

Castle of the Mad Archmage™



By Joseph Bloch

Expansion Module: The Gardens (Level Four South)

*Compatible
With Most
"Old School"
RPGs!!*

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Introduction for the Game Master

This module is an expansion of the original Castle of the Mad Archmage™ megadungeon. The Greyheim Construction Company (see the Castle of the Mad Archmage™ Adventure Book, p. 5) has been busily excavating tunnels into these areas, which have been sealed off and inaccessible (except by magical means) for years.

This expansion is intended to open up new vistas for campaigns that are based on the Castle of the Mad Archmage™, allowing the game master to introduce new areas for exploration, new themes, new villains, and new treasures to satisfy the needs of players for fresh challenges and rewards.

As with the original Adventure Book, this book is designed for use with the ADVENTURES DARK AND DEEP™ rules, but should be usable with most old-school RPG rules with but little effort.

General Information

The same general rules that hold true in the main levels of the Castle of the Mad Archmage™ apply in these levels as well. Standards for ceilings, walls, and doors are all the same unless noted in the text. PCs who die in the dungeons could come back as undead creatures, as noted in the Adventure Book, and these levels should feel no less “living” than those in the original book.

Where possible, the game master should try to make this level a seamless part of the whole megadungeon complex. NPCs should certainly be aware of its existence, where it seems warranted, although details could be absent or dangerously wrong. A brief synopsis of the effects of introducing this level to the existing Level Four is included below.

Most of the challenges in the level should be appropriate to a party of PCs of 4rd-6th level, although some are deliberately more difficult, designed for the PCs to discover, evaluate, and return to when they are stronger and more capable.

Integrating this module into the Castle of the Mad Archmage™

This module is intended to be used with the original Castle of the Mad Archmage™ adventure.

The exact points of connection are detailed in the encounter keys and maps below.

If your PCs have already explored the areas where the points of connection now exist, you might need to steer them in that direction, so they notice that something is now altered (it should be noted that this is also the *raison d'être* for the “detect new construction” skill that some demi-humans possess). You could see to it that rumors of the new areas reach the PCs’ ears, have a pursued (or pursuing!) monster take them past the new passages, or have them follow some mysterious sounds if they

happen to be in the area, leading them to discover the new regions.

If they haven’t visited the points of connection, then naturally this level was there all the time, unless you have some specific reason to deem it otherwise!

This level has connections to Level Four.

Using this module on its own

As the encounters on this level are relatively self-contained, it should be easy to integrate this level into an already-existing dungeon other than the Castle of the Mad Archmage™. You may find it necessary to extend some corridors to make the connections fit, however.

The level can also be used as a completely stand-alone adventure as well. The great underground garden can simply be accessible by a hundred-foot long, southward-facing and downward-sloping, passageway that ends in the doors at Area #1.

Level Four South East: The Gardens

Level Four South is a single giant cavern, connected to Level Four of the dungeons via a long tunnel which descends at a slight angle for approximately 100 feet. The tunnel originates just south of Area #68 on Level Four: THE LOWER DUNGEONS, where an alcove used to be (as seen on the original map of the level).

The tunnel is the only non-magical way into or out of the level. There are pipes that connect to the Black Lake (published in the One Page Dungeon Contest 2014), but the pipes themselves are unnavigable under normal circumstances.

The level itself consists of areas of thick vegetation of various sorts, as described below. There are three major structures of note; a tavern for giants, a ruined cottage, and a tower in the center of it all, which is home to the Gardener.

The ceiling rises in a dome some 50' in height at the apex. An illusionary sun crosses the sky, precisely matching the path of the sun above ground. At night, a similar effect is rendered for the passage of the moons (the moons do not follow the phases of the moon in the outside world; they are always full, and lycanthropes are affected as if they were outside on the night of the full moon). A *darkness* or *continuous darkness* spell will not cancel the sun (although they can be used normally within the garden), but a *dispel illusion* cast on the sun or moon will plunge the whole garden into darkness until sunset or dawn, respectively, when the illusions will automatically reset.

It should be noted that, although the map shows the lines between the different garden areas as straight, the boundaries between them are not nearly so neatly delineated. There usually will be a zone of 5-10' where two adjacent areas will gradually transform from one to the other. Such transitions are usually quite obvious, and should be made plain to the PCs, unless otherwise noted.

Visibility across the gardens is broken by various shrubs, bushes, and hedges that block line of sight. Typically only 60' or so of visibility in any given direction is possible. Exceptions are the copse and brambles, where visibility is cut to 20', and the meadow, where the growth is so low that one can look across its entire expanse. The tower can be seen from anywhere in the gardens, but the roof of the tavern can only be seen in the southwestern half of the gardens.

Impact on Level Four: The Lower Dungeons

The Green, White, and Blue factions are all aware of the newly constructed (or perhaps "opened" is a better word) passageway, but have yet to figure out a way to open the door at the end of the corridor. There is a sense among all three that doing so would give the faction who accomplished the feat an advantage in the games, and might seek to hire (or offer them freedom, if captured) adventurers to penetrate into whatever lies beyond.

Random Encounters

Roll 1d6 every 6 turns, or more often if warranted (by PCs making excessive noise, etc.). On a roll of 1, a random encounter will take place. No random encounters within the giant's inn are required. Roll on the following table to determine the encounter:

In daytime:

Die Roll (d12)	Encounter
1	NPC adventurers (see Castle of the Mad Archmage™ Adventure Book, Appendix F: NPC Adventuring Parties for details)
2-4	Special encounter from the current garden area
5-6	Special encounter from an adjacent garden area (pick randomly)
7	Unicorn from Area #19
8	1 d3 giant bumblebees
9	2d4 giant ants
10	1 venomous snake
11	1d2 stags (plus 1d3 non-combatant deer)
12	Dungeon Dressing (see below)

At night:

Die Roll (d12)	Encounter
1	NPC adventurers (see Castle of the Mad Archmage™ Adventure Book, Appendix F: NPC Adventuring Parties for details)
2-4	Special encounter from the current garden area
5-7	Special encounter from an adjacent garden area (pick randomly)
8	1d4 bats
9	1d6 giant rats
10	1 phycomid
11	2d4 gnome gardeners (see Area #10, the Tower, for details)
12	Dungeon Dressing (see below)

Special encounters by garden area:

Area	Special Encounter
2	Blue Lady (see Appendix C: New Monsters)
5	Caterwaul
6	Giant pike
7	Cliff giant gathering vegetables (Mordag; see Area #12)
8	Hangman tree (under command of Willig)
13	1d3 thornies (20 h.p. each)
14	Giant bumblebee
15	Gargoyle (25 h.p.), will appear as a statue at first, then attack if approached
16	Giant rat (day), Annara (night)

Area	Special Encounter
17	Magic herb plant (see Appendix B: New Magic Items, choose randomly)
18	Ghoul (west side, day only), alligator (east side only during the day, any side during the night)
19	1d2 stags and 1d4 non-combatant deer
20	Mustard jelly (42 h.p.)
21	1d3+1 stirges

Where no special encounter is listed for an area, re-roll the random encounter.

Dungeon Dressing

If you feel the need to spruce up any passages or empty chambers with minor details, use the following table. Use common sense when it comes to repeating choices:

Die Roll (d12)	Dungeon Dressing
1	A rusty hoe, half-buried in the dirt. This item can only be found once. It appears as an ordinary rusty hoe, but radiates magic if detected for. It will act as an improvised weapon (1d6 damage), but gives a +1 bonus both "to hit" and to damage. The non-proficiency penalty should apply as well, but creatures struck only by enchanted weapons can be harmed by this item.
2	Swarm of (regular) butterflies.
3	Rusted watering can.
4	Birdbath, filled with clean water. Several songbirds splash about in it, but fly away if approached.
5	A small (5' x 5' x 7') wooden shed with an unlocked door is seen in an unobtrusive place. It is filled with gardening tools. At night, the shed will be open and the tools taken by the gardener gnomes.
6	Stone garden gnome (actually a gardener gnome, but one hiding from the PCs).
7	A small statue (1' tall) of a cherub.
8	Mass of ladybugs spell out H-E-L-P before scattering and flying away.
9	An arrangement of a half-dozen glass mushrooms.
10	A broken shovel-handle.
11	A small section of brickwork in the ground, overgrown, as if a path once was here.
12	Special (see Castle of the Mad Archmage™ Adventure Book, Appendix D: Special Random Encounters for details)

Encounter Areas

1. DOOR. The corridor leading to the Garden ends with a massive set of double doors. The doors are ironwood, banded with bronze, intricately carved with a pattern of vines, flowers, leaves, and the like, with the motto across

the top "The garden must grow." The doors open inwards towards the corridor, and feature a pair of large bronze rings to pull, but no locking mechanism is evident. If a plant of some sort is touched to the door, it will disappear, merging into and adding to the carved pattern of the door, and the doors will open for one minute. The doors will open from the garden side with a simple push. They will also close after one minute. A *knock* spell or similar magic will also open the doors.

The path that begins immediately at the doors is made of white crushed stone, and is some three feet in width. This means that if the PCs all wish to walk along the path, they must do so single file.

2. BLUE GARDEN. This section of the gardens is a bewildering array of bellflowers, grape hyacinth, flax, lilies, hydrangea, cornflower, larkspur, irises, and similarly blue-tinged flowers and shrubs. Set against the trimmed green grass that serves as a border for the various beds, and the white stone path, the effect is quite stunning.

A caterwaul (34 h.p., AC 4, 3 attacks every 2 rounds) roams the blue garden. Anyone entering its domain will be detected within 1d3 rounds; once prey has been noticed, the creature will stalk it until an opportune time to attack presents itself. Large parties will be watched carefully, and if an individual splits off from the group, they will be attacked.

Location A marks the location of a life-sized bronze statue of a kobold on a stone pedestal some 5' high. The kobold is holding a javelin aloft as of to throw it. If a gem of at least 100 gp value is placed on the pedestal, the kobold will release the javelin, which will fall to the ground. It is a *javelin of lightning*. The gem will disappear as this happens. If the statue itself is touched in any way (including the javelin), the kobold will hurl the javelin some 30' behind the person so doing, causing a lightning bolt to arc back towards the statue, causing 20 h.p. of electrical damage to all those in a line between the javelin's point of impact and the statue (including the person or creature who touched the statue in the first place). Those who save vs. magic take half damage. Another javelin will appear in the kobold's hand after one week.

Location B marks the location of a giant bluebell plant (see Appendix C: New Monsters). The skeleton of a halfling is concealed in the grass nearby, which has a pouch with 20 p.p.

3. STREAM. This stream of slow-moving water is some 3-5' in width, is set in a ditch some 2-3' deep, and the water varies in depth from 1' to more than 4' in places. It flows counterclockwise around the gardens, and varies from crystal clear (around the Blue Garden, Winter Garden, Yellow Garden, Cottage Garden, and Topiary Garden) to opaque muddiness (around the Marsh, the Meadow, and

the Brambles). The stream is home to a variety of ordinary fish, frogs, turtles, and insects.

4. **BRIDGE.** The quaint wooden bridge that crosses the stream is made of ironwood. It is exceptionally sturdy, and can hold as much as 2,000 pounds before it will start to groan and creak. A 3,000 pound load will cause the planking to crack and ultimately collapse the whole thing. A rusty wheelbarrow is in the stream under the bridge, half-covered with mud and weeds.
5. **BUTTERFLY GARDEN.** This garden is a brilliantly-colored collection of Joe-Pye weed, ironweed, coneflowers, goldenrod, butterfly bushes, hollyhock, allium, and asters. Hundreds of butterflies flit from flower to flower, presenting an incredibly colorful sight. A bewildering variety of ordinary butterflies fill the air, caterpillars and cocoons can be seen on many plants, and occasionally their giant cousins can be seen.

There are no set encounters in the butterfly garden. However, as giant butterflies are attracted to magic, any spell which is cast, or any magic item which is used, within the butterfly garden will cause 1d4+1 giant butterflies to flock to the caster or user within 1 round. Moving off the path will disturb a huge kaleidoscope of ordinary butterflies which will obscure vision for 1d3 rounds.

6. **POND.** The stream feeds into the pond with a slight drop, and exits to the southwest with a similar small waterfall. The water in the pond is dark, and the nearby trees provide sufficient shade that seeing into the water is quite impossible. The same fish, turtles, frogs, and insects that dwell in the stream can be found herein as well. The pond is 30' deep at its middle point.

The pond is home to Pannae, a nymph (14 h.p.). She has the following spells memorized: 4431 *alter plant*, *detect magic*, *entangle* (x2), *charm person or mammal*, *goodberry*, *heat metal*, *reflecting pool*, *plant growth*, *pyrotechnics*, *summon insects*, *plant door*. She dwells in the pond, and is on good terms with most of the inhabitants of the Gardens, with the notable exception of Willig, the ruler of the copse, who has long wanted to bring the pond completely under his control. If approached obviously and with friendship, she will attempt to enlist the party to slay Willig. She will not directly participate in any plan to do so, however. She wears a necklace of rubies worth 1,000 g.p. She also has an iron chest in the deepest part of the pond which contains 300 g.p., a *short sword +1/+2 vs plants*, and a *ring of feather falling*. She will offer these treasures as incentive to help her achieve her aim, but is a shrewd negotiator and won't offer everything all at once. She will respond well to politeness.

The pond is also home to a pair of giant pike (22, 21 h.p.) who will obey Pannae's instructions.

7. **VEGETABLE GARDEN.** The path does not follow exactly straight lines, but it does meander back and forth through

beds of vegetables; onions, various lettuces, tomatoes, peppers, squash, root vegetables, and so forth. All are excellent and delicious, and eating a single normal meal from the garden will prevent hunger for a full day.

Location A marks the spot where a large plow has been abandoned. Rusty and partially buried at an angle, the plow radiates magic if detected for. It is, in fact, a *plow of mighty furrowing* (see Appendix B: New Magic Items). It will require at least an hour of digging with shovels to free the plow from the soil. Doing so will disturb the giant badger burrow hidden beneath the metal instrument (2 adult badgers, h.p. 18, 15; plus three kits). If relatively undamaged, the adults' pelts will be worth 20 g.p. each, and those of the kits 5 g.p. each. The 15-h.p. badger is the female, and will fight with a +2 "to hit" as long as the kits are alive and threatened.

Location B marks the location of a large pumpkin patch, in which can be found a traditional scarecrow with carved pumpkin head. The scarecrow is perfectly mundane, but the pumpkin patch is home to a group of killer pumpkins (see Appendix C: New Monsters). There are 10 pumpkins of different sizes (6d6 HD: 18, 16 h.p.; 4d6 HD: 12, 11, 10 h.p., 2d6 HD: 7, 7, 6, 6, 5 h.p.) who will attack anyone entering the pumpkin patch. If no one does so, 4 of them are close enough to the path to attack those walking on it (determine which ones randomly).

8. **COPSE.** This thicket of trees is well-defined, and visibility drops to 20'. It consists of various oaks, maples, ironwoods, and beeches. The ground beneath the heavy canopy is thick with ferns, wildflowers, and other shade-friendly shrubs, which further help to maintain a feeling of oppressive stillness under the leaves.

Willig, a Tree Man of lawful evil alignment (10d12 HD, 70 h.p.) rules the copse with an iron twig, and has designs on taking over the whole of the Gardens. The main thing standing in his way is Pannae, the nymph who dwells in the pond. She uses her druidic spells to keep Willig and his minions at bay, and both are constantly looking for allies to use against the other. The Gardener is completely apathetic to either of their calls, and finds them an annoyance on those occasions when he is stirred from his reveries long enough to care at all.

Willig wears a *ring of opposite alignment* (functions just like a *helm of opposite alignment*) which he is convinced is a *ring of elvenkind*, and nothing will convince him otherwise. This is what has turned him to lawful evil, and which was the cause of his desire to rule the gardens.

The Copse is also home to a Hangman Tree (mature; 7d10 HD, 35 h.p.), who was created by Willig after his conversion to chaotic evil, and who is used as his henchtree.

9. **ROCK GARDEN.** This garden is a field of closely cut grass, in which are a variety of stones of various sorts. Some are

uncut, some roughly hewn, and some are intricately carved. There are also groups of smaller stones that are surrounded by the same sort of pounded stone that forms the path. The size, height, and width of the stones varies greatly as well, creating an almost maze-like effect.

Locations A, B, and C each mark the spot of a granite man (8d12 HD each; 50, 49, 47 h.p.), who appear as ordinary boulders until one of them is approached within 10'. Once one is awakened in this way, the closest will awaken on the following round, and then the furthest on the round following that. All will attack any intruders as long as they remain in the rock garden. At location B there is a *short sword +2* underneath the granite man itself.

Location D is a large (7' high) boulder with a brightly-painted smooth side on its east face. The painted side has a runic inscription carved inside of a sinuous serpentine form, with a female warrior about to chop off the head. The inscription (which will require a *comprehend languages* spell to understand) reads:

IBFFFTMM IS THM XFRMMT PHMRM
THMRM SHONFM BM FXNR THMRM FRM
THRM JT PISMM SM NMSTR TIST
FTWTHMT XNFTHMTM FM FFRSXT
SHFRK BFFMM FTW PMT FST SCMT
SNFFIM HMRM BFFFTMMISTX XN FT
BM SNRM XN FMNR THMRM FTHIM

Unbalanced is the Garden, where there should be four there are three. In wisdom seek destruction, and then you'll find the key. A fair song, sharp blade, and well-cast spell suffice. Where balance exists, you can be sure you'll never there find ice.

This is a reference to the need to light the flame at the top of the tower (see encounter area #10).

If a *read magic* or *read savant magic* spell is cast upon the runes, the runic inscription will be seen to also be the spell *hold elemental*, which can be studied directly from the stone and memorized, or copied into a spell book, just as if it had been found in a spell book itself. It cannot be cast directly from the spell as if it were a scroll, however.

10. TOWER This stone tower has a single door on the ground floor and three levels plus the roof. The door is locked during the day, but unlocked at night as the gardener gnomes perform their work. There are narrow windows only on the top floor of the tower; they are not large enough to allow entry, however.

Ground/First Floor. A stone staircase climbs one wall to the floor above. There are ten small bunks, a similarly-sized table and ten chairs. A stove is along the wall opposite the stairs and is obviously used for cooking. This is the

home of the gardener gnomes, who tend to the garden at night. If encountered at night, they will scatter and make their way back to the tower. Under no circumstances will they answer questions about the Gardener unless under magical compulsion.

During the day the gnomes will be sleeping, cooking, etc. They will be gruff to visitors, and knocking on the door will get annoyed parley through a small window at gnome-eye-level. Threats of violence, or an attempt to break down the door, will result in the gnomes arming themselves and preparing barricades in the first floor. They will fight a delaying action up the stairs, defending the Gardener and attempting to get him to intervene. If the gnomes are approached more reasonably, they can be bribed to allow visitors (10% chance per 100 g.p. value offered, +/- the CHA reaction adjustment), but two of their number will accompany anyone seeing the Gardener.

The gnomes are 3rd level fighters (16 h.p. each, AC 8 (AC 6 if given warning and time to don leather armor), armed with axes), except for the leader, one Nodisum, who is a 3rd level fighter/4th level jester (15 h.p.; AC 7; verbal patter: Assure 60%, Distract 45%, Befuddle 25%, Enrage 5%; tumbling/performing: Attack +1, Evasion 25%, Falling 25%/20', Balance 35%, Fire Breathing 15%, Juggling 40%, Knife Throwing +1 "to hit"/+1 damage, sword swallowing 5%; spells memorized: *color spray*, *stinking cloud*). He is armed with a *short sword +1* and has a half-dozen throwing knives. He doesn't normally carry the sword with him, but it will be handy if he is in the tower. Nodisum has his spell book concealed in a cupboard; it contains the spells *color spray*, *stinking cloud*, and *darkness 15' radius*. He also has a *brooch of bronze golem control* (see Appendix B for details) hidden under the flagstone beneath the stove, in case the Gardener should ever perish. Each gnome has a cache of 2d6 gems worth 50 g.p. each.

Second Floor: This is a "hothouse" where some very special plants are grown. First, the room is fully 30° warmer than those below or above it; this effect is magical in nature, and can be disrupted with a *dispel magic* spell, but only for an hour per level of the caster, after which time the room will regain its high temperature within 20 minutes. All cold-based spells do half damage while the warming magic is in effect. This floor is home to three giant Venus flytraps, each with four heads (bodies have 8d8 HD/30 h.p., heads have 3d8 HD/12 h.p.). They will attack anyone who attempts to enter the room or cross to the stairs leading up to the third floor who is not accompanied by either a gardener gnome or the Gardener himself. The spell plant friendship only has a 50% chance of working on these guardians.

Third Floor: This is the quarters of the Gardener. There are tables lining the walls filled with bottles, tools, and the apparatus of alchemy. A staircase leads to a trapdoor, which leads to the roof. The Gardener is a mushroom man king (6d8 HD, 40 h.p.) who managed to find a way of

entering the telepathic gestalt of a mushroom man circle, but without an actual circle to join, he fell into a near-catatonic state. The only way he can be communicated with while in this state is to convince him to release rapport spores, by repeatedly asking, shouting, and shaking him. The gardener gnomes have a 75% chance per turn of being able to successfully do this, while others only have a 50% chance. He has no conscious desire to leave his gestalt of one, but a release of distress spores from another mushroom man will do so permanently. Once the Gardener has been released from the gestalt, he will be enraged, and will fight any creature on the third floor of the tower for 1d4+1 rounds until he fully regains his wits. Once he comprehends the deleterious state of the Gardens, he will begin to set things to rights over the next weeks and months; removing the vampire, settling the dispute between the tree man and the nymph, rooting out the evil plants and dangerous animals, etc. He will reward those who brought him out of his reverie with a collection of 3d6 potions (determine randomly).

Roof: This final level of the tower overlooks the entire Gardens and affords a fine view of the whole. The center is dominated by a large pile of stacked logs, with three small casks nearby. The casks contain oil. There is also a large bronze statue of a warrior standing next to the wood and casks. The statue is in fact a bronze golem (50 h.p.), and will attack if anyone attempts to disturb the wood or oil (such as by trying to light it on fire). If the fire is lit, the mushroom man in the Tavern will immediately dash to the tower and release distress spores in an attempt to save the Gardener (see Area #12 for details). Once this happens, the Gardener will be revived from his reverie.

11. **TOPIARY GARDEN.** The neatly trimmed grass of this garden is punctuated by a number of intricately cut and managed topiary trees and shrubs. Many are clipped into intricate and precise geometric designs such as cubes, spheres, spirals, and so forth. Some are clipped into realistic-looking animals and monsters.

While in the Topiary Garden, the chance of random encounters is increased to 50% every round. The following table should be used (full statistics for topiary creatures is given in Append C: New Monsters).

Die Roll (d6)	Encounter
1	Topiary deer
2	Topiary lion (2 max.)
3	Topiary elephant (2 max.)
4	Topiary horse
5	Topiary chimera (1 max.)
6	Topiary swan

Where a maximum number of encounters is indicated, that means there are only that many topiary animals of that type in the garden. If the animal(s) are slain, re-roll. If they were driven off, they will re-engage with the PCs.

Hidden inside the body of the first topiary elephant encountered is a leather scroll case with a scroll of protection from piercing weapons and another scroll with the following druid spells upon it: *plant friend*, *protection from fire*, *sunburst*. If the topiary elephant is destroyed with fire, the scrolls must make a saving throw or be destroyed.

12. **TAVERN.** This enormous, over-sized building is obviously built for creatures larger than humans (the ceilings are 20' high), but it otherwise looks like an ordinary tavern, such as one might find in any town. Above the door hangs a sign showing three rough circles and what appears to be a wooden log (the name of the tavern is the "Three Boulders Club;" such is the wit of giants).

The tavern exists in a number of different dimensions. The front door will always open back to the dimension whence the person opening it came from, but the back door opens only to the Gardens (Mordag uses this entrance to gather vegetables and herbs from the Gardens). The tavern will usually be found in giant-ruled areas, but occasionally it will be found in some wilderness or other odd locale. Curiously, Mordag and Wren seem to be able to control the destination of the front door, when they use it themselves.

The place itself is warm and inviting, in a rough-hewn way. The blackened timbers give a sense of security, while the lighting from candle chandeliers and oil lamps on the tables gives an inviting glow. There are tables, stools, and chairs for giants of all types and sizes, and Wren the barkeep always seems able to find an appropriate-sized chair for new guests. The food and drink are not only passable, but actually good, which accounts for the tavern's popularity in certain quarters.

The tavern is run by Mordag and Wren Flintdagger, a husband and wife pair of cliff giants (Mordag 12d12 HD, 80 h.p.; Wren 8d12 HD, 52 h.p.). She tends the bar while he does all the cooking. They are both loud, gruff, and fun-loving, allowing a certain amount of boisterousness in the tavern as long as no real damage is done (and if it is, the perpetrators better be able to pay to fix it...). They have several staff to help run the place: the waitresses Mirda Warmbottom (female fire giant, 10d10 HD, 55 h.p.), and Dinio Stonecatcher (female stone giant, 8d12 HD, 51 h.p.), and the cook's assistant Grung (male Formorian giant, 13d10 HD, 70 h.p.).

There is also the dish boy, "Mushy." Mushy is a mushroom man (3d8 HD, 13 h.p.), the last member of the Circle to which the Gardener once belonged. He still feels fiercely loyal to the Gardener, although he is unaware of why he has let things in the Gardens decline so badly. He keeps a close eye on the Tower, however, and if he sees that it is in imminent danger, he will drop whatever he is doing, run to the tower, and release distress spores to warn the Gardener. If this happens, the Gardener will be shocked out of his one-man gestalt and back to normal consciousness (see Area #10 for details).

The tavern closes sometime between midnight and dawn, and opens at dusk. The giants live in the cellar, which is otherwise filled with casks of drink. At the bottom of one of the casks (otherwise filled with ale) is a metal strongbox with 6,320 c.p., 7,100 s.p., 1870 e.p., 5,020 g.p., and 850 p.p. Mordag and Wren have accounts in various banks on various worlds, as well, and there are letters of credit worth a total of as much as 50,000 g.p. in Wren's bag, which she keeps on her at all times.

At any given time there will be 3d8 customers in the common room; roll to determine type:

Die Roll (d20)	Customer
1	Cliff giant (1d3 males, 1d3 females)
2	Cloud giant (1d2 males)
3	Cloud giant (female)
4	Cyclops, least (1d3 males)
5	Ettin (1d2 males)
6	Firbolg (1d4 males)
7	Fire giant (1d3 males, 1d2 females)
8	Formian (1d2 males, 1d2-1 females)
9	Frost giant (1d3 males, 1d3 females)
10	Giant two-headed troll (1 male)
11	Hill giant (1d4 males)
12	Hill giant (1d2 females)
13	Hill troll (1d2 males)
14	Mist giant (1d3 males)
15	Ogre (1d4+1 males)
16	Ogre mage (1d2 males, 1d2-1 females)
17	Stone giant (1d2 males, 1d2-1 females)
18	Storm giant (1 male)
19	Storm giant (1 female)
20	Verlaang (1d2 males)

Non-giants are allowed, but will be greeted with a sudden hush coming over the room which only slowly gives way to its previous volume level. Humans demi-humans will be grudgingly accepted (conduct normal reaction rolls) but dwarves will automatically be treated with hostility by all except Mordag and Wren, who treat everyone equally.

All of the giants encountered should be given personalities, and the GM is encouraged to use the reaction roll process to determine how particular giants react to the PCs. Some memorable customers who often frequent the Tavern include:

Malas (male fire giant shaman, 7th level; HD 11d12, 70 h.p., spells memorized: *cure light wounds*, *cause light wounds*, *speak with animals*, *augury*, *chant*, *enthrall*, *dispel magic*, *bestow curse*, *cure serious wounds*). He is always armed with a *+3 broadsword*. He has a particular disdain for hill giants and half-breeds of all sorts; hill trolls, etc. will all be the target of his acerbic wit.

Vanira (female hill giant; 6d10 HD, 37 h.p.). Vanira has a charisma of 18 and knows it; she is not only beautiful in a physical sense but knows how to manipulate males of all types to do what she wants. Often, she gets them to fight one another for her attentions, which she finds most amusing. Her talents for rewarding "good behavior" are also legendary.

Sabrog (male Formorian; 13d10 HD, 69 h.p.). He is unusually social for a giant of his kind, and is not only aware of the effect of his appearance, but revels in it, often making self-deprecating remarks that on reflection are actually insults to others.

Kraver and Savos (male frost giants; 10d12 HD; 67, 66 h.p.). These two brothers are distantly related to a king of their kind, and they are full of themselves because of it. They will bully any creature smaller than themselves; thus cliff giants and anything smaller will be mercilessly persecuted.

The food menu will depend on the hunting that day; all sorts of things could end up on the menu as roasts, stews, and the like. There is a flat rate of 2 s.p. for dinner (a giant-sized portion, of course). Mordag is actually a great cook, and the meats are supplemented with vegetables and herbs from the Gardens, as well as fresh-baked bread from the hearth. Roll randomly to determine the type of meat available on any given night:

Die Roll (d20)	What's for Dinner?
1	Alligator
2	Antelope
3	Beef
4	Bulette
5	Chicken
6	Duck
7	Dwarf
8	Elk
9	Fish
10	Gnome
11	Goose
12	Halfling
13	Horse
14	Lamb
15	Turkey
16	Venison
17	Wild boar
18-19	Roll twice, ignoring rolls over 16
20	Special (DM chooses)

The tavern also has a large selection of potables from various places. Price depends on the specific item being ordered. Note that all of the drinks below are giant-sized, and will cause twice the normal level of intoxication if downed by a human or smaller-sized creature. At the Three Boulders Club, it comes in quarts.

Ale, quart	4 s.p.
Ale, fancy quart	1 g.p.
Beer, pale, quart	10 c.p.
Beer, amber, quart	2 s.p.
Beer, stout, quart	1 e.p.
Mead, quart	1 g.p.
Wine, table, quart	1 g.p.
Wine, golden, quart	3 e.p.
Wine, cloudborn white, quart	2 g.p.
Wine, volcano red, quart	4 g.p.
Wine, illithid spicy red, quart	2 g.p.
Wine, illithid sweet white, quart	4 g.p.
Brandy, plain, big gill	15 s.p.
Brandy, aged thunderbolt special, big gill	5 g.p.

In one corner of the tavern is a giant-sized billiards table. There is a 50% chance some of the patrons will be using it. The red ball contains an imprisoned shadow demon (39 h.p.) which will attack the closest living creature for 1d6 rounds and then flee. It can be freed by smashing the ball with a heavy object or throwing it hard against the floor or wall. It will not crack during ordinary play.

13. BRAMBLES. Visibility is down to 20' here. This section of the gardens is overgrown with tough brambles and nettles, thorny vines and bushes, and is almost impossible to cross. Anyone attempting to move through here will do so at a rate of 10' per minute. Those wearing armor with a base AC of 7 or better may do so without taking damage. Those wearing any other sort of armor, or no armor, take 1d3 h.p. of damage per round traveling through. Shields and magical bonuses (including *rings of protection*, etc.) do not count.

Location A marks the location of a stone coffin half-buried in the soil and completely obscured from view after more than 10'. This is the coffin of the vampire Anarra (see Area #16 The Night Garden). In addition to the earth from her grave, the coffin contains a small pouch with a horde of 30 gems of various types and sizes, worth a total of 5,000 g.p.

14. ROSE GARDEN. This garden has well-trimmed beds featuring a bewildering variety of roses, both giant and regular-sized. Roses of white, red, pink, purple, yellow, black, orange, and even of multiple hues are all to be found here.

The Rose Garden is home to a nest of giant bumblebees (the nest is underground, and the entrance is at location A). There is a 50% chance per round that a worker bee will be encountered going to or from a giant rose, with a further 50% chance that it will inadvertently bump into a character. This will often be seen to be an attack, but if left alone the bee will simply move on. There is only one (noncombatant) queen who will not be encountered outside of the nest, and a total of ten workers (30 h.p. each). The nest itself is a simple cave some 15' in diameter.

15. WINTER GARDEN. The air is noticeably (and suddenly) colder in this garden than it is in the rest of the Gardens, averaging approximately 40° F during the day, and dropping below freezing at night, when a thin coating of frost covers the ground. The plants here are all cold-resistant varieties; marigolds, petunias, sweet pea, bachelor's button, and the like.

Location A is a life-sized statue of an owlbear on a 2' stone pedestal. An inscription reads "Fierce protector".

Location B is a life-sized statue of a wolf on a flat stone that is flush with the ground. A brass plate on the stone bears an inscription "The strength of the pack."

Location C is a life-sized statue of a small dragon (20' long, but curled up). It rests on the ground directly, and has no inscription. Its eyes are a pair of blue spinel gems worth 500 g.p. each.

A white pudding roams the Winter Garden, and will detect the presence of warm-blooded intruders in 1d6 rounds. Once detected, the pudding will move towards the intruders, attacking in another 1d3 rounds.

16. NIGHT GARDEN. When encountered during the day cycle in the Gardens, this area seems unremarkable and frankly dull. But at night, the various flowers all open their petals and bloom, reflecting off the moonlight in a dazzling display. Flowers include moonflower, chocolate daisy, red flare water lilies (near the stream), evening primrose, gardenia Augusta, tuberose, and similar plants.

During the night, the paths of the Night Garden are walked by Anarra, a vampire-thief (50 h.p., 8th level thief). She commands a trio of ghouls (10 h.p. each) who hide in the marsh by day (see Area 18 below). Anarra's coffin is located in Area 13, the Brambles. She wears an *amulet of proof against detection and location* and carries both a *+2 dagger/+3 vs. lawful good creatures* and a *scroll of protection against traps* which she would be willing to give to a PC (particularly a thief) as proof of her goodwill.

Anarra will try to win over PCs to her service. She will set her ghoul servants to ambush the PCs, in the Night Garden if possible, and then come in to "save the day" and rescue the PCs. She introduces herself as a Nightling; a form of vampire of good alignment, who feeds not on blood but on the emotions of love, affection, loyalty, and trust. Nightlings unfortunately share the weaknesses of ordinary vampires, such as garlic and holy symbols. If pressed, she might even suggest that the same magic that turned the tree-man Willa to evil might also be responsible for her being good, but has no idea of what the mechanism could have been. This is all nonsense and nothing more than a clever ruse, but she will maintain the lie as long as possible.

Anarra wishes to rule the Gardens, and is playing Pannae and Willa off against one another. Willa is aware of her

true nature but does not care, and Pannae believes her story about being a "Nightling." Anarra will probe the PCs for any information they have on the rivalry between the tree-man and the nymph, which she will in turn attempt to parley into more advantage for herself.

17. HERB GARDEN. The many winding paths in this garden wend their way around beds of herbs of every description. From common parsley and chive to exotic wolf's bane and bloody dock, herbs useful in magic, cooking, and medicine are all found here. 2d4 doses of any particular herb can be found here. If looking for a particular herb, it can be found in 1d20x5 minutes of random searching, or half that time if one is a ranger, druid, or has the woodcraft secondary skill. Mountebanks who gather herbs here for their alchemy skill will have a 15% higher chance of success when brewing their potion or medicine.

Location A is a statue of the Earth Mother and goddess of nature and rain with one outstretched hand. If a gem of at least 50 g.p. is placed in her hand, it will disappear, and the person who placed it there will have an aura of friendliness to plants (as per the druid spell *plant friend*) for the next 24 hours. This effect will only be bestowed once per week, but appropriately valued gems will still disappear if placed in the statue's hand.

Location B is a statue of the goddess of forests, flowers, and meadows. She is bending down, as if to kiss someone. If a PC of good alignment does kiss the statue on the lips, that person will receive a +1 bonus to their charisma score. If someone of neutral alignment kisses the statue, that person will receive a permanent +1 bonus to their hit point total. If someone of evil alignment kisses the statue, that person will take 2d8 h.p. of electrical damage, as well as a +1 bonus to all saving throws made outdoors in natural surroundings (cities and towns do not count, but the Gardens do, despite the fact that it is technically underground). These effects will only be bestowed once per month, never to the same individual twice. If someone kisses the statue sooner than one month after it has already been kissed, that person will take 2d10 h.p. of electrical damage. If the same person tries to do so ever, that person will be slain instantly.

Location C is a statue of the god of nature, wildlands, freedom, and hunting. The statue is holding its staff out before it. If someone of true Neutral alignment grasps the staff, that person will receive a +1 bonus to their armor class against all missile weapons. If someone of a partially neutral alignment (NE, NG, LN, CN) grasps the staff, they will receive the same bonus, but only for one week. If someone of a non-neutral alignment grasps the staff, a stag (13 h.p.) will appear as if from nowhere and attack the creature doing so. The stag will only attack the creature who touched the staff, and any attacks from other creatures against the stag will automatically miss (area effect spells are unaffected). The stag will attack until either it or the creature is dead, at which time the

stag will disappear. Touching the staff will only generate an effect (good or bad) once per month.

Location D is a statue of the god of fire, poison, and murder. The statue is holding a sword out, as if either presenting it or about to thrust it into someone; either interpretation is possible. If someone attempts to take the sword, the statue will animate for one round, striking as a 10th level fighter, and doing 1d8+9 points of damage. This will happen every time someone attempts to take the sword. If, on the other hand, someone deliberately places their hand on the blade of the sword, cutting themselves and spilling blood on it in the process, they will find that any bladed weapon they use can act as if it has blade poison B (25 extra points of damage if the victim fails a saving throw vs. poison) up to three times per day, at their discretion. This effect can be invoked for up to one week. The usual restrictions on poison use and class/alignment apply. Anyone attempting to redder the sword more than once (ever) must save vs. poison or die instantly.

18. MARSH. The stream in this part of the Gardens spreads out into a number of smaller rivulets, creating scores of small islands separated by a foot or two of shallow water. The stream itself is still well-defined, even though these channels and islets exist. The path only enters this section in the northwest, and even then, visitors must step over several channels to follow it. The marsh is filled with rushes of various sorts, tall stiff grasses, cat-tails, and the like. The slightest breeze causes a loud rushing sound as the plants brush up against each other.

The west side of the marsh is home to three ghouls, which are the minions of the vampire Anarra in Area #16, the Night Garden. The east side of the marsh is home to a pair of alligators (18, 16 h.p.). Each type of inhabitant steers well clear of the other.

19. MEADOW. This large stretch of relatively open ground allows for line of sight across its entire length. Several types of grass are here, as well as small bright flowers such as buttercups, dandelions, nettles, thistles, daisies, and Joe-Pye-Weed can be found here.

The meadow is home to a unicorn (25 h.p.) named Silverfaith. Silverfaith roams the gardens throughout the day (reflected in the random encounter tables), but rests here at night. He is firmly in the camp of the nymph Pannae, and will act on her behalf if required.

20. YELLOW GARDEN. Note that the Yellow Garden has no path leading to it. It can only be reached by either crossing the stream or walking around the outer edge of the gardens. This particular garden is full of every shade of yellow imaginable. Tulips, mustard, daffodils, goldenrod, daylilies, daisies, primroses, marigolds, jessamine, chrysanthemums, Black-Eyed Susans, begonias, pansies, and many more varieties of yellow flowers, bushes, and flowering vines can be found here.

The first obvious thing one sees when approaching the garden is the group of five gardeners quietly tending the plants here. If approached, they can be seen to have skin of a yellow hue, their features are vacant, and their eyes seem distant. They are, in fact, yellow musk zombies (h.p. 14, 12, 12, 11, 10). If anyone lingers in the yellow garden for more than three rounds, the zombies will attack with their gardening implements, attempting to force the intruder(s) towards the yellow musk creeper (18 h.p.) at the location marked A on the map. The creeper will also attack anyone who comes within range of its pollen spray (10' radius from the edge of the plant itself). Under the fringes of the creeper can be found a *scroll of protection from fire* and a pouch with 50 g.p.

21. COTTAGE GARDEN. It's obvious that at one point this was a very prim and well-maintained garden, but it has been left to go to seed. Pots are overturned and broken, once-orderly flower beds are overgrown with weeds, grasses, and brambles, and grasses and bushes are left uncut and wild. Vines can be seen steadily creeping up the walls of an obviously deserted cottage, with broken windows and a single door.

The cottage garden is overrun with large hunter spiders (6 h.p. each). There are a total of 12 of the creatures here, who will wait until the prey has fully entered the garden before attacking. They will attack piecemeal, and have no particular strategy.

In the shadow of the cottage itself, on the eastern side, is the skeleton of an elf who was felled by the spiders. The skeleton is wearing *elfin mail*, and carries both a *longsword +2* and a pouch containing a potion of *spider-climbing* and 100 p.p.

22. RUINED COTTAGE. This small building has seen better days. As is obvious from the exterior, it seems abandoned, with ivy and vines taking over the outside walls, windows broken, and pieces of plaster falling off the walls. There is a single wooden door which is closed and unlocked.

The cottage is home to a flock of stirges (20 stirges, 5 h.p. each). They will swarm out of the house and attack anyone within 30' of the building. Once half of them have been slain, the survivors will fly away, returning only after several hours have passed.

Within are the remains of what was once obviously a homey cottage; a small bed, stove, single table with chairs can be found here, as well as now-moldering rugs. The walls sport several shelves with broken crockery, knick-knacks, and a small collection of books on horticulture (worthless). Dead leaves litter the floor, and the whole place exudes an aura of abandonment. Mixed in with the wrecked pottery are three potions: *extra healing*, *polymorph self*, and *vitality*.

Appendix A: Rumors

The following rumors can be used to inspire the PCs, provide (sometimes accurate, often times not) information, etc. They can be used in inns and taverns frequented by explorers of the castle dungeons, by denizens of the dungeon who parley with the PCs, and in old books and scrolls, should the PCs attempt to research known facts about the place. Those rumors which are demonstrably false are marked with an F, while those which are completely true are marked with a T. Those which are marked with a P are partially true.

1. There's a struggle for control of the Gardens going on. T
2. Something's going on, on level four. Folks are reporting a new corridor that wasn't there before. T
3. I hear that not all vampires are necessarily evil. F
4. The Gardens are ruled by a powerful druid who has lost his mind. F
5. The Greyheim Construction Company's been busy on the south part of level four of the dungeons. T
6. There's a new inn that lets you visit anywhere in the universe if you walk through the right door. P
7. If you want to get into the Gardens, just follow the instructions. T
8. Mushroom men can only be roused from their Circle by one of their own kind. T
9. Giants love snooker. T
10. The god of fire, poison, and murder demands blood as a sacrifice. T
11. The gods punish those who are greedy when asking for gifts. T
12. Not all scarecrows are as they appear. P

Appendix B: New Magic Items

plow 50% more ground per day than ordinarily would be possible. Such devices are highly sought-after in agricultural communities. It is worth 1,250 x.p.

Brooch of Golem Command: This magical brooch allows the wearer to take control of a golem whose original creator has died. It will not work on any golem whose creator is still alive, even if they are not present. It has no effect on a flesh or clay golem that has gone berserk. If the brooch is removed, the golem will obey the person who wears it. Each brooch can only control a single golem, and control cannot be transferred from one golem to another unless the golem being controlled is destroyed. The experience point value depends on the type of brooch found:

Die Roll (d%)	Golem Type	X.P. Value
01-35	Flesh	238
36-70	Clay	360
71-85	Bronze	365
86-98	Stone	895
99-00	Iron	1,455

Magical Herb Plants: Some plants are inherently magical and can produce magic or magic-like effects as-is, without the need for any alchemical processing into potions or oils. The following are only a few of these magical herbs. Each herb plant found contains enough material for a single dose, but 1d3 plants of each type are usually found together.

Devil Pod: While the nut-like pod of this plant is chewed, the person doing so gets a +1 bonus to their armor class when fighting any creature from the Nine Hells. The effect lasts 1d4 + 1 minutes. Each is worth 100 x.p.

King's Crown: When the flower of this plant is dried and burned as incense, it will temporarily bestow the power of understanding any spoken language for 1 hour. It is worth 250 x.p.

Physic Weed: When boiled into a tea, this herb will cure 1 h.p. of damage, up to once per day. It is worth 200 x.p.

Red Veined Susan: When the leaves of this plant are broken off and the red sap within sucked out, they provide the imbiber with the ability to breathe fire, causing 1d4 points of fire damage to any creature within 3' of the imbiber's mouth. It is worth 200 x.p.

Spidermoss: Not a true moss, but the spider-like flowers give the impression of moss. If the flowers are eaten raw, they will give the person doing so the ability to hold their breath for up to 30 minutes. It is worth 175 x.p.

Toadwart: When this herb is swallowed raw, it will give the person who does so the power to stick to walls (as per a *spider climb* spell) for up to 1d3 minutes. It is worth 150 x.p.

Plow of Mighty Furrowing: This ordinary-looking metal plow is actually a potent and incredibly useful magical implement. It allows the user to plow a field as if the plow were drawn by a team of oxen, merely by pushing it through the soil. In addition, since the plow does not tire as a team of animals would, it can

Appendix C: New Monsters

Blue Lady

Number	1d6
Morale	+1
Hit Dice	4d6
Armor Class	4
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	2
Damage	1d6 + 1/1d6 + 1
Defenses	Immune to mind-affecting magic
Attacks	Poison
Weaknesses	None
Size	S (3')
Intelligence	5
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	105 + 3/h.p.

General: A blue lady is a poisonous and mobile plant which inhabits temperate woodlands and rural areas. Although generally not more than a nuisance to humans and demi-humans, they can sometimes pose a threat to animals and children.

Combat: The blue lady is attracted to movement. Movement within a 120' range will cause the blue lady to move towards its source. If there are multiple sources of movement, then that which generates the most heat (which is usually the largest creature) will be its target. Once it is within melee range, a blue lady strikes with one of its two large leaves, which contain both a contact poison and the plant's pollen, which is ground into the target's skin by a myriad of tiny hook-like projections. Any creature struck must make a saving throw vs. poison or be knocked unconscious for 1d6 turns. Any creature which has been pollinated by a blue lady will immediately be sought by any blue lady within 240', which will strike the same area to absorb the pollen. In this way the male leaves and female leaves exchange genetic material.

Appearance: A blue lady is a striking cobalt blue plant which moves around on a triad of jointed legs. It has a large "skirt" of petals which give it its name, and two large leaves which are used to deliver its pollen and paralyzing poison.

Bluebell, Giant

Number	1d4
Morale	n/a
Hit Dice	4d8
Armor Class	7
Move	0
Magic Resistance	Standard
No. of Attacks	0
Damage	n/a
Defenses	None
Attacks	Sonic blast
Weaknesses	None
Size	M (5-6')
Intelligence	0
Alignment	Neutral
Treasure Type	XV
Treasure Value	1d6x100
Magical Treasure	1d2 (10%)
X.P. Value	125 + 4/h.p.

General: Giant bluebells are a species of plant that contains large amounts of metals in its flower, which creates the brilliant blue color for which it is known.

Combat: Giant bluebells do not attack conventionally. Rather, if any creature comes within 30', its flowers will begin to vibrate, causing an intensely loud sonic blast for 1d4+1 rounds. Any creature in range must make a saving throw vs. paralyzation or be stunned, unable to move, fight, or cast spells. Once stunned, creatures will take 1d6 h.p. of damage per round until the ringing stops. Stunned creatures attempting to move away from the plant once the ringing ends must make another saving throw or be stunned once more.

Appearance: Giant bluebells are large versions of their ordinary cousins, but their flowers are made of metal which glints a brilliant cobalt blue.

Butterfly, Giant

Number	1d4+1
Morale	-2
Hit Dice	4d6
Armor Class	8 (stationary), 3 (flying)
Move	30'/min., 180'/min. (flying)
Magic Resistance	Standard
No. of Attacks	0
Damage	n/a
Defenses	None
Attacks	Magic drain
Weaknesses	Wing scales
Size	S (4' wingspan)
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	110 + 3/h.p.

General: Giant butterflies are regarded as great pests by those who ply magic. They are attracted to displays of magic, whether the use of a magic item or weapon (if a magic shield or armor is struck in combat, that will also attract them), and will swarm over any creature doing so.

Combat: Giant butterflies do not attack. While they are physically harmless, they will drain the magic out of anything they touch, be it an item, weapon, or even spellcaster. Contact only needs to last 1 round for the magic to be drained. Magic will be drained in the following order:

- Potion or scroll effects (if a potion or scroll has been used, effect is immediately canceled)
- Magic shield (one "plus")
- Magic armor (one "plus")
- Magic item held in hand (1d6 charges, if applicable, otherwise 1 power is lost permanently)
- Memorized spells (determine randomly)

Magic armor and weapons are entitled to a saving throw; there is a 50% chance of the "plus" being erased per round of contact. The same applies to a magic item held in hand, if it does not have charges.

If struck on the wings (90% chance of any hit being on the wings), a giant butterfly cannot fly again unless it drains the magic from some item or object, which heals the scales on its wings.

Appearance: Giant butterflies have a wingspan of between 4 and 5 feet. They are brilliantly colored, and have many of the same color patterns as their ordinary cousins.

Caterpillar, Giant

Number	1d4+1
Morale	-1
Hit Dice	4d6
Armor Class	6
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	2d4
Defenses	None
Attacks	None
Weaknesses	None
Size	S (4')
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	35 + 3/h.p.

General: Giant caterpillars are the larval form of giant butterflies. They can be found in most tropical or temperate regions, and

spend their days eating plants. As such they are regarded as dangerous pests by farmers.

Combat: Giant caterpillars will only attack if provoked. They attack with their mandibles, which produce a very serious bite. They will quickly withdraw if seriously hurt.

Appearance: Giant caterpillars are large versions of their ordinary cousins.

Golem, Bronze

Number	1
Morale	n/a
Hit Dice	12d10 (50 h.p.)
Armor Class	4
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	2d10
Defenses	+1 (or better) weapon to harm, spell immunity, immune to heat/fire
Attacks	Heat
Weaknesses	None
Size	L (8')
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	3,650

General: Bronze golems are a type of greater golem. They are created by mages of 15th level or higher, or those with access to a manual of golems of the appropriate type. Without such a manual, creation of a bronze golem requires the following:

- 50,000 g.p. for materials, which are used to cast a bronze statue
- Casting a *heat metal* spell
- Casting a *gel's* spell
- Casting a *polymorph any object* spell
- Casting a *wish* spell

All of the spells must be cast in succession, after the body of the golem itself has been cast from bronze (a process that takes 6 weeks of uninterrupted work). Once completed, the golem will be under the complete command of its creator. If the creator of the golem is himself slain, the golem will follow whatever instructions were last given to it.

Combat: Bronze golems strike with their powerful fists. They can only be harmed by weapons with a +1 or better enchantment. Starting on the first round of combat, a bronze golem will begin to radiate heat, according to the following table:

Round of Combat	Range	Heat Damage
1	10'	1d2
2	15'	1d3

Round of Combat	Range	Heat Damage
3	20'	1d4
4	25'	1d6

Those wearing metal armor take an additional 1 point of damage per round, as long as they remain in range. They themselves are immune to all fire and heat-based attacks. Only the following magic will affect the golem:

- A *heat metal* spell will heal 1d6 points of damage to the golem
- *Ice storm* will act as a *slow* spell
- *Cone of cold* will push the golem back 5' per level of the caster

Bronze golems can inflict 25 h.p. per round against wooden structures, 5 h.p. against earthworks or soft stone or brick, and 3 h.p. per round against hard stone.

Appearance: A bronze golem appears as enormous statues of bronze in the shape of a human.

Killer Pumpkin

Number	4d6
Morale	n/a
Hit Dice	2d6 - 6d6
Armor Class	10
Move	Jump
Magic Resistance	Standard
No. of Attacks	1
Damage	See below
Defenses	None
Attacks	Jump
Weaknesses	None
Size	S (1' - 3')
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	See below

General: A particularly nasty hybrid created by some insane agronomist, killer pumpkins are an invasive species whose form of attack makes them particularly difficult to get rid of, once they have taken root in a particular area. In fact, they tend to spread rapidly once introduced into a region. A single vine will have 4d6 pumpkins of various sizes (roll randomly to determine size).

Combat: Killer pumpkins have only one attack, which destroys them in the process. They are attracted by movement, and will jump towards it, exploding when they land. The explosion not only causes damage when they land, but spreads their seeds in the process, which then take root and rapidly grow new vines. The size of the pumpkin determines the maximum length of its jump and the size of the resulting explosion.

Hit Dice	Jump Range	Explosion Radius	Explosion Damage	X.P.
2d6	10'	5'	1d6	14 + 1/h.p.
4d6	20'	10'	2d6	50 + 3/h.p.
6d6	30'	15'	3d6	130 + 5/h.p.

If attacked with missile weapons, they will explode when they reach 0 h.p. Creatures in the blast radius are entitled to a saving throw vs. breath weapon for half damage.

Appearance: Killer pumpkins are indistinguishable from ordinary pumpkins.

Topiary Animal

	Chimera	Deer	Elephant
Number	1	1d3	1
Morale	±0	±0	±0
Hit Dice	9d4	2d4	10d4
Armor Class	7	7	7
Move	90'/min.	240'/min.	120'/min.
Magic Resistance	Standard	Standard	Standard
No. of Attacks	6	1	5
Damage	1d3/1d3/ 1d4/1d4/ 2d4/2d4	1d4	2d6/2d6/ 2d6/2d6/ 2d6
Defenses	None	None	None
Attacks	None	None	None
Weaknesses	Fire	Fire	Fire
Size	L	L	L
Intelligence	1	1	1
Alignment	Neutral	Neutral	Neutral
Treasure Type	None	None	None
Treasure Value	n/a	n/a	n/a
Magical Treasure	None	None	None
X.P. Value	225 + 8/h.p.	5 + 1/h.p.	375 + 10/h.p.

	Horse	Lion	Swan
Number	1d4	1	1d3
Morale	±0	±0	±0
Hit Dice	5d4	5d4	1d4
Armor Class	7	7	7
Move	240'/min.	120'/min.	30'/min.
Magic Resistance	Standard	Standard	Standard
No. of Attacks	1	3	3
Damage	1d3	1d4/1d4/ 1d10	1/1/1d2
Defenses	None	None	None
Attacks	None	None	None
Weaknesses	Fire	Fire	Fire
Size	L	L	M
Intelligence	1	1	1
Alignment	Neutral	Neutral	Neutral
Treasure Type	None	None	None
Treasure Value	n/a	n/a	n/a
Magical Treasure	None	None	None
X.P. Value	35 + 3/h.p.	35 + 3/h.p.	2 + 1/h.p.

General: Topiary animals are magical constructs whose origin is definitely druidic in nature, but the secret of their creation is unknown. They have many of the aspects of the creatures upon which they are based, but lack the ability to fly, and any magical abilities, including breath weapons.

Combat: Topiary animals attack as do the creatures upon which they are based. They are vulnerable to fire, however, and take an additional point of damage per hit die of fire damage inflicted upon them.

Appearance: Topiary animals appear as shrubs and bushes that have been carefully trimmed and shaped into that of an animal.

Appearance: The giant Venus fly trap is an enormous version of its normal cousin. For each plant encountered, roll 2d4 to determine the number of heads. As a rule, the more heads it has, the taller the body stalk will be. Height does not prevent the heads from attacking creatures at ground level, however.

Venus Fly Trap, Giant

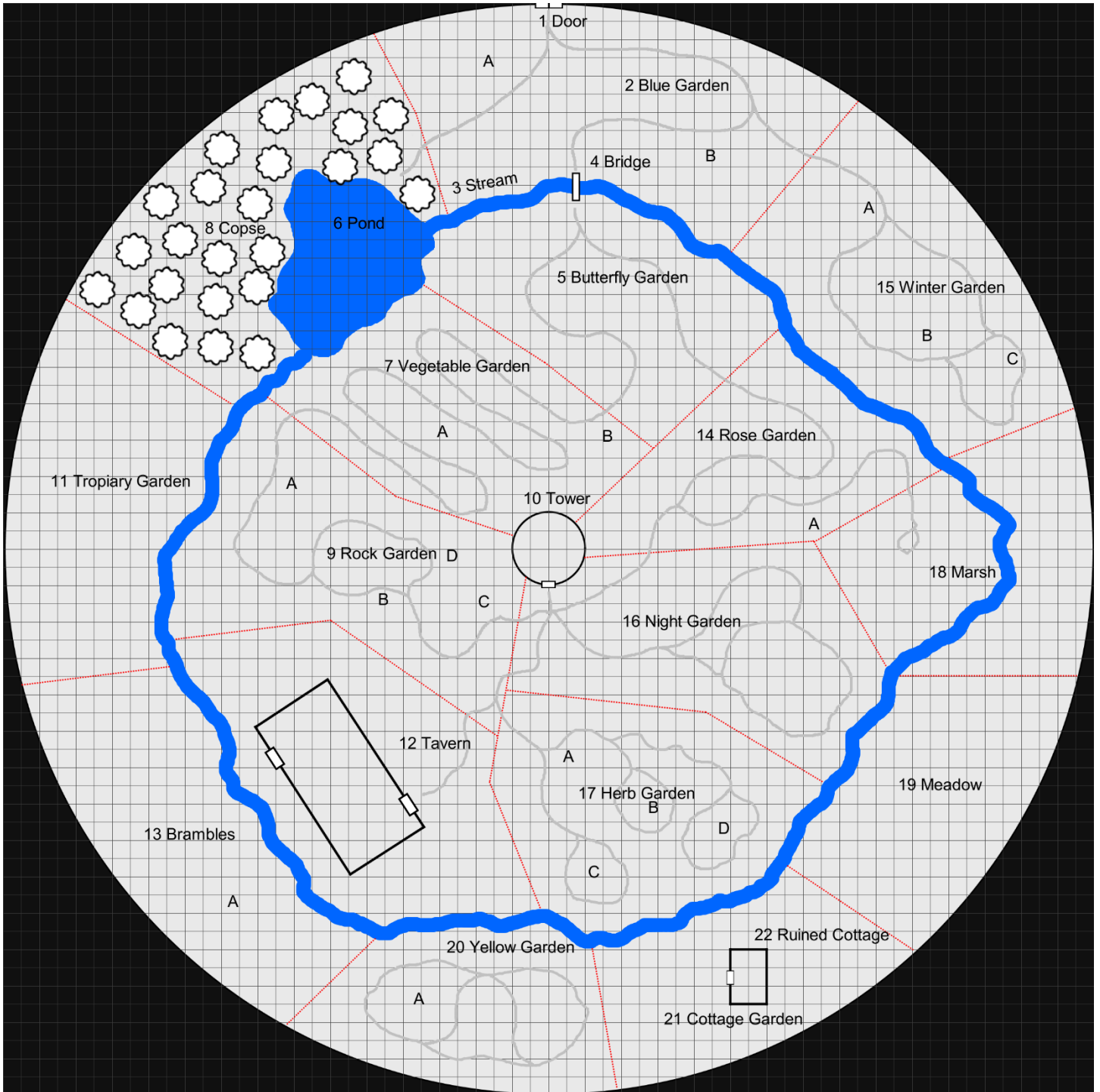
Number	1d6
Morale	n/a
Hit Dice	8d8 (body/stalk), 3d8 (heads, each)
Armor Class	0 (stalk), 3 (heads)
Move	0
Magic Resistance	Standard
No. of Attacks	2d4
Damage	1d6 each
Defenses	None
Attacks	Swallow
Weaknesses	None
Size	L (10' - 40' high)
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	950 + 10/h.p., plus 70 per head

General: The giant Venus fly trap is a carnivorous plant that is most feared, as they can grow to immense size and quickly dominate any area.

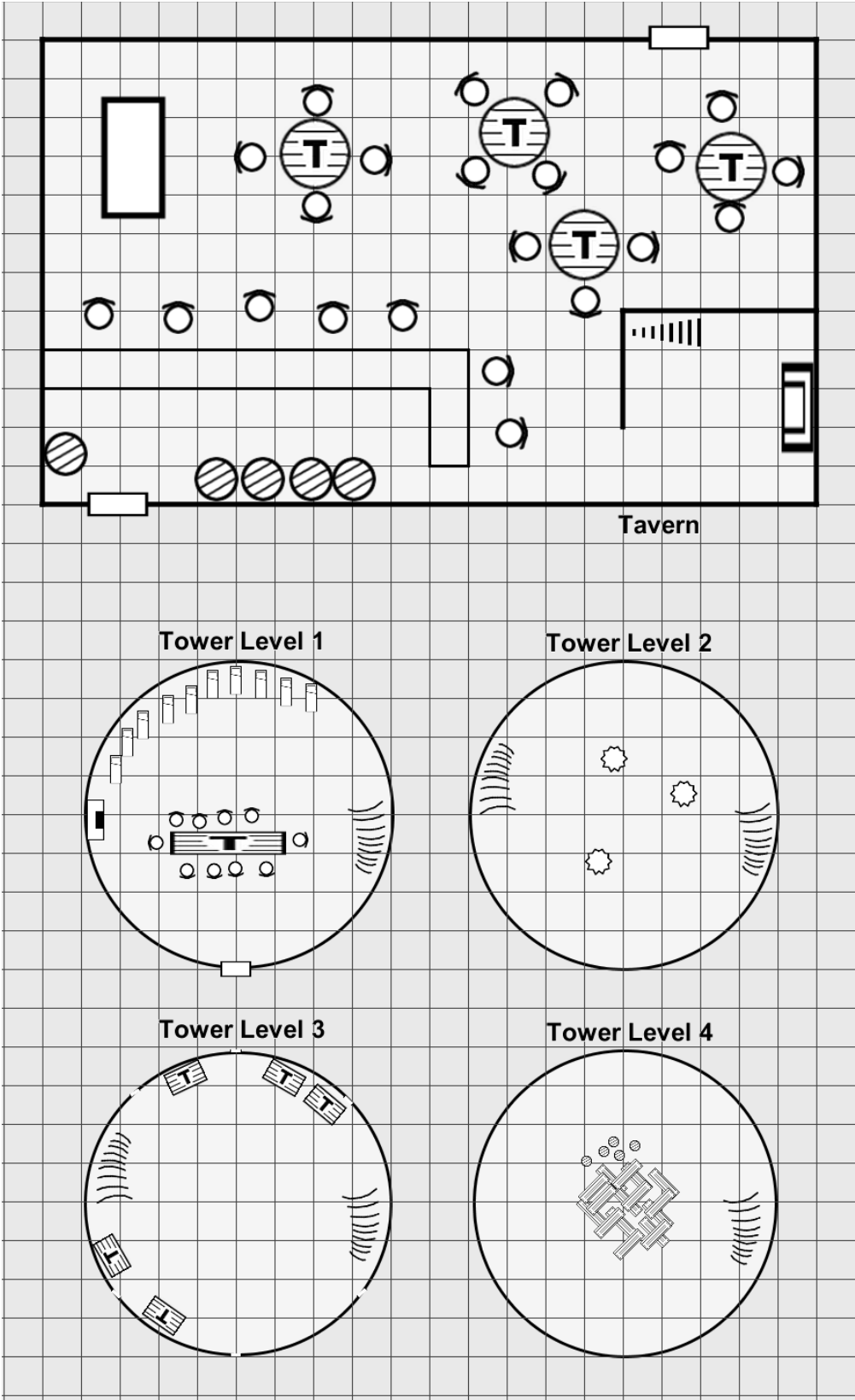
Combat: Giant Venus fly traps attack with their massive heads, which consist of a pair of powerful leaves tipped with slender spikes. In addition to the damage done by such an attack, each head will swallow any creature of man-size or smaller on a natural roll of 20. Creatures swallowed cannot move, attack, or cast spells that require a gesture. Fortunately, the digestive juices of the plant are extremely slow, and creatures trapped will die of starvation and thirst before they are dissolved.

The stalk of the fly trap has its own hit point total, as do each of the heads. The heads are capable of independent movement on their stalks, and each is capable of attacking a different enemy. Any creature attempting to attack the stalk will be attacked by 1d3 of the heads, and such attacks are in addition to the normal attacks the creature gets on its round. A sounder strategy is to attack the heads first, and then finish off the body stalk at leisure. The heads have a range equal to the height of the plant.

Maps



One square equals ten feet



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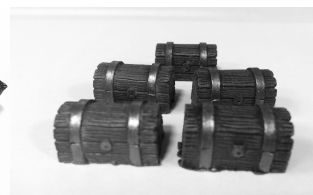
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