and win, the party will again be transported—but this time they will fly northwest to combat the red Bishop!

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

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

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

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

E. TREE AND COTTAGE

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

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

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

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

These identical twins are cunning despite their borderline intelligence. Being Lawful Neutral, they will adhere to the letter of any agreement they make, but they are not prone to being duped, as they have learned from experience—long, hard experience! They have just come from a periodic combat where each attempts to outdo the other and gain a temporary advantage. Having no other opponents in the area, they will cheerfully engage in combat with any party member willing to stand one-on-one. They will fight to the death only if provoked by attack or in an agreed-upon man-to-man combat.

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

"Who do you suppose this rag-tag lot is?"

"Haven't the foggiest, Old Chum. Mayhaps they'll bug off."

"Shall we speak to them?"

"Only if we must—they do appear a stupid lot!"

Whatever the party is saying, the twins will then begin shouting, "Why don't you go bother the Walrus and the Carpenter?" and pointing in the proper direction. Unless the adventurers immediately leave to go elsewhere, the two will change their minds: "Say, perhaps you are here to get our

treasure back?" T. Diumm will ask (saying in an aside to T. Deeous: "If you hadn't spoiled my noise-maker, that filthy crow wouldn't have stolen the sword, you know! The rattle would have frightened it off!"). "If you fetch it," he continues, "we'll give you this sock full of pearls we got helping Wally and his pal!" Then the two will haul out an old stocking that holds 30 very large natural pearls worth 500 gp base value each.

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

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

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

This monster will attempt to grab a pair of party members and carry them off to **Area I** (p. 14) where its master, the jub-jub bird, wishes it to bring food and treasure. The victims of such a ride will arrive relatively unharmed, assuming the initial talon grabbing attack doesn't kill them. They will be dropped from only 10' up, so an additional 1d6 damage will be sustained from the fall. The roc will immediately fly back west, passing over the cottage area on its way to its distant home. The two victims will have to fight the monster coming to devour them, but if their associates note the departure and return of the roc, they will have a good idea that their lost friends are but a short distance to the east.

When their items are returned, the twins will give the party a buckler wand (see **Magic Items** section, p. 32). If the adventurers recover the items and fail to return them to the pair, the two will begin following them. There will thereafter be a 1 in 10 chance that T. Diumm and T. Deeous will catch up with the party and, using their ability to move silently and hide in shadows, will attack by surprise if possible. Such a battle will be to the death or until the party surrenders the desired items. The pearls will not be given in any event, although one of the pair will have them.

F. LARGE WALRUS AND HUMAN

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

The Walrus (AC 3; MV 9"/15"; HD 12; hp 72; #AT 3; D 14/14/2-12; SA **suggestion** spell capability three times/day, able to attack 2 different opponents at once; SD 25% magic resistance).

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

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

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

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

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

Of course, this is not the truth. Neither of the two has any desire to risk his life getting pearls as long as there are suckers to do it for him. If the party decides to go elsewhere, then the thief will attempt to steal as much as possible from them. If they go after pearls, he will wait until they come back; he has 50 worthless fake pearls that he will switch for real ones the party recovers. Thereafter, if opportunity permits, he will fish for other valuables belonging to the party. If caught, both the Walrus and the Carpenter will seek escape in the water. Carpenter wears a **ring of swimming** (21" speed) and can hold his breath for several minutes. Thus the pair can stay underwater six or seven rounds at a time, hiding generally in the area where the stream flows across the beach. Flight, however, is always their last recourse: the pair will attempt to talk their way out by charisma and bluff at first, then they will demand that the insulting adventurers leave their beach. Finally, the two will fight, using a surprise attack if possible, but always keeping their backs to the water and slowly walking backwards into the waves if the fight goes badly for them.

G. BEACHED ROWBOAT

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

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



H. UNDERSEA RIDGE

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

Giant Clam (AC 0; MV 0"; HD 4; hp 21-28; #AT 1; D 1-6; SA trap victim between valves, and drowning will occur in 2-5 rounds).

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

The water is from one to two fathoms above the head of an average man standing atop the underwater ridge, and because the water is so shallow, characters will be able to hold their breath and stay under for three rounds. During this period they will be able to seek out a choice oyster, pry it loose, and toss it into the boat. Each time they do so they will also be vulnerable to attack by a giant clam. Small oysters are the nearest, and there is only a 1 in 8 chance of a giant clam attack among them. Further down the sides, where medium-sized specimens are found, there is a 1 in 6 chance. At about seven fathoms or so, where the largest oysters dwell, the chance for stepping into a giant clam is 1 in 4. A character with 17 or better strength has a 1 in 4 chance each round of pulling free. Otherwise, the clam must be killed, or someone must assist the trapped individual.

Chances for pearls, and their value are:

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

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

I. LONG MEADOW OF COLORED FEATHERS

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

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

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

This weird monster is the only one of its kind. The jub-jub bird resembles a giant macaw, although its tail is like that of a parrot. It is over 9' tall and has exceptionally long, razor-sharp talons. Its hooked beak is also very large and sharp. Highly intelligent, the creature can speak the Common Tongue and is able to communicate telepathically with other avians. This

communication allows it a great measure of control as well—thus the service of the roc. However, there are no nearby birds to call upon for help, as the smaller sort have long been eaten by this monster. In attack the jub-jub bird will **command** one member of the party to "rest," "sit," or "bow" while it then rushes to attack the others. The jub-jub can use the **command** and still attack. If wounded beyond 40 points of damage, the creature will **feign death**, and as soon as anyone approaches, or the party starts to leave, the monster will attack by surprise. If reduced below 10 points, the jub-jub will seek to escape immediately.

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

J. GREAT CLEARING

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

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

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

When the party enters the jabberwocky's clearing, it will charge from the northeast at a 30" movement rate, lowering its snaky neck to allow both horn and trampling attacks. It will pursue until it is slain or can no longer see the adventurers. It has no treasure.

K. MOUNDED MEADOW

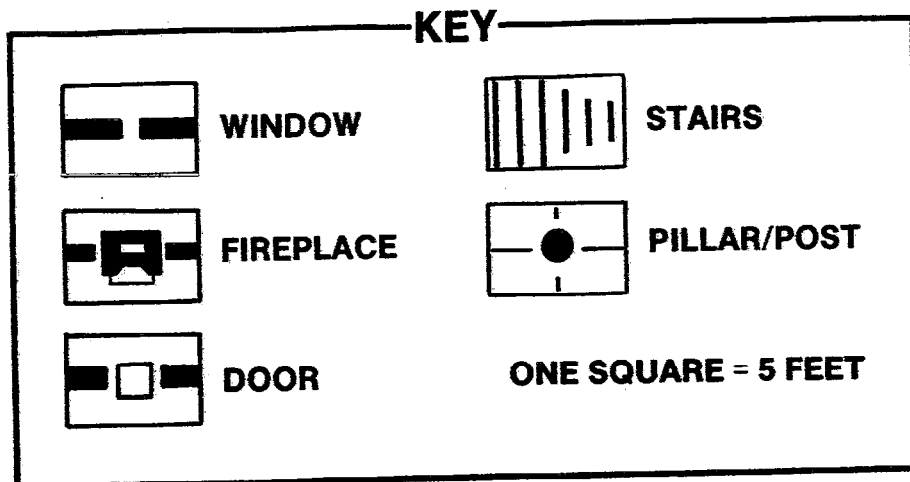
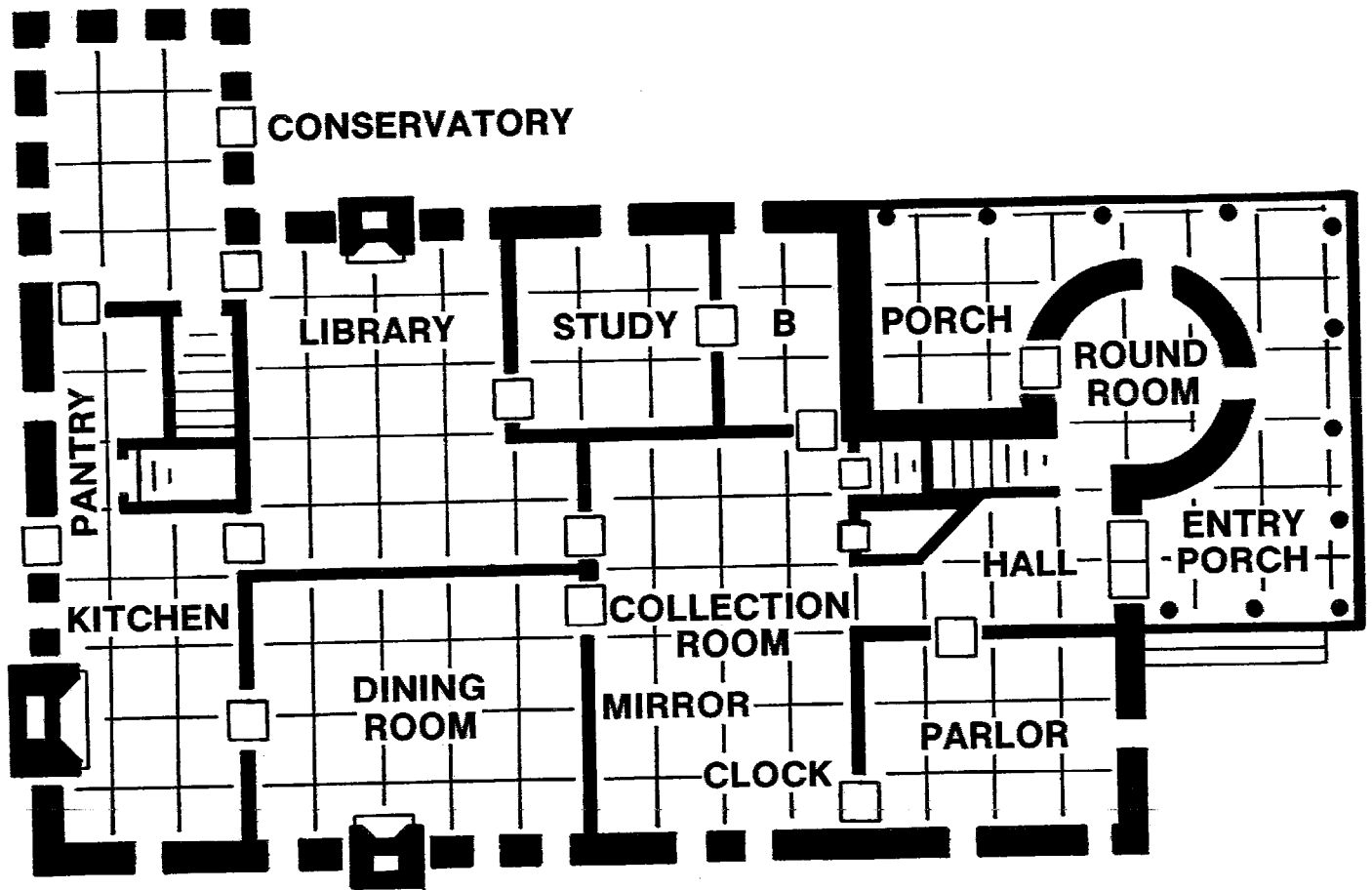
This grassy clearing has several low mounds in it. They appear almost hemispherical, although they are not so high—perhaps turtle-like would be a better description.

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

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

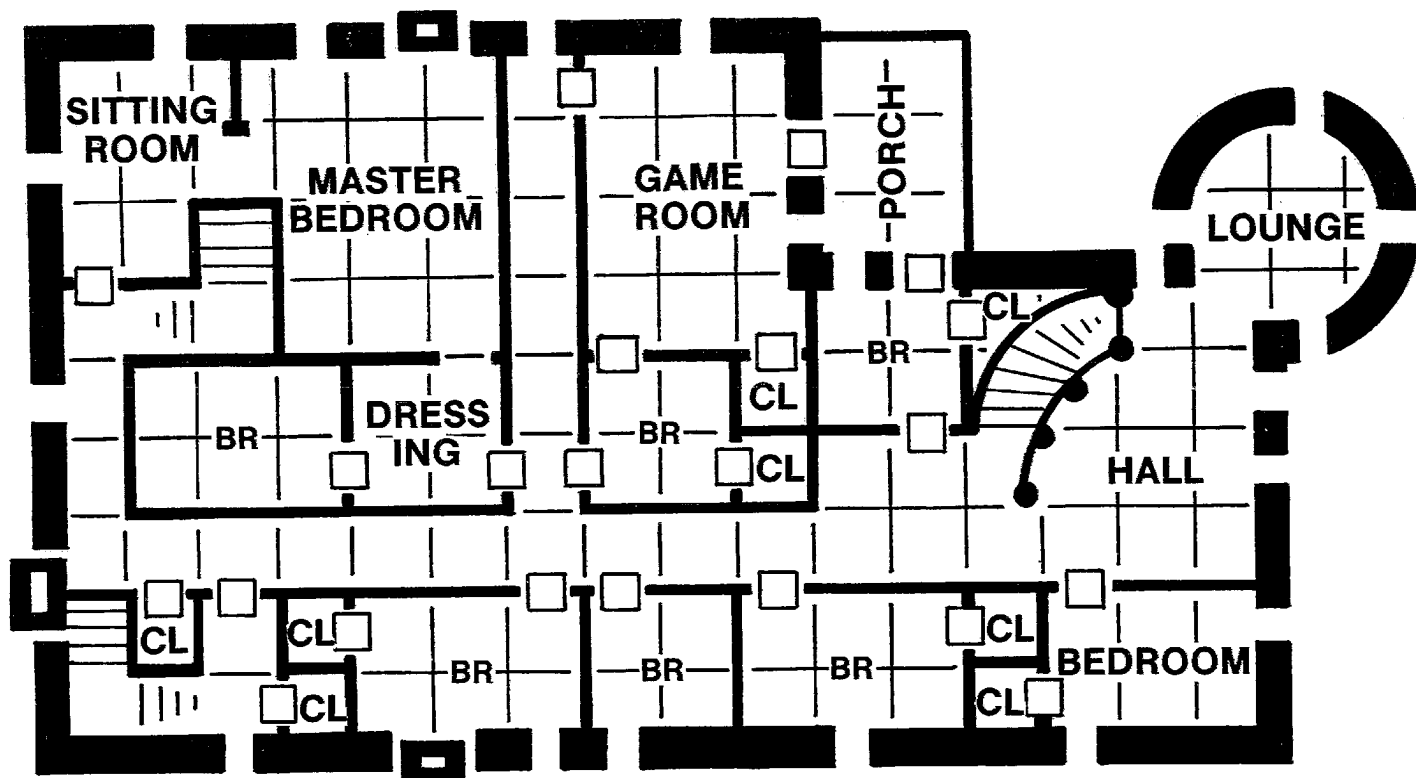
THE MAGIC MIRROR HOUSE

FIRST FLOOR



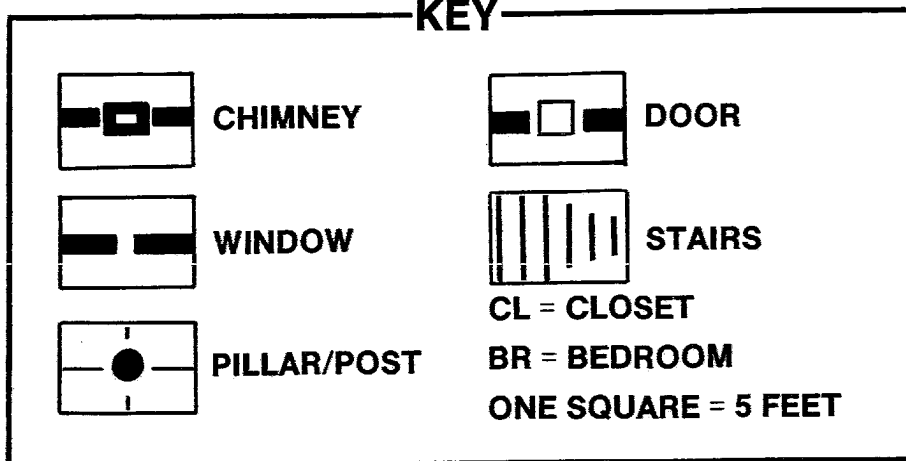
THE MAGIC MIRROR HOUSE

SECOND FLOOR



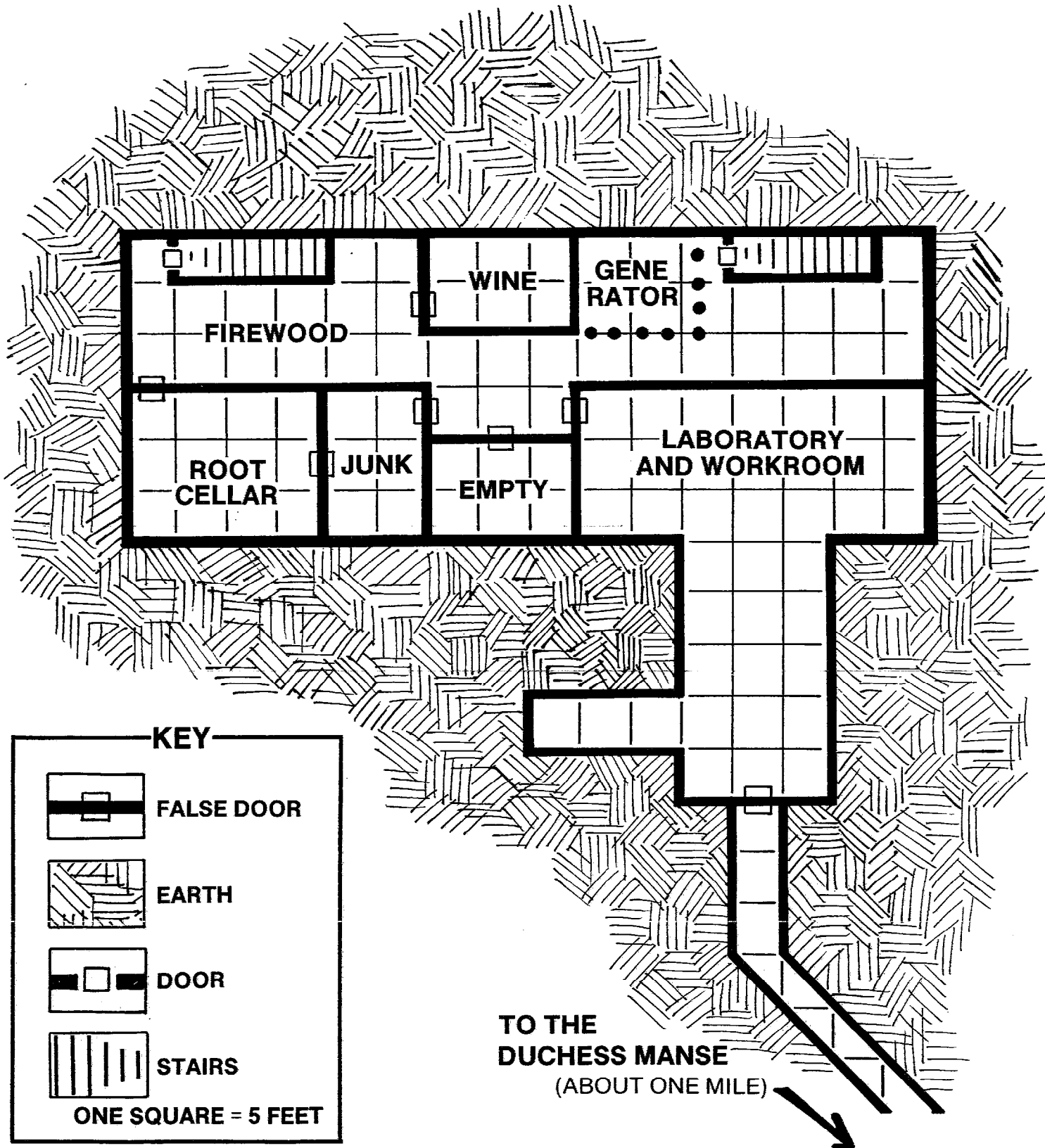
UP TO ATTIC

KEY

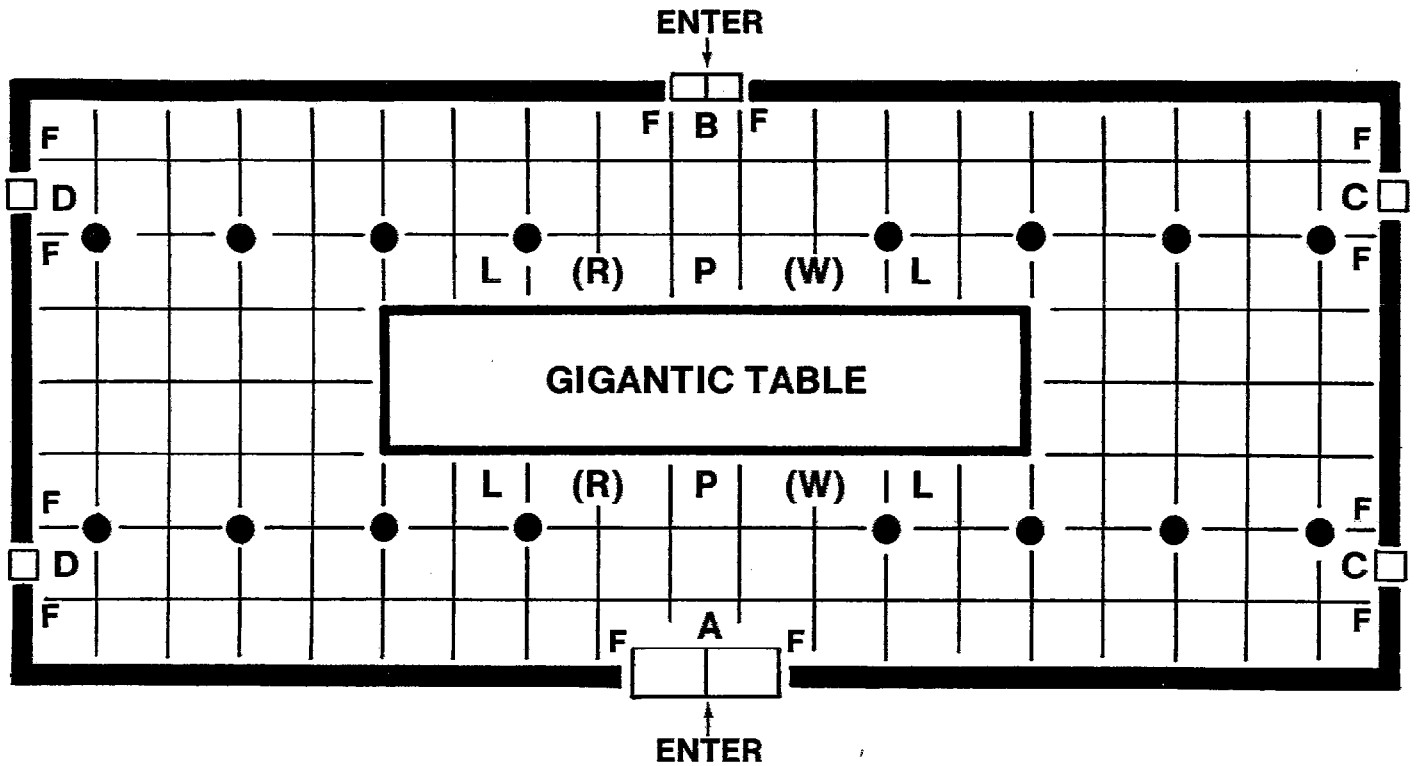


THE MAGIC MIRROR HOUSE

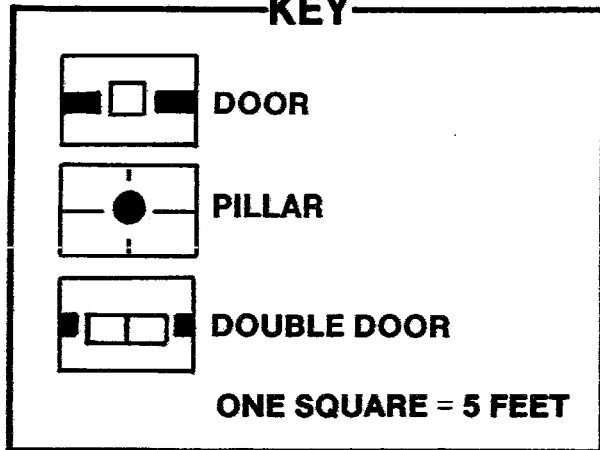
CELLAR



THE MAD FEAST HALL



KEY



toothy, rather simian head. A victim secured with sticky bands will be ignored in melee until such time as the fighting is over and the bandersnatch can rest and enjoy its repast—a matter of but a round or two. It is the only creature of its kind known to exist.

Treasure: The bandersnatch dwells in earth dens. There are 10 of these under the mounds on the southern portion of the meadow. Each is in the center of a hex. Various bones and litter will be found in all. Under the litter of one such heap (and you must determine which mound it is in at random by rolling d10) is a short sword. This weapon is a **vorpal blade**. It has intelligence and an ego of 14. Its abilities are **detect magic, detect invisible objects, locate objects**. It speaks eight languages total. Its name is “Laprov.” It is Lawful Neutral in alignment. It desires to return to its master T. Deeous as soon as possible (in the unusual **Land Beyond the Magic Mirror**, monks are permitted to use swords). This sword was taken by the roc, held by the jub-jub bird for a time, and then stolen by the bandersnatch. If it can gain control of a character in the party it will do so, then begin shouting “*Snicker-snack! Snickersnack! I’ll cut your heads off if you don’t take me back!*” If the party attempts to retain this weapon, you must remember that it will never under any circumstances be a willing servant. It will always seek to destroy those who wield it until such time as it is brought back to its rightful owner. (Have it shout in situations and reveal the presence of the party, attempt mutiny or try to control the player character holding it, and mislead the party about its powers whenever possible.)

L. OLD SHOP BESIDE RIVER

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

If the party enters the shop, continue:

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

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

Lamia Noble (AC 1 [chainmail armor]; MV 9”; HD 10 +1; hp 60; #AT 1; D short sword; SA spells [**charm person, mirror image, suggestion, illusion**— at 5th level of magic-use, **burning hands, magic missile, shocking grasp, ray of enfeeblement, stinking cloud, slow**]; SD spell [**water breathing**], 25% magic resistance).

This creature maintains the illusion of the shop in order to lure victims near. Note that her touch might not only convey a spell effect, but it will also drain one point of wisdom from the victim. She will attack by touch spells and wisdom drain as soon as she notes that the adventurers are suspicious. She will attempt

to **charm** and **suggest** first, then **shock, missile, slow, stink, enfeeble, burning**. If in trouble she will use images and **water breathing** to slip into the river and escape.

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

M. LARGE PUNT

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

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

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

N. REEDY BANK

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

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

O. GIANT EGG ON A WALL

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

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

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

Directly beneath him is a secret door through the wall—the only way the party can pass, unless they can somehow scale the wall or work their way around the **wall of force** that prevents “end runs” around the wall. (The force barrier is shown with X’s on the map. It is impervious to all forms of magical or physical

destruction. It extends too far to the south to pass around.) The caustic remarks of Humpty Dumpty are aimed at testing the mettle of the adventurers. If they become angered and hostile, the egg-like creature will use a **symbol of discord** to disrupt the party. If they remain thereafter, he will employ his other spells to make them think that a veritable army of troops is behind the wall ready to support him if the party attempts him harm.

Any solid hit will cause the creature to save vs. Poison. Failure indicates that he loses his balance and falls from the wall. This will shatter Humpty Dumpty, and inside of his remains will be nine smaller eggs. Five of these ovoids are magical **eggs of desire** (see **Magic Items** section, p. 32). The other four are:

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

Each of these eggs looks alike, and the party will have no idea what it does until it is broken. The four spell-power eggs can be hurled by hand up to 4' distance. If slung, they will have the same range as a sling stone.

Upon breaking, Humpty Dumpty will automatically summon "all the King's horses, and all the King's men."

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

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

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

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

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



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

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

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



P. BATTLING MONSTERS IN THE CLEARING

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

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

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

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

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

If the party attempts to attack the King, the two monsters will rush to his defense immediately (after all, they have been at practice—fighting *for* the crown). The King's Second Messenger, whose statistics are exactly those of the Gnome detailed in **O**. above, will also appear and attack the party. All will fight to the death. If the party joins the King, then the lion, unicorn, and the Second Messenger will all come and form a circle. The monsters are able to converse fluently in the Common Tongue, and they will both question the party and give them suspicious and menacing glares. The messenger will be rude. The King will act rather vacuous, but he will watch the adventurers for any sign of evil intent. If he detects no such intent, he will then command his Messenger to feed all of the guests, including the two huge animals. The messenger has a **bag of holding** of smallest size, and in it is a magical cake-like food. The stuff will automatically divide itself into proportionate servings, so that each individual has a piece appropriate to his, her, or its size and power. Eating the cake will refresh an individual, enable movement at a rate equal to **haste** without ill effects, and give spell-casters the ability to recall a subsequently cast spell of up to 3rd level. These effects last for 24 turns (four hours). Note that the unicorn will be allowed double **dimension door** usage from this food.

The King has a special magical power. If he commands: "Let the drums begin," a distant rumbling will be heard. Each round for seven rounds this pounding will become louder and louder. Speech will become impossible after three rounds. On the fifth round friendly creatures will be **teleported** safely to the path to the next encounter (**Q** or **O**), while hostiles will be affected as if hearing **drums of panic**. The sixth and seventh rounds increase the latter effect so that saving throws are made at -1 and then at -2. The noise ceases on the eighth round.

Q. HUGE HORSE AND RIDER

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

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

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

If the party states that it serves neither Whitfield or Rosewood, wishing both success, respecting both, and so on, then neither figure will attack, although both will then be there.

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

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

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

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

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

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

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

Each time the party crosses a hex while accompanied by a golem they run a 1 in 6 hazard of having the golem topple off the mount for some reason. The creature will either land on a party member, causing 4-40 points of damage, or else it will go berserk and strike one for 4-40 points. If the adventurers opt to sneak, run, or otherwise get away, the golem will fail to notice. It will simply ride away into the forest along the broad track. However, unescorted parties will be attacked by unusual dragonflies; there will be a 1 in 6 probability of such an attack each time a hex is entered.

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

From 2-5 of these strange creatures will come darting down to attack the party if it is not accompanied by a golem. The dragonflies are very hungry and will attack until one is killed or all have taken damage equal to 25% of total hit points. The group will then withdraw. Each encounter is with a different group. The first group will be colored silvery-white, blue, and yellow. The second encountered will be composed of specimens which are red, purple, and green. A third group will be orange, maroon, and black.

As soon as the adventurers leave the one-hex (100') wide roadway through the forest, the attacks (if any) will cease. Golem escorts will also stop and return in the direction from whence they came.

R. LAWN, FLOWERBEDS, AND MANOR HOUSE

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

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

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

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

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

Each of these fiendish creatures has an **amulet of proof against detection and location**, so neither can be discovered as evil-natured creatures, nor do they radiate any magic or other aura. They have made themselves appear as attractive women and have come from an ethereal state to a material one behind the party to join in. As soon as they do so, inviting the adventurers

to the “party,” the doors to the hall will open and a dozen each of servants and footmen will come out to get the members inside, if necessary.

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

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

Footmen (Bullywug: AC 5 [leather armor]; MV 3”/15” [+3” hop]; HD 1: hp 6 each; #AT 3; D 1-2/1-2/2-5; SA +1 “to hit” if attack is made by hopping; SD 25% magic resistance). More recently **cursed**, stupid creatures of course, these monsters will bow, scrape, and open doors, muttering in croaking whispers: “Get in, stupid! How else can we honor you?” or “Nobody at your party but us—stay out! No uninvited guests!” and “Hail to those who made the Eighth Square so easily!”

THE MAD FEAST HALL

A. Grand Entryway

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

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

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

The crowns are brass, plated with a thin layer of gold. Each is a **crown of delusion**, acting as a **ring** of this type. Until a wearer actually disbelieves the effects of the item, and does so while

taking off the crown, the mind-bending dweomer will deceive the wearer into thinking the headgear has been removed when it is actually still in place. Of course, all others adorned similarly will see the crown removed when it is still firmly atop the character’s head! These crowns will teleport themselves instantaneously to the heads of the party when one of the night hag “Queens” murmurs a command; thus, they “appear” on the heads of the adventurers. Now the fun begins, for the “party” will start. The opposite set of double doors will open.

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

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

B. (Same as A. above)

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

C. Red Door

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

D. White Doors

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

Other Letter Keys

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

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

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

L. 12 Larvae—13 if on side opposite to party (AC 7; MV 6"; HD 1; hp 5 each; #AT 1; D 2-5; SD 25% magic resistance).

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

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

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

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

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

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

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

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

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

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

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

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



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

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

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

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

Order of Attacks

Mimic

Black Pudding

Barbed devil —spells

Night hags —spells

Barbed devil —possible melee

Larvae —24 nearest

Eblis servants —18 total in waves of 3

Were-kangaroo-rats

Giant Wolverines

Larvae —coming across the table, 26 total

Carnivorous apes

Night hags —possible melee

Bullywug footmen —total in waves of 6

Stronger attackers will spend a round hurting weaker ones away in order to get to the party defending itself.

Characters still wearing the **crowns of delusion** will believe the attacks to be loving touches and kisses from a crowd of admirers.

The mimic and black pudding will always attack the nearest creature without regard for type or alignment, so they can actually assist the party in surviving if the characters get well away from these monsters.

General Notes

If any character examines the table, he or she will see that there are dozens of silver knives along its length. While the monsters will not touch these weapons, they are usable by any adventurer not under the **delusion** that these are wooden forks. Any character can scoop up a pair of silver knives and use them in the same round.

Having larvae between the party and stronger attackers, or even bullywugs or eblis interposed, will result in the stronger attackers actually damaging the weaker in order to get at the adventurers while the characters may attack the unfortunates caught in the middle or do something else.

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

Treasure: In addition to the magical amulets and protective cloaks worn by the night hags, a number of items are scattered around the huge hall. Twelve vessels of platinum sit on the table. Each has an encumbrance of 75 gp, a weight of 25 gp, and a value of 600 gp undamaged. On the rosewood and ivory table opposite the door by which the party entered are several items taken from previous visitors. Roll for each item indicated on the appropriate table in **Dungeon Masters Guide**, ignoring useless items that would not have been brought on an adventure of this sort.

Potion — 1-4 rolls

Scrolls — 1-2 rolls

Rings — 1 roll (-10 on dice)

Rods, et al. — 1 roll (+10 on dice)

Misc. Magic — 1 roll (no artifacts or relics)

Armor — 1 roll (shield only)

Sword — 1 roll (-25 on dice)

Misc. Weapon — 1 roll

Scores over 00 are treated as 00. Those under 01 indicate that no treasure of that category is found.

Thus probably ends the first journey through the strange partial plane found **Beyond the Magic Mirror**. If your players are to adventure in **Dungeonland** as well, let them know they will have a more whimsical, if no less dangerous time of it.



AFTERWORD

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

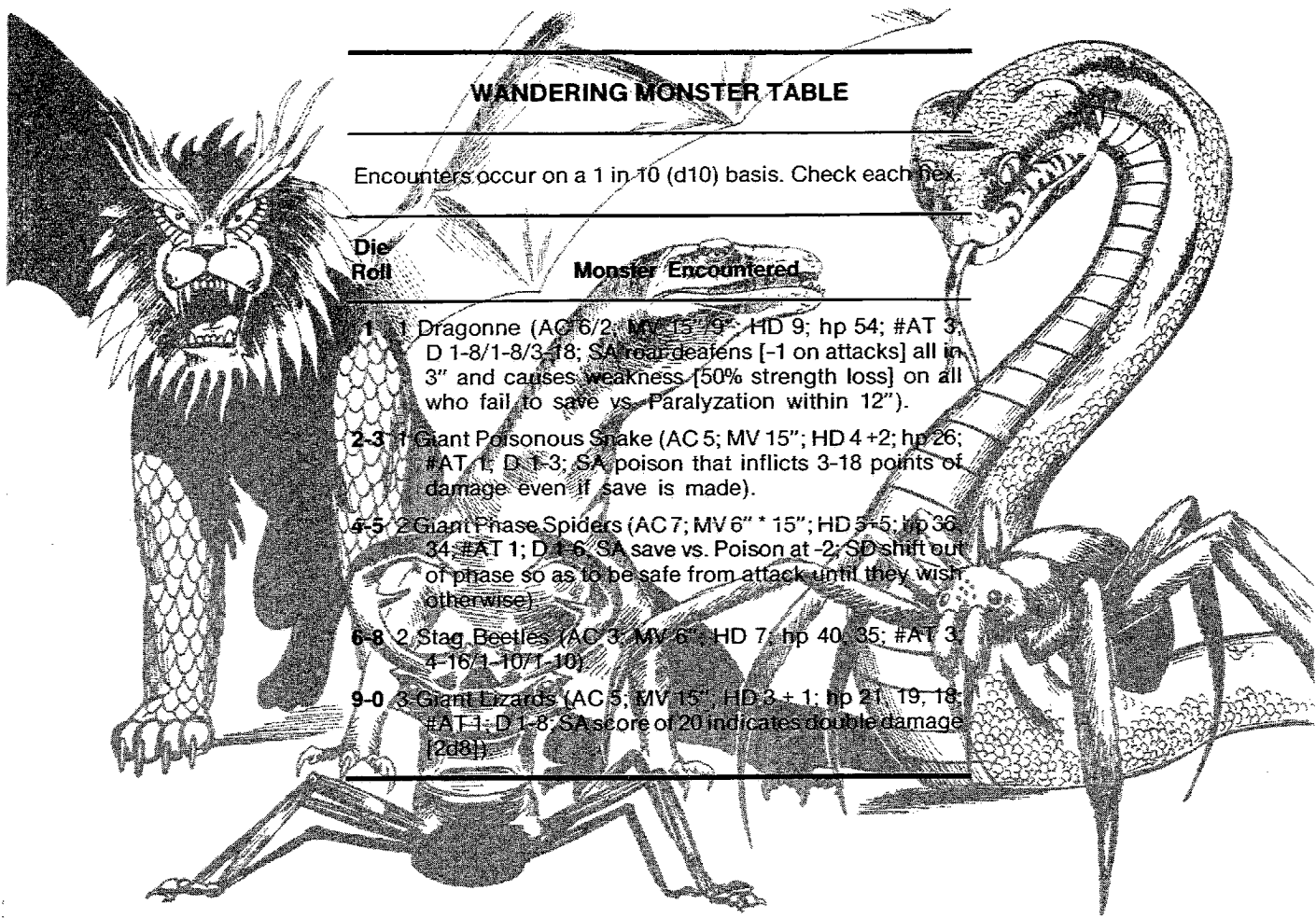
As for me, I see no reason not to have a 25% magic resistance inherent in all creatures native to or long accustomed to dwelling in **The Land Beyond the Magic Mirror** and in **Dungeonland**. To my way of thinking, the society here is no more difficult to accept than one in which dragons fly and breathe fire, lightning, or poisonous gas. In a society which magic and heroism of incredible magnitude are commonplace and the fantastic is ordinary, how can one begin to rate degrees of the fantastic? Is a mimic more fantastic than a 15' tall giant? Or are talking flowers more remarkable than a human who can cast a ball of fire?

In order to be in the proper frame of mind for superior DMing of this module, I urge you to accept it as a fun experience first and

foremost. Then, please pick up a copy of Lewis Carroll's *Through the Looking Glass*. After you have finished reading this book (and that won't take long at all), you might find it helpful to re-read it. Then, with the intentions that the good Mr. Carroll had in mind when he penned his tale, undertake a masterful moderation of the scenario.

Years ago this particular area was a part of a special level of the Castle Greyhawk dungeon. When the players finally came upon the place, they were ready for a change and came away refreshed. Since the days that the initial group came and left, many others have tried their characters' mettle in the Tugley Wood and elsewhere. Among later adventurers were numbers of casual players encountered at one convention or another. Few, if any, found it less than exciting. I hope that you and your players find as much real fun and enjoyment herein as have former players!

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

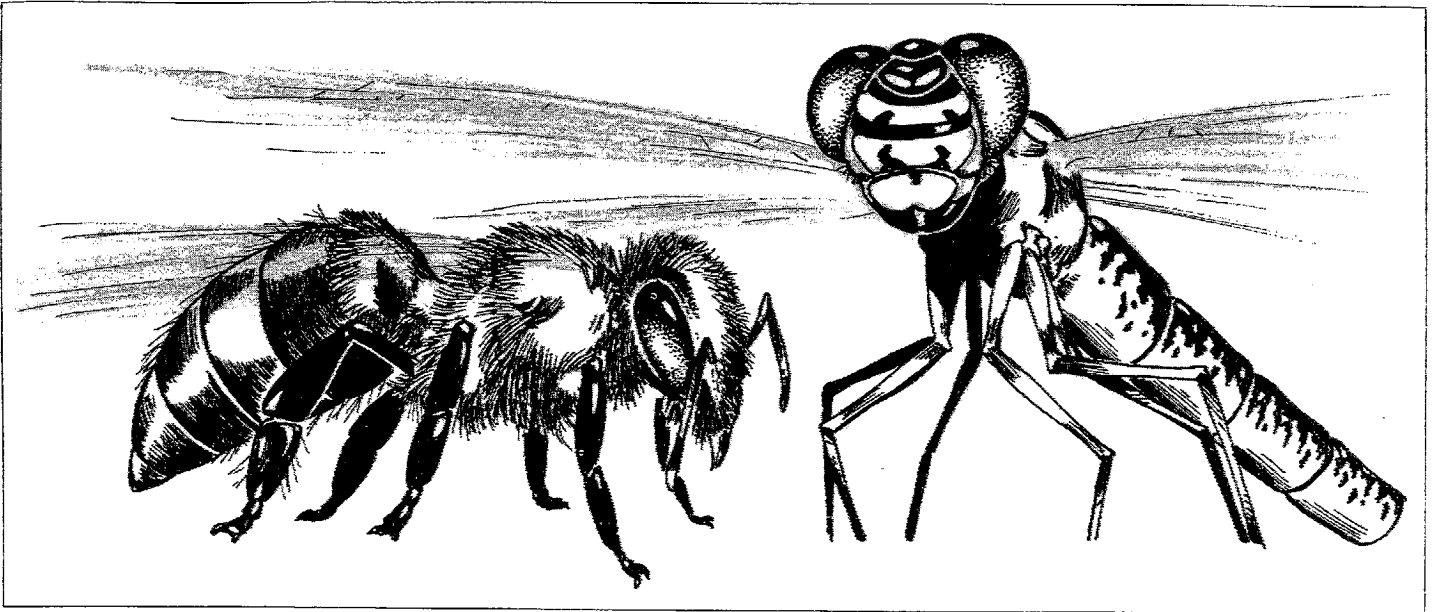


WANDERING MONSTER TABLE

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

Die Roll	Monster Encountered
1	1 Dragonne (AC 6/2; MV 15"/9"; HD 9; hp 54; #AT 3; D 1-8/1-8/3-18; SA rear deafens [-1 on attacks] all in 3" and causes weakness [50% strength loss] on all who fail to save vs. Paralyzation within 12").
2-3	1 Giant Poisonous Snake (AC 5; MV 15"; HD 4+2; hp 26; #AT 1; D 1-3; SA poison that inflicts 3-18 points of damage even if save is made).
4-5	2 Giant Phase Spiders (AC 7; MV 6" * 15"; HD 5+5; hp 36-34; #AT 1; D 1-6; SA save vs. Poison at -2; SD shift out of phase so as to be safe from attack until they wish otherwise).
6-8	2 Stag Beetles (AC 3; MV 6"; HD 7; hp 40-35; #AT 3; D 4-16/1-10/1-10).
9-0	3 Giant Lizards (AC 5; MV 15"; HD 3+1; hp 21-19-18; #AT 1; D 1-8; SA score of 20 indicates double damage [2d8]).

NEW MONSTERS



BEE, GIANT

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

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

DRAGONFLY, GIANT

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

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

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

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

EBLIS

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



Eblis, or storkmen, are seldom seen by humans—or few men live to tell of such an encounter. These tall, evil-natured bird-men dwell in marshes and swamps of subtropical and tropical climes. Each group is composed of several mated pairs and their offspring. When a tribe of this sort becomes too large for its habitat, the younger ones form a new band and seek their own area. Eblis pairs live in carefully constructed huts of reeds and grasses; there are 2-8 huts in a community. It is 90% unlikely that these dwellings will be discovered even by careful search. In these huts are piles of rushes, sticks, etc. 30% of these nests will contain an egg; there is also a 25% chance that the nest will hold one of the following:

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

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

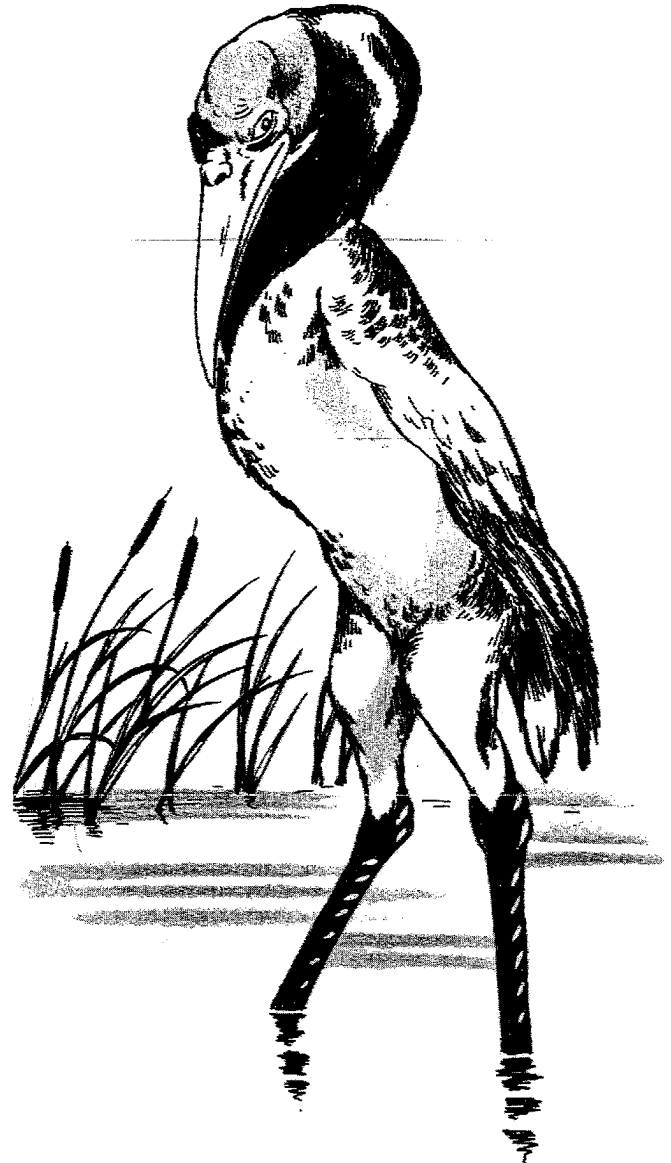
Eblis are very fast in shifting and striking, thus their excellent armor class. Their necks are snaky, sinewy, and very powerful. Attack is by stabbing with the beak.

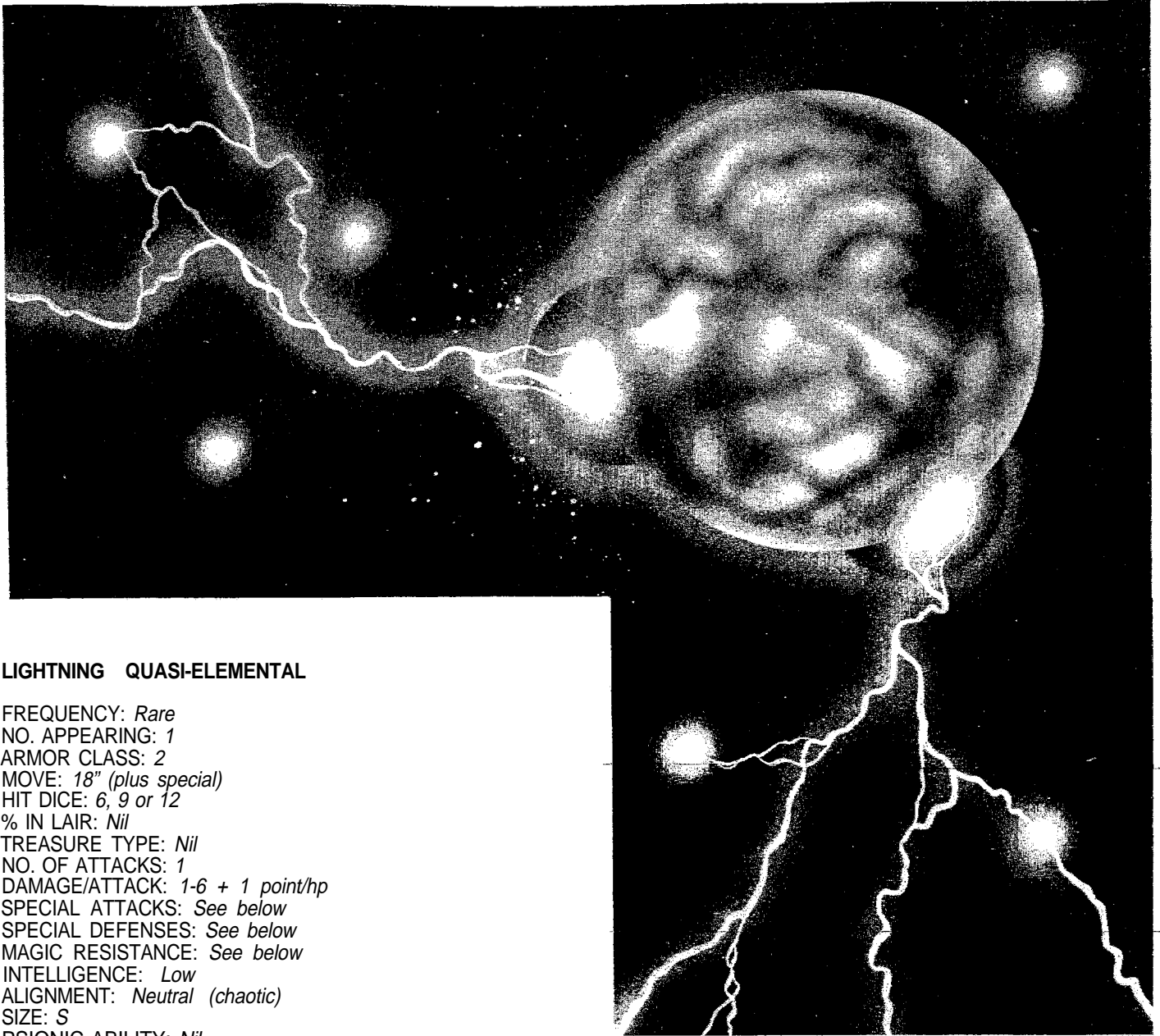
In each community of Eblis will be 1 individual capable of using illusionist magic by means of “dancing” and vocalization. Each of these storkmen will have 2-8 spells usable once each per day, used at 3rd level ability:

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

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

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





LIGHTNING QUASI-ELEMENTAL

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

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

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

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

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

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

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

Lightning quasi-elementals have no known social organization.

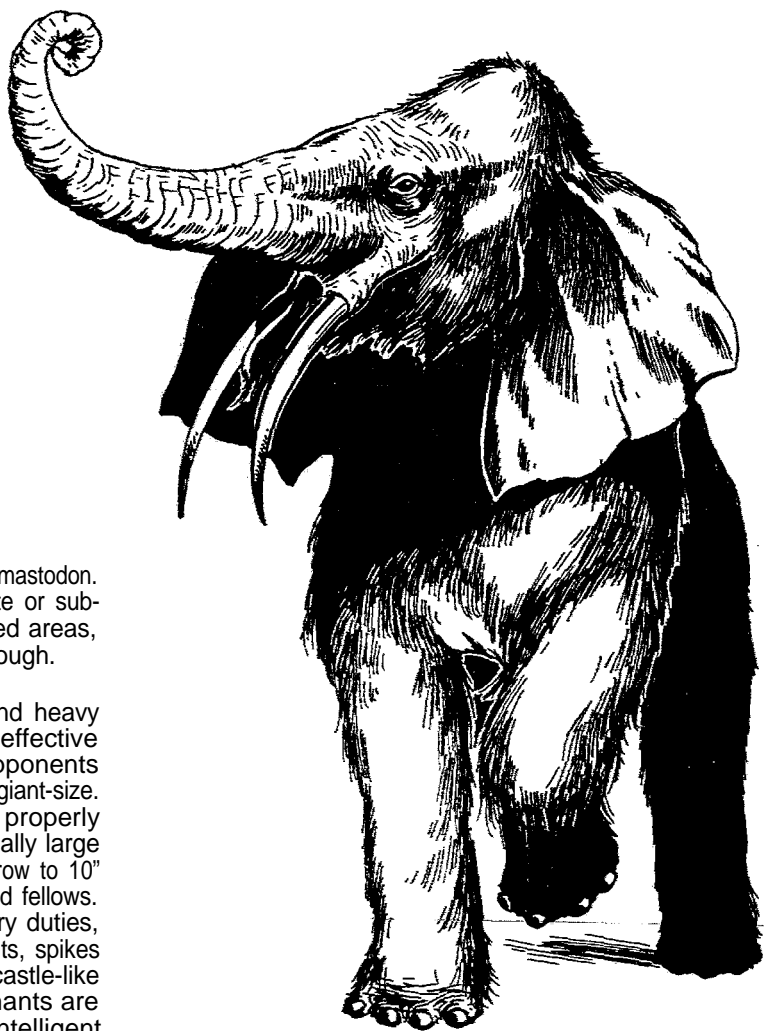
OLIPHANT

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

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

An oliphant attacks with its down-curving tusks and heavy forelegs; its trunk is too short to be used as an effective weapon. An oliphant can fight four man-sized opponents simultaneously, two ogre-sized enemies, or one of giant-size. The intelligence of an oliphant is such that when properly trained they become engines of destruction, especially large males. When fed and cared for, these creatures can grow to 10' or greater size and great bulk, far larger than their wild fellows. Trained oliphants are used in war and other military duties, armored with feather or scale and plate reinforcements, spikes projecting from head and forelegs, and bearing castle-like houdas that house archers and pikemen. (Elephants are likewise armed in warm climes, but these less intelligent creatures lack the ferocity of trained oliphants.)

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



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

NEW SPELLS

CLERICAL SPELLS

Aid (Necromatic/Conjuration)

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

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

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

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

MAGIC-USER AND ILLUSIONIST SPELLS

Murlynd's Ogre (Conjuration/Illusion)

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

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

Explanation/Description: When the spell caster brings this dweomer into play, a hissing veil of odd-colored vapors shoots upward, and from behind this screen of clashing, misty smoke steps an ogre-like figure of obscene bulk and hideous visage. All creatures of 4 or fewer hit dice or levels of experience will

flee in fear for 1-4 rounds and spend a like period recovering from trembling. They must save vs. Spells before having sufficient courage to return. Creatures of 4+ hit dice/5th level or greater must save vs. Spells to avoid the fear reaction noted above, although those of 8+/8th level save at +4 on the die. While it appears fearsome, the Ogre is but a wraith-like creature with no form or substance. It inflicts but 1-4 points damage when it attacks (as an ogre). Although it can be struck only by magic weapons, the thing is destroyed by a mere six points of damage.

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

Murlynd's Void (Conjuration/Alteration)

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

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

Explanation/Description: **Murlynd's Void** creates a gaping, black hole in some surface within spell range—floor, ceiling, wall, ground, etc. The opening lasts for as many rounds as the caster has levels of experience. The **Void** is a vacuum-like gate to another place (extra-dimensional non-space). Small, light items (such as paper, leaves, and other like items of less than 1/4 pound weight) within 10' of it will whirl up into the air in a vortex, disappearing into the pitch-black opening. Small fires in the 10' radius of the **Void** edge will be extinguished as the air is drawn into the vacuum. In tightly closed spaces of under about 20,000 cubic feet (under 30' x 30' x 25') the atmosphere will be thinned to make breathing impossible for one turn after the **Void** disappears as well as during its existence, unless ventilation is somehow established. Creatures immediately above the opening created by the casting of the spell must save vs. Spells or be lost in the non-space until they are somehow rescued, find a way out, or die. Those within 3' of its edge, or its surface (if on a wall, ceiling, or otherwise not underfoot) must save vs. Paralyzation or likewise be drawn in and be lost. Magic resistance withstands the spell effects.

The spell components are a hollow sphere of black glass and a strip of paper given a half-twist and glued together at the ends.

Spook (Illusion/Phantasm)

Level: 1
Range: 0
Duration: *Special*
Area of Effect: *1' creature within 1" of the illusionist*

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

Explanation/Description: A **spook** spell enables the illusionist to play upon natural fears and cause the subject creature to perceive the spell caster as someone or something inimical. Without actually knowing what this is, the illusionist merely advances threateningly upon the subject, and if a successful saving throw vs. Magic is not made, the creature will react by

rapidly turning and fleeing in as opposite a direction from the illusionist as possible. Although the spell caster does not actually pursue the fleeing creature, a phantasm from its own mind will do so. However, each round after the initial casting of the **spook** spell the creature is entitled to another saving throw, and each such saving throw shall be at a cumulative +1 per round, until the subject successfully saves vs. Magic and the spell is broken. In any event the spell will function only against creatures with an intelligence of not less than 1.

Whispering Wind (Illusion/Phantasm)

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

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

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

Phantom Steed (Phantasm/Conjuration)

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

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

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

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

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

MAGICAL ITEMS

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

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

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

X.P. VALUE 1,500

G.P. SALE VALUE 7,500

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

X.P. VALUE: 500

G.P. SALE VALUE: 5,000

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

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

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

Egg of Desire. There are at least five different sorts of these items, each more strange and potent than the next. An **Egg of Desire** is a smallish ovoid that, when placed upon its large end and touched in a certain way, will rock back and forth rhythmically, issuing a soft chiming sound in the process. Viewers must save vs. Magic or become enspelled by the **Egg's** dweomer. The effect of each sort of Egg is as follows:

Black: Holds viewers permanently until circumstances permit a breaking of the spell or they die.

Bone: Causes viewers to place their most prized magic item before the Egg, and then leave and forget what occurred.

Crystal: Causes viewers to place all the gems they possess before the **Egg**, and then leave and forget what occurred.

Golden: Causes viewers to place all precious metals they possess before the **Egg**, and then leave and forget what occurred.

Scarlet: Causes viewers to become enraged and attack the first living thing they see after one minute of viewing the **Egg**.

The viewing area of an **Egg** is 20'. The effects of an **Egg** can be removed only by a **dispel magic** or **remove curse** spell. Even unintelligent creatures can be affected by an **Egg**, as each sends signals directly to the viewer's brain, but the Bone, Crystal, and Golden **Eggs of Desire** affect creatures of under 7 intelligence differently. These creatures will covet the item, take it, and regard it as their most secret and valued treasure.

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

Shoes of Fharlanghn. These low, thick-soled shoes are so durable and tough that they never wear out. Better still, the individual wearing this foot-gear never grows fatigued from walking, being able to maintain a 20-30 mile per day pace easily. If the wearer is of Neutral or Neutral Good alignment, the following additional benefits are gained:

1. The wearer will never trip, step into a snare or pit, or become entangled.
2. The dweomer of the shoes enables the wearer to climb up or down hills, even those with a 45 degree slope, without effort.
3. The wearer will be so sure-footed as to be able to walk along narrow ledges or slippery logs without fear of a slip or like mishap.

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

4. Becoming lost is impossible to the wearer.
5. Nothing walking on the earth can surprise the wearer.
6. The wearer can run at 18" movement rate and jump horizontal distances of up to 20'.
7. Climbing vertical surfaces is done as if the wearer were a 10th level thief.
8. Wherever there is earth (including dust, sand, or mud), the wearer can tread as if he or she were on smooth roadway.

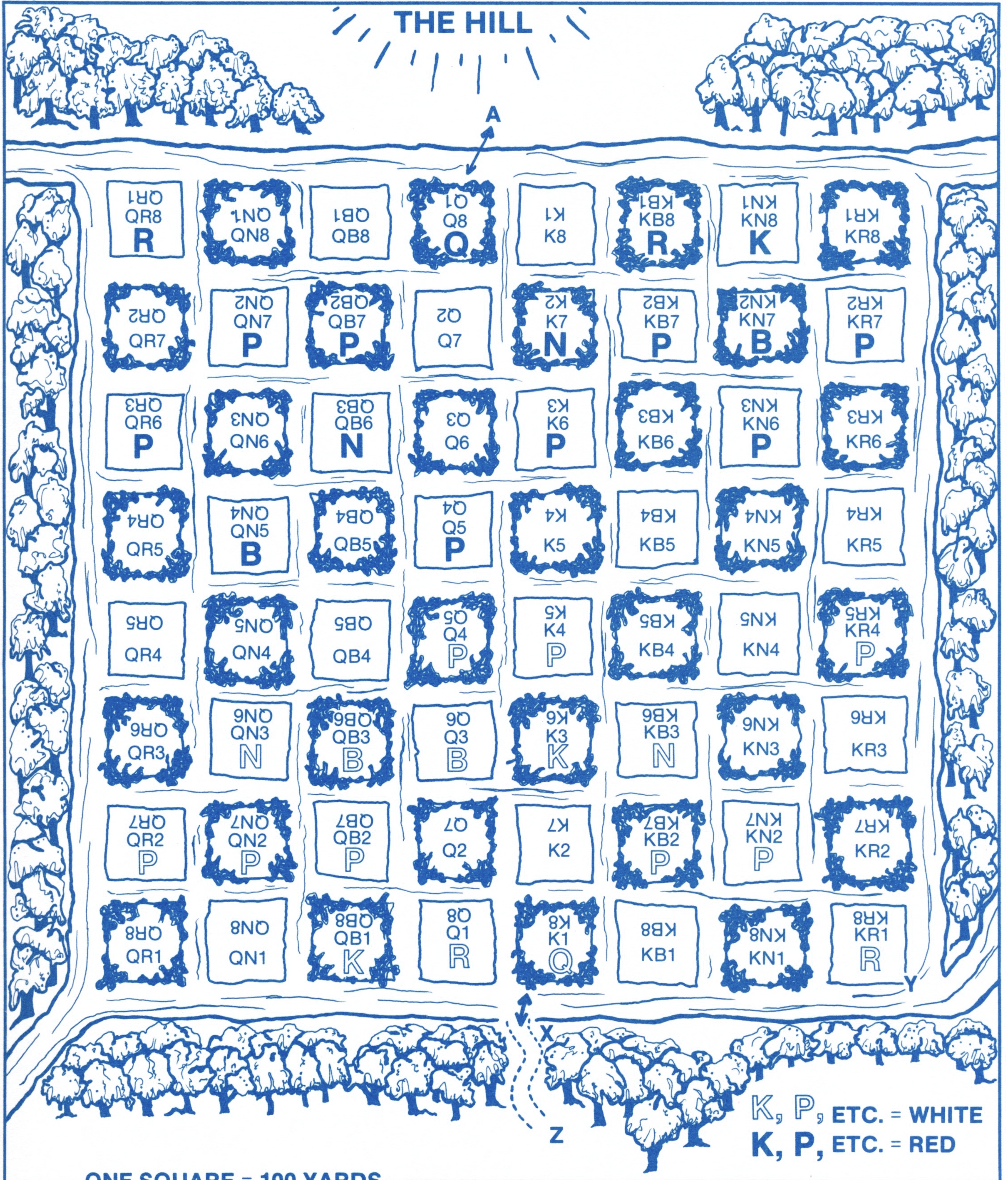
At least a dozen pairs of these magical shoes are known to exist in treasure troves.

X.P. VALUE: 2,000

G.P. SALE VALUE: 20,000

CHESSBOARD FIELDS

THE HILL



1R0 QR8 R	1N0 QN8 Q	1B0 QB8	1Q0 Q8 Q	1K1 K8	1B1 KB8 R	1N1 KN8 K	1R1 KR8
7R2 QR7 P	2N2 QN7 P	2B2 QB7 P	2Q2 Q7	2K2 K7 N	2B2 KB7 P	2N2 KN7 B	2R2 KR7 P
9R3 QR6 P	3N3 QN6 N	3B3 QB6 N	3Q3 Q6	3K3 K6 P	3B3 KB6 P	3N3 KN6 P	3R3 KR6
5R4 QR5 P	5N4 QN5 B	5B4 QB5 P	5Q4 Q5 P	5K4 K5	5B4 KB5	5N4 KN5 P	5R4 KR5
QR5 QR4	5N5 QN4 P	5B5 QB4	5Q5 Q4 P	5K5 K4 P	5B5 KB4	5N5 KN4	5R5 KR4 P
6R6 QR3 P	6N6 QN3 N	6B6 QB3 B	6Q6 Q3 B	6K6 K3 K	6B6 KB3 N	6N6 KN3	6R6 KR3
7R7 QR2 P	7N7 QN2 P	7B7 QB2 P	7Q7 Q2	7K7 K2	7B7 KB2 P	7N7 KN2 P	7R7 KR2
8R8 QR1 P	8N8 QN1	8B8 QB1 K	8Q8 Q1 R	8K8 K1 Q	8B8 KB1	8N8 KN1	8R8 KR1 R

Advanced Dungeons & Dragons®

Fantasy Adventure Module

The Land Beyond the Magic Mirror

by E. Gary Gygax

Your adventures have taken you to strange places before, but in the eyes of your experienced party, few of these places are as unusual as the bizarre **Land Beyond the Magic Mirror**. Here the delightful and the light-hearted often hide great challenges and dangers; here you will journey through a landscape unique among fantasy role-playing scenarios.

This module was first conceived by E. Gary Gygax as part of the Greyhawk Castle dungeon complex and has been the source of challenge and fun for many skilled players of the **ADVANCED DUNGEONS & DRAGONS®** game. It is finally available to all players and can be added to your existing campaign with ease.

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