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Dungeon Crawl Classics #38

Escape from the Forest of Lanterns

by Stephen Greer
AN ADVENTURE FOR CHARACTER LEVELS 7-9



Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics adventures don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you remember, and the secret doors you know are there somewhere.

A mysterious magic book has transported the heroes to the Forest of Lanterns and turned them into small children! In order to escape from this magical demiplane, they must find the Warty Witch who lives in a cottage made of candy at the heart of the forest. Over the course of their adventures they must battle a "chocolate" pudding, carnivorous garden plants, and a host of miniature trolls, before they finally find a way to escape!

If you enjoy this adventure, look for the rest of the Dungeon Crawl Classics series!



Requires the use of the Dungeons & Dragons Player's Handbook, published by Wizards of the Coast, Inc. This product utilizes updated material from the v.3.5 revision.



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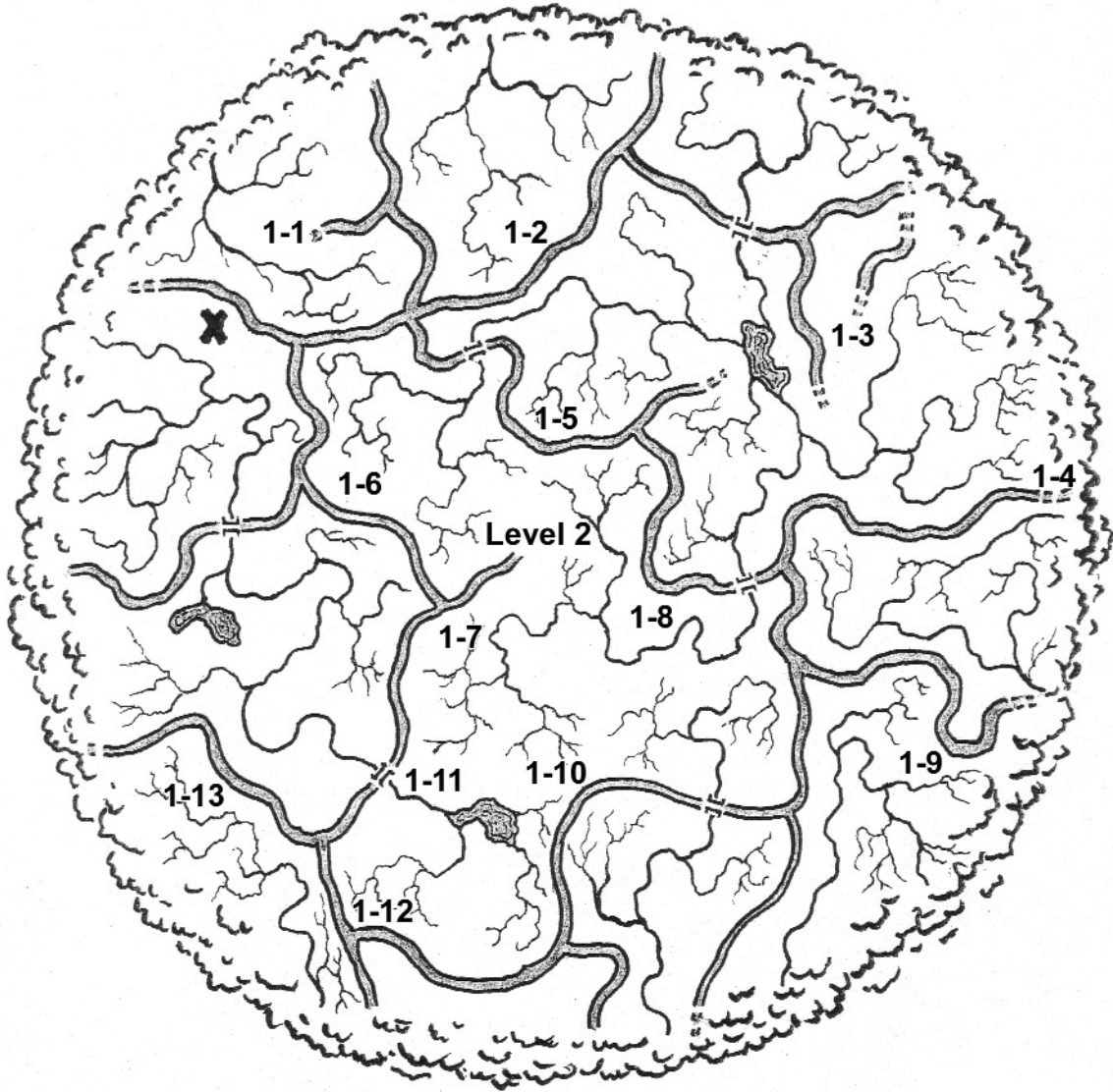
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The Forest of Lanterns



25 miles across



Stream

Bridge

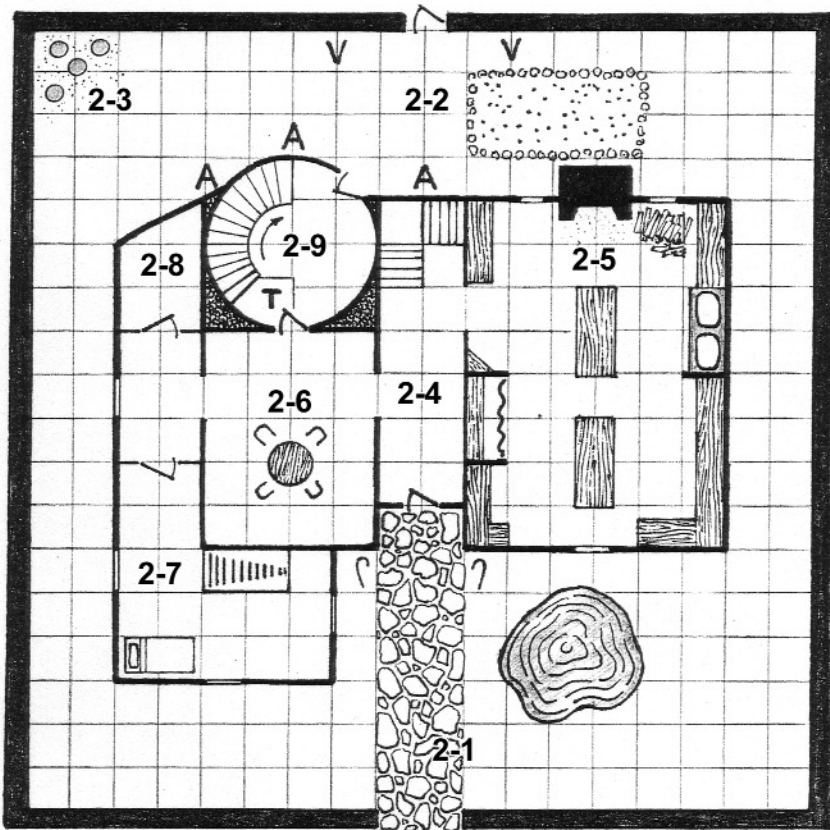


Pond

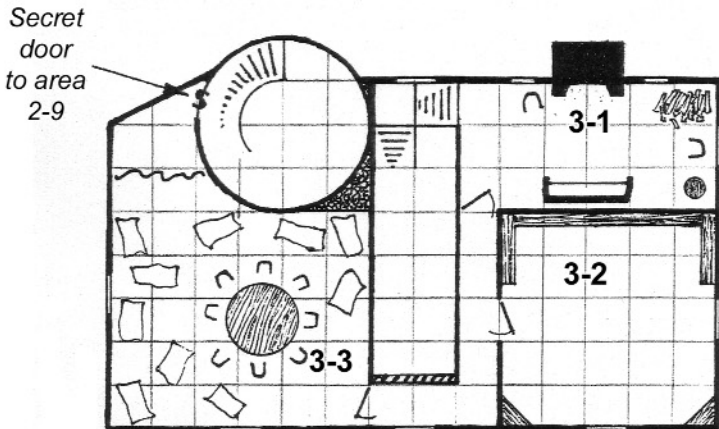


Footpath

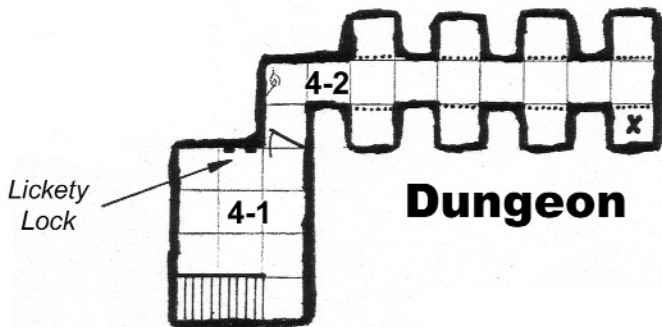
The Candy Cottage



Ground Floor



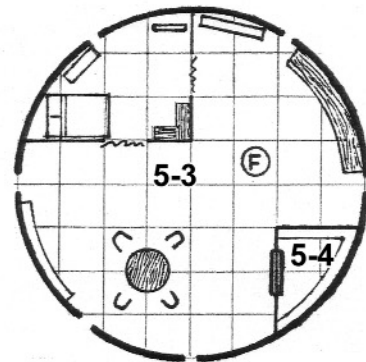
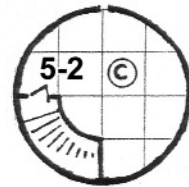
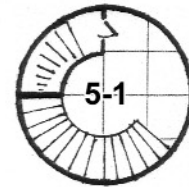
Second Floor



Dungeon

One square = 5 feet

The Witch's Tower



A Assassin Vine

V Vampiric Rose Bush

Mushroom Garden

Abyssal Bee Hives

Firewood

Table, Chair, Sofa

Bed/Pallet

Curtain

Sink

Ⓢ Ⓣ Trapdoor in Floor/Ceiling

Cell doors

“Chocolate” Pudding

Shelves

Candy Window

Candy Cane Lantern

Peanut Brittle Flagstone

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By Stephen S. Greer
AN ADVENTURE FOR CHARACTER LEVELS 7-9



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*This module is dedicated to my daughter Alyssa Giselle Greer:
May her life always be filled with sweet fairy tales and adventures.*



If you like this adventure, be sure to look for the rest of the Dungeon Crawl Classics series at your local game store.

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Introduction

Remember the golden days of role playing, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Well, those days are back. Dungeon Crawl Classics feature bloody combat, intriguing dungeons, and no NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you fear, and the secret doors you know must be there somewhere.

Escape from the Forest of Lanterns is designed for four to six characters of 7th through 9th level. We recommend 35-45 character levels between the party members. While characters can be of any basic character class, a good mix of character classes is helpful. Wizards, clerics, and even rogues are extremely useful as fighter types will find their combat abilities greatly diminished. See the "Scaling Information" section for ways to tailor this adventure to your group's unique style of play.

Adventure Summary

The characters come into possession of a book called the *Tome of Tales* when they find it among treasure collected in their latest adventure or by other means. The book makes its presence known to them, offering a story or two for their entertainment. After reading one of its stories to them, the *Tome of Tales* uses its powers to transport the player characters to a small demiplane called the Forest of Lanterns. The PCs find that they have been transformed into small children and have somehow been transported to a strange unknown forest. The forest is actually a small demiplane with the unique side effect of altering visitors to a child-like state.

Exploring the primordial woodland, the PCs may meet some of the strange, comical, and deadly denizens living there at the numerous keyed encounter areas. By exploration, encountering her henchmen, or talking with some of the less hostile creatures they meet, the PCs eventually learn of the Warty Witch who lives in a cottage made of candy at the heart of the forest. Through role-playing or just putting clues together, the player characters come to realize that she is the key to their escape and in regaining their adulthood.

When the characters investigate the witch's Candy Cottage, they must deal with her pet ooze, a "chocolate" pudding, or the carnivorous plants in her garden to gain entrance. Once inside, the PCs have to get past miniature trolls and devious traps to ascend to the witch's high tower and defeat her. The witch's treasure is kept in a room guarded by a mimic disguised as a door. Many useful magic items are hoarded there, but the most important is a pouch of magical dust that they can use to create a *gate* back to their home world.

Game Master's Section

Encounter Table

To help the GM prepare, we have included a quick reference table showing all encounters at a glance. **Loc** – the location number keyed to the map for the encounter. **Pg** – the module page number that the encounter can be found on. **Type** – this indicates if the encounter is a trap (T), puzzle (P), or combat (C). **Encounter** – the key monsters, traps, or NPCs that can be found in the encounter. Names in italics are classed NPCs. **EL** – the encounter level.

Loc	Pg	Type	Encounter	EL
1-1	9	C	<i>Fizzledrit</i> , gnome Rog7	7
1-2	10	C	Grig, 2 pixies, satyr	8
1-3	11	C	Treant	8
1-4	12	T	<i>Mirrors of opposition</i> trap	varies
1-5	13	T, C	<i>Faerie flower ring</i> trap Willas (4)	8
1-6	14	T, C	<i>Magic gumdrop</i> trap Miniature trolls (6) Large net trap	4 8
1-8	15	C	<i>Faffer</i> , Imp familiar	6
1-9	15	C	Bombardier trees (3) Scarecrow golem	9
1-10	17	C	<i>The Hungry Shadow</i> , advanced worg	8
1-11	17	P, C	Nixies (9)	7
1-12	18	C	Living drum Living trumpet	8
1-13	19	C	Iridescent butterfly swarms (2)	8
2-1	20	C	Black pudding	7
2-2	21	C	Assassin vines (3) Vampiric rose bushes (2)	8
2-3	22	C	Fiendish honey bee swarm	8
2-5	23	C	Munchkin troll Fey flesh golem	7
2-7	24	C	Ugly Boy, young half- fiend hill giant	8
2-9	25	T	Slide and wide-mouth pit trap	8
3-2	25	C	Gingerbread gargoyles (3)	7

Loc	Pg	Type	Encounter	EL
3-3	26	C	Miniature trolls (4 or 8)	7 or 9
4-1	27	P, T	Dragon bile trap	8
4-2	27	P	<i>Sonorous Verbose</i> , Brd3	3
5-1	28	C	Miniature trolls (5)	7
5-2	29	T, C	<i>Summon swarm</i> trap	8
5-3	29	C	<i>Izelda</i> , human Adp7/Wiz7 Munchkin trolls (4)	13
5-4	31	C	Advanced mimic	5

Scaling Information

Escape from the Forest of Lanterns is designed for four to six characters of levels 7-9, but may be adjusted to suit parties of different sizes or level. To begin with, adjust all NPC character levels up or down, as appropriate, by a number equal to that which the average party levels of your group deviates from 7-9. Some specific changes to the adventure should include:

Weaker Parties (3 or fewer characters, or lower than 7th level): Remove one of the munchkin or miniature trolls from each encounter with them throughout the adventure. In area 1-2, remove the pixie with the *irresistible dance* ability. Reduce the number of willas in area 1-5 to two. Replace Acorn the treant in area 1-3 with a tendriculos. At area 1-9, remove one or two of the bombardier trees. Replace the iridescent butterfly swarms in area 1-13 with three or four spider swarms. Remove the fiendish honey bee swarm from area 2-3 and one of the vampiric rose bushes from area 2-2. Do not use Ugly Boy's spell-like abilities (area 2-7). In area 2-9 reduce the depth of the pit trap to 80 feet, changing it to a CR 7. Remove one of the gingerbread gargoyles from 3-2 and one of the bat swarms from the trap in area 5-2. Remove 2 of *Izelda's* adept levels (area 5-3).

Stronger Parties (7 or more characters, or higher than 9th level): Run the adventure as written, but add two more munchkin or miniature trolls to each area where they are encountered. Add two more pixies to area 1-2. At area 1-11, add two large water elementals that obey the nixies. Add two more willas to encounter area 1-5. Add another bombardier tree to area 1-9. At area 1-10, replace Hungry Shadow with a nessian warhound. Add 2 more iridescent butterfly swarms to area 1-13. In the kitchen of the Candy Cottage (area 2-5) replace the flesh golem with a clay golem and replace the munchkin troll with a normal troll crone. At area 2-7 give Ugly Boy 2 levels of barbarian and the feats Combat Reflexes and Multiattack. This also adds *contagion* to his spell-like abilities. Finally, increase *Izelda's* wizard levels by 2.

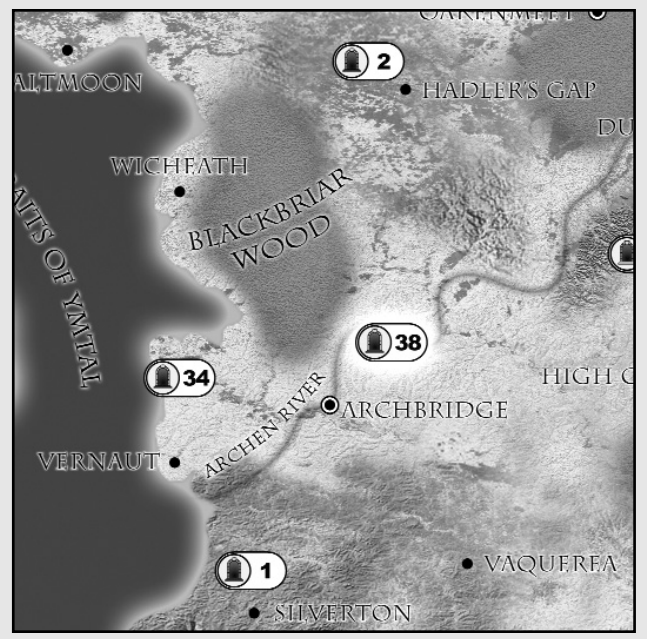
Getting the Players Involved

The default hook is that the PCs collect the *Tome of Tales* with some treasure found in a prior adventure. Alternately, use one of these other hooks:

- If there is a wizard in the party, or some other character that frequently needs to do research, surprise the player character by mixing the *Tome of Tales* in with his/her research material. Or the next time the PC reaches for his spellbook, the character suddenly finds a mysterious new book (the *Tome of Tales*) instead.
- Perhaps the PCs have already heard of the *Tome of Tales* via carefully placed rumors the GM has provided ahead of time. It is rumored that the powerful magical tome gives its owner the power to gate to other worlds. Such an item is sure to draw the player characters' interest. Simply place the tome in some old dungeon or cave with a monster or two that should be easy to get past or incorporate finding it with another adventure you plan to run prior to this. When the characters attempt to use the tome's power to create a gate, however, the book instead sends them to the Forest of Lanterns.

DCC World

If you are using the world of Áereth from DCC #35: Gazetteer of the Known Realms, this adventure takes place on a demi-plane. The heroes are transported there by a magical tome, so the adventure can take place anywhere. For purposes of world-building, a good place to use as the starting point is north of Archbridge (the northern capital of Crieite), giving the "central DCCs" more density.



Features of the Forest of Lanterns

This small world is completely filled with a dense forest of exceptionally large southern red, bur, and black oaks, with a few swamp white oaks growing near the few ponds found here. A few other smaller trees grow here as well, but most are overgrown by the various oaks. The demiplane magically sustains the plant life here without sunlight. The ambient light comes from a strange source; each tree has developed a sugary sap, that when secreted, attracts large fireflies living in the woods. When the fireflies come to eat the sap, the trees capture the insects in a semitransparent bubble that quickly hardens. The hardened sphere of sap usually drops from the tree and disintegrates shortly after the firefly inside it dies. To visitors, the spheres look like flickering "lanterns" hanging from the tree branches.

All manner of normal wildlife may be encountered here such as squirrels, owls, deer, ravens, foxes, rabbits, snakes, frogs, insects, etc.

Numerous bridges arch over streams that crisscross the Forest of Lanterns. Each one is a little different than the others – some are covered in vines and other creeping plant life, some are carved with butterfly and unicorn motifs, some are rickety and in disrepair. Creatures native to the demiplane often prey on travelers attempting to cross the bridges.

Reaching the edges of this demiplane simply results in

visitors passing over to the opposite edge. PCs climbing any of the normal trees or using *fly* spells to reach the tops of the trees and beyond find that the forest canopy is so incredibly dense that it is virtually impossible to get through. In fact, any determined effort to get past the tops of the trees causes the branches and vines to animate as an *entangle* spell (CL 20th) until the PCs attempting to get through cease such attempts. Any magical or non-magical effects used to achieve this automatically fail.

Such was the whim of its creator that any visitors from outside of the demiplane inexplicably revert to 6-year old children or the nonhuman equivalent while here. No magic may alter this, though spells such as *enlarge person* work normally to increase the creature's size one category. However, the recipient is still just a child. Only by leaving the demiplane may one hope to change back to an adult state.

The Forest of Lanterns has the following planar traits. All other aspects are normal.

Self-Contained Shape. The Forest of Lanterns is small by most standards. The demiplane is roughly hemispherical in shape and measures approximately 25 miles across.

Divinely morphic. Though the deranged god that created it cares little for it, the demiplane is alterable by him. Mortals must use spells or physical effort to affect a change here.

Adventurers as Children in the Forest of Lanterns

For the purposes of this adventure, when the characters regress they become one size category smaller and have additional changes as outlined below.

- **Large to Medium:** -10 to Strength (to a minimum of 3), +2 to Dexterity, Speed 30 ft., +1 to AC & Attacks, weapon damage is one size category smaller, no penalties on Hide checks, lifting and carrying capacity is that of a Medium creature.
- **Medium to Small:** -6 to Strength (to a minimum of 3), +2 to Dexterity, Speed 20 ft., +1 to AC & Attacks, weapon damage is one size category smaller, +4 to Hide checks, lifting and carrying capacity is three-quarters of that of a Medium character.
- **Small to Tiny:** -4 to Strength (to a minimum of 3), +2 to Dexterity, Speed 20 ft., +1 to AC & Attacks, weapon damage is one size category smaller, +8 to Hide checks, lifting and carrying capacity is one-half of that of a Medium character.

Character Death and Level Advancement

Since this adventure takes place in a closed demiplane, when a character dies the adventuring party cannot simply go to the nearest city or town to find a replacement or have the character raised or resurrected if they have no means of doing so themselves. However, since the *Tome of Tales* has dumped many other individuals into this demiplane before them, you should have no problem having the PCs meet other poor victims like themselves to team up with when one of your players is forced to create a new character.

GMs that award experience points at the end or beginning of each session should allow the characters to level up during the adventure any time they attain enough XP to do so.

Mildly Evil-aligned and Mildly Chaotic-aligned.

Lawful and good creatures take a -2 circumstance penalty on all Charisma-based checks in the Forest of Lanterns.

Enhanced and Limited Magic. Spells and spell-like abilities from the Enchantment school are extended (as if the Extend Spell metamagic feat had been used on them, but the spells do not require higher-level slots). As a demiplane, there is only one way in (the *Tome of Tales*) and one way out of it (Izelda's *gate dust*). Spells and spell-like abilities with the *teleportation* descriptor function as long as they transport the caster within the Forest of Lanterns. A spell such as *plane shift* that is intended to transport the caster out of the demiplane simply does not function but is still lost as a prepared spell, spell slot, or use of a spell-like ability for the day.

Regression. Non-native creatures of this plane that enter physically regress in age, becoming children until they leave it. This is a unique aspect of the Forest of Lanterns that allows no saving throw or spell resistance against it. Only elementals, plants, undead, and vermin are immune.

The Tome of Tales as an NPC

As written, the adventure assumes that the *Tome of Tales* simply vanishes once it has gated the PCs into the Forest of Lanterns, leaving them to figure things out on their own. At the GM's option, Tom may be brought along, although its presence may become more of an annoyance than anything else after a while. It might recite nursery rhymes and sing children's songs at inopportune moments. It may mock and heckle the PCs or even shout encouragement to them during battle, depending on its quicksilver mood changes. Tom may also keep the PCs from doing anything rash such as gluing its pages together or burning it, for example, by telling them that it is their only means of escaping this small world, perhaps reminding them of it every time it senses their mood turning ugly.

Tom may also be used to subtly steer the PCs into or out of danger as its mood dictates. This may be helpful to keep your players from simply going straight to the end of the adventure.

Because of its ability to cast *gate*, Tom may also be used as a safety net for the GM to transport the PCs back home if the adventure proves too difficult for them. Of course, this will require a lot of coaxing and sucking up on their part, which may be fun too!

Background Story

Once upon a time, there lived a wizard named Dolerous. Amongst his other interests, he had a great love and fascination for children's stories, fairy tales, and other fantastical works of fiction. During his many journeys and adventures he had built up an impressive library of books and tomes on these subjects. As he grew older, Dolerous became increasingly erratic in his behavior and was viewed as eccentric in the extreme by some and stark, raving mad by others.

Late in his life he disappeared into his library and began the long and arduous task of compiling an abridged collection of all his favorite stories. He named this large work of literature the *Tome of Tales*. The more he worked on it, the more he wanted to make it something unique that the world had never seen or heard of before. He tried various magical enhancements and experiments, but they all fell short of his grand vision.

During his research, Dolerous came across an ancient set of scrolls he had all but forgotten about. The scrolls outlined a magical rite that involved calling upon a mysterious god of great power, but unpredictable nature and caprice. Dolerous seized upon the idea of conducting the rite to empower his book with all of the grand powers he envisioned for the *Tome of Tales*, aware yet unconcerned of the dangers it entailed.

Dolerous prepared the *Tome of Tales* for the magical rite and went through all of the steps outlined in a ritual that lasted for several days. Infused with the power of this mysterious god of chance, luck, and insanity, the book was ensorcelled with tremendous power, sentience, and a capricious will. Using Dolerous as a conduit, the divine entity created numerous small, infantile demiplanes budding from a single nexus – the *Tome of Tales*. Each young demiplane grew and developed into twisted progenies of the collective imagination of Dolerous and the crazed god.

During the next few months Dolerous found that the magical tome could take him to small worlds where the stories he so loved were given life. However, during what would be his last visit, he met an untimely end in one of the newly formed demiplanes, the first of what would eventually be numerous victims of his creation. The tome then disappeared to spread its mischief elsewhere in the known worlds, nestling in dragon hoards, wizard's libraries, and more mundane locales, waiting to be found.

Player Beginning

There are a number of ways that the PCs can come into possession of the *Tome of Tales*. Regardless of how they came by it, read or paraphrase the following when one of the PCs is holding it.

You hold in your hands a large and heavy tome of obvious quality. Golden lettering on its dark brown leather cover names it Tome of Tales. It is held closed by what appears to be silky braided horse hair looped around it and tied in a loose simple knot. The air surrounding the book seems to hum with energy that makes the roof of your mouth tickle.

Suddenly the book makes a strange noise as if someone was trying to speak through a gag. It begins to convulse, buck, and flop around until finally the thin horse hair rope holding it closed comes loose and the pages fly open.

A pleasant voice from the book says, "Oh, that's better...much better!" It makes a sound as if having a good stretch after a long sleep and says, "The name's Tom. What's yours?"

Depending on the circumstances, Tom has patiently observed and listened to the adventurers. It is now quite chatty, commenting on each of the adventurers' garb, weaponry, and any other interesting gear they are carrying and distinctive characteristics any of the PCs may possess. It goes on and on as if it has been unable to speak with anyone for a very long time and is trying to make up for lost time.

"Tom" is, of course, short for Tome. It confides in the PCs that it has been stuck wherever they found it for a very long time and is overjoyed to finally be somewhere new. It asks them to not stuff it in some dirty old rucksack or on a bookshelf, but instead let it enjoy some freedom for a time. It gives only vague responses when asked about its past, claiming to have been to "lots of places," but never elaborating much on any of them. Instead it steers conversations toward all of the wonderful stories it contains and the hours of entertainment it can provide the characters. At the GM's discretion, it may be used to tell a few quaint stories to keep suspicious characters from acting rashly. However, it has a specific tale it shares with the adventurers when the time is right and they are all together, perhaps when they are preparing to retire for the night while heading to or from some place of importance to them (home, the big city, their next adventure, etc).

When the PCs are ready for the story it recites one from the book entitled 'The Warty Witch and the Forest of Lanterns.' Read or paraphrase the story. It is somewhat bare bones, so feel free to embellish it as you see fit.

Once upon a time, two young children named Michael



and Alyssa discovered a wondrous old forest called the Forest of Lanterns. It was named so because of the thousands of magical lamps hanging from the ancient trees. As they explored the forest they spotted a kitten stuck in the high branches of an old oak tree. Michael was quite a little climber. He expertly scaled the old tree and brought the kitten down safely. It was the cutest thing Alyssa had ever seen, so she named it Cuddly-Wuddly and brought it with them. As they continued their adventure in the forest, they ran afoul of a sneaky leprechaun that tricked them into entering a fairy ring where they were trapped unless they could beat him in a game of riddles. Fortunately for them, Alyssa was quite skilled when it came to riddles and bested the leprechaun at his game. Reluctantly, the leprechaun had to let them go.

Deciding that this had been enough adventure for one day, the two children headed home. However, they found that they had gotten themselves hopelessly lost.

After hours of wandering in circles, Michael and Alyssa spotted a quaint cottage in a little clearing. And wonder of wonders, it was made entirely of candy! When they started heading to it, they were stopped by a large talking dog. It warned them that a wicked old witch that liked to eat children lived there and that they should avoid it all costs. But the children reasoned that dogs are just suspicious animals. Besides, how could such a lovely place be the home of a witch?

So the children and their kitten approached the cottage and sampled the hundreds of different candies,

puddings, and other treats the cottage was made of until they were stuffed. When they were so full of snacks that they could barely move, a horrible old crone and her tiny troll minions snared them in a net and locked them up in a dungeon beneath the cottage.

For days Michael and Alyssa were fed candy, pastries, pudding, and all manner of delectable treats to fatten them up. When they weren't eating, they were forced to clean and perform other chores with other captured children under the sharp eyes of a fat, bullying child that liked to deal out stinging whacks with a hickory switch.

Eventually, the witch decided it was time to bake the children up in a great big pie. She got a fire blazing in her massive oven and went to fetch the children. As she carried Michael and Alyssa to the oven, Cuddly-Wuddly suddenly got underfoot and caused the witch to trip and fall right into it. Michael and Alyssa slammed the oven door shut on the old crone and that was the last they ever saw of her. They set the other children free, who grabbed up makeshift switches and were last seen chasing the fat bullying child through the woods whacking him black and blue.

Michael and Alyssa found their way out of the woods with the help of the talking dog and they lived happily ever after...

At the conclusion of the story, the *Tome of Tales* queries in a reflective sigh, "Ahhh... Makes you wish you could see it first hand, eh?" Whether answered in the affirmative or not, it has chosen to give the PCs a firsthand look

at the Forest of Lanterns by opening a magical gate around them.

The *Tome of Tales* is in reality nothing more than a powerful collection of unusual portals to other worlds. After the above tale has been told, a dense fog moves in obscuring everything beyond 5 feet of the characters and clinging to them like spider webs. After a moment, the fog fades and the PCs find themselves in a shadowy primordial forest of huge, gnarled trees and tangled plants at the area marked X on the Forest of Lanterns map. Each of the PCs has physically reverted to a 6-year old child or the equivalent if they are nonhumans (see the sidebar, *Adventurers as Children in the Forest of Lanterns*). Fortunately, their equipment is proportionately sized for them.

As the players are trying to make sense of what has just happened to them, read or paraphrase the following:

A dense, shadowy wood surrounds you, lit by hundreds of spherical lanterns made of what appears to be glazed glass hanging from the tree branches. Each of the lanterns winks out and then flashes brightly again at random. Suddenly a nearby branch shudders and a glob of clear sap flashes out to catch one of the glowing insects. The sap hanging from the branch slowly forms into a sphere with the firefly trapped inside.

A dirt path meanders through the forest, past a tangle of bushes and weeds growing up between the moss-covered roots of the gnarled trees. Owls' hoots and the chirrup of crickets and frogs echo throughout the forest.

Level 1: The Forest of Lanterns

This demiplane is loosely styled after the tale, 'The Warty Witch and the Forest of Lanterns' as described previously. However, in this twisted fairy tale, things are much more deadly and sinister. The PCs may just survive if they are both clever and careful!

The illumination provided by the countless natural lanterns suspended from the tree branches provides shadowy illumination that is constant throughout the woods.

Movement rates on the trails indicated on the map are normal. Stepping off of the trails into the dense forest reduces movement by half.

For all other pertinent information about the demiplane refer back to the **Features of the Forest of Lanterns** section.

Wandering Monsters

There is a 15% chance (1-3 on d20) per hour that the

characters will come across a random encounter while exploring the Forest of Lanterns. These creatures are somewhat meaner, twisted versions of their standard counterparts. Not all of them are intent on attacking the PCs, but if they can, they will visit some form of cruel mischief upon them. Randomly determine the nature of the encounter by rolling 1d20:

d20	Encounter
1-2	Tendriculos
3	Nymph
4-5	1d6+5 Grigs (stats as in area 1-2)
6-8	1d6+5 Nixies (stats as in area 1-5)
9-10	1d6+5 Pixies (stats as in area 1-2)
11-12	1d3+2 Satyrs with pipes (stats as in area 1-2)
13-14	1d4+3 Miniature Trolls (stats as in area 1-6)
15-16	1d3+1 Gingerbread Gargoyles (stats as in area 3-2)
17-18	1d4+4 Dire Wolves
19	Greater Water Elemental
20	Gargantuan Monstrous Scorpion

The following statistics are provided for easy reference.

Tendriculos: CR 6; Huge plant; HD 9d8+54; hp 94; Init -1; Spd 20 ft.; AC 16, touch 7, flat-footed 16; Base Atk +6; Grp +23; Atk bite +13 melee (2d8+9); Full Atk bite +13 melee (2d8+9) and 2 tendrils +8 melee (1d6+4); Space/Reach 15 ft./15 ft.; SA Improved grab, paralysis, swallow whole; SQ Low-light vision, plant traits, regeneration 10; AL N; SV Fort +12, Ref +2, Will +4; Str 28, Dex 9, Con 22, Int 3, Wis 8, Cha 3.

Skills and Feats: Hide +9, Listen +1, Move Silently +1, Spot +1; Alertness, Iron Will, Power Attack, Stealthy.

Swallow Whole/Paralysis (Ex): A tendriculos can try to swallow a grabbed opponent by making a successful grapple check. Once inside the plant's mass, the opponent must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds by the tendriculos' digestive juices, taking 2d6 points of acid damage per round. A new save is required each round inside the plant. A swallowed creature that avoids paralysis can climb out of the mass with a successful grapple check. This returns it to the plant's maw, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the tendriculos' interior (AC 14). Once the creature exits, the plant's regenerative capacity closes the hole; another swallowed opponent must cut its own way out. A Huge tendriculos' interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

Nymph: CR 7; Medium fey (native); HD 6d6+6; hp 27; Init +3; Spd 30 ft., swim 20 ft.; AC 17, touch 17, flat-footed 14; Base Atk +3; Grp +3; Atk/Full Atk dagger +6 melee (1d4/19-20); SA Blinding beauty, spells, spell-like abilities, stunning glance; SQ Damage reduction 10/cold iron, low-light vision, unearthly grace, wild empathy; AL CN; SV Fort +7, Ref +12, Will +12; Str 10, Dex 17, Con 12, Int 16, Wis 17, Cha 19.

Skills and Feats: Concentration +10, Diplomacy +6, Escape Artist +12, Handle Animal +13, Heal +12, Hide +12, Listen +12, Move Silently +12, Ride +5, Sense Motive +12, Spot +12, Swim +8, Use Rope +3 (+5 with bindings); Combat Casting, Dodge, Weapon Finesse.

Spell-Like Abilities: 1/day – *dimension door*. Caster level 7th.

Spells: A nymph casts divine spells as a 7th-level druid.

Spells Prepared (6/5/4/3/1, save DC 13 + spell level): 0 – *cure minor wounds, detect magic, flare, guidance, light, resistance*; 1st – *calm animals, cure light wounds, entangle, longstrider, speak with animals*; 2nd – *barkskin, heat metal, lesser restoration, tree shape*; 3rd – *call lightning, cure moderate wounds, protection from energy*; 4th – *rusting grasp*.

Blinding Beauty (Su): This ability affects all humanoids within 30 feet of a nymph. Those who look directly at a nymph must succeed on a DC 17 Fortitude

save or be blinded permanently as though by the *blindness* spell. A nymph can suppress or resume this ability as a free action.

Stunning Glance (Su): As a standard action, a wrathful nymph can stun a creature within 30 feet with a look. The target creature must succeed on a DC 17 Fortitude save or be stunned for 2d4 rounds. The save DC is Charisma-based.

Unearthly Grace (Su): A nymph adds her Charisma modifier as a bonus on all her saving throws, and as a deflection bonus to her Armor Class (the statistics block already reflects these bonuses).

Wild Empathy (Su): This power works like the druid's wild empathy class feature, except that a nymph has a +6 racial bonus on the check.

Dire Wolf: CR 3; Large animal (native); HD 6d8+18; hp 45; Init +2; Spd 50 ft.; AC 14, touch 11, flat-footed 12; Base Atk +4; Grp +15; Atk/Full Atk bite +11 melee (1d8+10); Space/Reach 10 ft./5 ft.; SA Trip; SQ Low-light vision, scent; AL N; SV Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2 (or +6 when tracking by scent); Alertness, Run, Track, Weapon Focus (Bite).

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip its opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

Greater Water Elemental: CR 9; Huge elemental (water, extraplanar); HD 21d8+105; hp 199; Init +5; Spd 30 ft, swim 120 ft.; AC 22, touch 13, flat-footed 17; Base Atk +15; Grp +31; Atk slam +21 melee (2d10+8); Full Atk 2 slams +21 melee (2d10+8); Space/Reach 15 ft./15 ft.; SA Water mastery, drench, vortex; SQ Damage reduction 10/–, darkvision 60 ft., elemental traits; AL N; SV Fort +17, Ref +14, Will +9; Str 26, Dex 20, Con 21, Int 8, Wis 11, Cha 11.

Skills and Feats: Listen +14, Spot +14; Alertness, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack.

Gargantuan Monstrous Scorpion: CR 10; Gargantuan vermin; HD 20d8+60; hp 150; Init +0; Spd 50 ft.; AC 24, touch 6, flat-footed 24; Base Atk +15; Grp +37; Atk claw +21 melee (2d6+10); Full Atk 2 claws +21 melee (2d6+10) and sting +16 melee (2d6+5 plus poison); Space/Reach 20 ft./15 ft.; SA Constrict 2d6+10, improved grab, poison; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +15, Ref +6, Will +6; Str 31, Dex 10, Con 16, Int –, Wis 10, Cha 2

Skills and Feats: Climb +14, Hide -8, Spot +4

Poison (Ex): Sting, Fort DC 23, initial and secondary damage 1d8 Con.

Constrict (Ex): A monstrous scorpion deals automatic claw damage on a successful grapple check.

Areas of the Map

Area 1-1 – The Mad Gnome “Leprechaun” (EL 7):

Read or paraphrase the following:

At the end of the trail, a large oak appears to have been hollowed out and made into a small person’s home. Plants and flowers in clay pots hang from the lower limbs of the tree by cords and knotted ropes. A small mushroom garden bordered by smooth river stones appears well-tended off to the side. Suddenly, a small window opens in the round door in the trunk. A round little face the color of dark tree bark with large slanted hazel eyes peers out at you. It brandishes a decorative metal rod, pointing it out the window and shouting, “Dah! Dah-dah-dah-dah-dah!”

This oak has been magically hollowed out and is still a living tree. Its trunk measures a little over 20 feet around (about 7 feet across). It can accommodate 2-5 small creatures. The living quarters are spaced throughout 5 separate levels connected by ladders. The highest and smallest of the rooms is about 35 feet up. Small, cleverly disguised windows look out through boles in the tree. They require a DC 30 Escape Artist check for small creatures to squeeze through.

The occupant of this cozy little home is Fizzledrit the gnome. He was once an adult forest gnome rogue, but has been changed to a tiny child. Several weeks ago Fizzledrit attempted to burglarize the home of a well-known wizard. As he pilfered the wizard’s workroom he mistook the *Tome of Tales* for a spellbook and hastily snatched it up, assuming (correctly) that it was the most valuable item there. Climbing out of the upstairs window, Fizzledrit dropped the last few feet to the ground below. At that particular moment, the tome opened a *gate* beneath him and the gnome literally dropped into the Forest of Lanterns. The gate winked out and here Fizzledrit remains.

Fizzledrit wandered the forest in bewilderment for days. When he encountered an evil leprechaun, they fought and the little gnome slew the creature and used its hollowed out oak as a base until he could figure out a way to get home. In his wanderings, he crossed the Warty Witch and although he escaped, she afflicted him with mindfire (see the DMG) via a *contagion* spell. His system has not been able to resist the disease more than one day at a time and his Intelligence score has slowly dropped to its present state.

Fizzledrit’s brain feels like it is on fire most of the time, rendering him near feral and quite insane when it is at its worst. His damaged mind has



latched onto the hazy notion that he is a leprechaun. He thinks and acts like what his idea of a leprechaun is, even wearing the old leprechaun’s clothes. He is incapable of formulating any kind of coherent speech or thoughts. His single catchall word is “Dah!”

Tactics: Fizzledrit begins combat by waving his *rod of wonder* menacingly at the PCs to scare them away. Ironically, the only word he is capable of articulating also happens to be the command word to activate the rod of wonder: “Dah!” Each round, Fizzledrit activates one of its random effects from behind the small wooden door, which gives him improved cover (+8 to AC, +4 to Reflex saves). If a *rod of wonder* effect targets a single creature, select the nearest enemy or one at random. If reduced to 10 hit points, Fizzledrit retreats up to the higher levels of the oak and climbs out a tiny window to flee across the maze of branches from nearby trees into the surrounding woods. He hides there until the PCs are gone.

Development: Fizzledrit is very confused and impossible to reason with until his Intelligence score is restored or increased. However, if the PCs surmise that he is under the effects of a spell (DC 20 Sense Motive check or DC 23 Spellcraft check) and have the means of removing the disease they gain a valuable ally in Fizzledrit. He lends his skills to the PCs and gives them directions to the Candy Cottage. He also warns them of some of the other denizens of the Forest of Lanterns except for “Cuddly-Wuddly,” which he hasn’t encountered yet.

Left alone, the gnome's Intelligence score finally drops to 0 and he becomes catatonic, dying soon from starvation and dehydration.

Ad Hoc XP Award: If Fizzledrit is cured of his condition instead of killed, award experience points as if the PCs had defeated him in combat.

Fizzledrit the Gnome “Leprechaun,” Rog7: CR 7; Tiny humanoid (forest gnome); HD 7d6+7; hp 38; Init +9; Spd 20 ft.; AC 20, touch 17, flat-footed 20; Base Atk +5, Grp -4; Atk/Full Atk *rod of wonder* +6 melee (1d4-1); SA Sneak attack +4d6, SQ Evasion, low-light vision, pass without trace, trapfinding, trap sense +2, uncanny dodge; AL NG; SV Fort +3, Ref +11, Will +1; Str 8, Dex 20, Con 12, Int 3 (normally 12), Wis 9, Cha 10.

Skills and Feats: Balance +12, Climb +5, Craft (metalworking) +1, Disable Device +14, Escape Artist +10, Hide +18, Jump +7, Knowledge (arcana) +1, Knowledge (local) +1, Knowledge (nature) +1, Listen +6, Move Silently +10, Open Lock +14, Spot +4, Survival +6, Swim +5, Tumble +12, Use Magic Device +5; Combat Reflexes, Improved Initiative, Nimble Fingers.

Languages: Common, Elven, Gnome, Sylvan.

Pass Without Trace (Ex): Fizzledrit has the innate ability to use *pass without trace* (self only, as a free action) as the spell cast by a 7th-level druid.

Possessions: masterwork studded leather armor, *rod of wonder*, masterwork thieves' tools, pot of 500 gp, sack full of mushrooms, turnips & tubers, waterskin.

Hollowed Out Oak Tree: 1 ft. thick (trunk); hp 120; Hardness 5; Break DC 30; Climb DC 15

Small Wooden Door: 2 in. thick; hp 20; Hardness 5; Break DC 25

Tiny Windows: 3 inch wide by 5 inch high, DC 30 Escape Artist check for Small creatures to squeeze through; impossible for larger creatures to fit through.

Area 1-2 – The Piper and the Fiddler (EL 8): As the player characters approach this area, the sounds of pipe music and fiddle playing are heard coming from the woods nearby. If the PCs follow the sounds to their source in the woods, read or paraphrase the following:

Within a small clearing, nestled between thick roots nearly a hundred feet from the dirt path, a strange group of merrymakers enjoys the festive music of pan pipes and fiddle. The piper is a man with ram's horns protruding from his head and two goat legs instead of normal human legs. He hops from one hoof to the other in time

with the music. His tiny partner, playing the smallest fiddle you have ever seen, has a humanoid head, torso, and arms, but the wings, antennae, and legs of a cricket. He is dressed in a festive red vest with shiny buttons and wears a jaunty green cap.

Dancing in a merry ring in front of them are the most unlikely revelers you can imagine: a pair of brightly colored mushroom men, a frog wearing a bowtie and a top hat, a monkey wearing a dress, and several balls of light changing color in time to the music.

The creatures dancing to the music are simply an illusion, while the glowing lights are a *dancing lights* spell. The illusion may be disbelieved if interacted with on a DC 19 Will save. When the PCs begin this encounter they are at the average spotting distance of 70 feet from the fey musicians given the dense forest surroundings.

The goat-legged humanoid is a satyr. The fiddle player is a grig. Unseen by the PCs, 2 pixies are fluttering in the air nearby enjoying the merriment. One of the pixies has the *irresistible dance* spell-like ability. The other does not.

When the PCs arrive, the satyr and grig simply give them an acknowledging nod and motion for them to come join in the merriment while they continue to play their instruments. Any PCs within 60 feet must succeed on a DC 13 Will save or become *charmed* by the satyr's pan pipes and join the illusory dancers. PCs that then come within 30 feet of the grig must make a separate DC 12 Will save or be affected as if by *irresistible dance*, joining the illusory dancers as above if also *charmed* or simply dancing uncontrollably where they stand if not. The satyr has a special quality of being immune to the grig's fiddle music.

Tactics: The faerie creatures are only interested in making the PCs dance foolishly for their amusement. Both of the pixies have already activated their *detect thoughts* spell-like abilities when the PCs approach. If the PCs turn hostile one of them has its *irresistible dance* spell-like ability readied to cast on the first PC to make a hostile action, assuming the PC fails its Will save (DC 15) to have such surface thoughts read. The other pixie has a readied action to fire a *sleep arrow* at a PC under the same conditions.

If attacked, the satyr and grig flee into the woods while one of the pixies casts *entangle* to cover their retreat. If one of the faerie creatures is slain, the pixies use *memory loss arrows* on the PCs, curse them angrily in Sylvan, and flee.

Grig (1): CR 1; Tiny fey (native); HD 1/2d6+1; hp 2; Init +4; Spd 20 ft., fly 40 ft. (poor); AC 18, touch 16, flat-footed 16; Base Atk +0; Grp -11; Atk/Full Atk short sword +6 melee (1d3-3/19-20) or longbow +6 ranged (1d4-3/x3); Space/Reach 2-1/2 ft./0 ft.; SA Spell-like abilities, fiddle; SQ Damage reduction 5/cold iron, low-light vision, spell resistance 17; AL N; SV Fort +1, Ref +6, Will +3; Str 5, Dex 18, Con 13, Int 10, Wis 13, Cha 14.

Skills and Feats: Craft (any one) +4, Escape Artist +8, Hide +16, Jump +3, Listen +3, Move Silently +13, Perform (string instruments) +6, Search +2, Spot +3; Dodge, Weapon Finesse.

Spell-Like Abilities: 3/day - *disguise self*, *entangle* (DC 13), *invisibility* (self only), *pyrotechnics* (DC 14), *ventriloquism* (DC 13). Caster level 9th.

Fiddle (Su): One grig in each band carries a tiny, grig-sized fiddle. When the fiddler plays, any non-sprite within 30 feet of the instrument must succeed on a DC 12 Will save or be affected as though by *irresistible dance* for as long as the playing continues. The save DC is Charisma-based.

Pixie (2): CR 4 and 5; Small fey (native); HD 1d6; hp 3; Init +4; Spd 20 ft., fly 60 ft. (good); AC 16, touch 15, flat-footed 12; Base Atk +0; Grp -6; Atk/Full Atk short sword +5 melee (1d4-2/19-20) or longbow +5 ranged (1d6-2/x3); SA Spell-like abilities, special arrows; SQ Damage reduction 10/cold iron, greater invisibility, low-light vision, spell resistance 15; AL N; SV Fort +0, Ref +6, Will +4; Str 7, Dex 18, Con 11, Int 16, Wis 15, Cha 16.

Skills and Feats: Bluff +7, Concentration +4, Escape Artist +8, Hide +8, Listen +8, Move Silently +8, Ride +8, Search +9, Sense Motive +6, Spot +8; Dodge, Weapon Finesse.

SA – Spell-Like Abilities: 1/day – *lesser confusion* (DC 14), *dancing lights*, *detect chaos*, *detect good*, *detect evil*, *detect law*, *detect thoughts* (DC 15), *dispel magic*, *entangle* (DC 14), *permanent image* (DC 19; visual and auditory elements only, caster level 8th).

Irresistible Dance (Su): One pixie in ten can use *irresistible dance* 1/day (caster level 8th).

Special Arrows (Ex): Pixies sometimes employ arrows that deal no damage but can erase memory or put a creature to sleep:

Memory Loss: An opponent struck by this arrow must succeed on a DC 15 Will save or lose all memory. The save DC is Charisma-based and includes a +2 racial bonus. The subject retains skills, languages, and class abilities but forgets everything else until he or she receives a *heal* spell or memory restoration with *limited wish*, *wish*, or *miracle*.

Sleep: Any opponent struck by this arrow, regardless of Hit Dice, must succeed on a DC 15 Fortitude save or be affected as though by a *sleep* spell.

Greater Invisibility (Su): A pixie remains invisible even when it attacks. This ability is constant, but the pixie can suppress or resume it as a free action.

Satyr: CR 4 (2 without its pipes); Medium fey (native); HD 5d6+5; hp 22; Init +1; Spd 40 ft.; AC 15, touch 11, flat-footed 14; Base Atk +2; Grp +2; Atk head butt +2 melee (1d6) or shortbow +3 ranged (1d6/x3); Full Atk head butt +2 melee (1d6) and dagger -3 melee (1d4/19-20) or shortbow +3 ranged (1d6/x3); SA Pipes; SQ Damage reduction 5/cold iron, low-light vision; AL CN; SV Fort +2, Ref +5, Will +5; Str 10, Dex 13, Con 12, Int 12, Wis 13, Cha 13.

Skills and Feats: Bluff +9, Diplomacy +3, Disguise +1 (+3 acting), Hide +13, Intimidate +3, Knowledge (nature) +9, Listen +15, Move Silently +13, Perform (wind instruments) +9, Spot +15, Survival +1 (+3 aboveground); Alertness, Dodge, Mobility.

Pipes (Su): Satyrs can play a variety of magical tunes on their pan pipes. Usually, only one satyr in a group carries pipes. When it plays, all creatures within a 60-foot spread (except satyrs) must succeed on a DC 13 Will save or be affected by *charm person*, *sleep*, or *fear* (caster level 10th; the satyr chooses the tune and its effect).

In the hands of other beings, these pipes have no special powers. A creature that successfully saves against any of the pipe's effects cannot be affected by the same set of pipes for 24 hours.

Area 1-3 – The Treant's Grove (EL 8): Read or paraphrase the following:

A tarnished woodcutter's axe lies in the middle of the path, surrounded by old bones and bits of cloth. A few other ragged shreds of cloth hang from the branches of nearby trees.

One of Izelda's munchkin trolls once traveled this path on its way to chop down a small white oak to use as firewood. Its intentions were clear to the creature living here so it literally tore him apart.

A treant by the name of Acorn has put down roots here near the trail. It has no love for tree-cutting manlings, but is extremely hostile toward those carrying their tools of murder: axes. The treant attacks axe-carrying PCs on sight, bellowing "Treekillers!" as it alternates between melee attacks and animating the trees around it within 180 feet. The treant can direct 2 at a time to perform specific tactical actions, but the others simply flail their limbs at any PCs near enough to slam until Acorn gives them instructions. Trees animated by Acorn share the same statistics as a treant.

Tactics: If any of the PCs is carrying an axe or axe-like weapon, Acorn and the animated oaks attack

when he or she enters an area they all threaten; starting with the guilty character and then any others in his company. If none of the PCs carries such weapons and they perform no hostile actions against any of the trees within Acorn's sight, they may pass through peacefully. If battle occurs, Acorn attempts to trample a PC every other round, provided a target is close enough.

Development: If none of the PCs are carrying axes or axe-like weapons, but one of them looks intent on picking up the woodcutter's axe, Acorn warns, "I wouldn't do that," in a deep, low voice like wind blowing through the trees. Picking up the axe draws the attacks of Acorn and the animated oaks. Taking Acorn's advice grants the PCs a +2 circumstance bonus on Diplomacy checks if they attempt to converse with the treant. Its initial attitude is Unfriendly. By changing its attitude to Friendly or better (DC 25 Diplomacy check), the PCs can gain helpful information. The treant knows that this small world was created by a human wizard with the help of a powerful deity. It also knows of all of the creatures living here and can provide general descriptions of them. Acorn can direct the PCs toward the Candy Cottage. All that the treant really knows about the Warty Witch is that she is a "manling" that condones the killing of trees and wields powerful magic. When telling the PCs about the bombardier grove, Acorn shudders with outraged anger. Should they turn their attention to destroying the hated bombardiers, the treant gives them its blessings and wishes them success.

Ad Hoc XP Award: If the PCs befriend Acorn the treant, award experience points as if they had defeated it in combat.

Acorn the Treant: CR 8; Huge plant; HD 7d8+35; hp 72; Init -1; Spd 30 ft.; AC 20, touch 7, flat-footed 20; Base Atk +5; Grp +22; Atk slam +12 melee (2d6+9); Full Atk 2 slams +12 melee (2d6+9); Space/Reach 15 ft./15 ft.; SA Animate trees, double damage against objects, trample 2d6+13; SQ Damage reduction 10/slashing, low-light vision, plant traits, vulnerability to fire; AL N; SV Fort +10, Ref +1, Will +7; Abilities Str 29, Dex 8, Con 21, Int 12, Wis 16, Cha 12.

Skills and Feats: Diplomacy +3, Hide -9*, Intimidate +6, Knowledge (nature) +6, Listen +8, Sense Motive +8, Spot +8, Survival +8 (+10 above-ground); Improved Sunder, Iron Will, Power Attack.

Animate Trees (Su): A treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a treant in all respects. Animated trees lose their ability to move if the treant that animated them

is incapacitated or moves out of range. The ability is otherwise similar to *liveoak* (caster level 12th). Animated trees have the same vulnerability to fire that a treant has.

Trample (Ex): Reflex DC 22 half. The save DC is Strength-based.

Skills: *Treants have a +16 racial bonus on Hide checks made in forested areas.

Area 1-4 – Mirrors of Opposition (EL Varies): Read or paraphrase the following:

A sign hangs crookedly from a post at the side of the trail. The words are timeworn, but still legible: "This way to the Mirrors of Many Worlds." If the sign was hanging properly, it would point to an overgrown path leading off into the woods.

Should the PCs follow the path, it winds its way for a hundred feet or so to a clearing where a large rickety wooden gazebo rises above the forest soil. Read or paraphrase the following:

An old wooden gazebo with peeling paint and warped timbers stands at the center of a tiny clearing overgrown with weeds and creepers. Twelve large stand mirrors with decorative golden frames face inward toward the center of the interior of the gazebo. In the center of the floor, faint words painted on it form a small ring.

The mirrors are an elaborate trap for unwilling visitors looking for an easy way out of this demiplane. Two of them facing each other across the gazebo are *mirrors of opposition*. They are triggered when a living creature stands between them and sees its reflection. The mirrors are arranged so as to allow anyone standing at the center of the gazebo to see their reflection in all of them at once. The words painted on the floor originally read, "Your greatest enemy twofold." A PC succeeding on a DC 25 Decipher Script check may make the words out. However, to do so one must be very close to examine the writing and intentionally averting their gaze from the mirrors to avoid triggering the *mirrors of opposition*.

Mirrors of Opposition Trap: If a creature sees its reflection in the mirrors' surfaces, an exact duplicate of that creature comes into being from each of them. These opposites immediately attack the original. The duplicates have all the possessions and powers of the original (including magic). Upon the defeat or destruction of either the duplicates or the original, the duplicates and their items disappear completely. The *mirrors of opposition* each perform their function up to 4 times per day.

The EL of this encounter is 2 higher than the level of

the PC that triggers the trap. The CR for each reflected enemy that steps out of the mirrors equals the triggering character's level.

Treasure: 2 mirrors of opposition. The other 10 stand mirrors are each worth 500 gp.

Area 1-5 – The Quick and the Dead (EL 8): Read or paraphrase the following:

Visible from the trail, a beautiful cluster of tall white flowers with stripes of crimson & gold nestles in a small clearing in the woods. Among the flowers you can see part of a gleaming sword blade and some items of clothing that someone has foolishly left behind.

A group of 4 fey creatures resembling mean little elves called willas frequently check the fairy ring for any new “arrivals” and to receive the bonuses the ring gives them for entering. When the PCs approach this area, the willas happen to be approaching the fairy ring from the opposite side.

Tactics: The willas move to surround the PCs while one of them uses *ventriloquism* to mimic a wounded humanoid lying among the high flowers of the fairy ring. The others wait a moment to see if any of the PCs enter the fairy ring. They then target enemies carrying brittle weapons such as swords and daggers or potion-carrying PCs with *shatter*. Thereafter, all of the willas use hit and run tactics to move up and wound a foe and then dash off. They use the *sleep* power of their special daggers on each attack. Each of the willas moves through the fairy ring to gain its benefits (see below) at the earliest opportunity. If 1 or more of the willas is killed, the others break off their attacks and retreat into the woods to heal up.

Because the flowers of the fairy ring are about 2-3 feet high and somewhat dense, creatures within them have concealment.

Trap: This cluster of flowers forms a ring approximately 30 feet across. It is a magical *faerie circle*. Any non-fey that comes within 150 feet of it must succeed on a DC 20 Will save or be overcome with a compulsion to enter it, basking in the beauty and heady fragrance of the flowers for the next hour. Once creatures are among the flowers, they must make a DC 17 Fortitude save against the pollen in the air or fall asleep and never awaken. Sleeping creatures can be awakened by being wounded or slapped, though no amount of noise will rouse them.

Fey creatures that enter the ring of flowers receive a +1 luck bonus to attack and damage rolls, saves, skill checks, and ability checks for 24 hours.



Treasure: Among the flowers are the bones of past victims that have fallen prey to the faerie ring. Among them is a small *adamantine +1 greatsword*, an arcane *scroll of enlarge person*, a divine *scroll of neutralize poison* and *cure serious wounds*, a *hat of disguise*, and a dark brown *belt of giant strength +4* with silver studs and a pair of bulls depicted on the front, struggling with each other with their horns locked.

One of the willas carries a pouch of *dust of sneezing and choking* clearly labeled as such in Draconic. None of the willas can read it, though. They believe it is the Warty Witch's *gate dust*, which they looted from the bodies of a munchkin troll patrol they killed.

Willas (4): CR 3; Small fey (native); HD 1d6; hp 3 each; Init +8; Spd 60 ft.; AC 20, touch 20, flat-footed 11; Base Atk +0; Grp -5; Atk/Full Atk dagger +10 melee (1d4–1/19-20); SA Spell-like abilities, special daggers; SQ Damage reduction 5/cold iron, fey traits, greater invisibility, haste, low-light vision; AL CE; SV Fort +0, Ref +11, Will +4; Str 9, Dex 27, Con 11, Int 16, Wis 15, Cha 16.

Skills and Feats: Bluff +6, Concentration +3, Craft (any one) +6, Escape Artist +11, Handle Animal +6, Hide +12 (+32 while invisible and moving or +52 while invisible and immobile), Jump +19, Knowledge (any one) +6, Listen +5, Move Silently +11, Search +6, Sense Motive +5, Spot +5, Survival +5; Dodge, Mobility, Spring Attack, Weapon Finesse.

Languages: Common, Elven, Halfling, Sylvan.

Spell-Like Abilities: At will - *dancing lights*, *daze*

(DC 13), *levitate*, *shatter* (DC 15), and *ventriloquism* (DC 14). Caster level 6th.

Greater Invisibility (Su): A willa remains invisible even when it attacks. This ability is constant, but the willa can suppress or resume it as a free action.

Haste (Su): A willa is affected by a permanent *haste* spell. This grants the willa an extra attack with any weapon it is holding, a +1 bonus on attack rolls, and a +1 dodge bonus to AC and Reflex saves (already figured into its statistics above). It also increases its base movement rate by 30 feet. Any condition that makes the willa lose its Dexterity bonus to AC also makes it lose its dodge bonus.

Special Daggers (Su): Willas sometimes employ daggers that deal normal damage and can put a creature to sleep.

Sleep: Any opponent struck by the dagger, regardless of Hit Dice, must succeed on a DC 15 Fortitude save or be affected as though by a *sleep* spell. The save DC is Charisma-based and includes a +2 racial bonus.

Faerie Flower Ring: CR 7; magic trap; location trigger; automatic reset; compulsion to enter (Will DC 14 resists); poison (*sleep*, Fort DC 17 resists); Search DC 20; Disable Device DC 30

Area 1-6 – The Gumdrop Gang (EL 4 and 8): Read or paraphrase the following:

A tiny colorful object lies on a patch of grass to the side of the trail as if dropped there by a recent traveler. It appears to be a deep purple candy and from it you detect the slightest hint of honey and grapes. Not far from the first candy you spy a second, this one a bright candy apple red.

A trail of gumdrops leads off of the path and into the woods. They were placed here by a group of creatures waiting in the woods to ambush the PCs.

The candies are magical and meant to entice the PCs into following the gumdrop trail into the woods where Izelda the Warty Witch's cronies are hiding. Any child that comes within 20 feet of one of them triggers a *suggestion* spell. The spell effect has a 40-ft. radius centered on the candy. The first PC to fail on a DC 15 Will save starting from nearest to furthest in the area of affect feels compelled to follow the gumdrop trail. Since most children love candy, their save is made with a -2 penalty. The spell effect lasts for 5 hours. So even if prevented from following the trail, the affected PC attempts to return here and make good on his intentions if an opportunity presents itself later while the affect lasts. (For more details on *magic gumdrops* see Appendix II.)

Not long after the PCs entered the Forest of Lanterns, the Warty Witch was informed by her

spies of their presence. She immediately sent out her miniature trolls to set up a trap to capture them. Should they follow the trail of 10 magic gumdrops into the woods, the last, a succulent blueberry one, lies atop a camouflaged net trap with which the trolls hope to ensnare the PCs. The trolls are hiding nearby behind bushes and trees (Spot DC 23). They are similar to normal trolls, but only half the size of their normal counterparts - a result of the Warty Witch's experiments.

Tactics: When one or more PCs enter the trap, one of the miniature trolls activates it. Thereafter, the others spring out to attack any PCs not caught in the net and to subdue the characters that are. They only deal real damage for the first few rounds to soften the PCs up. Thereafter, they deal non-lethal damage (-4 penalty on attack rolls).

Characters in the net are suspended 10 feet above the ground. The trailing rope is attached to a tree limb above. PCs are unable to move other than to attempt Escape Artist checks (DC 20) or Strength checks (DC 25) to burst free. Spellcasters must succeed on a DC 15 Concentration check to cast a spell. The net is made of extremely tough interwoven plant fibers treated with chemicals for greater toughness and resiliency (hp 5, Hardness 2).

Development: Once subdued, the PCs are loaded into a cage on a hand cart hidden nearby and taken to the Candy Cottage (area 2). If the PCs slay half of the miniature trolls, the others flee to their mistress to report and get reinforcements. If all of the trolls are slain, the PCs may find the hidden cart with a DC 20 Search of the area. A DC 10 Survival skill check made to follow the tracks of the 2-wheeled cart leads back to the Candy Cottage.

Miniature Troll (6): CR 3; Medium giant (native); HD 6d8+30; hp 57; Init +3; Spd 30 ft.; AC 19, touch 13, flat-footed 16; Base Atk +4; Grp +8; Atk claw +8 melee (1d4+4); Full Atk 2 claws +8 melee (1d4+4) and bite +3 melee (1d4+2); SA Rend 2d4+6; SQ Darkvision 60 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +10, Ref +5, Will +3; Str 19, Dex 16, Con 21, Int 6, Wis 9, Cha 6.

Skills and Feats: Listen +5, Spot +6; Alertness, Iron Will, Track.

Rend (Ex): If a miniature troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d4+6 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Possessions: Studded leather armor, tunic emblazoned with an eye encircled by bones, key to the cage lock (carried by the toughest troll).

Large Net Trap: CR 2; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; (large net); multiple targets (up to 4 medium or small, or 16 tiny targets in a 10-ft-by-10-ft. square); Search DC 20; Disable Device DC 20.

Magic Gumdrops Trap: CR 4; magic device; proximity trigger (alarm); no reset; spell effect (*suggestion* [first closest target in a 40-ft. radius to fail its save], 5th-level wizard, DC 15 Will save negates); Search DC 28; Disable Device DC 28.

Area 1-7 – An Enticing Sign: Read or paraphrase the following:

A sign nailed to a nearby tree points to a trail overgrown with weeds and vines. Scrawled in a child's clumsy hand, it reads, "This way to the amazing Candy Cottage. A house made entirely of candy!"

The trail leads to the Candy Cottage. The PCs may make a DC 10 Survival check to notice cart tracks on the overgrown dirt path and numerous small humanoid footprints with long toenails made by the witch's miniature troll minions.

Area 1-8 – A Kitten Named Cuddly-Wuddly: Read or Paraphrase the following:

A pitiful "meeeeooow" precedes a tiny black and white kitten with a pink little nose stepping gingerly out on to the trail. It squeaks out another plaintive "meeeeooow" and approaches uncertainly. A silver name tag dangles from a collar around its little neck.

The PCs may recognize this cute little creature from the story the *Tome of Tales* recited to them. If not, by all means remind them. The kitten's tag reads "Cuddly-Wuddly."

This innocent-looking kitten is the Warty Witch's imp familiar, Faffer, in its polymorphed form. It often wanders the forest to spy on the other creatures living here for its mistress and to deal mischief for its own sake whenever possible.

Tactics: If forced into combat, Faffer uses a *suggestion* to attack its companions on an obvious fighter type. Faffer then flees during the ensuing fight. The imp turns invisible and assumes its natural form to fly back to the Candy Cottage and report the presence of the PCs to its mistress.

Development: Faffer tries to maintain the kitten facade for as long as possible to have a little fun with

the PCs and also learn as much about them as possible before sneaking away to report to the Warty Witch. If it can, the imp leads the PCs into dangerous areas or hostile encounters. Faffer knows the lay of the land quite well and starts by trying to get them to enter the ring of flowers nearby at area 1-5).

Do not award experience points to the player characters should they defeat Faffer in combat. As her familiar, Faffer is a built-in part of Izelda's CR.

Faffer, Imp Familiar: CR –; Tiny outsider (evil, lawful, native extraplanar); HD 13d8; hp 39; Init +3; Spd 20 ft., fly 50 ft. (perfect); AC 27, touch 17, flat-footed 24; Base Atk +6; Grp -2; Atk/Full Atk +11 melee (1d4 plus poison sting); Space/Reach 2-1/2 ft./0 ft.; SA Poison, spell-like abilities; SQ Alternate form, darkvision 60 ft., deliver touch spells, damage reduction 5/good or silver, fast healing 2, granted abilities, immunity to poison, improved evasion, resistance to fire 5, scry on familiar, speak with master, spell resistance 18; AL LE; SV Fort +4, Ref +7, Will +11; Str 10, Dex 17, Con 10, Int 12, Wis 12, Cha 14.

Skills and Feats: Bluff +7, Diplomacy +8, Concentration +9, Craft (alchemy) +10, Heal +4, Hide +17, Intimidate +7, Knowledge (arcana) +9, Knowledge (nature) +10, Knowledge (the planes) +9, Knowledge (religion) +8, Listen +7, Move Silently +9, Search +7, Spellcraft +8, Spot +7, Survival +10; Dodge, Weapon Finesse.

Languages: Common, Infernal.

Spell-Like Abilities: At will - *detect good*, *detect magic*, *invisibility* (self only); 1/day - *suggestion* (DC 15). Caster level 6th. Once per week Faffer can use *commune* to ask six questions (otherwise as the spell cast by a 12th-level cleric).

Alternate Form (Su): As *polymorph*, caster level 12th, except that Faffer can only assume the form of a kitten or a monstrous spider.

Poison (Ex): Injury, Fort DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex.

Area 1-9 – The Apple Tree Grove (EL 9): Read or paraphrase the following:

The dirt path enters a small grove of fruit trees. Bright red apples hang from their branches. Some of the trees are gnarled and twisted as if they have stood here for centuries. The fragrance of ripening fruit fills the air.

Propped up on crossed posts driven into the ground, a scarecrow with a pumpkin head carved with grim features stands silent vigil in guarding the trees' bounty. Despite its presence, crows caw at you from the tree branches as if in challenge. One even perches on the arm of the scarecrow preening its glossy black feathers and watching you with one beady eye.



The PCs may notice bits of bone, rotting leather, and rusted pieces of metal armor half-buried in the leaves and mulch around the roots of 3 of the apple trees with a successful DC 20 Search or Spot check. Further investigation reveals bones buried among the refuse, all of which are the remains of creatures killed here. The crows are harmless. The scarecrow and 3 of the most gnarled of the apple trees are not.

The apple trees produce normal apples. They are magically sustained and nourished by the demiplane. Eating the fruits has no negative effects on the PCs should they decide to pick some.

Hiding among the apple trees are 3 evil beings that live to hurt and kill. They are called bombardier trees; a product of twisted experimentation on their counterpart, the treant. The scarecrow is a golem that serves no other purpose but to defend the fruit trees from any creatures attempting to pick the apples or harm the bombardier trees.

Tactics: The bombardier trees wait until the PCs have walked in among them where they flank the dirt path. They then attempt to grapple PCs close enough while the others pelt them with their explosive fruit. The scarecrow golem focuses its attacks on the nearest PC attacking one of the trees. Once it has incapacitated its enemy with frightful gaze or weakening touch it closes with the next closest PC

attacking the trees. It repeats this tactic until destroyed or it has incapacitated all of the PCs. It then resumes its original position on the crossed posts. The bombardier trees attempt to kill any PCs the golem leaves incapacitated.

Treasure: Sifting through the refuse half-buried around the roots of the bombardiers (DC 25 Search) allows the PCs a chance to locate a plain silver band on a bony finger – a *ring of sustenance*. There is also a rotting leather pouch in the same area that contains 300 gp and a *potion of cure moderate wounds*.

Bombardier Tree (3): CR 5; Huge plant; HD 7d8+42; hp 76 each; Init -1; Spd 0 ft.; AC 20, touch 7, flat-footed 20; Base Atk +5; Grp +22; Atk slam +13 melee (2d6+9); Full Atk 2 slams +13 melee (2d6+9); Space/Reach 15 ft./15 ft.; SA Constrict, explosive fruit, improved grab; SQ Damage reduction 10/slashing, low-light vision, plant traits, vulnerability to fire; AL NE; SV Fort +11, Ref +1, Will +7; Str 29, Dex 8, Con 22, Int 12, Wis 16, Cha 12.

Skills and Feats: Bluff +6, Diplomacy +5, Disguise +3 (when aware of being observed and trying to act in character), Intimidate +5, Knowledge (nature) +8, Listen +10, Sense Motive +8, Spot +10; Alertness, Iron Will, Weapon Focus (Slam).

Languages: Common and Sylvan.

Explosive Fruit (Ex): Once per round, a bombardier tree may hurl one of its apple-like fruits, hitting its target if it succeeds on a ranged touch attack with an increment of 30 ft. If successful the projectile bursts spraying sharp thorns that deal 1d8 points of damage to its target and half damage to any secondary targets within 5 ft. If the exploding fruit misses its target by 4 or less on its attack roll use the splash rules in the PHB to determine where the projectile lands and explodes, dealing half damage to any creatures within 5 ft.

Creatures subject to the secondary damage are allowed a Reflex save (DC 19) to avoid taking any damage.

Scarecrow Golem (1): CR 6; Medium construct; HD 6d10+20; hp 53; Init +3; Spd 30 ft. (can't run); AC 23, touch 13, flat-footed 20; Base Atk +4; Grp +8; Atk slam +8 melee (1d6+4 plus weakening touch); Full Atk 2 slams +8 melee (1d6+4 plus *weakening touch*); SA Frightful gaze, weakening touch; SQ Construct traits, damage reduction 5/adamantine, darkvision 60 ft., immunity to magic, low-light vision, vulnerability to fire; AL N; SV Fort +2, Ref +5, Will +2; Str 18, Dex 16, Con -, Int -, Wis 11, Cha 16

Frightful Gaze: As a standard action, a scarecrow golem can focus its gaze upon a living foe within 30 ft. A creature that fails on a DC 16 Will save is paralyzed with fear. A paralyzed creature is frozen in place and unable to move or act until the scarecrow golem is destroyed.

Weakening Touch (Su): The touch of a scarecrow golem invokes feelings of terror and dread in its victim that physically weakens it. A creature damaged by the scarecrow golem's slam attack must succeed on a DC 16 Fortitude save or take 1d6 points of Strength damage.

Immunity to Magic (Ex): A scarecrow golem is immune to all spells, spell-like abilities, and supernatural effects that allow spell resistance, except as follows.

Spells with the fire descriptor deal half again as much damage (+50%).

A *warp wood* spell affects it as a *hold monster* spell for 2d4 rounds (no save).

A *wood shape* spell slows the golem for 3 rounds (no save).

Area 1-10 – Big Bad Wolf (EL 8): Read or paraphrase the following:

A pair of glowing yellow eyes regards you from the shadowed woods nearby. A gravelly voice whispers, "I've never smelled you before. You're small, but you look tasty, yes?"

This is a large specimen of worg with the ability to change the coloration of its fur to blend in with its surroundings. The residents of the forest call it the

Hungry Shadow because it seems one with the shadows when it wishes not to be seen and strikes quickly and suddenly when it hunts.

Tactics: The Hungry Shadow lunges out from the shadows licking its chops as it attacks flat-footed foes first, putting 6 points into Power Attack (+12 Atk, +19 damage). Thereafter, the worg puts only 4 points into Power Attack and attacks in an effort to get opponents on the ground using its trip ability. If the Hungry Shadow trips an opponent it focuses its attacks on that creature. If reduced to 25 hit points or less it snarls a curse at the PCs and bounds off into the woods to heal its wounds.

Development: If facing death with no chance of escape, Hungry Shadow offers information or other aid to save his life. He hates the Warty Witch with a passion and can point the PCs to her cottage and warn them of her power over creature's minds. He also knows that she has spies all throughout the woods.

The Hungry Shadow, Advanced Worg: CR 8; Large magical beast; HD 12d10+48; hp 114; Init +1; Spd 50 ft.; AC 14, touch 10, flat-footed 14; Base Atk +12; Grp +23; Atk/Full Atk bite +18 melee (2d6+10/19-20); Space/Reach 10 ft./5 ft.; SA Trip; SQ Camouflage, darkvision 60 ft., low-light vision, scent; AL NE; SV Fort +10, Ref +7, Will +4; Str 25, Dex 13, Con 19, Int 6, Wis 14, Cha 10.

Skills and Feats: Hide +9, Listen +7, Move Silently +6, Spot +7, Survival +4 (+6 when tracking by scent); Alertness, Improved Critical (Bite), Improved Natural Armor, Improved Natural Attack (Bite), Power Attack, Track.

Languages: Common, Goblin.

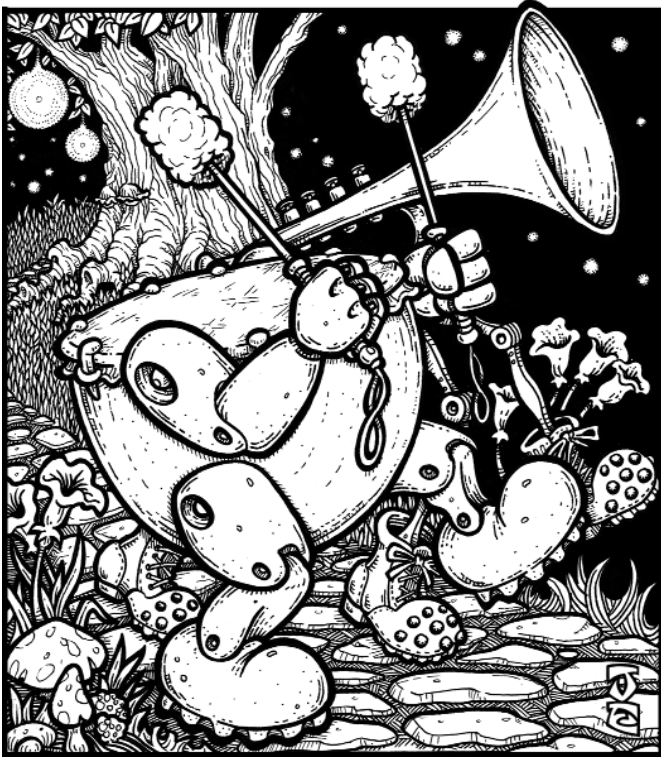
Trip (Ex): A worg that hits with a bite attack can attempt to trip the opponent (+11 modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

Camouflage (Ex): This advanced worg has developed the ability to change its coloration to match that of its surroundings at will granting it a +10 circumstance bonus to its Hide checks.

Area 1-11 – A Silver Mark and a Tale (EL 7): One of the many bridges found throughout the forest, this particular bridge is carved to resemble ivy and is the favored locale of a group of nixies that demand a silver coin and an interesting tale before allowing anyone to cross.

When the PCs come to this bridge, read or paraphrase the following:

A stout wooden bridge arches over a wide stream of slow-moving water here. The wood-



work is masterfully carved to resemble creeping vines, ivy, jasmine, and clover. At your approach, a small, squeaky voice from under the bridge demands, "To cross our bridge, you must pay our meager toll: a silver mark and a tale we do not know. But be warned, we know many tales." A chorus of tittering laughter bubbles up from the stream and then silence.

A band of nixies lurk in the water under the bridge and near the banks of the stream (Spot DC 22) waiting for their silver mark and tale. Should the PCs comply with their demand, the PC telling the nixies a tale must succeed on a DC 15 Diplomacy or Perform (oratory or sing) check. Success brings delighted, tittering laughter and the declaration, "Nicely done! You may use our bridge." The nixies attack if the PCs withhold payment or tell a boring or poorly told tale (up to the GM's discretion) and attempt to cross the bridge.

Tactics: The nixies target PCs with *charm person* spells first. Some PCs are told that the water is cool and refreshing and they should come down for a dip; others are convinced that a great beast lurks under this bridge and that they should use a different one; and strong fighter types are asked to defend the nixies from any characters attacking them. Should any of the PCs resist, the nixies target them with their crossbows.

If two or more of the nixies are slain, the others swim under the water and downstream to hide under the banks until the PCs are gone.

Treasure: Should the PCs enter the water and search near the bank under the bridge, a sack there contains a small masterwork cold iron dagger with a large ruby in its pommel (750 gp), a golden necklace (100 gp), and a pixie *memory loss arrow* that still holds its enchantment that could be sold for 200 gp.

Ad Hoc XP Award: If the PCs overcome this challenge peacefully (a coin and a tale), award experience points as if they had defeated the nixies in combat.

Nixie (9): CR 1; Small fey (aquatic, native); HD 1d6; hp 3; Init +3; Spd 20 ft., swim 30 ft.; AC 14, touch 14, flat-footed 11; Base Atk +0; Grp -6; Atk/Full Atk short sword +4 melee (1d4-2/19-20) or light crossbow +4 ranged (1d6/19-20); SA Charm person; SQ Amphibious, damage reduction 5/cold iron, low-light vision, spell resistance 16, water breathing, wild empathy; AL N; SV Fort +0, Ref +5, Will +3; Str 7, Dex 16, Con 11, Int 12, Wis 13, Cha 18.

Skills and Feats: Bluff +8, Craft (any one) +5, Escape Artist +6, Handle Animal +8, Hide +7 (+12 in water), Listen +6, Perform (sing) +7, Search +3, Sense Motive +5, Spot +6, Swim +6; Dodge, Weapon Finesse.

Charm Person (Ex): A nixie can use *charm person* three times per day as the spell (caster level 4th). Those affected must succeed on a DC 15 Will save or be charmed for 24 hours. Most charmed creatures are used to perform heavy labor, guard duty, and other onerous tasks for the nixie community. Shortly before the effect wears off, the nixie escorts the charmed creature away and orders it to keep walking.

Water Breathing (Sp): Once per day a nixie can use *water breathing* as the spell (caster level 12th). Nixies usually bestow this effect on those they have charmed.

Wild Empathy (Ex): This ability works like the druid's wild empathy class feature, except that a nixie has a +6 racial bonus on the check.

Area 1-12 – The Trumpet and the Drum (EL 8): Read or paraphrase the following:

One of the oddest sights imaginable strides up the winding dirt path: a large iron kettle drum with stocky humanoid legs and arms holding a pair of mallets accompanied by a massive silver trumpet with four long legs ending in heavy iron boots.

These two odd constructs are the most avoided pair of troublemakers in the woods. Any living creatures they encounter are pursued with equal fervor, the enormous clarion trumpeting loudly while the living drum beats itself in an annoying and deafening cacophony of sound. If avoided and the two do not

notice the PCs, they simply continue on their way.

Tactics: As soon as the trumpet and drum notice another living creature(s), they quickly approach to attack with a *trumpet blast* and *percussive burst*, respectively. They continue to use their special attacks or simply slam or trample opponents until their foes are either dead or have fled beyond their line of sight. The two constructs only pursue creatures they can see.

The drum and trumpet are immune to the effects of one another's special sonic attacks. All other sonic attacks affect them normally.

Development: Each round that one of the constructs uses their special attacks check for encounters from The Forest of Lanterns Random Encounters table. Should the roll result in an encounter, there is a 50% chance that the creature(s) chooses to simply avoid an encounter that involves the trumpet and the drum.

Living Drum, Large Construct: CR 5; Large construct; HD 4d10+30; hp 52; Init +0; Spd 30 ft.; AC 14, touch 9, flat-footed 14; Base Atk +3; Grp +10; Atk slam +5 melee (1d8+3); Full Atk 2 slams +5 melee (1d8+3); Space/Reach 10 ft./10 ft.; SA Percussive burst; SQ Construct traits, darkvision 60 ft., hardness 10, low-light vision; AL N; SV Fort +1, Ref +1, Will +1, Str 16, Dex 10, Con –, Int –, Wis 10, Cha –.

Percussive Burst: As a standard action, the drum may produce a percussive burst of sound dealing 1d8 points of sonic damage to all creatures within 10 ft. of it. Any creatures within the area of effect must succeed on a DC 12 Fortitude save to avoid being stunned for 1 round.

Living Trumpet, Large Construct: CR 5; Large construct; HD 4d10+30; hp 52; Init +0; Spd 40 ft.; AC 14, touch 9, flat-footed 14; Base Atk +3; Grp +10; Atk slam +6 melee (1d8+3); Full Atk 2 slams +5 melee (1d8+3); Space/Reach 10 ft./5 ft.; SA Trample, trumpet blast; SQ Construct traits, darkvision 60 ft., hardness 10, low-light vision; AL N; SV Fort +1, Ref +1, Will +1; Str 16, Dex 10, Con –, Int –, Wis 10, Cha –.

Trample: The living trumpet can trample creatures two or more sizes smaller than itself, dealing 1d8+6 points of damage. Opponents who do not make attacks of opportunity against the trumpet can attempt Reflex saves (DC 15) to halve the damage.

Trumpet Blast: 3 times per day the trumpet can produce a painful high pitched wail as a standard action. All creatures in a 30 ft. cone in front of the trumpet are deafened for 2d6 rounds and take 5d6 points of sonic damage. A DC 12 Fortitude save negates the deafness and reduces the damage by half. Any non-magical exposed brittle or crystalline objects or crystalline creatures take 7d6 points of

sonic damage. A successful save reduces the damage by half. A creature holding a fragile object may attempt a DC 12 Reflex save to negate the damage to it.

Area 1-13 – Iridescent Butterflies (EL 8): Read or paraphrase the following:

A magnificent pod of Monarch butterflies flutters in the air nearby. Thousands of them reflect the dim light of the forest lanterns in a shimmering rainbow of colors, breathtaking to behold.

This is an iridescent butterfly swarm that wanders the woods feeding on milkweed plants. However, the butterflies do not mind supplementing their diet with living flesh when it is available.

Tactics: Upon spotting the PCs, the swarm moves toward them and uses its iridescence ability if any of the characters are in range. It then moves over the nearest target(s) to deal swarm damage. It maintains its iridescence, moving when necessary to swarm its prey.

Iridescent Butterfly Swarm: CR 8; Diminutive magical beast (extraplanar, swarm); HD 12d10+12; hp 78; Init +11; Spd 5 ft., fly 40 ft. (perfect); AC 21, touch 21, flat-footed 14; Base Atk +12; Grp –; Atk/Full Atk swarm (3d6 plus poison); Space/Reach 10 ft./0 ft.; SA Distraction, iridescence, poison; SQ Damage reduction 10/magic, darkvision 60 ft., immune to weapon damage, low-light vision, swarm traits; AL N; SV Fort +9, Ref +15, Will +7; Str 1, Dex 25, Con 12, Int 3, Wis 13, Cha 12.

Skills and Feats: Listen +11, Move Silently +19, Spot +15; Ability Focus (iridescence), Alertness, Dodge, Improved Initiative, Mobility

Poison: Injury, Fortitude DC 17, initial and secondary damage 1d6 Str.

Distraction: Any living creature vulnerable to an iridescent butterfly swarm's damage that begins its turn with one in its space must succeed on a DC 17 Fortitude save or be nauseated for 1 round.

Iridescence: When an iridescent butterfly swarm senses living prey, it may use a standard action to duplicate the effects of a *hypnotic pattern* spell with its wings except the total number of Hit Dice of creatures it can effect is equal to its own HD + Charisma modifier (14 HD). Any creatures within 30 ft. of the swarm that can see it must succeed on a DC 20 Will save or become fascinated as long as the iridescent butterfly swarm or its prey do not move beyond that range and it maintains the effect. Once the iridescent butterfly swarm has activated its iridescence, it can maintain the effect by sacrificing a move action or using a standard action.

Level 2: The Candy Cottage, Ground Level

Read or paraphrase the following:

Here at the heart of the forest nestles a cheery cottage with a high tower rising from it. It is made of candy and other sweets held together by what looks like cake batter or frosting; massive lengths of red and black licorice outline walls of giant graham crackers, blue and pink cotton candy thatching covers the roof, round semitransparent candy lozenges of massive proportion are its windows, and a jelly bean chimney rises up from the rear.

The cottage is surrounded by a low wall of chocolate bricks. A pool of delicious-looking pudding dominates the yard. A peanut brittle flagstone path leads from an opening in the low wall to a large door made of a single massive chocolate bar. Brightly illuminating this wondrous abode is a pair of lanterns hanging from incredibly large candy canes flanking the front door.

This is the home of the Warty Witch, a cottage made entirely of candy, all of which is very sturdy through various magical treatments. All parts of the Candy Cottage, from the surrounding wall to its interior walls and doors, are hard and durable. The ceilings within the cottage are each 10-feet high. The floors are made of peanut brittle flagstones. The locks are of average quality. Unlike the rest of the forest, within the cottage its rooms are brightly illuminated by *everburning torches* or *continual flames* in candy bowls placed where they can shed the most light.

Candy Cottage Outer Walls: 6 in. thick; hardness 10; hp 120; Break DC 40; Climb DC 21

Candy Cottage Interior Walls: 3 in. thick; hardness 10; hp 60; Break DC 30; Climb DC 21

Peanut Brittle Flagstones: A DC 10 Balance check is required to run or charge across this surface. Failure means the character can't move in this round.

Chocolate Bar Door: 4 in. thick; hp 70; Hardness 4; Break DC 38; Open Lock DC 30

Graham Cracker Doors: 1 in. thick; hp 20; Hardness 10; Break DC 35; Open Lock DC 30

Candy Windows: 1 in. thick; hardness 2; hp 50; Break DC 20

Illumination: *Continual flames* in candy bowls suspended from room ceilings or *everburning torches* in wall sconces.

Wandering Monsters

There is a 25% chance per 30 minutes spent in the Candy Cottage that the PCs will come across a random encounter while on this level. Randomly determine the nature of the encounter by rolling 1d6 and remember to remove the creature from the keyed area where it would normally be encountered.

d6 Encounter

1-2	1d4 Miniature Trolls (stats as in area 1-6)
3-4	Ugly Boy (see area 2-7)
5-6	Faffer (see area 1-8)

Areas of the Map

Area 2-1 – Pudding Pool (EL 7): Read or paraphrase the following:

This pool appears to be made entirely of chocolate pudding, its aroma sweet and tantalizing. Yet, at your approach it suddenly quivers and begins to slowly ooze forward.

A black pudding has been conditioned by the Warty Witch to “guard” the cottage against unwanted guests. Actually, it stays here because the witch keeps feeding it. It is just as much a danger to the witch's servants as anyone else and so they are careful to give it a wide berth.

Development: The sounds of battle outside of the cottage alert the Warty Witch and her henchmen of the presence of enemies. They are on alert thereafter.

Black Pudding: CR 7; Huge ooze; HD 10d10+60; hp 115; Init -5; Spd 20 ft., climb 20 ft.; AC 3, touch 3, flat-footed 3; Base Atk +7; Grp +18; Atk/Full Atk slam +8 melee (2d6+4 plus 2d6 acid); Space/Reach 15 ft./10 ft.; SA Acid, constrict 2d6+4 plus 2d6 acid, improved grab; SQ Blindsight 60 ft., split, ooze traits; AL N; SV Fort +9, Ref -2, Will -2; Abilities Str 17, Dex 1, Con 22, Int -, Wis 1, Cha 1.

Skills and Feats: Climb +11.

Acid: The creature secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or constrict attack deals acid damage, and the opponent's armor and clothing dissolve and become useless immediately unless they succeed on DC 21 Reflex saves. A metal or wooden weapon that strikes a black pudding also dissolves immediately unless it succeeds on a DC 21 Reflex save. The save DCs are Constitution-based.

The pudding's acidic touch deals 21 points of

damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict: A black pudding deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

Split: 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.

Area 2-2 – The Witch's Garden (EL 8): Read or paraphrase the following:

A gate in the low chocolate wall at the back of the cottage is flanked by large carefully pruned rose bushes. Beyond the gate, a mushroom garden bordered by smooth white stones dominates half of the yard. Several bee hives are here as well, the air around each one thick with the busy little insects. Several wild grape vines climb the back wall of the cottage. An opening in the thick vines reveals a graham cracker door entering a tower rising from the corner of the cottage.

One of the witch's main ingredients for her magic gumdrops is honeycomb, which she harvests from the beehives (area 2-3). She has a fondness for mushrooms and prides herself on her fungi garden. The white stones bordering the mushroom garden are actually half-buried humanoid skulls. Anyone entering the back yard besides the witch draws attacks from the creatures guarding it.

The two thorny bushes flanking the back gate are vampiric rose bushes that the witch has worked very hard to cultivate. The grape vines climbing the back wall of the cottage are actually 3 patches of assassin vines.

Assassin Vine (3): CR 3; Large plant; HD 4d8+12; hp 30; Init +0; Spd 5 ft.; AC 15, touch 9, flat-footed 15; Base Atk +3; Grp +12; Atk/Full Atk slam +7 melee (1d6+7); Space/Reach 10 ft./10 ft. (20 ft. with vine); SA Constrict 1d6+7, entangle, improved grab; SQ Blindsight 30 ft., camouflage, immunity to electricity, low-light vision, plant-traits, resistance to cold 10 and fire 10; AL N; SV Fort +7, Ref +1, Will +2; Str 20, Dex 10, Con 16, Int –, Wis 13, Cha 9.

Constrict: An assassin vine deals 1d6+7 points of damage with a successful grapple check.

Entangle: An assassin vine can *animate plants* within 30 feet of itself as a free action (Ref DC 13 partial). The effect lasts until the vine dies or decides to end it (also a free action). The save DC is

Wisdom-based. The ability is otherwise similar to *entangle* (caster level 4th).

Vampiric Rose Bush (2): CR 4; Large plant; HD 4d8+16; hp 40, 32; Init +0; Spd 0 ft.; AC 13, touch 19, flat-footed 13; Base Atk +3, Grp +12; Atk tendrils +7 melee (1d8+5); Full Atk 4 tendrils +7 melee (1d8+5); Space/Reach 10 ft./10 ft.; SA Blood drain, improved grab; SQ Blindsight 30 ft., plant traits; AL N; SV Fort +6, Ref +1, Will +2; Str 21, Dex 10, Con 19, Int –, Wis 12, Cha 2.

Blood Drain: If a vampiric rose bush grabs an opponent, it begins draining blood. It deals 1d3 points of Constitution damage with each successful grapple check. Each time the vampiric rose bush's tentacles come loose from the opponent's body the resulting wounds continue to bleed for 1 additional round, dealing an extra 1 point of damage.

Area 2-3 – The Hives (EL 8): Read or paraphrase the following:

Four large hives squat atop four-legged platforms low to the ground in this corner of the garden. Thousands of bees fill the air around them, flying in and out of the hives.

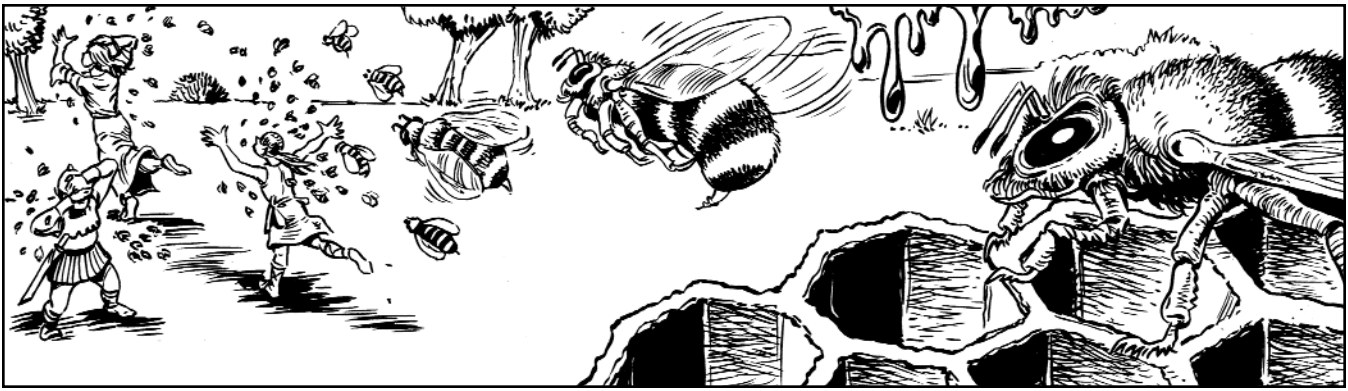
These are fiendish honey bees that can be found in the surrounding forest. Izelda has been dabbling at beekeeping ever since she discovered the remarkable little creatures. Although they are extremely aggressive toward anyone that gets close to their hives, or worse, attempts to steal honey from them, they have come to tolerate the Warty Witch's occasional honey extractions from the hives. Treat them the same as a hellwasp swarm.

Fiendish Honey Bee Swarm: CR 8; Diminutive magical beast (evil, native extraplanar, swarm); HD 12d10+27; hp 93; Init +10; Spd 5 ft., fly 40 ft. (good); AC 20, touch 20, flat-footed 14; Base Atk +12; Grp –; Atk/Full swarm (3d6 plus poison); Space/Reach 10 ft./0 ft.; SA Distraction, inhabit, poison; SQ Damage reduction 10/magic, darkvision 60 ft., hive mind, immune to weapon damage, resistance to fire 10, low-light vision, swarm traits; AL LE; SV Fort +10, Ref +14, Will +7; Abilities Str 1, Dex 22, Con 14, Int 6, Wis 13, Cha 9.

Skills and Feats: Hide +19, Listen +10, Spot +10; Ability Focus (poison), Alertness, Improved Initiative, Iron Will, Toughness.

Poison: Injury, Fortitude DC 18, initial and secondary damage 1d6 Dex. The save DC is Constitution-based.

Distraction: Any living creature that begins its turn with a fiendish honey bee swarm in its space must succeed on a DC 18 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.



Inhabit: A fiendish honeybee swarm can enter the body of a helpless or dead creature by crawling into its mouth and other orifices. Inhabiting requires 1 minute, and the victim must be Small, Medium, or Large (although four swarms working together can inhabit a Huge creature). The swarm can abandon the body at any time, although doing this takes 1 full round. Any attack against the host deals half damage to the fiendish honey bee swarm as well, although the swarm's resistances and immunities may negate some or all of this damage.

If a fiendish honey bee swarm inhabits a dead body, it can restore animation to the creature and control its movements, effectively transforming it into a zombie of the appropriate size for as long as the swarm remains inside. If a fiendish honey bee swarm inhabits a living victim, it can neutralize the effects of its own poison and control the victim's movement and actions as if using *dominate monster* on the victim. The swarms quickly consume a living victim, dealing 2d4 points of Constitution damage per hour they inhabit a body. A body reduced to Constitution 0 is dead.

A fiendish honey bee-inhabited creature is relatively easy to spot, since its skin crawls with the forms of insects inside. The swarm is intelligent enough to attempt to hide beneath loose clothing or a large cloak to keep its presence from being detected. The swarm can attempt a Disguise check to conceal its inhabitation of a host, with a -4 penalty if currently inhabiting a Small host.

A *remove disease* or *heal* spell cast on an inhabited victim forces the fiendish honey bee swarm to abandon its host.

Hive Mind: Any fiendish honey bee swarm with at least 1 hit point per Hit Die (or 12 hit points, for a standard fiendish honey bee swarm) forms a hive mind, giving it an Intelligence of 6. When a fiendish honey bee swarm is reduced below this hit point threshold, it becomes mindless.

Area 2-4 – Foyer (EL Variable): Read or paraphrase the following:

This sweet-smelling vaulted hall is lit by a magical flame rising out of what looks like a candy bowl suspended from the high ceiling by a chain of interlocking confectionery rings. Ahead of you a staircase ascends to the second floor. Openings to the left and right lead into adjoining rooms.

If the residents of the cottage are on alert due to sounds of combat in areas 1 or 2, four miniature trolls from area 3-3 are here to guard the front entrance. If the trolls are here this is an EL 7 encounter.

Miniature Troll (6): CR 3; Medium giant (native); HD 6d8+30; hp 57; Init +3; Spd 30 ft.; AC 19, touch 13, flat-footed 16; Base Atk +4; Grp +8; Atk claw +8 melee (1d4+4); Full Atk 2 claws +8 melee (1d4+4) and bite +3 melee (1d4+2); SA Rend 2d4+6; SQ Darkvision 60 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +10, Ref +5, Will +3; Str 19, Dex 16, Con 21, Int 6, Wis 9, Cha 6.

Skills and Feats: Listen +5, Spot +6; Alertness, Iron Will, Track.

Rend: If a miniature troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d4+6 points of damage.

Regeneration: Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Scent: This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Possessions: Studded leather armor.

Area 2-5 – Something Cooking in the Kitchen (EL 7):

Read or paraphrase the following:

A candy bowl lantern suspended from the ceiling brightly illuminates this huge kitchen. A sweet smell wafts from a black kettle hanging over the flames of a hearth made of extremely large jelly beans. A stout table filled with cooking implements dominates most of the rest of the kitchen. Along the walls are shelves filled with boxes, bottles, jugs, and other containers. A large sink attached to the wall is filled with dirty crockery and cooking utensils. A pink and yellow curtain separates a pantry from the rest of the kitchen.

A yellow candy window resembling thick stained glass affords a blurry view of the front yard. Two smaller ones flank the hearth looking out onto a garden in the back yard.

If the PCs have managed to enter this room unnoticed by the residents of the cottage, a small troll wearing a dirty apron stands atop a wooden stool stirring the contents of the kettle with a large wooden spoon. Its sweet, syrupy contents will soon be used to make a new batch of the witch's *magic gumdrops* (see Appendix II: New Items). A medium-sized flesh golem fashioned from various fey creatures living in the surrounding forest is hidden in the pantry behind the curtain. Its goat legs are those of a satyr while its other parts are from a munchkin troll, a dryad, and a nymph.

The little troll is one of several of its kind that has been specially bred by the Warty Witch. It is fully grown, but only a third the size of a normal troll.

Tactics: If the troll cook is aware of the PCs, he commands the fey flesh golem to stand near the kitchen entrance and attack them as soon as they enter while it hides behind the pantry curtain where it poisons its claws and waits for an opportune moment to strike an unsuspecting foe.

Treasure: There are 3 arcane *scrolls of suggestion* bound with a leather cord (Search DC 15) stored atop one of the high shelves. A cookie jar in the pantry contains 12 pp and 5 gp under some stale cookies (Search DC 25).

Munchkin Troll Cook: CR 2; Small giant (native); HD 6d8+18; hp 47; Init +4; Spd 20 ft.; AC 20, touch 15, flat-footed 16; Base Atk +4; Grp +0; Atk claw +5 melee (1d3); Full Atk 2 claws +5 melee (1d3) and bite +0 melee (1d3); SA Rend 2d3; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent; AL CE; Fort +8, Ref +6, Will +3; Str 11, Dex 18, Con 17, Int 6, Wis 9, Cha 6.

Skills and Feats: Hide +8, Listen +5, Spot +5; Alertness, Iron Will, Track.

Possessions: Leather armor, tunic emblazoned with an eye encircled by bones, chef's hat & apron, 2 doses of medium spider venom.

Fey Flesh Golem (1): CR 6; Medium construct; HD 9d10+20; hp 69; Init +0; Speed 30 ft.; AC 20, touch 10, flat-footed 20; Base Atk +6; Grp +7; Atk slam +7 melee (2d6+1); Full Atk 2 slams +7 melee (2d6+1); SA Berserk; SQ Construct traits, damage reduction 5/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +3, Ref +3, Will +3; Str 13, Dex 11, Con –, Int –, Wis 11, Cha 1.

Berserk: When a *flesh golem* enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled *golem* goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The *golem's* creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the *golem*, which requires a DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the *golem's* berserk chance to 0%.

Immunity to Magic: A *flesh golem* is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals cold or fire damage slows a *flesh golem* (as the *slow* spell) for 2d6 rounds, with no saving throw.

A magical attack that deals electricity damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a *flesh golem* hit by a *lightning bolt* heals 3 points of damage if the attack would have dealt 11 points of damage. A *flesh golem* gets no saving throw against attacks that deal electricity damage.

Area 2-6 – Dining Room (EL Variable): Read or paraphrase the following:

A round table surrounded by chairs fills most of this room. A graham cracker door exits the chamber opposite the table and an archway leads out through the far wall.

The witch uses this room when she dines with her henchmen. It is currently empty.



Area 2-7 – Ugly Boy (EL 8): Read or paraphrase the following:

A lumpy, unmade bed sits along the far wall, its sheets stained and infested with vermin. It appears to be the source of the unpleasant odor filling this room. To your left a set of stairs descends to areas beneath the cottage. A large candy window resembling thick orange glass affords a blurry view of the front yard.

The stairs lead down to the cells where captured children are kept. The creature that acts as their jailer and tormentor sleeps here.

A very young, corpulent half-fiend hill giant the witch has named Ugly Boy relaxes in this room when not busy tormenting the children kept locked in the dungeon. His bloated skin is a mottled grayish-pink and red with patches of hard, rusty-brown scales. A pair of stubby horns pokes up from his tangled, greasy black locks. Fuzzy vestigial bat wings sprout from his back, too underdeveloped so far to grant him flight. His eyes are blood red, lacking iris or pupil and glow like hot coals. Lacking a tail, he has only a short stub. He is climbing the stairs from the dungeon as the PCs enter this room.

Tactics: Ugly Boy has recently developed his spell-like abilities and excitedly casts *unholy blight* against the PCs. He then casts *poison* on the closest enemy. Thereafter, he closes for melee with the nearest foe using his smite ability and claws and bite.

Treasure: Between the filthy, vermin infested mattress and frame, Ugly Boy has hidden a *hand of glory* he snatched from the kitchen where the Warty Witch misplaced it. A Search (DC 20) of the hand allows a PC that can read Draconic to notice two very tiny words written in its palm: *Nezthek (daylight)* and *Sithrän (see invisibility)*. These words are the command words to activate those respective spells. Spellcasters may attempt a DC 15 Knowledge (arcana) check to identify them as such.

Development: Ugly Boy is a bully unaccustomed to receiving the kind of punishment the PCs can dish out. If reduced to 20 hit points or less, he begins crying and begging for his life if unable to escape. He promises to “be good” if the PCs are merciful. If questioned, he knows the entire layout of the cottage and can take them to Sonorous Verbose in room 13 who he calls the “sing-song boy.” He also knows the password for the trap in room 15, but holds onto this bit of information as a final bargaining chip. However, Ugly Boy betrays the PCs at the first opportunity.

Ugly Boy, Young Half-Fiend Hill Giant: CR 7; Medium outsider (augmented giant) (native); HD 8d8+32; hp 78; Init +7; Spd 30 ft.; AC 25, touch 17, flat-footed 18; Base Atk +6; Grp +10; Atk +13 claw melee (1d6+4); Full Atk 2 claws +13 melee (1d6+4) and bite +8 melee (1d4+4); SA Rock throwing, smite good, spell-like abilities; SQ Damage reduction 5/magic, darkvision 60 ft., immunity to poison, resistance to acid 10, cold 10, electricity 10, and fire 10, rock catching, spell resistance 17; AL CE; SV Fort +10, Ref +9, Will +1; Str 19, Dex 25, Con 19, Int 8, Wis 8, Cha 7.

Skills and Feats: Climb +17, Intimidate +6, Jump +17, Listen +12, Sense Motive +7, Spot +12, Survival +5; Cleave, Power Attack, Weapon Finesse.

Languages: Common, Giant

Smite (Ex): Once per day Ugly Boy can make a normal melee attack to deal 8 points of extra damage against a good foe.

Spell-Like Abilities: 3/day – *darkness*; 1/day – *desecrate*, *unholy blight* (DC 12); 3/day – *poison* (DC 12). Caster level 8th.

Possessions: keys to cells in area 13.

Area 2-8 – Storage Room: Read or paraphrase the following:

This room is filled with boxes, crates, brooms, and shelves crowded with all manner of things from linens to tools. The back corner is choked with thick cobwebs with small spiders scuttling into the deeper shadows.

The PCs may find any one specific item from the

equipment section of the **Player's Handbook** with a little time digging around in the boxes and searching the crowded shelves (Search DC 15).

Area 2-9 – Trapped Tower Staircase (EL 8): Read or paraphrase the following:

A high tower rises out of the candy cottage here. Two sturdy doors made of thick graham crackers exit the tower – one to the interior of the cottage, the other out to the back yard. Candy wafer stairs ascend the inner wall of the tower to a height of twenty feet. A torch in a sconce midway up the stairs clearly illuminates the shaft.

The door to the backyard is kept locked (Open Lock DC 30). PCs climbing the stairs are at risk of triggering the trap unless they pull down on the wall sconce when they reach it. A section of the wall under the sconce (Search DC 25) is loose and can be removed to access area 3-3. The opening is only 3 feet in diameter, easily accommodating Small creatures and allowing Medium creatures to squeeze through. The candy wafer stairs are described in further detail in Level 5.

When the PCs reach the top step of the staircase, it becomes a slide for 5 rounds. PCs failing on their Reflex saves tumble down the slide and fall into a 100-foot deep wide-mouth pit trap at the bottom of the staircase. PCs that succeed on their saves catch themselves, but must succeed on a DC 12 Balance check each time they attempt to move while on the slide until it resets. A failure by 5 or more means the PC tumbles into the pit trap.

Slide and Wide-Mouth Pit Trap: CR 8; mechanical; touch trigger; automatic reset; hidden switch bypass (Search DC 25); DC 24 Reflex save avoids; slide (1d6 subdual, fall); 100 ft. deep pit (10d6, fall); multiple targets (all targets in 4 adjacent squares of staircase); Search DC 28; Disable Device DC 24.

Level 3: The Candy Cottage, Second Floor

This level is identical in features as the ground floor.

Wandering Monsters

There is a 25% chance per 30 minutes spent in the Candy Cottage that the PCs will come across a random encounter while on this level. Randomly determine the nature of the encounter by rolling 1d6 and remember to remove the creature from the keyed area where it would normally be encountered.

d6 Encounter

- | | |
|-----|--|
| 1-2 | 1d4 miniature trolls (stats as in area 1-6) |
| 3-4 | 1d2 gingerbread gargoyles (stats as in area 3-2) |
| 5-6 | Faffer (see area 1-8) |

Areas of the Map

Area 3-1 – Lounge: Read or paraphrase the following:

The stairs ascend to a cozy room dominated by a jelly bean hearth. Overstuffed chairs and a sofa sit facing the hearth. Lime-green candy windows look down on the yard behind and at the side of the cottage. A small table in the corner holds a human skull crowned with a fat red candle that has melted over most of it. A bright flame rises from the candle. A graham cracker door exits the room a few feet from the sofa.

The flame burning on the red candle is a variant of *continual flame*. Though the flame is small, it gives off the same amount of illumination as an *everburning torch*.

Area 3-2 – Gingerbread Spies (EL 7): Read or paraphrase the following:

The sweet smell of the candy cottage mingles with a faint odor of blood in this large room. Shelves on the walls hold cookies, cakes, and other tasty-looking foods, while at the center of the room three massive gingerbread cookies shaped like fierce, winged fiends appear to be the crowning confectionery achievement. Open window casings in the two outer walls allow a slight breeze into the room.

The creatures that make this room their lair come and go through the open windows on various scouting and spying errands. They often eat their bloody meals here, though no sign of this is evident since they toss the bones and grizzle down to the black pudding in the front yard.

These giant gingerbread cookies are actually gar-

goyles. The Warty Witch employs them and others like them as her scouts. The PCs may make a DC 20 Spot check while the gargoyles are in “freeze” mode to notice that each one is alive. Their eyes follow PCs as they move about the room. Their “cookie” appearance is an affectation of the Forest of Lanterns.

Tactics: Once the PCs have entered the room, the gargoyles attack. If one of the PCs is dealing significant damage, two of them grapple the PC and throw him out the front window. Unless already slain, the black pudding below the window (area 2-1) can be a serious problem for a PC that is tossed out in this fashion.

Gingerbread Gargoyle (3): CR 4; Medium monstrous humanoid (earth); HD 4d8+19; hp 37; Init +2; Spd 40 ft., fly 60 ft. (average); AC 16, touch 12, flat-footed 14; Base Atk +4; Grp +6; Atk claw +6 melee (1d4+2); Full Atk 2 claws +6 melee (1d4+2) and bite +4 melee (1d6+1) and gore +4 melee (1d6+1); SA -; SQ Damage reduction 10/magic, darkvision 60 ft., freeze; AL CE; SV Fort +5, Ref +6, Will +4; Abilities Str 15, Dex 14, Con 18, Int 6, Wis 11, Cha 7.

Skills and Feats: Hide +7, Listen +4, Spot +4; Multiattack, Toughness.

Area 3-3 – Troll Quarters (EL 7 or 9): Read or paraphrase the following:

Dim blue light from large candy windows illuminates a room filled with small, filthy sleeping pallets and matted animal furs. A rickety table with mismatched chairs holds small wooden mugs and a large whetstone. In the corner opposite the door a curtain hangs from the ceiling. Under the prevalent sweet smell of candy you detect the stink of unwashed bodies and earthy forest soil.

The curtained off section of the room is a closet used by the creatures to store clubs and spears. A

DC 20 Search of that area reveals a small removable section of wall leading to area 2-9.

This is the personal quarters of the trolls (munchkin and miniature) that serve the witch. If taken by surprise, there are 5 male and 3 female miniature trolls here. They are wrestling, gnawing on meaty bones, or playing a game involving small polished humanoid bones. If the cottage is on alert four of the male miniature trolls are at area 5-1 while the fourth male and the females remain here. Others are out on patrol or hunting in the forest.

Tactics: The trolls attack in waves of 2 or 3. After two rounds, the trolls switch positions to allow the first wave of trolls to heal outside of melee combat. Two or three rounds later the trolls switch again and continue this tactic until they or the PCs are slain.

Treasure: Each of the 6 mugs on the table is made of darkwood with silver and gold inlay. The complete set is worth 1,250 gp if sold.

Miniature Troll (4 or 8): CR 3; Medium giant (native); HD 6d8+30; hp 57; Init +3; Spd 30 ft.; AC 19, touch 13, flat-footed 16; Base Atk +4; Grp +8; Atk claw +8 melee (1d4+4); Full Atk 2 claws +8 melee (1d4+4) and bite +3 melee (1d4+2); SA Rend 2d4+6; SQ Darkvision 60 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +10, Ref +5, Will +3; Str 19, Dex 16, Con 21, Int 6, Wis 9, Cha 6.

Skills and Feats: Listen +5, Spot +6; Alertness, Iron Will, Track.

Rend (Ex): If a miniature troll hits with both claw attacks, it latches onto the opponent’s body and tears the flesh. This attack automatically deals an additional 2d4+6 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Level 4: The Candy Cottage, Dungeon

This area of the Candy Cottage is made of dressed stone, lacking any of the affectations of the structure above it.

Illumination is provided by a single *everburning torch* in a wall sconce in area 4-1 and a lantern containing a *continual flame* in area 4-2.

Ceilings heights throughout this level are a constant 10 feet.

Dressed Stone Wall: 5 ft. thick; hardness 8; hp 450; Break DC 35; Climb DC 20

Wandering Monsters

There are no wandering monsters on this level.

Areas of the Map

Area 4-1 – The Lickety–Lock (EL 8): Read or paraphrase the following:

Stairs lead down to an empty chamber of tightly fitted smooth blocks. A thick stone door exits the room, although it has no visible lock or handle. A pair of small disks protrudes from the wall next to the door – one is dark and smells faintly of black licorice, the other is orange-red with a fruity fragrance. Words carved into the stone over the disks reads, “One flavor opens the door.”

This magically treated door opens by mixing saliva with a chemical compound in the licorice flavored substance on the dark disk. In effect, one must taste the disk to open the door. Doing so causes the door to swing inward to area 4-2. However, the orange-red disk is a trap triggered by touching or licking its surface. Licking the correct disk a second time closes the door.

Trap: The dark disk is coated with dragon bile. Licking or touching it with bare skin will open the door, but after 1 minute (10 rounds later) it closes again, possibly trapping intruders entering area 4-2. The orange-red disk tastes of cherries and oranges. Touching it triggers an alarm spell that rings in area 5-3 and a *magic mouth* that forms on the disk that asks in a screeching feminine voice, “*Who’s trespassing in my dungeon, eh? Whoever you are, you belong to me now!*” If the witch is in that room, she is alerted of trespassers entering her dungeon and arrives here in 5 minutes with all of her preparatory spells for combat already cast.

Close scrutiny of the disks requiring a DC 30 Search

check reveals that the surface of the dark disk looks somewhat worn. This is due to the great amount of licking it receives from Ugly Boy as he enters and exits the dungeon repeatedly throughout the day.

Magically Treated Stone Door: 4 in. thick; hardness 16; hp 120; Break DC 48

Dragon Bile Trap: CR 8; mechanical; touch trigger; manual reset; alarm on one them; poison (dragon bile, DC 26 Fortitude save resists, initial 3d6 Str, secondary 0); Search DC 30; Disable Device DC 16

Area 4-2 – Holding Cells (EL 3): Read or paraphrase the following:

A rusty lantern hanging from a hook in the ceiling illuminates a long, narrow corridor roughly chiseled out of the stones beneath the cottage. Small five-foot-by-five-foot cells line the corridor, each one with a door of iron bars to hold its occupant. The cells closest to you are empty. Soft sobs coming from the end of the corridor indicate that at least one prisoner is here.

When the witch captures children, she imprisons them here where they are fattened up to the witch’s liking. She then cooks them up using whatever recipe suits her mood and devours them.

Sonorous Verbose, a skilled human bard, but now only a plump little child, is locked in the cell marked with an X sniffing in despair as he gorges himself on a tub of pudding. He tries to keep his spirits up by reciting poems and singing, but right now he is lost in despair.

Development: If freed, Sonorous tearfully thanks the PCs, admitting to stealing the *Tome of Tales* from his city library several weeks ago when he discovered that it was a talking book. Now he regrets ever laying eyes on it. If equipped, Sonorous gladly aids the PCs in combat and lends his bardic abilities to support them, though he believes the witch is immune to magic (falsely), warning the PCs that she cannot be affected by spells.

Ad Hoc XP Award: Award experience points as if the PCs had defeated Sonorous Verbose in combat if they rescue him from the witch’s dungeon.

Sonorous Verbose, Male Human Brd3: CR 3; Small humanoid (human); HD 3d6+3; hp 13; Init +6; Spd 20 ft.; AC 14, touch 14, flat-footed 11; Base Atk +2; Grp -5; Atk/Full Atk -1 melee (1d2-3, unarmed strike); SA Spells; SQ Bardic music, bardic knowledge (+5 modifier), countersong, fascinate, inspire



Level 5: The Witch's Tower

The walls of the tower are made of massive jellybeans of various dark colors and magically treated to be as hard as stone. The stairs are made of hardened candy wafers.

The prevailing illumination throughout the tower is detailed in each area description.

Jelly Bean Wall: 1 ft. thick; hardness 8; hp 120; Break DC 40; Climb DC 21.

Candy Wafer Stairs: 1 ft. thick; hardness 5; hp 60.

Wandering Monsters

There are no wandering monsters on this level.

Areas of the Map

Area 5-1 – Tower Landing (EL Variable): Read or paraphrase the following:

Beyond a heavy graham cracker door studded with chocolate dots, more stairs ascend to the lofty heights of the tower. A torch midway up the stairs provides ample light for this area.

If the cottage residents are on alert, a miniature troll hides on the landing just outside the door to this area waiting to defend the upper reaches of the tower from intruders. Four more miniature trolls wait inside this room ready to back up their ally. If the trolls are here, this is an EL 7 encounter.

Tactics: The miniature troll waiting outside the door to this room attempts to grapple foes. By establishing a pin and then winning an opposed grapple check, he hurls pinned PCs over the edge. A falling character takes 2d6 damage from the fall. When the troll guarding the stairs is reduced to 10 hit points or less, he withdraws into the tower shaft behind him to regenerate while one of others takes his place.

Miniature Troll (5): CR 3; Medium giant (native); HD 6d8+30; hp 57; Init +3; Spd 30 ft.; AC 19, touch 13, flat-footed 16; Base Atk +4; Grp +8; Atk claw +8 melee (1d4+4); Full Atk 2 claws +8 melee (1d4+4) and bite +3 melee (1d4+2); SA Rend 2d4+6; SQ Darkvision 60 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +10, Ref +5, Will +3; Str 19, Dex 16, Con 21, Int 6, Wis 9, Cha 6.

Skills and Feats: Listen +5, Spot +6; Alertness, Iron Will, Track.

Rend (Ex): If a miniature troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d4+6 points of damage.

Regeneration (Ex): Fire and acid deal normal

courage +1, inspire competence; AL CG; SV Fort +2, Ref +6, Will +2; Str 4 (normally 10), Dex 16 (normally 14), Con 12, Int 14, Wis 8, Cha 16

Skills and Feats: Bluff +10, Diplomacy +8, Gather Information +11, Hide +7, Knowledge (arcana) +4, Knowledge (dungeoneering) +6, Knowledge (geography) +9, Knowledge (local) +5, Knowledge (history) +5, Listen +3, Move Silently +5, Perform (singing) +9, Sleight of Hand +7, Spot +1, Survival -1 (+1 on checks made while underground); Alertness, Persuasive, Skill Focus (Knowledge [geography]).

Languages: Common, Draconic, Elven.

Bard Spells Known (3/2, DC 13 + spell level): 0 – detect magic, light, mage hand, open/close, prestidigitation, read magic; 1 – charm person, comprehend languages, sleep.

Locked Iron Cell Door: 2 in. thick; hardness 10; hp 60; Break DC 28; Open Lock DC 30.

damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Area 5-2 – Bat Trap Trapdoor (EL 8): Read or paraphrase the following:

The stairs end at an open archway, the lintel decorated with a bat motif. A lit room beyond contains a tall iron ladder rising twenty feet to a trapdoor in the ceiling. The flames of a nearby flambeau flutter wildly in the currents of a zephyr swirling through the tower via narrow window slits high above you.

The trapdoor at the top of the 20-foot ladder is unlocked. It is the triggering device for a trap prepared for creatures climbing the ladder and not uttering the words, “Great Mistress, your servant enters”, before touching it.

If this trapdoor is opened without giving the password, 5 separate overlapping traps are triggered. Each summons a bat swarm. The bat swarms fill most of this area of the tower and attack any creatures here for 2 rounds before the spell effect ends. This also warns the witch (area 5-3) of possible intruders if she is not already aware of them.

Summon Swarm Trap (5): CR 3; magic device; touch trigger (alarm); manual reset; spell effect (*summon swarm*, 5th-level wizard); Search DC 28; Disable Device DC 28

Bat Swarm (5): CR 2; Diminutive animal (swarm); HD 3d8; hp 13; Init +2; Spd 5 ft., fly 40 ft. (good); AC 16, touch 14, flat-footed 12; Base Atk/Grp +2/-; Atk/Full Atk swarm (1d6); Space/Reach 10 ft./0 ft.; SA Distraction, wounding; SQ Blindsight 20 ft., half damage from slashing and piercing, low-light vision, swarm traits; AL N; SV Fort +3, Ref +7, Will +3; Abilities Str 3, Dex 15, Con 10, Int 2, Wis 14, Cha 4.

Skills and Feats: Listen +11, Spot +11; Alertness, Lightning Reflexes.

Distraction (Ex): Any living creature that begins its turn with a swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Wounding (Ex): Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a *cure* spell or some other healing magic.

Area 5-3 – The Warty Witch’s Chambers (EL 13): Read or paraphrase the following:

A trapdoor opens into a room far larger than it

should be. This chamber measures approximately forty feet across. The floor is covered with lilac-scented rushes. The rest of the chamber is decorated with paintings, tapestries, shelves, and a round mahogany table with four matching chairs. A tall crystal vase on the table holds bright, cheery flowers.

A workbench curving with the outer wall is covered with the sprawling glassware and instruments of an alchemist’s lab.

A pair of perpendicular walls forms another chamber with two rounded arches opening into it. Through softly stirring gossamer curtains dangling over the arches, you see a magnificent four-poster bed stacked with soft, fuzzy pillows and a wooden armoire next to it.

Several tall, narrow window slits in the walls allow a cool draft through the room. The high branches of the trees surrounding the cottage are just visible through the window slits.

This top level is an extradimensional space that is twice the size of its outer dimensions. These are the chambers of Izelda the Warty Witch. Though her deeds are foul, she still enjoys pampering herself with the finer things in life, fastidiously maintaining a clean, cozy, and most definitely feminine personal space.

If encountered in area 4-1, Izelda the Warty Witch is here recovering from her wounds while her tiny minions guard the room. Otherwise, she relaxes at the table perusing one of her recipe books while her 4 munchkin trolls wait on her. Her passion in life is the consumption of children and she is always in search of a new and delicious ways to eat them.

Izelda is a tall slender woman with pale skin, straight, silky blond hair past her shoulders, and striking green eyes. She wears a diaphanous cloak of carmine covered in faint arcane symbols and a tight-fitting black leather outfit over her voluptuous body. Contrary to the title she uses to intimidate and frighten visitors to this demiplane, which she has appointed herself the ruler of, she is extremely attractive and alluring. Aside from her abhorrent cravings, little detracts from her beauty except her teeth, which have been filed to sharp points. Since she smiles little, very few witness her dental affectation.

Tactics: If she has time to prepare, Izelda casts *mage armor*, *shield*, and *fox’s cunning* (from her wand) and has the munchkin trolls prepare to ambush the first PC that comes through the trapdoor. With *fox’s cunning* cast, the DC of her wizard

spells increase by 2. In combat she prefers Enchantment spells over her others since it is her specialty and this demiplane extends them. Charmed PCs are much more preferable to “spoiled meat.” Characters that give into her charms are turned against their fellow PCs with promises of sweets, gold, and other treats & treasures as attractive rewards for their loyalty. If the PCs prove too strong willed against her compulsions, she casts *mass reduce person* and she and her minions grab any reduced PCs and stuff them in sack to be taken quickly down to the dungeon. This follows the rules for grappling, but reduced PCs have a penalty on their opposed rolls on top of the penalties they may already have.

If Faffer is here, he flies around the room jabbing PCs with his stinger and poisoning them. In between attacks he turns invisible. If one particular PC is more of a threat to his mistress he uses *suggestion* to convince the PC that Izelda is misunderstood and should be protected from the other PCs.

If reduced to 10 hit points or less Izelda casts *alter self* to assume the form of a willa (Speed 30 ft.) and leaps out a window. Her *ring of feather* falling prevents any harm from the 65-foot fall. Faffer follows his mistress if he is here.

Treasure: The alchemist’s lab on the worktable can be sold for 250 gp. A dark blanket is draped over a tall stand mirror in Izelda’s bed chamber. The mirror’s frame is decorated with an alternating fiends and angels motif of gold with tiny gemstones for their eyes. It is worth 2,000 gp and weighs 100 pounds.

Izelda’s spellbook is a simple black leather tome bearing a symbol of a sinister green eye surrounded by a circle of bones on its cover. It contains all of Izelda’s prepared spells, all 0-level spells in the **Player’s Handbook**, and the following: *alarm, disguise self, hypnotism, identify, ray of enfeeblement, shield, sleep, arcane lock, bull’s strength, daze monster, spider climb, summon swarm, fly, hold person, phantom steed, charm monster*, and *stone skin*.

Izelda’s spellbook is worth 3,850 gp if sold.

Development: If Izelda faces certain doom and cannot escape, she attempts to parley with the PCs. In the locked closet nearby (area 5-4), she keeps a pouch of magical, silvery dust (*gate dust*). She explains how to sprinkle it in the air to create a *gate* and bids them to take it and leave, hoping the guardian will take care of her enemies so she can escape. The key she proffers was found on one of her past victims and opens nothing here. She only keeps it for luck.

Izelda the Warty Witch, Female Human Adp7/Wiz7: CR 13; Medium humanoid (human, native); HD 7d6+7 plus 7d4+7; hp 56; Init +2; Spd 30 ft.; AC 13, touch 13, flat-footed 11; Base Atk +6; Grp +6; Atk mwk dagger +9 melee (1d4/19-20); Full Atk mwk dagger +9/+4 melee (1d4/19-20); SA Spells; SQ Summon familiar; AL NE; SV Fort +5, Ref +6, Will +14; Str 10, Dex 14, Con 12, Int 16, Wis 18, Cha 16.

Skills and Feats: Bluff +8, Concentration +10, Craft (alchemy) +15, Diplomacy +7, Heal +8, Intimidate +10, Knowledge (arcana) +12, Knowledge (nature) +12, Knowledge (the planes) +12, Knowledge (religion) +10, Listen +4 (+6 if Faffer is within arm’s reach), Spellcraft +12, Spot +4 (+6 if Faffer is within arm’s reach), Survival +8 (+10 while on this plane); Alertness, Brew Potion, Craft Wondrous Item, Improved Familiar, Scribe Scroll, Skill Focus (Craft [alchemy]), Spell Focus (Enchantment), Weapon Finesse.

Languages: Common, Draconic, Giant.

Adept Spells Prepared (3/4/3, save DC 14 + spell level): 0 – *create water, cure minor wounds, detect magic*; 1 – *burning hands, cause fear, cure light wounds x2*; 2 – *invisibility, scorching ray, web*.

Wizard Spells Prepared (4/5/4/3/1, save DC 13 + spell level): 0 – *acid splash* (+11 ranged touch), *daze**, *mage hand, message*; 1 – *charm person**, *mage armor, magic missile x2, shield*; 2 – *alter self, cat’s grace, hideous laughter*, touch of idiocy**; 3 – *deep slumber*, lightning bolt, suggestion**; 4 – *mass reduce person*. * = Enchantment spell. The duration of these spells are doubled as if the Extend Spell feat had been used (see the Features of the Forest of Lanterns section).

Possessions: *ring of protection* +1, masterwork dagger, *cloak of charisma* +2, *gloves of dexterity* +2, *periap of wisdom* +4, *ring of feather falling, wand of fox’s cunning (31 charges)*, spell component pouch that includes enough *stoneskin* components for 3 castings, white gold hairpins worth 80 gp, silver key, leather body suit, 3 finger bones strung on a silver necklace (holy symbol) worth 50 gp.

Munchkin Troll (4): CR 2; Small giant (native); HD 6d8+18; hp 47; Init +4; Spd 20 ft.; AC 20, touch 15, flat-footed 16; Base Atk +4; Grp +0; Atk claw +5 melee (1d3); Full Atk 2 claws +5 melee (1d3) and bite +0 melee (1d3); SA Rend 2d3; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent; AL CE; Fort +8, Ref +6, Will +3; Str 11, Dex 18, Con 17, Int 6, Wis 9, Cha 6.

Skills and Feats: Hide +8, Listen +5, Spot +5; Alertness, Iron Will, Track.

Rend (Ex): If a miniature troll hits with both claw attacks, it latches onto the opponent’s body and tears the flesh. This attack automatically deals an

additional 2d4+6 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Possessions: leather armor, tunic emblazoned with an eye encircled by bones.

Area 5-4 – The Witch’s Vault (EL 5): Read or paraphrase the following:

A massive warped iron door, nearly ten feet tall and easily half as wide, bars passage to a small adjoining chamber within this large room.

The iron door to this room appears to open outward into area 5-4 and would seem locked. However, it is a cleverly disguised creature guarding the contents of the room. A close inspection of it (DC 26 Spot check) may reveal that it is something other than what it appears.

This huge door is an advanced mimic loyal to Izelda. She feeds it often and converses with it regularly. In return, it protects the contents of her treasure vault.

Tactics: Once the mimic attacks, it targets individual foes to crush until they are dead and then moves on to its next enemy repeating this tactic.

Treasure: The room beyond the false door has a strong mix of odors coming from the numerous bottles of rare spices, powders, and strange liquids on the shelves lining the walls. Izelda uses these in her more exotic concoctions. Her spellbook and her finest cook books are also here sharing the shelf space. Among the bottles are 3 *potions of cure moderate wounds*, a *potion of remove curse*, and *oil of keen edge*. The 10 cookbooks provide a +2 competence bonus on Profession (cook) checks. The entire set is worth 500 gp.

An unlocked wooden chest below the shelves contains a long black dress made of blue-black animal hide that seems constantly out of focus under direct observation. The dress is made of displacer beast hide, but has no real magical benefit. It may be sold for 100 gp. Also in the chest is a cursed suit of full plate armor. When identified it seems to be *armor of command*, though in truth it is actually *rage armor*.

On one of the lower shelves lining the walls sits a steel coffer, its lid open revealing its contents. It contains a +2 *short sword*, *gauntlets of ogre power*, a *figurine of wondrous power* (serpentine owl), a *cloak of resistance* +3, and atop these other items sits a small leather pouch containing *gate dust* (described in **Appendix II**) enough to create one gate. Attached to the small pouch is a note written in an erratic hand

that reads, “*Toss this dust into the air and name your destination.*” Though it appears to be part of this treasure hoard, the *gate dust* is a part of this demiplane. It is the only exit from the Forest of Lanterns (though see **Concluding the Adventure**). If used to create a gate back to the PCs’ home plane, the magic dust is replenished afterward and once again found here.

Advanced Mimic (1): CR 5; Large aberration (native, shapechanger); HD 10d8+21; hp 75; Init +1; Spd 10 ft.; AC 15, touch 10, flat-footed 15; Base Atk +7; Grp +16; Atk slam +12 melee (1d8+5); Full Atk 2 slams +12 melee (1d8+5); Space/Reach 10 ft./10 ft.; SA Adhesive, crush; SQ Darkvision 60 ft., immunity to acid, mimic shape; AL N; SV Fort +6, Ref +6, Will +8; Str 20, Dex 12, Con 17, Int 10, Wis 13, Cha 10.

Skills and Feats: Climb +10, Disguise +16, Listen +9, Spot +9; Ability Focus (Adhesive), Alertness, Lightning Reflexes, Weapon Focus (Slam).

Concluding the Adventure

By defeating the Warty Witch and her evil minions and locating the pouch of *gate dust*, the PCs can create their own portal back to their home plane. As they step through it, the Forest of Lanterns loses its power over them, and they transform back to adults.

If the PCs are captured, Izelda locks them in her dungeon and spends the next few weeks fattening them up. Though she and her minions check on them often, they may have overlooked something or underestimated the adventurers. With a good bit of cleverness, the PCs should be able to find a way to escape their cells. Their gear is stored in area 5-4 if they do.

Without the use of the *gate dust* the PCs may be spending a bit of time in this demiplane. Though demiplanes almost always have only one way in and out, GMs may create alternate means of leaving it if they wish. One alternate means of returning to their home plane if they are struggling is by using the so-called Mirrors of Many Worlds (area 1-4). If approached properly, the nixies in the streams around the many bridges may know of a secret command word or special material to open a portal through one of the mirrors that not even Izelda the Warty Witch knows about. GMs may also create portals that don’t necessarily lead “home,” but allow the PCs to leave this demiplane (see below).

Should the PCs defeat Izelda, there is nothing to stop them from taking up residence in the Candy Cottage and becoming the new *de facto* despots or benevolent rulers of the Forest of Lanterns, although their childlike bodies may be too much for the PCs to tolerate. If any of the miniature or munchkin trolls survived (such as those out on patrol or hunting), they hail the adventurers as their

new masters and eagerly serve them assuming the PCs allow it. The Warty Witch has maintained only a tenuous rule of this demiplane. Should the PCs try their hands at it, they will most certainly have their work cut out for them as it is full of chaotic creatures that will not willingly bend to the will of the characters.

This adventure is essentially over once the PCs return to their home plane. However, you never know when and where the *Tome of Tales* may show up next...

Continuing Adventures Through the *Tome of Tales*

If you and your players enjoyed *Escape from the Forest of Lanterns* and would like to have more such adventures, you can simply add a planar portal somewhere within the demiplane that connects it to the others created by Dolerous or just expand on the *Forest of Lanterns* as you see fit. If the PCs hung onto the *Tome of Tales* throughout the adventure, perhaps they learned of other demiplanes and the associated tales (completely misleading, of course) for each of them. Tom would be more than happy to open a gate to those worlds if asked. Should your players wish to have more adventures like they had in the *Forest of Lanterns*, the following adventure seeds might help you get started in creating some of your own:

- The tiny demiplane town of Bean Stalk Hollow is a parody of the well known tale “Jack and the Bean Stalk”. The townsfolk live under the oppressive shadow of a giant who dwells on a dark, storm cloud that looms over the town. An immense bean stalk from which the town and demiplane gets its name grows out of the town square and ascends hundreds of feet to the giant’s cloud castle. Climbing it is fraught with peril. Horrible, giant insects lurk in its leafy folds and flying monsters using it as their aerie watch for climbers to prey on. The giant that lives in the castle atop the cloud is mentally enslaved by a demon-possessed magical harp that plays off-key pop music and a half-fiend awakened dire goose that lays golden *delayed blast fireballs* instead of eggs. Other heroes that have climbed the stalk to save the day have also become enslaved by the evil harp and are frequently forced to return to the town to extort unbearable taxes from its citizens.
- The demiplane called The Toymaker’s Workshop is a twisted parody of Santa Claus meets “Babes in Toyland”. It is home to a jolly old toymaker. However, he has not been very jolly lately. On the contrary, he has become trapped in his enormous, mazelike toy factory and his benign toys of all shape and size have suddenly come to life, obsessed with destroying him. Giant tin soldiers, swarms of stuffed animals, disgruntled toy making elves – these are just a few of what

the PCs will have to face as they brave the maze of toys to save the toymaker from the evil machinations of a group of rival toy making wizards that are responsible for the toy shop mutiny. However, before the PCs can save the toy maker, he is kidnapped by his enemies and taken to their dirty, smoke shrouded toy factory on the opposite side of an icy river. There the PCs must deal with the evil gnome workers, unsafe working conditions, and the numerous evil creations the wizards have spawned there in order to rescue the toy maker before it’s too late.

Other adventures like “Escape from the Forest of Lanterns” you may wish to use as inspiration for creating your own, or to actually use in your campaign with a little conversion work, are E. Gary Gygax’s classic modules EX1 and EX2, “Dungeonland” and “The Land Beyond the Magic Mirror” ©1983 TSR Hobbies, Inc.

Appendix I: New Monsters

BOMBARDIER TREE

Huge Plant	
Hit Dice:	7d8+42 (73 hp)
Initiative:	-1
Speed:	0 ft.
Armor Class:	20 (-2 size, -1 Dex, +13 natural), touch 7, flat-footed 20
BAB/Grapple:	+5/+22
Attack:	Slam +13 melee (2d6+9)
Full Attack:	2 slams +13 melee (2d6+9)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Constrict, explosive fruit, improved grab
Special Qualities:	Damage reduction 10/slashing, low-light vision, plant traits, vulnerability to fire
Saves:	Fort +11, Ref +1, Will +7
Abilities:	Str 29, Dex 8, Con 22, Int 12, Wis 16, Cha 12
Skills:	Bluff +6, Diplomacy +5, Disguise +3 (when aware of being observed and trying to act in character), Intimidate +5, Knowledge (nature) +8, Listen +10, Sense Motive +8, Spot +10
Feats:	Alertness, Iron Will, Weapon Focus (Slam)
Environment:	Temperate and cold forests
Organization:	Solitary or grove (4-7)
Challenge Rating:	5
Treasure:	1/10th coins; 50% goods; 50% items
Alignment:	Neutral evil
Advancement:	8-16 HD (Huge); 17-21 HD (Gargantuan)
Level Adjustment:	–

The branches of this tall fruit tree are heavily laden with bright red apples. The bark of its thick trunk seems shaped almost like a wide frowning mouth. Its leaves and branches rustle though there is no breeze.

A bombardier tree resembles a normal-looking apple tree at first glance. However, a DC 20 Spot check reveals a frowning mouth and a pair of small deep set hollows for eyes in its trunk. These trees are the result of magical tampering and perversions with their counterpart, the noble treant. Bombardier trees are mean and spiteful creatures that enjoy causing pain and death. Unlike treants they are immobile.

Any area where a bombardier tree is found is unnaturally quiet. Most creatures of the forests where these evil trees live tend to stay well clear of them.

Bombardier trees speak Common and Sylvan.

COMBAT

A bombardier tree is patient and cunning when potential prey is near. It waits for creatures to come close before striking at them with its thick branches and deals with enemies out of reach by hurling its explosive fruit at them.

Constrict (Ex): A bombardier tree that succeeds on a grapple check against a creature up to one size larger than itself deals automatic slam damage. It can grapple multiple creatures at once as long as they are all at least two sizes smaller than it and can fit in its space.

Explosive Fruit (Ex): Once per round, a bombardier tree may hurl one of its apple-like fruits, hitting its target if it succeeds on a ranged touch attack with an increment of 30 ft. If successful the projectile bursts spraying sharp thorns that deal 1d8 points of damage to its target and half damage to any secondary targets within 5 ft. If the exploding fruit misses its target by 4 or less on its attack roll use the splash rules in the PHB to determine where the projectile lands and explodes, dealing half damage to any creatures within 5 ft.

Creatures subject to the secondary damage are allowed a Reflex save (DC 19) to avoid taking any damage. The save DC is Constitution based.

IRIDESCENT BUTTERFLY SWARM

Diminutive Magical Beast(Extraplanar, Swarm)

Hit Dice:	12d10+12 (78 hp)
Initiative:	+11
Speed:	5 ft., fly 40 ft. (perfect)
Armor Class:	21 (+4 size, +7 Dex), touch 21, flat-footed 14
BAB/Grapple:	+12/–
Attack:	Swarm (3d6 plus poison)
Full Attack:	Swarm (3d6 plus poison)
Space/Reach:	10 ft./0 ft.
Special Attacks:	Distraction, iridescence, poison
Special Qualities:	Damage reduction 10/magic, dark-vision 60 ft., immune to weapon damage, low-light vision, swarm traits
Saves:	Fort +9, Ref +15, Will +5
Abilities:	Str 1, Dex 25, Con 12, Int 2, Wis 12, Cha 15
Skills:	Listen +11, Move Silently +19, Spot +15
Feats:	Ability Focus (Iridescence), Alertness, Dodge, Improved Initiative, Mobility
Environment:	Wilderness of the Beastlands (Krigala)
Organization:	Solitary, flight (2-4 swarms), or colony (5-8 swarms)
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	None
Level Adjustment:	–

A colorful pod of butterflies flutters lazily through the air. There must be hundreds, if not thousands of them, their iridescent wings shimmering brightly in rainbow hues.

Iridescent butterflies are similar in appearance to the Monarch Butterfly, except their wings shimmer constantly with a multitude of beautiful iridescent colors. They come from Krigala, the top layer of the Wilderness of the Beastlands, a land eternally balanced between spring-time and summer, where nature is at its most primal and unbound. Iridescent butterflies can be seen fluttering across the green, thriving landscape feeding on milkweed plants, but have an adapted diet that includes other organic matter such as living flesh when their favored meal is scarce.

Their unique coloration makes iridescent butterflies highly sought after by collectors. However, when grouped together in swarms they are unpredictable and extremely dangerous.



COMBAT

Normally docile if encountered singly, iridescent butterflies are very aggressive when gathered together in a swarm. An iridescent butterfly swarm seeks to surround and attack any living prey it encounters. A swarm deals 3d6 points of damage to any living creature whose space it occupies at the end of its move.

Distraction (Ex): Any living creature vulnerable to an iridescent butterfly swarm's damage that begins its turn with one in its space must succeed on a DC 17 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Iridescence (Su): When an iridescent butterfly swarm senses living prey, it may use a standard action to duplicate the effects of a *hypnotic pattern* spell with its wings except the total number of Hit Dice of creatures it can effect is equal to its own HD + Charisma modifier (14 HD). Any creatures within 30 ft. of the swarm, that can see it, must succeed on a DC 20 Will save or become fascinated as long as the iridescent butterfly swarm or its prey do not move beyond that range and it maintains the effect. Once the iridescent butterfly swarm has activated its iridescence, it can maintain the effect by sacrificing a move action or using a standard action. The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Skills: An iridescent butterfly swarm has a +4 racial bonus on Listen and Spot checks, and a +8 racial bonus on Move Silently checks.

LIVING DRUM

Large Construct

Hit Dice:	4d10+30 (52 hp)
Initiative:	+0
Speed:	30 ft.
Armor Class:	14 (+5 natural, -1 size), touch 9, flat-footed 14
BAB/Grapple:	+3/+10
Attack:	Slam +5 melee (1d8+3)
Full Attack:	2 slams +5 melee (1d8+3)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Percussive burst
Special Qualities:	Construct traits, darkvision 60 ft., hardness 10, low-light vision
Saves:	Fort +1, Ref +1, Will +1
Abilities:	Str 16, Dex 10, Con –, Int –, Wis 10, Cha –
Skills:	–
Feats:	–
Environment:	Any
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	5-8 HD (Large); 9-12 HD (Huge)
Level Adjustment:	–

A large, iron kettle drum stands atop two sturdy iron legs with complex mechanical joints from where it juts from the drum and at its knees and ankles. A pair of humanoid, iron arms sprouts from each side of the drum jointed similarly as its legs at shoulders, elbows, and wrists. It has large metal gauntlets for hands; each one clutches a long-handled wooden mallet.

This strange creation seems to serve no logical purpose other than to annoy the denizens of this demiplane. It is a large kettle drum capable of producing a deep bass percussion when drummed. It stands approximately 9 feet tall and 5 feet wide. Its mechanical joints are always well-oiled and in perfect working condition.

COMBAT

The living drum has a single-minded purpose of attacking any living creatures it sees with its wooden mallets and its percussive burst. It pursues enemies tirelessly until it can no longer see its prey or it has destroyed it.

Percussive Burst (Su): As a standard action, the drum may produce a percussive burst of sound dealing 1d8 points of sonic damage to all creatures within 10 ft. Any creatures within the area of effect must succeed on a DC 12 Fortitude save to avoid being stunned for 1 round. The save DC is Constitution-based.

LIVING TRUMPET

Large Construct

Hit Dice:	4d10+30 (52 hp)
Initiative:	+0
Speed:	40 ft.
Armor Class:	14 (+5 natural, -1 size), touch 9, flat-footed 14
BAB/Grapple:	+3/+10
Attack:	Slam +5 melee (1d8+4)
Full Attack:	2 slams +5 melee (1d8+4)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Trample, trumpet blast
Special Qualities:	Construct traits, darkvision 60 ft., hardness 10, low-light vision
Saves:	Fort +1, Ref +1, Will +1
Abilities:	Str 16, Dex 10, Con –, Int –, Wis 10, Cha –
Skills:	–
Feats:	–
Environment:	Any
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	5-8 HD (Large); 9-12 HD (Huge)
Level Adjustment:	–

A massive, silver clarion, easily the size of a large horse, stands on four long legs with complex mechanical joints at each of its hips where they protrude from the instrument and at its knees and ankles. Each leg ends in a large metal boot.

One of the many oddities of this demiplane, this oversized trumpet strides on four mechanical legs similar to other quadrupeds. What its original purpose may have been, if any, is unknown. It simply wanders the forest paths looking for any living creatures to attack.

COMBAT

When it finds a target to attack, the living trumpet usually starts combat by using its trumpet blast ability when its target is within range. It continues using this ability until its daily uses are expended and then simply slams into opponents or tramples them if it can.

Trample (Ex): The living trumpet can trample creatures two or more sizes smaller than itself, dealing 1d8+6 points of damage. Opponents who do not make attacks of opportunity against the trumpet can attempt Reflex saves (DC 15) to halve the damage.

Trumpet Blast (Su): 3 times per day the trumpet can produce a painful high pitched wail as a standard action. All creatures in a 30 ft. cone in front of the trumpet are deafened for 2d6 rounds and take 5d6 points of sonic damage. A DC 12 Fortitude save negates the deafness

and reduces the damage by half. Any non-magical exposed brittle or crystalline objects or crystalline creatures take 7d6 points of sonic damage. A successful save reduces the damage by half. A creature holding a fragile object may attempt a DC 12 Reflex save to negate the damage to it. The Save DC is Constitution-based.

SCARECROW GOLEM

Medium Construct

Hit Dice:	6d10+20 (53 hp)
Initiative:	+3
Speed:	30 ft. (can't run)
Armor Class:	23 (+3 Dex, +10 natural), touch 13, flat-footed 20
BAB/Grapple:	+4/+8
Attack:	Slam +8 melee (1d6+4 plus weakening touch)
Full Attack:	2 slams +8 melee (1d6+4 plus weakening touch)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Frightful gaze, weakening touch
Special Qualities:	Construct traits, damage reduction 5/adamantine, darkvision 60 ft., immunity to magic, low-light vision, vulnerability to fire
Saves:	Fort +2, Ref +5, Will +2
Abilities:	Str 18, Dex 16, Con –, Int –, Wis 11, Cha 16
Skills:	–
Feats:	–
Environment:	Any
Organization:	Solitary or gang (2-4)
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	7-12 HD (Large); 13-18 HD (Huge)
Level Adjustment:	–

A gangly humanoid figure wearing farmer's clothes with a pumpkin head carved into a frightful visage leans against a post. Atop its pumpkin head it wears a battered old hat. It suddenly moves, turning its head to reveal hollow eyes glowing with mesmerizing colors.

A scarecrow golem looks exactly as its name suggests at first glance: a simple scarecrow made of peasant's garb stuffed with straw and a carved pumpkin for a head. However, when active its empty pumpkin head is filled with shimmering, magical colors and it moves with alacrity. It wears heavy boots, leather gloves, and smells of freshly turned soil and rotting vegetation.

A scarecrow golem is incredibly flexible. It may turn its head completely around and bend its joints in both directions.

A scarecrow golem cannot speak, other than to emit rasping, unintelligible whispers.

COMBAT

A scarecrow golem attacks with its 2 fists when engaged in melee, striking as many enemies as it can to utilize its weakening touch.

Frightful Gaze (Su): As a standard action, a scarecrow golem can focus its gaze upon a living foe within 30 ft. A creature that fails on a DC 16 Will save is paralyzed with fear. A paralyzed creature is frozen in place and unable to move or act until the scarecrow golem is destroyed. The save DC is Charisma-based.

Weakening Touch (Su): The touch of a scarecrow golem invokes feelings of terror and dread in its victim that physically weakens it. A creature damaged by the scarecrow golem's slam attack must succeed on a DC 16 Fortitude save or take 1d6 points of Strength damage. The save DC is Charisma-based.

Immunity to Magic (Ex): A scarecrow golem is immune to all spells, spell-like abilities, and supernatural effects that allow spell resistance, except as follows.

Spells with the fire descriptor deal half again as much damage (+50%).

A *warp wood* spell affects it as a *hold monster* spell for 2d4 rounds (no save).

A *wood shape* spell slows the golem for 3 rounds (no save).

CONSTRUCTION

Scarecrow golems come in a variety of appearances. However, each one is constructed in a similar fashion using specially treated pieces of carved wood bound with cord for its arms, legs, and body, straw stuffing, and usually covered in raggedy clothing. The pumpkin used for its head is specially grown using plant growth spells and alchemical compounds.

The golem costs 8,000 gp to create, included in the cost for the building materials. Assembling the body requires a successful DC 15 Craft (carpentry) or Craft (sculpting) check.

CL 8th; Craft Construct; *geas/quest, hold person, limited wish, polymorph any object, ray of enfeeblement, caster* must be at least 8th level; Price 25,000 gp; Cost 12,500 gp + 1,300 XP.

VAMPIRIC ROSE BUSH

Large Plant

Hit Dice: 4d8+16 (33 hp)
Initiative: +0
Speed: 0 ft.
Armor Class: 13 (-1 size, +4 natural), touch 9, flat-footed 13
BAB/Grapple: +3/+12
Attack: Tendril +7 melee (1d8+5)

Full Attack: 4 Tendrils +7 melee (1d8+5)
Space/Reach: 10 ft./10 ft.
Special Attacks: Blood drain, improved grab
Special Qualities: Blindsight 30 ft., low-light vision, plant traits
Saves: Fort +8, Ref +1, Will +2
Abilities: Str 20, Dex 10, Con 19, Int –, Wis 12, Cha 2
Environment: Temperate and cold forests
Organization: Solitary or patch (2–4)
Challenge Rating: 4
Treasure: 1/10th coins; 50% goods; 50% items
Alignment: Always neutral
Advancement: 5-16 HD (Huge); 17-32 HD (Gargantuan); 33+ HD (Colossal)
Level Adjustment: –

This rose bush is a bit larger than most specimens. Its branches are thick and covered with sharp thorns. Its pink and red roses fill the air with a pleasant fragrance, though an unpleasant underlying scent accompanies it.

Vampiric rose bushes are sentient plants resulting from magical experimentation with normal rose bushes. The original specimens propagated and spread to numerous places in the wilds. They are most often found in forests and similar wooded areas growing alongside other flowering plants where they prey on warm-blooded creatures that come within reach. A fully grown vampiric rose bush grows to a height of about 8-9 feet, though larger specimens may exist. Their flowers are quite beautiful, and grow in a variety of colors from pink to red to yellow and white. It is said that the largest of these bear black roses that are highly sought after.

COMBAT

A vampiric rose bush simply waits for prey to come to it before attacking with its 4 tendrils. Its thorns have tiny openings in their tips that siphon blood from its prey once it has a hold of them. It will feed on the blood of a captured creature until it has drained it completely. The corpse is then pulled inside the bush where it is concealed so as not to warn future meals and decomposes naturally.

Blood Drain (Ex): If a vampiric rose bush grabs an opponent, it begins draining blood. It deals 1d3 points of Constitution damage with each successful grapple check. Each time the vampiric rose bush's tentacles come loose from the opponent's body the resulting wounds continue to bleed for 1 additional round, dealing an extra 1 point of damage.

Improved Grab (Ex): If a vampiric rose bush hits an opponent that is at least one size category smaller than itself with at least two tendril attacks, it deals normal damage for each tendril and attempts to start a grapple as a

free action without provoking an attack of opportunity. If it gets a hold, it can use its blood drain ability. Thereafter, the vampiric rose bush has the option to conduct the grapple normally, or simply hold their opponent (-20 penalty on grapple check, but the vampiric rose bush is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals tendril damage and drains blood.

Blindsight (Ex): A vampiric rose bush has no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

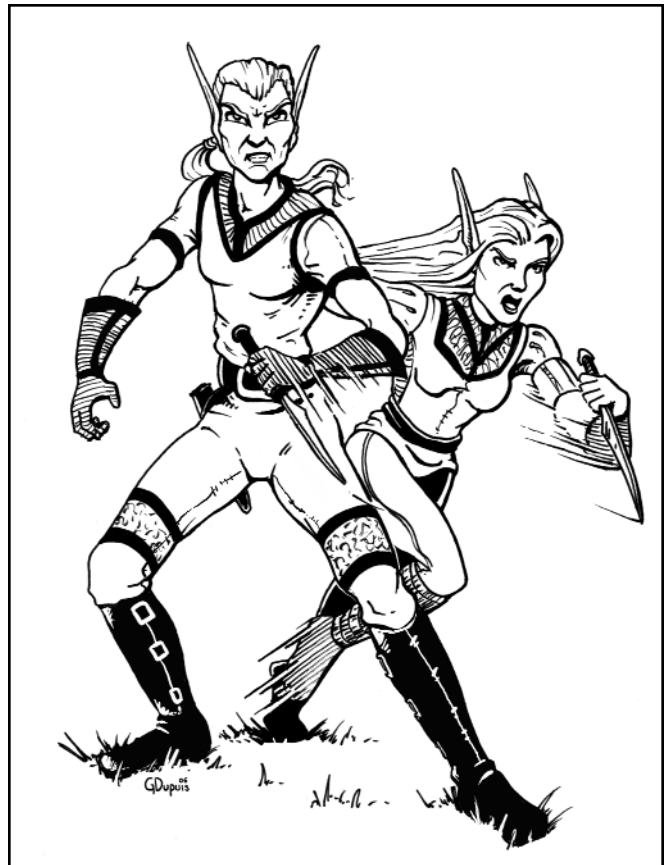
WILLA

Small Fey

Hit Dice:	1d6 (3 hp)
Initiative:	+8
Speed:	60 ft.
Armor Class:	20 (+1 size, +8 Dex, +1 haste), touch 20, flat-footed 11
BAB/Grapple:	+0/-5
Attack:	Dagger +10 melee (1d4-1/19-20)
Full Attack:	Dagger +10 melee (1d4-1/19-20)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities, special daggers
Special Qualities:	Damage reduction 5/cold iron, fey traits, greater invisibility, haste, low-light vision
Saves:	Fort +0, Ref +11, Will +4
Abilities:	Str 9, Dex 27, Con 11, Int 16, Wis 15, Cha 16
Skills:	Bluff +6, Concentration +3, Craft (any one) +6, Escape Artist +11, Handle Animal +6, Hide +12 (+32 while invisible and moving or +52 while invisible and immobile), Jump +19, Knowledge (any one) +6, Listen +5, Move Silently +11, Search +6, Sense Motive +5, Spot +5, Survival +5
Feats:	Dodge, Mobility, Spring Attack, Weapon Finesse
Environment:	Temperate forest
Organization:	Solitary, gang (2-4), band (6-11), or tribe (20-80)
Challenge Rating:	3
Treasure:	No coins; 50% goods; 50% items
Alignment:	Usually chaotic evil
Advancement:	2-3 HD (Small)
Level Adjustment:	+4

The hint of something small and light whizzes by and suddenly a small creature with the features of a mean-spirited elf regards you from a short distance away as it deftly brandishes a small dagger.

Willas are wild fey creatures thought to be relatives of sprites that dabbled in magic and mysteries better left



alone. Thus, legend relates, they were transformed into creatures of evil. They despise all races other than their own.

Willas are small and slender beings. They look much like miniature elves with very sharp, feral features. Their ears are unusually large and rise to points above their heads. Their skin ranges from pale to blue-white. Their hair is silver or white. Willas dress in fine clothes of bright colors. They are fond of silver and black, often selecting fabrics and metals in these colors. Willas never wear any form of armor or cumbersome clothes.

Willas speak Common, Elven, Halfling, and Sylvan.

Combat

Willas rely on their great speed and Spring Attack feat to close with their enemies and stab them with their daggers, then quickly move away again before the hapless foe has time to react. They delight in slowly bringing down much stronger and larger foes and keeping them guessing at where the next attack will come from. They often titter and giggle as they dash away invisibly after leaving an enemy bleeding from the small wounds they inflict. Most times, this is the only clue a creature gets as to what is attacking it.

Greater Invisibility (Su): A willa remains invisible even when it attacks. This ability is constant, but the willa can suppress or resume it as a free action.

Haste (Su): A willa is affected by a permanent *haste* spell. This grants the willa an extra attack when using a full attack with any weapon it is holding, a +1 bonus on attack rolls, and a +1 dodge bonus to AC and Reflex saves (already figured into its statistics above). It also increases its base movement rate by 30 feet. Any condition that makes the willa lose its Dexterity bonus to AC also makes it lose its dodge bonus.

Special Daggers (Su): Willas sometimes employ daggers that deal normal damage and can put a creature to sleep. These daggers lose their ability once taken from a willa.

Sleep: Any opponent struck by the dagger, regardless of Hit Dice, must succeed on a DC 15 Fortitude save or be affected as though by a sleep spell. The save DC is Charisma-based and includes a +2 racial bonus.

Spell-Like Abilities: At will – *dancing lights*, *daze* (DC 13), *levitate*, *shatter* (DC 15), and *ventriloquism* (DC 14). Caster level 6th. The save DCs are Charisma-based.

Skills: Willas receive a +8 racial bonus to Jump checks.

Appendix II: New Items

Gate Dust

This magical silvery dust is used to create a single gate to any known world or plane desired. The owner of this dust simply tosses a handful into the air while naming the desired location. The dust forms into a 10-foot diameter hoop-shaped *gate* to the desired plane. It lasts for 18 rounds before winking out of existence.

When a bag of *gate dust* is found, it typically contains two handfuls.

Strong conjuration; CL 18th; Craft Wondrous Item, *gate*; Price 16,200 gp.

Izelda's Magic Gumdrops

These soft, colorful confections have been enchanted by Izelda the Warty Witch so as to be irresistible to any child that comes within 40 feet of them. As a candy, they are sweet and juicy. However, their purpose is to lure children into her clutches. When a child is within 20 feet of one of these candies, its power activates. Once activated, any children within a 40-ft. radius must succeed on a DC 15 Will save. Since most children love candy, their save is made with a -2 penalty. The first child to fail its save results in it being overwhelmed with a desire to eat the gumdrop, following the trail if one exists so as to eat more of the delicious candies. The effect of the compulsion lasts for 5 hours. Thereafter, it is simply a delicious confection if not already eaten.

Faint enchantment; CL 5th; Craft Wondrous Item, 5 ranks in Craft (alchemy), *alarm*, *suggestion*; Price 375 gp.

Tome of Tales (Minor Artifact)

This large, bulky book is bound in dark brown leather and tied with a chord of braided black unicorn hair. Created by a powerful wizard with the direct aid of a mysterious god of chance, ill luck, misfortune, and insanity, this book of children's stories and fairy tales possesses great intelligence and is a nexus to numerous demiplanes budding from it like grapes on a vine. The demiplanes are perverted reflections of the stories within the tome. Such is the nature of the *Tome of Tales* that its very presence in any locale twists fate and circumstance in odd ways. A house may be struck by lightning and burn to the ground on a clear day or a gambler win a fortune, but suddenly die choking on a bit of food.

The Tome of Tales appears randomly throughout the known worlds. Wherever it appears, strange things happen and often people disappear mysteriously.

The *Tome of Tales* speaks and reads Common, Abyssal, Draconic, and Sylvan

Tome of Tales: book of fairy tales; AL CN; Int 18, Wis 10, Cha 18; Speech, telepathy, 120 ft. darkvision, blindsense, and hearing; Ego score 21.

Lesser Powers: 10 ranks in Bluff (+14), Knowledge (local) (+14), and Knowledge (the Planes) (+14).

Greater Powers: At will – *detect thoughts*, *major image*; 3/day – *clairvoyance*.

Special Purpose: Draw creatures into its fairy tale demiplanes

Dedicated Power: *Gate* at will and the spell effect may take any visual form it desires.

Personality: The *Tome of Tales* often goes by "Tom" when interacting with others. Tom learns as much as possible about new groups of people before revealing itself. When it does, it is quite chatty and freely regales listeners with the tales penned on its pages, even creating extravagant illusions to accompany the stories it contains. When it finds one that catches its listeners' fancy, it creates a portal to one of its demiplanes and transports its audience there, preferably without their knowledge since it loves surprises. It can accomplish this quite easily by masking planar travel behind illusions. When questioned about other subjects, Tom is courteous, but evasive, steering the subject back to the stories it enjoys telling.

Strong conjuration; CL 20th; Weight 3 lb.

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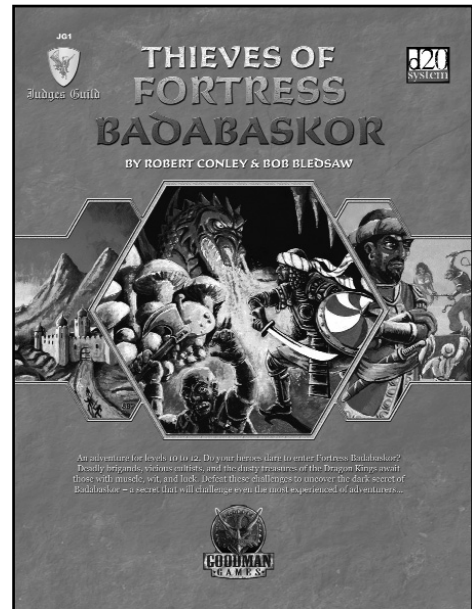
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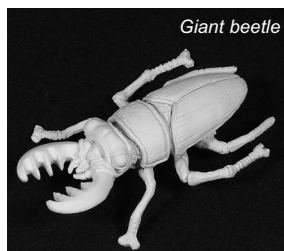
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