

THE LAND BEYOND THE MAGIC MIRROR

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

A. WOODEN HOUSE

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

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

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

THE MAGIC MIRROR HOUSE: FIRST FLOOR

Path

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

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

Porch

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

Entry Porch

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

Hall

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

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

Round Room

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

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

Parlor

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

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

Collection Room

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

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

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

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

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

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

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

Dining Room

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



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

Kitchen

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

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

Pantry

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

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

Conservatory

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

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

Library

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

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

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

Study

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

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

THE CELLAR

Firewood

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

Root Cellar

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

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

Junk

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

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

Empty

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

Wine

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

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

Generator

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

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

Laboratory and Workroom

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

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

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

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

SECOND FLOOR

Lounge

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

Game Room

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

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

Sitting Room, Master Bedroom, and Dressing Room

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

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

General Keys

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

THE ATTIC

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



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

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

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

OVERVIEW OF THE HOUSE

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

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

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

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

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

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

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