THE WILDS OF DUNGEONLAND

1 HEX = 50 FEET

SEE MAP FOR BEYOND THE MAGIC MIRROR

THE WOODS OF TREES AND GIANT FUNGI

Sample file
Without warning, you enter a wondrous place where danger hides within a light-hearted journey through Dungeonland.
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DUNGEON MASTER'S PREFACE

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

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

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

MAGIC THAT WILL NOT WORK IN THIS MODULE

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

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

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

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

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

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>shield +1</td>
</tr>
<tr>
<td>2</td>
<td>chain mail +2</td>
</tr>
<tr>
<td>3</td>
<td>sword +1</td>
</tr>
<tr>
<td>4</td>
<td>axe +2</td>
</tr>
<tr>
<td>5</td>
<td>ring of protection +3</td>
</tr>
<tr>
<td>6</td>
<td>bracers of defense, AC 4</td>
</tr>
<tr>
<td>7</td>
<td>potion of extra-healing</td>
</tr>
<tr>
<td>8</td>
<td>wand of paralysis (1 only)</td>
</tr>
<tr>
<td>9</td>
<td>staff of striking (1 only)</td>
</tr>
<tr>
<td>10</td>
<td>cloak of elvenkind</td>
</tr>
<tr>
<td>11-12</td>
<td>suit of normal clothing</td>
</tr>
</tbody>
</table>

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

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

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

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

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

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

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

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

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

#2. THE LONG HALL: CHANGED VIEW

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

A. THE POOL (OF TEARS)

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

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

B. POOL INHABITANTS

1. Giant Weasel (AC 6; MV 15’; HD 3 +3; hp 21; #AT 1; D 2-12; SA drain blood on round after hit for 2-12 pts damage).
2. Axe Beak (AC 6; MV 18’; HD 3; hp 18; #AT 3; D 1-3/1-3/2-8).
3. Giant Badger (AC 4; MV 6’; HD 3; hp 18; #AT 3; D 1-3/1-3/1-6).
4. Clubneck (AC 8; MV 12”, 24” 1 round in 5; HD 2; hp 12; #AT 3; D 1-6/1-6/1-8).
5. Giant Owl (AC 6; MV 3”/18”; HD 4; hp 24; #AT 3; D 2-8/2-8/2-5).
All of these creatures are swimming in the center of the pool. They will remain there until one or more persons cross to the other side; then they will swim to Area C (see map) and exit the pool. It will take the creatures 3 rounds to come out of the water. They will then rush in a horde to attack on the 4th round unless all intended opponents have already exited the area through the doors marked D.

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

1 Giant Crocodile (AC 4; MV 6"/12"; HD 7; hp 42; #AT 2; D 3-18 [bite], 2-20 [tail smash]; surprise on 1-3 [d6]).

This “little crocodile” waits quietly for prey to attempt to pass to the left or the right of the swimming monsters at the center of the pool. Regardless of the direction the players take, he will be there and waiting. Only stabbing weapons will affect this creature, and because of water resistance and distortion, all attacks are at -2 "to hit." The crocodile will try to drag anyone he bites to the bottom of the pool, where drowning will take 2-4 rounds. Only cumulative hits of 10 or more points damage will cause the croc to release his hold and attack another victim. Meanwhile, he may still attack opponents with his tail, in an arc of 180 degrees behind him.

Treasure: None of these monsters has anything of value.

D. DOORWAY

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

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