

EX

PATHFINDER
ROLEPLAYING GAME
COMPATIBLE

Dungeon Module EX

Expedition to Dungeonland

by E. Gary Gygax, Converted by Christopher French

ADVENTURE MODULE FOR CHARACTER LEVELS 9-12



You may have adventured in strange places before, but when your party suddenly finds itself in Dungeonland, you will have to employ all your wits and skill! Enter a world where the delightful and light-hearted can hide danger and peril.

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EXPEDITION TO DUNGEONLAND

A *Pathfinder Roleplaying Game* Adventure
Module for Four to Six 9th-level Player
Characters, based on the AD&D® Modules
EX1: *Dungeonland* &
EX2: *The Land Beyond the Magic Mirror*

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Preparation

You (the DM) need only the *Pathfinder Core Rulebook*. All NPC and monster statistics for both the framing adventure “Malicious Intent” and the proper module *Expedition to Dungeonland* are listed in the text, either with the adventure text or in an Appendix. This scenario uses the Pathfinder rules set, derived from the third edition of *Dungeons & Dragons*®.

To get started, print out this module if you wish (or use it on an electronic device), especially the maps. Read through the scenario at least once to familiarize yourself with the adventure, as well as all relevant NPCs and their motivations and abilities.

Text that appears in shaded boxes is player information that you can read aloud or paraphrase for the players at the proper times.

Notes for the DM

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

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

Now that you understand the module’s nature, you can use the frame adventure provided, or use it within your own adventures. You need to keep your players in the dark as long as possible, too. Have fun!

Using The Frame Adventure

The following micro-module, *Malicious Intentions*, is designed as a small framing adventure meant as an innocuous lead-in to the module proper. The original modules, EX1 and EX2, were “extensions” of a regular adventure, and meant to be inserted into any DM’s normal campaign settings.

The module’s original intention was to be an exciting and enjoyable distraction and change of pace compared to the usual hack-and-slash adventuring of realms such as the *GreyHawk*™ campaign setting. It was as easy as inserting an unavoidable pit trap into an adventure, only having the PCs fall into the Endless Shaft, or even pass through a mirrored surface. As such, it normally requires no introductory materials.

Indeed, DMs who are already running a campaign do not even need *Malicious Intentions* to have their players enter *Dungeonland*, or *Mirrorland*. The frame adventure is merely a method for DMs beginning a new campaign with the specific intentions of bringing them to the module proper. Any DM can replace it with another adventure, or ignore it entirely.

This material, like all good adventure modules, is designed to be modified as a DM wishes to best fit their play style and group.

FRAME ADVENTURE: MALICIOUS INTENTIONS

Adventure Background

Several years ago, an ambitious young illusionist stumbled across a strange and unique demiplane, a “partial plane” that was filled with bizarre and powerful creatures. Ever since she made her escape, her mind has become haunted with the images of madness presented in that far-off world.

Now, she has discovered a way to get back to that plane—and has become alarmingly aware of the danger that is lurking within, coming to wreak chaos across the Prime Material. Ever since, she has taken the moniker of “Malice,” the black illusionist, hell bent on drawing the interest of adventurers and travelers into her domain, so she can test their mettle in the cryptic plane that is known to some as the Tane, or Wonderland. If they can survive, she can recruit them to join her in her battle against the monstrous Jabberwocky, a beast native of the plane that she is convinced will follow her.

This is where the player characters come in: Malice is stirring up trouble wherever she can find it, and it draws the attention of the party. They track her down to her fortress, a realm dubbed “The Impossible Tower.” The tower is full of illusory tricks meant to fool the party into falling into a *plane shift* trap, designed to bring them to the Tane. If they can survive and return having done so, Malice will confront them, and hopefully convince them of the dangers of the Jabberwocky, who she is convinced is coming to destroy everyone.

Adventure Notes

As is expressed above, this frame story is designed to mask the true module presented. If asked, a clever DM will tell curious players that the module they’re playing is called *Malicious Intentions*, a module designed for four to six PCs of 9th-12th levels.

The secrecy of the module’s true intent is paramount, depending on your group and play style. **[Converter’s Note:** I told some of my players the truth, to get them hyped, but kept it secret from others. It worked well! -CF] Regardless of your methods, this framing adventure is meant to perhaps take up the length of one gaming session. It has no real map, as it is not meant to be entirely challenging on its own, but merely as a means to an end: Getting the PCs into Dungeonland. The module itself is listed later in this text, separate from this one.

Malice of Dungeonland

The “antagonist” of the frame adventure is a fully grown young woman, not too different from the titular Alice who fell into Wonderland. This one, however, became cracked from the exposure of the wilds of Dungeonland, and devoted herself to not only finding the plane again, but mastering the strange illusion magic it seemed to project.

In addition, she was driven by a great fear: She saw the mighty Jabberwock, and was sure it would come to her home plane one day. She took the name “Malice,” and developed a hair-brained scheme, as detailed in the notes. Only with the help of a mighty party of adventurers who survive the Tane’s insanity could she hope to destroy the oncoming menace.

As DM, you could portray Malice in a number of ways. The level of her insanity could vary, from someone who speaks oddly and has quirky behavior, to someone driven to mad obsession. The important thing is that she’s not as mad as she may seem: All of her endeavors are for the greatest good: Stopping the Jabberwocky, which indeed is coming to attack her. Her constant *plane shifts* to its home world have pushed it to attack her realm sooner than expected, and it will start with her. Whether the PCs

let Malice live and join her in the fight, or face the Jabberwocky alone is up to them. Or, alternately, you could have the whole thing be a delusion of the maddened woman.

Note: Feel free to replace Malice’s memorized spells with any that you deem more applicable to your situation; she has access to nearly all spells of 7th level or below; Necromancy and Evocation are her opposed schools, normally. This doesn’t mean she can’t use them, especially for crafting magic items, such as *vorpal* swords.

Malice

51,200 XP — CR 15

This dark-haired young woman has a wild-eyed expression; were it not for her strange demeanor, she would pass easily for a nobleman’s daughter.

Female human Illusionist 13/Rogue 3

CN Medium humanoid (human) (Space 5x5, Reach 5)

Init +5; **Senses** trap sense +1; Perception +22

AC 29, touch 21, FF 19 (+8 armor, +3 deflection, +5 Dex, +1 insight, +2 shield); +1 vs. traps

HP 67; **HD** 3d8+13d6+16

Fort +10 **Ref** +14 (+15 vs. traps) **Will** +13

BAB +8/+3; **CMB** +10 **CMD** 25

Speed 30ft. **SD** nondetection (amulet)

Melee Atk +1 *vorpal shortsword* +14/+9 (1d6+3/19-20, decapitation on natural 20)

Spells (CL 13th; vs. SR: +17; Illusion DCs +2)

0 (4/day): *detect magic, read magic, ghost sound* (DC 19), *Open/Close*

1st (6+1/day): *charm person* (DC 18), *color spray* x2 (DC 20), *disguise self, feather fall* (DC 18), *true strike, unseen servant*

2nd (6+1/day): *blur* (DC 21), *cat’s grace, hideous laughter* (DC 19), *minor image* (DC 21), *mirror image, touch of idiocy, web* (DC 19)

3rd (6+1/day): *dispel magic, displacement* (DC 22), *haste, hold person* x2 (DC 20), *major image* x2 (DC 22)

4th (5+1/day): *greater invisibility, illusory wall* (DC 23), *lesser globe of invulnerability, phantasmal killer* x2 (DC 23), *rainbow pattern* (DC 23)

5th (4+1/day): *mind fog* (DC 22), *persistent image* x2 (DC 24), *shadow evocation* (DC 24), *teleport* (DC 22)

6th (3+1/day): *disintegrate* x2 (DC 23), *mislead* (DC 25), *repulsion* (DC 23)

7th (2+1/day): *form of the dragon II* (silver dragon, DC 24), *greater shadow conjuration* (DC 26), *plane shift* (DC 24)

SA sneak attack +2d6

SQ arcane bond (cat familiar), cantrips, arcane school (illusion), opposed schools (necromancy, evocation), extended illusions (6 rounds), blinding ray (10/day), invisibility field (13 rounds/day), evasion, finesse rogue, trap sense +1

Feats Alertness*, Combat Casting, Craft Magic Arms and Armor, Craft Wondrous Item, Great Fortitude, Greater Spell Focus (Illusion), Greater Spell Penetration, Heighten Spell*, Scribe Scroll*, Silent Spell*, Spell Focus (Illusion), Spell Penetration, Toughness, Weapon Finesse*

Skills Bluff +19, Craft (glassware) +20, Diplomacy +15, Escape Artist +13, Knowledge (arcana) +23, Knowledge (planes) +23, Perception +22 (+23 vs. traps), Sense Motive +15, Spellcraft +23, Stealth +27, Use Magic Device +21

Languages Aklo, Common, Draconic, Elven, Gnome, Sylvan

Str 14 **Dex** 20 **Con** 10 **Int** 24 **Wis** 12 **Cha** 14

Treasure Amulet of Proof Against Detection and Location, Bag of Holding Type IV, Boots of Teleportation, Bracers of Armor +8, Cloak of Charisma +2, Crystal Ball, Dark Blue Ioun Stone, Dusty Rose Ioun Stone, Gloves of Dexterity +2, Headband of Intellect +4, Ring of Force Shield, Ring of Protection +3, Robe of Components, Vest of Resistance +4, Vorpal Shortsword +1, spellbook

Malice's Familiar (Cat)

100 XP — CR $\frac{1}{4}$

N Tiny animal (Space 2.5x2.5, Reach 0)

Init +2; Senses low-light vision, scent; Perception +5

AC 20, touch 14, FF 18 (+2 Dex, +2 size, +6 natural)

HP 3; HD 1d8-1

Fort +1 Ref +4 Will +1

BAB +0; CMB +0 CMD 6 (10 vs. trip)

Speed 30ft.; SR 16

Melee Atk 2 claws +4 (1d2-4), bite +4 (1d3-4)

SQ improved evasion, share spells, empathic link, deliver touch spells, speak with master, speak with cats

Feats Alertness, Weapon Finesse

Skills Climb +6, Perception +5, Stealth +14

Str 3 Dex 15 Con 8 Int 11 Wis 12 Cha 7

Plot Hooks

There are several ways to get a 9th-level party of adventurers interested in breaking into the Impossible Tower. Here are some ideas:

- Reports of a mad sorceress causing chaos in the outskirts of the local village, confusing the local populace.
- Malice has kidnapped a young noble's daughter. The noble has offered a reward, appropriate for the party's level. The girl is safely kept in Malice's office—it is merely a way to draw aspiring adventurers.
- The Impossible Tower takes up little space, and appears relatively unguarded from the outside, making it an easily insertable location during a party's travels.
- Malice herself has slipped into the party's camp while under *greater invisibility* and stolen one of the PCs' valuables. She can easily be tracked back to her tower—even if she has to leave them a note on a dagger. The item will be found in the tower, but it's enough to pique the characters' interest, even if it's for revenge.

The Impossible Tower

Approaching the Tower

However the party comes to the tower, it is located approximately 50 yards away from a well-trodden road in the countryside, surrounded by tall, green grasses and occasional trees. Read the following when the party comes within 400ft. of the tower along the road:

Your first sign of civilization within miles of your trek is in fact, a sign, nailed onto a gnarled tree, written in Common, Elvish, and Dwarven: 'ENTER AT YOUR OWN RISK'

The sign is shaped into a warped arrow, pointing towards the grasslands off the trail. The arrow leads your eye over the hill to a strange sight in the distance: A cone-shaped tower of black stone, rising up into the sky. A high hedge encircles it.

The tower is a simple conical tower of what appears to be masterwork stonework. In reality, the tower is an old, disheveled mess, barely 60ft. high and not in good shape. It's still solid, a once-useful scout post, but time, war raids, and poor to no upkeep have made it abandoned. On the outside, the tower is approximately 150ft. in diameter. Malice took it and, using her cunning, persuasive tongue, and a lot of magic, has made it into a small stronghold. Malice has placed powerful *nondetectable heightened permanent images* (DC 26 Will save to disbelieve) all about the inside and the outside of the tower.

- The tower appears to be over 100ft. high, made of superb craftsmanship in stonework, colored black as night.
- The tower is surrounded by a thick hedge bush, 5ft. thick and 30ft. high. In reality, the hedge is barely present, but it appears unassailable, and all attempts to slice through the illusion cause it to regrow almost instantly. The hedge is approximately 15ft. from the walls of the tower.
- The inside of the hedge is patrolled by a regular semi-daily patrol of 1d4+1 *greater shadow conjured* ogres. They defend the keep as well as they can (they are, after all, merely projections of an ogre's dim intelligence as Malice sees fit). Their statistics are given below; if the PCs make a DC 24 Will save, then the ogre's statistics are only at 60% of normal efficacy, and given [in brackets] if different. They ask in dismal Common if newcomers are friend or foe, and attack at the slightest provocation. If the party tries to tamper with the tower in any way besides entering the door, they attack. Otherwise, they know very little and often attack if presented with a topic they can't mentally grasp. A smart PC (DC 10 Knowledge [local]) will recognize that most ogres don't know Common.
- The only entrance to the tower is by a stairway and path just past a 20ft. arched opening in the hedge wall. It is made of sturdy rock, leading up to a raised doorway in the tower wall. That much of it is real: The illusion is on the door, which appears to be a double-braced steel door that is locked. The door is actually a simple wooden doorway, and is unlocked (those that check to see if the door is locked will find it so, unless they make a DC 26 Will save). The "lock" is "pickable" with a DC 13 Disable Device check, or a *knock* spell. *Open/close* will also work, but don't tell that to the PCs.

Ogre Guard [Shadow Conjured]

800 [400] XP — CR 3 [1]

CE Large humanoid (giant) (Space 10x10, Reach 10)

Init -1; Senses darkvision 60ft., low-light vision; Perception +5 [+3]

AC 17 [10], touch 8 [4], FF 17 [10] (+4 armor, -1 Dex, +5 natural, -1 size)

HP 30 [18]; HD 4d8+12 [4d8-1]

Fort +6 [+1] Ref +0 [+0] Will +3 [+1]

BAB +3 [+1]; CMB +9 [+5] CMD 18 [10]

Speed 30ft.

Weaknesses DC 24 Will save to disbelieve (60% efficacy)

Melee Atk greatclub +7 [+4] (2d8+7 [+4])

Ranged Atk javelin +1 (1d8+5 [+3])

Feats Iron Will, Toughness

Skills Climb +7 [+4], Perception +5 [+3]

Languages Common (they don't speak Giant, as they're illusory and Malice doesn't speak Giant)

Str 21 [12] Dex 8 [4] Con 15 [9] Int 6 [1] Wis 10 [6] Cha 7 [4]

Read the following when the party approaches the tower, but only if none of them see through the illusion. Otherwise, describe it as it is to them (and them alone). Illusion magic can be difficult to adjudicate, so do your best:

Rising tall before you is an immense vertical tower of black stone, polished and smooth. It pierces the sky over 100ft., and is surrounded by a thick green hedge wall, at least 30ft. high. The only entrance is a single steel doorway at the end of a stone walkway atop a stairwell, just beyond an arched opening in the hedge. The tower bears no windows, and no smoke: an ebony spike in a glade of green.

The First Floor: The Winding Stair

Once the party has made their way inside of the doorway, read the following to the PCs:

The door opens to reveal a closed-in set of dark stairs going sharply up to the first floor of the tower. Immediately, you see the black and white checkerboard floor, warping into a pit of blackness: But then you immediately realize that it is merely an optical trick of the eyes, though surprisingly effective. The hole effect seems real enough as you move about the room, the perspective shifting as you move. A set of black stairs with a silver railing spirals up the wall on the far end of the dazzling chamber.

The floor is a twofold trick: First, it's an optical illusion, presented on the next page, but spread through the whole floor and enchanted with a *permanent image*, meant to disorient players (and PCs) just a bit, making them feel like the floor might fall out from their feet (see the accompanying picture). Paranoid players may even avoid the center of the room altogether. It's the perfect use for a Bottomless Hole Trap (see next page).

Second, it's the source of a permanent *heightened mind fog* effect: PCs who enter the first floor room must make a DC 23 Will save or get a -10 competence penalty to all Wisdom checks and Will saves. The effect lasts for as long as they are in the room, and for another 2d6 rounds (long enough to climb the stairs). The trap has been concealed with *nondetection*.

The stairs themselves are normal, and safe to travel up, in single file. They rise up to meet a single steel door, just like the one on the entrance. It too has been enchanted with *nondetection*, as it contains a rather nasty trap: A PC who passes through the threshold of the door must make a DC 23 Will save, or they are *greater teleported* to the entrance of the room. The way both entries are fashioned, it is seamless to the unsuspecting. If one looks through the door before entering, they see a *persistent image*

of what lays beyond the first doorway, imitating it precisely (Will DC 25 to disbelieve). At the same time, when the door is opened, the first door also opens. The door is actually the source of the dweomer, and it fails if it's destroyed; it's a special creation of Malice. The threshold is the separate source of the teleport trap.

If a PC is standing in the trap's exit location, they will appear behind said PC, even if they are suddenly outside.

A PC who makes a successful save against the trap removes the illusion in the eyes of that PC, and allows them to go upstairs—this makes them practically vanish to those who didn't save against the door's illusion.

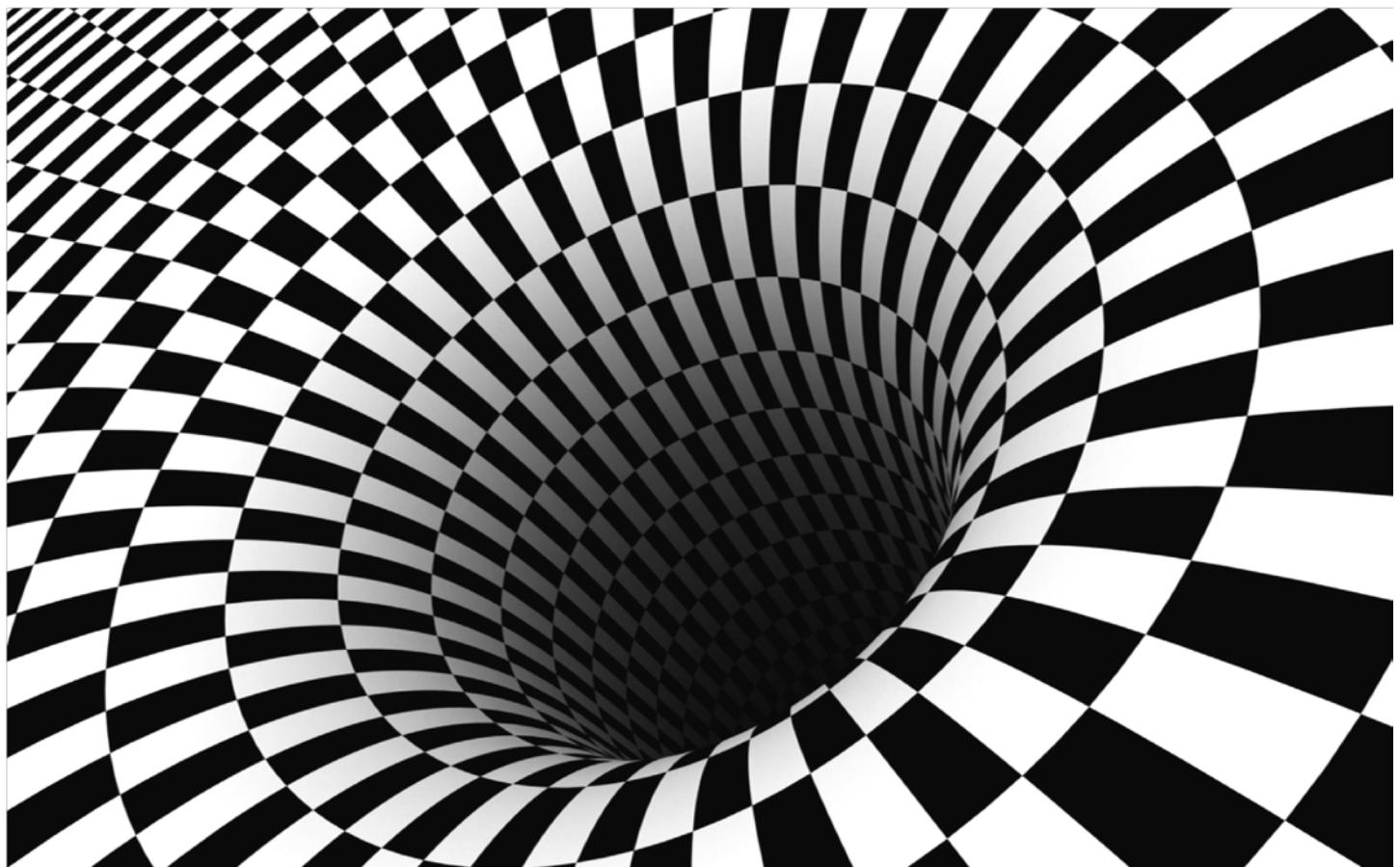
Teleport Trap: CR 9; Magical; location trigger (threshold of doorway at top of stairs); automatic reset; DC 25 Will save to avoid teleportation to entryway stair; Perception DC 32; Disable Device DC 32;

Persistent Door: 2 in. thick; hardness 20; 200hp; *Nondetection* effect; When opened, it creates a *persistent image* mimicking everything visible from the entryway of first doorway (Will DC 25 disbelief).

Try to play this moment as seamlessly as you can: Make their Will saves far in advance so that you don't pause their entry with suspicious die rolls. The party is meant to believe that they are entering another floor, just identical to the first. If they are perceptive or suspicious, they may try to "mark" the area to see if this is the case. It's up to you whether Malice is pernicious enough to plan for this, or to reward creative thinking.

Clever PCs might try to split up, block the entryway, or even try to destroy the front door. If this is the case, play it coy, but reward their lateral thinking with additional saving throws.

PCs who calculate the tower's height can try to go up ten full "flights" of the illusion, at which point the dweomer fades and the tired PCs can go to the second floor.



The Plane Shift Trap

The whole goal of this tower is not necessarily to be a full challenge on its own (though you are welcome to expand the tower's trickery into a full sized adventure if you wish), but to get the party confused, and perhaps a bit angry at the tricks of Malice's illusions. This will allow you to use the *plane shift* trap on the party. Malice's goal (and indeed the frame adventure's) is to get the party to go dungeon-delving and then throw them into the adventure of *Expedition to Dungeonland*.

As a result, at any point during your session (as most of these floors are single-event encounters) you may have the party fall for a *plane shift* trap: A trap that the party *must* fall for to enter Dungeonland. You may even fudge dice rolls if you wish—this is for the betterment of the adventure as a whole!

There are two types of this trap: The Bottomless Hole Trap, and the Magic Mirror Trap.

These aren't exactly "traps," in the traditional Pathfinder sense. The point is that they are supposed to be unavoidable, to draw the PCs to Dungeonland. If somehow a lucky party of PCs ventured into the Impossible Tower and avoided all of Malice's attempts to send them to the demiplane, it would be a short and rather unsatisfying adventure. Such should be the case whenever you're sending the PCs to Dungeonland against their will, which usually should only be once, as it's difficult to return.

Bottomless Hole Trap: This trap sends the party to **EX1: Dungeonland**, at **Area 1: Endless Shaft**. [Converter's Note: This is the preferred trap, as the module starts here. –CF] This involves a pit trap of some kind, or even a normal hallway turning perpendicular, as explained in the DM's Notes. [Written by Gygax himself, even. –CF] Have the PCs fall into the hole design here, or down another widening sudden hole. You could even try to convince PCs that the widening hole is another illusion, and have them "disbelieve" by stepping into it. Each floor could house the Bottomless Hole: it's easy enough to throw the party down a pit.

Magic Mirror Trap: This trap sends the party to **EX2: The Land Beyond the Magic Mirror**, to **Area 7**, in the **Collection Room**. If you want to play it a different way, this trap is possible, although a little more difficult to pull off. As described in the DM's Notes, it could be as simple as using a foggy barrier that hints at a room beyond, but is actually the portal to the demiplane into Mirrorland. This foggy barrier could be presented in any room beyond the first, blocking passage somewhere. On the fourth floor, there is no further passage upward, at least not without a *teleport* effect (and only a blind one). The fourth floor contains several polished mirrors through which Malice taunts the players with *programmed images*. It is the least subtle way to get a PC to think one of the mirrors is a portal, but if the party has made it all the way there, then it's time to drop subtleties.

The Second Floor: The Endless Library

If the party has made it past the tricks at the door and not fallen through the *plane shift* trap (see above), they enter a well-lit library.

The stairway doesn't lead back to the entrance: It leads to an entrance to a long hallway of bookshelves. They go forward a ways, and then split off. The room is well lit by small floating candles in the form of candelabras at the ceiling of the room. The books appear to be organized, filling shelves that stand to the ceiling shoulder to shoulder. It is stuffy and close, but not dusty or cold.

This entire room is a maze of bookshelves, splitting off and going in all forms of directions. It is in fact a labyrinth: A path that looks like a maze to an unsuspecting eye, but is a singular path leading to the goal. The trick of this room is that there is a *heightened permanent image* spell all throughout the room (DC 26 Will save to disbelieve). Unlike the last trap, it is not hidden by *nondetection*: A strong illusion aura fills the entire room.

The illusion essentially tricks PCs into thinking that the exit is in fact blocked by a bookshelf. This will result in the party going in circles until they find it.

As this tower is not mapped (at least, not yet), then you may plot the labyrinth however you wish, but essentially it takes the party 10 minutes of continuous walking to go through the labyrinth if they can see the exit. Otherwise, they realize they're going in circles if they can make a DC 10 Survival check, or spend an hour going in circles. You may spend as much or as little time detailing the maze here.

The bookshelves: All of the bookshelves rise to the ceiling, and appear to be built into the tower, or at least attached. This isn't true, and particularly destructive PCs can blast or hack their way through the library until they discern (or "destroy") the false shelf blocking the door out.

The books: All of the bookshelves are lined from top to bottom with books of all shapes and sizes and languages. Most of these books are either blank, full of random pictures or drawings, insane scribblings and incomprehensible text. Some books are real, but mostly cheap pieces of fiction and long, boring texts on scientific and magical theory that tire most PCs.

The candles: A simple permanent *levitation* effect on bunches of candles with *light* spells, complete with permanent *silent images* to make them appear as burning candles. They can be removed, but as long as they're enchanted, they always float to 10ft. off of the ground when not held. They can be sold as a novelty.

This is where you come in: Feel free to be creative here. Add texts of your own that fit your fantasy world. Malice can be well-traveled, or not. There are a lot of copies of the same text, sometimes in different languages. Almost none of these texts should be valuable in any way, though you are welcome to reward the party with minor scrolls written in journals, the random wondrous item that fits your fancy, or even (if you're feeling risky) something as powerful as the *deck of many things*. Or, if you want to use the statistics from the Appendix II, you may even have one of the books be a Mimic (see Joint of Roast Meat Mimic) that attacks the party.

The ultimate goal is for this floor to exasperate the party even further, and make the usual method of searching and looting a room a tiresome endeavor. You may even have one turn reveal the Magic Mirror trap, in the form of a silvery fog that entices the party forward. Or even just have one of the halls suddenly turn vertical and have the PCs tumble down the Endless Shaft with dozens of books.

Beyond the illusory bookshelf is another steel door, with a dweomer just like the front door. Behind it is a stairway spiraling upward to the third floor.

The Third Floor: Follow the White Dire Bears

If the PCs are still climbing the tower, they come upon a less subtle hint at the module's intentions. Read the following when the party comes up the stairwell and into the room.

You go up the winding stair 10ft. to the next floor, only to think that you are actually outside. The sky is visible above, complete with (describe the current time of day and weather here). You see that the floor of this chamber is filled with what seems to be lush and vibrant green grass, complete with wildflowers all around. Trees line what would normally be the "walls" of this floor, standing tall and lush. On the opposite end of the "room" is a large stone outcropping, with a cave opening. This all must certainly be an illusion!

You don't have long to admire the impressive magic, however, as emerging from the cave are two humongous snarling bears with huge fangs and claws. Their fur is bright and white, and they spot you immediately, and roar a challenge! The whole scene is indeed a *permanent programmed image* on the whole floor, to mirror what is going on outside of the tower,

though most of the rock cave is illusory. The entrance is, however. The image is easily disbelieved (Will save DC 5), but the dire bears are more real than the image: They are *greater shadow conjurations* of dire bears, colored white. The PCs must make a separate Will save (DC 24) to disbelieve them.

A cocky PC may think they are mere illusions as well, and think nothing of them. This gives the PC a +4 circumstance bonus to disbelieve the bears, but they are still a minor threat.

Dire Bear [Shadow Conjured]

3,200 [1,200] XP — CR 7 [4]

N Large animal (Space 10x10, Reach 5)

Init +5 [+3]; Senses low-light vision, scent; Perception +12 [+7]

AC 18 [10], touch 10 [6], FF 17 [10] (+1 Dex, +8 natural, -1 size)

HP 95 [57]; HD 10d8+50 [10d8+10]

Fort +12 [+7] Ref +8 [+4] Will +4 [+2]

BAB +7 [+4]; CMB +15 [+9] (+19 [+11] grapple) CMD 26 [15] (30 [19] vs. trip)

Speed 40ft.

Weaknesses DC 24 Will save to disbelieve (60% efficacy)

Melee Atk 2 claws +13 [+6] (1d6+7 [+2] plus grab), bite +13 [+6] (1d8+7 [+2])

Feats Endurance, Improved Initiative, Iron Will, Run, Skill Focus (Perception)

Skills Perception +12 [+7], Swim +19 [+11]

Str 25 [15] Dex 13 [7] Con 21 [12] Int 2 [1] Wis 12 [7] Cha 10 [6]

The dire bears were never meant to be a major threat—Malice is not in the business of slaying heroes. The bears engage the party, doing some damage if they can, before one of them withdraws and flees into the cave. The other one fights to the death, or until one of the PCs is heavily injured, at which point it makes a withdraw action to flee as well. The point is to lure the party into following the bears into the cave, and thus into the Bottomless Pit trap (see above). If you don't want it to be that trap, then it contains nothing, and the bears are vanished.

The true exit to this floor is actually behind one of the trees. If the party is not hasty and doesn't go for the inviting cave mouth first, they can find a door behind a tree next to the cave. This is still a chance to fool the party, though: Some PCs will want to investigate the clearly small cave first.

The door leads to another spiral staircase leading to the fourth floor.

The Fourth Floor: Through a Glass Darkly

If the party is clever enough not to fall into any more traps (or you don't want them to) and you haven't gotten them to Dungeonland yet, this floor is your last opportunity, and the party's last stop.

You ascend to the next floor of the tower, and emerge into a dark room. Any light source you show is immediately reflected dozens of times over; Groups of tall, full-length mirrors fill the chamber, along with an assortment of other furniture; warped and unkempt coat racks, end tables, dressers, and chairs are piled all about. Smaller mirrors sit on surfaces and hang from strings.

All along the far wall is a single pane of ceiling-high mirrored glass, polished and clean. It encircles half of the room, spanning over 100ft.

The mirrors are all of pristine masterwork quality (hardness 2, hp 10), crafted by Malice herself. All of them radiate strong illusion auras, though initially they are all normal mirrors. As the party moves in to investigate, you may have Malice appear in one of the mirrors: a *persistent image* effect controlled directly by Malice through her crystal ball (DC 24 Will save to disbelieve). Read the following when a PC gets too close to one of the mirrors, and she makes her move:

The mirror's reflection shines perfectly, and you gaze at your reflection for a moment, when you see a figure standing behind you through the mirror: A woman, standing just over five feet, wearing a black corseted dress. Long, braided black hair hangs over her shoulders, and she waves at you. You turn to see if she's with you, but she isn't.

You look back to the mirror, and she's gone—but you hear laughter coming from another mirror.

Malice moves her illusion from mirror to mirror, taunting the PCs. All of the mirrors are breakable except the mirror on the far wall, that encircles one half of the chamber. It is actually not a mirror, but a *heightened permanent image* illusion. It's her last chance to lure the party into her Magic Mirror Trap. What she does to taunt the party is up to you: Shadow conjurations that flee through the mirror, shadow evocations to taunt the party, or a foggy veil that falls over the mirror. All of it is in an attempt to pull the party through the trap.

If the party dispels the illusionary mirror (CL 13th) and all of the other mirrors, Malice lets out a tremendous *heightened ghost sound* scream through the whole room, and the entire room turns vertical. Allow for Reflex saves, but this is her last attempt to get the PCs into Dungeonland.

Finally, if searched for, there are no stairs leading up to the fifth floor. They were removed during her remodeling of the tower. The only way to the fifth floor is through a teleportation effect, and only blindly.

The Fifth Floor: Malice's Quarters

This floor is completely closed off from the rest of the tower: No stairway exists, and there are no windows. There is ventilation, but otherwise, it's insulated. Malice can teleport here easily, and if she's kidnapped anyone, they're present here.

The chamber you have arrived in is a single closed space with a large, comfortable bed with soft blankets, a large desk with chair, complete with papers, scrolls, and odds and ends. Floating candles illuminate the room, featuring a large collection of children's' toys, a shelf of books, and a large full-length mirror hanging on the wall. Cupboards are mounted on another section of the circular room. A small doorway on one wall reveals a spiral staircase going up.

Malice doesn't usually stay here long—just enough to rest and prepare spells. She uses it to store her plans and her raw crafting materials, usually in *bags of holding*.

So where is Malice? She's watching the party from a Crystal Ball the entire time, making sure everything goes according to her (and your) designs. She's smart enough to use *teleport* to move swiftly from her quarters to the roof, or even outside. She has a 24 Intelligence—play her as such. She might be cracked, but she's not dumb.

The bed is magically made thanks to a permanent *unseen servant* that tidies up the place. Under the pillows lies a sheathed *vorpal shortsword +1*. The desk has many drawers, mostly containing blueprints and recipes of magic items she crafts, as well as notes on her schemes and plans. In a hidden compartment (Perception search DC 30) she hides a copy of her spellbook, or at least of the spells she keeps memorized. Also present in the desk are scrolls of *circle of death* and *keen edge*; one each for all party members. If you're feeling generous, a *deck of illusions* is also present.

The candles are identical to the ones on the second floor. The toys are harmless, and some may even resemble a few of the NPCs from Dungeonland. The bookshelf contains old fiction novels, such as adventure tales written by bards: fairy stories and legends. Finally, the cupboards contain a wide variety of cheap

spell components, stores of food, and a small number of *bags of holding* type I. The stairway goes up to the roof.

If you want, Malice can arrive here late in the evening, ready for bed. She will be as mad as she is on the roof, and excited at having brave visitors. She will gladly tell of the Jabberwock that she's convinced is coming for her. If attacked, she will attempt to flee via teleportation, or even *plane shift*. She refuses to return to Dungeonland, even if it meant she could help the PCs.

The Roof: The Confrontation

The roof is where the party arrives upon their return to the Prime Material after their adventures in Dungeonland. That particular encounter is detailed in the Epilogue. Otherwise, if the party flies up or uses other methods to get to the roof (or the perceived illusory roof) then read the following:

The roof of the tower is polished black stone, with a short raised railing on the outer edge to keep you from falling. Otherwise, it's apparently bare.

If the party thinks the Impossible Tower is 100ft. high, then they "land" on the illusion and are *teleported* (no save, since they think it's the roof anyway) to the actual roof. The outer illusions are still present, but the distance isn't the same. A perceptive PC might be able to figure this out with a Knowledge (engineering) check (DC 20).

The stairway from the fifth floor is covered by a trapdoor, and that is covered *heightened permanent image* (DC 26 Will save to disbelieve) to make the door look like the rooftop.

If you haven't gotten the PCs into Dungeonland, then the Bottomless Pit could open up even from the rooftop. A leap from the roof deals 5d6 falling damage (not 10d6, but don't tell that to the players. If they roll their own damage dice, have them roll it; they're foolish to do so).

Epilogue: Return from Dungeonland

So the party has been *plane shifted* into Dungeonland, and explored it as thoroughly as they desired. What happens next? The original modules indicated that when the party wanted to leave, they should be allowed to transport back to a place of safety and comfort: Their base of operations, or a friendly location that would allow the party to rest and recover from their ordeal.

This is fine, if you want it to work that way: Malice is perfectly happy letting the PCs go. She will be *scrying* for them as much as she can. Letting them into Dungeonland is a risk, but she wants them to believe her story: The Jabberwock (if not slain during the party's adventure) will come for her and the Tane. She is convinced. If not that beast, then perhaps another, or even all of them. Continued contact with that plane is bound to draw their attention.

If you do let the PCs rest, you are welcome to let Malice contact them some time later—perhaps through a vaguely worded letter, or even through threats. She is dedicated to her mission. If the Jabberwock is slain, she will be freed of its hold on her.

If you want to jump straight to the conclusion, then the party returns to the roof of Malice's tower, where the illusionist (flanked by two of her ogre guards) waits for them. She tries her best to explain her situation—but remember, she is not quite right in her mind. Play it however you wish: The results of the party's adventures through the module make a detailed epilogue almost impossible to track.

If the party is aggressive and unwilling to listen to her, she fights to the best of her ability—but she is not a fighter, and she can't easily blast the party to pieces. She would rather flee and prepare herself for another chance to gain allies.

If the party is cooperative, then it's up to you what happens: Is she just delusional, or is the Jabberwock coming? Will it be a fitting "final conflict" for your campaign? That's entirely up to you; especially considering there are four different kinds of Jabberwocky creatures available: CR 15, the kind used in the normal Pathfinder module's Appendix II; CR 8, more akin to the original Jabberwocky presented in the AD&D™ module; CR 20, a "Lesser" version of the *Bestiary 2* Jabberwock, or the CR 23 creature presented in said book. All three of the alternative entries are in the Appendix I under a special section.

Of course, this is all entirely optional. Your campaign, as always, will have unique circumstances.

Further Adventures in Dungeonland

This frame adventure is but one way for the party to enter and enjoy the wonders of the partial plane presented in this module, and the geography covered in that plane is small compared to a fully realized, vibrant world. This allows a creative DM to further expand on the module's contents; either by creating new adventure opportunities with what's present, or creating all new regions and stories to tell. The world of Dungeonland is in your hands now. Have fun!

Afterword from E. Gary Gygax

The following text is directly from Gygax's modules, presented here for your benefit and inspiration.

From EX1: **Dungeonland**:

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

"A similar scenario was an early part of **Castle GreyHawk™**. The adventurers came upon it quite by accident after about a year of play. They were ready for it: not only did they thoroughly enjoy the change of mood, but they were very much tested by the encounters in the place. (I DMed this strictly and in a very tough manner.) They came back time and again for more adventures, going from **Dungeonland** to **The Land Beyond the Magic Mirror** and back again quite a number of times.

Eventually the original players—Ernie Gygax, Rob Kuntz, Terry Kuntz, Don Kaye, Mike Mornard, Don Arndt, Chip Mornard, Skip Williams, Brian Blume, and quite a few others—began to slip away to other campaigns and other pursuits (I was running the campaign only sporadically then, for business demanded most of my time).

"Nonetheless, **Dungeonland** has not been idle since that time many years ago. It has welcomed many new players in the campaign, hosted groups at conventions, and even had the celebrated Dr. Joyce Brothers adventuring across its strange landscape. Will Niebling and Russ Stambaugh have given its inhabitants a rough time, but they finally had to "fall back" so as to be able to return on another occasion... I had always hoped to have Don Turnbull adventure herein, for I knew that he too had built a "dungeon" around the same subject. Alas, the opportunity never eventuated, and now the scenario is published. So much for that idea... but have I got an island for him—and you!"

From EX2: **The Land Beyond the Magic Mirror**:

"**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 (see "Magic Resistance in **Dungeonland**," below) 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 15ft. 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. Murynd, or something close to that, was the name of the late Don Kaye's magic-user. Heward is... Heward. Zaggy is the Mad Arch-Mage who has left **Castle GreyHawk™** to wander far afield, and it's certain he'll never return.

Notes from the Conversion Author

This conversion started a few months after I successfully converted another module, *Expedition to Castle Ravenloft*, to Pathfinder, to run with my group. After such a long time spent in the gothic conditions of Strahd's castle, I wanted a change: Something light-hearted and fun. Something to fit my party's play style better. Plus, I read an article about how EX1 and EX2 were two of the worst modules ever made.

I picked up some publicly available online copies of the modules and read them. They were fascinating. I immediately knew this was going to be a perfect adventure. But converting from 3.5 to Pathfinder is easy: Converting from AD&D™ to Pathfinder isn't. I searched around and found a conversion of the bare essentials, but I wanted to rewrite the whole module myself, to know the place like the back of my hand. Most of Gygax's text is presented as written in the original module, with additions and edits by me primarily on a rules front. The only major change? The Jabberwock(y) was a *Bestiary 2* titan in Pathfinder, but merely a challenge in EX2. So, I compromised. The frame story was created for my group. I hope you can make your campaign just as memorable as mine will be (and was, I'm sure).

EXPEDITION TO DUNGEONLAND

A Pathfinder adventure converted from the AD&D™ Modules EX1: **Dungeonland** & EX2: **The Land Beyond the Magic Mirror**, with original elements injected where needed. This adventure is designed for a party of four to six 9th-level adventurers, and will take them past 12th level.

Preface

Adventure Background

This dungeon is designed to be an “adventure within an adventure,” where the party initially sets out on an adventure of (mostly) serious importance, only to fall into a trap, down the Endless Hole into Dungeonland (or, if you wish, through a mirrored surface into Mirrorland’s Magic House, **Area 7**.)

The Partial Plane

In all of the multiverse, there may exist worlds only depicted in fiction, and with many variances. The module takes place on such a plane, a realm of madness and miracles known by many names: Wonderland, the Tane, and other strange names beyond. Residents of the plane know it only as “the world.” Intelligent creatures aware of other planes call it Wonderland. For sake of reference, the plane will be referred to as “Dungeonland,” even the section of the module converted from EX2, whose area is specifically referred to as “Mirrorland.”

Magic That Doesn’t Work in Dungeonland

Although your players will not know it, quite a few spells and magic item effects will not function in Dungeonland. Of course, if a magic item found in that plane has one or more of these powers, then it functions normally.

Air Walk
Call Lightning
Command Plants
Control Weather
Creeping Doom
Dimension Door
Elemental Swarm
Fly
Gate
Instant Summons, but only if the item isn’t in Dungeonland
Levitate
Maze
Passwall
Plane Shift
Secret Chest
Storm of Vengeance
Summon Nature’s Ally, any level
Summon Plague

Summon Swarm
Teleport
Teleport Object
Teleport, Greater
Teleportation Circle
Transport Via Plants
Trap the Soul
Tree Stride
Wind Walk
Word of Recall

Any effects that summon extraplanar beings or objects
Any effects that emulate teleportation or travel between planes, including spells in the teleportation subschool.

Miniatuerized & Grown Creatures

In Dungeonland, creatures and items can be miniatuerized or grown by various effects. Normally, a creature that is Miniatuerized shrinks down three size categories, but their worn and carried equipment doesn’t shrink down with them. Miniatuerized creatures can’t normally use items of normal size, and especially Grown items.

Grown creatures and items grow 3 size categories. Their worn and carried equipment falls off of them, with a 5% chance that they are completely destroyed. Otherwise, they merely “pop” off of the creature. Grown creatures can’t use Miniatuerized items, but can use normal-sized items with a -8 penalty to function (if applicable).

A Miniatuerized creature or item can’t shrink again, and a Grown creature or item can’t grow again. Other *enlarge* or *reduce* spell effects do work, but no smaller than Fine size, and no larger than Colossal size.

A Miniatuerized or Grown item can only be used by a Miniatuerized or Grown creature. Miniatuerized magic items can be identified with *detect magic* and a DC 15 Spellcraft check, or with *identify*, though with no material component required. Grown magic items can be identified regularly.

Magic Resistance in Dungeonland

A large majority of the creatures in Dungeonland have an innate spell resistance, thanks to the wild and unknown magic of the plane. Most creatures and inhabitants have spell resistance (at least SR 16, if not higher), so pay attention to their combat entries. They will be notated in the shortened entries as well, as a gentle reminder.

Weather and Time in Dungeonland

Unless otherwise mentioned, the weather in Dungeonland is almost always a comfortable springtime partly cloudy, with a warm sun that hangs in the sky. Time travels as fast or as slow as the DM wishes in Dungeonland, though it’s almost assured that the sun sets when the party rests, and rises when they wake. You are welcome to adjust this plane’s behavior to fit your game’s tone.

Creature Size	Modifier to attacks & AC	Modifier to CMB & CMD	Modifier to Fly	Modifier to Stealth	Space
Fine	+8	-8	+8	+16	1/2 ft.
Diminutive	+4	-4	+6	+12	1 ft.
Tiny	+2	-2	+4	+8	2-1/2 ft.
Small	+1	-1	+2	+4	5 ft.
Medium	+0	+0	+0	+0	5 ft.
Large	-1	+1	-2	-4	10 ft.
Large (long)	-1	+1	-2	-4	10 ft.
Huge	-2	+2	-4	-8	15 ft.
Gargantuan	-4	+4	-6	-12	20 ft.
Colossal	-8	+8	-8	-16	30 ft.

EX: DUNGEONLAND

This first section of the module begins as the party has fallen victim to a pit trap or a naturally occurring hole, where all of the party is swept down into a seemingly endless shaft.

1. Endless Shaft

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

The shaft is under an *antimagic field*. However, if any party member has a nonmagical light source, it will illuminate the walls of the shaft, revealing miniature rooms jutting out of the walls in small displays, depicting life typical of that led by Adventurers. There are numerous exhibits, each filled with various replicas of furniture and the like. If any PC grabs a display, either have the player randomly determine a treasure using the **Random Item Generation** table in the *Pathfinder Core Rulebook* pg. 461, or pick a treasure based on the PC's race and class. Each PC may take up to four items, but only if they can see due to a light source. Darkvision doesn't work in the shaft.

All items are Miniaturized and don't grow or shrink, and if a Miniaturized PC grows while equipped with one of these items, they disappear, reappearing into a pile on the heap.

This area is also the return point for parties who have begun at the end, worked through the middle, and arrived at the beginning—not at all unnatural here. When it is time for survivors to bid farewell to Dungeonland, they need merely stand on the heap and look up into the shaft, where they will be lifted up and away, arriving at the party's lodgings in the Prime Material. The wonders of Dungeonland are typically a once-in-a-lifetime adventure.

2. The Long Hall: First View

Use **Map 2: First View**.

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

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

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

If the party shifts its focus and moves beyond the table and the small doorway, their view shifts completely to **2. The Long Hall: Changed View**

The flagon and salver bear strange runes upon them. A Linguistics DC 25 check, or *read magic* reveals that the flagon says "Drink Me," the salver "Eat Me." Examination of the small door

indicates that it is securely locked, but there is a keyhole in it, and the metal instrument on the small table appears to be of the correct size to fit the door. *Detect magic* reveals strong enchantment, illusion, and transmutation magic on the flagon and loaf, while the door radiates enchantment and transmutation auras (CL 20th).

A PC who drinks from the flagon becomes Miniaturized, and a PC who eats from the loaf is Grown (see above). There are X+1 servings of each the drink and the food, where X is the number of party members, so that a character can test the effects of either before the party is given a share. Items that fall off of Miniaturized PCs can be safely stored under the pile of rubbish without fear of theft (Knowledge (dungeoneering) DC 15 to figure that out.)

The small metal object is a key to the Miniaturized door, which is held fast (hardness 21, 1,000hp). If a Miniaturized (or otherwise Diminutive-sized) PC enters the door, they are taken to **Area 3**.

2. The Long Hall: Changed View

Use **Map 2: Changed View**.

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

2A. The Pool (of Tears)

The brackish water reaches from wall to wall, and covers about 100ft. of the length of the hall. Strange creatures are swimming in the water, but they are 50ft. away and difficult to see well. Where you stand near the edge, the liquid appears to be only a few inches deep, but the floor slopes down towards the center of the pool 10ft. from the edge of the water, the water is 10ft. deep. It's 30ft. deep in the center. Visibility is 3ft. clearly, then 6ft. dimly, then dark.

2B. Pool Inhabitants (EL 7 and/or 3)

The following creatures are swimming in the center, deepest area of the pool, wading about and swimming with surprising ease:

Giant Weasel: hp 9; AC 15

2 Axe Beaks: hp 22; AC 14

Dire Badger: hp 22; AC 14

Giant Owl: hp 26; AC 15

They remain there until one or more PCs cross to the other side, then they will swim to **2C** and exit the pool. It takes the creatures 3 rounds to come out of the water. They will then rush in a horde to attack on the 4th round, unless all intended opponents have already exited through the north doors marked **D**.

PCs will note that the water is buoyant—exceptionally so. It can be gleaned by observing the creatures in the pool, or by experimentation. The magic water grants PCs trying to swim through it a +10 circumstance bonus to Swim checks here, making it almost impossible to drown; even encumbered characters in plate armor have a narrow chance of failure.

While in the water, the assorted creatures will not attack unless attacked first, although a party swimming through them will find that the whole bunch will follow and keep up. Avoiding the group by going to either side has its own peril: a Giant Crocodile.

Giant Crocodile: hp 28; AC 15

This "little crocodile" waits patiently for prey to attempt to pass to the left or right of the swimming monsters in the center. Regardless of direction, it will be waiting (on one side of your choice, if the party splits up).

Treasure: None of these monsters has anything of value.

2D. Doorway

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

Each door does open easily by pressing on the lever, swinging outward. The hinges are well-oiled. The doorways lead into **Area 4**, at **4A**. Once someone has passed through the door, it swings shut and remains sealed for 4 hours. If there are more than four PCs in the party, then two or more must share a door. However, once all four doors are closed shut, if any PCs are left behind, the room instantly reverts back to **Area 2: First View**, and the table, key, and other items reappear. The doors, once shut, can't be forced unless the party breaks the door (hardness 21, 1,000hp)

3. The Tiny Garden

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

The only other way to this garden is past **The Pool of Tears, The Woods of Trees and Giant Fungi**, and Miniaturized by eating part of the mushroom located at the entry to the garden (**Area 4C**).

3A. Pathway

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

If the party looks (DC 10 Search) they will each find 1d4 gems of what to be (100 x 1d4)gp in value along the pathway.

Unfortunately, these stones don't grow except by means of a *wish* or similar magic, their actual value is 1cp each (Knowledge (arcana) or Appraise DC 20 to realize). They are basically chips, not gems.

3B. Onyx Fountain and Pool

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

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

There is nothing unusual here, and none of the plants or fish are dangerous or valuable. This is simply a time-wasting area, and a safe one for the party to rest normally. You should detail flowers if asked—asters, four o'clocks, gladiolas, or whatever you fancy. If *detect magic* is used here, the water radiates a faint transmutation aura (CL 1st). A DC 16 Spellcraft check reveals that it's merely an effect that keeps the water purified.

3C. Flower Beds and Flowering Bushes

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

If a PC sniffs one of the flowers of these bushes, they must make a DC 13 Fortitude save or be nauseated for 1d4+1 rounds. The bushes have the following steps: AC 12, HD 5d8, hp 30. The plants are nonmagical, nonanimated plants. A clever PC can make a DC 20 Knowledge (nature) or Knowledge (arcana), or a DC 15 Craft (alchemy check) while pondering the bushes. They may then collect all of the flowers into a waterskin and bundle them into a makeshift weapon:

Noxious Flower Bomb: This waterskin stuffed full of a noxious bush's flowers can be hurled as a splash weapon with a range increment of 20ft. When it hits, it fills a 10ft.-radius with a *stinking cloud* effect (5th level). The cloud fills a 20ft.-radius and lasts for 5 rounds. Creatures in the cloud must make a DC 13 Fortitude save or be nauseated for as long as they're in the area and for another 1d4+1 rounds. *Value: 100gp; Craft DC: 15*

Additionally, a successful DC 20 Craft (alchemy) check also reveals another use.

Noxious Flower: This flower's sap can be diluted with water into a vial or equally small container and hurled as a grenade with a 10ft. range. When it hits a space, a small *stinking cloud* fills a 5ft. space for 5 rounds. Those in the area must make a DC 13 Fortitude save or be nauseated for as long as they're in the area and for another 1d4+1 rounds. *Value: 50gp; Craft DC: 20*

3D. Flower-Banked Grotto

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

As the water falls down the surface of the rocks, it undergoes a brief magical change: At its beginning it is merely water, and once it's in the pool, it's normal once more. However, if the liquid is caught falling, a draught of one pint will have a random magical effect, as shown on the table on the next page. Storage of the liquid causes it to lose its magical properties.

Table: Waterfall Draught**d20 Waterfall Magical Effect Roll**

1	Baldness: Hair regrows naturally over time.
2	Color Change: A random bright color covers the skin for 1d6+6 minutes.
3	Miniaturization: As the effect described earlier in this module.
4	Divisibility: A <i>mirror image</i> duplicate appears of you, but it is a real person. Lasts for 1d6+6 rounds.
5	Dragonfly Control: Can control dragonflies (there are 1d4+1 in the garden) as <i>dominate monster</i> for 1d6+6 minutes.
6	Gaseous Form: As the spell, but can't be dismissed, for 1 minute.
7	Gaseousness: Belching almost uncontrollably for 1d6+6 hours. You suffer a -2 penalty to attack rolls, and a -5 penalty to all Charisma-based skill checks.
8	Giant Feet: Feet grow 1ft. or more in length; lasts 1d6+6 rounds. Worn footwear pops off.
9	Growth: As the effect described earlier in this module.
10	Hairiness: All body hair grows longer, thicker, and quite bristly, remaining until trimmed or shaved.
11	Human Controlled: The speech of any human acts as if a <i>suggestion</i> spell is worked on you, and you fail the saving throw.
12	Invisibility to Self: Unable to see any part of self or possessions for 1d6+6 rounds
13	Levity: Overcome by the urge to be witty, tell jokes, and laugh at others for 1d6+6 rounds
14	Philtre of Loaf: Compulsion to sit with feet up or lie around for 1d6+6 minutes.
15	Plumpness: Immediate weight gain of (1d10+20)% body weight for 1d6+6 minutes
16	Spud: Tuberous growth pops out of ear every round for 1d6+6 rounds.
17	Super Hedonism: Relax, smell flowers, enjoy scene, and seek pleasure for 1d6+6 minutes.
18	Sweat Water: Perspire very freely for 1d6+6 rounds, and must drink 1d4 quarts of liquid after or be dehydrated
19	Water Breath: Must inhale water for 1d6+6 rounds: Start drowning in normal air.
20	Yodeling: Overcome with desire to climb atop anything and yodel as loudly as possible for 1d6+6 minutes.

If a player drinks more than one draught of the water in the fountain, roll on this table instead:

Table: Second Draught**% Roll Double Draught Result**

01	Poison: Fortitude save (DC 20, initial and secondary damage 3d6 Constitution damage)
02-03	Poison: Fortitude save (DC 20, initial and secondary damage 2d6 Constitution damage)
04-08	Mild poison: Fortitude save (DC 15, initial damage nausea, secondary damage loss of 1 point each of temporary Strength and Dexterity for 5d4 rounds)
09-15	Both doses cancel each other out.

16-25	One dose is cancelled, but the other remains normal (roll on the first table)
26-35	Both doses work, but each at half effect and/or duration.
36-90	Both doses both work normally, unless their effects are contradictory, in which case they cancel each other out.
91-99	As above, but one dose is at 150% efficacy (effect and/or duration)
100	Only one of the two doses functions, but its result is permanent. Removable with <i>remove curse</i> .

3E. Mosses and Ferns

This quiet little niche is exceptionally inviting: it seems to be made for relaxing. The banks of moss are soft. The ferns and sweet-smelling herbs nearby make the air most pleasant.

A few small butterflies flutter about, and dragonflies of all hues dart here and there.

The place is quite harmless—in fact, it's actually very beneficial for those who spend time laying on the moss. For each hour spent resting, a PC heals 1d4 damage. Two hours of rest restores the body as though a *remove curse*, *remove disease*, and *remove blindness/deafness* spell were each cast, in addition to removing any non-permanent harmful status effect. Three hours grant a PC the ability to *speak with plants* for as long as they've rested (3 hours rest grants 3 hours duration). A *detect magic* spell reveals strong abjuration and conjuration auras (CL 8th), and a moderate divination aura (CL 5th). A DC 20 Spellcraft, Knowledge (arcana), or (nature) check reveals the general healing nature of the moss.

3F. Wildflower Garden (EL 10)

This section of the place is given over to natural flowers and shrubs. Although artfully arranged and pleasing to the eye, the garden still appears as if it could be found on a walk through the woodlands. Some unusually tall phlox surround what seems to be a cup-shaped herb with a leaf that shades the cap atop its stem. You peer closer to see that the leaf is actually the head of what looks like a man-shaped plant, with bull thistle flowers sitting near.

Jack-in-the-Pulpit: hp 78; AC 16; SR 16

2 Snapdragons: hp 48; AC 13; SR 16

4 Bull Thistles: hp 30; AC 15; SR 16

As soon as the party comes within 20ft. of the figure, it will begin to speak Common to the party. Each PC that's close enough must make a DC 21 Will save or else stand and listen to the sermon of the plant. It proclaims that all should become True Neutral in alignment, thus beginning to show proper respect for plants. Each round any character stands and listens, she must make a DC 21 Will save. Failure indicates that the jack-in-the-pulpit has beguiled the individual into such an alignment change—with appropriate consequences. If a PC makes their save and attempts to disrupt the sermon, or if they attempt to pull their associates away, the jack-in-the-pulpit will call for aid, and it will appear on the next round. Two Snapdragon plants, coming from either side of the area and attacking immediately. If the party attacks the jack-in-the-pulpit, four Bull Thistles move to attack.

If the snapdragons or bull thistles are slain, the jack-in-the-pulpit will try to slip away to either **Area 3E**, condemning the party as murderers. He will do nothing else, and will only defend himself if necessary.

3G. Marble Statue (EL 19)

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

Charldos, Arch-Mage: hp 50; AC 22; SR 16

The statue is in fact Charldos, an Arch-Mage. He is senile, and most of the time he travels around in the form of a white rabbit. He is able to Miniaturize and Grow himself anywhere in Dungeonland, even out of the garden. He desires no contact with strangers, and so he has avoided the party, going so far as to use a *statue* spell upon himself just now to fool them (granting him hardness 8 for 20 hours). If he is threatened or molested, the confused old fellow will react by casting one of the following spells (at the party or upon himself, as is logical, for Charldos isn't that senile!):

Charldos's Spells

d20	Spell Cast
Roll	
1	<i>Burning Hands</i> 1 2
2	<i>Magic Missile</i> 1 2
3	<i>Ventriloquism</i>
4	<i>Darkness</i> 1 2
5	<i>Invisibility</i>
6	<i>Mirror Image</i> 1 2
7	<i>Blink</i>
8	<i>Dispel Magic</i> 1 2 3
9	<i>Slow</i>
10-11	<i>Cat's Grace</i> (Reversed; -4 DEX) 1 2
12	<i>Displacement</i> 1 2
13	<i>Wall of Force</i> 1 2 3
14	<i>Forceful Hand</i> 1 2
15	<i>Repulsion</i> 1 2
16	<i>Power Word – Stun</i>
17	<i>Reverse Gravity</i>
18	<i>Maze</i> 1 2
19	<i>Baleful Polymorph</i> (to hedgehog)
20	<i>Time Stop</i> 1 2

When Charldos expends one of these spells, cross out one of the numbers. If there's no number, cross it out. If a number rolled has all spells used, move to the next higher number. The Arch-Mage will always attempt to escape rather than fight, and even when an opponent is powerless, the strange fellow will simply use the opportunity to slip away. If he meets the party at a later time, and if the circumstances warrant, he will be cordial and associate freely with them—such as in the croquet ground area. However, he will certainly testify against the party if they were hostile toward him at any time. If the PCs detect him while under the guise of the *statue* spell (DC 25 Perception to figure out this is a statue; with *detect magic*, 20th level transmutation aura; DC 22 Spellcraft to identify the spell), Charldos will A) if molested, use an attack spell, then a spell to aid his escape, or B) if the party is not trying to harm him, simply use a spell that will allow him to escape.

XP Award: If the party doesn't molest Charldos, they gain no XP. If they do detect him but don't molest or attack him, reward XP for a 5th level encounter (1,600) when he flees. If they attack him and he flees, reward XP for a 2nd level encounter (600).

3H. Tunnel

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

If the party goes this way, move them to **Area 4: The Woods of Trees and Giant Fungi**. They will enter at **Area 4A**, north center. As they step out of the passageway, they will sprout up to what is their normal size, and the miniature items will fall away, now useless. Return to the gardens is possible only by way of **Area 2: The Long Room**, or else by finding a magical means of Miniaturizing again.

3I. Giant Trees (EL 9)

2 Hangman Trees: hp 76; AC 20; SR 19

When the party approaches within 20ft. of either tree, they must make a DC 19 Will save or breathe in the Hangman Trees' hallucinatory spores. If the party falls victim to the spores, read entry A. If they make the save, read entry B. If a few succeed but a few fail, read both, combining them as needed.

A:

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

B:

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

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

Treasure: As both of these carnivorous plants have been in the same location for several years, there are numerous items of interest. Roll 1d4+4 times for each tree's treasure. Each treasure is a magic item, either generated using the **Random Item Generation** table in the Core Rulebook, or chosen by the DM in advance. Only metal items will be present—re-roll if the result is non-metallic. To this list, add (5x1d4) gems, valued at (100x1d4)gp. As will other Miniaturized gems in the garden, the gems are merely 1cp chips if they leave.

3J. Heavy, Brass-Bound Door

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

This reverse door leads back to **2: The Long Hall: First View**. As soon as the party enters and shuts the door, the hall changes to its **Changed View** aspect, and the small door is gone. Once again, gear stashed will remain unharmed, although when the rubbish pile appears, it will be in plain sight. The emerging party will no longer be Miniaturized, with their current gear popping off, as explained at the start of the module.

3K. Grassy Lawn

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

3L. Orchard

The small, well-pruned trees appear to be of the common fruit variety—apple, cherry, pear, plum, and a lone galda tree in the center of the orchard. Oddly, each tree seems to bear ripe fruit. This fruit is not magical, although it took magic to cause all trees to produce at the same time (faint transmutation, CL 3rd). While it is nutritious, no fruit has any effect outside of those normal to its kind (good tasting and filling).

3M. Cottage (EL 7)

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

Bill and Mitch, 2 Lizard Men: hp 48; AC 15; SR 16

Living here are two lizard men, "Bill" and "Mitch," both faithful servants of the Arch-Mage, Charldos (area 3G). If he is in danger, they will come to his call, ready to fight to the death. If the party enters the cottage, the two will not attack immediately, but they will be on their guard. At the first opportunity, one will slip away to inform his master what is happening. The lizard men are neutral in attitude at first, but not relaxed. They are more concerned for their master's well-being than the state of their cottage. If interrogated, they know very little, and speak cryptically when they do know something.

Development: If the party has pursued Charldos to this cottage, the wizard will demand the party leave, and his lizard men will defend his home while the wizard flees again.

Here's a brief description of the cottage interior. There is no treasure here.

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

3N. Second Cottage (EL 4)

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

Pat & Gill, 2 Giant Porcupines: hp 22; AC 13; SR 16

Like their neighbors, living here are two large humanoid porcupine creatures, "Pat" and "Gill." Loyal servants of the Arch-Mage, they stand about 5ft. tall and immediately answer a call for help from the lizard men or Charldos, or otherwise obey Charldos (see Development, above).

Here's a brief description of the interior of the cottage. Like Bill and Mitch, Pat and Gill don't mind if the party comes in. They remain neutral but resolute, knowing very little outside of their small realm, speaking cryptically. There is no treasure inside, and they don't carry any.

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

3O. Large House with Split Shake Roof (EL 10)

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

The house is unlocked. If the players choose to enter, read the following:

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

This is Charldos' home—all actually a *permanent illusion* cast by Charldos (DC 20 Will save to disbelieve). The illusion is very realistic, but it hides a dangerous trap. If a PC makes the save, read the following. Read it two rounds later after the trap has already sprung if no PC makes the save, meaning the trap has already sprung, and the party is in some serious danger!

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

The doors slam shut and disappear; one round later the walls and the roof seem to close in. That is because the whole place is shrinking magically. Unless the PCs have a magical method to escape or to keep the place from shrinking, they will surely die. Creative PCs can come up with some unique methods to flee, but here's a few ways: *Dispel Magic* or *enlarge person* will stop the trap (no dispel check is necessary). An interior *wall of iron* or *wall of stone* spell will block the walls. *Rock to mud, stone shape*, or *stone to flesh* will cause a hole in the wall and enable escape. Other methods may be attempted and successful at your discretion—this is a Gyaxian trap, designed to be brutal for the PCs for not being cautious. If you want to give the party extra help, *detect magic* reveals a strong transmutation aura (CL 20th), and you may even allow magic not normally allowed in the rest of Dungeoland.

Crushing Illusory House Trap: CR 10; magical;

location trigger; automatic reset; DC 20 Will save to disbelieve image and react (realize room is illusory, with 2 rounds to exit, or block the ceiling and walls with a DC 30 Strength check or with an object and a DC 27 Strength check); doors disappear after 2 rounds and walls move together (16d6, crush); multiple targets (all targets in a 40ft.-by-50ft. room); never miss; onset delay (2 rounds); Perception DC 22 (if Will save isn't made) or DC 18 (if save is made); Disable Device 22 (or 18), but magical methods will also work (see above)

If the party succeeds in stopping the shrinking of the place, a door will appear where they entered, and they can leave.

3P. Berry Bushes and Covered Well (EL 6)

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

The berry bushes all bear fruit, and all the fruit is quite normal. Climbing down into the well requires a DC 25 Climb check. However, in this area is the actual dwelling place of Charldos:

There is a secret trap door (Perception DC 20 to discover), protected by a CL 20th *Symbol of Discord* (DC 22; see New Spells, Appendix) between the raspberry bushes and the blackberries. Steep, narrow stone steps lead down about 15ft. to a small chamber below. It contains a small cot, work bench, and ingredients for casting spells, all in a clutter of papers, packets, jars, boxes, vials, bottles, flasks, tins, and so forth. Also there are all nine of Charldos's spell books, each protected by a *fire trap* spell (1d4+20 fire damage in a 5ft. radius, DC 18 Reflex half). In addition to the spells that Charldos has prepared (see **area 3G**), the nine tomes also contain the following:

Enlarge Person
Fire Trap
Polymorph Self
Permanency
Shocking Grasp
Silent Image
Spider Climb
Statue
Symbol of Discord (see the Appendix)

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

Treasure: Other than the spellbooks, one drawer has 2d8pp, 2d8gp, 2d8sp, and 2d8cp tossed in. There are some old, ordinary robes hanging from a wall peg. It is evident that Charldos lives a rather humble existence. All of these treasures will grow and shrink with the PCs when they do.

Note on The Hedge

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

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

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

4. The Woods of Trees and Giant Fungi

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

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

Key to the Fungi in Map 4:

Below is a list of the fungi shown on the map to Area 4. Identifying one of them requires a Craft (alchemy), Knowledge (nature), or a Survival check.

Common Mushroom: Any pale color, with red, orange, brown, yellow, and gray most common. These fungi are fairly tasty and quite nutritious. Identify DC 12.

Death Angel: White, gray-white. Mere touch is poisonous: Contact poison: Fortitude DC 20, initial and secondary damage 2d6 Constitution. If eaten, the DC is 24. Identify DC 20

Cup Fungi: Any character who spills it takes 5d4 acid damage. Those within 5ft. must make a DC 15 Reflex save or be splashed for 1d10 acid damage. The Fungi can be crafted into an alchemical flask with a range of 10ft. that deals the same with a DC 30 Craft (alchemy) check. Identify DC 25.

Giant Puffball: Each globe, when touched, can direct a blast of spores that are harmless, but which will extinguish torches and candles, and has a 50% chance to extinguish a lantern. If struck or punctured, they explode, dealing 3d10 damage to all within a 10ft. radius (DC 15 Reflex half). Identify DC 20

Horsetail: Ranging from shades between red and brown, this fungi sways and swishes menacingly, but it is actually nourishing. It doubles the natural healing rates during rest on the day it's ingested, and a large bite also doubles the eater's base land speed for 1 minute. It spoils if PCs attempt to store it without proper preservation (Craft (alchemy) DC 30; can be decreased with tools or clever thinking).

Toadstool: Ranging between shades of purple, brown, green, and violet, if this fungus is molested or even touched roughly, it turns into a Giant Frog that attacks the PC that bothered it.

Giant Frog: hp 15; AC 12

4A. Steep, Grassy Embankment and Small Tunnel

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

If the party has just come from **Area 3: The Tiny Garden**, they will know what they are seeing. Those who bypassed the area will be able to guess anyway. Note that there is no way to get into area beyond without Miniaturizing. The door leads to **Area 3H**.

4B. Paneled Wall Lined with Four Doors

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

These are the four doors from **Area 2: The Long Hall, Changed View**, and if the party has just exited them, they are sealed shut and

will not open for another 4 hours. If the party comes upon the wall from the outside, the doors are sealed shut on this side, and must be entered from **Area 4E**.

4C. Huge, Blue Mushroom (EL 8)

This thick-stemmed fungus is larger than any of the others you have seen. Its cap is oddly lumpy, only about 5ft. off the ground at its edges and rising as high as 9ft. or more on some of its bumps. If the party comes within 30ft. of the mushroom, read on:

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

Virnig, Smoking Behir: hp 105; AC 21

Sitting here is Virnig, a Behir that is especially old, wise and crafty. He has learned the power of *alter self* so as to appear as a relatively harmless creature, such as a giant caterpillar or inch worm. The brass hookah he smokes also has a magical property, though only Virnig can use it properly. Each time he puffs forth a ring of smoke, it has a special property. Roll 1d6 to determine which smoke ring is blown first. The next ring is the next number, and then it cycles through.

Table: Hookah Rings

Die Roll	Result
1	Touch turns smoke ring into gem set necklace worth (1000 x 2d4)gp
2	Contact with solid substance turns smoke ring into clinging <i>stinking cloud</i> of 10ft. cubic size (Fort save DC 13, CL 6 th)
3	Contact with a solid substance turns smoke ring into a rope of entanglement that tries to lash target (DC 20 Strength/Escape Artist to escape; AC 22, 12hp, hardness 10, DR 5/slashing, heals 1 hp/5 mins)
4	Touch causes electrical discharge like <i>shocking grasp</i> . Deals 20 damage, but SR applies.
5	Contact with solid substance turns smoke ring into a poisonous snake (Tiny Viper).
6	Touch causes smoke ring to become a <i>fog cloud</i> of 10ft. cubic size which lasts for 6 rounds.

Being very clever and most evil, Virnig will play the role of an affected but harmless caterpillar to the hilt. When he has his audience properly in his spell, he will breathe out a smoke ring of the first sort, asking one party member to catch it. If one does, then he will quickly puff as many as five more out, one for each PC. The range of a smoke ring is 10ft. and it moves very slowly: If a PC wants to avoid one, they only have a 5% chance of failure (1 in 20). Any wind will negate the power of the smoke rings. The smoke rings lose magical properties after a 10ft. range.

If no PC catches a smoke ring, the behir will continue to converse in a lazy and obtuse fashion, meanwhile puffing the next more rings of smoke upwards, so that the order of the rings is reset, so he can puff up to five rings again at the PCs during his conversation. Thereafter, if the party remains, he will likely attack by launching his lightning breath weapon at the PC he deems the strongest, and delivering a bite at the next most powerful member. Thereafter, the behir will enter melee, using his breath weapon and his grappling skills as much as possible.

Treasure: The hookah is useless to anyone except a Behir, but it can be sold as an oddity. The only worthwhile treasure is the huge blue fungus upon which Virnig rests. *Detect magic* reveals two strong transmutation auras on the mushroom (CL 20th). The right side causes Growth (see the preface), while the left causes Miniaturization (Spellcraft or Knowledge (arcana) DC 20 to reveal). This effect lasts for 24 hours.

If a piece is taken, it will be effective for 1 day, after which the piece only functions as a *potion of enlarge person* or *potion of reduce person*, except that the effect lasts 24 hours (Knowledge (arcana) or (nature) to know this beforehand). If properly allowed to dry in the sun for 8 hours, a piece will remain viable for 2 days, otherwise it loses all magical properties (Knowledge (nature) or Survival DC 20 to know beforehand).

4D. Very Large, Thick-Limbed Tree (EL 8)

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

Smilodon Cat: hp 105; AC 17; SR 16

Each minute the party is within 20ft. of a tree marked **D** on the map, there is a 50% chance that the Smilodon Cat will appear there. This monster appears to be a huge domestic cat, but his long fangs and bobtail might give the observer pause. He is very intelligent, and can speak Common fluently. He can become ethereal (as *ethereal jaunt*) at will, though he can't attack on a turn he does so. While ethereal he can become *invisible*, though he can use it to cloak all or part(s) of himself as desired; he can't attack that round either. He can also disappear instantly by using *dimension door* at will, though only to any of the other trees marked **D** on the map, or to **Area 5C**.

While in most other ways this creature conforms to the characteristics of a saber-tooth tiger, his behavior is unique. The beast is hungry, so he will seek to kill and devour a party member if possible. As he is intelligent, however, he will not fight uselessly, but will employ his magical powers to shadow the group, seeking to pick off someone. Meanwhile, he will not lose an opportunity to converse with one or more of the PCs—to learn about their strengths and weaknesses, to find out what they are doing in the area, or to simply lull them into a state where attack will be easier. If it appears his prey is escaping, he will be more bold in attacking, taking considerable damage in order to gain a choice meal. If below 25 hit points, or if the party is heading toward **Area 4F** of the map, he will *dimension door* to **Area 5C**.

4E. Paneled Wall Lined With Four Doors

If the party has been to **4B**, then read the next section. Otherwise, read the section for **4B**.

The wall on this side appears just as it did from the other.

The doors are held shut magically for 4 hours after use (see **2: The Long Hall, Area 2D**). If not so closed, one can be opened: Upon opening one of the doors you see a long, paneled hallway, similar to the one you have seen previously. It is easily over 100' long and about half as wide. At its far end you can dimly discern what appears to be a door.

Entering the door takes the party to **Area 5H: The Long Hall**.

4F. Steep, Grassy Embankment

It is obvious now that the area you have just left is a glen. From this higher elevation you note that an unbroken line of thick forest stretches before you. It looks foreboding, but a faint, winding path leads you from where you stand into the trees some 100ft. distant. This is the edge of **Area 4**. The pathway through the forest leads to **Area 5: The Wilds of Dungeonland**. It is only wide enough for the party to walk single file.

Note on the Map Edges

The area of trees and fungi is surrounded by heavy forest, as indicated on the map of **Area 6**. Discourage straying from the map by noting how hard it is to move through the forest; how tiring, how slow. After a few yards, explain that the party has come to a very steep rock wall—a natural obstacle that will pose difficulty to all but the most skilled climbers (DC 30 Climb check, 30ft. sheer wall). Should the party somehow overcome this rampart, then they will be moved to **Area 5: The Wilds of Dungeonland**. Southward progress must be collectively discouraged; use the bramble hedges from **Area 3**, if necessary. Otherwise, the party is free to move toward whatever destiny they encounter, including Mirrorland (see **The Land Beyond The Magic Mirror**). Be certain to use the random encounter table for forest movement: Travel is at 3 hexes per hour, with 1 hour of rest for every 3 hexes traveled. There is a cumulative 10% chance of an encounter per hex traveled. Discourage travel outside of the map's edges; multiple combined encounters are possible.

Die Roll	Encounter
1	1 Dragonne (CR 7): hp 76; AC 20
2-3	1 Giant Venomous Snake (CR 3): hp 21; AC 18
4-5	2 Phase Spiders (CR 5): hp 51; AC 17
6-8	2 Giant Stag Beetles (CR 4): hp 45; AC 17
9-10	3 Monitor Lizards (CR 2): hp 22; AC 15

5. The Wilds of Dungeonland

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

5A. Meadow (EL 5)

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

Giant Dog: hp 42; AC 15; SR 16

A Huge-sized giant dog comes bounding down the path; it appears to be a gigantic version of a domestic dog, large and furry (choose your favorite breed), and curious about the small creatures ahead. It is not basically vicious, and it will not attack unless molested. If not harmed, however, the dog will simply attempt to play with the party. There is a 5% (a roll of 1 on 1d20) chance that it will accidentally knock over a PC as it sniffs and snaps playfully, dealing 1d6 damage. If harmed in any way, it will certainly attack. There is another 5% chance (a roll of 20) that it will have grabbed its chosen "playmate," in which case it will turn and run away at double speed to its place behind **5C** below, dealing 2d6 damage to its victim (Opposed grapple check or DC 25 Escape Artist check to break free). Once out of sight it will sit down and eat its prize.

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

Development: The dog has no treasure, but if players search its furry form (dead or alive), they will discover 3 Giant Ticks, which attack the party.

Giant Tick: hp 13; AC 16

5B. Imposing Dwelling in a Large Clearing (EL 11; varies)

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

Bullywug Footman: hp 6; AC 16; SR 16

This frog-like creature is a Bullywug, and a footman to the manse. He will relax even when the party is near, apparently trying his best to ignore the PCs. He is actually alert and ready to spring attack: A suspicious PC can spot this with a DC 13 Sense Motive or a DC 18 Perception check. He can converse in Common, and will tell the party that they are at the manse of a noblewoman, but that they must enter at their own risk; he will not announce them, except for some "consideration," of course. He will further warn the group that the mistress of the house, the Duchess, is in a savage temper, but he will say nothing more. If bribed, he will call for more footmen, and the party will be escorted to see Her Grace.

If attacked, he will call out, and 1d4+1 more footmen will come out to defend the manse, until all 20 have joined. Thereafter, other reinforcements will come: 10 Kuo-Toan Attendants, arriving 1d4+1 per round, then the Kuo-Toan Butler Bogsworth, then the Kuo-Toan Major Domo, Scullyribs.

10 Kuo-Toan Attendants: hp 11; AC 18; SR 16

Bogsworth, Butler: hp 42; AC 16; SR 16

Scullyribs, Major Domo: hp 38; AC 20; SR 16

Otherwise, the footmen and attendants will be placed all throughout the three floors of the Manse, going about duties.

Bogsworth will be standing just inside the front door, acting as the head butler for Her Grace. He will be civil to polite callers, and will call for footmen to announce them. The Major Domo is a formidable foe and bodyguard to Her Grace, protecting her at all times.

The Bullywugs and Kuo-Toans are loyal servants of Her Grace. They cannot be subverted or otherwise made to serve the ends of the players. They are fanatical (but not uncivil) and will fight to the death to defend her.

5C. Large Manse (EL 9; varies)

Obviously, this is the place where "Her Grace" lives. The palace is well decorated and kept to a mirrored polish on the intricately decorated blue and green floors, with candelabras hanging high overhead and giving a warm glow. Paintings of flowers and fields, along with frogs and other wild amphibious beasts fill the walls.

You may read the following when the party sees the Duchess:

Standing before you is a rather strange-looking young humanoid woman. Her face is plain but earnest, and she is dressed in the finery of a duchess and noblewoman, wearing a corseted and jewel-hemmed dress, but she wears no shoes and seems to lilt about on her feet.

The Duchess: hp 90; AC 23; SR 16

The Duchess is both stupid and unsound of mind; this could be played in a variety of ways. She is not evil, however, and will not molest the party unless she is first attacked. In combat, the Duchess will spray the magical dust around on the first round, then attack on the second, with a similar routine thereafter. She is totally immune to the dust. There are a dozen applications of the stuff in the shaker, but it can only affect one target at a time. If attacked, her associates will defend her to the death immediately.

Otherwise, the Duchess is quite cordial, if not inane, given to flights of fancy. She carries a small creature she affectionately calls "Baby" in a sling against her breast. Other times, she will be almost oblivious and completely ignore the party, allowing them almost complete run of the place. She has another associate in the manse: the Cook.

The Cook will say nothing, and she will not bother anyone unless she or the Duchess are bothered first. If pressed, the Cook will be timid and polite.

The Cook: hp 49; AC 16; SR 16

"Baby," the Were-Boar: hp 22; AC 11; SR 16

The "Baby" is in reality a were-boar, wearing a cloak that disguises him as a baby (as *alter self*, but only for the baby disguise). At the first sign of attack upon the duchess, he will turn into a were-boar and attack the party. Otherwise, he will ignore the PCs, and if the Duchess is not around, he will turn into a swine and trot off.

Also present, if it is still alive, is the Smilodon Cat (from 4D), lurking near the Duchess and hiding by *ethereal jaunt* or *invisibility* when the party is around. If the party attacks, the monster appears and defends instantly.

Smilodon Cat: hp 105; AC 17; SR 16

Only the Duchess and the Smilodon Cat will converse with the party freely. Being rather vacuous, the Duchess will primarily only speak about herself, the household, and her relations with "The Queen." The Smilodon Cat (assuming he's still alive) is more intelligent and practical. Once the PCs are within the territory of his mistress, the huge feline will not attempt to harm them. If the party seeks information, he will answer in his own deranged manner, giving bits of useful information. The beast will certainly encourage them to visit elsewhere—namely the Hatter. To this end, he will inform the party that he will show them the way if they look for him outside of the house (5D).

Included is a general floor plan of the Manse. The third story contains only small servants' quarters for the 33 servants here. Furnishings throughout the manse are comfortable and presentable, but not very valuable. In short, except for the passages in the cellar, the place isn't too interesting. On the southeast corner of the cellar lies a stone passage that leads underground, going roughly straight for one mile to the cellar of the Magic Mirror House, at Area 7, specifically in the laboratory and work area, amid the alcove of alchemical junk. On the southwest corner is a passage that goes a quarter mile, exiting into the clearing of the Mad Hatter's home, at Area 5E.

Treasure: The Duchess has 9 pieces of jewelry, 6 of which she always wears, the other 3 when she dresses for royalty, kept in her room (all items and prices are subject to change as you see fit):

- A gold pearl necklace, worth 5,000gp
- A bangle of gold inlaid with silver, worth 4,000gp
- Two rings, one of aquamarine (2,000gp) and one of garnet (3,000gp)
- A hairpin studded with diamonds worth 5,000gp
- A brooch pinned to her dress, made of sapphire and silver worth 1,500gp

In her room:

- A gold circlet set with blue topaz gems, worth 6,500gp
- Two more rings of diamond (3,000gp) and amethyst (1,000gp)

You are welcome to add other treasures in the manse at your leisure, possibly depending on whether the party sees the manse as a possible raiding spot.

5D. Toothy Smile and Path

There are two paths jutting from the spot marked 5D on the map. Each is actually a narrow, grassy meadow cutting through the forests. Following the path, the players see the toothy smile of the Smilodon Cat ahead of them. If the cat is alive, he will say "This way to the dwelling of the March Hare" (or "Mad Hatter" for the other path—pick one, as they both lead to the same place). Even if the huge feline is dead, the smile will remain.

5E. Lawn and Long House (EL 10; varies)

As you step into the large, cleared area you notice a small sign bearing the initials "M.H.". The sign points toward a strange building beyond. The walls of the dwelling are low and of mixed composition: brick, wood, plaster, stone. There are windows of all different shapes at odd angles and heights. There is only one circular door. The roof seems thatched, but the thatch is brownish and stands straight up—almost as if it were hair or fur. While your eye is drawn to such a strangely built house, something even odder demands your attention.

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

Living here is the Mad Hatter, his friend the March Hare, and their companion the Dormouse, to whom the former two are constantly berating and belittling, though all three are quite insane.

When the party comes near, the three will scowl but suggest that they sit down—unless the adventurers have already done so. They will ask if the characters would like some tea, but none will ever be poured by the party. If PCs decide to try some tea, they are drinking a powerful magical poison that could very well kill them, or possibly grant them spell resistance:

Mad Hatter's Tea (ingested)—*save* Fortitude DC 20; *frequency* 1/round for 2 rounds; *effect* 2d6 Con damage; *cure* 1 save; *special* On the first successful save, the PC has a one-time 5% chance to gain SR 12, or a +1 permanent bonus to current SR. This chance

only occurs once, regardless of the doses; *identify Craft (alchemy)* or Wisdom DC 20.

The Hatter is quite insane, even in lucid, seemingly rational moments. He is also dangerous and highly unpredictable. His conversation will be strange indeed—asking riddles that have no answer, making inappropriate statements, asserting perverse logic, twisting questions, and so on—all interspersed with inquiries about tea, demands to move down the table to a fresh place, and interruptions to speak with the March Hare or to devil the Dormouse. The Hatter's headwear, so to speak, is all under his weird *hat of holding* he always wears. The “hats” he will pull out and toss on a PC's head are determined randomly (see Table: The Hatter's Hats, on the next page). Hitting a PC's head with this particular toss only requires hitting their touch AC. All hats vanish when their effects end, unless otherwise indicated. The Hatter throws hats when he feels the random need, or if he's bothered (see Encounter, below). Due to his insanity, if at least 8 damage is dealt to him in combat, he will use his Wholeness of Body ability to restore the damage.

The Hare is crazier than the Hatter. The White Rabbit Charldos quarreled with this fellow long ago, turning him into a hare. The senile Arch-Mage relented, but then mistook his *permanency* spell for *dispel magic* when trying to return his victim to his former state. The result is the March Hare, a man-sized, human-appearing hare. Although the shock of his transformation made the fellow absolutely psychotic, he still remembers his former profession, that of a monk, if anyone molests him (or threatens to do so). He sits quietly at the tea party, occasionally making some pointless remark or chatting with his old companion, the Mad Hatter. He will attempt to converse with anyone sitting near him. Any PC who begins discussing buttered watches, time, food, or anything else must make a Will save (DC 19) or become *confused* as the spell for 2d4 rounds. Only time removes this effect. If threatened or attacked, the March Hare will spring into action as a monk. He otherwise remains oddly removed and nonviolent.

The Dormouse has been cursed with a disease, a sleeping sickness that makes him lethargic at all times. This curse has changed the wererat's disposition and unbalanced his mind also. Therefore, he will sit quietly, ignore harassment from his companions, and babble inanely most of the time. If attacked, the creature will uncover his sword and attack ferociously. Anyone who comes within 5ft. of the Dormouse must make a DC 20 Fortitude save or fall into a comatose slumber that can be removed with a *cure disease* effect. A successful save prevents the PC from having to save again.

The Mad Hatter: hp 56; AC 17; SR 16

The March Hare: hp 63; AC 16; SR 16

The Dormouse: hp 20; AC 20; SR 16

Executioner's Hood (Lurking Ray): hp 11; AC 16

Encounter: While the Hatter and the Hare chatter, they will harass the Dormouse, pouring tea on him, pinching him, hitting him, and jabbing him. None of this activity will harm him because the Dormouse is a wererat with damage reduction. The Hatter and the Hare will be rude, insulting, and assertive. After a few rounds, the Hatter will begin throwing hats, along with conversing and being generally insane. At this point, the Hare will certainly begin to seek conversation with another PC (potentially causing *confusion*), while the Dormouse watches languidly (potentially causing a coma if a PC gets close). No actual attack will take place unless the party initiates combat. If the party tries to leave without fighting, the trio will not stop them. If the party battles an Executioner's Hood, the trio will merely bark and laugh, unless the battle spills over to them.

Table: The Hatter's Hats

d12 Roll	Hat Drawn and Tossed
1-2	<i>Hat of Occupation:</i> The wearer must make a DC 21 Will save or believe himself to be of the class determined on the accompanying table to the left. Removing the hat can be done by another PC one round later.
3-5	<i>Hat of Imprisonment:</i> This hat enlarges and covers the PC completely, and can't be removed on that round, but afterward a trapped PC must make a DC 20 Strength check to lift it (other PCs can assist).
6	<i>Hat of Disguise:</i> This item functions just like the magic item in the core rules, and will remain even if the Hatter is slain. However, when it is thrown, it will shrink to a small item that requires a DC 20 Perception check to spot (DC 30 for the wearer). On the next round, it acts on its own accord, changing the wearer's appearance. (be creative; this can be to another PC, an NPC either here or not. Cause confusion!) It will change to another form when unobserved. Only one <i>hat of disguise</i> can be in play at any one time, although the Hatter may draw another if the first is removed.
7-8	<i>Hat of Fools:</i> This hat is in the form of a jester's cap, and PC hit must make a DC 21 Will save or be hit by an <i>irresistible dance</i> spell that lasts as long as it's on their head. Other PCs must make a DC 21 Will save or fall into fits of laughter, making them helpless for 1d4 rounds. Another PC can remove the hat, and if the wearer makes their save, the hat falls off and vanishes.
9-10	An Executioner's Hood (Lurking Ray, <i>Bestiary 4</i> ; see Appendix 2) attacks the targeted PC to the death, but only if the PC is not already wearing a hat or helm, otherwise it will try to crawl away.
11-12	<i>Hat of Command:</i> The wearer must make a DC 21 Will save to resist this hat's effects: As long as they wear it, they get a -4 penalty to Intelligence and Wisdom, and a +8 bonus to Charisma. The PC is filled with a “take charge” attitude, convinced that everything they do is the right thing to do. This penalty (and bonus) affects spellcasting and skills. The hat can be removed by another PC, but only if the victim is convinced to let them do so.

Treasure: The March Hare has no treasure, and the Dormouse only has his masterwork studded leather vest and a short sword under his seat. The Hatter wears a *hat of holding* that functions like a *bag of holding type IV* that can grow and shrink with its bearer. In addition, if the Hatter is slain, the *hat of disguise* remains in the hat. Also, stuck into the brim of the hat is an oversized card labeled “7 1/8.” If the card is removed and examined, it will turn into a special *deck of many things* (see Appendix for this deck's cards). The Hatter also has only one item of value: The platinum ewer from which he pours his tea is worth 400pp.

5F. Long House

The house here has a small sign pointing to it, with the initials "M.H.", though whose house it really is, you can only guess. Its walls are low and of mixed composition: brick, wood, plaster, and stone. There are windows of all shapes and angles and heights. You note only one circular door, at the end of the house.

The house is 200ft. long in an "L" shape, and 30ft. wide. Some sparse furnishings can be seen within. Any uninvited guest entering the "house" triggers a magical reaction: Three rounds after a PC enters, the house transforms into a giant caterpillar. Digestive acid will pour from the walls, and the doorway will close. PCs inside take 1d4 acid damage on the first round after it changes, then 2d4 the next round, 3d4 the third, etc. Escape is possible only by dealing 300 damage to the "house" (AC 12), use some magical means of moving beyond it, or by protection/insulation from the acid damage. After 10 rounds (and a total of 55d4 damage), the caterpillar reverts to a normal house. It doesn't move from its location, but it does wiggle in place. The "remains" of anything it had inside of it are tossed out the door.

The March Hare and the Mad Hatter both have the same initials and both live here, so if asked, they will accuse the other of ownership of the house.

5G. Huge Tree

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

If any PC opens the door, all characters within a 30ft. radius of him or her will be warped to area 5H, on the X on the **Map of the Long Hall: First View** (see below).

5H. Long Hall

This place does look familiar. It is about 120' wide, twice as long, and its paneled walls reflect the light of dozens of candles burning there. At the far end are four doors and nearby is a tiny door. There are also five full-sized portals along the length of each wall.

This area uses the **Map of the Long Hall: First View**, but with no table. The north double-doors lead to area 5I. Park.

The five eastern doors lead to 2: **The Long Hall, First View**, with all of the items left there when the party left it. They each lead into of the four west-side doors.

The five western doors are just like the eastern doors, but lead into the four east-side doors. These five doors are part of a warping illusion: They lead to each other, and to nowhere. The only exits are the north door and the south door. The table and other items appear when the party first goes through one of these doors, but after that, the effect is contiguous. The view doesn't change like it originally did (or does, if the party never went that way). This whole room is designed to confuse and astound the party members.

The south wall has a small, 1ft. high door, but the door is locked; the room contains no table, size-adjustment devices, or key, so it likely won't be accessible unless the party can become Miniaturized.

5I. Park (EL varies)

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

10 **Groundskeepers**: hp 9; AC 9; SR 16

There are ten groundskeepers, all human elderly men who have no interest in combat or causing trouble, seeking only to please their rulers. They will speak civilly when spoken to, but they will say little other than that they serve the rulers of Courland, the King and Queen. They will not shirk their duty. They cease talking immediately if a soldier comes near. These workers are busy applying a magical pigment to the silver roses that grow on the trees. This paint-like substance turns the metal bright right for a few minutes, and then the silver transmutes to gold. Silver blossoms are worth 100gp each. Red gold ones are 2,000gp each. It takes a full round to pick a rose, and even then there's a 50% chance the flower is destroyed in the process. Each rose takes up 3 cu.in. of space and weighs 10lbs. There are 1d4+1 rose blooms per tree, and there are 10 rose trees scattered around the perimeter of the park. Each keeper is working on one tree, and it requires 3 full minutes to properly treat each silver rose.

Courland Soldier #2: hp 15; AC 15; SR 16

Courland Soldier #3: hp 20; AC 15; SR 16

Courland Soldier #5: hp 35; AC 15; SR 16

If the PCs pick even one blossom and the groundskeepers notice, they will set up a hue and cry for aid, alerting one of the soldiers overseeing the project, and one will certainly run to the palace. Three soldiers are watching the grounds: Each wears a numeral inscribed in runes upon the red heart of Courland on the breast of their armor, indicating their level and strength. #2 will run for help, while #3 and #5 demand the adventurers cease and desist despoiling the Royal Roses, stand quietly under arrest, and await the judgment of Their Majesties. In the case of any combat, they fight until a superior commands them to stop.

If the party uses caution, however, and doesn't begin looting, there will be a Royal Arrival—sooner rather than later. If a battle does occur, Soldier #2 will return 1 minute later with the following: Soldiers #4, #6, #7, and 20 Crossbowmen. Again, all combatants will be called upon to stop fighting and await judgment. If the battle continues, then the next party of arrivals (the royal party, see below) will join the fray rather than ignoring trespasses and seeking a quiet game for diversion.

Courland Soldier #4: hp 30; AC 15; SR 16

Courland Soldier #6: hp 40; AC 15; SR 16

Courland Soldier #7: hp 45; AC 15; SR 16

20 **Crossbowmen**: hp 6; AC 15; SR 16

The Croquet Party (EL varies)

The Queen of Courland: The Queen is a woman of limited intelligence and tends to be forgetful, and her short attention span can be used to advantage. In combat, she will wade in with her flowerheaded rod, or cast one or more spells, as she deems best. If her life is seriously threatened, she will immediately retire to her palace. If, on the other hand, there is no fighting, she will greet the party royally, act as if they were expected, and command them to play croquet.

Charldos, the White Rabbit: If he has survived thus far, he will be civil and polite.

Charldos, Arch-Mage: hp 50; AC 22; SR 16

The Duchess: If she has survived thus far, she will be polite and look up to the Queen, but otherwise as absent-minded as always.

The Duchess: hp 90; AC 23; SR 16

The Mad Hatter & The March Hare: If they have survived thus far, they will be as mad as always, and will know the PCs if they visited them, but the Hatter will avoid throwing his hats unless combat breaks out or the croquet game ends abruptly. (See 5E for his and the March Hare's statistics.) You may also include the Dormouse, though he is too languid to participate in the game, and will only defend himself if he is attacked.

The Mad Hatter: hp 56; AC 17; SR 16

The March Hare: hp 63; AC 16; SR 16

The Dormouse: hp 20; AC 20; SR 16

The Smilodon Cat: If he has survived, the cat will make himself seen to the PCs, but not to the NPCs, until the end of the battle. Otherwise, his ghostly head and smile will make an appearance at the end of the game.

Smilodon Cat: hp 105; AC 17; SR 16

Playing Croquet: Each player will be given a live flamingo with which to strike the “balls,” which are in fact live hedgehogs rolled up. Striking a ball requires a melee attack roll with the flamingo against AC 15 (a flat-footed hedgehog). On a critical miss, the flamingo attacks the swinging PC in retaliation (with a +4 to hit, and against the PC’s flat-footed AC). On a hit, the PC must make a DC 15 Reflex save or the hedgehog hits another croquet player for 2d4 quill damage (determine the target yourself, randomly, or otherwise). Each croquet player gets 1 hedgehog “ball”, and the ball takes no damage from the flamingo, but will otherwise flee if damaged any other way.

Each croquet player gets 4 swings before the game is finished; have each player note the attack rolls for each strike. The player who hits their ball the hardest is the “winner,” but this is a moot point: As soon as the game ends, the Queen will grow impatient and begin demanding executions: “**Off with their heads!**” Primarily with the floating head of the Smilodon Cat, which appears mockingly at her. Since she has been threatening to imprison and/or execute the Duchess, the appearance of the cat will make her uneasy. She will call for her King, who then calls for the Executioner.

The King of Courland and the Executioner will then appear on the scene to argue with the Queen about beheading the Cat (and others). The King is a clever but cowed man, and the Executioner is intensely loyal, but not a fool. The King will ask for the Executioner to remove the cat’s head—all in placation of course, as he realizes the cat is not a real threat. In the resulting confusion, the Smilodon Cat, or the Duchess, or both will suggest that the PCs lead quickly for fear of being included in the beheading orders. They will urge the party to visit the seaside to allow time for things to cool down (urge the party to go north towards **5J**).

If the party remains, the debate gets heated, and soon enough the Queen has the whole croquet party arrested and brought to her palace, where they discover that Jack has performed a terrible act of tart larceny (see **Area 6: The Royal Palace of Courland**).

The Queen of Courland: hp 143; AC 21; SR 16

Flamingo (1 per player): hp 4; AC 14; SR 16

Hedgehog (1 per player): hp 2; AC 18; SR 16

The King of Courland: hp 84; AC 19; SR 16

The Executioner: hp 97; AC 18; SR 16

20 Courland Halberdiers: hp 6; AC 15; SR 16

Combat: The Queen will be threatening, but unless the players actually initiate hostilities, or are flagrantly abusive, they will be left unmolested. This doesn’t mean they won’t be harassed, questioned, scolded, or ordered about. As in all of Dungeonland, what has gone before is forgotten, at least for the time being. Bygones are just that, and it is time to take care of the matters at hand. From the Smilodon Cat, to the Duchess (with the White Rabbit, March Hare, and Mad Hatter thrown in), this is a different occasion, and different behavior is in order. Even if the players have initiated combat and then broken it off, it’s likely they will be forgiven this breach—if Royalty has not been seriously harmed, of

course. On the other hand, adventurers will not get any aid from any inhabitant, other than that which is indicated. They will not be cured or healed or brought back to life. What they gain is gained, what is lost is lost.

If a battle breaks, the King of Courland is clever and quick, though he is not evil and does not seek to cause harm if he is not thwarted and disobeyed. Because he is most loyal to such an irascible Queen, he is in a difficult position at times. He casts spells from a distance, using a *wand of major image* that has been enchanted with a *permanent persistant image* making it look like a flaming bastard sword, which he wields with skill. He uses his repertoire of illusions to make the battle seem pointless to the PCs, creating reinforcement soldiers. The King can be protected by up to 20 halberdier soldiers (all of which are quite real), but he may attempt to project more illusory guards. He will use other spells to allow him and his Queen escape if necessary, fleeing to the palace or another vantage point where he can cast *limited wish* to restore fallen allies and heal himself and his comrades. Play the King with an 18 Intelligence!

The Executioner is fiercely loyal to his King and Queen, and will defend them to the death, though he will stop if ordered. He will not execute anyone unless the Queen wishes it. If the party flashes valuables, he may be inclined to filch them (he is a rogue, after all).

5J. Clearing and Griffon Statue (EL 6)

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

Marble Griffon: hp 62; AC 25; SR 16

This very large specimen is also quite intelligent. It is able to converse in Common as well as *detect thoughts* at will. It appears to be a statue only because it is stone-colored and motionless in sleep (DC 23 Perception to notice). As soon as the party comes near, the monster will awaken (at the same time, any escort from the croquet lawn will have an opportunity to depart unnoticed).

The huge griffon will look at the party and inquire if they are truly interested in gaining treasure—a thought certain to at least be on an adventurer’s mind. Without awaiting an answer, the griffon will begin walking toward area **5K**. Of course, if the party considers attacking him, he will be warned and take appropriate measures—flight or attack as the situation warrants. If the party is generally cooperative, the griffon will lead them to meet his friend and associate at K. In any case, if there is a battle, the griffon’s friend (the Mock Dragon-Turtle) will come to his aid, arriving 9 rounds after the initial round of melee, or standing by its friend if the griffon flees to area **5K**.

5K. Giant Bull-Headed Turtle Sitting on a Ledge (EL varies)

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

The Mock (Dragon) Turtle: hp 126; AC 23; SR 16

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

If the party agree to go on the adventure for the mock dragon turtle, he and the griffon will lead them to **Area 5L**.

5L. Beach

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

If the mock dragon turtle is with the party, he will instruct them to eat some of this seaweed to breathe underwater.

Purple Seaweed: Eating one mouthful of this seaweed will grant the imbiber 6 hours of *water breathing*, as the spell. This seaweed loses half of its effectiveness after 1 hour of not being in fresh seawater, and becomes worthless after 8 hours. The seaweed can be properly preserved in a flask of Dungeonland's seawater (Knowledge [nature] or Craft [alchemy] DC 17 to figure out). The seaweed emits a natural faint transmutation aura, due to the nature of its home plane. *Value:* 375gp if fresh.

If the adventurers decide to go into the water, their guide will tell them to proceed straight ahead for about 500ft., and there they will find a marine grotto, some 100ft. in diameter and about 30ft. below the surrounding ocean floor (a depth of about 2-3 fathoms). In the center of this grotto they should look for a large slab of stone, the lid to a stony chest that contains the mock dragon turtle's lost treasure. Again, all therein will be theirs, without question, if they will only deliver the coral and shell flask unspoiled.

The Grotto (EL varies)

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

4 Giant Lobsters: hp 26; AC 15; SR 16

Guarding the grotto are four giant lobsters (monstrous crayfish), which will appear when the party gets within 20ft. of the grotto itself. They emerge and defend their home, but if two or more are slain in battle, the remainder will flee.

Treasure: The lid of stone opens with some effort (DC 15 Strength check) to reveal a large hollow in the rocky floor. In this place are 200 pearls, each worth around 10gp each, 6 pieces of jewelry worth (1d4 x 2,000)gp each, all made of polished coral, a *helm of underwater action*, a gold chalice set with pearls (20,000gp value), and the coral flask described by the mock dragon turtle.

Upon inspection, the flask is stoppered with lead and bears runes of a strange type, which radiate power faintly. *Read magic* indicates the runes are meant to contain something inside. *Detect magic* indicates a faint universal aura.

Llorac, Marid Genie: hp 114; AC 23

Inside of the flask is Llorac, a marid genie. If he is released, he will be grateful, but cautious. If the PCs are threatening, he has a 50% chance of defending himself, or fleeing. If the PCs are peaceful, he will be less likely to attack and merely want to depart to a better plane. If the PCs insist on a reward, he will begrudgingly grant his one *wish* per year, though he will likely try his best to pervert it if possible.

Regardless, the mock dragon turtle will be waiting on the beach when the party emerges from the water, and the griffon will be flying far above, spying on what the party is doing, but ready to dive and attack. If the party delivers the flask as agreed, the 'turtle' will thank them and hurry off to a secluded spot where he can free the marid, have his form returned to normal, and return to his watery lair. If the party will not hand over the flask, or if they have freed the marid, the mock dragon turtle will be enraged, and use his gorgon breath before viciously attacking the party. Two rounds later, the griffon will dive in to aid his friend, and both will fight to the death in fury and despair.

Summons to the Palace

Unless the party has decimated the area, or slain the King and/or Queen, they will eventually receive a summons to attend Their Royal Highnesses and Majesties at the Palace at **Area 6**. The summons will be delivered by one of the following (one who is alive and not engaged in open hostilities with the party):

The Griffon

The Smilodon Cat

The Duchess

Any numerically designated Courland Soldier from #2 to #7. Whoever summons the party will then lead them to the palace.

6. The Royal Palace of Courland

Note Regarding The Map of The Palace

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

In case you plan to have additional adventures in Dungeonland, the attic of the Palace has servants' quarters and storerooms. The third floor has guest chambers and suites, and the numerically designated soldiers are quartered there. The second floor is for the Royal Family, including the Prince (Knave Jack) of Courland. The Royal Champion is also quartered there. There are private dining rooms, salons, and so forth—the Queen's to the north, the King's to the south, all others in the quarter to the west. The kitchen tower's upper two floors house guards, as do the upper floors of the square (NW) and Chapel towers.

Entry to the dungeon is by the staircase near the kitchen—although there could be secret means of entrance, say from the Court and/or one of the towers, the former existing behind a secret door to the space under either of the grand staircases, the latter beneath a concealed trapdoor. In any event, the cellar immediately beneath the Palace has an armory, wine room, food storage, ovens for baking, and general store rooms. The stairway keeps going down, however. About 40' below the ground is the dungeon area of the Palace. There is a single long passageway with many doors (see map of [The Route of the Fleeing Prince](#)), but that is not important, for the flow of play is past them.

Hot on the trail of the escaping Prince, the party will discover that there are two directions they can go: one to another encounter area where they begin adventuring in another, allied realm, [The Land Beyond the Magic Mirror](#), the other back to the start at [Area 2](#). The party will follow the tunnel that takes them back to a version of [2: The Long Hall](#). The end of this corridor is a stairway that leads up to a secret trapdoor. Once players pass through this portal, the way vanishes, and they are drawn up the shaft and out of Dungeonland. Now back to the adventure at hand!

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

The party, if allowed to be led by summons, is brought into the Court Party room as indicated on the map.

On trial here is Jack, the Prince of Courland, the pampered and spoiled heir to the throne. Of course, he is rebellious, thus he has taken thievery as a profession. The prince has a number of secret adherents in the Palace who will seek to aid him without revealing their loyalty. These followers are Soldiers #2

and #9, the Mad Hatter, the March Hare, and a certain number of the men-at-arms on guard duty at the time.

The party members called before the enthroned monarchs will be told that the Prince, their own son, has been accused of a most serious crime: The theft of the Queen's own tarts. Naturally, this is not as it seems at all: The so-called "tarts" are actually a series of life-like replicas of desserts the Queen has commissioned. Each of these dozen works is made of gold set with rubies and amber; each set of dozen tarts is worth 20,000gp, and on a small stand before the dais sits 8 of the remaining *objets d'art*. 4 are missing, presumed stolen by the Prince. The King and Queen will not seriously contemplate any severe punishment for their Heir Apparent. If blame can be shifted, of course, to some strangers let us say, then sentence might indeed be swift and fell! Set the players up as much as possible by remarking on the rather festive air of the occasion. The Duchess and White Rabbit can be noticed in casual conversation with the March Hare and Mad Hatter; the Dormouse is conversing sleepily with the Cook, who is holding the wrapped-up "Baby;" while Smilodon Cat appears here and there in partial form. The guards are leaning lazily on their halberds, while the numerically designated soldiers are in a huddled group playing a game of knucklebones.

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

"What of these strangers?" He will ask. "Have they been well-disposed to the folk they have met in our Realm? Could it be they are of suspicious nature?" (Here, the audience will peer hard at the party. Those present will speak against them and shout charges, using all malicious actions they have made in the course of the module as charges against them.) "I accuse these adventurers of stealing the Queen's property! Seize and search them!"

Of course, while Jack was touching and being close with the unsuspecting characters a moment before, he planted a pair of the begemmmed creations on them (suspicious PCs may be allowed a Perception check opposed by Jack's superior +22 Sleight of Hand, or a Sense Motive opposed by his +22 Bluff.) The nearby soldiers and Charlors' servants will move to hold and search the party, as the King, Queen, and the rest peer intently. The stolen tarts are discovered! Shock! Dismay! Horror! Triumph! Vindication!

"Off with their heads!" screams the Queen.

[Jack, Prince of Courland](#): hp 84; AC 28; SR 16

["Ace," Champion of Courland](#): hp 115; AC 24; SR 16

[Herald of Courland](#): hp 5; AC 12; SR 16

[Courland Soldier #8](#): hp 55; AC 16; SR 16

[Courland Soldier #9](#): hp 60; AC 16; SR 16

[Courland Soldier #10](#): hp 65; AC 16; SR 16

Key to the Map of the Court

- B: ["Baby," The Wereboar](#), being held by the Cook.
- C: [The Champion, "Ace."](#)
- CK: [The Cook](#), holding "Baby."
- D: [The Duchess](#)
- DM: [The Dormouse](#)
- E: [The Executioner](#)
- G: Guard ([Courland Halberdier](#))
- H: [Herald of the Court](#)
- K: [The King of Courland](#)
- MH: [The March Hare](#)
- MHT: [The Mad Hatter](#)
- P: [The Prince, "Jack"](#)
- Q: [The Queen of Courland](#)
- SM: [Smilodon Cat](#)
- WR: [Charldos](#), the "White Rabbit"
- X: 4 [Bullywugs](#), 4 [Kuo-Toan Attendants](#)
- Y: Charldos' 2 [Lizardmen](#) and 2 [Porcupines](#)
- 2-10: Numerically designated [Soldiers](#)

NPCs that have been killed or otherwise incapacitated are not present, but bullywugs, kuo-toas, halberdsmen, & numerical soldiers are easily replaced.

Regardless of the actual dialogue, the "Trial" will eventually come down to this situation: The Prince will *always* be able to plant incriminating evidence on two PCs, whether by bluffing or sleight of hand, and will be absolutely impossible for the PCs to deflect his actions: The King and Queen are looking for a scapegoat, not justice. The adventurers will be accused, the Queen will shout for their execution, the King will call for his Royal Executioner, the Duchess will echo "*Off with their heads*," and the non-human guards will begin rushing about in excitement. To add to the chaos, the Hatter and the Hare will begin to dance about, throwing hats at their leisure while the numerical Soldiers from the north side will attempt to rush over and hold the prisoners. Out will rush the Executioner, down will come the Heralds, with the Champion not far behind. Ethereal but visible, the Smilodon Cat will be everywhere. "Baby" will change to his wereboar form, and the Cook will come to the center of the area. What a confused mess!

The party members will see that the Prince is taking this opportunity to act: In the turmoil he will swiftly move to the table, scoop up the 8 gem-encrusted works of art, and bound to the side door in the southwest area of the Court. Jack, that knave, will be out of the room in a flash. If the party decides to stay and fight, then they will not be spared. Execution by beheading will be swift and sure—done on the spot. Wise players will opt to have their characters take advantage of the situation by attacking, using spells and other forms of magic, and adding to the confusion however possible. If they act quickly, and give it their all, they should be able to react to the Prince's moves and make it plausible that they can follow him.

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

went down to the dungeon level below (See map of **7: Palace Dungeon—Route of the Fleeing Prince**)

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

- A. This passageway curves gently westwards to come out of the cliff just southwest of area **5N** (detailed below). This will lead to the section of adventure as detailed in **The Land Beyond the Magic Mirror**, but if the party has already explored it thoroughly, the passage is the same as **B**.
- B. As noted above, this passageway takes the party back to **Area 2: The Long Hall, First View** (but without the table, flagon, loaf, and doors). All that remains is a shaft in the ceiling, and any items left behind. As soon as any character stands under the vent, he or she will be drawn inexorably upwards to wherever he or she first began the adventure.

The Prince: What became of Prince Jack? The wily fellow used a pair of cards from his *deck of illusions*, the Jokers, in fact, to delude the pursuers into taking one or the other of the two passages. Meanwhile, Jack used his *boots of striding and springing* to leap 10ft. to a barely discernable ledge at **area S**. There, the Prince opened a secret door (Perception DC 35) and slipped into a hiding-place of his. Unfortunately, in doing so he dropped part of his remaining deck. If any PC examines the floor here, they will discover (1d6 x 4) cards from the *deck of illusions* (see the Appendix, or the *Core Rulebook*, pg. 509).

5N. Small Boat on a Beach

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

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

Depending on what the party has encountered so far, the boat could bring them to a number of locations. See **The Boat Ride** in the next section.

EX2: THE LAND BEYOND THE MAGIC MIRROR

How the Party Arrives

This is entirely up to the whims and tenacity of the PCs, as well as the DM's judgment. There are three methods by which the party will likely come upon **The Land Beyond the Magic Mirror**:

- Through the woods, though the party is slowed: It takes a full hour for the party to travel 3 hexes, and it takes an hour of rest per hex.
- Along the beach: The northern beach is unhindered: It's possible to hike down from location **5N** westward to location **11C**.
- By route of the boat at the end of the **Dungeoland** section (above), after the party chases the Prince of Courland to the beach. See "The Boat Ride," below for details.

Otherwise, if the party is bold enough to venture through the forest beyond the map's edges, the party continues up to 2 more hexes in any direction, before they come upon a hedge that regrows rapidly (see **Note on the Hedge** at the end of section 3) or confusing the party's direction and having them travel backwards. This should discourage further exploration off of the map. Otherwise, be sure to use the Wandering Monster Table in the Appendix to further discourage the PCs. Encounters can repeat.

The Boat Ride

If the party has chased the Prince of Courland out to the beach and/or discovered the boat at area **5N** at the end of the **Dungeoland** section, they will likely want to escape that way rather than face the full might of Courland. The boat is large enough for every party member (and animal companion) to sit comfortably, as well as sporting oars. If the party takes the boat, the tide will carry them towards location **7** in Mirrorland, regardless of their best efforts. Read the following:

As soon as you shove off, the strange ocean water seems to pull the boat away from the shore, towards an unknown location. Despite any efforts to change your course, the boat is tugged away from the beach by the undertow, towards a strange bank of silvery fog, the water shimmering like an endless mirror under the light. Quickly your vessel is swept up into the fog, and you can scarcely see in front of you, but only for a moment, when suddenly the boat comes upon a rock, or at least that's what you think—the fog swiftly moves past you, and you find yourselves on solid ground, the boat "beached" on a grassy hillside. Ahead of you lies a comfortable looking cabin, with a rising hill slope behind you, and what appears to be a garden to your right.

The boat (and all of its inhabitants) "passes through" to **Area 7** on the map. The boat is otherwise nonmagical (though it is still a boat, if the party can transport it).

7. The Magic Mirror 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, use the maps of **The Magic Mirror House** and use the room descriptions below.

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.

If the party is arriving from elsewhere and not coming here for the first time, they know fully well what lays beyond. The path is easily spotted and there is no danger as they travel.

Porch

The party will see an open, room-like area that has a wooden floor and wooden posts supporting the roof above. Woven grass rubs are scattered about 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. *Comprehend languages* or a DC 20 Linguistics check will translate the glyphs:

"DR. D.R. MURLYND, F.K.O., M.L.G.T.S.A—and that's not 'Merlin,' it's 'Murynd.'"

The heavy mat in front of the entry also has strange writing on it (translated to "W-E-L-C-O-M-E").

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 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 an 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, or be harmed in any way. The organ radiates an overwhelming universal magical aura (CL 18th) when *detected*, but otherwise the instrument does nothing. The cabinet has a few large vases and the like behind its doors—but they hold no discernable value. The drawers hold tablecloths, small pillows, and a set of six crystal goblets and a decanter. (Although duty, the goblets are worth 100gp each, the decanter 1,000gp.)

Collection Room

As this module is designed for both **Dungeoland** and **The Land Beyond the Magic Mirror** to function as one plane, it is unlikely for the party to pass through a dweomered mirror portal, but if they do (if you’re running this module differently) then read section A, then B. Otherwise, read only section B aloud:

A:

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.

B:

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 7ft. tall.

This Victorian-style room is filled with displayed collections of moths, butterflies, and beetles, a like compilation of postage stamps from Earth up to c. 1953 A.D., Native American arrowheads, 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 note a scrap of yellowed paper jutting from the glass front door of this instrument. The clock radiates an overwhelming universal magical aura (CL 18th) when

detected. 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 discernable 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 the surface is scanned with a *comprehend languages* spell, or a DC 20 Linguistics check is made. 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 using its powers, then the mirror until they have been out of the house for no less than six hours. Otherwise, it will inexorably draw characters through its surface if they come within 5ft. of it. The mirror will transport the character so drawn to a designated place in your campaign.

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* para-elemental essence of cold and is used as a freezer and refrigerator. The magic cannot be removed or dispelled, save by a *freedom* spell. The silverware is extensive but not worth more than about 5gp per piece (about 100 pieces total, weighing 10lb.)

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. *Comprehend languages*, or a DC 20 Linguistics check 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 tindertwigs, and a quart bottle of fine liquor worth 50gp.

Conservatory

The outer wall of this room is filled up 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. A *permanent unseen servant* waters and cares for them (CL 18th).

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 a planet 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. *Comprehend languages* or a DC 20 Linguistics check is required to read any of them. Some pertain to Earth's 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 also hold games, chess sets, and boards, stamp collecting materials, 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 will change to rather lurid periodical 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 takes time to read it through—about eight hours' reading time—that lucky person will receive 1,000 XP and gain a +1 luck bonus to all saving throws, ability checks, and skill checks for the next 8 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 wood. Its ceiling is beamed and the plaster between the beams is a pale hue. The polished hardwood floor is spread with rugs. Scattered through the place are a pair of upholstered chairs, a bookcase, a desk, a small stand, and many torch holders. The first things that catch the eye are a large sheet of vellum and two scrolls atop the desk.

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

The scrolls are spell scrolls: One for *Murlynd's Ogre*, the other *Murlynd's Void*. See the Appendix for details on those new spells. The desk has various quills, inks, papers, and parchment, all of which are non-magical. In addition, the material components for both spells are also provided. 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.

The Magic Mirror House: 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 people 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 normally useless from this side—they can be exited from using the C doorways in the Feast Hall (**Area 12**), but access back into the Feast Hall is impossible unless they've been opened from that side.

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 homemade and estate bottled wines are here. Some are old and vinegary, some rather awful (the homemade). Several dozen bottles are of exceptional quality, easily worth (1d8 x 100)gp each. If any quantity of any type of wine is consumed, refer to the "Drunkenness" section of the *Pathfinder GameMastery Guide*, p. 237. In short, a PC can consume a number of alcoholic beverages equal to 1 plus double his Constitution modifier before being sickened for 1 hour times the number of drinks above this maximum. Most bottles present have 8 servings each. Other bottles can be more potent, and prolonged use could lead to addiction (as detailed in the *GameMastery Guide*).

Generator (EL 5)

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.

Generator Elemental : hp 60; AC 18

Held inside is a Large lightning elemental, providing the electricity to light the "crystal torches" in the house. Touching the sphere deals 1d20 electrical damage (Reflex DC 20 half). If players make a serious attempt to remove the barrier, the elemental inside will attack them. *Dispel magic* will weaken the barrier, but only if the dispel check beats a DC of 29. This is sufficient to free the elemental inside. It will fight to the death.

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.

The technological items are things like televisions, DVD/Blu-Ray players, computers, and a variety of modern-day scientific testing equipment and materials. These items should be totally foreign to the PCs, but not to the players. They have no real in-game functionality, and 1 in 10 items will survive a trip back to the Prime Material. A DC 20 Knowledge (planes) check reveals that these items are not of this universe, and could have adverse effects on magic items. If any piece of technology is taken, that PC feels strange for 8 hours. On the following day, each and every magic item that PC has must make a DC 25 Will save. When an item fails, its magic (and the technology, for what it's worth) cancel each other out and become nullified (as if by an *antimagic field*). Further checks aren't needed, unless a second piece of technology is taken.

In the alcove, there is an expanse of alchemical materials. Use your judgment in placing items, but despite the rarity of such materials, allow no experience for the treasure. If large quantities are taken, 1 in 10 items will survive unbroken when the party returns from Dungeonland. It's up to you to judge the complexity of the ingredients and materials present. For shorthand, allow 5lb. "shares" of materials, each of which be consumed in preparing an alchemical item, granting a +4 circumstantial bonus when making the Craft (alchemy) check.

In the rear of the alcove is a small door, opening into a simple but sturdy underground tunnel that stretches 1 mile, all the way to the Duchess's Manse, in the southwest cellar. If asked, Murlynd will say he built it to get to that region much more safely than overland.

The Magic Mirror House: 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 15ft. x 20ft.; 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 small value to adventurers. The boxes hold board games and rules booklets. Feel free to add whatever games suit your fancy, as well as shelves of rulebooks for tabletop games as you choose.

Sitting Room, Master Bedroom, and Dressing Room

This is easily discernable 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 that will show a faint universal aura if *detect magic* is used. Otherwise, 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 Magic Mirror House: The Attic (EL 12)

The map belies the truth about the attic—it's very cluttered with boxes, old trunks and chests, cobwebs, furniture, and old junk. The entire attic is considered difficult terrain—all movement requires double the number of squares. In any of the gray squares, the ceiling is slanted low, and requires a PC to kneel down to a height of three feet or so, requiring additional movement (use your best judgment). In the northern alcove, armoires and larger chests hamper vision to no further than a 5ft.-radius (as the *cloud fog* spell).

[Agitha, Night Hag Ghost](#):

hp 74; AC 23; SR 24

Living here is the ghost of a night hag—a precociously dangerous night hag named Agitha. She haunts an armoire in the northwestern corner of the attic, and thus traveled to this house when Murlynd brought it with him here ages ago. Now he lets Agitha stay here to guard his things. If the party sets foot near the alcove area, Agitha will attack. Since she's a ghost, she doesn't have her heartstone, but it's in the armoire. She aggressively defends her (and Murlynd's) treasures.

Agitha is fiercely protective of the attic's treasures. If a PC wanders within 20ft. of the northeastern alcove in the attic, she will start combat immediately by showing her hideous visage. If possible, she will attempt to use Stealth to start in a surprise round, where she will use corrupting gaze, then she will attempt to possess a PC using malevolence. If that fails, she will use her frightful moan and then attempt to slay surviving PCs using her corrupting touch.

Treasure: Agitha guards a large armoire containing the following: *boots of levitation*, a *rod of negation*, a *ring of protection +2*, a *brooch of shielding*, a *major ring of fire resistance*, a *buckler +3*, and finally a small ivory box (worth 500gp) holding 12 gems, each worth (1d4 x 1,000)gp each. In addition, her heartstone is also present, a dark ruby valued at 1,000gp.

Overview of the House

Dr. D.R. Murlynd, F.K.O., M.L.G.T.S.A.: hp 108; AC 24

The learned Dr. D.R. Murlynd, owner of the house, is obviously not in residence at the time. Whether or not he will return is a matter for each DM to decide. Murlynd is rather a misfit anywhere, for he mixes magic and technology—often to the detriment of everything concerned. Murlynd is a wizard of no small ability, and has alchemical skills and certain technological items that, in general, only he can employ. He has a 75% chance to summon a friend, Keoghtom, who is similarly levelled and powerful (he is not listed in this module; create him as you see fit). While neither man is needlessly aggressive, they will not brook any threat. Murlynd in particular will take exceeding umbrage at vandalism or thievery in his house. *Note:* While Murlynd's spells have already been prepared in the entry below, you are welcome to replace any of his memorized spells with ones of your choosing—his spellbook is very large, though it is not kept on his body. He prefers spells that exemplify his wizardly skills, defeat a wandering party of ne'er-do-wells, and keep his composure.

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 amenities including (but not limited to) a movie projector, film, phonograph, VCR, DVD/Blu-Ray player, and many cassettes, CDs, DVDs, and forms of media. Feel free to include all of them, including a TV. In all cases, be certain to have the house highly resistant to all forms of magical and physical attack. (Technological equipment has very high hardness and hit points, as well as Dungeonland's inherent SR of 16.) In addition, most everything in the house is resistant to normal fire—other than the firewood, of course. Regardless of destruction, if and when the owner returns, he will use a *wish* spell to restore things.

PCs will not be blamed for helping themselves to minor quantities of food, wine, candles, and alchemical materials. Likewise, if Agitha is slain, Murlynd will have no objection to the taking of the treasure there—items he has not used in many years. Agitha was more of a minor nuisance than anything to the mage.

If PCs 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 outside of Dungeonland. Figure the value of the item in dollars, and double it for the value in gp.

8. Garden of Colossal Flowers

(EL varies)

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 400ft. 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 10ft. 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 Mirrorland Magic Flowers: hp 5; AC 16; SR 16

The garden is nonmagical and has nothing of value, save for these four beds of 16 living flowers, each 10ft. tall. They each have a name and can all speak Common:

Table: Mirrorland Magic Flowers

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

As you can note from their entry in the Appendix II, these flowers have no means to defend themselves and can't move from their plots, and as such aren't really a threat, but they are protected (see below). The flowers are vain, silly, and rude. Whenever anyone approaches within 10ft. 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 the PCs 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 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 metals such as mother of pearl, so that each bloom is worth around 100gp and weighs only a tenth of that much. Most desirable of all are the "eyes" of each flower: each has a pair of precious gems worth 1,000gp 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. A PC will notice the petals with a DC 10 Perception check (or by spending more than a few minutes in their presence; taking 10). Noticing the gems takes a DC 15 Perception check, or by spending a few more minutes; a check isn't necessary.

Giant Bumblebee: hp 22; AC 17; SR 16

Giant Ant, Worker: hp 18; AC 15; SR 16

Any move that puts a character into the "bed" area—a distance of 5ft. or so from any given flower—will bring a chorus of immediate shrieks and screams from all of the flowers. This cacophony will be interspersed with shrill insults, raucous vulgarity, and rude noises directed at the transgressors. Initiate combat. The next round, 1 giant bumblebee and 3 giant ants will arrive to defend the flowers. Each round thereafter, another giant bumblebee will arrive, until a total of 16 have come to do battle. Each round after the fourth, another 3 giant ants will come, until 48 have come.

The bees and ants defend the flowers and attack PCs as long as they stay in the garden, but do not pursue. They disperse after 1 minute.

If the party attempts to move to the grassy hill at 9, they move towards the house at 7 instead. If the party attempts to move to the house, they move towards the grassy hill. The players must state they are going in the opposite direction in order to go the direction they desire.

9. 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—they 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 **8** or the Chessboard fields at **10**. To move off the hill, the party must run at full speed for 5 rounds; immediately after, they will either be at the garden, or at square K1 of the Chessboard fields.

10. Chessboard Fields (EL varies)

Due to the nature of the Chessboard fields, all water courses, the fields, forests, and surrounding terrain are the same. Letter keys **10A**, **10X**, **10Y**, and **10Z** 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 above description is actually an illusion of the island. See **10A** below.

The boundary rivers on the outer edge of the Chessboard fields are filled with giant crayfish, giant pike, and giant turtles: This will be obvious to an observant adventurer (a passive DC 15 Perception check is enough). Any attempt to walk across the water, or 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.

The streams, on the other hand, are fordable everywhere. They contain only gamefish. The waters are clear, clean, and drinkable. The streams are placed between each field and copse within the interior of the Chessboard fields. The streams are only 5ft. wide, but no deeper than 3ft. The current is faint, at best.

Each “square” of the Chessboard is either a copse of large trees containing small game and such foods as nuts, berries, and fruit, or an open field of gently rolling grasses, shrubs, and ridged hills. The way these ridges and hills are shaped prevent one from getting a vantage beyond the surrounding trees.

Each field and copse are separated on all sides by a 5ft. stream, and form an 8x8 chessboard: fields correspond to white squares, woods to dark squares, and the streams separate them all. The river edges the board.

10A. 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 main map of Mirrorland if the party is leaving the Chessboard fields.

10X. Crossing the Stream

Read **10A**, above.

10Y. Small Punt

Moored at the river edge is a stout craft that appears big enough to handle your entire party. The current is moving slowly towards and northeastwards, where the watercourse divides. It is likely that you will be able to move upstream.

The boat is identical to the one presented at the start of this section of the module—in fact, it is the same one, just magically reconstituted. If the party took the boat before, suspicious PCs can recognize the boat with a DC 20 Perception check (or a DC 15 Profession (sailor) check).

If the party goes downstream, they will travel east to the beach area of Mirrorland. The boat will come to the beach, be holed and rendered 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, then loops and returns west to the south. The party will not be able to row against the current in this body of water, and the current will carry them to area **11H**.

10Z. 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 Mirrorland proper.

The Game of Chess

Certain areas of the Chessboard fields contain a “pawn” or “piece” on the board, dressed either in white or red finery, as indicated on the map: 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. The key lies below. Each time the party enters a location inhabited by one of these pieces, the piece will engage the party in combat. The party must either defeat it or retreat: The pieces do not negotiate, nor do they flee, or pursue beyond their space. They each have their own tactics, as well as their own treasures.

Table: Chessboard Field Pieces

Symbol	Piece	Opponent
P	Pawn	Warrior
R	Rook	Oliphaunt
N	Knight	Centaur
B	Bishop	Ogre Mage
Q	Queen	Lamia
K	King	Shambling Mound

Each piece has garments, armor, or a general coloration of either red or silver/white. Play this to the hilt: The pawn fighters wear rounded helmets; the Oliphaunts are magically painted in bright colors; the centaur knights bear full standards and armor; the ogre magi wear bright robes and colorful hats; the lamia’s fur and markings are properly colored, and the shambling mound bears a large crown of red or white.

Warrior, “Pawn”: hp 32; AC 18; SR 16

Tactics: Pawns immediately begin combat with a full charge, using its dual attack. Then they ruthlessly stay on their target, using Step Up and Sunder attacks. They are dogged and relentless.

Treasure: mwk chainmail, mwk heavy steel shield, mwk longsword, 100gp pearl/ruby

Oliphant, "Rook": hp 82; AC 16; SR 16

Tactics: The oliphant fights using its tusks and trample; its trunk is not long enough to be used effectively. It is an animal, and thus can be calmed, but it begins the encounter Hostile at the PCs. The Rooks cannot be tamed or charmed, but they can be rendered docile.

Treasure: The Oliphant's tusks are made of red or white ivory, worth 200gp each.

Centaur, "Knight": hp 30; AC 20; SR 16

Tactics: The Knight sees the party as a worthy challenge, and will not allow anyone passage without at least a chance for a battle. The centaur starts with a charge attack before switching to his sword. He speaks only of doing honor to his house, and is difficult to dissuade. He calls the PCs cowards for fleeing.

Treasure: breastplate, heavy steel shield, lance, jeweled amulet of pearl/ruby worth 250gp

Ogre Mage, "Bishop": hp 92; AC 21; SR 16

Tactics: The Bishop is a ruthless ogre mage, and he immediately takes to the air, flying just over the PCs to give him upper ground on his swipes with his greatsword, or rising higher to take potshots with spells and arrows. He is not interested in talking.

Treasure: chain shirt, greatsword, composite longbow, 20 arrows, 2 ruby/pearl rings, each worth 300gp

Lamia, "Queen": hp 67; AC 20; SR 16

Tactics: The Queen lamia is proud and preening, preferring to speak candidly with the party before she can get close to use her Wisdom drain. Then she attempts to use *charm monster*, *suggestion*, or *deep slumber*. If attacked immediately, she starts combat with *mirror image*.

Treasure: dagger +1, cloak of protection +3, gold & ruby/silver & pearl circlet worth 500gp.

Shambling Mound, "King": hp 67; AC 19; SR 16

Tactics: The shambling mound is the King, and like a chessboard king, it moves slowly and deliberately. It cannot speak, but it does understand its known languages. Unlike the other pieces, it will not attack unless molested (such as if the PCs try to take its crown).

Treasure: quarterstaff +2, crown of gold w/rubies, or silver w/pearls, worth 1,000gp

Rewards

In addition to the treasures each individual enemy provides, if the party defeats one of the following combinations of enemies, then a *buckler +3* will be additionally present with the treasure: 8 Pawns; or 2 Bishops & 1 Knight; or 2 Knights & 1 Bishop; or 1 Knight, 1 Bishop, 1 Rook. This reward will only appear once. However, if the party goes through the entire Chessboard and defeats all 32 enemies, the last enemy will have a *rod of wonder* and a *tan bag of tricks*. All of these items are detailed in the Appendix.

Optional Chessboard 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 rules are given to those DMs who understand the play of chess.

Each time a pawn or piece is eliminated by the party, as soon as the body is looted and the party is ready to move onward (or wants to rest), they will be whisked away to another location on the board, as if the party itself were the piece (and color) they had just defeated. This movement must be a reasonable and viable option for the piece, and the party will be unaware of where they are going: motion will be rapid, terrain blurred, and the party will be unable to resist the movement (allow a useless saving throw, if necessary.) In general, a move that "takes" an enemy piece must be

made, forcing the party to face another enemy. The party assumes the color and type of piece of the last enemy it defeated. If the party flees a battle, then it loses this identity. If the party moves to or flees to an empty space and rests to recover hit points/spells, then they are at risk of being attacked by a piece that moves on the chessboard.

The red pawns move south, and the white pawns move northward. If the party is able to rest, the pieces will be as aggressive as possible—they're not trying to win the chess game, you're trying to antagonize the party. 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 white 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 piece that they have just defeated, then they are moved a normal, not illogical move according to their new identity. A side record should be kept to show the power and color of each man eliminated in order of elimination.

11. The Wilds of Mirrorland

11A. Tree and Cottage (EL varies)

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: hp 88; AC 19; SR 16

T. Deeous: hp 92; AC 20; SR 16

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, and has stolen all their magic items: The two 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 begin shouting, "Why don't you go bother the Walrus and the

Carpenter?" and pointing in the proper direction (northeast, towards the beach). 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 sack full of pearls we got helping Wally and his pal!" The two will then haul out an old stocking that holds 30 very large pearls worth 500gp 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 have to "battle" to settle matters.

The Roc: hp 120; AC 22; SR 16

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 (hardness 10, 100hp). If PCs use a *knock* spell, the twins will slam the door shut and bar it fast, unless the party beats them in an initiative roll (both twins get +8 to this roll). The windows are also equally secured by oaken shutters. As the pair disappear into their dwelling, a huge shadow will fall across the party: It is the "crow" feared by the brothers.

This monster will attempt to grab a pair of party members and carry them off to area 11E, the meadow of colored feathers, where its master, the jubjub bird, wishes it to bring food and treasure. The roc is not attempting to kill, but merely trying to wound and grab up to two targets in a flyby attack, then fly off to its master, dropping them 10ft. (1d6 damage) It will then fly back immediately westward to grab more victims. Uncaptured PCs will note the swiftness of the roc's return, and 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 the Appendix). If the adventurers recover the items and fail to return them to the pair, the two will begin following them. Thereafter, there will be a 10% chance during the party's travels (when determining any random encounters) that the twins will catch up to the party and, using their Stealth skill, will attack by surprise if possible. Such a battle will be to the death unless the party surrenders the desired items. The pearls will not be given in any event, although one of the pair will have them.

11B. Large Walrus and Human (EL 14)

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: hp 90; AC 17; SR 16

The "Carpenter": hp 75; AC 19; SR 16

The Carpenter will relate to the adventurers how he and his longtime friend are under the compulsion of a *geas* because of their successes! Because they have raided a senile mage's oyster beds, gaining tasty food and heaps of pearls in the process, they have found themselves in great trouble: both are now under the injunction of this wizard—an odd chap who likes to turn himself

into a rabbit, of all things!—and cannot enter salt water of any sort. In fact, they dare not get closer than 10ft. to it or suffer severe pangs. Now that the party is here, perhaps they can have their revenge! The Walrus and the Carpenter will gladly allow the party use of their rowboat (at 11C on the map), if the adventurers will 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 heart to grant it. Their current condition galls both of them so much that all they want is revenge and the fine sport of seeing how well the party does.

This is, of course, 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 them. They will, by means of *charm person* and *suggestion*, attempt to seem as trustworthy as possible. If the party decides to go elsewhere, then the Carpenter 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 valuable belongings among the party. If caught, both the Walrus and the Carpenter will seek escape in the water. The Carpenter has a *ring of swimming*, and the Walrus is amphibious. Both will dive under the water and hold their breath. (The Carpenter has Endurance, giving him more time to wait.) This inactivity under the water grants the pair a +10 circumstance bonus to Stealth checks. The pair hide in the area where the stream cuts across the beach.

Flight, however, is their last recourse: The pair will always attempt to talk their way out with Bluff and Diplomacy checks first, then they will demand that the insulting PCs leave their beach. Finally, the two will fight, using a surprise attack if possible. The Carpenter will do his best to flank the Walrus's enemy, but the pair will keep their backs to the sea as much as possible, slowly moving back into the waves if the fight goes badly.

11C. Beached Rowboat

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

PCs arriving from Dungeonland (the end of the Courland area, section 6) will see the rowboat. If the party took the boat out to see at the end of Dungeonland and arrived at Area 7 (see above), they will recognize the boat. If the party didn't take the rowboat, the Walrus and the Carpenter will be near to greet the PCs. If the party is led here by the pearl-seeking pair, they will indicate the general direction of Area 11D for the party to seek pearls.

Piloting the boat is relatively easy, and the ocean's currents are almost nonexistent when the party is seeking the pearls for the Walrus and Carpenter. Otherwise, the sea is difficult to traverse further than the map's edges, and get more dangerous as you go. You can use your own best judgment, but try to make it clear the party is leaving the area of the module. You can even have the party travel through the mirrored waters (again, or for the first time) if you so desire.

11D. Undersea Ridge (EL 2+)

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 you are in the perfect place to begin looting these choice mollusks!

Of course, the last sentence is only if the party goes here after being informed by the Walrus and Carpenter.

The water's surface is only about 5 to 10 feet above the highest edge of the ridge, where one can find Small oysters; a swimming PC can reach the bottom in a round's time, and swimming up takes another round. Be sure to note the rules for swimming (*PHB* pg. 84, or *CRB* pg. 106). The water here is calm, but drowning is not the primary threat. Another 15 feet down, a PC can find Medium-size oysters. Another 15 feet down, the Large-size oysters dwell. Swimming from the bottom of the ridge to the surface is 40 feet.

Once at the ridge, the PCs can pry loose oysters: Small, Medium, or Large oysters. This is a bit of a misnomer—even the smallest of the oysters are the size of a buckler shield. Prying an oyster loose of any size is a full-round action, spending 2 rounds of holding one's breath. Prying an oyster loose incurs a chance of revealing a pearl, and also incurring the wrath of a giant clam monster. See the table below:

Table: The Oysters of Mirrorland Sea

Oyster Size (Weight)	Chance of Pearl & Value	Chance of Clam Attack
Small (5 lb.)	1 in 8, 100gp pearl	1 in 8
Medium (10 lb.)	1 in 6, 500gp pearl	1 in 6
Large (20 lb.)	1 in 4, 1,000gp pearl	1 in 4

Giant Clam: hp 26; AC 14; SR 16

The clams lie in wait, attacking PCs that come to pry oysters (according to the chances in the table above). When stirred, they are automatically within reach of a PC prying the oyster, and get a free chance to engulf the character. Then they clamp shut and even try to flee, so they can hold the victim inside. Of course, being underwater, the victim must still make concentration checks to hold their breath. Trying to get out is a full-round action that uses 2 rounds of holding your breath. Once a victim is drowned, the clam is satisfied and moves away to digest its victim.

Oysters are closed so tightly that they should be taken out of the water to open (DC 25 break). If a PC attempts to violently open a clam on the boat, it jostles the boat considerably. A second attempt on the boat will tip it over, or hole the bottom and sink it. Once ashore, the party can open the oysters freely, and the Walrus and Carpenter are happy to help! They expect a cut of the loot, of course; this could lead to a confrontation. If the PCs deny them, they will follow the party to loot them (see above).

11E. Long Meadow of Colored Feathers (EL 12)

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."

The Jubjub Bird: hp 110; AC 29; SR 26

This weird monster is the only one of its kind. Highly intelligent, the jubjub bird can speak Common and can communicate telepathically with other avians. This communication allows it a great measure of control as well—thus the service of the roc (from **Area 11A**). However, there are no nearby birds to call upon for help, as the smaller sort have long been eaten by this monster. In combat, the jubjub bird will *command* one PC to "rest," "sit," or "bow," while it rushes to attack the others. It commands first, and then usually charges and attempts to eat its prey whole. If wounded beyond 60 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 hit points, the jubjub will seek to escape immediately.

The roc is in the jubjub's service, but it is by no means beholden to the jubjub—unless the roc is attacked while "delivering" PCs to the jubjub, it will not defend its "master" to the death. The roc will flee if the battle turns sour.

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 is a *ring of invisibility*, a *net of snaring*, and two silken cushions worth 500gp each. The jubjub bird thought the bag was an egg, but in fact it is merely a heavy canvas container of no real value.

11F. Great Clearing (EL 15*)

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 (CR 15*): hp 250; AC 31; SR 25

Living in this corner of the Tugley Wood is a legendary beast—the Jabberwocky. Mirrorland (and by extension, the whole of Dungeonland) is the Jabberwocky's originating plane, and as such the beast is not nearly as dangerous as it is while on other planes. Still, the Jabberwocky is dangerous—known for nothing but the ferocity of its attacks, its dim intelligence, and the noise of its breathing. The Jabberwocky is fiercely defensive of its small territory, and is deathly afraid of a treasure located elsewhere in the Tugley Wood—a vorpal sword. There is no treasure here.

See "The Jabberwocky" entry in the Appendix for more options and information.

When the party enters the Jabberwocky's clearing, it will charge from the northeast at full speed, taking to the air to display its frightful presence while performing a diving charge on any shaken enemies. The Jabberwocky can speak, but it has no interest in diplomacy, but it is not above gloating. It ignores any major damage until it's taken at least half of its hit point total. Once hit by a vorpal weapon, the Jabberwocky does a controlled retreat, but otherwise it does not flee unless the party is in a considerable place of advantage, or it's lost 90% of its hit point total. If the party flees, the Jabberwocky doesn't pursue outside of its territory.

*Note: This form of the Jabberwock is noticeably weaker than its *Bestiary 2* counterpart. The beast is still terrifyingly powerful, and should be played as such. The party is not expected to defeat the Jabberwocky, at least not on the initial encounter. A smart DM will play up its difficulty. As DM, you may play the Jabberwocky as dangerous as you wish—its purpose is to instill fear into the PCs. A level 12 party of average equipment has a slim chance to beat this creature without a vorpal weapon present. Even with one, the beast is still very dangerous. However, for those DMs who don't want to make the Jabberwocky as deadly, a directly converted Jabberwocky beast (more directly resembling the entry from the *AD&DTM* module), as well as other information and options for the Jabberwocky, are in the Appendix II.

Jabberwock (CR 23): hp 455; AC 40; SR 31

"Lesser" Jabberwocky (CR 20): hp 356; AC 38; SR 31

EX2 Jabberwocky (CR 8): hp 112; AC 17; SR 16

11G. Mounded Meadow (EL 13*)

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.

(Lesser*) Bandersnatch: hp 180; AC 29

Living here amid the grassy and mounds is the Bandersnatch—or rather, one of them. This one is the current occupant of Mirrorland, and it resides amongst its ten earthen dens on the southern portion of the meadow. It will smell the PCs arriving a mile off, and hide in one of the dens, waiting for prey to come along.

**Note:* Presented here, in the interest of fairness to a level 9-12 party of PCs, is a “Lesser Bandersnatch,” though DMs are invited to use normal or even other variant forms of the Bandersnatch, if the party proves itself formidable. The normal Bandersnatch’s monster entry (from the *Bestiary 3*) is also presented in the Appendix II.

Bandersnatch: hp 310; AC 33

The Bandersnatch lies in wait near the edge of the tree line, hiding with its +12 Stealth skill, waiting for the party to come closer to the mounds on the southern edge. It then leaps forward, launching quills into weaker looking opponents before bounding in and attempting to kill one particular target at a time. The Bandersnatch is not stupid, however, and will only fight until it’s seriously wounded. It will then retreat, using quills to cover its departure. However, if it’s left alive, the wounded Bandersnatch will heal and then stalk its opponents, even beyond its territory (except into the Jabberwocky’s territory: the two have a mutual respect—or fear for each other.)

Treasure: There are ten 20ft.-wide dens 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 (determined randomly, roll 1d10) is a short sword. This weapon is an intelligent sword that goes by the name of “Laprovo.”

Laprovo is a Lawful Neutral *vorpal* short sword +1. It can speak Aklo, Common, Draconic, Dwarven, Elven, Orc, Sylvan, & Undercommon. At will, it can use *detect magic*, *see invisibility*, and *locate object*. Laprov used to belong to T. Deeous, and seeks to return to its master; it will do its best to overpower a character to motivate them to return to T. Deeous. It will shout “*Snicker-snack! Snickersnack! I'll cut your heads off if you don't take me back!*”

If the party tries to retain the weapon, or if T. Deeous and T. Deuum are slain, the sword will do its best to avoid being a willing servant. It will almost always seek to destroy those who wield it until such time as it is brought back to its rightful owner (or buried with it). It will shout in situations and reveal the presence of the party, attempt mutiny, or try to control the PC holding it, and mislead the party about its powers.

The only time it might cooperate with the party is if it’s given the opportunity to slay the Jabberwocky—if it’s even mentioned, Laprov will jump at the opportunity to “*kill that brick-a-brack Jabberwock!*”

Laprovo: LN Intelligent *vorpal*/short sword +1: Fort +7, Ref +7, Will +7; Int 12 Wis 12 Cha 12 Ego 14; Value: 92,310gp

11H. Old Shop Beside River (EL 8)

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 Matriarch: hp 102; AC 21; SR 19

The woman is in fact a Lamia Matriarch, who uses the illusion of the shop (Will DC 18 to disbelieve) to draw in victims.

The lamia hides behind her shapechanged appearance to appear as a friendly, sheep-faced woman, using *charm monster* and *suggestion* to be friendly, before she does Wisdom drain attacks. She then uses her spells and spell-like abilities, relying on weakened Will saves to help her, before jumping into combat. If in trouble, she will flee out a back door and slip into the river, swimming away.

Treasure: The lamia has a necklace and an armband valued at 5,500gp each: They are worth 1,000gp, set with three gems worth 1,000gp, and three gems worth 500gp. Additionally, the lamia has a bracelet with three blue star quartz gems. It’s worth 100gp, but each star quartz gem has a *nondetectable wish* spell within it, and can only be activated if its owner actually makes a wish aloud. (Actual value: 99,950gp). The lamia is armed with two *scimitars* +1.

11I. Large Punt (EL 2)

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

This boat will likely look familiar to the party by now. It is as if the boat is loyally following them. Still, the boat will ride the river’s strong current slowly downstream to **Area 11J**. If rowing upstream is attempted, the oars will tend to stick in the water—almost as if the liquid were of a gelatinous nature. There is a 1 in 6 chance the oars will be stuck (DC 23 Strength check to pull free). The oars will always stick after the third attempt to use them. If an oar sticks, there is a 1 in 6 chance a giant crab will climb onto the boat and attack. The crabs do not upset the boat, as they clamber up and walk on the gelid river surface.

Giant Crab: hp 19; AC 16; SR 16

11J. 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 11K** to this spot, simply reverse **11I** and **11J**. If they attempt to move downstream, have the giant crab or hole the boat before they can get started. Movement upstream is only possible if the party is coming from **Area 11K**, and they will be subject to sticking oars and crab attacks, as above. Rate of travel will be six oared attempts per hex, so in about six minutes the party can get to **11I** and adventure toward the shop at **11H**.

11K. Giant Egg on a Wall (EL varies)

A 50ft. 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: hp 50; AC 13; SR 16

This very intelligent and sarcastic creature is Humpty Dumpty, perched atop the wall here to have fun insulting anyone passing—as well as to observe who or what is in the area and report it to the King (**Area 11L**).

Directly beneath him is a secret door through the wall—the only way the party can pass (Perception DC 20), unless they can somehow scale the wall (Climb DC 30) or work their way around the *wall of force* that prevents “end runs” around the wall. (The force barrier is shown as a black line on the map. It is impervious to all forms of physical and magical destruction (beyond a *wish* or *miracle*). It extends too far to the south to pass around, and is surrounded by the difficult forests to the north.

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* (see the Appendix) 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 (a critical hit, a nonmagical ranged attack that does maximum normal damage, or a spell that deals damage) will force Humpty Dumpty to make an Acrobatics check (DC 10 + damage taken). Failure indicates that he loses his balance and falls from the wall, taking 5d6 damage, forcing him to make a Fortitude save (see Shatter Vulnerability) or break. Inside of Humpty Dumpty will be treasure.

Treasure: Nine eggs are inside of Humpty Dumpty: five *eggs of desire* (see Appendix), four that function like grenade-like objects (range increment 10ft.) that contain spells (CL 12th): 1 egg of *cloudkill* (no movement, DC 17), 1 egg of *stinking cloud* (DC 15), 1 egg of *fog cloud*, 1 egg of *disintegration* (DC 18). All four eggs look alike.

Upon breaking, Humpty Dumpty will automatically summon “all the King’s horses and all the King’s men.” On the fourth round after falling, a contingent of 72 frost giants, 24 of them riding on woolly rhinoceros, will issue forth from a gate that suddenly appears in the wall. They will be about 100ft. 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 their garments. Each mounted frost giant bears a lance with a red and white banner on it. The group afoot have Large-sized greataxes. Those mounted will ride forward and state:

“We come on the King’s business to put Humpty Dumpty together!”

If the party has any of the nine 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!”

72 Frost Giants [Shadow Conjured]: hp 133 [26]; AC 21 [4]; Will DC 20 to disbelieve

24 Woolly Rhinoceros [Shadow Conjured]: hp 76 [15]; AC 19 [3]; Will DC 20 to disbelieve

The whole contingent is a *shadow conjuration*, meaning they are at full strength if the PCs fail to make a DC 20 Will save to disbelieve. If they succeed, the illusions are only one-fifth (20%) as strong in all respects (including CR and XP value). As a result, all relevant information for the shadow illusion versions of these creatures is listed [in brackets].

King’s Messenger: hp 60; AC 22; SR 16

Lurking near the secret door is the individual who is responsible for the trick, a King’s Messenger. The gnome will create the *shadow conjuration* 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 (Perception opposed by his Stealth), the gnome will have used *alter self* to appear as a female character similar to a PC in the party—assuming there is an elf, dwarf, halfling, or gnome in the party. This neutral PC will profess surprise that the party is composed of adventurers—he thought that the players were raiders from Courland, of course. The thief will then 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 lose his illusionist spells to counter attack and slip away. He will flee north.

11L. Battling Monsters in the Clearing (EL 14)

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.

Whitfield Lion: hp 77; AC 17; SR 16

Whitfield Unicorn: hp 83; AC 17; SR 16

King of Whitfield: hp 140; AC 25; SR 16

Seated here is the King of Whitfield, the white side of the Chessboard fields (enemy to the Rosewood). If he is attacked, the lion and unicorn will rush to his aid, as will a second King’s Messenger (with the same statistics as the first, **area 11K**). If the PCs join the king peacefully, then the lion, unicorn, and the second Messenger will come and form a circle. They will all converse fluently in Common, and 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. The unicorn will *detect evil* on the party as soon as they approach, and make their alignments clear. If the PCs are evil but make no evil intent known, the King will not order an attack. If he’s satisfied with the party’s behavior, he will command his Messenger to feed all the guests, including the animals. The messenger has a *bag of holding type I*, and in it is a magical cake. It will magically divide itself into even-sized servings, so that each creature present gets a serving proportionate to their size. Eating the cake refreshes an individual, granting them *haste*. In addition, spellcasters can recall (or cast without using a spell/day) one spell of up to 3rd level. This effect lasts 4 hours. (In addition, the unicorn can use *greater teleport* twice within 4 hours after eating it.)

11M. Huge Horse and Rider (EL varies)

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!"

Iron Golem Knight: hp 129; AC 28; magic immunity

Iron Steed: hp 40; AC 15; magic immunity

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 my way to my opposite so that you can prove worthy of such an honor!" With this, his mount will sidestep, and from the nearby trees will ride a figure exactly like the first, only clad in silvery-white armor. It will immediately attack.

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

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

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 knights 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 12 hazard of having the golem topple off the mount for some reason. The creature will either land on a PC, dealing 4d10 damage, or else it will go berserk and strike one for 4d10 damage. If the PCs opt to sneak, run, or otherwise get away from the flustered knight, it will fail to notice. It will simply ride away into the forest along the broad track. Otherwise, it will immediately apologize the next round if left alone.

Unaccompanied parties have a 1 in 12 chance each hex that they will be attacked by 1d4+1 giant dragonflies.

Giant Dragonfly: hp 45; AC 17; SR 16

The dragonflies are very hungry and will attack until one is killed, or all have them damage equal to 25% of total hit points. The group will then withdraw. Each encounter is a different group: The first is silvery-white, blue, and yellow. The second group will be dragonflies colored red, purple, and green. The third group is orange, maroon, and black.

As soon as the party leaves the clear roadway, the attacks (if any) will cease. Golem escorts will also stop and return in the direction from whence they came.

11N. Lawn, Flowerbeds, and Manor House

(EL 14)

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?

2 Feast Hall "Queens": hp 92; AC 27; SR 24

If the party balks, some eblis servants (see the Appendix for more details) and bullywug footmen come to "assist."

1-12 Eblis Servants: hp 26; AC 18; SR 16

1-12 Bullywug Footmen: hp 6; AC 16; SR 16

In reality, each of these queens is a night hag in disguise, each also using an *amulet of proof against detection and location*, so neither can be discovered with divination. The pair have used their shapeshifting abilities to appear as attractive women, using *ethereallness* to slip in with the party. As soon as they invite the party, the doors to the hall will open and a dozen each of servants and footmen will come to get the members inside, if necessary: The servants are eblis, or a race of humanoid-shaped stork-like birdmen (See the Appendix for details.) The footmen are bullywugs, identical to those found in the Duchess's Manse.

The eblis are dressed in red and white formalwear, and 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 to 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 present form. This will explain the reason why the eblis will detect as evil.

The footmen will be recently blamed as cursed, stupid creatures, though if asked, the bullywugs will claim no relation to the ones from the Duchess. These monsters are dressed in fair clothes and 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!"

12. The Mad Feast Hall (EL 15; varies)

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 150ft. long, possibly longer! It is 70ft. or more wide. Wooden columns support the ceiling 30ft. 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 members. Each PC will see the others as being more regal-appearing, commanding, forceful—as if they had gained additional charisma. 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*, though if someone attempts to identify it using Spellcraft and *detect magic*, each identifies as a *circlet of charisma +6*. (This does not allow additional spells per day, though PCs are inclined to think they are.) The crown can only be truly removed if the PC actively makes a DC 17 Will save while removing the crown; otherwise, they think the crown is removed, while it actually is still on their head. Of course, all other adorned will see the crown “removed,” even if it’s not. The crowns have another dastardly delusion, explained in detail below. The Queens can murmur a command word that instantaneously teleports the crown onto the players’ heads, fitting neatly over any headgear. 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.

The doors lead to **Area 11N** on the Mirrorland map.

B. Grand Entryway (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, more specifically the southern end of **The Woods of Trees and Giant Fungi**, area **4D**. The trip is actually quite short, despite the long distance traveled, and the PCs find themselves Miniaturized once again.

C. Red Door

Passing through this portal will take the party to the cellar of the **Magic Mirror House**. They will exit into the room labeled “Junk,” but once closed, the portal will be inaccessible. Passage back is impossible.

D. White Doors

Either of these doorways lead to **Area 2. Long Hall, Changed View**. There will be no table with salver or bread, and no refuse pile, but there will be an exit if the party looks up the long hole in the ceiling.

Other Letter Keys

F: 3 Bullywug Footmen. These monsters guard the doors against exit. There are 36 footmen in all, six beside each doorway.

36 Bullywug Footmen: hp 6; AC 16; SR 16

(R): Possible position of the “Red Queen” night hag. She will sit on whichever side of the table the guests have entered from. 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 the side opposite to the party.

12 or 13 Larva: hp 4; AC 13; SR 16

These horrible things are the supposed “knights” and “ladies” who are guests at the party. Even *true seeing* will not reveal their true nature while an inspecting PC wears the *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 (see below).

BD: A barbed devil, in disguise.

Barbed Devil: hp 138; AC 26; SR 22

This creature will seem to be an owl-like bird when the party wears the crowns. It will behave as a second voice of authority in the room. The devil, along with the night hags and larvae, is trapped on this partial plane. While these monsters have gained the magic resistance present to residents of this plane, the devil cannot use its *summon* or *teleport* abilities.

WR: 4 Were-(kangaroo)-rats, in hybrid form.

4 Were-(kangaroo)-rats: hp 18; AC 16; SR 16

These creatures appear to be nobles, wearing armor under their clothes, and will change shape to hybrid form and spring to attack at first command, using their supposed table knives—actually short swords. They will not (normally) transform to dire rat form, so it isn’t included in the entry below.

CA: 3 Carnivorous Dire Apes.

3 Dire Apes: hp 30; AC 15; SR 16

They appear to be merely large monkeys—they eagerly await a feast of sorts: to devour the flesh of the party members!

GW: 2 dire wolverines, in teddy bear disguise.

2 Dire Wolverines: hp 42; AC 16; SR 16

They appear as harmless teddy bear creatures in the procession above, patiently waiting for a chance to dine on the adventurers.

The Party

Once the PCs are 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 effect of intoxication on PCs—flagons will always be refreshed on request. In general, a PC can have a number of drinks equal to 1 plus double their Constitution modifier before being sickened for 1 hour equal to the number of drinks above the maximum. Feel free to narrow this number due to the wine's quality. See the *GameMastery Guide* pg. 237.)

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 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 they aren't being poisoned or drugged, the Red Queen will call for the meat course!

Joint of Roast Meat Mimic: hp 52; AC 17

A large joint of roast meat will be presented on a shining platter. It is in fact a mimic, and will attack a PC that gets too close. However, before a PC can carve into it (after being asked), the Red Queen will call for the pudding!

Plum Pudding (Black Pudding): hp 105; AC 5

A pair of footmen will bring this tasty dish on a platter and place it near several of the party members. It is in fact a black pudding, waiting to strike. 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 PCs 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 quickly 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 different PCs if possible, and the barbed devil will use *pyrotechnics* to make the candles look like they were shooting billows of flames and sparks. As the two "Queens" will scream that the place is "under attack," the larvae will leap up and prepare to attack. The barbed devil will then *suggest* that the nearest PC leapt into the tureen to protect themselves. The devil will use *major image* (DC 17 Will disbelief) to make it look as though the Queens are jumping into their own tureens to hide. Meanwhile, the night hags will cast spells (*deep slumber* first, then *magic missile* or *ray of enfeeblement*, alternating between the spells). The barbed devil will use *suggestion* as much as possible, or *hold person* unless engaged in melee by two or more PCs. He will then use physical attacks (and his *fear* attack) and call for aid from his were-kangaroo rat henchmen.

Due to the large number of monsters present, they will resort to in-fighting: Stronger attackers will have no qualms in hurting weaker ones to get to the PCs.

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

General Notes

If any PC 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 they are wooden forks. Any PC can scoop up a pair of silver knives and use them (as silver daggers) as a move action.

Having weaker monsters between the PCs and the larger ones (larvae, bullywugs, eblis) will result in the stronger ones attacking the weaker unfortunates caught in the middle.

All in all, this is set up to be a real trial for the party. If the players are not skilled and skeptical, they will certainly lose their characters if you run the encounter properly. If the party has gone through the module in order and this last encounter is indeed their last, then by now, the PCs should be suspicious of everything in *Dungeoland*. 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 to do when the chaos breaks. If they aren't intoxicated and have divested themselves of their crowns, they have a fighting chance.

Treasure: In addition to the night hags' *hats of disguise*, *amulets of proof against protection and location*, and *rings of protection +2*, a number of items are scattered about the huge hall. Twelve vessels of platinum sit on the table, weighing 25lb. each, worth 600gp each if 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.

Table: Grand Hall Treasures

Type of Magic Item	# of Random Generation Rolls
Armor	1 roll
Sword (your choice)	1 roll (-25 on dice)
Weapon (your choice)	1 roll
Potion	1-4 rolls
Scrolls (spells determined by you)	1-2 rolls
Rings	1 roll (-10 on dice)
Rods	1 roll (+10 on dice)
Wondrous Items (no artifacts, relics, or cursed items)	1 roll

Scores over 00 are treated as 00. Those under 01 indicate that no treasure of that category is found. You are welcome to pre-create these treasures, or pick them yourself. PCs are welcome to find these treasures before the chaos starts, but the Queens will find it most uncouth.

Thus probably ends the journeys found in *Dungeoland* and *The Land Beyond the Magic Mirror*. An exit to the Prime Material out of this partial plane exists in **Area 2: First Hall** (just look up the endless hole), or passing into the silvered mirror in the **Collection Room** in the Magic Mirror House at **Area 7**.

APPENDIX I: NEW MATERIALS

Presented here are several new things presented in *Expedition to Dungeonland* that aren't present in the Core Rulebook. Those that are present in rulebooks are provided here for quick reference.

New Spells

Murlynd's Ogre

Illusion (Shadow)

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: Standard action

Range: 30ft.

Duration: Until destroyed

Saving Throws: Will negates

Spell Resistance: No

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

All creatures of 4 or fewer hit dice become panicked for 1d4 rounds and spend that same amount of time recovering (staggered). They must save before having sufficient courage to return. Creatures of 5 hit dice or greater must save to avoid the fear reaction noted above, although those of 8 hit dice or greater have a +4 insight bonus to their save.

While it appears fearsome, the "ogre" is but a wraith-like creature with no form or substance. It inflicts but 1d4 points damage when it attacks (as an ogre). Although it has DR 1/—, the thing is destroyed by a mere 6 hp of damage. It has an AC of 9 and a 10 on all ability scores, with no skills or feats.

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

Murlynd's Void

Conjuration (Creation)

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: Standard action

Range: 30ft.

Area: 1ft.-diameter/level

Target: Any solid surface

Duration: 1 round/level

Saving Throw: Reflex avoids

Spell Resistance: No

Murlynd's Void creates a gaping, black hole in some surface within spell range—a floor, ceiling, wall, ground, etc. The opening lasts for the spell's duration. The voice is a vacuum-like gate to another place (extradimensional non-space). Small, light items (such as paper, leaves, and other like items of less than $\frac{1}{4}$ lb. weight) within 10ft. of the opening will whirl up into the air in a vortex, disappearing into the pitch-black opening. Small fires within 10ft. will be extinguished. In tightly closed spaces (under 30ft. x 30ft. x 25ft.) the atmosphere will be thinned to make breathing impossible for 10 minutes after the void disappears, as well as for the spell's duration, unless ventilation is established.

Creatures immediately above the opening created by the spell must make a Reflex save or be lost in the non-space until they are somehow rescued, find a way out, or die. Those within 5ft. of the

void must also make a save or be sucked in. If the void is on a wall, ceiling, or otherwise not underfoot, those making the save get a +2 conditional modifier to the save.

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.

Symbol of Discord

Enchantment (Charm) [Mind-Affecting]

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 10 minutes

Range: 0ft.; see text

Effect: One symbol

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell functions just like *symbol of death*, except that all creatures with an Intelligence score of 3 or higher within 60ft. of the *symbol* who fail a Will save immediately fall into loud bickering and arguing. Meaningful communication is impossible. If the affected creatures have different alignments, there is a 50% chance that they attack each other. Bickering lasts 5d4 rounds. Fighting begins 1d4 rounds into the bickering and lasts 2d4 rounds, but it can't last longer than the total duration. The *symbol* must be carefully engraved onto a surface.

Magic Items

Presented here are magical items that aren't found in the *Pathfinder Core Rulebook*, as well as a few that are, but are presented due to their randomness for quick reference.

Bag of Tricks, Tan

Aura: moderate conjuration; **CL:** 9th; **Slot:** none; **Price:** 16,000gp

This small sack appears empty. Anyone reaching into the bag feels a small, fuzzy ball. If the ball is removed and tossed up to 20 feet away, it turns into an animal. The animal serves the character who drew it from the bag for 10 minutes (or until slain or ordered back into the bag), at which point it disappears (see their entries in the Appendix II). It can follow any of the commands described in the Handle Animal skill, without the required check. Use the following table to determine the animal drawn from the bag.

Table: Tan Bag of Tricks

d%	Animal
01-30	Grizzly bear
31-60	Lion
61-80	Heavy horse
81-90	Tiger
91-100	Rhinoceros

The heavy horse appears with harness and tack and accepts the character who drew it from the bag as a rider.

Animals produced are always random, and only one may exist at any time. Up to 10 animals can be drawn from the bag each week, but no more than two per day.

Boots of Fharlanghn (Major Artifact)

Aura strong transmutation; **CL** 19th; **Slot** feet; **Weight** —

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

- The wearer cannot be tripped or otherwise trip, step into a snare or pit, or become otherwise entangled.
- The magic of the shoes enables the wearer to climb up or down hills, even those with a 45-degree slope, without effort.
- The wearer will be so sure-footed as to be able to walk along narrow ledges or slippery logs without fear of a slip or like mishap. This translates into a +20 competence bonus to Acrobatics checks when balancing or avoiding falling.

Should the wearer actually be a worshipper of Fharlanghn (a deity of the *GreyHawk™* Campaign Setting), he or she will also get these additional benefits:

- Becoming lost is impossible to the wearer.
- Nothing walking on the earth can catch the wearer flat-footed.
- The wearer can move at a base speed of 45 feet (unless their original base speed is faster) and can jump horizontal distances of up to 20ft. without normally requiring an Acrobatics check.
- The wearer gets a +15 competence bonus to Climb checks when climbing vertical surfaces.
- Wherever there is earth (including dust, sand, or mud), the wearer can tread as if he or she were on a smooth roadway. The wearer is unbothered by difficult terrain, so long as it is covered in earth.

At least a dozen pairs of these magical shoes are known to exist in treasure troves, in GreyHawk and in planes beyond.

Buckler Wand

Aura Faint transmutation; **CL** 5th; **Slot** none; **Weight** 1 lb. **Price**

3,000gp

This item appears as a short, thick wand some 18 inches in length with an exceptionally sharp point on the end. When the thick end is grasped firmly and a trigger pressed, a round shield of buckler size springs from the shaft. The wand, and its tip, becomes equivalent to a *spiked buckler +1*. The wand can be activated as an immediate action. Due to its magic dweomer, the buckler can be wielded properly by any character with shield proficiency without penalty (other than the usual -1 armor check penalty). A character without this proficiency can wield the buckler without penalty until the start of his or her next turn in combat; then he or she must make a DC 20 Use Magic Device check to continue using it without penalties.

Deck of Many Things (Minor Artifact)

Aura strong (all schools); **CL** 20th; **Slot** none; **Weight** —

A deck of many things is usually found in a box or leather pouch. Each deck contains a number of cards or plaques made of ivory or vellum. Each is engraved with glyphs, characters, and sigils. As soon as one of these cards is drawn from the pack, its magic is bestowed upon the person who drew it, for better or worse. The deck found in Dungeonland is transmuted from the card in the Mad Hatter's hat. It appears to be nothing more than a deck of playing cards.

The character with a deck of many things who wishes to draw a card must announce how many cards she will draw before she begins. Cards must be drawn within 1 hour of each other, and a character can never draw from this deck any more cards than she has announced. If the character does not willingly draw her allotted number (or if she is somehow prevented from doing so), the cards flip out of the deck on their own. If the Idiot or Jester is drawn, the possessor of the deck may elect to draw additional cards.

Each time a card is taken from the deck, it is replaced (making it possible to draw the same card twice) unless the draw is the Jester or the Fool, in which case the card is discarded from the pack. A deck of many things contains 22 cards. To simulate the magic cards, you may want to use tarot cards, as indicated in the second column of the accompanying table. If no tarot deck is available, substitute ordinary playing cards instead, as indicated in the third column. The effects of each card, summarized on the table, are clarified on the next page.

Table: Deck of Many Things

Plaque	Tarot Card	Playing Card	Summary of Effect
Balance	XI. Justice	Two of spades	Change alignment instantly.
Comet	Two of swords	Two of diamonds	Defeat the next monster you meet to gain one level.
Donjon	Four of swords	Ace of spades	You are imprisoned.
Eurayle	Ten of swords	Queen of spades	-1 penalty on all saving throws thenceforth.
The Fates	Three of cups	Ace of hearts	Avoid any situation you choose, once.
Flames	XV. The Devil	Queen of clubs	Enmity between you and an outsider.
Fool	O. The Fool	Joker (with trademark)	Lose 10,000 experience points and you must draw again.
Gem	Seven of Cups	Two of hearts	Gain your choice of 25 pieces of jewelry or 50 gems.
Idiot	Two of pentacles	Two of clubs	Lose 1d4+1 Intelligence. You may draw again.
Jester	XII. The Hanged Man	Joker (without trademark)	Gain 10,000 XP, or two more draws from the deck.
Key	V. The Heirophant	Queen of hearts	Gain a major magic weapon.
Knight	Page of swords	Jack of hearts	Gain the service of a 4 th -level fighter.
Moon	XVIII. The Moon	Queen of diamonds	You are granted 1d4 wishes.
Rogue	Five of swords	Jack of spades	One of your friends turns against you.
Ruin	XVI. The Tower	King of spades	Immediately lose all wealth and property.
Skull	XIII. Death	Jack of clubs	Defeat a dread wraith or be forever destroyed.
Star	XVII. The Star	Jack of diamonds	Immediately gain a +2 inherent bonus to one ability score.
Sun	XIX. The Sun	King of diamonds	Gain beneficial medium wondrous item and 50,000 XP.
Talons	Queen of pentacles	Ace of clubs	All magic items you possess disappear permanently.
Throne	Four of wands	King of hearts	Gain a +6 bonus on Diplomacy checks plus ownership of a small castle.
Vizier	IX. The Hermit	Ace of diamonds	Know the answer to your next dilemma.
The Void	Eight of swords	King of clubs	Body functions, but soul is trapped elsewhere.

Balance: The character must change to a radically different alignment. If the character fails to act according to the new alignment, she gains a negative level.

Comet: The character must single-handedly defeat the next hostile monster or monsters encountered, or the benefit is lost. If successful, the character gains enough XP to attain the next experience level.

Donjon: This card signifies imprisonment—either by the *imprisonment* spell or by some powerful being. All gear and spells are stripped from the victim in any case. Draw no more cards.

Eurayle: The medusa-like visage of this card brings a curse that only the Fates card or a deity can remove. The —1 penalty on all saving throws is otherwise permanent.

The Fates: This card enables the character to avoid even an instantaneous occurrence if so desired, for the fabric of reality is unraveled and respun. Note that it does not enable something to happen. It can only stop something from happening or reverse a past occurrence. The reversal is only for the character who drew the card; other party members may have to endure the situation.

Flames: Hot anger, jealousy, and envy are but a few of the possible motivational forces for the enmity. The enmity of the outsider can't be ended until one of the parties has been slain. Determine the outsider randomly, and assume that it attacks the character (or plagues her life in some way) within 1d20 days.

Fool: The payment of XP and the redraw are mandatory. This card is always discarded when drawn, unlike all others except the Jester.

Gem: This card indicates wealth. The jewelry is all gold set with gems, each piece worth 2,000 gp, and the gems are worth 1,000 gp each.

Idiot: This card causes the drain of 1d4+1 points of Intelligence immediately. The additional draw is optional.

Jester: This card is always discarded when drawn, unlike all others except the Fool. The redraws are optional.

Key: The magic weapon granted must be one usable by the character. It suddenly appears out of nowhere in the character's hand.

Knight: The fighter appears out of nowhere and serves loyally until death. He or she is of the same race (or kind) and gender as the character. This fighter can be taken as a cohort by a character with the Leadership feat. (The DM will roll up a new NPC fighter with standard equipment.)

Moon: This card bears the image of a moonstone gem with the appropriate number of wishes shown as gleams therein; sometimes it depicts a moon with its phase indicating the number of wishes (full = four; gibbous = three; half = two; quarter = one). These wishes are the same as those granted by the 9th-level wizard spell and must be used within a number of minutes equal to the number received.

Rogue: When this card is drawn, one of the character's NPC friends (preferably a cohort) is totally alienated and made forever hostile. If the character has no cohorts, the enmity of some powerful personage (or community, or religious order) can be substituted. The hatred is secret until the time is ripe for it to be revealed with devastating effect.

Ruin: As implied by its name, when this card is drawn, all non-magical possessions of the drawer are lost.

Skull: A dread wraith appears (see its entry in the Appendix II). The character must fight it alone—if others help, dread wraiths appear to fight them as well. If the character is slain, she is slain forever and cannot be revived, even with a *wish* or a *miracle*. The wraith only battles the drawer of the Skull card, and vanishes once defeated or victorious.

Dread Wraith: hp 184; AC 26

Star: The 2 points are added to any ability the character chooses. They cannot be divided among two abilities.

Sun: Roll for a medium wondrous item until a useful item is indicated.

Talons: When this card is drawn, every magic item owned or possessed by the character is instantly and irrevocably lost, except for the deck.

Throne: The character becomes a true leader in people's eyes. The castle gained appears in any open area she wishes (but the decision where to place it must be made within 1 hour).

Vizier: This card empowers the character drawing it with the one-time ability to call upon a source of wisdom to solve any single problem or answer fully any question upon her request. The query or request must be made within 1 year. Whether the information gained can be successfully acted upon is another matter entirely.

The Void: This black card spells instant disaster. The character's body continues to function, as though comatose, but her psyche is trapped in a prison somewhere—in an object on a far plane or planet, possibly in the possession of an outsider. A wish or a miracle does not bring the character back, instead merely revealing the plane of entrapment. Draw no more cards.

Destruction: A deck of many things can be destroyed by losing it in a wager with a deity of law. The deity must be unaware of the nature of the deck.

Deck of Illusions

Aura moderate illusion; **CL** 6th; **Slot** none; **Price** 8,100gp; **Weight** ½ lb.

This set of parchment cards is usually found in an ivory, leather, or wooden box. A full deck consists of 34 cards. When a card is drawn at random and thrown to the ground, a *major image* of a creature is formed. The figment lasts until dispelled. The illusory creature cannot move more than 30 feet away from where the card landed, but otherwise moves and acts as if it were real. At all times it obeys the desires of the character who drew the card. When the illusion is dispelled, the card becomes blank and cannot be used again. If the card is picked up, the illusion is automatically and instantly dispelled.

The cards in a deck and the illusions they bring forth are summarized on the following table. (Use one of the first two columns to simulate the contents of a full deck using either ordinary playing cards or tarot cards.)

Table: Deck of Illusions

Playing Card	Tarot Card	Creature
Ace of hearts	IV. The Emperor	Red dragon
King of hearts	Knight of swords	Male human fighter and four guards
Queen of hearts	Queen of staves	Female human wizard
Jack of hearts	King of staves	Male human druid
Ten of hearts	VII. The Chariot	Cloud giant
Nine of hearts	Page of staves	Etinn
Eight of hearts	Ace of cups	Bugbear
Two of hearts	Five of staves	Goblin
Playing Card	Tarot Card	Creature
Ace of diamonds	III. The Empress	Glabrezu (demon)
King of diamonds	Two of cups	Male elf wizard and female apprentice
Queen of diamonds	Queen of swords	Half-elf ranger
Jack of diamonds	XIV. Temperance	Harpy
Ten of diamonds	Seven of staves	Male half-orc barbarian
Nine of diamonds	Four of pentacles	Ogre Mage
Eight of diamonds	Ace of pentacles	Gnoll
Two of diamonds	Six of pentacles	Kobold
Playing Card	Tarot Card	Creature
Ace of spades	II. The High Priestess	Lich
King of spades	Three of staves	Three human clerics
Queen of spades	Four of cups	Medusa
Jack of spades	Knight of pentacles	Male dwarf paladin
Ten of spades	Seven of swords	Frost giant
Nine of spades	Three of swords	Troll
Eight of spade	Ace of swords	Hobgoblin
Two of spades	Five of cups	Goblin
Playing Card	Tarot Card	Creature
Ace of clubs	VIII. Strength	Iron golem
King of clubs	Page of pentacles	Three halfling rogues
Queen of clubs	Ten of cups	Pixies
Jack of clubs	Nine of pentacles	Half-elf bard
Ten of clubs	Nine of staves	Hill giant
Nine of clubs	King of swords	Ogre
Eight of clubs	Ace of staves	Orc
Two of clubs	Five of cups	Kobold
Playing Card	Tarot Card	Creature
Joker	Two of pentacles	Illusion of deck's owner
Joker (with trademark)	Two of staves	Illusion of deck's owner (sex reversed)

Eggs of Desire (Minor Artifact)

Aura strong enchantment; **CL** 20th; **Slot** none; **Weight** —

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

The effect of each sort of egg is as follows:

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

Rod of Wonder

Aura moderate enchantment **CL** 10th; **Slot** none; **Price** 12,000gp; **Weight** 5 lbs.

A *rod of wonder* is a strange and unpredictable device that randomly generates any number of weird effects each time it is used. Activating the rod is a standard action, and the wielder must indicate where or what they are targeting/pointing before its result is known. Typical powers of the rod include the following listed on the table below.

Table: Rod of Wonder Effects

d%	Wondrous Effect
01-05	<i>Slow</i> target for 10 rounds (Will DC 15 negates).
06-10	<i>Faerie fire</i> surrounds the target.
11-15	Deludes wielder for 1 round into believing the rod functions as indicated by a second die roll (no save).
16-20	<i>Gust of wind</i> , but at windstorm force (Fortitude DC 14 negates).
21-25	Wielder learns target's surface thoughts (as with <i>detect thoughts</i>) for 1d4 rounds (no save).
26-30	<i>Stinking cloud</i> appears at 30ft. range (Fortitude DC 15 negates).
31-33	Heavy rain falls for 1 round in 60ft. radius centered on rod wielder.
34-36	Summon an animal—a rhino (01-25 on d%), elephant (26-50), or mouse (51-100).
37-46	<i>Lightning bolt</i> (70ft. long, 5ft. wide), 6d6 damage (Reflex DC 15 half).
47-49	A stream of 600 large butterflies pours forth and flutters around for 2 rounds, blinding everyone within 25ft. (Reflex DC 14 negates).
50-53	<i>Enlarge person</i> on target if within 60ft. of rod (Fortitude DC 13 negates).
54-58	<i>Darkness</i> , 30ft. diameter hemisphere, centered 30ft. away from rod.
59-62	Grass grows in 160sq.ft. area before the rode, or grass existing there grows to 10 times normal size.
63-65	Turn ethereal any nonliving object of up to 1,000 lbs., mass and up to 30 cu.ft. in size.
66-69	Reduce wielder two size categories (no save) for 1 day.
70-79	<i>Fireball</i> at target or 100ft. straight ahead, 6d6 damage (Reflex DC 15 half).
80-84	<i>Invisibility</i> covers rod wielder
85-87	Leaves grow from target if within 60ft. of rod. These last 24 hours.
88-90	10d4 gems, value 1 gp each, shoot forth in a 30ft. long stream. Each gem deals 1 point of damage to any creature in its path: roll 5d4 for the number of hits (can't exceed number of gems) and divide them among the available targets.
91-95	Shimmering colors dance and play over a 40ft.-by-30ft. area in front of rod. Creatures therein are blinded for 1d6 rounds (Fortitude DC 15 negates).
96-97	Wielder (50% chance) or target (50% chance) turns permanently blue, green, or purple (no save, <i>remove curse</i> heals).
98-100	<i>Flesh to stone</i> (or <i>stone to flesh</i> if target is stone already) if target is within 60ft. (Fortitude DC 18 negates).

Monsters

The Jabberwocky

The monster entry presented in the module (and listed in the Appendix II) is a modified version of the Jabberwock, the creature presented in the *Pathfinder Bestiary 2*. This is due to the fact that, as written in the *Bestiary 2*, the Jabberwock is far too powerful for even a well-equipped and prepared level 12 party of PCs to challenge. It is entirely up to you, as Dungeon Master, to decide just how to run the Jabberwocky in the module.

Do you want to present an unwinnable encounter, designed to instill fear into the party and show the players that not all monsters of Dungeonland can be defeated by force alone? Use the CR 23 Jabberwock, as also shown in the *Bestiary 2*. Do you want to present a highly powerful and hostile challenge, but one that can possibly be defeated, with a *vorpal* sword and proper planning? Use the CR 15 Jabberwock, as listed in the module. Do you want to stay true to the original AD&D™ module, *EX2: The Land Beyond the Magic Mirror*, and present a Jabberwocky that is more a mindless beast, fighting fiercely but still beatable? Use the CR 8 Jabberwocky.

It's up to the Dungeon Master which version of this iconic beast they wish to use. For reference's sake, three additional versions of the Jabberwock will be listed here: The *Bestiary 2* version at CR 23, a "Lesser Jabberwock," set to CR 20, and finally an original CR 8 converted Jabberwocky, more resembling the monster set forth in the original module. Use whichever one among the four you desire.

Jabberwock (*Bestiary 2*)

819,200 XP — CR 23

CE Huge dragon (air, fire) (Space 15x15, Reach 15)

Init +5; Senses blindsight 120ft., darkvision 120ft., low-light vision; Perception +38

Aura frightful presence (120ft., DC 31)

AC 40, touch 14, FF 34 (+5 Dex, +1 dodge, +26 natural, -2 size)

HP 455; **HD** 26d12+286; fast healing 15

Fort +26 **Ref** +20 **Will** +24;

BAB +26; **CMB** +41 (+45 grapple) **CMD** 57

Speed 40ft., fly 80ft. (poor);

DR 15/vorpal; **Immunities** fire, paralysis, *sleep*;

Resist acid 30, electricity 30, sonic 30; **SR** 31

Weaknesses fear of vorpal weapons, vulnerable to cold

Melee Atk bite +37 (4d8+19/19-20/x3), 2 claws +37 (3d6+13/19-20 plus grab), tail slap +32 (2d8+19), 2 wings +32 (1d8+6)

Ranged Atk 2 eye rays +29 touch (15d6 fire/19-20 plus burn)

SA burble, burn (6d6, DC 34), eye rays, whiffling

SQ planar acclimation

Feats Awesome Blow, Bleeding Critical, Critical Focus, Dodge, Flyby Attack, Improved Bull Rush, Improved Critical (bite, claws, eye rays), Mobility, Power Attack, Spring Attack, Vital Strike

Skills Acrobatics +31 (+35 jump), Escape Artist +31, Fly +26, Intimidate +37, Knowledge (nature) +30, Perception +38, Sense Motive +38

Languages Aklo, Common, Draconic, Gnome, Sylvan

Str 37 **Dex** 20 **Con** 33 **Int** 12 **Wis** 29 **Cha** 26

Burble (Su): A jabberwock can burble once every 1d4 rounds as a standard action. This blast of strange noises and shouted nonsense in the various languages known to the jabberwock (and invariably some languages it doesn't know) affects all creatures within a 60-foot-radius spread—these creatures must make a DC 31 Will save or become confused for 1d4 rounds. Alternatively, the jabberwock can focus its burble attack to create a 60-foot line of sonic energy that deals 20d6 points of sonic damage (DC 31 Reflex save for half).

The confusion effect is mind-affecting; both are sonic effects. The save DC is Charisma-based.

Damage Reduction (Ex): A jabberwock's damage reduction can be bypassed only by weapons that possess the vorpal weapon enhancement.

Eye Rays (Su): The jabberwock can project beams of fire from its eyes as a ranged touch attack as a standard action, with a range increment of 60 feet. It projects two beams, and can target different creatures with these beams if it wishes as long as both targets are within 30 feet of each other. A creature that takes damage from an eye beam suffers burn.

Fear of Vorpal Weapons (Ex): A jabberwock knows that a vorpal weapon can kill it swiftly. As soon as it takes damage from a vorpal weapon, a jabberwock becomes shaken for 1 round. If it is hit by a critical threat from a vorpal weapon, whether or not the critical hit is confirmed, the jabberwock is staggered for 1 round.

Planar Acclimation (Ex): A jabberwock is always considered to be on its home plane, regardless of what plane it finds itself upon. It never gains the extraplanar subtype.

Whiffling (Ex): A jabberwock's wings and violent motions create a significant amount of wind whenever it makes a full attack action. These winds surround the monster to a radius of 30 feet, and are treated as severe winds—ranged attacks take a -4 penalty when targeting a jabberwock while it is whiffling, and medium creatures must make a DC 10 Strength check to approach the creature. Small or smaller creatures in this area that fail a DC 15 Strength check are blown away. See weather for further details on the effects of severe winds.

"Lesser" Jabberwock

307,200 XP — CR 20

CE Huge dragon (air, fire) (Space 15x15, Reach 15)

Init +3; Senses blindsight 120ft., darkvision 120ft., low-light vision; Perception +33

Aura frightful presence (120ft., DC 31)

AC 38, touch 12, FF 34 (+3 Dex, +1 dodge, +26 natural, -2 size)

HP 356; **HD** 23d12+207; fast healing 15

Fort +24 **Ref** +18 **Will** +22;

BAB +23; **CMB** +36 (+40 grapple) **CMD** 48

Speed 40ft., fly 80ft. (poor);

DR 15/vorpal; **Immunities** fire, paralysis, *sleep*;

Resist acid 30, electricity 30, sonic 30; **SR** 31

Weaknesses fear of vorpal weapons, vulnerable to cold

Melee Atk bite +34 (4d8+11/17-20/x3), 2 claws +34 (3d6+11/19-20 plus grab), tail slap +29 (2d8+19), 2 wings +29 (1d8+5)

Ranged Atk 2 eye rays +24 touch (15d6 fire plus burn)

SA burble, burn (6d6, DC 30), eye rays, whiffling

SQ planar acclimation

Feats Awesome Blow, Bleeding Critical, Critical Focus, Dodge, Flyby Attack, Improved Bull Rush, Improved Critical (bite, claws), Mobility, Power Attack, Spring Attack, Vital Strike

Skills Acrobatics +31 (+35 jump), Escape Artist +31, Fly +26, Intimidate +37, Knowledge (nature) +30, Perception +38, Sense Motive +38

Languages Aklo, Common, Draconic, Sylvan

Str 33 **Dex** 16 **Con** 29 **Int** 8 **Wis** 25 **Cha** 22

Burble: As above, but all DCs are 27 instead of 31.

Jabberwocky (EX2 original)

4,800 XP — CR 8

CN Huge aberration (Space 10x20, Reach 20)

Init -1; **Senses** Perception +14

AC 17, touch 9, FF 18 (-1 Dex, +10 natural, -2 size)

HP 112; **HD** 15d8+45

Fort +12 **Ref** +4 **Will** +10

BAB +11; **CMB** +33 **CMD** 42

Speed 40ft.

DR 10/+3 **weapon** or vorpal; **SR** 16

Melee Atk bite +19 melee (2d8+10), claw +14 melee (2d4+5)

SA Jabberwock charge

Feats Alertness, Great Fortitude, Power Attack

Skills Intimidate +11, Perception +14, Survival +13

Str 30 **Dex** 9 **Con** 20 **Int** 12 **Wis** 12 **Cha** 15

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

Eblis

Eblis, or storkmen, are seldom seen by humans—or few men live to tell of such an encounter. These tall, evil-natured birdmen 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 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 next will hold a standard treasure.

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. Their necks are snaky, sinewy, and very powerful. Attack is by stabbing with the beak.

Because these creatures love water and wetness and are always damp, they are not as vulnerable to fire as their feathery forms would indicate.

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

Wandering Monsters

This information is presented in the module, at **Note on the Map Edges**, also listed here for quick reference.

As with all other wildernesses, presented below are tables for wandering monsters found within Dungeonland. These monsters can only be normally encountered while the party is trekking through the difficult forests of Dungeonland, off of the trails. Travel is at 3 hexes per hour, with 1 hour of rest for every 3 hexes traveled. There is a cumulative 10% chance of an encounter per hex traveled through the wild, thick trees. This chance grows higher if the party wanders away from the “civilized” portions of the partial plane.

d10	Encounter
Roll	
1	1 Dragonne (CR 7): hp 76; AC 20
2-3	1 Giant Venomous Snake (CR 3): hp 21; AC 18
4-5	2 Phase Spiders (CR 5): hp 51; AC 17
6-8	2 Giant Stag Beetles (CR 4): hp 45; AC 17
9-10	3 Monitor Lizards (CR 2): hp 22; AC 15

APPENDIX II: BESTIARY

Alphabetical: EX1 - Dungeonland

1. ["Ace," Champion of Courland](#)
2. [Axe Beak](#)
3. ["Baby," the Were-Boar](#)
4. [Bill & Mitch, Lizard Men](#)
5. [Bogsworth, Kuo-Toan Butler](#)
6. [Bull Thistle](#)
7. [Bullywug Footman](#)
8. [Charldos, Arch-Mage](#)
9. [The Cook](#)
10. [Courland Crossbowman](#)
11. [Courland Halberdier](#)
12. [Courland Soldier #2](#)
13. [Courland Soldier #3](#)
14. [Courland Soldier #4](#)
15. [Courland Soldier #5](#)
16. [Courland Soldier #6](#)
17. [Courland Soldier #7](#)
18. [Courland Soldier #8](#)
19. [Courland Soldier #9](#)
20. [Courland Soldier #10](#)
21. [Dire Badger](#)
22. [The Dormouse](#)
23. [The Duchess](#)
24. [The Executioner](#)
25. [Executioner's Hood \(Lurking Ray\)](#)
26. [Flamingo](#)
27. [Giant Crocodile](#)
28. [Giant Dog](#)
29. [Giant Frog](#)
30. [Giant Lobster](#)
31. [Giant Owl](#)
32. [Giant Tick](#)
33. [Giant Weasel](#)
34. [Groundskeeper](#)
35. [Hangman Tree](#)
36. [Hedgehog](#)
37. [Herald of Courland](#)
38. [Jack, Prince of Courland](#)
39. [Jack-in-the-Pulpit](#)
40. [The King of Courland](#)
41. [Kuo-Toan Attendant](#)
42. [Ilorac, Marid Genie](#)
43. [The Mad Hatter](#)
44. [The March Hare](#)
45. [Marble Griffon](#)
46. [The Mock \(Dragon\) Turtle](#)
47. [Pat & Gill, Giant Porcupines](#)
48. [The Queen of Courland](#)
49. [Scullyribs, Kuo-Toan Major Domo](#)
50. [Smilodon Cat](#)
51. [Snapdragon](#)
52. [Virnig, Smoking Behir](#)

Alphabetical: EX2 - The Land Beyond the Magic Mirror

1. [Agitha, Night Hag Ghost](#)
2. [Bandersnatch](#)
3. [Bandersnatch \(Lesser\)](#)
4. [Barbed Devil \(Hamatula\)](#)
5. [Bullywug Footman](#)
6. [The "Carpenter"](#)
7. [Centaur, "Knight"](#)
8. [Dire Ape](#)
9. [Dire Wolverine](#)
10. [Dr. D.R. Murlynd](#)
11. [Eblis Servant](#)
12. [Feast Hall "Queen"](#)
13. [Frost Giant \[Shadow Conjured\]](#)
14. [Generator Elemental](#)
15. [Giant Ant, Worker](#)
16. [Giant Bumblebee](#)
17. [Giant Clam](#)
18. [Giant Crab](#)
19. [Giant Dragonfly](#)
20. [Humpty Dumpty](#)
21. [Iron Golem Knight](#)
22. [Iron Steed](#)
23. [The Jabberwocky \(CR 15\)](#)
24. [Joint of Roast Meat Mimic](#)
25. [The Jubjub Bird](#)
26. [King of Whitfield](#)
27. [King's Messenger](#)
28. [Lamia Matriarch](#)
29. [Lamia, "Queen"](#)
30. [Larva](#)
31. [Mirrorland Magic Flower](#)
32. [Ogre Mage, "Bishop"](#)
33. [Oliphant, "Rook"](#)
34. [Plum Pudding \(Black Pudding\)](#)
35. [Roc](#)
36. [Shambling Mound, "King"](#)
37. [T. Deeous](#)
38. [T. Diumm](#)
39. [The Walrus](#)
40. [Warrior, "Pawn"](#)
41. [Were-\(kangaroo\)-rat](#)
42. [Whitfield Lion](#)
43. [Whitfield Unicorn](#)
44. [Woolly Rhinoceros \[Shadow Conjured\]](#)

By Encounter: EX1 - Dungeonland

2B:
[Giant Weasel](#)
[Axe Beak](#)
[Dire Badger](#)
[Giant Owl](#)
[Giant Crocodile](#)

3E:
[Jack-in-the-Pulpit](#)
[Snapdragon](#)
[Bull Thistle](#)

3G:
[Charldos, Arch-mage](#)

3I:
[Hangman Tree](#)

3M:
[Bill & Mitch, Lizard Men](#)
[Pat & Gill, Giant Porcupines](#)

4:
[Giant Frog](#)

4C:
[Virnig, Smoking Behir](#)

4D:
[Smilodon Cat](#)

5A:
[Giant Dog](#)
[Giant Tick](#)

5B:
[Bullywug Footman](#)
[Kuo-Toan Attendant](#)
[Bogsworth, Kuo-Toan Butler](#)
[Scullyribs, Kuo-Toan Major Domo](#)

5C:
[Smilodon Cat](#)
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["Baby," the Were-Boar](#)

5I:
[Groundskeeper](#)
[Courland Soldier #2](#)
[Courland Soldier #3](#)
[Courland Soldier #5](#)
[Courland Soldier #4](#)
[Courland Soldier #6](#)
[Courland Soldier #7](#)
[Courland Crossbowman](#)

5I Croquet:
[Charldos, Arch-Mage](#)
[Smilodon Cat](#)
[The Duchess](#)
[The Mad Hatter](#)
[The March Hare](#)
[The Dormouse](#)
[The Queen of Courland](#)
[Flamingo](#)
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DUNGEONLAND BESTIARY

“Ace,” Champion of Courland

38,400 XP — CR 14

The pride of the army of Courland, and strongest warrior in the kingdom. He bears the crest of a single red heart on his otherwise plain armor, with a helm of red and a cloak of a repeating playing card pattern.

Male human fighter 15

N Medium humanoid (human) (Space 5x5, Reach 5)

Init +4; **Senses** Perception +17

AC 24, touch 12, FF 19 (+1 Dex, +1 dodge, +9 full plate, +3 shield)

HP 115; HD 15d10+30

Fort +11 **Ref** +7 **Will** +5 (+4 vs. fear)

BAB +15/+10/+5; **CMB** +16 **CMD** 26

Speed 30ft.; **SR** 16

Melee Atk +1 longsword +20/+15/+10 (1d8+7/17-20)

SQ Bravery +4, Armor training 4, weapon training 3 (heavy blades 3, axes 2, close 1)

Feats Alertness, Dodge, Great Fortitude, Greater Weapon Focus (longsword)*, Greater Weapon Specialization (longsword)*, Improved Critical (longsword)*, Improved Initiative*, Iron Will, Lightning Reflexes, Mobility*, Quick Draw, Step Up*, Toughness, Weapon Focus (longsword)*, Weapon Specialization (longsword)*

Skills Climb +13, Intimidate +18, Perception +17, Sense Motive +2, Ride +13; **ACP** -4

Languages Common

Str 12 Dex 12 Con 12 Int 11 Wis 11 Cha 11

Treasure +1 full plate, +2 heavy steel shield, +1 longsword

Axe Beak

600 XP — CR 2

This giant flightless bird has long, strong legs with a distinctly curved and pointed beak.

N Large Animal (Space 10x10, Reach 10)

Init +3; **Senses** low-light vision; Perception +9

AC 14, touch 12, FF 11 (+3 Dex, +2 natural, -1 size)

HP 22; HD 3d8+9;

Fort +6 **Ref** +6 **Will** +1;

BAB +2; **CMB** +7 **CMD** 20

Speed 50ft.

Melee Atk Bite +5 (1d8+6)

SA Sudden Charge

Feats Run, Skill Focus (Perception)

Skills Perception +9

Str 18 Dex 17 Con 16 Int 2 Wis 11 Cha 10

Sudden Charge (Ex): When making a charge attack, an axe beak makes a single bite attack. If successful, it may also attempt to trip its opponent as a free action without provoking an attack of opportunity. If the attempt fails, the Axe Beak can't be tripped in return.

“Baby” the Wereboar [Hybrid form]

800 XP — CR 2

This unassuming creature has an illusory dweomer over it, making it appear to be an oversized infant child. If bothered, it transforms instantly into a small boar and runs away squealing.

N Small humanoid (human, shapechanger) (Space 5x5, Reach 5)

Init +1 [+3]; **Senses** [scent]; Perception +15

AC 11 [18], touch 11, FF 10 [18] (+1 Dex, [+8 natural])

HP 22; **HD** 3d8+9

Fort +8 **Ref** +3 **Will** +3

BAB +1; **CMB** +2 **CMD** 13

Speed 20ft. [40ft.]

DR 15/silver; **SR** 16

[Melee Atk] Gore +2 (1d8+1 plus curse of lycanthropy DC 15)

SQ ferocity

Feats Blind-fight, [Improved Initiative]

Skills Perception +15

Languages Common (doesn't speak save to the Duchess)

Str 13 Dex 13 Con 17 Int 10 Wis 10 Cha 10

Curse of Lycanthropy (Su): A creature within one size category of “Baby’s” that is hit by “Baby’s” gore attack must make a DC 15 Fortitude save or be affected with wereboar lycanthropy.

Bill and Mitch, Lizard Men

1,600 XP — CR 5

This pair of lizardfolk gentlemen are dressed in workman's suspenders and hats, hiding their armor. They are gruff in appearance, despite their relatively innocuous personality.

Male Lizardfolk Fighter 5

Neutral Medium Humanoid (lizardfolk) (Space 5x5, Reach 5)

Init +4; **Senses** Perception +5

AC 15, touch 10, FF 15 (+5 armor)

HP 48; **HD** 5d10+5

Fort +5 **Ref** +1 **Will** +1

BAB +5; **CMB** +7 **CMD** 17

Speed 30ft., swim 15ft.; **SR** 16

Melee Atk heavy mace +9 (1d8+5) and claw +5 (1d4+2)

SA Power attack

SQ Improved swimming, hold breath, bravery +1, armor training 1, weapon training (hammers) 1

Feats Improved Initiative, Improved Natural Attack, Multiattack, Power Attack, Weapon Focus (heavy mace), Weapon Specialization (heavy mace)

Skills Acrobatics +4, Climb +2, Escape Artist -4, Fly -4, Perception +5, Ride -2, Stealth +0, Swim +10

Languages Draconic, Common

Str 14 Dex 10 Con 13 Int 9 Wis 10 Cha 10

Treasure chainmail, heavy mace

Improved Swimming (Ex): Lizardfolk can take 10 on Swim checks, even when distracted or under harsh conditions. Lizardfolk can run while swimming, but only in a straight line.

Hold Breath (Ex): Lizardfolk can hold their breath equal to 4 times their Constitution score before drowning (52 rounds for Bill and Mitch).

Bogsworth, Kuo-Toan Butler

1,600 XP — CR 4

This kuo-toan, despite being a wide-eyed fish-humanoid with scales and fins, wears a fine butler's uniform and carries himself with a learned distinction of aristocracy.

Male kuo-toa commoner 5

N Medium monstrous humanoid (aquatic) (Space 5x5, Reach 5)

Init +0; **Senses** keen sight; Perception +13

AC 16, touch 10, FF 16 (+6 natural)

HP 42; HD 5d6+2d8+19;

Fort +3 **Ref** +4 **Will** +4;

BAB +4; **CMB** +5 **CMD** 15

Speed 20ft., swim 50ft.; **SD** electricity resistance 10, adhesive DC 14

Immunities poison & paralysis **SR** 16

Weaknesses light blindness

Melee Atk heavy mace +5 (1d8+1)

SQ amphibious, slippery

Feats Alertness, Dodge, Great Fortitude, Persuasive, Toughness

Skills Climb +5, Diplomacy +6, Escape Artist +8, Intimidate +1, Perception +13, Profession (butler) +10, Sense Motive +9, Swim +9

Languages Common, Aquan

Str 12 Dex 10 Con 12 Int 12 Wis 14 Cha 9

Treasure heavy mace, 20sp

Bull Thistle

600 XP — CR 2

A crown of purple petals sits atop a green head of pointed stalks that run down the length of this fiercely protective plant beast.

Neutral Medium Plant (Space 5x5, Reach 5)

Init +1; **Senses** low-light vision, Blindsight 30ft.; Perception +1

AC 15, touch 11, FF 13 (+1 Dex, +3 natural)

HP 30; HD 4d8+8;

Fort +7 **Ref** +2 **Will** +0;

BAB +3; **CMB** +6 **CMD** 18

Speed 30ft.;

Immunities mind-affecting, paralysis, poison, polymorph, sleep; **SR** 16

Melee Atk Slam +8 (1d6+3)

SQ Plant attributes

Feats Toughness, Alertness

Skills Perception +2, Sense Motive +2

Str 16 Dex 14 Con 13 Int — Wis 8 Cha 2

Bullywug Footman

400 XP — CR 1

These "frogfolk" walk and speak with relatively civil countenance, despite the occasional croak and groan, and the flap-flapping of their webbed feet—they serve proudly and politely.

CN Medium humanoid (aquatic) (Space 5x5, Reach 5)

Init +0; **Senses** Perception -2

AC 16, touch 11, FF 15 (+2 Dex, +2 armor, +3 natural)

HP 6; **HD** 1d8+2

Fort +5 **Ref** +0 **Will** -2

BAB +1; **CMB** +2 **CMD** 13

Speed 20ft., swim 30ft.; **SR** 16

Melee or Ranged Atk Halfspear +2 (1d6+1)

SA leap attack (1d6)

SQ amphibious

Feats Endurance

Skills Perception +2, Stealth +0

Languages Common, Aquan

Str 12 Dex 12 Con 14 Int 7 Wis 7 Cha 7

Treasure Leather armor, halfspear

Leap Attack (Ex): When bullywug makes a charge attack, it deals an additional 1d6 damage.

Amphibious (Ex): Bullywugs can breathe freely in water or in air, and can take 10 on Swim checks even when under duress. A bullywug can run even while underwater, provided they swim in a straight line.

Charldos, Arch-Mage

204,800 XP — CR 19

Standing five feet high on furry white feet, this absent-minded rabbit-shaped humanoid wears a fine red vest and gloves. There appears to be more to him than meets the eye.

Male human Wizard 20

CG Medium humanoid (human) (Space 5x5, Reach 5)

Init +4; **Senses** Perception +23

AC 22, touch 15, FF 17 (+4 Dex, +1 dodge, +7 permanent *shield* spell on all sides)

HP 50; **HD** 20d4;

Fort +6 **Ref** +10 **Will** +15;

BAB +10/+5; **CMB** +9 **CMD** 23

Speed 30ft.; **SR** 16

Melee Atk Dagger +14/+9 (1d4-1)

Spells (CL 20th, melee touch +9 ranged touch +14)

See table for spell list, DCs 14 + spell level

SQ Permanent *polymorph self* into rabbit humanoid appearance, permanent *shield* spell on self, able to Miniaturize/Grow anywhere in Dungeonland.

Feats Brew Potion, Combat Casting, Craft Magic Arms and Armor, Craft Rod, Craft Wondrous Item, Dodge, Greater Spell Penetration, Mobility, Nimble Moves, Run, Scribe Scroll, Spell Focus (Transmutation), Spell Mastery (*polymorph any object, polymorph other, polymorph self, statue*), Spell Penetration, Summon Familiar (white rabbit), Weapon Finesse

Skills Craft (alchemy) +27, Craft (sculpture) +27, Knowledge (arcana) +27, Knowledge (Dungeonland) +27, Linguistics +9, Perception +23, Spellcraft +27

Languages Common; Charldos can speak with any resident of Dungeonland.

Str 8 **Dex** 18 **Con** 10 **Int** 18 **Wis** 16 **Cha** 14

Treasure Charldos wears a vest with 8 pockets that hold the components for his spells. All of them are magical (as a bag of holding), each holding as much as a small sack. He wears *boots of speed* and his hands are wearing white *gloves of dexterity* +2. This bonus is already factored into his stats above. All of his items are of his own creation, so they shrink or grow according to the need of the wearer.

Charldos's Spells

d20	Spell Cast
1	<i>Burning Hands</i> 1 2
2	<i>Magic Missile</i> 1 2
3	<i>Ventriloquism</i>
4	<i>Darkness</i> 1 2
5	<i>Invisibility</i>
6	<i>Mirror Image</i> 1 2
7	<i>Blink</i>
8	<i>Dispel Magic</i> 1 2 3
9	<i>Slow</i>
10-11	<i>Cat's Grace</i> (Reversed; -4 DEX) 1 2
12	<i>Displacement</i> 1 2
13	<i>Wall of Force</i> 1 2 3
14	<i>Forceful Hand</i> 1 2
15	<i>Repulsion</i> 1 2
16	<i>Power Word – Stun</i>
17	<i>Reverse Gravity</i>
18	<i>Maze</i> 1 2
19	<i>Baleful Polymorph</i> (to hedgehog)
20	<i>Time Stop</i> 1 2

The Cook

800 XP — CR 5

This homely, unassuming woman is fairly talented in the kitchen. She wears a plain dress and a stained white apron with matching hat.

Female human commoner 7

CN Medium humanoid (human) (Space 5x5, Reach 5)

Init +4; **Senses** Perception +7

AC 16, touch 14, FF 12 (+4 Dex +2 armor)

HP 49; **HD** 7d6+28

Fort +7 **Ref** +8 **Will** +1

BAB +3; **CMB** +6 **CMD** 20

Speed 30ft.; **SR** 16

Melee Atk mwk Butcher Knife +6 (1d4+3/19-20)

Feats Great Fortitude, Iron Will, Lightning Reflexes, Skill Focus (Profession), Toughness

Skills Profession (cook) +10, Perception +7

Languages Common

Str 17 **Dex** 18 **Con** 18 **Int** 7 **Wis** 5 **Cha** 6

Treasure leather armor, mwk butcher knife

Courland Crossbowman

100 XP — CR $\frac{1}{4}$

This Courland initiate is dressed in the plain white "card" armor of the soldiers, but he bears red diamonds upon his armor and carries a quiver and crossbow, ready to fire upon his king's enemies.

Male human warrior 1

N Medium humanoid (human) (Space 5x5, Reach 5)

Init +0; **Senses** Perception +1

AC 15, touch 10, FF 15 (+5 chainmail)

HP 6; **HD** 1d10

Fort +2 **Ref** +2 **Will** +0

BAB +1; **CMB** +1 **CMD** 11

Speed 20ft. (chainmail); **SR** 16

Melee Atk heavy mace +1 (1d8)

Ranged Atk light crossbow +2 (1d8/19-20)

Feats Lightning Reflexes, Weapon Focus (light crossbow)*

Skills Climb -1, Intimidate +4, Perception +1, Ride -1; **ACP** -5

Languages Common

Str 11 **Dex** 11 **Con** 11 **Int** 11 **Wis** 11 **Cha** 11

Treasure light crossbow, 20 bolts, chainmail

Courland Halberdier

200 XP — CR $\frac{1}{2}$

This Courland soldier, lesser in rank than the hearted guards, bears black spades upon his white armor with a black helm. He wields a long halberd and is charged with protecting the royal palace.

Male human fighter 1

N Medium humanoid (human) (Space 5x5, Reach 5)

Init +0; **Senses** Perception +1

AC 15, touch 10, FF 15 (+5 chainmail)

HP 6; **HD** 1d10

Fort +4 **Ref** +2 **Will** +0 (+1 vs. fear)

BAB +1; **CMB** +1 **CMD** 11

Speed 20ft. (chainmail); **SR** 16

Melee Atk halberd +2 (1d10; double vs. charging targets)

Ranged Atk halberd +2 (1d10; double vs. charging targets)

SA halberd trip

SQ bravery +1

Feats Great Fortitude, Lightning Reflexes, Weapon Focus

(halberd)*

Skills Climb -1, Intimidate +4, Perception +1, Swim -1; **ACP** -5

Languages Common

Str 11 Dex 11 Con 11 Int 11 Wis 11 Cha 11

Treasure halberd, chainmail

Halberd Trip: Halberds can be used to make a trip attempt, and can be dropped to avoid being tripped.

Courland Soldier #2

400 XP — CR 1

The lowest and first ranked of the Courland Soldiers of Heart, bearing two red hearts upon his white armor.

Male human fighter 2

N Medium humanoid (human) (Space 5x5, Reach 5)

Init +0; **Senses** Perception +2

AC 15, touch 10, FF 15 (+5 chainmail)

HP 15; **HD** 2d10

Fort +5 **Ref** +2 **Will** +0 (+1 vs. fear)

BAB +2; **CMB** +2 **CMD** 12

Speed 20ft. (chainmail); **SR** 16

Melee Atk longsword +3 (1d8/19-20)

SQ Bravery +1

Feats Great Fortitude, Lightning Reflexes, Step Up*, Weapon Focus (longsword)*

Skills Climb +0, Intimidate +5, Perception +2, Ride +0; **ACP** -5

Languages Common

Str 11 Dex 11 Con 11 Int 11 Wis 11 Cha 11

Treasure longsword, chainmail

Courland Soldier #3

600 XP — CR 2

The second ranked of the Courland Soldiers of Heart, bearing three vertical red hearts upon his white armor.

Male human fighter 3

N Medium humanoid (human) (Space 5x5, Reach 5)

Init +0; **Senses** Perception +3

AC 15, touch 10, FF 15 (+5 chainmail)

HP 20; **HD** 3d10

Fort +6 **Ref** +3 **Will** +1 (+1 vs. fear)

BAB +3; **CMB** +3 **CMD** 13

Speed 30ft.; **SR** 16

Melee Atk longsword +4 (1d8/19-20)

SQ Bravery +1, Armor training 1

Feats Great Fortitude, Lightning Reflexes, Quick Draw, Step Up*, Weapon Focus (longsword)*

Skills Climb +1, Intimidate +6, Perception +3, Ride +1; **ACP** -4

Languages Common

Str 11 Dex 11 Con 11 Int 11 Wis 11 Cha 11

Treasure longsword, chainmail

Courland Soldier #4

800 XP — CR 3

The third ranked of the Courland Soldiers of Heard, bearing four red hearts upon his white armor.

Male human fighter 4

N Medium humanoid (human) (Space 5x5, Reach 5)

Init +0; **Senses** Perception +4

AC 15, touch 10, FF 15 (+5 chainmail)

HP 30; **HD** 4d10

Fort +6 **Ref** +3 **Will** +1 (+1 vs. fear)

BAB +4; **CMB** +5 **CMD** 15

Speed 30ft.; **SR** 16

Melee Atk Longsword +7 (1d8+3/19-20)

SQ Bravery +1, Armor training 1

Feats Great Fortitude, Lightning Reflexes, Quick Draw, Step Up*, Weapon Focus (longsword)*, Weapon Specialization (longsword)*

Skills Climb +3, Intimidate +7, Perception +4, Ride +3; **ACP** -4

Languages Common

Str 12 Dex 11 Con 11 Int 11 Wis 11 Cha 11

Treasure longsword, chainmail

Courland Soldier #5

1,200 XP — CR 4

The fourth ranked of the Courland Soldiers of Heart, bearing five red hearts upon his white armor.

Male human fighter 5

N Medium humanoid (human) (Space 5x5, Reach 5)

Init +0; **Senses** Perception +7

AC 15, touch 10, FF 15 (+5 chainmail)

HP 35; **HD** 5d10;

Fort +6 **Ref** +3 **Will** +1 (+1 vs. fear)

BAB +5; **CMB** +6 **CMD** 16

Speed 30ft.; **SR** 16

Melee Atk longsword +8 (1d8+4)

SQ Bravery +1, Armor training 1, weapon training (heavy blades) 1

Feats Alertness, Great Fortitude, Lightning Reflexes, Quick Draw, Step Up*, Weapon Focus (longsword)*, Weapon Specialization (longsword)*

Skills Climb +4, Intimidate +8, Perception +7, Sense Motive +2, Ride +4; **ACP** -4

Languages Common

Str 12 Dex 11 Con 11 Int 11 Wis 11 Cha 11

Treasure longsword, chainmail

Courland Soldier #6

1,600 XP — CR 5

The fifth ranked of the Courland Soldiers of Heart, bearing six red hearts upon his white armor.

Male human fighter 6

N Medium humanoid (human) (Space 5x5, Reach 5)

Init +4; Senses Perception +8

AC 15, touch 10, FF 15 (+5 chainmail)

HP 40; HD 6d10

Fort +7 Ref +4 Will +2 (+2 vs. fear)

BAB +6/+1; CMB +7 CMD 17

Speed 30ft.; SR 16

Melee Atk longsword +9/+4 (1d8+4/19-20)

SQ Bravery +2, Armor training 1, weapon training (heavy blades) 1

Feats Alertness, Great Fortitude, Improved Initiative*, Lightning Reflexes, Quick Draw, Step Up*, Weapon Focus (longsword)*, Weapon Specialization (longsword)*

Skills Climb +5, Intimidate +9, Perception +8, Sense Motive +2, Ride +5; **ACP -4**

Languages Common

Str 12 Dex 11 Con 11 Int 11 Wis 11 Cha 11

Treasure longsword, chainmail

Courland Soldier #7

2,400 XP — CR 6

The sixth ranked of the Courland Soldiers of Heart, bearing seven red hearts upon his white armor.

Male human fighter 7

N Medium humanoid (human) (Space 5x5, Reach 5)

Init +4; Senses Perception +9

AC 15, touch 10, FF 15 (+5 chainmail)

HP 50; HD 7d10+15

Fort +7 Ref +4 Will +2 (+2 vs. fear)

BAB +7/+2; CMB +8 CMD 18

Speed 30ft.; SR 16

Melee Atk longsword +10/+5 (1d8+4/19-20)

SQ Bravery +2, Armor training 2, weapon training (heavy blades) 1

Feats Alertness, Great Fortitude, Improved Initiative*, Lightning Reflexes, Quick Draw, Step Up*, Toughness, Weapon Focus (longsword)*, Weapon Specialization (longsword)*

Skills Climb +7, Intimidate +10, Perception +9, Sense Motive +2, Ride +7; **ACP -3**

Languages Common

Str 12 Dex 11 Con 11 Int 11 Wis 11 Cha 11

Treasure longsword, chainmail

Courland Soldier #8

3,200 XP — CR 7

The seventh ranked of the Courland Soldiers of Heart, bearing eight red hearts upon his white armor.

Male human fighter 8

N Medium humanoid (human) (Space 5x5, Reach 5)

Init +4; Senses Perception +10

AC 16, touch 11, FF 15 (+1 Dex, +5 chainmail)

HP 55; HD 8d10+15

Fort +8 Ref +4 Will +2 (+2 vs. fear)

BAB +8/+3; CMB +9 CMD 19

Speed 30ft.; SR 16

Melee Atk longsword +12/+7 (1d8+4/19-20)

SQ Bravery +2, Armor training 2, weapon training (heavy blades) 1

Feats Alertness, Great Fortitude, Greater Weapon Focus (longsword)*, Improved Initiative*, Lightning Reflexes, Quick Draw, Step Up*, Toughness, Weapon Focus (longsword)*, Weapon Specialization (longsword)*

Skills Climb +8, Intimidate +11, Perception +10, Sense Motive +2, Ride +8; **ACP -3**

Languages Common

Str 12 Dex 12 Con 11 Int 11 Wis 11 Cha 11

Treasure longsword, chainmail

Courland Soldier #9

4,800 XP — CR 8

The eighth ranked of the Courland Soldiers of Heart, bearing nine red hearts upon his white armor.

Male human fighter 9

N Medium humanoid (human) (Space 5x5, Reach 5)

Init +4; Senses Perception +11

AC 16, touch 11, FF 15 (+1 Dex, +5 chainmail)

HP 60; HD 9d10+15

Fort +8 Ref +5 Will +3 (+2 vs. fear)

BAB +9/+4; CMB +10 CMD 20

Speed 30ft.; SR 16

Melee Atk longsword +13/+8 (1d8+4/19-20)

SQ Bravery +2, Armor training 2, weapon training 2 (heavy blades 2, axes 1)

Feats Alertness, Great Fortitude, Greater Weapon Focus (longsword)*, Improved Initiative*, Iron Will, Lightning Reflexes, Quick Draw, Step Up*, Toughness, Weapon Focus (longsword)*, Weapon Specialization (longsword)*

Skills Climb +9, Intimidate +12, Perception +11, Sense Motive +2, Ride +9; **ACP -3**

Languages Common

Str 12 Dex 12 Con 11 Int 11 Wis 11 Cha 11

Treasure longsword, chainmail

Courland Soldier #10

6,400 XP — CR 9

The second-highest ranked of the Courland Soldiers of Heart, bearing ten shining red hearts upon his white armor.

Male human fighter 10

N Medium humanoid (human) (Space 5x5, Reach 5)

Init +4; Senses Perception +12

AC 16, touch 11, FF 15 (+1 Dex, +5 chainmail)

HP 65; HD 10d10+15

Fort +9 Ref +5 Will +3 (+3 vs. fear)

BAB +10/+5; CMB +11 CMD 21

Speed 30ft.; SR 16

Melee Atk longsword +14/+9 (1d8+4/17-20)

SQ Bravery +3, Armor training 2, weapon training 2 (heavy blades 2, axes 1)

Feats Alertness, Great Fortitude, Greater Weapon Focus (longsword)*, Improved Critical (longsword)*, Improved Initiative*, Iron Will, Lightning Reflexes, Quick Draw, Step Up*, Toughness, Weapon Focus (longsword)*, Weapon Specialization (longsword)*

Skills Climb +10, Intimidate +13, Perception +12, Sense Motive +2, Ride +10; **ACP -3**

Languages Common

Str 12 Dex 12 Con 11 Int 11 Wis 11 Cha 11

Treasure full plate

Dire Badger

600 XP — CR 2

A tremendous badger snarls and scrapes its wicked, shovel-like claws. Stocky muscles ripple beneath its streaked and shaggy fur. N Medium Animal (Space 5x5, Reach 5)

Init +6; **Senses** Low-light vision, scent; Perception +10

AC 14, touch 12, FF 12 (+2 Dex, +2 natural)

HP 22; **HD** 3d8+9;

Fort +6 **Ref** +5 **Will** +2;

BAB +2; **CMB** +4 **CMD** 16 (20 vs. trip)

Speed 30ft., burrow 10ft.; **SD** ferocity

Melee Atk bite +4 (1d4+2), 2 claws +4 (1d3+2)

SA blood rage

Feats Improved Initiative, Skill Focus (Perception)

Skills Escape Artist +6, Perception +10

Str 24 **Dex** 15 **Con** 17 **Int** 2 **Wis** 12 **Cha** 9

Ferocity (Ex): Remains conscious and continues battling even when below 0hp; it's still staggered and loses 1 hp each round. It dies when its negative hp are equal to its Constitution score.

Blood rage (Ex): When it takes damage in combat, on its next turn it can fly into a rage, granting it +2 Con and +2 Strength, but -2 to AC. The rage lasts for 1 minute, or when battle ends. It can't end the rage voluntarily.

The Dormouse

600 XP — CR 2

A small and unassuming acerbic mouselike creature in a vest, he is afflicted with a narcoleptic disease that makes him rather difficult to speak with.

Male human wererat rogue 2

CN Small humanoid (human, shapeshifter) (Space 5x5, Reach 5)

Init +3; **Senses** low-light vision, scent; Perception +8

AC 20, touch 14, FF 16 (+3 armor, +3 Dex, +2 natural, +1 size)

HP 20; **HD** 2d8+8

Fort +3 **Ref** +6 **Will** +3;

BAB +1; **CMB** +4 **CMD** 18

Speed 20ft.; **SD** evasion

DR 10/silver **SR** 16

Melee Atk short sword +4 (1d6+2/19-20), bite -1 (1d4+1 plus curse of lycanthropy; DC 15)

SA sneak attack +1d6

SQ sleeping disease DC 20, fast stealth

Feats Weapon Finesse

Skills Acrobatics +8, Bluff +3, Climb +7, Intimidate +3, Knowledge (local) +5, Perception +8, Sense Motive +8, Stealth +8, Swim +7

Languages Common

Str 15 **Dex** 17 **Con** 16 **Int** 10 **Wis** 16 **Cha** 6

Treasure mwk studded leather armor, short sword

Sleeping Disease (Su): If a PC gets within 5ft. of the Dormouse, they must make a DC 20 Will save or fall into a coma that can only be removed by a *remove disease* or better effect.

Curse of Lycanthropy (Su): A creature bit by the Dormouse's bite must make a DC 15 Fortitude save or be cursed with wererat lycanthropy.

Fast Stealth (Ex): The Dormouse is a level 2 rogue, so its talent is that it can move at full speed using its Stealth skill without penalty.

The Duchess

3,200 XP — CR 8

A strange looking young humanoid woman. Her face is plain but earnest, and she is dressed in the finery of a duchess and noblewoman, wearing a corseted and jewel-hemmed dress, but she wears no shoes and seems to lilt about on her feet.

Female dwarf fighter 9

CN Medium Humanoid (dwarf) (Space 5x5, Reach 5)

Init +7; **Senses** darkvision 60ft.; Perception +9

AC 23, touch 15, FF 19 (+3 Dex +8 armor +1 dodge +1 deflection)

HP 90; **HD** 9d10+45

Fort +6 **Ref** +3 **Will** +3

BAB +9/+4; **CMB** +13 **CMD** 26 (28 vs. bull rushes & trips)

Speed 20ft.; **SD** defensive training, hardy

SR 16

Melee Atk +1 battleaxe +17/+12 (1d8+9/19-20 x3)

SA Power attack, cleave, great cleave,

SQ slow and steady, hatred, stability, stonecunning, bravery +2, armor training 2, weapon training (axes) 2, weapon training (hammers) 1, lead amphibians

Feats Cleave, Dodge, Great Cleave, Great Fortitude, Improved Critical (battleaxe), Improved Initiative, Power Attack, Toughness, Weapon Focus (battleaxe), Weapon Specialization (battleaxe)

Skills Climb +7, Intimidate +4, Knowledge (local) +3, Perception +9, Diplomacy +8, Swim +7; **ACP** -3

Languages Common, Dwarven

Str 19 **Dex** 17 **Con** 18 **Int** 10 **Wis** 8 **Cha** 9

Treasure battleaxe +1, mwk plate mail, *ring of protection* +1

Lead Amphibians (Su): For reasons unknown even to her, the Duchess is able to inspire loyalty in amphibious creatures such as bullywugs and kuo-toas. She is considered to have a Charisma of 22 and the Leadership feat when dealing with creatures with the Aquatic subtype. The 20 bullywugs are her followers, while the 10 kuo-toas and the butler are paid servants. The major domo is her cohort.

The Executioner

9,600 XP — CR 10

This large and imposing man is dressed in a black hood, covering his face. His leather uniform is stained white and bears a large black three-leaved club upon it. He wields an exceptionally sharp greataxe.

Male human rogue 2/fighter 9

N Medium humanoid (human) (Space 5x5, Reach 5)

Init +7; **Senses** Perception +0

AC 18, touch 14, FF 14 (+3 Dex, +4 armor, +1 dodge)

HP 97; **HD** 9d10+2d8+44

Fort +6 **Ref** +6 **Will** +3 (+2 vs. fear)

BAB +10/+5; **CMB** +13 **CMD** 26

Speed 30ft.; **SR** 16

Melee Atk vorpal greataxe +17/+12 (1d12+5/19-20 x3)

SA sneak attack +1d6

SQ armor training 2, bravery +2, evasion, trapfinding, weapon training (Axes 2, heavy blades 1)

Feats Cleave*, Dodge, Great Cleave*, Great Fortitude, Greater Weapon Focus (Greataxe)*, Improved Critical (Greataxe)*, Improved Initiative, Iron Will, Mobility, Power Attack*, Toughness, Weapon Focus (Greataxe)*, Weapon Specialization (Greataxe)*

Skills Acrobatics +14, Climb +12, Intimidate +12, Perception +0, Sleight of Hand +8

Languages Common

Str 17 **Dex** 17 **Con** 16 **Int** 9 **Wis** 9 **Cha** 6

Treasure vorpal greataxe, studded leather armor +1

Executioner's Hood (Lurking Ray)

600 XP — CR 2

Roughly a foot long and five pounds in weight, these unassuming hat-like creatures wait until they're worn before clamping down and engulfing their foes.

N Tiny Aberration (Space 2.5x2.5, Reach 0)

Init +1; **Senses** Blindsight 10ft., darkvision 60ft., scent; Perception +8

AC 16, touch 13, FF 15 (+1 Dex, +3 natural, +2 size)

HP 11; HD 2d8+2

Fort +1 **Ref** +1 **Will** +4

BAB +1; **CMB** +0 (+4 grapple) **CMD** 10 (can't be tripped)

Speed 10ft., climb 5ft.; **SD** amorphous

Immunities sleep effects

Weaknesses light sensitivity, susceptible to alcohol

Melee Atk slam +3 (1d4 plus grab)

SA constrict (1d4), engulfing drop, strangle

Feats Skill Focus (Perception)

Skills Climb +8, Perception +8, Stealth +13

Str 10 **Dex** 12 **Con** 12 **Int** 3 **Wis** 13 **Cha** 9

Engulfing Drop (Ex): Though it is a Tiny monster, the hood can drop onto the head of a Medium or smaller creature and make a slam attack as a standard action. If the hood's attack succeeds, it can immediately attempt a grapple check against the target, and if successful, the executioner's hood can constrict.

Strangle (Ex): A grappling executioner's hood entirely covers its opponent's head with an airtight grip. A creature that is grappled by the hood cannot speak or cast spells with verbal components and must hold its breath (see Suffocation, Pathfinder RPG Core Rulebook 445), unless it doesn't speak or breathe through its head. Any attacks against the hood deal half damage to the hood and the other half to the creature that it's strangling.

Susceptible to Alcohol (Ex): Strong alcohol harms the hood. Every quart poured on it deals 1 point of damage. Four quarts of alcohol incapacitates it and forces it to release a grappled target.

Flamingo

200 XP — CR ½

This strange pink-feathered bird features a long curved beak and exceptionally long stalking legs. In Dungeonland, they are especially plump and awkward.

N Small animal (Space 5x5, Reach 5)

Init +3; **Senses** low-light vision; Perception +0

AC 14, touch 14, FF 10 (+3 Dex, +1 size)

HP 4; HD 1d8

Fort +2 **Ref** +2 **Will** +0

BAB +0; **CMB** -3 **CMD** 7

Speed 20ft., fly 50ft. (average); **SR** 16

Melee Atk bite +3 (1d4)

SQ club shape

Feats Weapon finesse

Skills Fly +4, Perception +0, Stealth +4

Str 6 **Dex** 17 **Con** 11 **Int** 2 **Wis** 10 **Cha** 2

Club Shape (Ex): Flamingos of Dungeonland can be wrangled into the shape of a golf club with a successful opposed Diplomacy or Intimidate check vs. the flamingo's Sense Motive, or with any ranks in handle animal. Otherwise, the flamingo gets unruly and tries to run away from its wielder.

Giant Crocodile

800 XP — CR 3

This massive reptilian beast stalks waterways and waits to snap up unsuspecting victims in its powerful jaws.

N Huge Animal (Space 15x15, Reach 10)

Init +0; **Senses** low-light vision; Perception +8

AC 15, touch 8, FF 15 (+0 Dex, +7 natural, -2 size)

HP 28; HD 3d8+15;

Fort +8 **Ref** +3 **Will** +2;

BAB +2; **CMB** +10 **CMD** 20 (24 vs. trip)

Speed 20ft., swim 30ft., sprint 1/min. 40ft.;

Melee Atk Bite +8 (2d6+8 plus grab) and tail slap +3 (1d12+6)

SA death roll (1d8+6 plus trip)

SQ hold breath, sprint

Feats Skill Focus (Perception, Stealth)

Skills Perception +8, Stealth +8 (+0 out of water), Swim +14

Str 27 **Dex** 10 **Con** 21 **Int** 1 **Wis** 12 **Cha** 2

Death Roll (Ex): When grappling a foe its size or smaller, a crocodile can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The crocodile inflicts its bite damage and knocks the creature prone. If successful, the crocodile maintains its grapple.

Hold Breath (Ex): A crocodile can hold its breath for a number of rounds equal to 4 times its Constitution score.

Sprint (Ex): Once per minute, a crocodile may increase its land speed to 40ft. for 1 round.

Giant Dog

1,600 XP — CR 5

A humungous slobbering great dog, as if a normal domesticated breed had become gigantic, complete with massive fanged teeth and drooling jaws.

N Huge animal (Space 15x15, Reach 15)

Init +0; **Senses** low-light vision, scent; Perception +8

AC 15, touch 8, FF 15 (+8 natural, -2 size)

HP 42; HD 3d8+29

Fort +9 **Ref** +2 **Will** +1;

BAB +1; **CMB** +10 **CMD** 20 (24 vs. trip)

Speed 40ft.; **SR** 16

Melee Atk bite +10 (2d6+21)

Feats Skill Focus (Perception), Run

Skills Acrobatics -2, Perception +8, Survival +1 (+5 scent tracking)

Str 33 **Dex** 10 **Con** 25 **Int** 2 **Wis** 12 **Cha** 6

Giant Frog

400 XP — CR 1

This creature looks like a normal frog, with moist, mottled, blackish-green skin, but grown to truly monstrous size.

Neutral Medium animal (Space 5x5, Reach 5)

Init +1; **Senses** low-light vision, scent; Perception +3

AC 12, touch 11, FF 11 (+1 Dex, +1 natural)

HP 15; HD 2d8+6

Fort +6 **Ref** +6 **Will** -1

BAB +1; **CMB** +3 (+7 grapple) **CMD** 14 (18 vs. trip)

Speed 30ft., swim 30ft.

Melee Atk bite +3 (1d6+2 plus grab) or tongue +3 touch (grab)

SA pull (tongue, 5ft.), swallow whole (1d4 bludgeon, AC 10, 1 hp), tongue

Feats Lightning Reflexes

Skills Acrobatics +9 (+13 jumping), Perception +3, Stealth +5, Swim +10

Str 15 **Dex** 13 **Con** 16 **Int** 1 **Wis** 8 **Cha** 6

Tongue (Ex): A giant frog's tongue is a primary attack with reach equal to three times the frog's normal reach (15ft. for Medium-size). A giant frog's tongue deals no damage on hit, but it can be used to grab. A giant frog doesn't become grappled when using its tongue this way.

Giant Lobster (Monstrous Crayfish)

800 XP — CR 3

This beast resembles a normal red lobster, with strong, pinching claws and eye stalks, but grown to a monstrous size.

N Large Vermin (aquatic) (Space 10x10, Reach 5)

Init +0; **Senses** darkvision 60ft.; Perception +4

AC 15, touch 9, FF 15 (-1 size, +6 natural)

HP 26; **HD** 4d8+8

Fort +6 **Ref** +1 **Will** +1

BAB +3; **CMB** +7 (+11 to grapple) **CMD** 17 (29 vs. trip)

Speed 20ft., swim 40ft.

Immunities all mind-affecting effects **SR** 16

Weaknesses water dependency

Melee Atk 2 claws +5 (1d6+3 plus grab/19-20)

SA constrict (claw) 1d6+3

Feats Improved Critical* (claw)

Skills Perception +4, Stealth +4, Swim +19

Str 16 **Dex** 10 **Con** 14 **Int** — **Wis** 10 **Cha** 2

Water Dependency (Ex): A monstrous crayfish can survive out of the water for 1 hour per 2 points of Constitution. Beyond this limit, a monstrous crayfish runs the risk of suffocation, as if it were drowning.

Giant Owl

800 XP — CR 3

This enormous owl has a silent gracefulness and wisdom about it despite its considerable size.

N Large Magical Beast (Space 10x10, Reach 5)

Init +3; **Senses** superior low-light vision; Perception +13

AC 15, touch 12, FF 12 (+3 Dex, +3 natural, -1 size)

HP 26; **HD** 4d10+4;

Fort +5 **Ref** +7 **Will** +3;

BAB +4; **CMB** +12 **CMD** 25

Speed 10ft., fly 70ft. (average)

Melee Atk 2 claws +7 (1d6+4) and bite +2 (1d8+2)

Feats Alertness, Wingover

Skills Fly +10, Knowledge (nature) +2, Perception +13, Sense Motive +7, Stealth +8

Str 18 **Dex** 17 **Con** 12 **Int** 10 **Wis** 14 **Cha** 10

Superior Low-Light Vision (Ex): A giant owl can see five times as far as a human in dim light.

Wingover: Giant Owls can turn up to 180 degrees in mid-flight without making a Fly check.

Giant Tick

400 XP — CR 1

This normally miniature bloodsucking insect is grown to a dangerous man-eating beast that drains its victims dry.

N Small vermin (Space 5x5, Reach 5)

Init +0; **Senses** darkvision 60ft.; Perception +0

AC 16, touch 11, FF 16 (+5 natural, +1 size)

HP 13; **HD** 2d8+4;

Fort +5 **Ref** +0 **Will** +0;

BAB +1; **CMB** +0 (+8 grapple) **CMD** 10 (22 vs. trip)

Speed 20ft., climb 20ft.; **Immunities** mind-affecting effects

Melee Atk bite +2 (1d4 plus grab, attach, and disease)

SA blood drain (1 Constitution)

Skills Climb +8, Stealth +4

Str 11 **Dex** 10 **Con** 15 **Int** — **Wis** 11 **Cha** 2

Grab (Ex): A giant tick can grab targets of any size, and has a +8 racial bonus to grapple checks.

Attach (Ex): When the giant tick attacks and hits, it is considered grappling, even though the defending creature is not.

Disease (Ex): Red ache: Bite—*injury; save* Fort DC 13; *onset* 1d3 days; *frequency* 1/day; *cure* 2 consecutive saves. Save DC is Constitution-based.

Giant Weasel

400 XP — CR 1

This bestial furry creature is a wild and curious weasel, but grown to a giant and dangerous size.

N Medium Animal (Space 5x5, Reach 5)

Init +4; **Senses** low-light vision, scent; Perception +7

AC 15, touch 14, FF 11 (+4 Dex, +1 natural)

HP 9; **HD** 2d8;

Fort +3 **Ref** +7 **Will** +1;

BAB +1; **CMB** +3 (+7 grapple) **CMD** 17 (21 vs. trip)

Speed 40ft.;

Melee Atk bite +5 (1d6+3 plus grab)

SA blood drain (1d2 Con), grab

SQ compression

Feats Weapon Finesse

Skills Climb +6, Perception +7, Stealth +10, Swim +8

Str 14 **Dex** 19 **Con** 10 **Int** 2 **Wis** 13 **Cha** 11

Blood Drain (Ex): When a Giant Weasel makes a successful grapple with its bite, it deals 1d2 Constitution drain.

Compression (Ex): A Giant Weasel can move into a space large enough for a Tiny creature without squeezing, and can squeeze into a Diminutive space.

Groundskeeper

200 XP — CR ½

This unassuming resident of Courland is dressed in a white uniform, complete with black spades decorating it. He wears a black hat and keeps to himself.

Male human commoner 2

N Medium humanoid (human) (Space 5x5, Reach 5)

Init -1; **Senses** Perception +7

AC 9, touch 9, FF 9 (-1 Dex)

HP 9; **HD** 2d6+2

Fort +1 **Ref** -1 **Will** +0

BAB +1; **CMB** +2 **CMD** 11

Speed 30ft.; **SR** 16

Melee Atk Unarmed strike +2 (1d3+1)

Feats Skill Focus (Perception), Alertness

Skills Climb +6, Diplomacy +1, Perception +7, Sense Motive +2

Languages Common

Str 13 **Dex** 9 **Con** 12 **Int** 10 **Wis** 11 **Cha** 8

Hangman Tree

3,200 XP — CR 7

This sinister tree looms above a field strewn with bones. Numerous leafy vines, their tips looped into nooses, hang from its branches.

Neutral Huge Plant (Space 15x15, Reach 15)

Init +3; **Senses** blindsight 60ft., low-light vision; Perception +6

Aura hallucinatory spores (50ft. radius, DC 19, passive 2d6 minutes)

AC 20, touch 7, FF 20 (-1 Dex, +13 natural, -2 size)

HP 76; HD 8d8+40;

Fort +11 **Ref** +1 **Will** +5;

BAB +6; **CMB** +16 (+20 grapple) **CMD** 25

Speed 10ft.;

Immunities mind-affecting, paralysis, poison, polymorph, sleep **SR** 19

Weaknesses paralyzed by cold, slowed by darkness, vulnerability to electricity

Melee Atk 4 vines +13 (1d6+8 plus grab)

SA constrict (1d6+8), swallow whole (2d6+8 bludgeon, AC 16, hp 7)

SQ plant traits

Feats Improved Initiative, Iron Will, Step Up, Weapon Focus (vines)

Skills Perception +6, Stealth +0 (+16 to hide in forests)

Languages Common

Str 27 Dex 8 Con 20 Int 6 Wis 12 Cha 10

Constrict (Ex): Because it seizes victims by the neck, a creature in the hangman's grasp will not normally be able to speak or cast spells with verbal components.

Hallucinatory Spores (Ex): As a standard action, a hangman tree can release a cloud of spores in a 50ft. radius spread. Creatures in the area must make a DC 19 Will save or be affected as if by a *charm monster* spell for 2d6 minutes. Affected creatures believe the tree to be of some ordinary sort (or to be a treant or other such friendly tree creature). An affected creature becomes passive and refuses to attack the hangman tree during this time. This is a mind-affecting compulsion effect. The save DC is Constitution-based.

An affected creature can attempt a new Will save (DC 19, +1 per previous save) each round. A creature that makes its save can't be affected by that hangman tree's spores for 24 hours.

Paralyzed by Cold (Ex): Cold-based effects paralyze a hangman tree as if by a *hold person* spell.

Slowed by Darkness (Ex): Spells that generate darkness *slow* the hangman's tree for 1 round per caster level.

Vines (Ex): The vines of a hangman tree have 10hp and can be attacked by making a successful sunder attempt. Attacking a hangman tree's vine doesn't provoke an attack of opportunity. If the vine is currently grappling a target, the hangman tree takes a -4 penalty to the opposed attack roll to resist the sunder attempt. Severing a vine deals no damage to a hangman tree.

Hedgehog

50 XP — CR 1/8

This unassuming rodent is covered in sharp spines, but if goaded in a proper setting, it will behave as a croquet ball.

N Diminutive animal (Space 1x1, Reach 0)

Init +3; **Senses** low-light vision; Perception +1

AC 18, touch 17, FF 15 (+3 Dex, +1 natural, +4 size)

HP 2; HD 1d8-2

Fort +0 **Ref** +5 **Will** +1

BAB +0; **CMB** -1 **CMD** 4 (8 vs. trip)

Speed 20ft.; **SR** 16

SQ spiny defense

Feats Athletic

Skills Climb +5, Stealth +19, Swim +5

Str 1 Dex 16 Con 6 Int 2 Wis 12 Cha 7

Spiny Defense (Ex): As a move action, a hedgehog can roll itself up into a spiny ball. While rolled up, it gains a +1 enhancement bonus to its existing natural armor, and any creature attempting to grapple the hedgehog takes 1d3 damage on making a grapple check. While rolled up, a hedgehog cannot take any action other than leaving this state. The hedgehog can leave this state as a move action.

Herald of Courland

200 XP — CR 1/2

Overly dressed in tresses and red leaf, this young nobleman bears a brass horn and behaves with the utmost respect for the nobility and military of Courland.

Male human expert 1

N Medium humanoid (human) (Space 5x5, Reach 5)

Init +0; **Senses** Perception +0

AC 12, touch 10, FF 12 (+2 leather armor)

HP 5; HD 1d8

Fort +0 **Ref** +0 **Will** +2

BAB +0; **CMB** +0 **CMD** 10

Speed 30ft.; **SR** 16

Melee Atk light mace +0 (1d8)

Feats Skill Focus (Diplomacy), Skill Focus (Knowledge [nobility])

Skills Bluff +3, Diplomacy +6, Knowledge (geography) +3, Knowledge (local) +3, Knowledge (nobility) +6, Profession (heraldry) +3, Sense Motive +3

Languages Common

Str 11 Dex 11 Con 11 Int 11 Wis 11 Cha 11

Treasure light mace, leather armor

Jack, Prince of Courland

12,800 XP — CR 11

Devilishly dressed in red ribbons and prince's coats, Jack sports a well-groomed goatee, impressive jewels, and a flashy red cloak with matching hat.

Male human rogue 12

CN Medium humanoid (human) (Space 5x5, Reach 5)

Init +4; **Senses** Perception +14

AC 28, touch 18, FF 23 (+4 Dex + 9 armor + 4 deflect + 1 dodge)

HP 84; HD 12d8+36

Fort +7 **Ref** +12 **Will** +5

BAB +9/+4; **CMB** +11 **CMD** 25

Speed 40ft.; **SD** trap sense +4, improved uncanny dodge, slippery mind; **SR** 16

Melee Atk +3 short sword +16/+11 (1d6+5) or +3 dagger offhand +14 (1d4+5/19-20)

Full Atk +3 short sword and +3 dagger +14/+14/+9 (2d6+10 & 1d4+5/19-20)

Spell-Like Abilities (CL 12th)

1/day — *expeditious retreat*

SA sneak attack +6d6

SQ trapfinding, improved evasion, fast stealth, ledge walker, major magic, run

Feats Deceitful, Deft Hands, Dodge, Iron Will, Improved Two-Weapon Fighting, Run, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +17, Bluff +22, Climb +15, Diplomacy +18, Disable Device +21, Disguise +7, Escape Artist +17, Knowledge (Dungeoneering) +14, Knowledge (local) +17, Perception +14, Sleight of Hand +21, Swim +15, Use Magic Device +18 **ACP** -2

Languages Common, Auran, Draconic

Str 15 Dex 18 Con 16 Int 15 Wis 8 Cha 17

Treasure boots of striding and springing, elven chainmail +5, ring of protection +4, short sword +3, dagger +3

Jack-in-the-Pulpit

3,200 XP — CR 7

This unique plant creature appears to be a tall cone-shaped flower with a leaf hanging over it, flapping as its mouth.

Neutral Medium Plant (Space 5x5, Reach 5)

Init +1; **Senses** low-light vision, Blindsight 30ft.; Perception +8
AC 16, touch 11, FF 15 (+1 Dex, +5 natural)

HP 78; **HD** 12d8+36;

Fort +10 **Ref** +3 **Will** +6;

BAB +9; **CMB** +10 **CMD** 21

Speed 10ft.

Immunities mind-affecting, paralysis, poison, polymorph, sleep; **SR** 16

Melee Atk Slam +10 (1d6)

SA Beguile DC 21

SQ Plant attributes

Feats Alertness, Persuasive, Weapon Finesse

Skills Diplomacy +10, Intimidate +7, Perception +8, Sense Motive +6

Languages Common

Str 10 **Dex** 12 **Con** 14 **Int** 12 **Wis** 14 **Cha** 20

Beguile (Su): As soon as a PC comes within 20ft., it begins a sermon. A PC within range must make a DC 21 Will save or be *fascinated* as they listen. The next round and each round after, a *fascinated* PC must make 2 saves; Success on the first breaks the fascination, but failure on the second changes the PC's alignment to True Neutral.

The King of Courland

25,600 XP — CR 13

A bearded king decorated in red ribbons and ostentacious coats and colors, bearing hearts and a powerful flaming sword. He speaks decisively and appears deceptively weak-willed.

Male human wizard (illusionist) 14

N Medium humanoid (human) (Space 5x5, Reach 5)

Init +8; **Senses** Perception +14

AC 19, touch 15, FF 14 (+4 Dex +4 armor +1 dodge)

HP 84; **HD** 14d6+42

Fort +8 **Ref** +10 **Will** +9

BAB +7/+2; **CMB** +6 **CMD** 20

Speed 30ft.; **SR** 16

Melee Atk *illusory wand* +6/+1 (Will save DC 20 to disbelieve, or take 1d8+2 +1d6 fire)

Spells (CL 14th, melee touch +6, ranged touch +11; +1 illusion spell/day, +1 to illusion DCs)

7th (2/day, DC 21) *limited wish* (x2), *mass invisibility* (DC 22)

6th (3/day, DC 20) *mass suggestion* (x2), *veil* (DC 21)

5th (3/day, DC 19) *feeblemind*, *mirage arcana* (DC 20), *persistent image* (x2, DC 20)

4th (5/day, DC 18) *confusion* (x2), *improved invisibility* (x2, DC 19), *phantasmal killer* (DC 19), *rainbow pattern* (DC 19)

3rd (5/day, DC 17) *hold person* (x2), *major image* (x3, DC 18), *invisibility sphere* (DC 18)

2nd (5/day, DC 16) *blindness*, *blur* (DC 17), *fog cloud*, *glitterdust*, *hypnotic pattern* (DC 17), *see invisibility*

1st (5/day, DC 15) *color spray* (x2, DC 16), *disguise self* (DC 16), *hypnotism* (DC 16), *sleep* (x2)

0-level (4/day, DC 14) *daze*, *ghost sound* (DC 15), *light*, *prestidigitation*

SQ arcane bond (crown), cantrips, arcane schools (illusion; prohibited schools: abjuration & evocation)

Feats Brew Potion, Combat Casting, Dodge, Great Fortitude, Heighten Spell*, Improved Initiative, Lightning Reflexes, Quicken Spell*, Toughness, Scribe Scroll*, Spell Focus (Illusion)

Skills Craft (alchemy) +21, Diplomacy +17, Knowledge (arcana) +21, Knowledge (Dungeoland) +21, Knowledge (local) +21, Perception +14, Spellcraft +21

Languages Common, Draconic, Aquan, Terran

Str 8 **Dex** 18 **Con** 15 **Int** 18 **Wis** 10 **Cha** 13

Treasure bracers of armor +4, cloak of major displacement, wand of major image (23 charges)

Kuo-Toan Attendant

600 XP — CR 2

This creature is a humanoid fish-person, with webbed feet and scaled skin, wide open fishy eyes and flapping mouth, however it is dressed as a well-to-do manse servant, and carries himself as such.

CN Medium monstrous humanoid (aquatic) (Space 5x5, Reach 5)

Init +0; **Senses** keen sight; Perception +11

AC 18, touch 10, FF 18 (+6 natural, +2 shield)

HP 11; **HD** 2d8+2;

Fort +3 **Ref** +3 **Will** +5

BAB +2; **CMB** +3 **CMD** 13

Speed 20ft., swim 50ft.; **SD** electricity resistance 10, adhesive DC 14

Immunities poison & paralysis **SR** 16

Weaknesses light blindness

Melee Atk shortspear +3 (1d6+1) and bite +3 (1d4+1)

SQ amphibious, slippery

Feats Alertness, Great Fortitude

Skills Knowledge (nobility) +4, Escape Artist +8, Perception +11, Stealth +3, Swim +9

Languages Common, Aquan

Str 13 **Dex** 10 **Con** 13 **Int** 13 **Wis** 14 **Cha** 8

Treasure shortspear

Adhesive (Ex): Anyone who makes an unsuccessful melee attack against a kuo-toa must make a DC 14 Reflex save, or the attacker's weapon is stuck to the kuo-toa's shield and yanked from its grasp. Creatures using natural weapons or unarmed strikes are immediately grappled. Applying the adhesive takes 1 hour and 20gp or materials. The adhesive lasts for 3 days or until it sticks to something. Pulling a stuck object requires a DC 20 Strength check.

Keen Sight (Ex): Kuo-toas can see objects that are invisible or ethereal, as long as they are moving.

Light Blindness (Ex): Abrupt exposure to bright light blinds kuo-toas for 1 round. On subsequent rounds, they are dazzled while operating in bright light.

Slippery (Ex): All kuo-toas secrete an oily film that makes them difficult to grapple or snare. Webs, magical or otherwise, don't affect kuo-toas, and they get a +8 racial bonus to Escape Artist checks and a +4 racial bonus to Perception checks.

Llòrac, Marid Genie

6,400 XP — CR 9

This being resembles a powerful giant with hairless blue-green skin, deep blue eyes, flamboyant eyebrows, and pearlescent teeth. N Large outsider (extraplanar, water) (Space 10x10, Reach 10)

Init +8; **Senses** darkvision 60ft.; Perception +17

AC 23, touch 14, FF 18 (+4 Dex, +1 dodge, +9 natural, -1 size)

HP 114; **HD** 12d10+48

Fort +10 **Ref** +12 **Will** +10

BAB +12; **CMB** +19 **CMD** 34

Speed 20ft., swim 60ft.

Melee Atk 2 slams +17 (2d6+6) or mwk trident +18/+13/+8 (2d6+9)

Spell-Like Abilities (CL 12th, mele touch +18 ranged touch +16)

Constant — *detect evil, detect good, detect magic, water walk*

At-Will — *create water, invisibility, plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *purify food and drink* (liquids only), *quench* 5/day — *control water, gaseous form, obscuring mist, water breathing*

3/day — *see invisibility*

1/day — *persistent image* (DC 18)

1/year — grant 1 *wish*

SA *vortex* (1/10 minutes, 10-50ft. tall, 1d8+4 damage, DC 22), water mastery, water's fury

SQ change shape (water elemental, humanoid or giant, *alter self, elemental body III, or giant form I*)

Feats Combat Casting, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative*, Improved Natural Attack, Power Attack

Skills Craft (jewelry) +17, Diplomacy +18, Knowledge (planes) +17, Perception +17, Sense Motive +17, Spellcraft +17, Stealth +15, Swim +29

Languages Aquan, Auran, Common, Ignan, Terran; telepathy 100ft.

Str 23 **Dex** 19 **Con** 18 **Int** 14 **Wis** 15 **Cha** 16

Treasure mwk trident

Water Mastery (Ex): A marid gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the marid is touching the ground, the marid takes a -4 penalty on attack and damage rolls.

Water's Fury (Su): As a standard action, a marid can release a jet of water in a 60-foot line that deals 1d6 points of damage and blinds the target struck for 1d6 rounds. A DC 20 Reflex save reduces the damage by half and negates the blinding effect. The save DC is Constitution-based.

Vortex (Su): A marid can transform into a vortex of swirling, churning water once every 10 minutes. This ability functions identically to the whirlwind ability, save that it can only be used while the marid is underwater; a marid cannot leave a body of water while in vortex form.

The Mad Hatter

3,200 XP — CR 7

This deranged looking man wears a massive patched hat, complete with a card bearing "7 1/8," and a strange noble's coat and dress. His expression is wild and he is rarely seen without a cup of tea in hand.

Male human monk 8

CN Medium humanoid (human) (Space 5x5, Reach 5)

Init +4; **Senses** Perception +13

AC 17, touch 17, FF 12 (+4 Dex +2 monk +1 dodge)

HP 56; **HD** 8d8+24

Fort +9 **Ref** +10 **Will** +8

BAB +6/+1 **CMB** +10 **CMD** 24

Speed 40ft.; **SD** still mind (+2 to saves vs. enchantments)

Immunities diseases **SR** 16

Melee Atk unarmed strike +11/+6 (1d10+2)

Ranged Atk hat toss +11 touch (randomized, see table)

SA Flurry of blows (+7/+7/+2/+2 1d10+2), stunning fist (2/day DC 16, fatigued/sickened 1 min)

SQ AC bonus (+2), evasion, fast movement +20ft., maneuver training, ki pool (6 pts., magic/cold iron/silver; extra flurry, +20 speed, +20 jumps), slow fall 40ft., high jump, purity of body (immune to all diseases), wholeness of body (2 ki: heal 8hp)

Feats Catch Off-Guard, Deflect Arrows, Dodge, Point Blank Shot, Throw Anything, Weapon Finesse, Weapon Focus (unarmed strike)

Skills Acrobatics +15, Bluff +6, Craft (haberdashery) +13, Escape Artist +15, Knowledge (local) +10, Stealth +15, Perception +13

Languages Common

Str 15 **Dex** 19 **Con** 16 **Int** 15 **Wis** 15 **Cha** 7

Treasure *Hat of holding* (bag of holding type IV), *hat of disguise*, deck of many things, platinum ewer (4,000gp)

The March Hare

4,800 XP — CR 8

This human-shaped creature bears a rabbit's face and head, though he wears a somewhat unkempt noble's outfit. He speaks rather droll and is rarely seen without a cup of tea in hand.

Male human monk 9

CN Medium humanoid (partially *altered*) (Space 5x5, Reach 5)

Init +3; **Senses** Perception +14

AC 16, touch 16, FF 12 (+3 Dex +1 dodge +2 monk)

HP 63; **HD** 9d8+27

Fort +9 **Ref** +9 **Will** +8

BAB +6/+1; **CMB** +11 **CMD** 24

Speed 60ft.; **SD** Still mind (+2 to saves vs enchantments), slow fall 40ft.

Immunities disease **SR** 16

Atk unarmed strike +10/+5 (1d10+2)

SA Flurry of blows (+7/+7/+2/+2 1d10+2), stunning fist (2/day DC 16; fatigued/sickened 1 min)

SQ Improved evasion, fast movement +30ft., maneuver training, ki pool (6 pts., magic/cold iron/silver; extra flurry, +20ft. speed, +20 jumps), high jump, wholeness of body (2 ki pts. - 9hp)

Feats Combat Expertise, Combat Reflexes, Dodge, Mobility, Nimble Moves, Spring Attack, Weapon Finesse, Weapon Focus (unarmed strike), Whirlwind Attack

Skills Acrobatics +15, Climb +14, Perception +14, Stealth +15, Sense Motive +14, Swim +14

Languages Common

Str 15 **Dex** 17 **Con** 16 **Int** 12 **Wis** 15 **Cha** 5

Marble Griffon

2,400 XP — CR 6

An impressive marble-colored beast with the body of a lion, the head and forelegs of a great eagle, and a massive pair of feathered wings. One could be forgiven for mistaking it for a statue.

N Large magical beast (Space 10x10, Reach 5)

Init +6; **Senses** darkvision 60ft., low-light vision, scent; Perception +16

AC 25, touch 15, FF 19 (+6 Dex, +10 natural, -1 size)

HP 62; **HD** 5d10+35

Fort +11 **Ref** +10 **Will** +8

BAB +5; **CMB** +13 **CMD** 29 (33 vs. trip)

Speed 30ft., fly 80ft. (average); **SR** 16

Melee Atk bite +12 (1d6+7), 2 talons +11 (1d6+7)

SA pounce, rake (2 claws +7, 1d4+3)

SQ freeze (DC 23)

Feats Iron Will, Skill Focus (Perception), Weapon Focus (bite)

Skills Acrobatics +14, Fly +10, Perception +16

Languages Common

Str 24 **Dex** 23 **Con** 24 **Int** 13 **Wis** 21 **Cha** 16

Freeze (Ex): The white griffon of Dungeonland can hold itself so still it appears to be a statue. When the griffon uses freeze, it takes 20 on its Stealth check to hide in plain sight as a stone statue.

The Mock (Dragon) Turtle

6,400 XP — CR 9

An impressive creature, appearing as a mixture of a giant turtle and a bull: With a huge turtle body and forelegs, and the tail, hind legs, and head of a monstrous bovine.

N Huge dragon (aquatic) (Space 15x15, Reach 10)

Init +4; **Senses** low-light vision, darkvision 60ft.; Perception +16

AC 23, touch 8, FF 23 (+15 natural, -2 size)

HP 126; **HD** 12d12+48

Fort +12 **Ref** +8 **Will** +9

BAB +12; **CMB** +22 **CMD** 32 (36 vs. trip)

Speed 20ft. [can't swim; normally 30ft.]

Immunities fire, sleep, paralysis **SR** 16

Melee Atk gore +18 (3d6+8), 2 hooves +18 (2d6+8)

SA breath weapon, capsizing, [original breath weapon]

SQ partially polymorphed

Feats Awesome Blow, Blind-Fight, Cleave, Improved Bull Rush, Improved Initiative, Power Attack

Skills Diplomacy +16, Intimidate +16, Perception +16, Sense

Motive +16, Stealth +7 (+15 in water), Survival +16, [Swim +31]

Languages Aquan, Common, Draconic

Str 27 **Dex** 10 **Con** 19 **Int** 12 **Wis** 13 **Cha** 12

Breath Weapon (Ex): The mock dragon turtle can use its breath weapon once every 1d4+1 rounds to create a 60-foot cone of green gas. Those caught in the area of the gas can attempt a DC 18 Fortitude save to resist the effects, but those who fail the save are immediately petrified. This petrification is temporary—each round, a petrified creature can attempt a new DC 18 Fortitude save to recover from the petrification as long as it is not caught within the area of effect of the gorgon's breath weapon a second time while petrified. A creature exposed to the mock dragon turtle's breath a second time while already petrified becomes permanently petrified, and can no longer attempt to make additional Fortitude saves to recover naturally. The save DC is Constitution-based.

Capsizing (Ex): A dragon turtle can attempt to capsizing a boat or ship by ramming it as a charge attack and making a CMB check. The DC of this check is 25, or the result of the boat captain's Profession (sailor) check, whichever is higher. For each size category larger than the dragon turtle's size, it takes a cumulative -10 penalty on this CMB check.

Partially Polymorphed (Su): The Mock Dragon Turtle has been partially turned into a gorgon by a *baleful polymorph* (CL 20th). As a result, it can't enter sea water, can't swim, and its breath weapon was replaced with a gorgon's.

Original Breath Weapon (Ex): When not polymorphed, the mock dragon turtle's breath weapon is a cloud of steam 20 feet high, 25 feet wide, and 50 feet long, once every 1d4 rounds, damage 12d6 fire, Reflex DC 20 half; effective both on the surface and underwater. The save DC is Constitution-based.

Pat & Gill, Giant Porcupines

600 XP — CR 2

Two rather unassuming human-sized humanoid porcupines creatures, complete with shaded hats and extremely sharp quills sticking from their backs.

Neutral Medium Animal (Space 5x5, Reach 5)

Init +1; **Senses** low-light vision; Perception +6

AC 13, touch 11, FF 12 (+1 Dex, +2 natural)

HP 22; **HD** 3d8+9

Fort +6 **Ref** +6 **Will** +2

BAB +2; **CMB** +3 **CMD** 16 (20 vs. trip)

Speed 40ft.; **SD** quills **SR** 16

Melee Atk tail slap +5 (2d6+3 plus 1d3 quills)

Feats Agile Maneuvers, Lightning Reflexes

Skills Climb +7, Perception +6

Languages Common

Str 17 **Dex** 13 **Con** 16 **Int** 8 **Wis** 13 **Cha** 9

Quills (Ex): Any creature attacking a giant porcupine with light or one-handed melee weapons, natural weapons, or an unarmed strike takes 1d3 piercing damage. A creature that grapples a giant porcupine takes 2d4 piercing damage each round it does so.

The Queen of Courland

19,200 XP — CR 12

An impressively decorated woman, dressed to the hilt in royal red coats and a jeweled dress, the Queen of Courland bears a semi-permanent scowl and wields a heart-shaped scepter.

Female human cleric 13

CN Medium humanoid (human) (Space 5x5, Reach 5)

Init +8; **Senses** Perception +4

AC 21, touch 11, FF 20 (+1 Dex, +10 armor)

HP 143; **HD** 13d8+91

Fort +11 **Ref** +8 **Will** +12

BAB +9/+4; **CMB** +9 **CMD** 23

Speed 20ft. (plate mail); **SR** 16

Melee Atk +2 heavy mace +14/+9 (1d8+4)

Spells (CL 13th, melee touch +11, ranged touch +14; +1 domain spell/day)

7th (1/day, DC 21) *repulsion, word of chaos*

6th (2/day, DC 20) *animate objects, blade barrier, greater dispel magic*

5th (3/day, DC 19) *greater command, flame strike, slay living, true seeing*

4th (5/day, DC 18) *cure serious wounds (x2), dismissal, divination, neutralize poison (x2)*

3rd (5/day, DC 17) *bestow curse (x2), dispel magic (x2), magic circle against law, prayer*

2nd (5/day, DC 16) *detect thoughts, hold person (x4), resist fire*

1st (5/day, DC 15) *command (x3), comprehend languages, cure light wounds (x2),*

0-level (DC 14) *bleed, detect magic, guidance, stabilize*

SA vital strike +14 (2d8+8), touch of chaos 7/day

SQ orisons, channel positive energy 5d6 (6/day, DC 19), domains (Chaos, Knowledge), chaos blade 2/day, lore keeper (32), remote viewing (13 rnds/day)

Feats Brew Potion, Combat Casting, Forge Wand, Improved Initiative, Scribe Scroll, Toughness, Weapon Focus (heavy mace), Vital Strike

Skills Intimidate +10, Knowledge (arcana) +16, Knowledge (religion) +9, Perception +4, Spellcraft +16; **ACP** -5

Languages Common

Str 14 Dex 18 Con 16 Int 10 Wis 18 Cha 17

Treasure heavy mace +3, full plate +2, 2 potions of cure serious wounds

Scullyribs, Kuo-Toan Major Domo

1,600 XP — CR 3

The head of the guard at the Duchess's Manse, Scullyribs carries himself as a loyal armored soldier, unafraid of a fight, despite being an amphibious fish-person.

Male kuo-toa fighter 3

CN Medium monstrous humanoid (aquatic) (Space 5x5, Reach 5)

Init +5; **Senses** keen sight; Perception +9

AC 20, touch 11, FF 19 (+1 Dex +3 armor +6 natural)

HP 38; **HD** 3d10+2d8+15;

Fort +3 **Ref** +4 **Will** +4;

BAB +5; **CMB** +7 **CMD** 18

Speed 20ft., swim 50ft.; **SD** electricity resistance 10, adhesive DC 14

Immunities poison & paralysis **SR** 16

Weaknesses light blindness

Melee Atk heavy mace +8 (1d8+2)

SQ amphibious, slippery, bravery +1, armor training 1

Feats Dodge, Great Fortitude, Improved Initiative, Toughness, Weapon Focus (heavy mace)

Skills Climb +7, Escape Artist +9, Intimidate +5, Perception +9, Swim +8,

Languages Common, Aquan

Str 14 Dex 12 Con 14 Int 10 Wis 14 Cha 8

Treasure heavy mace, studded leather armor

Smilodon Cat

4,800 XP — CR 8

This massive cat looks like a normal domestic cat, but it bears tremendous sharp fangs in its snarling smiling mouth. It speaks cleverly and bears a unique purple striped coat and a strange bobtail

CN Large animal (Space 10x10, Reach 5)

Init +6; **Senses** low-light vision, scent; Perception +12

AC 17, touch 11, FF 15 (+2 Dex, +6 natural, -1 size)

HP 105; **HD** 14d8+42

Fort +12 **Ref** +11 **Will** +5

BAB +10; **CMB** +19 (+23 grapple) **CMD** 31 (35 vs. trip)

Speed 40ft.; **SR** 16

Melee Atk 2 claws +18 (2d4+8 plus grab), bite +18 (2d6+8/19-20 plus grab)

SA pounce, rake (2 claws +18, 2d4+8)

SQ Etherealness, selective invisibility, dimension door

Feats Improved Critical (bite), Improved Initiative, Run, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (bite, claw)

Skills Acrobatics +6, Perception +12, Stealth +15 (+23 in tall grass), Swim +13

Languages Common

Str 27 Dex 15 Con 17 Int 12 Wis 12 Cha 12

Treasure 20 Cheshire whiskers (*dimension door*; CL 14th, once only each)

Snapdragon

1,600 XP — CR 5

This fiercely protective plant snaps with its long and multicolored petal mouth.

Neutral Medium Plant (Space 5x5, Reach 5)

Init +2; **Senses** low-light vision, Blindsight 30ft.; Perception +2

AC 13, touch 12, FF 11 (+2 Dex, +1 natural)

HP 48; **HD** 8d8+16;

Fort +0 **Ref** +0 **Will** +0;

BAB +4; **CMB** +4 **CMD** 15

Speed 30ft.

Immunities mind-affecting, paralysis, poison, polymorph, sleep; **SR** 16

Melee Atk Bite +9/+4 (1d6+3)

SQ Plant attributes

Feats Toughness

Skills Perception +2

Str 20 Dex 12 Con 16 Int — Wis 8 Cha 2

Virnig, Smoking Behir

4,800 XP — CR 8

Virnig, despite actually being a dangerous electricity-breathing reptilian beast travelling on many legs, carries himself as a latent and placid giant caterpillar creature, until the last utmost moment.
Neutral Huge Magical Beast (Space 15x15, Reach 10)

Init +1; **Senses** darkvision 60ft., low-light vision; Perception +8
AC 21, touch 9, FF 20 (+1 Dex, +12 natural, -2 size)

HP 105; **HD** 10d10+50;

Fort +12 **Ref** +8 **Will** +5;

BAB +10; **CMB** +18 (+22 grapple) **CMD** 29 (can't be tripped)

Speed 40ft., climb 20ft.

Immunities electricity

Melee Atk bite +15 (2d6+9 plus grab)

SLA At will—*alter self* (permanent unless dismissed)

SA breath weapon (20ft. line, 7d6 electricity, Reflex DC 20 half, usable every 1d4 rounds), constrict (2d6+9), rake (6 claws +14, 1d4+6), swallow whole (2d8+9 bludgeon, AC 16, 10hp)

Feats Alertness, Cleave, Great Cleave, Power Attack, Weapon Focus (bite)

Skills Climb +14, Perception +8, Stealth +5

Languages Common

Str 23 Dex 12 Con 21 Int 7 Wis 14 Cha 12

MIRRORLAND BESTIARY

Agitha, Night Hag Ghost

19,200 XP — CR 12

A spine-tingling visage of lament and terror, lurking in the corner of a magical house's attic.

NE Medium undead (incorporeal) (Space 5x5, Reach 5)

Init +6; **Senses** darkvision 60ft.; Perception +26

AC 23, touch 23, FF 17 (+6 Dex, +7 deflection)

HP 74; **HD** 8d8+42

Fort +16 **Ref** +10 **Will** +13

BAB +8; **CMB** +8 **CMD** 24 (can't trip or be tripped, can't grapple or be grappled)

Speed fly 30ft. (perfect); **SD** incorporeal, undead traits

DR 10/cold iron and magic; **Immunities** undead traits, incorporeal traits, charm, cold, fear, fire, sleep; **SR** 24

Spell-Like Abilities (CL 8th, melee touch +8 ranged touch +14)

Constant—*detect chaos, detect evil, detect good, detect law, detect magic*

At will—*deep slumber* (DC 18), *invisibility, magic missile* (4), *ray of enfeeblement* (DC 16)

SA dream haunting, corrupting touch (DC 21), corrupting gaze (DC 21), frightful moan (DC 21), malevolence (DC 21)

SQ change shape (any humanoid, *alter self*), rejuvenation

Feats Alertness, Combat Casting, Deceitful, Mounted Combat

Skills Bluff +18, Diplomacy +13, Disguise +18, Intimidate +16, Knowledge (arcana) +14, Knowledge (planes) +17, Perception +26, Ride +17, Sense Motive +18, Spellcraft +17, Stealth +14

Languages Abyssal, Celestial, Common, Infernal

Str — Dex 23 Con — Int 22 Wis 20 Cha 25

Dream Haunting (Su): A night hag can visit the dreams of chaotic or evil targets by using a special periapt known as a heartstone to become ethereal, then hovering over the creature. Once it does so, it rides on the victim's back until dawn. The sleeper suffers tormenting dreams and takes 1 point of Constitution drain upon awakening. Only another ethereal being can stop these nocturnal intrusions by confronting and defeating the night hag.

Corrupting Gaze (Su): The ghost is disfigured through age or violence, and has a gaze attack with a range of 30 feet that causes 2d10 damage and 1d4 Charisma damage (Fortitude save negates Charisma damage but not physical damage).

Corrupting Touch (Su): All ghosts gain this incorporeal touch attack. By passing part of its incorporeal body through a foe's body as a standard action, the ghost inflicts a number of d6s equal to its CR in damage. This damage is not negative energy—it manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A Fortitude save halves the damage inflicted.

Frightful Moan (Su): The ghost died in the throes of crippling terror. It can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Malevolence (Su): The ghost's jealousy of the living is particularly potent. Once per round, the ghost can merge its body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10th or the ghost's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the ghost must be adjacent to the target. The target can resist the attack with a successful Will save. A creature that successfully saves is immune to that same ghost's malevolence for 24 hours.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: the "destroyed" spirit restores itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. The only way to permanently destroy a ghost is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means for this specific ghost is known only to Murlynd (DM's discretion).

Bandersnatch

102,400 XP — CR 17

This six-limbed beast stalks forward with a fluid grace. Barbed quills run along its back, and its eyes glow with a blue light.
N Gargantuan magical beast (Space 20x20, Reach 15 [20 w/tail slap])

Init +11; **Senses** blindsense 120ft., darkvision 120ft., low-light vision, scent; Perception +26
AC 33, touch 13, FF 26 (+7 Dex, +20 natural, -4 size)
HP 310; **HD** 23d10+184; fast healing 10
Fort +21 **Ref** +20 **Will** +11
BAB +23; **CMB** +40 (+44 grapple) **CMD** 57 (65 vs. trip)
Speed 60ft., climb 20ft.; **SD** quick recovery, quill defense
Immunities fear, paralysis, poison, *sleep*
Melee Atk bite +32 (2d8+13 plus grab), 2 claws +32 (2d6+13/19-20), tail slap +27 (2d8+19/x3 plus pain)
Ranged Atk 4 quills +26 (1d10+13/19-20)
SA bounding charge, brutal tail, gaze, lash out, pounce, rake (4 claws, +32, 2d6+13/19-20), rend (2 claws, 2d6+19)
SQ planar acclimation, relentless tracker
Feats Bleeding Critical, Combat Reflexes, Critical Focus, Critical Mastery, Exhausting Critical, Improved Critical (claws, quills), Improved Initiative, Improved Iron Will, Iron Will, Skill Focus (Stealth), Tiring Critical
Skills Acrobatics +19 (+31 when jumping), Climb +21, Perception +26, Stealth +18 (+26 forests), Survival +3 (+23 tracking)
Str 36 **Dex** 25 **Con** 27 **Int** 2 **Wis** 15 **Cha** 18

Bounding Charge (Ex): A Bandersnatch can move through difficult terrain when it charges.

Brutal Tail (Ex): The quills and barbs on a lesser bandersnatch's tail cause triple damage on a critical hit from its tail slap. A Bandersnatch adds 1-1/2 times its strength bonus on attack rolls when using its tail slap.

Gaze (Su): Confused, range 30 feet, Fortitude DC 29 negates. A Bandersnatch can direct its gaze attack against a single foe as a swift action. This is a mind-affecting compulsion effect. The save DC is Constitution-based.

Lash Out (Ex): As a swift action, a Bandersnatch can make a single attack with a bite, claw, or tail slap. A Bandersnatch cannot lash out on the same round it charges.

Pain (Ex): Whenever a creature takes damage from a Bandersnatch's tail slap attack, quills, or quill defense, that creature must make a DC 28 Reflex save or a quill lodges in its flesh, causing the creature to become sickened until the quill is removed.

Removing one quill requires a DC 20 Heal check made as a full-round action. For every 5 by which the check exceeds the DC, one additional quill can be removed. On a failed check, a quill is still removed, but the process deals 1d8 points of damage to the victim. The save DC is Dexterity-based.

Planar Acclimation (Ex): A Bandersnatch is always considered to be on its home plane, regardless of what plane it finds itself upon. It never gains the extraplanar subtype.

Quill Defense (Ex): Any creature that strikes a Bandersnatch with a non-reach melee weapon, unarmed strike, or natural weapon takes 1d10 points of piercing damage from the lesser bandersnatch's quills and suffers from the lesser bandersnatch's pain attack.

Relentless Tracker (Ex): A Bandersnatch can move at up to double its speed and still track without penalty. It gains a +10 competence bonus on Survival checks made to track creatures it has wounded.

Bandersnatch (Lesser)

25,600 XP — CR 13

This six-limbed beast stalks forward with a fluid grace. Barbed quills run along its back, and its eyes glow with a blue light.
N Huge magical beast (Space 15x15, Reach 10 [15 w/tail slap])

Init +11; **Senses** blindsense 120ft., darkvision 120ft., low-light vision, scent; Perception +23

AC 29, touch 13, FF 24 (+5 Dex, +16 natural, -2 size)

HP 180; **HD** 19d10+76; fast healing 10

Fort +15 **Ref** +16 **Will** +9

BAB +19; **CMB** +28 (+32 grapple) **CMD** 43 (51 vs. trip)

Speed 60ft., climb 20ft.; **SD** quill defense

Immunities fear, paralysis, poison, *sleep*

Melee Atk bite +24 (2d6+7 plus grab), 2 claws +24 (1d8+7/19-20), tail slap +19 (2d6+10/x3 plus pain)

Ranged Atk 4 quills +20 (1d8+7/19-20)

SA bounding charge, brutal tail, gaze, lash out, pounce, rake (4 claws, +26, 1d8+7/19-20), rend (2 claws, 1d8+10)

SQ planar acclimation, relentless tracker

Feats Bleeding Critical, Combat Reflexes, Critical Focus, Improved Critical (claws, quills), Improved Initiative, Improved Iron Will, Iron Will, Skill Focus (Stealth), Tiring Critical

Skills Acrobatics +17 (+29 when jumping), Climb +15, Perception +26, Stealth +4 (+12 forests), Survival +2 (+22 tracking)

Str 24 **Dex** 20 **Con** 19 **Int** 2 **Wis** 13 **Cha** 16

Gaze (Su): As normal, but Fortitude DC 23 negates.

Pain (Ex): As normal, but a DC 24 Reflex save or a quill lodges in its victim's flesh.

Quill Defense (Ex): As normal, but the quills deal 1d8 damage.

Barbed Devil

12,800 XP — CR 11

From the tip of its lashing tail to the serrated features of its fang-filled visage, this fiery-eyed sentinel bristles with barbs.

LE Medium outsider (devil, evil, extraplanar, lawful) (Space 5x5, Reach 5)

Init +6; **Senses** darkvision 60ft., see in darkness; Perception +21

AC 26, touch 16, FF 20 (+6 Dex, +10 natural)

HP 138; **HD** 12d10+72

Fort +14 **Ref** +14 **Will** +8

BAB +12; **CMB** +18 (+22 grapple) **CMD** 34

Speed 30ft.; **SD** barbed defense

DR 10/good; **Immunities** fire, poison **SR** 22

Melee Atk 2 claws +18 (2d8+6/19-20 plus fear and grab)

Spell-Like Abilities (CL 12th)

At will—*hold person* (DC 17), *major image* (DC 17), *produce flame*, *pyrotechnics* (DC 16), *scorching ray* (2 rays only)

1/day—*order's wrath* (DC 18), *unholy blight* (DC 18)

SA fear, impale 3d8+9

Feats Alertness, Cleave, Combat Reflexes, Improved Critical (claws), Iron Will, Power Attack

Skills Acrobatics +15, Diplomacy +13, Intimidate +19, Knowledge (planes) +16, Perception +21, Sense Motive +21, Spellcraft +12, Stealth +13, Survival +14

Languages Celestial, Common, Draconic, Infernal

Str 23 **Dex** 23 **Con** 22 **Int** 12 **Wis** 15 **Cha** 18

Barbed Defense (Su): A creature that strikes a hamatula with a melee weapon, an unarmed strike, or a natural weapon takes 1d8+6 points of piercing damage from the devil's barbs. Melee weapons with reach do not endanger a user in this way.

Fear (Su): A barbed devil's fear attack affects any creature it damages with its claws. A DC 20 Will save resists this effect, otherwise the victim becomes frightened for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

Grab (Ex): A barbed devil can use its grab attack against a foe up to Medium size.

Impale (Ex): A barbed devil deals 3d8+9 points of piercing damage to a grabbed opponent with a successful grapple check.

The “Carpenter”

38,400 XP — CR 14

This unassuming fellow is dressed in a large leather carpenter's apron, complete with a few tools poking out. He is lean and balding, but looks friendly enough.

Male human rogue 15

NE Medium humanoid (human) (Space 5x5, Reach 5)

Init +8; **Senses** trap sense +5; Perception +23

AC 19, touch 15, FF 14 (+4 Dex, +1 dodge, +4 armor)

HP 75; **HD** 15d8+15;

Fort +8 **Ref** +13 (+18 vs. traps) **Will** +8

BAB +11/+6; **CMB** +13 **CMD** 27

Speed 30ft.; **SD** improved evasion, improved uncanny dodge

SR 16

Melee Atk shortsword +16/+11 (1d6+2/19-20)

Full Melee Atk shortsword & dagger +14/+9/+4 (1d6+2/19-20 & 1d4+2/19-20)

Spell-like Abilities (CL 15th)

2/day—*charm person* (DC 13)

SA sneak attack +8d6, opportunist

SQ Trapfinding, fast stealth, slippery mind, opportunist, stand up

Feats Alertness, Dodge, Endurance, Great Fortitude, Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Two-Weapon Fighting, Weapon Finesse*, Weapon Focus (shortsword)

Skills Acrobatics +22, Appraise +15, Bluff +19, Climb +20, Craft (carpentry) +15, Diplomacy +19, Disable Device +10, Knowledge (local) +20, Perception +23 (+28 vs. traps), Profession (carpenter) +9, Sense Motive +18, Sleight of Hand +22, Stealth +22, Swim +25, Use Magic Device +9

Languages Aquan, Common, Undercommon

Str 14 **Dex** 18 **Con** 13 **Int** 14 **Wis** 12 **Cha** 13

Treasure bracers of armor +4, leather armor (apron), *ring of swimming*

Centaur, “Knight”

800 XP — CR 3

This creature has the upper body of a fully armored knight, but the lower body of a sleek warhorse. His plumage and covering is of a brilliant red/white. He wields a massive lance of the same color.

N Large monstrous humanoid (Space 10x10, Reach 5)

Init +6; **Senses** darkvision 60ft.; Perception +7

AC 20, touch 11, FF 18 (+6 armor, +2 Dex, +1 natural, +2 shield, -1 size)

HP 30; **HD** 4d10+8

Fort +3 **Ref** +6 **Will** +6

BAB +4; **CMB** +7 **CMD** 19 (23 vs. trip)

Speed 50ft.; 35ft. in armor

SR 16

Melee Atk mwk lance +6 (1d8+2/x3)

Melee Atk mwk longsword +6 (1d8+2/19-20), 2 hooves +0 (1d6+1)

SQ Lancing Charge, undersized weapons

Feats Improved Initiative, Run, Quick Draw

Skills Diplomacy +5, Intimidate +6, Knowledge (nature) +4, Perception +7, Survival +9

Languages Common, Elven, Sylvan

Str 15 **Dex** 14 **Con** 15 **Int** 11 **Wis** 14 **Cha** 12

Treasure breastplate, heavy steel shield, longsword, lance, jeweled amulet of pearl/ruby worth 250gp

Lancing Charge (Ex): The Knight can wield a lance one handed, even though it is not technically mounted.

Undersized Weapons (Ex): Despite being Large-sized, the Centaur's upper half is the same size as a Medium humanoid's, so it uses Medium-size weapons.

Dire Ape

800 XP — CR 3

Sharp teeth fill this large, feral ape's mouth, and its long, muscular arms stretch to the ground, ending in wickedly curved claws.

N Large animal (Space 10x10, Reach 10)

Init +2; **Senses** low-light vision, scent; Perception +8

AC 15, touch 11, FF 13 (+2 Dex, +4 natural, -1 size)

HP 30; **HD** 4d8+12

Fort +7 **Ref** +6 **Will** +4

BAB +3; **CMB** +8 **CMD** 20

Speed 30ft., climb 30ft

SR 16

Melee Atk bite +6 (1d6+4), 2 claws +6 (1d4+4)

SA rend (2 claws, 1d4+6)

Feats Iron Will, Skill Focus (Perception)

Skills Acrobatics +6, Climb +16, Perception +8, Stealth +2

Str 19 **Dex** 15 **Con** 16 **Int** 2 **Wis** 12 **Cha** 7

Rend (Ex): If the ape hits with both of its claws, it latches on and deals an additional 1d4+6 damage.

Dire Wolverine

1,200 XP — CR 4

This terrible wolverine is as large as a bear, its jaws and claws oversized and brutal, its eyes dark and filled with rage.

N Large animal (Space 10x10, Reach 5)

Init +7; **Senses** low-light vision, scent; Perception +12

AC 16, touch 12, FF 13 (+3 Dex, +4 natural, -1 size)

HP 42; **HD** 5d8+20

Fort +7 **Ref** +7 **Will** +2

BAB +3; **CMB** +8 **CMD** 21 (25 vs. trip)

Speed 30ft., climb 10ft.

SR 16

Melee Atk 2 claws +6 (1d8+4), bite +6 (1d6+4)

SA rage

Feats Improved Initiative, Skill Focus (Perception), Toughness

Skills Climb +12, Perception +12

Str 19 **Dex** 17 **Con** 17 **Int** 2 **Wis** 12 **Cha** 10

Rage (Ex): A dire wolverine that takes damage in combat flies into a rage on its next turn, madly clawing and biting until either it or its opponent is dead. It gains +4 to Strength (+2 to damage, CMB, CMD, and Climb, as well as other Strength-based skills), +4 to Constitution (+10 hit points, +2 to Fort saves), and -2 to AC. The creature cannot end its rage voluntarily.

Dr. D.R. Murlynd, F.K.O., M.L.G.T.S.A.

102,400 XP — CR 17

This rather older man is dressed in a strange brimmed hat, linen pants and matching vest, and a red ascot about his neck. A long brown coat hangs over his shoulders.

Male human wizard 18

NG Medium humanoid (human) (Space 5x5, Reach 5)

Init +4; **Senses** Perception +17

AC 24, touch 20, FF 19 (+4 Dex, +4 armor, +5 deflect, +1 dodge)

HP 108; **HD** 18d6+54

Fort +9 **Ref** +10 **Will** +12

BAB +9/+4; **CMB** +10 **CMD** 24

Speed 30ft.

Melee Atk *staff of power* +10 (1d6+1 bludgeoning)

Ranged Atk .38 derringer +13 (1d10 piercing)

Spells (CL 18th, melee touch +10 ranged touch +13)

9th (3/day, DC 23) *gate, prismatic sphere, wish*

8th (3/day, DC 22) *extended forcecage, form of the dragon III, polar ray*

7th (4/day, DC 21) *delayed blast fireball, ethereal jaunt, plane shift, greater teleport*

6th (4/day, DC 20) *chain lightning, disintegrate, greater dispel magic, mage's lucubration*

5th (4/day, DC 19) *baleful polymorph, break enchantment, hold monster, teleport*

4th (5/day, DC 18) *dimension door, dimensional anchor, fire shield, stoneskin*

3rd (5/day, DC 17) *dispel magic, fireball, hold person, lightning bolt, protection from energy*

2nd (5/day, DC 16) *hideous laughter, mirror image, scorching ray* x2, *web*

1st (5/day, DC 15) *feather fall, magic missile* x2, *ray of enfeeblement, shield*

0-level (unlimited/day, DC 14) *detect magic, light, mage hand, prestidigitation*

SQ arcane bond (*staff of power*), hand of the apprentice (7/day), metamagic mastery (6/day), cantrips

Feats Brew Potion, Combat Casting, Craft Rod, Craft Staff, Craft Wondrous Item, Craft Wand, Dodge, Enlarge Spell, Extend Spell, Forge Ring, Iron Will, Mobility, Scribe Scroll, Spell Mastery

Skills Appraise +8, Craft (alchemy) +25, Diplomacy +10, Knowledge (arcana) +25, Knowledge (Dungeoneering) +25, Knowledge (engineering) +10, Knowledge (dungeoneering) +10, Knowledge (geography) +10, Knowledge (history) +10, Knowledge (local) +10, Knowledge (nature) +10, Knowledge (nobility) +10, Knowledge (religion) +10, Knowledge (planes) +10, Linguistics +16, Perception +17, Spellcraft +25

Languages Abyssal, Celestial, Common, Draconic, Dwarven, Elven, Giant, Orc, Terran

Str 13 **Dex** 18 **Con** 16 **Int** 18 **Wis** 8 **Cha** 15

Treasure bracers of armor +4, ring of protection +5, Boots of *Fharlangn* (see appendix), ring of invisibility, *staff of power* (full charges), .38 caliber derringer w/24 bullets.

Eblis Servant

800 XP — CR 3

This strange humanoid stork-humanoid is dressed in a simple black and white servant's uniform, hopping about and manipulating things with large wings and their dexterous beaks.

NE Medium magical beast (Space 5x5, Reach 5)

Init +3; **Senses** darkvision 60ft., low-light vision; Perception +6

AC 18, touch 14, FF 14 (+3 Dex, +1 dodge, +4 natural)

HP 26; **HD** 4d10+4

Fort +5 **Ref** +9 **Will** +2

BAB +4; **CMB** +5 **CMD** 19

Speed 30ft., fly 30ft. (average)

Resist fire 5 **SR** 16

Melee Atk beak +5 (1d6+1)

Spell-Like Abilities (2d4 of the following; see below) (CL 4th)

1/day — *blur* (DC 13), *disguise self, fog cloud, ghost sound* (DC 11), *hypnotic pattern* (DC 13), *hypnotism* (DC 12), *scare* (DC 13), *whispering wind*

Feats Dodge, Lightning Reflexes, Mobility

Skills Acrobatics +8, Diplomacy +3, Fly +8, Intimidate +3,

Perception +6, Stealth +8

Languages Common, Eblis

Str 12 **Dex** 16 **Con** 13 **Int** 12 **Wis** 12 **Cha** 12

Spell-Like Abilities (Sp): Each eblis flock has one individual capable of using arcane magic. A spellcasting eblis has 2d4 spells, each spell usable once per day. Each spell is caster level 4th and has a save DC of 11 + the level of the spell. Eblis spells require no material or verbal components; only somatic, which consists of dancing and vocalizations. The save DCs are Charisma-based. Choose or randomly determine (using the table below) the eblis's spells.

d8 roll	Spell-Like Ability
1	<i>ghost sound</i>
2	<i>disguise self</i>
3	<i>hypnotism</i>
4	<i>scare</i>
5	<i>fog cloud</i>
6	<i>blur</i>
7	<i>hypnotic pattern</i>
8	<i>whispering wind</i>

Feast Hall “Queens” (Night Hag)

6,400 XP — CR 9

Two highly attractive, regally adorned women stand together. One is arrayed in robes of rose red, with coppery-red tresses and a coronet of red gold upon her head. The other is dressed in flowing robes of pearly white, with platinum blonde hair and a crown of white gold atop her head. They are smiling and speak eloquently.
NE Medium outsider (evil, extraplanar) (Space 5x5, Reach 5)

Init +4; **Senses** darkvision 60ft.; Perception +16
AC 27, touch 16, FF 23 (+4 Dex, +11 natural, +2 deflect)

HP 92; **HD** 8d10+48

Fort +14 **Ref** +8 **Will** +11

BAB +8; **CMB** +13 **CMD** 27

Speed 30ft.

DR 10/cold iron and magic; **Immunities** charm, cold, fear, fire, sleep **SR** 24

Melee Atk 2 claws +13 (1d4+5), bite +13 (2d6+5 plus disease)

Spell-Like Abilities (CL 8th)

Constant—*detect chaos, detect evil, detect good, detect law, detect magic*

At will—*deep slumber* (DC 16), *invisibility, magic missile, ray of enfeeblement*

At will (with heartstone)—*etherealness, soul bind*

SA dream haunting

SQ change shape (any humanoid, *alter self*), heartstone

Feats Alertness, Combat Casting, Deceitful, Mounted Combat

Skills Bluff +16, Diplomacy +11, Disguise +16, Intimidate +14, Knowledge (arcana) +12, Knowledge (planes) +15, Perception +16, Ride +15, Sense Motive +16, Spellcraft +15

Languages Abyssal, Celestial, Common, Infernal

Str 21 **Dex** 19 **Con** 22 **Int** 18 **Wis** 16 **Cha** 17

Treasure heartstone, *hat of disguise, amulet of proof against detection and location, ring of protection +2*

Disease (Su): Demon Fever: Bite—*injury; save* Fort DC 20; *onset immediate frequency 1/day; effect* 1d6 Con damage (target must save a 2nd time or 1 point of damage is drain instead); *cure* 2 consecutive saves. The save DC is Constitution-based.

Dream Haunting (Su): A night hag can visit the dreams of chaotic or evil targets by using a special periaxt known as a heartstone to become ethereal, then hovering over the creature. Once it does so, it rides on the victim's back until dawn. The sleeper suffers tormenting dreams and takes 1 point of Constitution drain upon awakening. Only another ethereal being can stop these nocturnal intrusions by confronting and defeating the night hag.

Heartstone (Su): All night hags carry a heartstone—a special gemstone worth at least 1,800 gp that is worn as a periaxt. A heartstone's magic is fueled by the hag's spirit and proximity—once separated from its owner (or upon the hag's death), a heartstone retains its magic for only 24 hours before becoming a nonmagical gem again. The heartstone instantly cures any disease contracted by the holder. In addition, a heartstone provides a +2 resistance bonus on all saving throws (this bonus is included in the statistics block above). A night hag that loses this charm can no longer use etherealness or soul bind until it finds a replacement gemstone.

Frost Giant [Shadow Conjured]

6,400 [400] XP — CR 9 [1]

This giant looks like a thick, muscular human. It has frost-white skin and long, light blue hair that it wears braided.

CN Large humanoid (cold, giant) (Space 10x10, Reach 10)

Init -1; **Senses** low-light vision; Perception +10 [+2]

AC 21 [4], touch 8 [1], FF 21 [4] (+4 armor, -1 Dex, +9 natural, -1 size)

HP 133 [26]; **HD** 14d8+70

66

Fort +14 [+2] **Ref** +3 [+0] **Will** +6 [+1]

BAB +10 [+2]; **CMB** +20 [+4] **CMD** 29 [5]

Speed 40ft.; **SD** rock catching

Immunities cold

Weaknesses vulnerability to fire, DC 20 Will save to disbelieve (20% efficacy)

Melee Atk greataxe +18/+13 [+3/+2] (3d6+13 [3d6+2]) or 2 slams +18 [+3] (1d8+9 [1d8+1])

SA rock throwing (120ft.)

Feats Cleave, Great Cleave, Improved Overrun, Improved Sunder, Martial Weapon Proficiency (greataxe), Power Attack, Skill Focus (Ride)

Skills Climb +13 [+2], Craft (armor) +7 [+1], Intimidate +7 [+1], Perception +10 [+2], Ride +11, Stealth +3 (in snow)

Languages Common, Giant

Str 29 **Dex** 9 **Con** 20 **Int** 10 **Wis** 14 **Cha** 11

Generator Elemental

1,600 XP — CR 5

This creature looks like a dark storm cloud, with sparks suggesting eyes and long sweeping arms charged with bolts of lightning.

N Large outsider (air, elemental, extraplanar) (Space 10x10, Reach 10)

Init +10; **Senses** darkvision 60ft.; Perception +11

AC 18, touch 16, FF 11 (+6 Dex, +1 dodge, +2 natural, -1 size)

HP 60; **HD** 8d10+16

Fort +8 **Ref** +12 **Will** +2

BAB +8; **CMB** +12 **CMD** 29

Speed fly 100ft. (perfect); **SD** elemental traits

DR 5/—; **Immunities** bleed, electricity, paralysis, poison, *sleep*, critical hits, flanking, sneak attack

Melee Atk 2 slams +13 (1d8+3 plus 1d6 electricity)

SA metal mastery, spark leap

Feats Dodge, Flyby Attack, Improved Initiative, Mobility, Weapon Finesse

Skills Acrobatics +17, Escape Artist +17, Fly +12, Knowledge (planes) +9, Perception +11

Languages Auran

Str 16 **Dex** 23 **Con** 14 **Int** 6 **Wis** 11 **Cha** 11

Metal Mastery (Ex): A lightning elemental gets a +3 bonus to attack rolls if its opponent is wearing metal armor, is wielding a metal weapon, or is made of metal.

Spark Leap (Ex): A lightning elemental gains a +10 bonus to bull rush, disarm, overrun, and trip attacks when it charges a creature against whom its metal mastery ability applies.

Giant Ant, Worker

400 XP — CR 1

A thin, six-legged ant the size of a pony stands at the ready, its mandibles chittering softly.

N Medium vermin (Space 5x5, Reach 5)

Init +0; **Senses** darkvision 60ft., scent; Perception +5

AC 15, touch 10, FF 15 (+5 natural)

HP 18; **HD** 2d8+9

Fort +6 **Ref** +0 **Will** +1

BAB +1; **CMB** +3 (+7 grapple) **CMD** 13 (21 vs. trip)

Speed 50ft., climb 20ft.

Immunities mind-affecting **SR** 16

Melee Atk bite +3 (1d6+2)

Feats Toughness

Skills Climb +10, Perception +5, Survival +5

Str 14 **Dex** 10 **Con** 17 **Int** — **Wis** 13 **Cha** 11

Giant Bumblebee

600 XP — CR 2

These bulky and aggressive giant bees have similar yellow and black markings to their less aggressive cousins, but they have a particular deadly venom.

N Medium vermin (Space 5x5, Reach 5)
Init +4; **Senses** darkvision 60ft.; Perception +3
AC 17, touch 14, FF 13 (+4 Dex, +3 natural)
HP 22; **HD** 3d8+9
Fort +6 **Ref** +5 **Will** +4
BAB +2; **CMB** +4 **CMD** 18 (26 vs. trip)
Speed 20ft., fly 60ft. (good)
Immunities mind-affecting **SR** 16
Weaknesses vulnerable to smoke
Melee Atk sting +4 (1d4+3 plus poison)
Skills Fly +8

Str 15 **Dex** 18 **Con** 17 **Int** — **Wis** 16 **Cha** 13

Poison (Ex): Sting — injury; save Fort DC 14; frequency 1/round for 4 rounds; effect 1d2 Con; cure 1 save.

Vulnerable to Smoke (Ex): Smoke from particularly smoky fires or effects (such as those created by a *pyrotechnics* spell) causes a giant bee to become nauseated if it fails a DC 14 Fortitude save. This condition persists as long as the giant bumblebee remains in the smoke, plus 1d4 rounds.

Giant Clam

600 XP — CR 2

This undersea invertebrate is much larger than its normal cousin, capable of swallowing a man in a single snap.

N Large vermin (Space 10x10, Reach 5)
Init -5; **Senses** blindsight 30ft.; Perception +0
AC 14, touch 4, FF 14 (-5 Dex, +10 natural, -1 size)
HP 26; **HD** 4d8+8
Fort +6 **Ref** -4 **Will** +1
BAB +3; **CMB** +9 **CMD** 14
Speed 5ft.; **SD** camouflage (Perception DC 20)
Immunities mind-affecting effects **SR** 16

SA acid (1d2/rnd), engulf (Reflex DC 17)

Str 20 **Dex** 1 **Con** 15 **Int** — **Wis** 10 **Cha** 9

Treasure 1 in 4 have a pearl worth 1,000gp

Acid (Ex): A giant clam has a slow-acting acid that it uses to break down organic matter trapped in its interior. An engulfed creature takes 1d2 acid damage each round.

Engulf (Ex): As a standard action, a giant clam can attempt to pull a creature up to one size smaller than itself (Medium or smaller usually) within its reach into its interior. An opponent can make an attack of opportunity against it, but if it does so, it's not entitled to a DC 17 Reflex saving throw to avoid being pulled in. An engulfed creature is considered grappled and trapped within the clam. The save DC is Strength-based. A giant clam can be forced open by making an opposed Strength check against the clam's Strength check. Otherwise, it opens on its own in 1d4 hours (dealing 12d100 acid damage per hour to the victim).

Camouflage (Ex): The rough shell of a giant clam is usually draped with barnacles, anemones, and bits of coral, which help it to blend in with its environment. Creatures must succeed on a DC 20 Perception check to notice a giant clam. Anyone with ranks in Survival or Knowledge (any water- or sea-related skill) can use one of those skills instead of Perception to notice the giant clam.

Giant Crab

600 XP — CR 2

This lumbering hard-shelled crab stands as tall as a dwarf, its massive pincers waving menacingly.

N Medium vermin (aquatic) (Space 5x5, Reach 5)
Init +1; **Senses** darkvision 60ft.; Perception +4
AC 16, touch 11, FF 15 (+1 Dex, +5 natural)
HP 19; **HD** 3d8+6
Fort +5 **Ref** +2 **Will** +1
BAB +2; **CMB** +4 (+8 grapple) **CMD** 15 (27 vs. trip)
Speed 30ft., swim 20ft.
Immunities mind-affecting **SR** 16
Melee Atk 2 claws +4 (1d4+2 plus grab)
SA constrict (1d4+2)
SQ water dependency
Skills Perception +4, Swim +10

Str 15 **Dex** 13 **Con** 14 **Int** — **Wis** 10 **Cha** 2

Water Dependency (Ex): Giant crabs can survive out of the water for 1 hour per point of Constitution. Beyond this limit, a giant crab runs the risk of suffocation, as if it were drowning.

Giant Dragonfly

1,200 XP — CR 4

This glittering blue dragonfly is about the size of a horse and is large enough to carry off small farm animals or people.

N Medium vermin (Space 5x5, Reach 5)
Init +2; **Senses** darkvision 60ft.; Perception +1
AC 17, touch 12, FF 15 (+2 Dex, +5 natural)
HP 45; **HD** 7d8+14
Fort +7 **Ref** +4 **Will** +3
BAB +5; **CMB** +9 (+13 grapple, or +17 grapple on a charge) **CMD** 21 (29 vs. trip)
Speed 20ft., fly 80ft. (perfect)
Immunities mind-affecting effects **SR** 16
Melee Atk bite +9 (2d8+6 plus grab)
SA darting charge
Feats Flyby Attack*
Skills Fly +10

Str 19 **Dex** 15 **Con** 14 **Int** — **Wis** 12 **Cha** 9

Darting Charge (Ex): A giant dragonfly gains Flyby Attack as a bonus feat. In addition, if a giant dragonfly charges while flying, it receives a +4 bonus on CMB checks made to grapple foes.

Humpty Dumpty

19,200 XP — CR 12

This strange creature appears to be a man-sized white egg with arms and legs, complete with a hairless face present on the front of the egg's shell.

CN Large aberration (Space 10x10, Reach 5)

Init +6; Senses darkvision 60ft.; Perception +7

AC 13, touch 11, FF 11 (+2 Dex, +2 natural, -1 size)

HP 50; **HD** 12d8

Fort +4 Ref +6 Will +7

BAB +9; CMB +8 CMD 20

Speed 20ft.

SR 16

Weaknesses Shatter vulnerability

Spell-Like Abilities (CL 12th, concentration +14)

At will—*ventriloquism* (DC 13), *ghost sound* (DC 13), *symbol of discord* (DC 18, etched on his palm)

Feats Alertness, Dodge, Improved Initiative, Skill Focus (Bluff)

Skills Acrobatics +10, Bluff +11, Climb +6, Intimidate +9,

Perception +7, Sense Motive +5

Languages Common, Gnome, Sylvan

Str 8 Dex 15 Con 11 Int 15 Wis 7 Cha 15

Treasure Nine eggs (see below)

Shatter Vulnerability (Ex): If Humpty Dumpty takes bludgeoning or falling damage, he must make a Fortitude save (DC 10 + damage taken) or shatter into pieces. If shattered, he is immediately reduced to 0 hp and the eggs inside of him will spill out.

Iron Golem Knight

25,600 XP — CR 13

This giant humanoid warrior is decorated in steel armor, riding atop an iron armored steed. It either bears the livery of Whitfield, with white sigils and silver leaf, or red banners complete with copper and gold leaf. Its face remains hidden behind a knight's full faceguard.

N Large construct (Space 10x10, Reach 10)

Init -1; Senses darkvision 60ft., low-light vision; Perception +0

AC 28, touch 8, FF 28 (-1 Dex, +20 natural, -1 size)

HP 129; **HD** 18d10+30

Fort +6 Ref +5 Will +6

BAB +18; CMB +30 CMD 39

Speed 20ft.

DR 15/adamantine; Immunities construct traits, magic

Melee Atk iron greatclub +28 (1d10+11) or 2 slams +28 (2d10+16/19-20)

SA breath weapon (1/rnd for 4 rnds, 1d4 Con dmg, 10ft gas cube, Fort DC 19, 2 saves), powerful blows

Languages Common

Str 32 Dex 9 Con — Int — Wis 11 Cha 8

Treasure large iron greatclub

Breath Weapon (Su): As a free action once every 1d4+1 rounds, an iron golem can exhale a 10-foot cube of poisonous gas. This gas cloud persists for 1 round; any creature within the area when the golem creates it (as well as any creature that passes through the cloud during the remainder of that round) is exposed to the cloud's poisonous effects. This poison is magically created each time the golem uses this power. *Breath Weapon*—inhaled; *save* Fort 19; *frequency* 1/round for 4 rounds; *effect* 1d4 Constitution damage; *cure* 2 saves.

Immunity to Magic (Ex): An iron golem is immune to spells or spell-like abilities that allow spell resistance. Certain spells and effects function differently against it, as noted below.

- A magical attack that deals electricity damage *slows* an iron golem for 3 rounds with no save.

- A magical attack that deals fire damage breaks any *slow* effect and heals 1 point for every 3 fire damage it would otherwise deal. If it would heal above the golem's full hit points, it gains any excess as temporary hit points. An iron golem gets no save against fire effects.
- An iron golem is affected normally by any rust attacks, such as a rust monster's or *rusting grasp*.

Powerful Blows (Ex): An iron golem inflicts one and a half times its Strength modifier and threatens a critical hit with a 19-20 with its slam attacks.

Iron Steed

800 XP — CR 2

This armor-plated golem horse moves with the speed and countenance of a knight's warhorse.

N Huge construct (Space 15x15, Reach 10)

Init +4; Senses darkvision 60ft., low-light vision; Perception +8

AC 12, touch 10, FF 10 (+2 Dex, +2 natural, -2 size)

HP 40; **HD** 2d10+30

Fort +3 Ref +4 Will +3

BAB +2; CMB +9 CMD 23 (27 vs. trip)

Speed 50ft.

DR 5/adamantine; Immunities construct traits, magic

Melee Atk 2 hooves +6 (1d4+7/19-20)

SA powerful blows

Feats Endurance, Run*

Skills Perception +8, Stealth -4

Str 20 Dex 18 Con — Int — Wis 17 Cha 11

Immunity to Magic (Ex): The iron steed's magic immunity functions just like an iron golem's.

Powerful Blows (Ex): An iron golem steed inflicts one and a half times its Strength modifier and threatens a critical hit with a 19-20 with its hoof attacks.

The Jabberwocky

51,200 XP — CR 15

This dragon has a long neck and terrible claws. The beast shrieks and babbles, thrashing its tail and wings in a violent manner.
CE Huge dragon (air, fire) (Space 15x15, Reach 15)

Init +1; **Senses** blindsight 120ft., darkvision 120ft., low-light vision, scent, *true seeing*, Perception +24; **Aura** frightful presence (60ft., DC 25, 5d6 rounds)

AC 31, touch 10, FF 29 (+1 Dex, +1 dodge, +21 natural, -2 size)

HP 250; **HD** 19d12+133; fast healing 10

Fort +20 **Ref** +18 **Will** +22

BAB +19; **CMB** +28 (+32 grapple) **CMD** 29

Speed 40ft., fly 80ft. (poor)

DR 10/*vorpal*; **Immunities** fire, magic sleep, paralysis **SR** 25

Weaknesses fear of *vorpal* weapons, vulnerable to cold

Melee Atk bite +28 (3d8+9/19-20/x3), 2 claws +28 (2d6+9 plus grab), tail slap +23 (2d8+14), 2 wings +23 (1d8+3)

SA burble (DC 20), burn (1d6, DC 20), eye rays (60ft.)

SQ planar acclimation

Feats Awesome Blow, Critical Focus, Dodge, Flyby Attack, Improved Bull Rush, Mobility, Power Attack, Spring Attack, Vital Strike

Skills Acrobatics +17 (+21 jump), Escape Artist +17, Fly +12, Intimidate +23, Perception +24

Languages Aklo, Common, Draconic, Sylvan

Str 29 **Dex** 12 **Con** 25 **Int** 8 **Wis** 21 **Cha** 18

Burble (Su): This Jabberwocky can burble once every 1d4 rounds as a standard action. This blast of strange noises and shouted nonsense in the various languages known to the Jabberwocky (and invariably some languages it doesn't know) affects all creatures within a 60ft.-radius spread—these creatures must make a DC 20 Will save or become confused for 1d4 rounds. This Jabberwocky cannot use its burble attack in another way.

Damage Reduction (Ex): A Jabberwocky's damage reduction can be bypassed only by weapons that possess the *vorpal* weapon enchantment.

Eye Rays (Su): The Jabberwocky can project beams of fire from its eyes as a ranged touch attack as a standard action, with a range increment of 60ft. It projects two beams, and can target different creatures with these beams if it wishes as long as both targets are within 30ft. of each other. A creature that takes damage from an eye beam suffers burn.

Fear of Vorpal Weapons (Ex): The Jabberwocky knows that a *vorpal* weapon can kill it swiftly. As soon as it takes damage from a *vorpal* weapon, the Jabberwocky becomes shaken for 1 round. If it is hit by a critical hit from a *vorpal* weapon, whether or not the critical hit is confirmed, the Jabberwocky is staggered for 1 round.

Frightful Presence (Ex): When the Jabberwocky attacks or charges, foes with less than 19 HD within 60ft. must make a DC 20 Will save. Creatures who fail the save become shaken for 5d6 rounds; if the creatures have 4 or less HD, they are panicked instead.

Creatures who make the save are immune to the Jabberwocky's frightful presence for 24 hours.

Planar Acclimation (Ex): The Jabberwocky is always considered to be on its home plane, regardless of what plane it finds itself upon. It never gains the extraplanar subtype.

Joint of Roast Meat Mimic

1,200 XP — CR 4

This unassuming creature is completely disguised as a large serving of roast beast, ready to transform into a waiting mouth to attack unsuspecting enemies.

N Small aberration (shapechanger) (Space 5x5, Reach 5)

Init +5; **Senses** darkvision 60ft.; Perception +14

AC 17, touch 12, FF 16 (+1 Dex, +5 natural, +1 size)

HP 52; **HD** 7d8+21

Fort +5 **Ref** +5 **Will** +6

BAB +5; **CMB** +8 **CMD** 19 (can't be tripped)

Speed 10ft.

Immunities acid

Melee Atk slam +10 (1d6+6 plus adhesive)

SA constrict (slam, 1d6+6)

SQ mimic object

Feats Improved Initiative, Lightning Reflexes, Skill Focus (Perception), Weapon Focus (slam)

Skills Climb +14, Disguise +10 (+30 when mimicking an object), Knowledge (dungeoneering) +10, Perception +14

Languages Common

Str 19 **Dex** 12 **Con** 17 **Int** 10 **Wis** 13 **Cha** 10

Adhesive (Ex): A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first. A weapon that strikes an adhesive-coated mimic is stuck fast unless the wielder succeeds on a DC 17 Reflex save. A successful DC 17 Strength check is needed to pry off a stuck weapon. Strong alcohol or universal solvent dissolves the adhesive, but the mimic can still grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies. The save DC is Strength-based.

Mimic Object (Ex): A mimic can assume the general shape of any Medium object, such as a massive chest, a stout bed, or a door. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. A mimic gains a +20 racial bonus on Disguise checks when imitating an object in this manner. Disguise is always a class skill for a mimic.

The Jubjub Bird

19,200 XP — CR 12

This huge birdlike beast resembles a giant macaw, although its tail is like that of a parrot. Its hooked beak is also very large and sharp.

N Huge magical beast (Space 15x15, Reach 15 (20 with bite))

Init +5; **Senses** darkvision 60ft., low-light vision, scent; Perception +24

AC 29, touch 14, FF 23 (+5 Dex, +1 dodge, +15 natural, -2 size)

HP 110; **HD** 20d10; fast healing 10

Fort +13 **Ref** +17 **Will** +11

BAB +20; **CMB** +26 (+31 grapple) **CMD** 45

Speed 50ft., fly 20ft. (poor); **SD** adaptive defense

Immunities acid **SR** 26

Melee Atk bite +24 (3d6+9/19-20/x3 plus grab), 2 talons +24

(1d8+13)

Spell-Like Ability (CL 12th)

Every other round—*command* (DC 19)

SA shriek, swallow whole (3d6+19 bludgeoning plus 2d6 acid damage, AC 20, 23 hp)

SQ feign death, planar acclimation

Feats Blind-Fight, Cleave, Combat Reflexes, Dodge, Improved Critical (bite), Iron Will, Mobility, Power Attack, Run, Spring Attack

Skills Acrobatics +14 (+22 when jumping), Fly +7, Perception +24;

Languages Common; telepathy with birds

Str 17 **Dex** 21 **Con** 12 **Int** 3 **Wis** 16 **Cha** 13

Treasure Red bag with *ring of invisibility*, *net of snaring*, and two silk cushions worth 500gp each.

Adaptive Defense (Su): When first encountered, the jubjub bird has no energy resistance. When damaged by cold, electricity, fire, or sonic damage, it gains resistance 30 against that energy type until the end of its next turn. If an attack causes more than one type of energy damage, the jubjub bird gains resistance 30 to all of the energy types dealt.

Feign Death (Ex): As an immediate action, the jubjub bird can fall over and pretend to be dead, even slowing its heart rate and physical processes. A DC 30 Perception check or a DC 20 Heal check can see past this deception. The jubjub bird can feign death for 20 rounds.

Planar Acclimation (Ex): A jubjub bird is always considered to be on its home plane, regardless of what plane it finds itself. It never gains the extraplanar subtype.

Shriek (Ex): Once every 1d6 rounds as a standard action, a jubjub bird can voice a piercing screech. All creatures (other than jubjub birds) within a 60ft. radius spread must make a DC 20 Fortitude save or be stunned for 1d4 rounds. This is a sonic effect. The save DC is Constitution-based.

King of Whitfield

25,600 XP — CR 13

This older fellow is dressed in impressive bleached white full plate, with a massive sword at his side. Upon his furrowed brow is a gleaming crown.

Male human fighter 14

CN Medium humanoid (human) (Space 5x5, Reach 5)

Init +8; **Senses** Perception +13

AC 25, touch 15, FF 20 (+4 Dex, +10 armor, +1 dodge)

HP 140; **HD** 14d10+70

Fort +13 **Ref** +8 **Will** +8; +4 vs. fear

BAB +14/+9/+4; **CMB** +19 **CMD** 33

Speed 30ft.

SR 16

Melee Atk +2 greatsword +21/+16/+11 (2d6+14/17-20)

SA Let the Drums Begin

Feats Alertness, Cleave*, Combat Reflexes, Dodge, Improved Critical (Greatsword)*, Improved Initiative, Iron Will, Power Attack*, Greater Weapon Focus (Greatsword)*, Greater Weapon Specialization (Greatsword)*, Mobility, Tiring Critical*, Toughness, Vital Strike, Weapon Focus (Greatsword)*, Weapon Specialization (Greatsword)*

Skills Acrobatics +10, Climb +10, Diplomacy +6, Handle Animal +19, Knowledge (Dungeoneering) +11, Perception +13, Ride +15, Swim +15; **ACP** -3

Languages Common, Sylvan

Str 21 **Dex** 18 **Con** 18 **Int** 13 **Wis** 14 **Cha** 15

Treasure greatsword +2, full plate +2, crown of platinum, white enamel, pearls, and diamonds (value: 35,000gp; 25,000gp for the gems alone).

Let the Drums Begin (Su): If the king 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 3 rounds. On the fifth round, he and his allies will be *teleported* to the next encounter (**area 11M or 11K**), while hostiles will be affected as if hearing *drums of panic* (all affected must make a DC 16 Will save or be affected by *fear* effect, CL 14th). On the sixth and seventh rounds, the save DC increases by +1 and then +2. The noise ceases on the eighth round.

King's Messenger

4,800 XP — CR 8

This wry gnome figure is clean shaven and dressed in a white and black tunic, complete with a grey hat. He bears a sneering smirk and a suspicious glint in his eye.

Male gnome Illusionist 7/Rogue 2

CN Small humanoid (gnome) (Space 5x5, Reach 5)

Init +3; **Senses** low-light vision; Perception +15

AC 22, touch 17, FF 17 (+4 Dex, +5 armor, +1 size, +1 dodge, +1 deflect; +4 vs. giants)

HP 60; **HD** 7d6+2d8+27

Fort +5 **Ref** +9 **Will** +6 (+2 vs. illusions)

BAB +4; **CMB** +3 **CMD** 17

Speed 20ft.; **SD** defensive training (giants), illusion resistance

SR 16

Melee Atk mwk short sword +9 (1d4/19-20)

Spells Known (CL 7th, concentration +11)

4th—greater invisibility (DC 20), rainbow pattern (DC 20), shadow conjugation (DC 20)

3rd—displacement (DC 19), major image (DC 19), phantom steed (60ft., 70lb.), suggestion (DC 19)

2nd—alter self, fog cloud, mirror image (DC 18), see invisibility, spider climb

1st—color spray x3 (DC 17), disguise self, feather fall, shield

0—detect magic, ghost sound, mage hand, read magic, resistance

Spell-Like Abilities (CL 9th, concentration +11)

1/day—dancing lights, ghost sound (DC 12), prestidigitation (DC 12), speak with animals

SA sneak attack (+1d6), blinding ray (HD 8 or less blinded, otherwise dazzled for 1 round)

SQ gnome magic, hatred (reptilian, goblinoid), trapfinding, evasion, fast stealth, arcane bond (signet ring), extended illusions (+3 rounds), cantrips

Feats Dodge, Scribe Scroll, Skill Focus (Sense Motive), Spell Focus (Illusion), Spell Mastery, Weapon Finesse

Skills Acrobatics +13, Bluff +14, Craft (alchemy) +10, Diplomacy +9,

Knowledge (arcana) +13, Knowledge (Dungeoland) +13,

Perception +15, Sense Motive +11, Sleight of Hand +13, Spellcraft +13, Stealth +18 **ACP** -2

Languages Common, Draconic, Dwarven, Elven, Giant, Gnome, Sylvan

Str 10 **Dex** 18 **Con** 16 **Int** 18 **Wis** 12 **Cha** 14

Treasure elven chainmail, *ring of protection* +1, mwk short sword

Lamia Matriarch

4,800 XP — CR 8

Beyond her disguise of a sheep-humanoid, this creature looks like a beautiful human woman from the waist up, but below is the body and tail of an immense snake.

CE Large monstrous humanoid (shapechanger) (Space 10x10, Reach 5)

Init +4; **Senses** darkvision 60ft., low-light vision; Perception +3

AC 21, touch 13, FF 17 (+4 Dex, +8 natural, -1 size)

HP 102; **HD** 12d10+36

Fort +7 **Ref** +12 **Will** +11

BAB +12; **CMB** +18 **CMD** 32 (can't be tripped)

Speed 40ft., climb 40ft.

Immunities mind-affecting effects; **SR** 19

Melee Atk +1 scimitars +14/+14/+9/+9/+4 (1d6+5/15-20 plus 1 Wisdom drain on first hit each round) or touch +16 (1d4 Wisdom drain)

Spell-Like Abilities (CL 12th, concentration +17)

At will—charm monster (DC 19), ventriloquism (DC 16)

3/day—deep slumber (DC 18), dream, major image (DC 18), mirror image, suggestion (DC 18)

Spells Known (CL 6th; concentration +11)

3rd (4/day, DC 18)—haste

2nd (6/day, DC 17)—death knell, invisibility

1st (8/day, DC 16)—burning hands, mage armor, magic missile, shocking grasp

0 (at will, DC 15)—dancing lights, daze, detect magic, ghost sound, mage hand, mending, prestidigitation

SA wisdom drain

SQ change shape (fixed Medium humanoid form, alter self), undersized weapons

Feats Double Slice, Extend Spell, Improved Critical (scimitar), Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Focus (scimitar)

Skills Acrobatics +8 (+12 jump), Bluff +21, Climb +13, Diplomacy +11, Disguise +11, Intimidate +20, Knowledge (Dungeoland) +15, Knowledge (arcana) +15, Spellcraft +15, Swim +13, Use Magic Device +21

Languages Abyssal, Common, Draconic

Str 20 **Dex** 19 **Con** 17 **Int** 16 **Wis** 16 **Cha** 21

Treasure Necklace and armband, both set with gems, both worth 5,500gp (each has three gems worth 1,000gp, and three gems worth 500gp; without it, the articles are still each worth 1,000gp). Bracelet with three blue star quartz gems, worth 100gp. *Note:* Each star quartz gem has a *nondetectable wish* spell within it, and can only be activated if its owner actually makes a wish. (Actual value: 99,950gp), two scimitars +1.

Spells: A lamia matriarch casts spells as a 6th-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a lamia matriarch.

Wisdom Drain (Su): A lamia matriarch drains 1d4 points of Wisdom each time she hits with her melee touch attack. The first time each round that she strikes a foe with a melee weapon, she also drains 1 point of Wisdom. A DC 21 Will save negates the Wisdom drain. Unlike with other kinds of ability drain attacks, a lamia matriarch does not heal damage when she uses her Wisdom drain*. The save DC is Charisma-based.

Lamia, "Queen"

2,400 XP — CR 6

This creature's upper torso is that of a comely woman with cat's eyes and sharp fangs, while her lower body is that of a lion. She wears a cloak of red/white and bears a gold/silver crown.

CE Large monstrous humanoid (Space 10x10, Reach 5)

Init +3; **Senses** darkvision 60ft., low-light vision; Perception +15
AC 20, touch 13, FF 16 (+3 Dex, +1 dodge, +7 natural, -1 size)

HP 67; **HD** 9d10+18

Fort +7 **Ref** +9 **Will** +11

BAB +9; **CMB** +14 **CMD** 28 (32 vs. trip)

Speed 60ft.

SR 16

Melee Atk +1 dagger +14/+8 (1d4+4/19-20), 2 claws +7 (1d4+2)

Melee Atk touch +7 (1d4 Wisdom drain)

Spells (CL 9th, melee touch +13 ranged touch +12)

At will—*disguise self, ventriloquism*

3/day—*charm monster* (DC 15), *major image* (DC 14),

mirror image, suggestion (DC 14)

1/day—*deep slumber* (DC 14)

SA Wisdom drain

SQ undersized weapons

Feats Dodge, Great Fortitude, Iron Will, Mobility, Spring Attack

Skills Bluff +9, Diplomacy +4, Disguise +6, Intimidate +10, Knowledge (religion) +4, Perception +15, Stealth +15, Survival +12

Languages Abyssal, Common

Str 18 **Dex** 16 **Con** 14 **Int** 13 **Wis** 17 **Cha** 13

Treasure dagger +1, cloak of protection +3, gold & ruby/silver & pearl circlet worth 500gp

Wisdom Drain (Su): A lamia drains 1d4 Wisdom each time it hits with a melee touch attack. However, she does not heal any damage from this drain.

Undersized Weapons (Ex): Although a lamia is Large, its upper torso is the same size as a Medium humanoid. As a result, lamias wield weapons for creatures one size category smaller.

Larva

200 XP — CR ½

This man-sized insect creature is a wriggling white fly larva with a sucking slimy mouth.

NE Medium-size outsider (evil) (Space 5x5, Reach 5)

Init +0; **Senses** darkvision 60ft.; Perception +1

AC 13, touch 10, FF 13 (+3 natural)

HP 4; **HD** 1d8+1

Fort +1 **Ref** +0 **Will** -2

BAB +1; **CMB** +2 **CMD** 12 (15 vs. trip)

Speed 10ft.

SR 16

Weaknesses outsider (evil) traits

Melee Atk bite +1 (1d4+1 plus 1 bleed and disease)

Skills Perception +1

Languages Common

Str 12 **Dex** 10 **Con** 12 **Int** 4 **Wis** 6 **Cha** 2

*Disease (Ex): Larva Rot: Bite—*injury*; *save* Fortitude DC 11; *Onset**

1 minute; *Frequency* 1/day; *Effect* 1d6 Con damage and 1d6 Cha damage; *Cure* one save. The save DC is Constitution-based.

Mirrorland Magic Flower

30 XP — CR 1/10

This magical talking flower stands over 10ft. tall, bearing jeweled petals and eyes. It speaks with a harsh, antagonizing tone, but has little means of defending itself.

N Medium plant (Space 5x5, Reach 0)

Init -2; **Senses** low-light vision; Perception +0

AC 16, touch 16, FF 18 (-2 Dex, +8 natural)

HP 5; **HD** 1d8

Fort +2 **Ref** -2 **Will** +0

BAB +0; **CMB** -4 **CMD** 4

Speed N/A; SD plant traits

Immunities mind-affecting, paralysis, poison, polymorph, sleep, stun **SR** 16

Feats Deceitful

Skills Disguise +5, Intimidate +7

Languages Common

Str 2 **Dex** 6 **Con** 10 **Int** 10 **Wis** 10 **Cha** 16

Treasure 4d4 "petals" worth 100cp/sp/gp/pp each (varies), 2 gemstone eyes worth 1,000gp each

Ogre Mage, "Bishop"

4,800 XP — CR 8

Clad in beautiful armor and flowing red/white garb, this giant roars with sharpened tusks, a pointed hat sitting on its murderous face.

LE Large outsider (giant, native, oni, shapechanger) (Space 10x10, Reach 10)

Init +7; **Senses** darkvision 60ft., low-light vision; Perception +13

AC 21, touch 12, FF 18 (+4 armor, +3 Dex, +5 natural, -1 size)

HP 92; **HD** 8d10+48

Fort +12 **Ref** +5 **Will** +10

BAB +8; **CMB** +16 **CMD** 29

Speed 40ft., fly 60ft. (good)

SD regeneration 5 (fire or acid) **SR** 19

Melee Atk greatsword +14/+9 (3d6+10)

Ranged Atk composite longbow +10 (2d6+7)

Spell-Like Abilities (CL 9th, melee touch +14 ranged touch +10)

Constant—*fly*

At will—*darkness, invisibility*

1/day—*charm monster* (DC 17), *cone of cold* (DC 18), *gaseous form, deep slumber* (DC 16)

SQ change shape (Small, Medium, or Large humanoid; *alter self* for giant form I), flight

Feats Combat Expertise, Combat Reflexes, Improved Initiative, Iron Will

Skills Bluff +14, Disguise +14, Fly +5, Intimidate +14, Knowledge (arcana) +13, Perception +13, Sense Motive +13, Spellcraft +13, Use Magic Device +14

Languages Common, Giant

Str 24 **Dex** 17 **Con** 23 **Int** 14 **Wis** 14 **Cha** 17

Treasure chain shirt, greatsword, composite longbow, 20 arrows, 2 ruby/pearl rings, each worth 300gp

Oliphant, "Rook"

2,400 XP — CR 6

This massive creature resembles a woolly mastodon with two large downward curving tusks. It appears to be at least 20 feet long or more, and has skin colored in red/white.

N Huge animal (Space 15x15, Reach 10)

Init +0; Senses low-light vision, scent; Perception +9

AC 16, touch 8, FF 15 (+8 natural, -2 size)

HP 82; HD 9d8+45

Fort +11 Ref +6 Will +7

BAB +6; CMB +17 CMD 27 (31 vs. trip)

Speed 40ft.

SR 16

Melee Atk gore +13 (2d8+13), 2 stamps +13 (2d6+9)

SA trample (2d6+13, DC 23)

Feats Diehard, Endurance, Improved Iron Will, Intimidating Prowess, Iron Will

Skills Intimidate +11, Perception +9

Str 28 Dex 11 Con 21 Int 6 Wis 15 Cha 11

Treasure An oliphant's tusks are made of red or white ivory, worth 200gp each.

Trample (Ex): As a full-round action, the Oliphant can attempt to overrun a creature that's at least one size category smaller than itself, by merely walking over their space (it doesn't make a check). Targets of the trample take 2d6+13 damage, and can make an attack of opportunity, but at a -4 penalty. If they forgo the attack of opportunity, targets can instead make a Reflex save (DC 23) to avoid the trampling creature.

Plum Pudding (Black Pudding)

3,200 XP — CR 7

Disguised as a dish of plum pudding, this black, amorphous blob piles up on itself; a quivering mound of midnight sludge that glistens darkly before surging forward.

N Medium ooze (Space 5x5, Reach 5)

Init -5; Senses blindsight 60ft.; Perception -5

AC 5, touch 5, FF 5 (-5 Dex)

HP 105; HD 10d8+60

Fort +9 Ref -2 Will -2

BAB +7; CMB +10 (+14 grapple) CMD 15 (25 vs. bull rush, can't be tripped)

Speed 20ft., climb 20ft.; SD split, ooze traits

Immunities acid, mind-affecting effects, gaze and visual effects, illusions, poison, sleep, paralysis, polymorph, stun

Melee Atk slam +8 (2d6+4 plus 2d6 acid plus grab)

SA constrict (2d6+4 plus 2d6 acid), corrosion

SQ ooze traits, suction

Skills Climb +11, Perception -5

Str 16 Dex 1 Con 22 Int — Wis 1 Cha 1

Acid (Ex): A black pudding secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Each time a creature suffers damage from a black pudding's acid, its clothing and armor take the same amount of damage from the acid. A DC 21 Reflex save prevents damage to clothing and armor. A metal or wooden weapon that strikes a black pudding takes 2d6 acid damage unless the weapon's wielder succeeds on a DC 21 Reflex save. If a black pudding remains in contact with a wooden or metal object for 1 full round, it inflicts 21 points of acid damage (no save) to the object. The save DCs are Constitution-based.

Corrosion (Ex): An opponent that is being constricted by a black pudding suffers a -4 penalty on Reflex saves made to resist acid damage applying to clothing and armor.

Split (Ex): Slashing and piercing weapons deal no damage to a black pudding. Instead, the creature splits into two identical puddings, each with half of the original's current hit points (round down). A

pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Suction (Ex): The black pudding can create powerful suction against any surface as it climbs, allowing it to cling to inverted surfaces with ease. A black pudding can establish or release suction as a swift action, and as long as it is using suction, it moves at half speed. Because of the suction, a black pudding's CMD score gets a +10 circumstance bonus to resist bull rush, awesome blows, and other attacks and effects that attempt to physically move it from its location.

The Roc

6,400 XP — CR 9

This immense raptor unleashes a shrill cry as it bares its talons, each large enough to carry off a horse.

N Gargantuan animal (Space 20x20, Reach 15)

Init +6; Senses low-light vision; Perception +15

AC 22, touch 8, FF 20 (+2 Dex, +14 natural, -4 size)

HP 120; HD 16d8+48

Fort +13 Ref +14 Will +8

BAB +12; CMB +25 (+29 grapple) CMD 37

Speed 20ft., fly 80ft. (average)

SR 16

Melee Atk 2 talons +18 (2d6+9/19-20 plus grab), bite +17 (2d8+9)

Feats Flyby Attack, Improved Critical (talons), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception), Weapon Focus (talons)

Skills Fly +7, Perception +15

Languages Avian

Str 28 Dex 15 Con 17 Int 2 Wis 12 Cha 11

Shambling Mound, "King"

2,400 XP — CR 6

A mass of tangled vines and dripping slime rises on two trunk-like legs, reeking of rot and freshly turned earth.

N Large plant (Space 10x10, Reach 10)

Init +0; Senses darkvision 60ft., low-light vision; Perception +11

AC 19, touch 9, FF 19 (+10 natural, -1 size)

HP 67; HD 9d8+27

Fort +9 Ref +5 Will +5

BAB +6; CMB +12 (+16 grapple) CMD 22

Speed 20ft., swim 20ft.; SD plant traits; resist fire 10

Immunities mind-affecting, electricity SR 16

Melee Atk 2 slams +11 (2d6+5 plus grab)

SA constrict (2d6+7)

SQ electric fortitude

Feats Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)

Skills Perception +11, Stealth +8 (+16 in swamps or forests), Swim +13

Languages Common, Sylvan (cannot speak)

Str 21 Dex 10 Con 17 Int 7 Wis 10 Cha 9

Treasure quarterstaff +2, Crown of gold w/rubies, or silver w/pearls, worth 1,000gp

Electric Fortitude (Ex): Shambling mounds take no damage from electricity. Instead, any electricity attack used against it grants it 1d4 temporary Constitution points for 1 hour. (This increases Fortitude saves by +1 and hp by +9 for every 2 points.)

T. Diumm

9,600 XP — CR 10

A tall and broad gentleman in simple striped clothing, he bears himself with a gruff sense of bravado and a strict code of honor on his word, just like his brother.

Male human monk 11

LN Medium humanoid (human) (Space 5x5, Reach 5)

Init +8; **Senses** Perception +17

AC 19, touch 19, FF 15 (+4 Dex, +1 dodge, +2 Wis, +2 Monk)

HP 88; **HD** 11d8+44

Fort +10 **Ref** +11 **Will** +9 (+2 vs. enchantments)

BAB +8/+3; **CMB** +13 **CMD** 27

Speed 60ft.; **SD** Improved evasion

Immunities diseases, poison **SR** 16

Melee Atk Unarmed strike +10/+5 (1d10+2/19-20)

SA Flurry of blows +11/+11/+6/+6/+1 (1d10+2/19-20), stunning fist (11/day; stun 1 rnd, fatigued, or sickened 1 min. Fort DC 17)

SQ AC bonus (+2), fast movement (30ft.), combat maneuver training, still mind, ki pool (7 pts; magic, cold iron, silver, lawful), slow fall (50ft.), high jump (+11), wholeness of body (11hp)

Feats Alertness, Combat Reflexes*, Dodge*, Improved Critical (unarmed strike), Improved Grapple*, Improved Initiative, Improved Iron Will, Iron Will, Mobility*, Stunning Fist*, Toughness, Weapon Focus (unarmed strike)

Skills Acrobatics +12 (+24 jumping), Climb +12, Escape Artist +12, Perception +17, Stealth +13, Swim +12

Languages Common

Str 15 **Dex** 18 **Con** 16 **Int** 6 **Wis** 15 **Cha** 5

Ki Pool (Ex): 7 ki points per day. Can spend 1 point for one of the following: Add magic, cold iron, silver, and lawful properties to unarmed strikes to overcome DR; +1 additional attack during flurry of blows at highest bonus; +20ft. to speed for 1 round; +4 dodge bonus to AC for 1 round; +9 bonus to Acrobatics (jumping) checks. Can spend 2 points to heal 11hp as a standard action.

T. Deeous

12,800 XP — CR 11

Just like his brother, he bears himself with a gruff sense of bravado and a strict code of honor on his word. He is tall, and broad in simple striped clothing.

Male human monk 12

LN Medium humanoid (human) (Space 5x5, Reach 5)

Init +8; **Senses** Perception +19

AC 20, touch 20, FF 16 (+4 Dex, +1 dodge, +2 Wis, +3 Monk)

HP 92; **HD** 12d8+44

Fort +11 **Ref** +12 **Will** +10 (+2 vs. enchantments)

BAB +9/+4; **CMB** +14 **CMD** 28

Speed 70ft.; **SD** Improved evasion

Immunities diseases, poison **SR** 16

Melee Atk Unarmed strike +11/+6 (1d10+2/19-20)

SA Flurry of blows +12/+12/+7/+7/+2 (1d10+2/19-20), stunning fist (11/day; stun 1 rnd, fatigued, or sickened 1 min. Fort DC 18)

SQ AC bonus (+3), fast movement (40ft.), combat maneuver training, still mind, ki pool (8 pts; magic, cold iron, silver, lawful), slow fall (50ft.), high jump (+12), wholeness of body (11hp), abundant step

Feats Alertness, Combat Reflexes*, Dodge*, Improved Critical (unarmed strike), Improved Grapple*, Improved Initiative, Improved Iron Will, Iron Will, Mobility*, Stunning Fist*, Toughness, Weapon Focus (unarmed strike)

Skills Acrobatics +13 (+25 jumping), Climb +12, Escape Artist +12, Perception +19, Stealth +13, Swim +12

Languages Common

Str 15 **Dex** 18 **Con** 16 **Int** 6 **Wis** 15 **Cha** 5

Ki Pool (Ex): 8 ki points per day. Can spend 1 point for one of the following: Add magic, cold iron, silver, and lawful properties to unarmed strikes to overcome DR; +1 additional attack during flurry of blows at highest bonus; +20ft. to speed for 1 round; +4 dodge bonus to AC for 1 round; +8 bonus to Acrobatics (jumping) checks. Can spend 2 points to heal 11hp as a standard action, or to use *dimension door* on himself (only, CL 12th).

The Walrus

6,400 XP — CR 9

This creature appears as a humanoid-shaped walrus walking on thick legs, wearing large blue suspenders and sporting long tusks and flipper arms.

NE Medium-size magical beast (Space 5x5, Reach 5)

Init -1; **Senses** low-light vision; Perception +9

AC 17, touch 9, FF 18 (-1 Dex, +8 natural)

HP 90; **HD** 12d10+24

Fort +0 **Ref** +0 **Will** +0;

BAB +12; **CMB** +16 **CMD** 25

Speed 20ft., swim 40ft.

SR 16

Melee Atk 2 slams +16 (1d4+4) or bite +16 (2d6+2)

Spell-like Abilities (CL 12th)

3/day—*suggestion* (DC 16)

SQ amphibious

Feats Great Fortitude, Improved Unarmed Strike, Power Attack

Skills Bluff +9, Perception +7, Sense Motive +7, Stealth +6, Swim +18

Languages Common

Str 18 **Dex** 8 **Con** 15 **Int** 10 **Wis** 12 **Cha** 11

Warrior, “Pawn”

600 XP — CR 2

These warriors are clad in shining red/white chainmail armor and bear large rounded helms. They look like a staunch cross between a dwarven warrior and an orc.

Male human warrior 4

N Medium humanoid (human) (Space 5x5, Reach 5)

Init +2; **Senses** Perception +3

AC 18, touch 11, FF 15 (+1 Dex, +5 armor, +2 shield)

HP 32; **HD** 4d10+12

Fort +6 **Ref** +2 **Will** +2

BAB +4; **CMB** +7 **CMD** 18

Speed 30ft.

SR 16

Melee Atk mwk Longsword +8 (1d8+3/19-20)

SA Dual Attack

SQ Rapid Stride

Feats Iron Will, Toughness, Step Up

Skills Acrobatics +2, Perception +3 **ACP** -5

Languages Common

Str 17 **Dex** 13 **Con** 15 **Int** 8 **Wis** 8 **Cha** 12

Treasure Mwk chainmail, mwk heavy steel shield, mwk longsword, 100gp pearl/ruby

Dual Attack (Ex): On the first round of combat only, the Pawn may make two attacks as a standard action (at his highest attack bonus.)

Rapid Stride (Ex): Pawns can move at twice their normal speed when they are closing in for an attack.

Were-(kangaroo)-rat [Hybrid Form]

600 XP — CR 2

This strange beast appears as a kangaroo, but carrying itself with much more intelligence and articulation.

Human natural wererat rogue 2

LE Medium humanoid (human, shapechanger) (Space 5x5, Reach 5)

Init +2; **Senses** low-light vision, scent; Perception +8

AC 16 [19], touch 13 [14], FF 13 [15] (+3 armor, +2 Dex, +1 dodge, [+2 natural])

HP 18 [20]; **HD** 2d8+6 [2d8+7]

Fort +2 [+3] **Ref** +5 [+6] **Will** +3

BAB +1; **CMB** +2 **CMD** 15

Speed 30ft.; **SD** evasion

[**DR** 10/silver]; **SR** 16

Melee Atk short sword +3 [+4] (1d6+1 [+2]/19-20), [bite -1 (1d4+1 plus disease and curse of lycanthropy)]

SA sneak attack +1d6

SQ change shape (human, hybrid, and dire rat; *polymorph*), rogue talents (fast stealth), lycanthropic empathy (rats and dire rats), trapfinding

Feats Dodge, Weapon Finesse

Skills Acrobatics +7 [+8], Bluff +3, Climb +6 [+7], Intimidate +3, Knowledge (local) +5, Perception +8, Sense Motive +8, Stealth +7 [+8], Swim +6 [+7]

Languages Common

Str 13 [15] **Dex** 15 [17] **Con** 14 [16] **Int** 10 **Wis** 16 **Cha** 6

Treasure mwk studded leather armor, short sword, 6d10gp

Curse of Lycanthropy (*Su*): A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Fortitude DC 15 negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.

Disease (*Ex*): Filth fever: Bite—*injury*; *save* Fort DC 14; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Lycanthropic Empathy (*Ex*): In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can use Diplomacy to alter such an animal's attitude, and when so doing gain a +4 racial bonus on the check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Whitfield Lion

1,600 XP — CR 5

This giant-sized lion has a well-brushed coat of golden fur and a large brown mane. Its eyes belie a greater intelligence than normal.

N Huge Animal (Space 15x15, Reach 10)

Init +6; **Senses** low-light vision, scent; Perception +9

AC 17, touch 9, FF 15 (+2 Dex, +7 natural, -2 size)

HP 77; **HD** 8d8+42

Fort +8 **Ref** +6 **Will** +2

BAB +4; **CMB** +13 (+17 grapple) **CMD** 25 (29 vs. trip)

Speed 40ft.

SR 16

Melee Atk bite +11 (2d6+9 plus grab), 2 claws +11 (1d6+9)

SA pounce, rake (2 claws +7, 1d4+5)

Feats Improved Initiative, Run, Skill Focus (Perception)

Skills Acrobatics +10, Perception +9, Stealth +3 (+7 in undergrowth)

Languages Common

Str 29 **Dex** 15 **Con** 19 **Int** 9 **Wis** 12 **Cha** 12

Whitfield Unicorn

1,600 XP — CR 5

This giant-sized unicorn is magical to behold, with a brilliant coat of white hair and a brushed mane. Its horn is impressively long, and its eyes hide a great intelligence.

CG Huge magical beast (Space 15x15, Reach 10)

Init +2; **Senses** low-light vision, scent; Perception +10; **Aura** magic circle against evil

AC 17, touch 10, FF 15 (+2 Dex, +7 natural, -2 size, +2 deflection vs. evil)

HP 83; **HD** 7d10+45;

Fort +9 **Ref** +6 **Will** +6; +2 vs. evil

BAB +5; **CMB** +13 **CMD** 25 (29 vs. trip)

Speed 60ft.

Immunities charm, compulsion, poison **SR** 16

Melee Atk gore +12 (2d6+8), 2 hooves +9 (1d4+6)

Spell-Like Abilities (CL 9th)

At will—*detect evil* (free action), *light*

3/day—*cure light wounds*

1/day—*cure moderate wounds*, *greater teleport* (within Mirrorland), *neutralize poison*

SA powerful charge (gore, 2d8+8)

SQ magical strike, wild empathy +17

Feats Multiattack, Weapon Focus (horn)

Skills Acrobatics +7, Perception +10, Stealth +3, Survival +7 (+10 in forests)

Languages Common, Sylvan

Str 26 **Dex** 15 **Con** 20 **Int** 11 **Wis** 21 **Cha** 24

Magic Circle Against Evil (*Su*): This ability continually duplicates the effect of the spell. The unicorn cannot suppress this ability.

Magical Strike (*Ex*): A unicorn's gore attack is treated as a magic good weapon for the purposes of damage reduction.

Wild Empathy (*Su*): This works like the druid's wild empathy class feature, except that the unicorn has a +17 racial bonus on the check.

Woolly Rhinoceros [Shadow Conjured]

2,400 [400] XP — CR 6 [1]

This large rhinoceros has a shaggy pelt of long, brown fur and a row of immense horns on its snout and brow.

N Large animal (Space 10x10, Reach 5)

Init +0; **Senses** scent; Perception +15 [+5]

AC 19 [3], touch 9 [1], FF 19 [3] (+10 natural, -1 size)

HP 76 [15]; **HD** 8d8+40

Fort +13 [+2] **Ref** +6 [+1] **Will** +3 [+0]

BAB +6 [+1]; **CMB** +16 [+3] **CMD** 26 [5] (30 [6] vs. trip)

Speed 30ft.

Weaknesses DC 20 Will save to disbelieve (20% efficacy)

Melee Atk gore +14 [+2] (2d8+13 [2d8+2])

SA powerful charge (gore, 4d8+18 [4d8+3]), trample (2d6+13, DC 23 [2d6+2, DC 4])

Feats Diehard, Endurance, Great Fortitude, Skill Focus (Perception)

Skills Perception +15 [+5]

Str 28 **Dex** 10 **Con** 21 **Int** 2 **Wis** 13 **Cha** 3

WANDERING MONSTERS

Dragonne

3,200 XP — CR 7

This creature has the features of a lion but the wings and scales of a brass dragon, and a wild mane matching its scales.

N Large magical beast (Space 10x10, Reach 10)

Init +7; **Senses** darkvision 60ft., low-light vision, scent; Perception +12

AC 20, touch 12, FF 17 (+3 Dex, +8 natural, -1 size)

HP 76; **HD** 9d10+27

Fort +9 **Ref** +9 **Will** +4

BAB +9; **CMB** +15 **CMD** 28 (32 vs. trip)

Speed 40ft., fly 30ft. (poor)

SR 16

Melee Atk bite +13 (1d8+5), 2 claws +13 (1d6+5)

SA roar, pounce

Feats Blind-Fight, Combat Reflexes, Flyby Attack, Improved Initiative, Power Attack

Skills Fly +5, Perception +12

Languages Draconic

Str 21 **Dex** 17 **Con** 17 **Int** 6 **Wis** 12 **Cha** 12

Treasure Standard

Roar (Su): A dragonne can unleash a devastating roar every 1d4 rounds as a standard action. All creatures except dragonnes within 120 feet must succeed at a DC 17 Fortitude save or become fatigued. Those within 30 feet who fail their saves are also deafened for 2d4 rounds. This is a sonic effect. The save DC is Constitution-based.

Giant Venomous Snake (King Cobra)

400 XP — CR 3

This massive, vicious, hooded coiled snake attacks with a rapid snapping pair of pointed venomous fangs.

N Large animal (Space 10x10, Reach 5)

Init +6; **Senses** low-light vision, scent; Perception +11

AC 18, touch 11, FF 16 (+2 Dex, +7 natural, -1 size)

HP 21; **HD** 2d8+12

Fort +9 **Ref** +5 **Will** +3

BAB +1; **CMB** +7 **CMD** 19 (can't be tripped)

Speed 20ft., climb 20ft., swim 20ft.

Melee Atk bite +5 (1d6+7 plus poison)

Feats Improved Initiative

Skills Acrobatics +10, Climb +13, Perception +11, Stealth +6, Swim +13

Str 20 **Dex** 15 **Con** 22 **Int** 1 **Wis** 17 **Cha** 6

Poison (Ex): Bite—*injury*; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Con damage; *cure* 1 save. The save DC is Constitution-based.

Phase Spider

1,600 XP — CR 5

This large spider-like monster has an eerie, humanoid face surrounded by a shaggy mane of fur.

N Large magical beast (Space 10x10, Reach 5)

Init +7; **Senses** darkvision 60ft., low-light vision; Perception +6

AC 17, touch 12, FF 14 (+3 Dex, +5 natural, -1 size)

HP 51; **HD** 6d10+18

Fort +8 **Ref** +8 **Will** +3

BAB +6; **CMB** +12 (+16 grapple) **CMD** 25 (37 vs. trip)

Speed 40ft., climb 20ft.; **SD** *ethereal jaunt*

SR 16

Melee Atk bite +10 (2d6+7 plus poison and grab)

SA *ethereal ambush*

Feats Ability Focus (poison), Improved Initiative, Skill Focus (Stealth)

Skills Climb +18, Perception +6, Stealth +7

Languages Aklo

Str 20 **Dex** 17 **Con** 16 **Int** 7 **Wis** 13 **Cha** 10

Ethereal Ambush (Ex): A phase spider that attacks foes on the Material Plane in a surprise round can take a full round of actions if it begins the combat by phasing into the Material Plane from the Ethereal Plane.

Ethereal Jaunt (Su): A phase spider can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action (or as part of a move action). The ability is otherwise identical to *ethereal jaunt* (CL 15th).

Poison (Ex): Bite—*injury*; *save* Fort DC 18; *frequency* 1/round for 8 rounds; *effect* 1d2 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Giant Stag Beetle

1,200 XP — CR 4

These giant black beetles are nearly 10 feet long and bear large antlers and sharper pincers. They wrestle enemies to the ground.

N Large vermin (Space 10x10, Reach 5)

Init +0; **Senses** darkvision 60ft.; Perception +0

AC 17, touch 9, FF 17 (+8 natural, -1 size)

HP 45; **HD** 7d8+14

Fort +7 **Ref** +2 **Will** +2

BAB +5; **CMB** +10 **CMD** 20 (28 vs. trip)

Speed 20ft., fly 20ft.

Immunities mind-affecting effects; **SR** 16

Melee Atk bite +8 (2d8+6)

SA trample (1d6+6, DC 17)

Skills Fly -6

Str 19 **Dex** 10 **Con** 15 **Int** — **Wis** 10 **Cha** 9

Monitor Lizard

600 XP — CR 2

This immense lizard moves with a slow but relentless gait. Its feet end in large talons, and ropes of drool hang from its toothy maw.

N Medium animal (Space 5x5, Reach 5)

Init +2; **Senses** low-light vision, scent; Perception +8

AC 15, touch 12, FF 13 (+2 Dex, +3 natural)

HP 22; **HD** 3d8+9

Fort +8 **Ref** +5 **Will** +2

BAB +2; **CMB** +5 (+9 grapple) **CMD** 17 (21 vs. trip)

Speed 30ft., swim 30ft.

SR 16

Melee Atk bite +5 (1d8+4 plus grab and poison)

Feats Great Fortitude, Skill Focus (Perception)

Skills Climb +7, Perception +8, Stealth +10 (+14 in undergrowth), Swim +11

Str 17 **Dex** 15 **Con** 17 **Int** 2 **Wis** 12 **Cha** 6

Poison (Ex): Bite—*injury*; *save* Fort DC 14; *onset* 1 minute; *frequency* 1/hour for 6 hours; *effect* 1d2 Dexterity damage; *cure* 1 save. The save DC is Constitution-based.

TAN BAG OF TRICKS

Grizzly Bear

1,200 XP — CR 4

Broad, powerful muscles move beneath this massive bear's brown fur, promising both speed and lethal force.

N Large animal (Space 10x10, Reach 5)

Init +1; **Senses** low-light vision, scent; Perception +6

AC 16, touch 10, FF 15 (+1 Dex, +6 natural, -1 size)

HP 42; HD 5d8+20

Fort +8 **Ref** +5 **Will** +2

BAB +3; CMB +9 (+13 grapple) **CMD** 20 (24 vs. trip)

Speed 40ft.

Melee Atk 2 claws +7 (1d6+5 plus grab), bite +7 (1d6+5)

Feats Endurance, Run, Skill Focus (Survival)

Skills Perception +6, Survival +5, Swim +14

Str 21 Dex 13 Con 19 Int 2 Wis 12 Cha 6

Lion

800 XP — CR 3

This great cat's muscles flex visibly under its skin as it bares its fangs and shakes its thick mane of hair.

N Large animal (Space 10x10, Reach 5)

Init +7; **Senses** low-light vision, scent; Perception +9

AC 15, touch 12, FF 12 (+3 Dex, +3 natural, -1 size)

HP 32; HD 5d8+10

Fort +6 **Ref** +7 **Will** +2

BAB +3; CMB +9 (+13 grapple) **CMD** 22 (26 vs. trip)

Speed 40ft.

Melee Atk bite +7 (1d8+5 plus grab), 2 claws +7 (1d4+5)

SA pounce, rake (2 claws +7, 1d4+5)

Feats Improved Initiative, Run, Skill Focus (Perception)

Skills Acrobatics +11, Perception +9, Stealth +8 (+12 in undergrowth)

Str 21 Dex 17 Con 15 Int 2 Wis 12 Cha 6

Heavy Horse

600 XP — CR 2

This proud horse thunders across the grassy plain with fluid grace, wind tugging at its loose-fitting bardings.

N Large animal (Space 10x10, Reach 5)

Init +4; **Senses** low-light vision, scent; Perception +8

AC 15, touch 13, FF 11 (+4 Dex, -1 size, +2 natural)

HP 19; HD 2d8+10

Fort +8 **Ref** +7 **Will** +3

BAB +1; CMB +7 **CMD** 21 (25 vs. trip)

Speed 50ft.

Melee Atk bite +5 (1d4+5) 2 hooves +0 (1d6+2)

SA docile

Feats Endurance, Run*

Skills Perception +8

Str 20 Dex 18 Con 21 Int 2 Wis 17 Cha 11

Docile (Ex): The horse from the tan bag of tricks has not been trained for combat, and as such its hooves are treated as secondary attacks.

Tiger

1,200 XP — CR 4

This powerful feline predator moves with a deadly grace, its reddish-orange fur slashed with black stripes.

N Large animal (Space 10x10, Reach 5)

Init +6; **Senses** low-light vision, scent; Perception +8

AC 14, touch 11, FF 12 (+2 Dex, +3 natural, -1 size)

HP 45; HD 6d8+18

Fort +8 **Ref** +7 **Will** +3

BAB +4; CMB +11 (+15 grapple) **CMD** 23 (27 vs. trip)

Speed 40ft.

Melee Atk 2 claws +10 (1d8+6 plus grab), bite +9 (2d6+6 plus grab)

SA pounce, rake (2 claws +10, 1d8+6)

Feats Improved Initiative, Skill Focus (Perception), Weapon Focus (claw)

Skills Acrobatics +10, Perception +8, Stealth +7 (+11 in areas of tall grass), Swim +11

Str 23 Dex 15 Con 17 Int 2 Wis 12 Cha 6

Rhinoceros

1,200 XP — CR 4

This rhinoceros has a low-slung head with twisted ears that lie back along its neck.

N Large animal (Space 10x10, Reach 5)

Init +0; **Senses** scent; Perception +12

AC 16, touch 9, FF 16 (+7 natural, -1 size)

HP 42; HD 5d8+20

Fort +10 **Ref** +4 **Will** +2

BAB +3; CMB +10 **CMD** 20 (24 vs. trip)

Speed 40ft.

Melee Atk gore +8 (2d6+9)

SA powerful charge (gore, 4d6+12)

Feats Endurance, Great Fortitude, Skill Focus (Perception)

Skills Perception +12

Str 22 Dex 10 Con 19 Int 2 Wis 13 Cha 5

DECK OF MANY THINGS

Dread Wraith

25,600 XP — CR 13

This ghostly creature is little more than a dark shape with two flickering pinpoints of light where its eyes should be.

LE Large undead (incorporeal) (Space 10x10, Reach 10)

Init +13; **Senses** darkvision 60ft., lifesense 60ft.; Perception +28

Aura unnatural aura (30ft.)

AC 26, touch 26, FF 16 (+7 deflection, +9 Dex, +1 dodge, -1 size)

HP 184; HD 16d8+112

Fort +12 **Ref** +14 **Will** +15

BAB +12; CMB +22 **CMD** 40

Speed fly 60ft.; SD channel resistance +4, incorporeal

Immunities undead traits

Weaknesses sunlight powerlessness

Melee Atk incorporeal touch +20 (3d6 negative energy plus 1d8 Con drain [Fort DC 23])

SA create spawn

Feats Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack (incorporeal touch), Mobility, Spring Attack

Skills Diplomacy +18, Fly +24, Intimidate +26, Knowledge (planes) +13, Perception +28, Sense Motive +28, Stealth +24

Languages Common, Infernal, Skald

Str — Dex 28 Con — Int 14 Wis 20 Cha 25

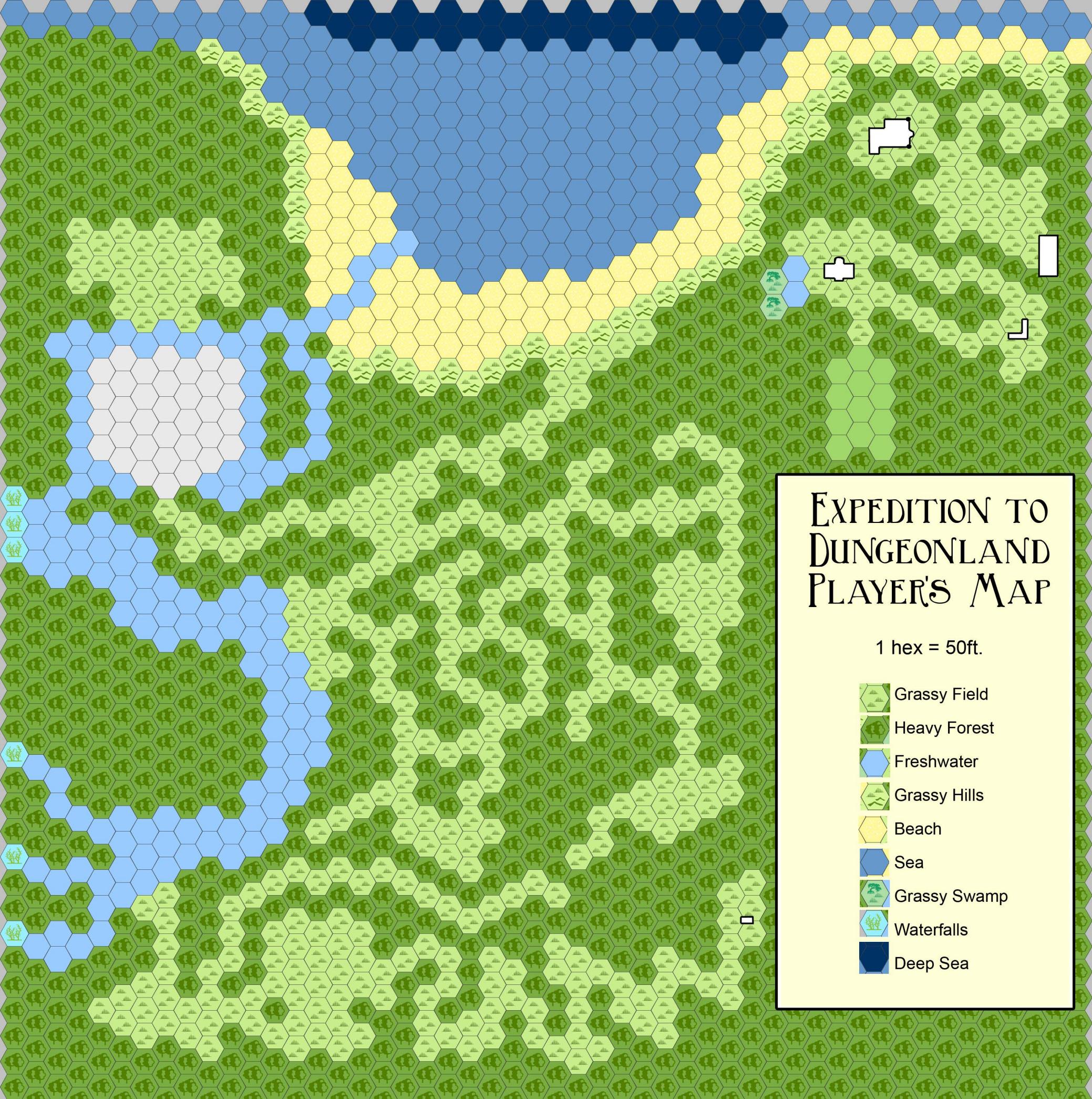
Unnatural Aura (Su): Animals do not willingly approach the creature unless the animal's master makes a DC 25 Handle Animal, Ride, or wild empathy check.



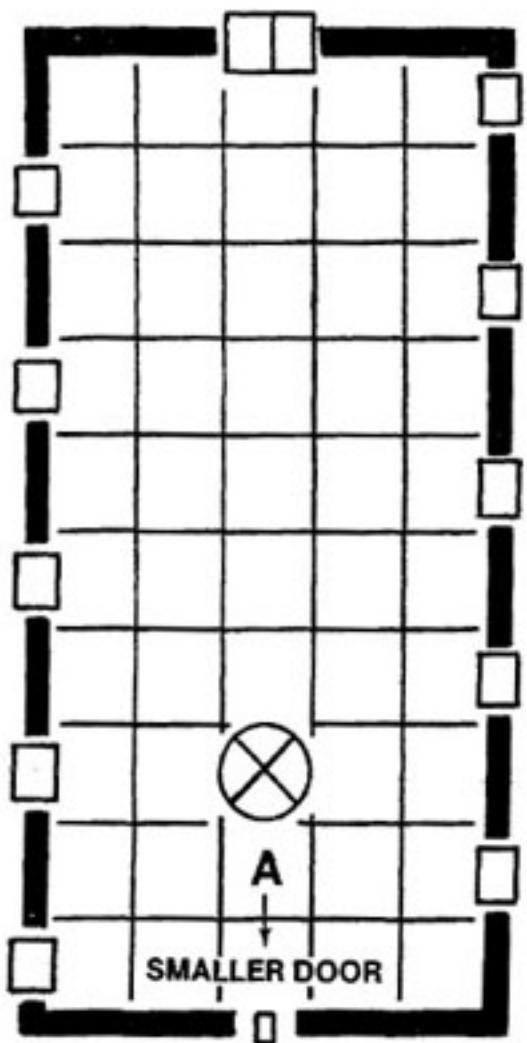
EXPEDITION TO DUNGEONLAND PLAYER'S MAP

1 hex = 50ft.

-  Grassy Field
-  Heavy Forest
-  Freshwater
-  Grassy Hills
-  Beach
-  Sea
-  Grassy Swamp
-  Waterfalls
-  Deep Sea

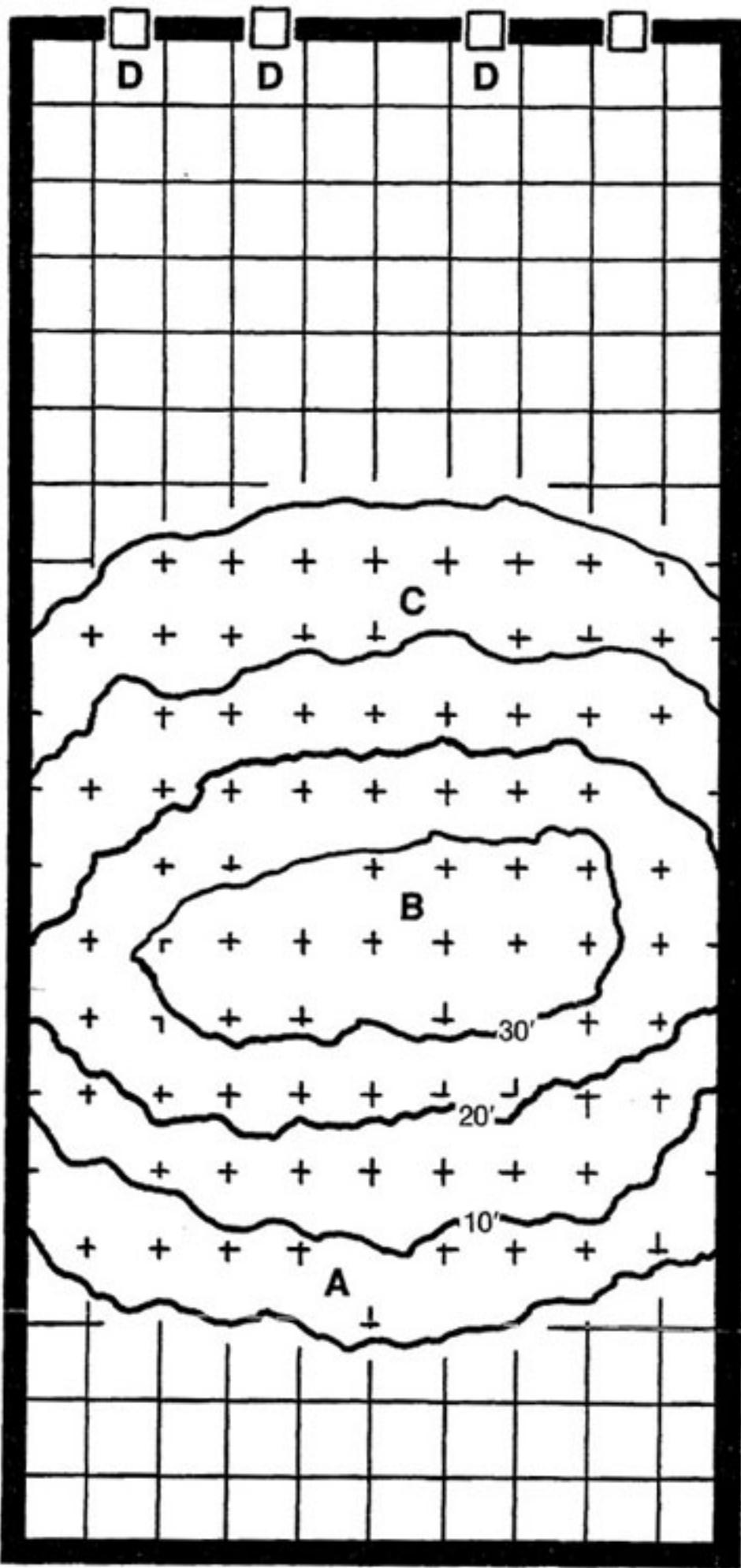


THE LONG HALL



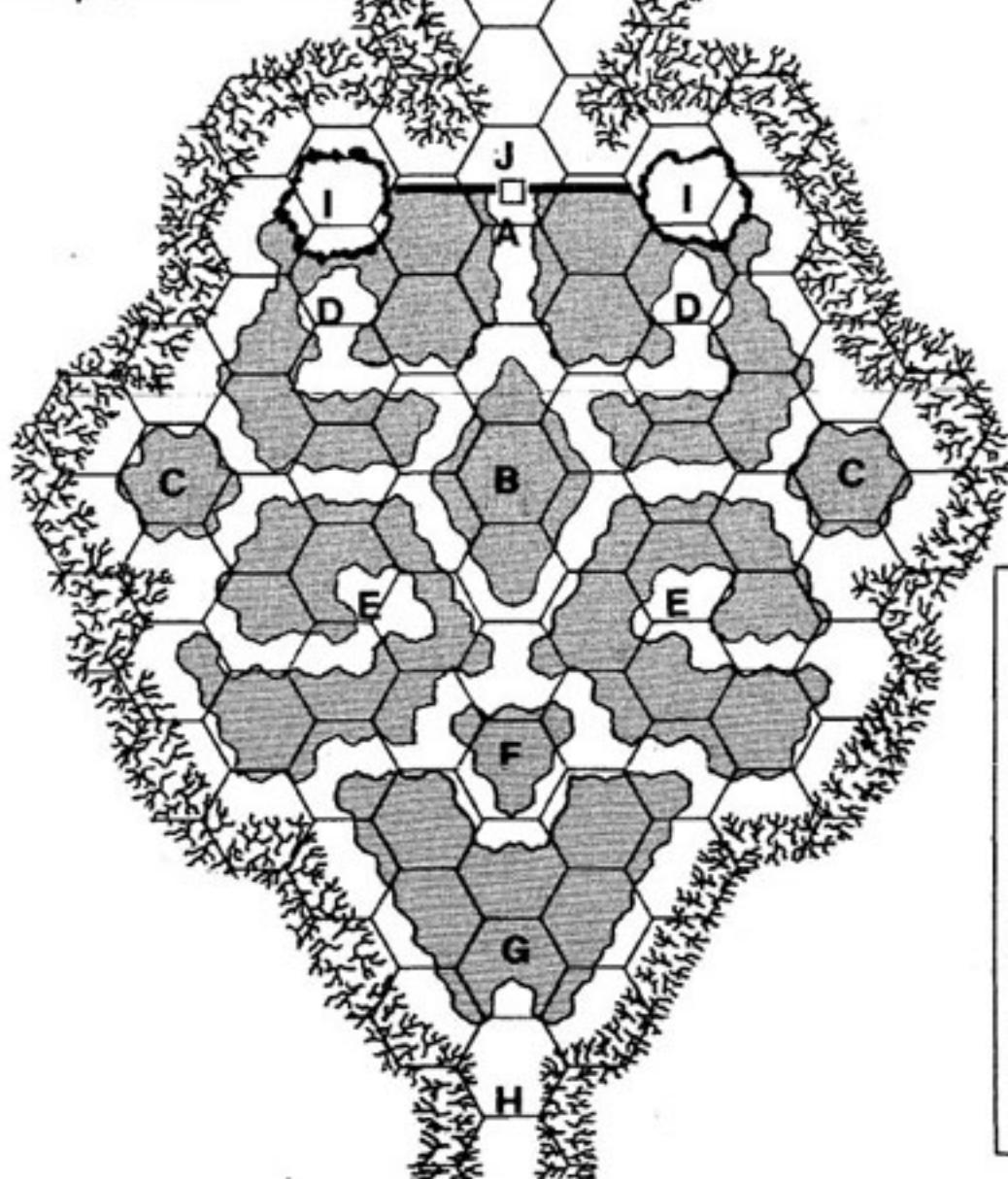
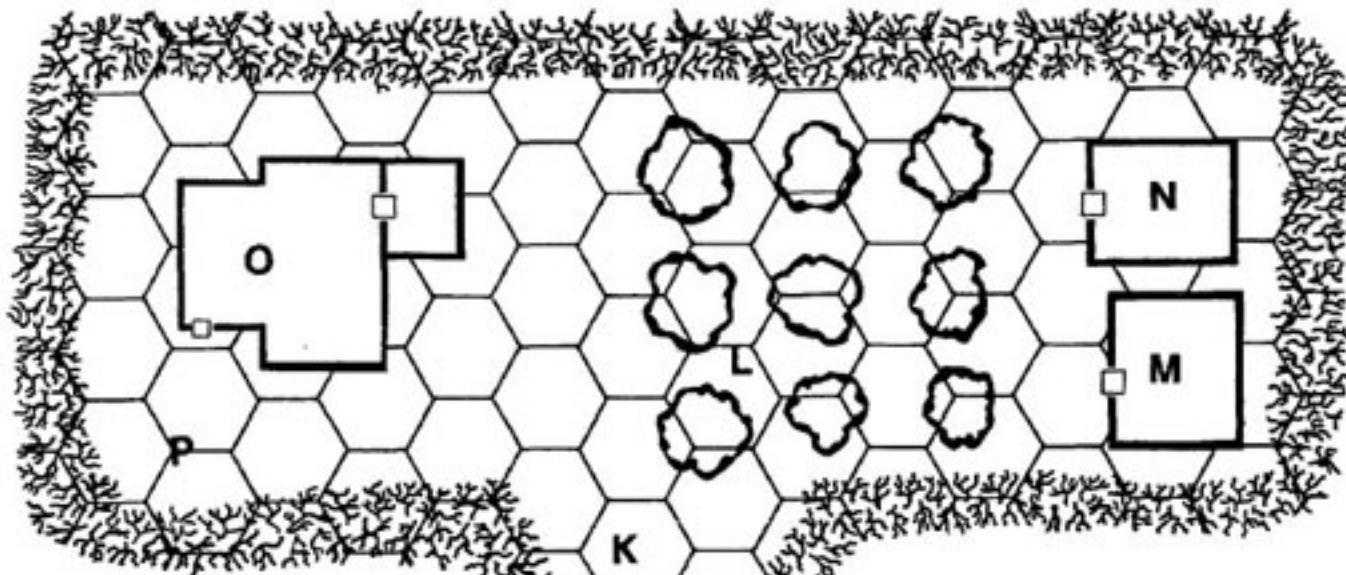
FIRST VIEW

1 SQUARE = 10 FEET

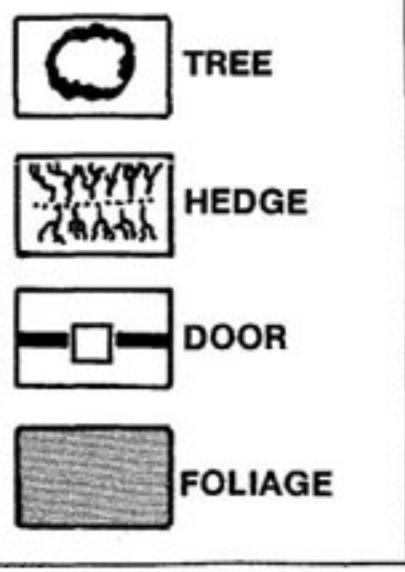


CHANGED VIEW

THE TINY GARDEN

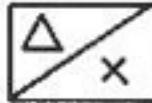
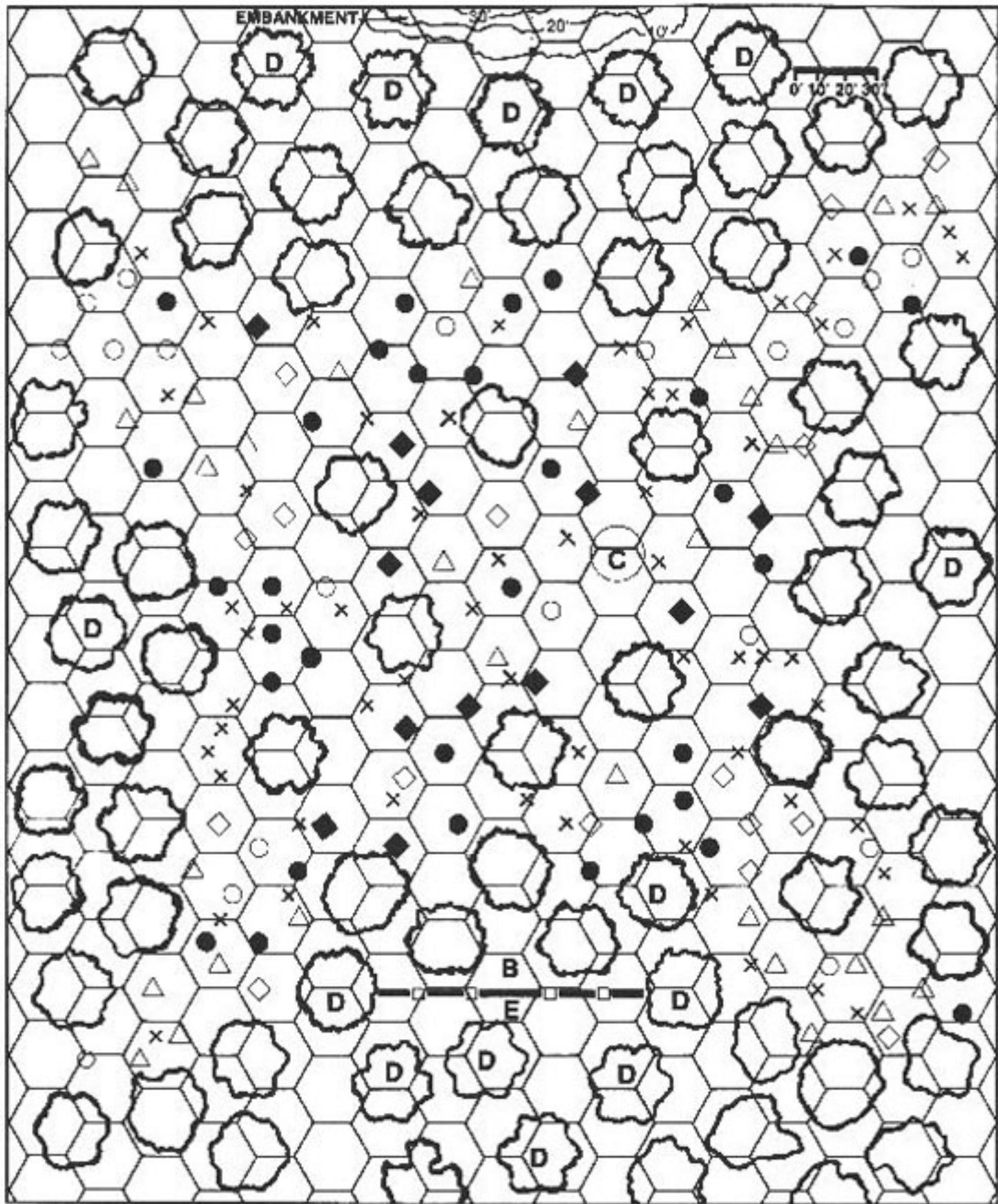


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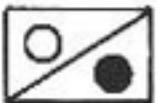


1 HEX = 10 FEET

THE WOODS OF TREES AND GIANT FUNGI



DEATH ANGEL/
COMMON MUSHROOM

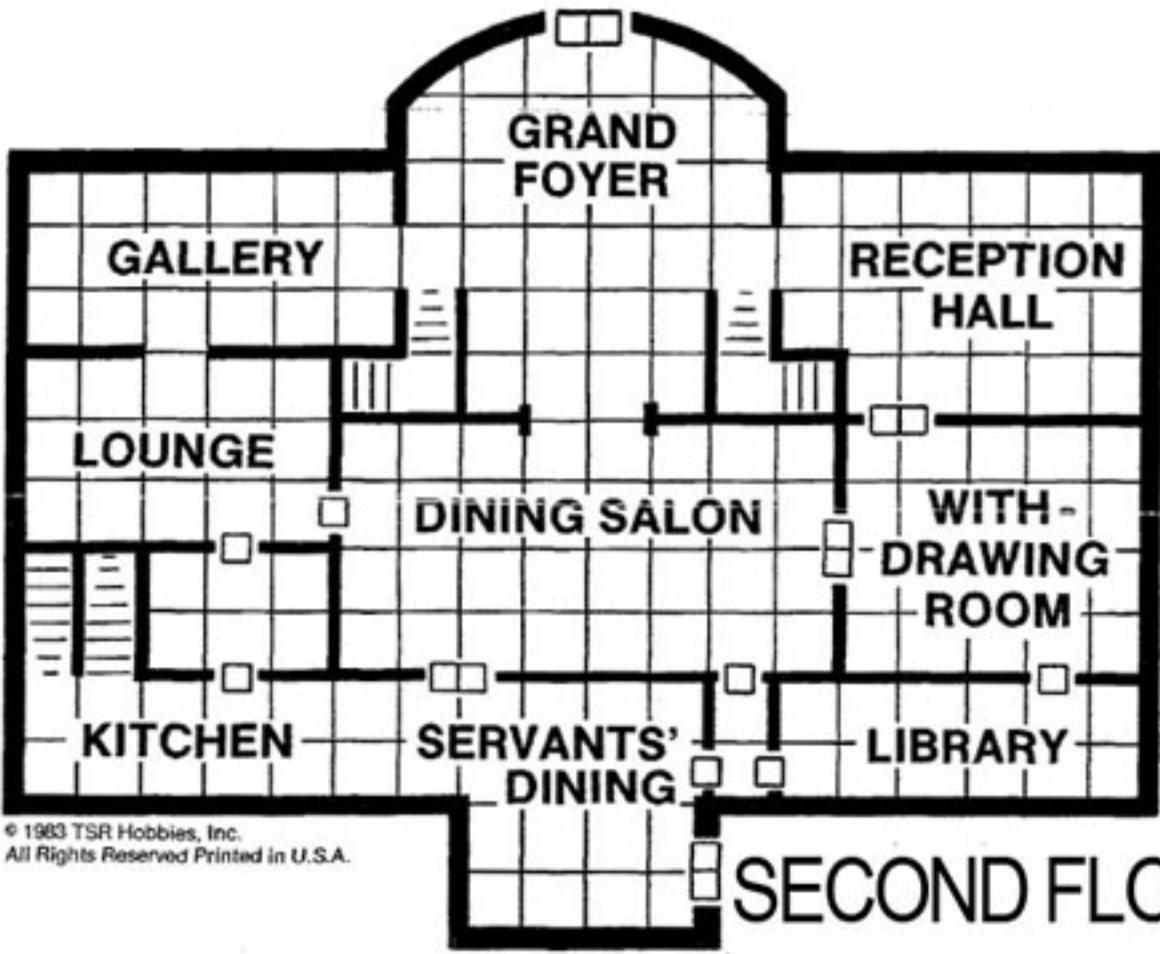
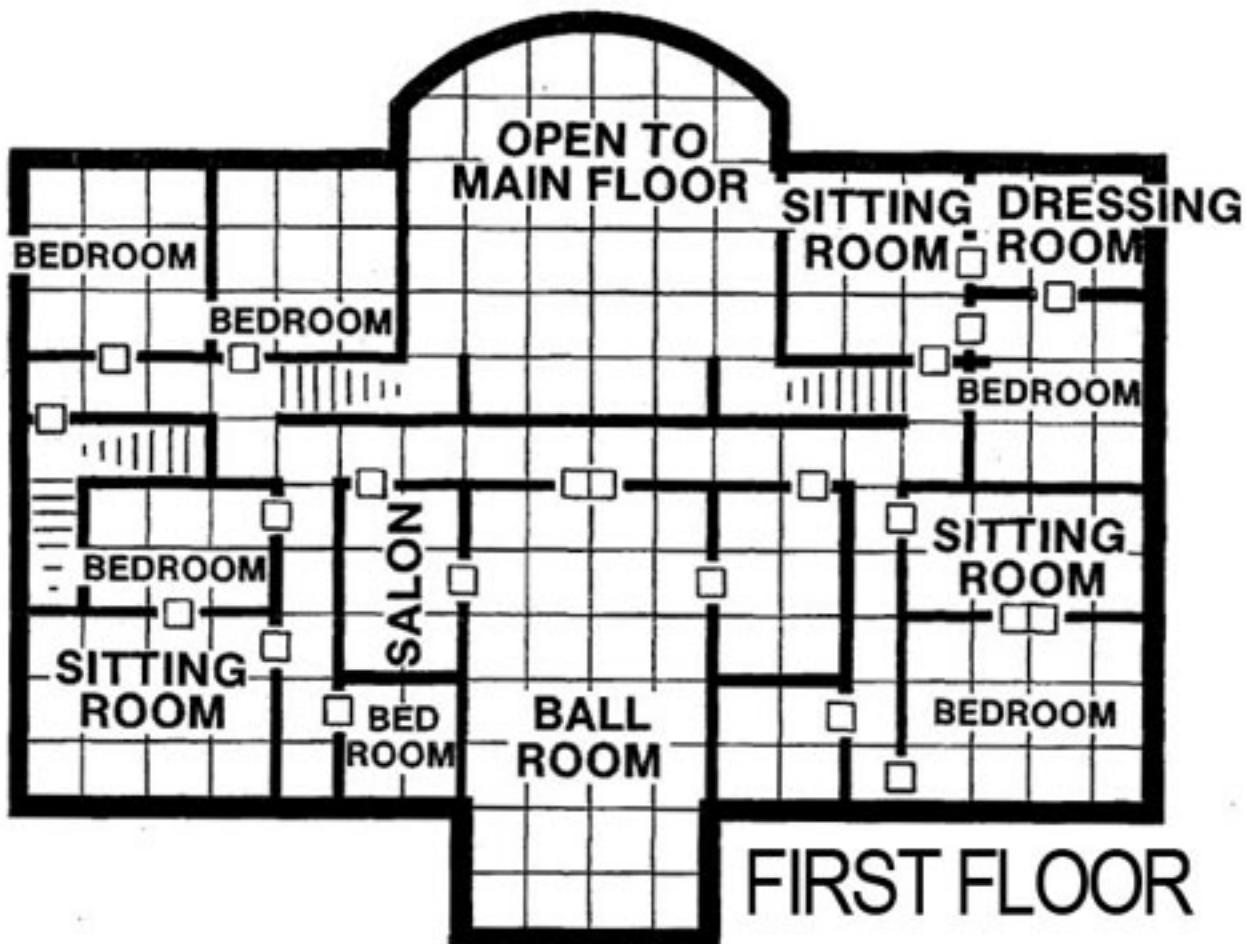


GIANT PUFFBALL/
TOADSTOOL

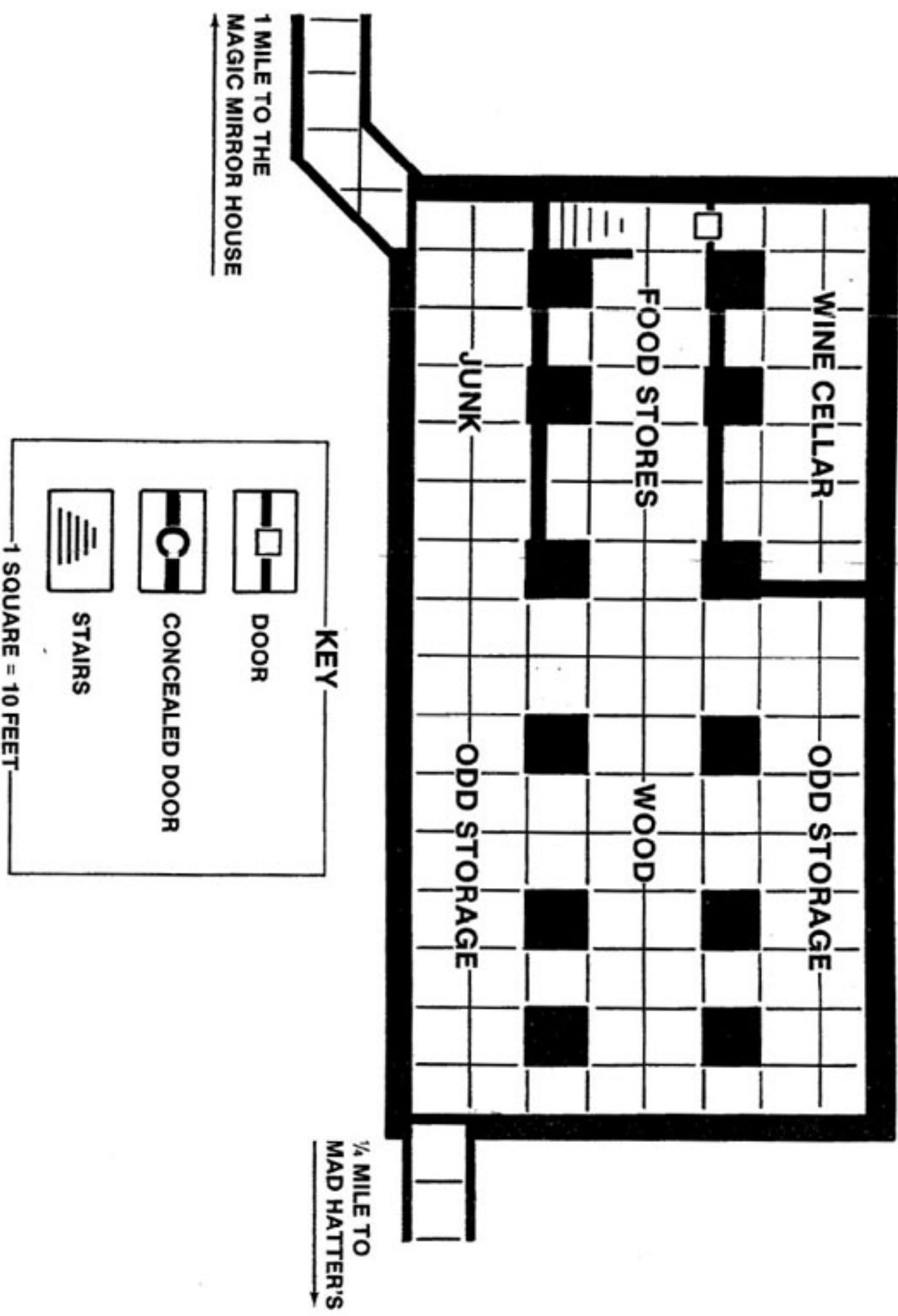


CUP FUNGI/
HORSETAIL

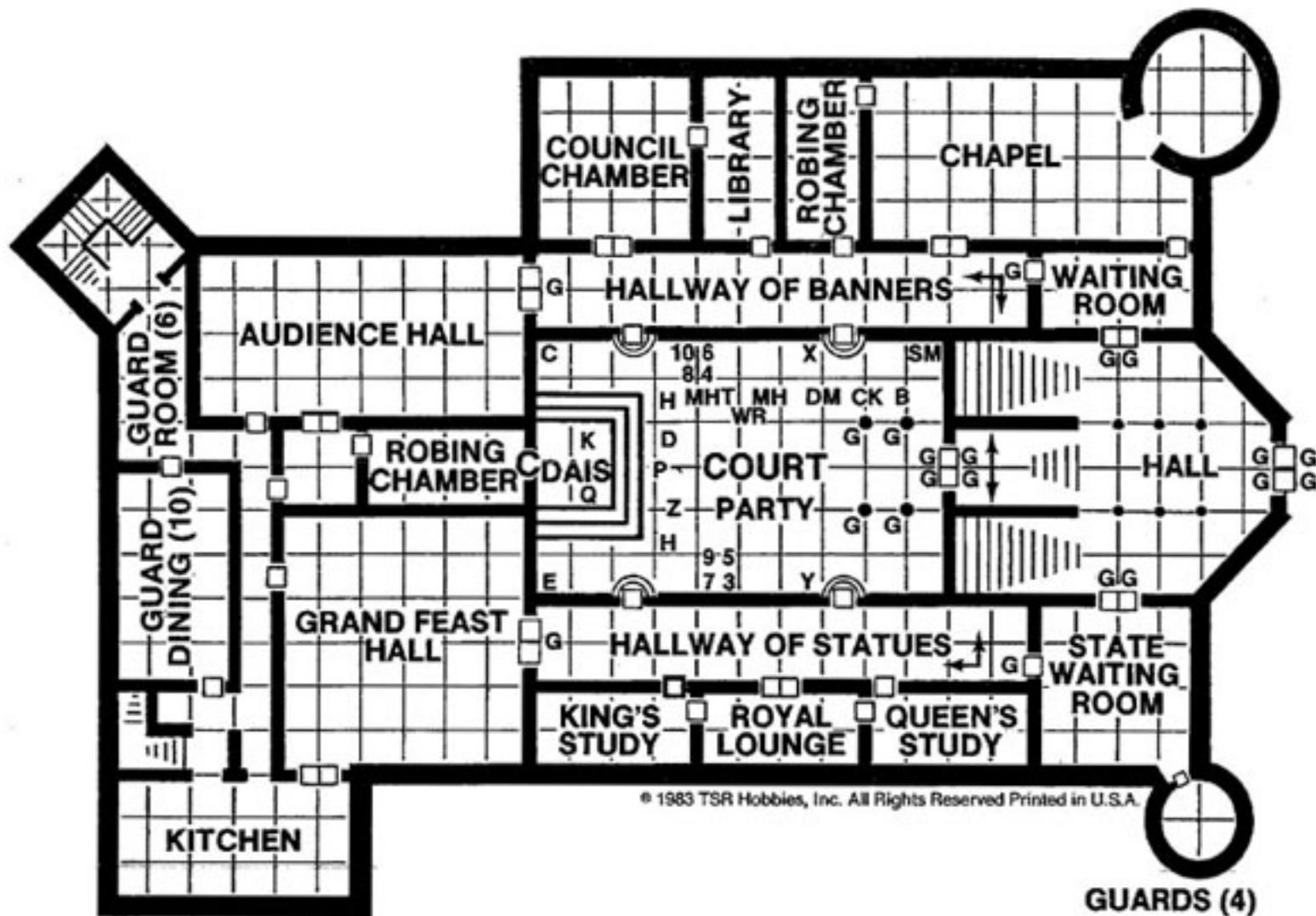
THE MANSE



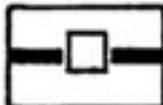
THE MANSE CELLAR



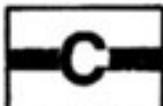
THE PALACE



KEY



DOOR



CONCEALED DOOR

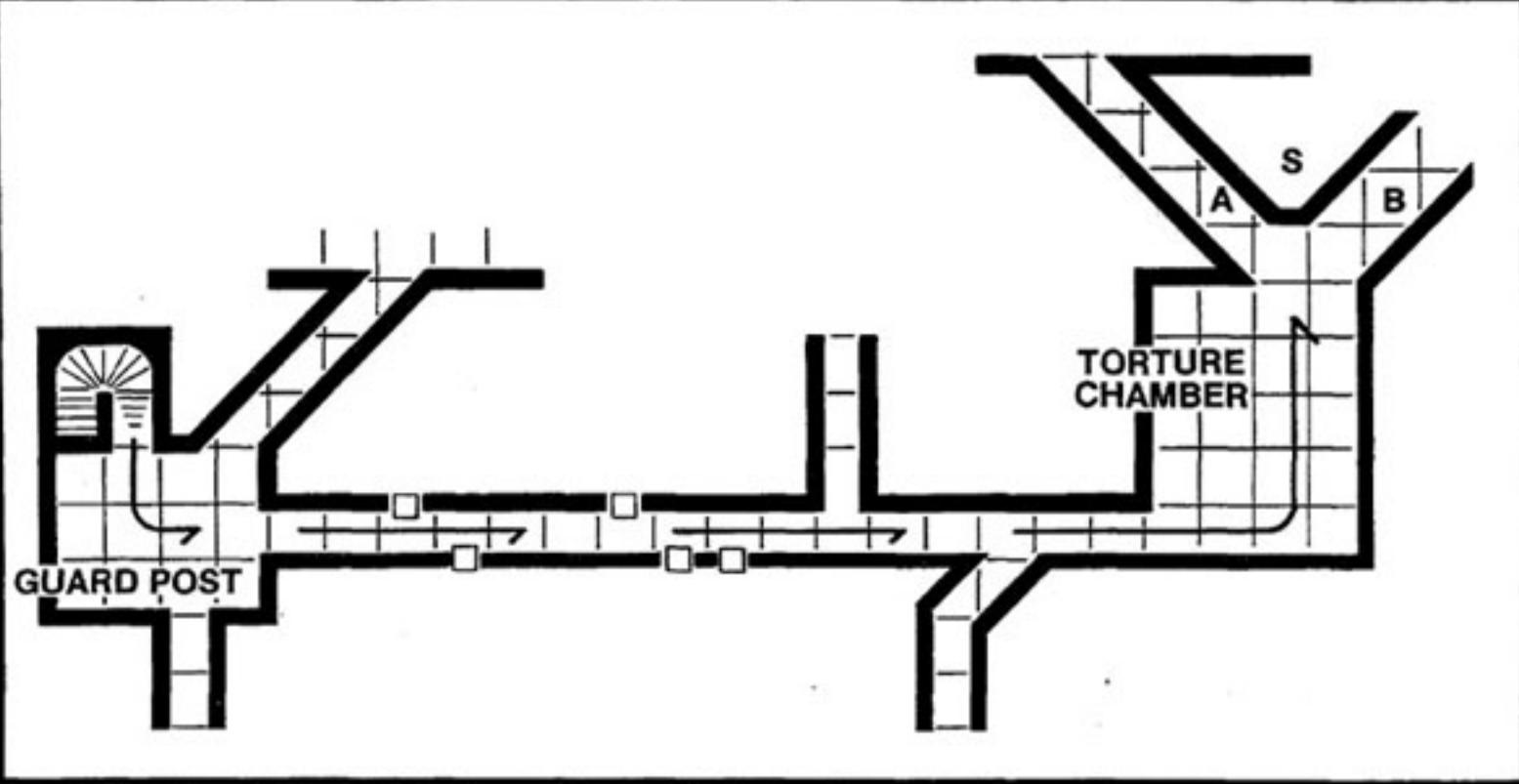


STAIRS

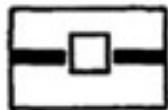
1 SQUARE = 10 FEET

PALACE DUNGEON

“ROUTE OF THE FLEEING PRINCE”



KEY



DOOR



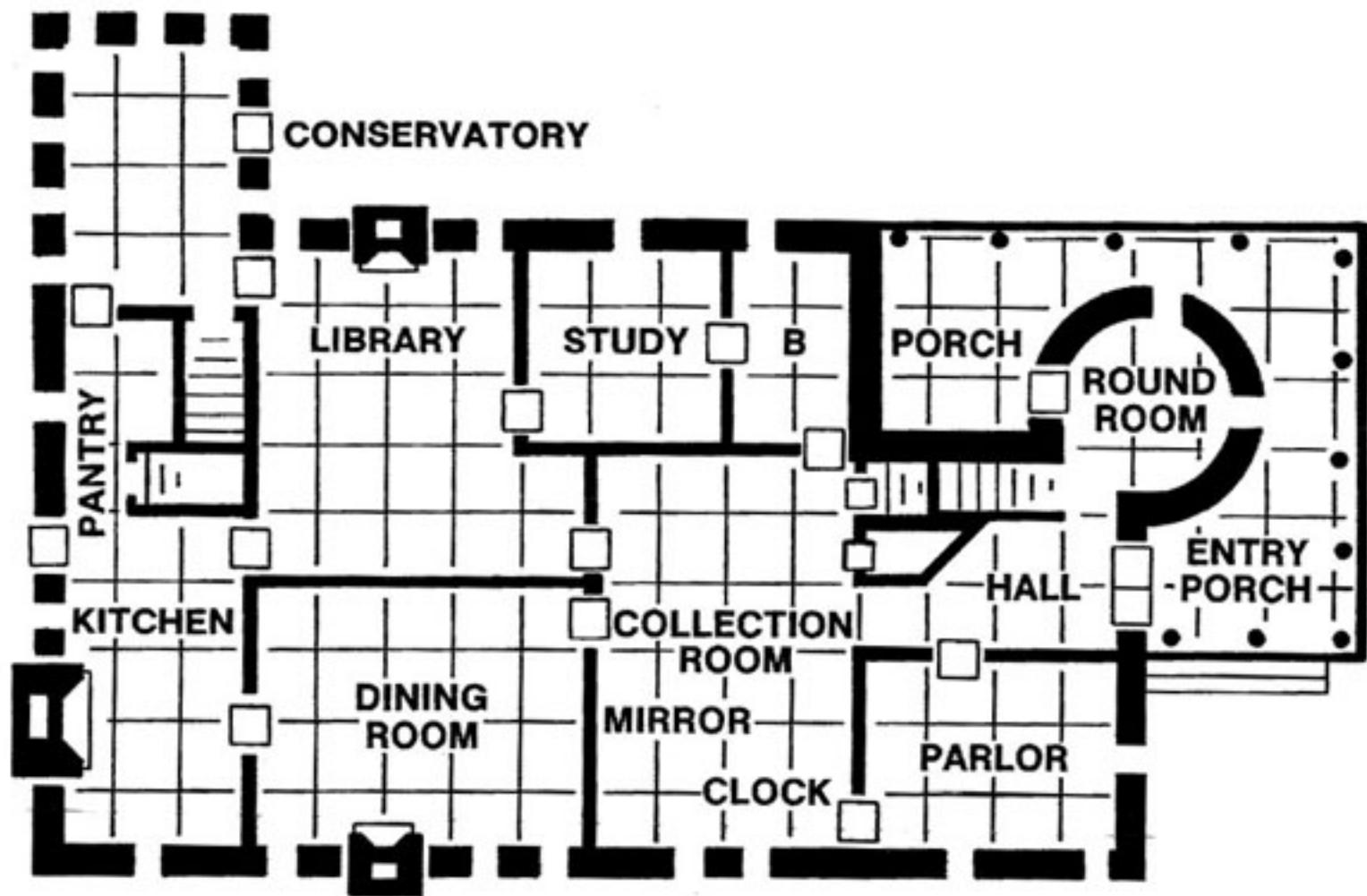
STAIRS

1 SQUARE = 10 FEET

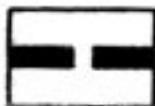
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THE MAGIC MIRROR HOUSE

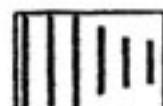
FIRST FLOOR



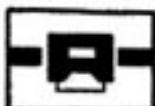
-KEY-



WINDOW



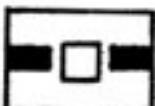
STAIRS



FIREPLACE



PILLAR/POST

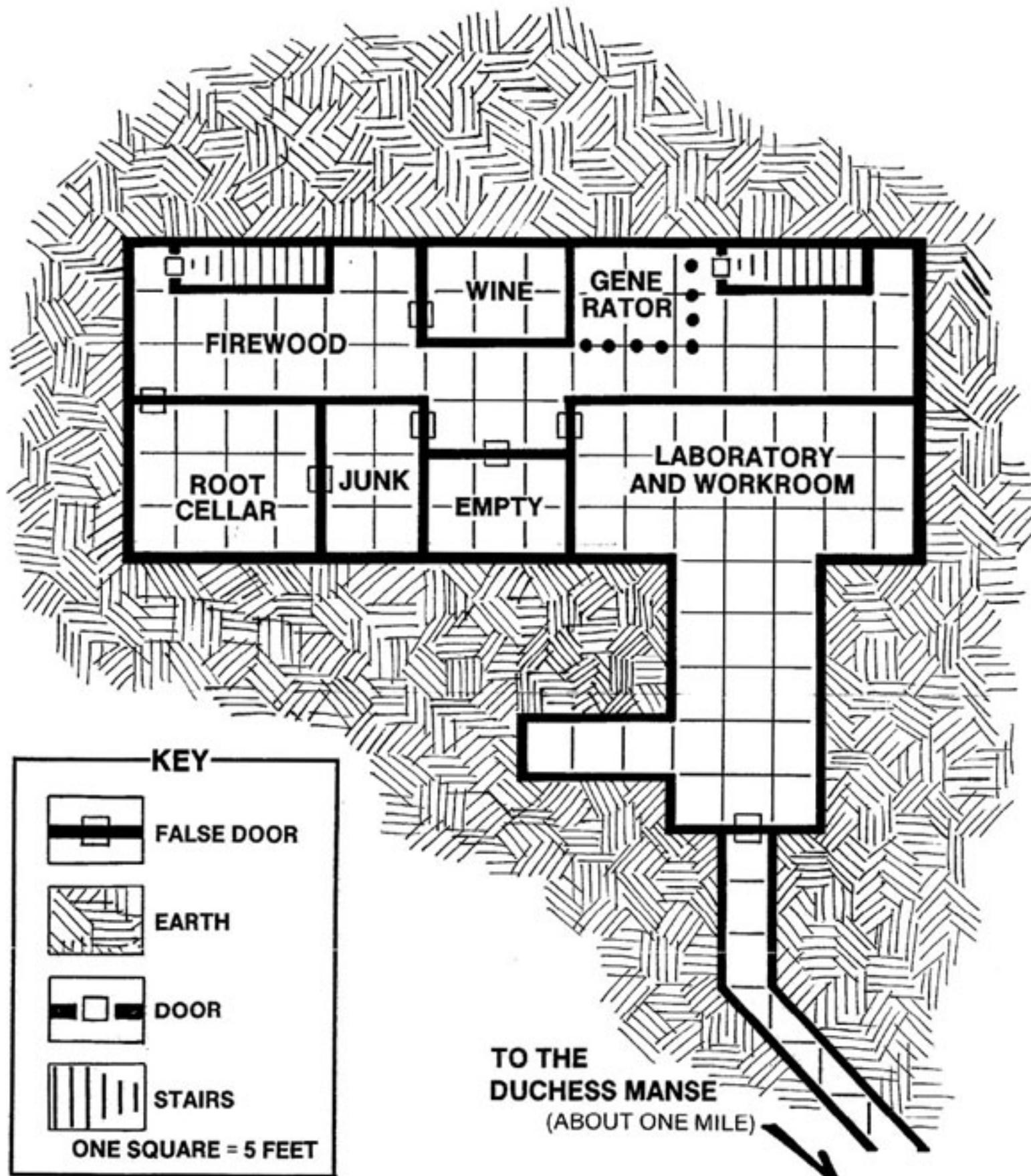


DOOR

ONE SQUARE = 5 FEET

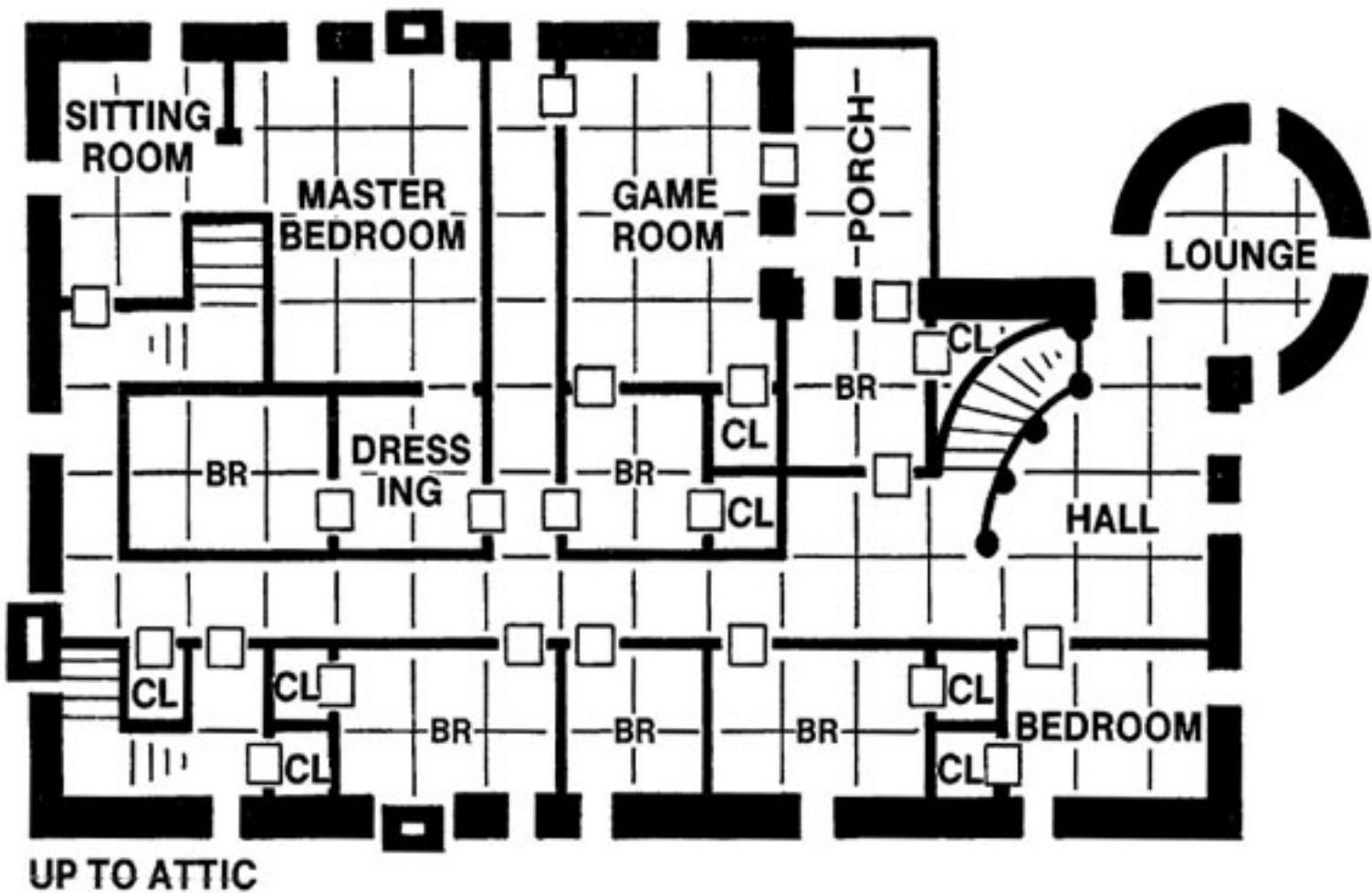
THE MAGIC MIRROR HOUSE

CELLAR



THE MAGIC MIRROR HOUSE

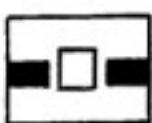
SECOND FLOOR



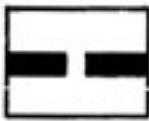
KEY



CHIMNEY



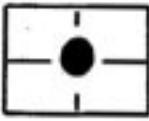
DOOR



WINDOW



STAIRS

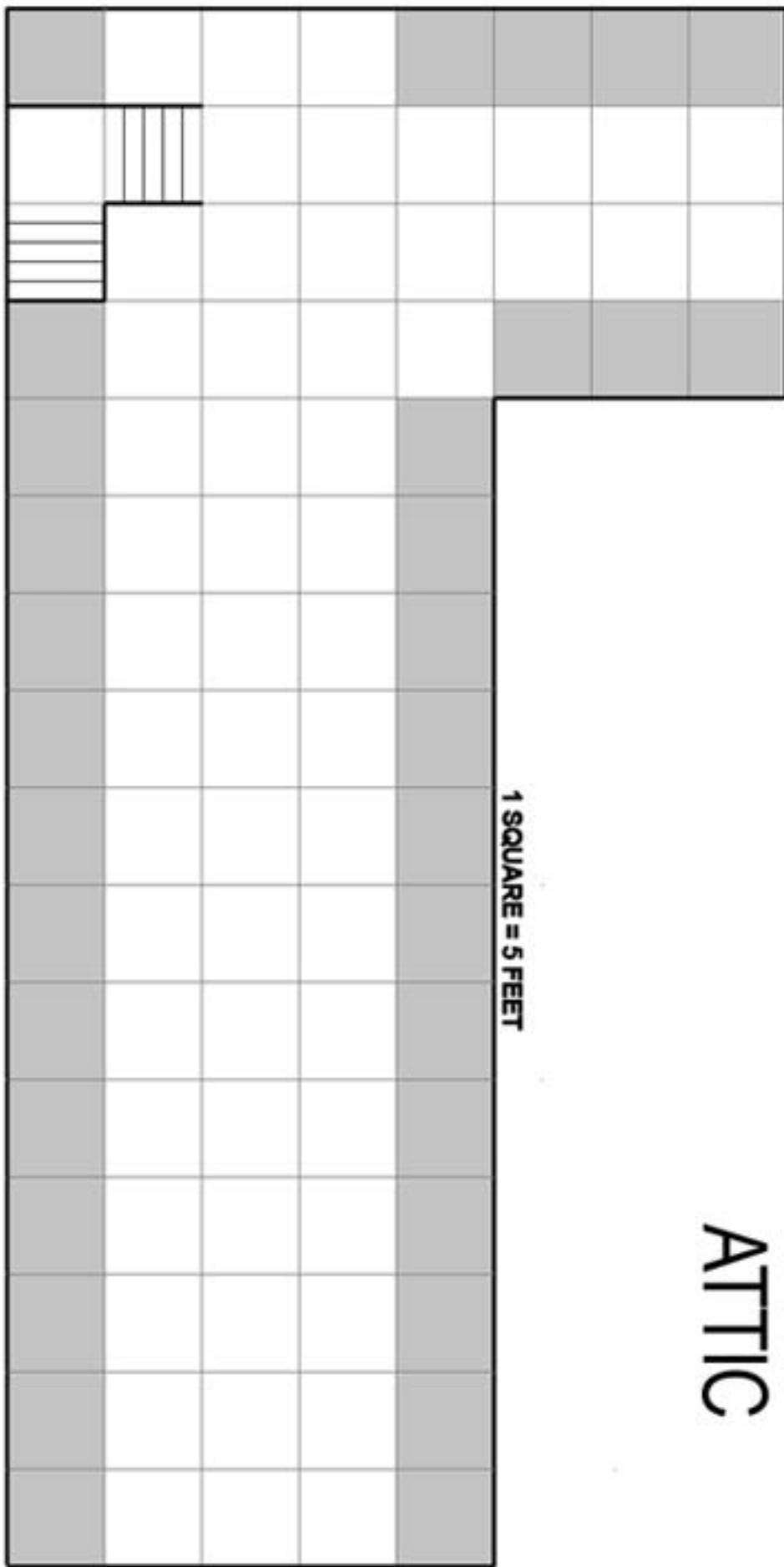


PILLAR/POST

CL = CLOSET

BR = BEDROOM

ONE SQUARE = 5 FEET



1 SQUARE = 5 FEET

THE MAGIC MIRROR HOUSE

ATTIC

CHESSBOARD FIELDS

THE HILL

A

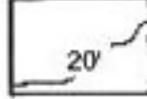
Z

K, P, ETC. = WHITE
K, P, ETC. = RED

ONE SQUARE = 100 YARDS



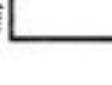
SECRET DOOR



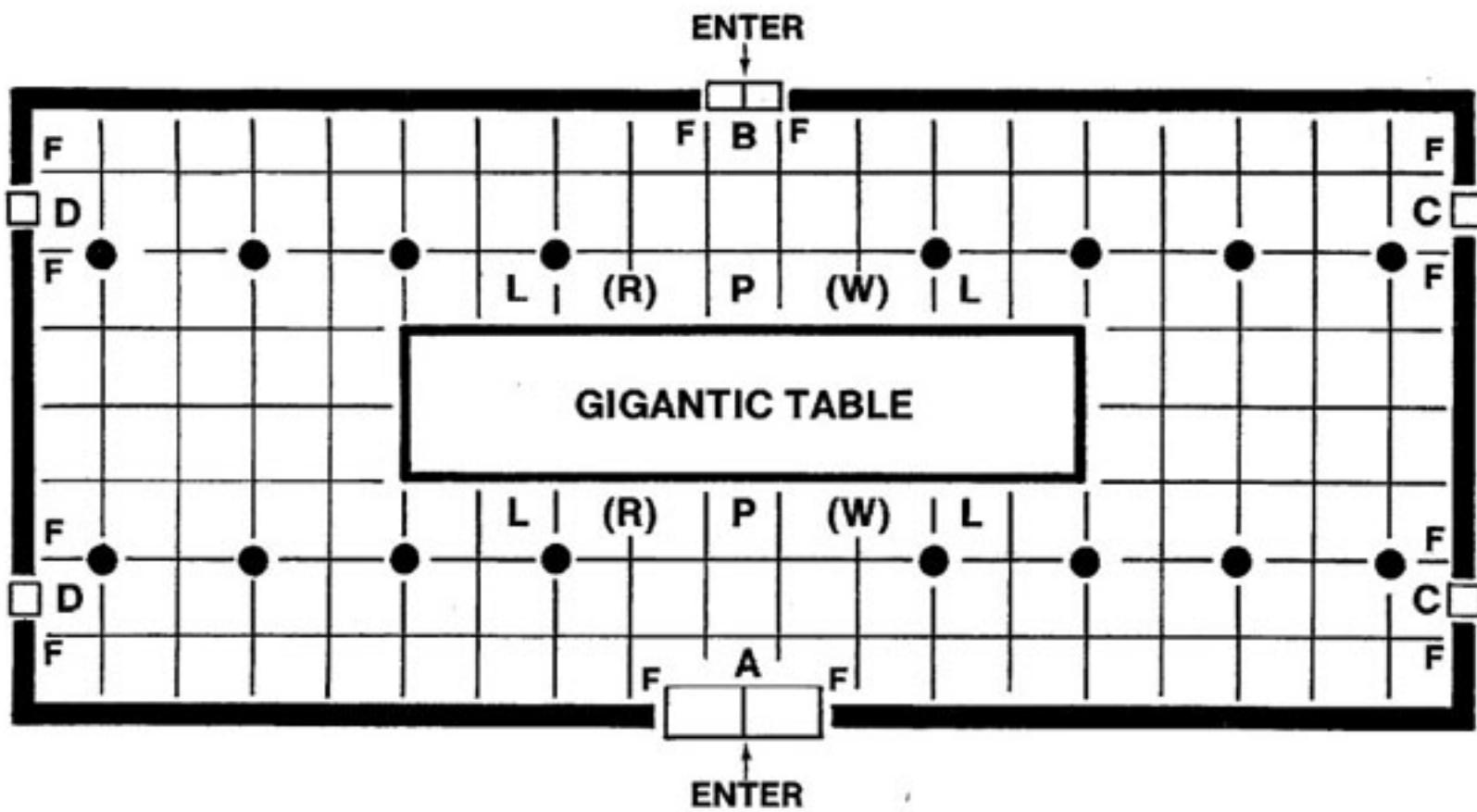
WATER DEPTH



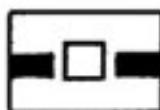
WOODED ISLAND



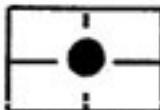
THE MAD FEAST HALL



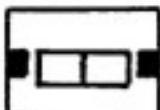
KEY



DOOR



PILLAR



DOUBLE DOOR

ONE SQUARE = 5 FEET