

The Land Beyond The Magic Mirror Advanced Dungeons Dragons Module Ex2

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The Land Beyond The Magic

The Land Beyond the Magic Mirror is the second module based upon the works of Lewis Carrol (The first being Dungeonland). What occurs is a twisted violent apparition of Lewis Carrol's vision filtered through the mind of Gary Gygax. It's pure hack and slash, but a lot of fun. I remember getting chills when I saw statistics given for the Jabberwock

The Land Beyond the Magic Mirror (Advanced Dungeons ...

Your adventures have taken you to strange places before, but in the eyes of your experienced party, few of these places are as unusual as the bizarre Land Beyond the Magic Mirror. Here the delightful & the light-hearted often hide great challenges & dangers; here you will journey through a landscape unique among fantasy

The Land Beyond the Magic Mirror by Gary Gygax

The Land Beyond the Magic Mirror (EX2) is an adventure module, written for use with the first edition Advanced Dungeons & Dragons roleplaying game. It is set in the World of Greyhawk campaign setting.

The Land Beyond the Magic Mirror - Wikipedia

The Land Beyond the Magic Mirror is part of the same plane as Dungeonland, separated from Dungeonland by a dense forest to the west of the Dungeonland map. A sea at the edge of the world touches both regions. A portal to Dungeonland was included in room P833 in Greyhawk Ruins.

Land Beyond the Magic Mirror - Greyhawk Wiki

"The Land Beyond the Magic Mirror" was the final adventure release from a busy period of Gygax's creativity which also produced Monster Manual II and three other adventures. After that, only a few more Gygaxian Greyhawk adventures would appear, and those only with the help of Rob Kuntz and Frank Mentzer. About the Product Historian

EX2 The Land Beyond the Magic Mirror (1e) - Wizards of the ...

EX2: The Land Beyond the Magic Mirror is an adventure series for a group of player characters between level 9 to 12. This module was also given the code GC2 (Greyhawk Castle), as it was originally conceived to be an adventure taking place in Greyhawk Castle. In the Greyhawk setting this adventure is accessed in Hex D4-86, near or in Greyhawk City or Greyhawk Castle (p.30).

The Land Beyond the Magic Mirror | Greyhawk Wiki | FANDOM ...

The Land Beyond the Magic Mirror is a scenario designed for fun. It is different from the usual adventure—be it in the wilderness or beneath the ground. Beyond mere level of experience, the scenario calls for rational thinking, quick decision making, active imagination, and skillful play.

The Land Beyond the Magic Mirror

THE LAND BEYOND THE AGIC MIRROR Play should begin with reference to the map of The Land Beyond the Magic Mirror (front inside cover of the module), unless your party has arrived by one of the methods suggested on p. 2. In this case, move directly to the Collection Room in the Magic Mirror House (see map of the Magic Mirror House: First

THE LAND BEYOND THE AGIC MIRROR

The forest that surrounds the Land Beyond the Magic Mirror is thick and very difficult to cross. It will take a full hour (six turns) to travel three hexes, and the effort will require that the party then spend an hour at rest before they are able to continue hacking, chopping, and forcing a path through the tangled undergrowth.

GREYHAWK CASTLE DUNGEON MODULE EX2 THE LAND BEYOND THE ...

Dungeonland/The Land Beyond the Magic Mirror. General. General Discussion. 1st Edition Advanced Dungeons & Dragons. General AD&D Discussion. General Greyhawk Discussion. The Adventures. Greyhawk: City, Environs, Castle, and Dungeons. Yggsburgh and the East Mark. The Temple of Elemental Evil.

Dungeonland/The Land Beyond the Magic Mirror | Doomsday ...

EX2 Land Beyond the Magic Mirror by Gary Gygax Both of these modules are now available in our Library section. Interestingly, the cover artwork for these modules was inadvertently switched: the cover of EX1 shows the encounter with the Roc from pg 12 of EX2, and the cover of EX2 shows the encounter with the Hangman Trees from pg 8 of EX1 !

Expansion Series

EX2 The Land Beyond the Magic Mirror - Module TSR AD&D D&D. \$22.00 + \$2.80 shipping . Advanced D&D - EX1 Dungeonland - 9072 - 1983. \$14.99. Free shipping . TSR Gary Gygax AD&D Dungeon Module UK1 BEYOND THE CRYSTAL CAVE 1983. \$9.99 0 bids + \$4.95 shipping . Picture Information. Opens image gallery.

AD&D TSR 9072 EX1 Dungeonland + 9073 EX2 Land Beyond the ...

The story centers around 11-year-old Ailey Benjamin Lane, who is certain that he'll land the role of the Scarecrow in his school's production of The Wiz. But when things go terribly wrong at...

Brandon Victor Dixon Nabs Rights To 'The Magic in Changing ...

The book was published in April and centers on an 11-year-old named Ailey Benjamin Lane and his desire to land the role of the Scarecrow in his school's production of The Wiz. The story becomes ...

Brandon Victor Dixon Acquires Stage and Film Rights to ...

The theme park concept was first realized by the opening of Santa Claus Land in Santa Claus, IL in 1946, and further developed by Walt Disney, with the opening of Disneyland in 1955. An amusement park is simply a park with various attractions, while a theme park has a central theme that unifies the structures and attractions through storytelling.

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