

# BABA YAGA'S MIRACULOUS TRANSFORMATION

By James Mishler with Jodi Moran-Mishler



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## **BABA YAGA'S MIRACULOUS TRANSFORMATION**

The infamous witch-crone Baba Yaga is well known, among other things, for her *miraculous walking hut*, which walks and dances about on giant chicken legs and is much, much larger on the inside than it is on the outside.

What is not common knowledge is that Baba Yaga's hut is not the *only* such *miraculous hut*; though it is certainly the *greatest* such *miraculous hut*!

For Baba Yaga, like all such creatures, is *extremely vain*, and seeks to increase her infamy through training apprentices – whom she always calls her “daughters” – though all are nothing more than orphaned girls or young women who seek her out to learn her vile arts. These she has taught her darkest secrets for many centuries, and the knowledge of her rituals and methods of creating the *miraculous hut* have spread far and wide... and so, too, has her infamy, for everyone who encounters a walking hut thinks it is the hut of Baba Yaga, and run away in fear – if they can!

The process to create a *miraculous hut* takes much time, and may require years of application, as it requires a series of special rituals, each with exotic materials ever more difficult and dangerous to acquire. Even during the long process, however, the creation has its own utility as it grows and develops, so even if the process is never completed, a valuable item/assistant is always in the offing.

**Witches:** While the rituals to create *miraculous huts* are generally only taught to magic-users who have learned magic in the fashion of witches (*often, specifically, in Baba Yaga's tradition*), any magic-user, of any tradition or gender, who learns the rituals and can cast the proper spells can create a *miraculous hut*. Some vary the ritual to create a small cottage, or stone tower (*using greater giant hearts*), or what have you, but they are all the same basic ritual.

**Note:** Only the witch who is creating the *miraculous hut* may cast the needful spells for the ritual creation and improvement of the *miraculous hut*. She may use any spells she knows during the process, so if she is a cleric/magic-user she may embed cleric spells in the hut (*an advanced sort of ritual*). Other casters may add permanent spells *within* the hut, such as *continual light*, but only the witch may cast the spells that *create and improve* the hut, or *embed* spell-like effects in the hut.

## **STAGE I MIRACULOUS HUT: DANGEROUS CHICKEN**

This ritual may be performed by a witch of 1<sup>st</sup> level or higher. To begin, the witch merely needs to acquire a healthy hen, the heart of a brave man, and know the *enlarge* spell. She casts the *enlarge* spell on the heart of the man, grinds the heart in her mortar and pestle, then feeds the hen the heart mixed with seed. The hen eats the mixture, and then lays an egg.

The witch must sit on the egg for six days, six hours, and six minutes; being away from it no more than one hour per day, or the egg dies and she must begin the process anew.

If successful, the egg grows as she nests upon it, until at the end of the time a chick of prodigious size emerges. The chick must be fed a daily meal made from one pound per hit die of the flesh and ground bones of Lawful/Good humans or demi-humans mixed with worms and seed for 13 days, at the end of which it grows to the size of a man (6' tall).

**NOTE:** The creation of even a dangerous chicken, let alone a miraculous hut, is very much a Chaotic/Evil act!

**Stage I Miraculous Hut: Man-sized Dangerous Chicken: No. Enc.: 1 (1); Alignment:** Chaotic (Evil); **Movement:** 120' (40'); **Armor Class:** 8; **Hit Dice:** 2+2; **Attacks:** 2 Kicks/1 Beak; **Damage:** 1d6/1d6/1d6; **Special:** None; **Save:** F2; **Morale:** 12; **Hoard Class:** None; **XP:** 35.

The chicken understands all languages the witch can speak, read, and write, is absolutely loyal to the witch, and serves in any way desired, up to and including suicidal actions.

Note that a witch may have as many **Stage I Dangerous Chickens** and/or **Stage II Vicious Chickens** in her service as she wishes.

The witch may give or sell the service of such creatures to another being by giving them an egg-shaped medallion (*laid by the chicken at her command*) that enables the bearer to control the chicken (*who is thereafter absolutely loyal to the bearer of the medallion, as though they were the witch*).

The witch may have only one Stage III+ Miraculous Hut at any one time.

## **STAGE II MIRACULOUS HUT: VICIOUS CHICKEN**

This ritual may be performed by a witch of 3<sup>rd</sup> level or higher.

This stage is a ritual the same as the last, but requires the heart of a troll instead of the heart of a man, plus the brain of a doppelganger, and the application of both *enlarge* and *rope trick*.

The Stage II Vicious Chicken that grows from that egg is troll-sized (8' tall):

**Stage II Miraculous Hut: Ogre-Sized Vicious Chicken: No. Enc.:** 1 (1); **Alignment:** Chaotic (Evil); **Movement:** 180' (60'); **Armor Class:** 6; **Hit Dice:** 4+4; **Attacks:** 2 Kicks/1 Beak; **Damage:** 1d8/1d8/1d8; **Special:** Regenerate 1 hit point per round; **Save:** F4; **Morale:** 12; **Hoard Class:** None; **XP:** 225.

The chicken (*and in hut form, the legs*) can regenerate any type of damage other than fire and acid.

The tiny hut (*and subsequent iterations of the hut*) can only be destroyed only if **both** legs are reduced by fire and/or acid damage to a number of negative hit points equal to the current level of the witch.

### **STAGE III MIRACULOUS HUT: TINY HUT**

This ritual may be performed by a witch of 5<sup>th</sup> level or higher.

This stage is a ritual, again same as the last, but requires the heart of an ogre, plus the brain of a mimic, and the application of *enlarge*, *rope trick*, and *tiny hut*. The chicken that grows from the egg is ogre-sized (10' tall):

**Stage III Miraculous Hut: Ogre-sized Tiny-Hut: No. Enc.:** 1 (1); **Alignment:** Chaotic (Evil); **Movement:** 240' (80'); **Armor Class:** 4; **Hit Dice:** 6+6; **Attacks:** 2 Kicks/1 Beak; **Damage:** 1d10/1d10/1d10; **Special:** Double HP in Hut Form (HP each per leg); Regenerate 1 hit point per round; **Save:** F6; **Morale:** 12; **Hoard Class:** None; **XP:** 980.

**Note:** When in hut form, *each leg* regenerates 1 hit point per round.

The Stage III Miraculous Hut can transform from the ogre-sized chicken form to a simple one-room, 10' diameter round, octagonal, hexagonal, or square hut, 8' tall, with a pair of 10' tall giant chicken legs. When in hut form the hut itself is impervious to all damage (*the outer walls are equivalent to 5 feet of thick stone, also impervious to all manner of x-rays, scrying, and magical spying*); only the legs can be attacked, each having AC 4 and each having the full hit points of the overall creature.

Should the ogre-sized hut be killed in hut form, the tiny hut collapses after 2d6+3 rounds, expelling everything within into the outside world. The only thing that remains thereafter are the ogre-sized chicken legs.

The ogre-sized chicken can transform from chicken-shape to hut shape in one round. It cannot transform from hut shape to chicken shape if any living being is in the physical hut.

In the hut form it can lower itself down in one round and the chicken legs (*can*) disappear, enabling the hut to set flat on the ground and seem like a normal hut; the legs can then re-appear and the hut rise up again in one round.

At this stage there is only the one, *relatively* normal room to the hut.

## **STAGE IV MIRACULOUS HUT: GRAND HUT**

This ritual may be performed by a witch of 7<sup>th</sup> level or higher.

This ritual is again the same as the last, but requires the heart of a hill giant, plus the brain of a phase tiger, and the application of *enlarge*, *rope trick*, *tiny hut*, and *hallucinatory terrain*. The chicken that grows from the egg is hill giant-sized (12' tall):

**Stage IV Miraculous Hut: Hill-Giant-sized Grand-Hut: No. Enc.:** 1 (1); **Alignment:** Chaotic (Evil); **Movement:** 360' (120'); **Armor Class:** 2; **Hit Dice:** 8+8; **Attacks:** 2 Kicks (Stomps)/1 Beak\*; **Damage:** 2d8/2d8/2d8; **Special:** Double HP in Hut Form (HP each per leg); Regenerate 1 hit point per round; **Save:** F8; **Morale:** 12; **Hoard Class:** None; **XP:** 1,820.  
\* Beak attack in chicken form only.

At this point the one-room hut's exterior grows to 15' diameter round, octagonal, hexagonal, or square hut, and 10' tall, with a pair of 12' giant chicken legs.

At this stage, the hut gains its first extra-dimensional room and, if the witch so desires, an extra-dimensional hallway. It also gains the special **Heart of the Hut** extra room (see below).

The giant-sized chicken can transform from chicken-shape to hut shape in one round. It cannot transform from hut shape to chicken shape if any living being is in the physical hut, though creatures **can** be in the extra-dimensional spaces (*and are trapped therein until the chicken returns to hut form*).

Should the hut be slain, in chicken or hut form, one random extra-dimensional room and one attached hallway collapse (*and anything therein is expelled into the Ethereal Plane*) every 2d6+3 rounds. Once all extra-dimensional rooms and hallways collapse, the tiny hut collapses after 2d6+3 rounds, expelling everything within into the outside world. The only thing that remains thereafter are the giant-sized chicken legs.

The witch can telepathically command the hut in either form from any of the extra-dimensional rooms or hallways and give it orders, including to attack, run, transform, etc.

**Note:** From this point on, the hut no longer needs to eat, being supplied energy through extra-dimensional connections. As it no longer needs to eat, and as any further improvement rituals are performed in the **Heart of the Hut** room (see below), generally the hut no longer transforms back to a chicken, though it still retains the ability to do so.

### **Extra-Dimensional Rooms, Connections, & Hallways**

The first and all subsequent rooms and hallways are in an extra-dimensional space, usually accessible only from a single door in the back of the hut.

Each stage from Stage IV on up adds new extra-dimensional space equal to 100 square feet (one 10' by 10' square) *per current level* of the witch, with a ceiling height up to twice the level of the witch in feet. Thus, if the witch is 8<sup>th</sup> level when she completes Stage IV, the extra-dimensional space is 800 square feet, total, with a ceilings up to 16 feet high. Additional height in ceiling in a specific space can be gained by expending square footage as needed.

A witch may have no more extra-dimensional spaces and attendant hallways in her hut than she has levels (though each space may be broken down into smaller rooms via standard physical build-outs).

The embedded *hallucinatory terrain* spell make this – and other subsequent rooms and hallways at higher stages – look, sound, and smell like whatever the witch desires, though unless the room is actually built out and items are placed in the room, it is all illusion.

Connections between rooms may be direct or via 10' by 20' hallways at the witch's discretion and design. There can be up to one hallway for every extra-dimensional room in the hut.

Hallways may have as many doors to rooms as the witch desires, though no more than one door into a unique extra-dimensional space or other hallway, and they cannot be recursive (*i.e.*, *enter back into themselves*). Add another free 10' to the length of a hallway for each additional door connected to it beyond the first two.

Hallways can also take the form of stairwells, if the witch so desires, and the stairs are part of the extra-dimensional form.

Connections between extra-dimensional rooms need not follow any three-dimensional requirements, though each room or hallway can *usually* connect into another unique room or hallway only once (*no direct loops*).

Hallways may not *usually* have any prominent, major, or magical features as might be found in a room, though there may be physical traps, furniture, treasure, *etc.*, if the witch has them constructed/placed.



## **STAGE V+ MIRACULOUS HUT: PALATIAL HUT**

This ritual may be performed by a witch of 7<sup>th</sup> level or higher.

The rituals of Stage V and beyond involve the same Stage IV ritual as above, requiring the heart of a hill giant, plus the brain of a phase tiger, and the application of *enlarge*, *rope trick*, *tiny hut*, and *hallucinatory terrain*, plus potentially other spells.

However, the ritual no longer requires the hut to return to chicken form or go through rebirth through an egg and regrowth; the ritual hereafter takes place entirely in the room of the **Heart of the Hut** (see below).

The Stage V+ ritual requires six days, each day's ritual requiring six hours, six minutes, and six seconds. The heart and brain are prepared on the first day, and **each day** during the ritual the witch must cast the four spells above, plus any spells she intends to embed in the hut (see below). If at any time the ritual is interrupted for more than one turn (*10 minutes*), or she can no longer cast any of the spells she cast on the first day, the ritual fails, the materials are wasted, and the witch must begin the improvement ritual again.

Each additional stage above Stage IV adds the ability to have another extra-dimensional room and hallway, with additional square footage based on the current level of the witch.

The witch also can combine rooms, add or subtract rooms, connect rooms with doors however she likes, and redesign the square footage of everything except the base hut, however she wishes, at the completion of the ritual, though again, with no more total number of extra-dimensional spaces than she has levels (*not including the heart room or other special extra rooms, or hallways*).

For example, Svetlana, a 10<sup>th</sup>-level witch, already has four rooms in her Stage VIII miraculous hut (*7<sup>th</sup>-level 700 sq ft, 8<sup>th</sup>-level 800 sq ft, 8<sup>th</sup>-level 800 sq ft, and 9<sup>th</sup>-level 900 sq ft, total of 3,200 sq. ft. divided into four extra-dimensional spaces*). At 10<sup>th</sup>-level she performs the Stage IX ritual and adds another 1,000 sq. ft. (*10 x 100 sq. ft.*) for a total of 4,200 sq. ft. She decides to remodel the whole extra-dimensional space; she can have up to 10 distinct extra-dimensional spaces, each with an attendant hallway, with the 10 spaces combining to 4,200 sq. ft. She has already had 2,000 sq. ft. built out, and can "rebuild" that into the new rooms. She also casts *conjure elemental (fire)* to create a magical forge and *dimension door* to create a recursive hallway as a trap.

### **The Heart of the Hut**

Every hut, starting at Stage IV, has a single, hidden extra-dimensional room, accessible only via an **arcane-locked secret door** – the **Heart of the Hut**.

The witch determines after each redesign where the access to the Heart of the Hut can be found. It can be from the hut itself or an extra-dimensional room or hallway. The room itself is round, 2.5' in diameter and tall per stage of the hut (thus the Heart of the Hut in a Stage X hut is 25' in diameter and 25' tall).

The Heart of the Hut is exactly that – it is the living, beating heart of the giant sacrificed and used in the creation of the hut; there is also the nerve center of the hut, a massive brain. The brain and heart are connected by arteries and veins, and blood flows to and from the brain from the heart. The heart and brain are each the combined size of all hearts and brains sacrificed in the creation of the hut.

When the Heart of the Hut is created, a heart-shaped medallion is also created in the Heart of the Hut. Whosoever possesses the medallion *becomes the controller of the hut*, as though they were the witch, knowing and controlling any and all special powers that the witch has embedded in the hut. Some witches take the medallion themselves; some hide it elsewhere; and still others just keep it where it is created, as the Heart of the Hut is already quite well hidden.

The heart and brain of the hut each have a number of hit points equal to the stage of the hut. Each has AC 9. If either the heart or brain are destroyed, the hut dies (*as in Stage IV, above*).

The hut is also slain if the heart medallion is destroyed, however, that is *not* as easy as simply killing the heart or the brain. It requires the effort of a creature that can only be attacked by magical weapons, with hit dice equal to or greater than the current Stage of the hut. Thus, the heart medallion a Stage VI hut could be destroyed by a vampire (usually by biting it), or crushed by an earth elemental, or by the kiss of a succubus.

If the witch gives away or has the heart medallion stolen from her, she loses control of the hut, and it no longer counts as the only hut she may possess. A witch who already has a hut cannot use the heart medallion of another witch, but if she takes it, the witch who originally created the hut still loses control of her hut... it becomes free-willed as long as the enemy witch possesses the heart medallion!



## **EMBEDDING MAGICAL FEATURES THROUGH SPELLS**

At each stage after Stage IV a witch may add specific features (*"embed a spell"*) to her extra-dimensional rooms (*and sometimes hallways*) through casting additional spells during the ritual to add new extra-dimensional space. The ritual may also be cast to add a new permanent magical feature *without* adding a room if the witch has already reached her maximum number of rooms.

Just about any spell may be added to the hut during an improvement stage, and remains as a permanent feature of the hut thereafter, even if the spell is not cast at subsequent iterations of improvement.

Note that *continual light* and similar spells can be cast *in place* anywhere in the hut, and do not require use of a ritual iteration to create their effect. These kinds of permanent spells can be moved about as desired during the reorganization of the extra-dimensional space during a Stave V+ ritual.

An embedded spell can *usually* be used to create a special effect in only one room per casting; thus, to have more than one closet with the "Monster in the Closet" effect, the *summon monster* spell must be either cast multiple times during each ritual or cast at different iterations of improvement.

**Activations per Day:** Most traps and effects created with spells can be activated a number of times per day equal to the level of the witch (*at the time of the ritual*) divided by twice the level of the spell, rounded down. Thus, an 11<sup>th</sup>-level witch adding a 1<sup>st</sup>-level *sleep* trap to a room would enable the trap to be activated five times per day.

The following are merely a few example spells that can be used to create certain effects; allow your imagination to go wild!

**Amnesia:** This can be set as a trap to apply to a being in a specific room under specific circumstances (*"Whenever someone opens this drawer," "Whenever someone walks through this door," "Whenever someone mentions the name Vanya,"* etc.)

**Animate Dead:** The witch must have the skeletons or bodies ready to be animated when she embeds this spell. Thereafter, whenever the animated skeletons or zombies are destroyed in the specific room in which they are placed they reconstitute 24 hours later with full hit points, unless they were destroyed via turning by a cleric of a level greater than the witches when the spell was first embedded.

**Burning Hands:** Creates a trap in a specific location that attacks with the *burning hands* spell. This spell can also be used to create magical fireplaces, ovens, etc., one per level of the witch, but any damage these do is incidental or accidental.

**Clairaudience/Clairvoyance:** Usually embedded at the same time, the witch instantly knows when anyone enters the specific room the spells apply to, provided she is somewhere in the hut or its extra-dimensional spaces or hallways, and can then use *clairaudience* and/or *clairvoyance* to listen and/or see into the room. Further embedded iterations must be used on a different room.

**Conjure Elemental:** An elemental may be conjured into a room in order to perform a specific elemental magical service; the most basic, of course, is as a guard. However, an air elemental can create continual winds in one room; an earth elemental can ensure the fertility of a garden or park in another room (*provided water and magical light is available*); a fire elemental might create a room of fire and flame, with many fiery dangers, or become a permanent flame in a magical forge; and a water elemental can create a continual pool, spring, or well of fresh water available in another room (*such as a kitchen, or perhaps as a pond in the garden room with the earth elemental*). **Special:** At 15<sup>th</sup> level and above, when the witch can cast *conjure elemental* four times per day (one elemental of each type), when improving her miraculous hut, she can create a special additional room – the **boiler room** – that creates and distributes hot and cold running water and hot and cold running air throughout the miraculous hut. The boiler room is 20' by 20' by 15', plus another 5' x 5' x 15' per extra-dimensional room connected to the boiler room. Lead pipes with hot and cold running water and duct work with hot or cold blowing air run from the boiler room to as many of the extra dimensional rooms as the witch so desires. Each such room has spigots, sinks, baths, showers, heated or cold pools, temperature gauges, and so forth, as the witch designs.

**Cure Light Wounds:** Only available if the witch is a multi-classed caster (*cleric/magic-user*), embedding a *cure light wounds* spell usually creates a couch upon which a subject can recline; the subject then is cured as per the *cure light wounds* spell. The couch can be used in this fashion once per day for every two cleric levels of the caster at the time it is embedded. Might also manifest as a

refilling-glass of cool, clean healing water or wine; or a healing chair; or any other number of objects.

**Dimension Door:** Embedding this spell into the hut allows for the creation of a **recursive hallway** – i.e., a “Scooby-Doo” hallway, in which a room can have more than one door connected to the hallway, and the hallway can have recursive doors that enter back into it. Usually designed to cause intruders grief, this also allows the witch to dimension door from any other extra-dimensional space into this hallways in one round (*though it does not work in the opposite direction*).

**ESP:** The witch instantly knows if anyone enters this room, if she is anywhere in the hut, and can read the minds of anyone in this room as per the *ESP* spell.

**Guards and Wards:** When this spell is embedded in the hut, a single embedding can be applied to *all hallways*, rather than a specific room, and is activated by the witch at will; this also grants the witch the ability to look into each hallway, though only one per round. Otherwise, the witch can embed this into a specific room if she so chooses, and activate it from anywhere in the hut or its extra-dimensional spaces.

**Levitate:** Creates a “dumbwaiter” between two *specific* rooms. The dumbwaiter space is 5' x 5' x 5'. A button stands on the wall next to the dumbwaiter on each end; pressing it when it is closed summons the dumbwaiter and opens it, pressing it when it is open closes it and sends it (*requires 1d3 rounds to arrive*). 50/50 chance the dumbwaiter is at either end if not already known, and it is always open at the end where it rests.

**Fly:** Transforms one available hallway into an elevator. The elevator is 10' x 10' x 10', and can connect to any number of rooms and/or hallways desired. There is a button by the door to summon the elevator, and inside a button for each room or hallway the elevator travels to; there may be a number, symbol, or name by each button, if the which so desires. Similarly, there may be an indicator on the outside as to where the elevator currently “rests” (*it is open at the location where it rests*). It requires one round to open or close. Travel time between rooms is a number of rounds rolled on a die of the size equal to the total number of rooms and hallways accessible

by the elevator; thus if there are 10 rooms and hallways accessible from the elevator, roll 1d10 for the number of rounds to get from one room to the other (*random each time*). There is no "elevator shaft." Multiple applications of the spell can either add another elevator or increase the size of an existing elevator by 5' in each dimension. The *hallucinatory terrain* effect can be used to produce a soothing, soft music that plays as it is moving.

**Gate:** Embedding a *gate* spell allows the witch to create a door or gateway in one of the extra-dimensional spaces (*but not in a hallway*) that exits to another location, on the prime plane or otherwise, **other than inside the hut**. The door is locked from inside the extra-dimensional space, and only the witch and others chosen at the time of embedding (*or added later during an upgrade*) can usually open it from the other side (*she can make it openable by others, or openable by a key or phrase, as limited or not as she wishes*). The door has whatever appearance on each side the witch so desires; it could look like a normal door in the extra-dimensional space and a misty glowing portal in the other location, or a great stone door, or even some sort of normal phone or call box. Only a *wish* spell may undo the gate from the other end. A second embedding of *gate* can create a wholly different gate or enable the same gate to go to a choice of two different places (*either when spoken before opening or activation, or by pressing a button or pulling a lever, etc.*) **Note:** The embedded *gate* spell does not provide the second, summoning/call element of the *gate* spell, either at the time of the embedding or at any other later time.

**"Hands" spells:** Any *hand* spell embedded in the hut becomes permanent (*until destroyed*) in that room. The witch instantly knows if anyone is in the room and can apply the use of the *hand* spell accordingly.

**Maze:** Creates a non-room space that is permanently an extra-dimensional trap, as per the spell. The witch can place two doors wherever she pleases (*in a room or hallway, even in a loop to the same room or hallway*), as entrance/exits. Anyone who enters the maze "room" is **alone** in a misty labyrinth, **even if they entered with a group** (*they can hear each other calling, randomly, but never see or find each other in the maze*). At the end of the time based on their Intelligence they must make a saving throw versus Spells or they are still caught in the maze; check again after another randomly

rolled period of time. If the witch adds a minotaur heart to the ritual at the time of adding the maze, the maze will be haunted by the spirit of a minotaur (*as per a normal minotaur*). There is a 1 in 6 chance of encountering the minotaur each Intelligence-based period stuck in the maze. Only one being can encounter the minotaur at a time; if the minotaur is slain, he reforms after 24 hours.

**Message:** The witch instantly knows whenever anyone is in the room in which the spell has been embedded. This allows the witch to send and receive unlimited messages, as per the spell, to and from any being in the room the spell is embedded, though only one message per round.

**Polymorph Others:** Often used as a trap, can be used once per day per eight levels of the witch at time of embedding. Commonly combined with a pool or wishing well for classic fairy-tale effect.

**Shocking Grasp:** Like *burning hands*, used to create a trap.

**Simulacrum:** Embedding this spell creates a **room of magic mirrors** (or section of mirrors in a larger room); anyone who looks into a magic mirror creates a perfect copy of themselves in the mirror, down to their equipment, but of Chaotic Evil alignment, and the copy immediately steps out of the mirror and seeks to kill the being of which they are a duplicate. These duplicate creatures and everything they carry disappear when they are slain, and they cannot leave the room in which they were created as long as their original lives. If they kill their original, the original fades away, and they and their equipment become the permanent, true version, and can leave the room of mirrors. Any being can only ever be duplicated once by the same room of mirrors.

**Sleep:** Like *burning hands*, used to create a trap.

**Spider Climb:** Anyone in this room can walk on the walls and ceiling as though it were the floor.

**Summon Monster:** These embedded spells create a closet, box, pool, or other special location where the *summon monster* spell can be activated as a trap, either at the will of the witch or whenever a certain action is taken ("*the closet door is opened*").



**Teleport:** The first time this spell is embedded in a hut, the witch invariably uses it to allow herself to *teleport* from and to any extra-dimensional room within the hut (*except the outside hut itself, as it is in a different dimensional space*). Otherwise, it can be used to create a two-way teleportal (*known or unknown*) that sends someone who enters one in one room to the other in another room. Use might require an activation word or the flipping of a lever, *etc.*; if unknown (*i.e. designed as a trap*) might create a "teleport hallway" (*teleport is seamless and unremarked-upon*); a teleport booth that randomly teleports one-way to different rooms in the palace; or perhaps an "infinite pit trap" in which a person or thing that falls into a pit appears above the trap and falls into it over and over and over again (*this can be used on a spare hallway with the door to the hallway being a pit trap*)...

**Tongues:** All intelligent beings with a language can speak with each other using *tongues* while in this room.

**Unseen Servant:** Creates one permanent *unseen servant* for every two levels of the witch when the spell is embedded. In combination with the *hallucinatory terrain* effect, the unseen servants can instead be seen, and look like whatever or whoever the witch desires, of general human, demi-human, and humanoid size and shape.

## **MAGNIFICENT MANOR VARIANT**

In this variant the hut's extra-dimensional rooms are not *entirely* extra-dimensional; they exist *in-between* real-space and that other dimension, and thus the "hut" appears to be a cottage, house, manor, mansion, or even castle, as the witch desires, from the outside.

Whenever the manor is "up" with the chicken legs in the upright position, the larger-scale manor "shrinks," and adjusts, and seems to be much smaller in size – the size of a tiny or grand hut, as the witch so desires, with the entry door normal size. But in the moments *in between* when the legs begin to settle and the manor is fully set to earth, it grows large and full-sized again. Any natural obstacles – such as grasses, shrubs, boulders, or trees – are pushed "out of the way" into extra-dimensional space, unharmed, and disappear until the manor retreats from that spot.

With the Magnificent Manor variant, when firmly on land, the windows in the extra-dimensional rooms may be opened and creatures and materials may freely pass through either way. **This is a security issue**; they have normal locks on them, which can be picked by a thief from the outside. Any such windows must be *arcane locked* individually by the witch if she so desires. While "up" on the chicken legs these windows show the world outside normally, but the windows *cannot* be opened.

Note that not all extra-dimensional rooms need be visible or accessible from the outside world – the witch sets the formation of the rooms, which ones are visible, and which rooms have window access to the outside world every time she enchants a new iteration of the hut.

## **STONE TOWER VARIANT**

The Stone Tower variant, which walks on stone giant legs, uses additional ritual iterations to add further physical levels and physical strength and power to the Miraculous Hut. However, such use of the ritual to create a physical level does not create an extra-dimensional room.

The tower must still start out as a Miraculous Hut, using a hill giant heart at Stage IV; use of a stone giant heart in a subsequent ritual transforms the hut to a Stone Tower, increases the diameter by 5 feet, the width of the walls by 1 foot, and grows a second physical level. As with the hut, the tower can be round, octagonal, hexagonal, or square (*this can be changed with each subsequent ritual, if desired*).

Each new level is 10' tall, with connecting stairs, (*further stairs are added with the creation of each new level*). Each tower level has windows and/or arrow-loops as the creator so desires. The roof is accessible from the uppermost level, has a conical or spherical dome or flat roof, and has merlons and crenellations as desired.

Subsequent use of a frost giant heart allows the growth of a third level; then use of a fire giant heart creates a fourth level; the fifth level requires a cloud giant heart; the sixth a storm giant heart; and to get a seventh level requires a 22 HD titan's heart (*at this point, with legs 23' tall, carrying a 40' diameter, 75' tall tower, with walls of solid stone 11 feet thick*)! At each stage, the legs grow to be as tall as the legs of the last giant heart used, but remain stone giant in appearance.

The problem with this variant is that each addition of an extra-dimensional room or embedded spells *thereafter* **requires the use of the last kind of giant heart to add an additional tower level!**

Each level of the tower may have one door to an extra-dimensional room or hallway.

Any level after the second can instead create a "donjon level" beneath the main level. From the outside the donjon level appears to be solid, rough, natural rock.

Once the hut has become a Stone Tower, it has improved hit dice, Armor Class, and attacks; also, instead of taking the form of a chicken, when in non-tower form, it takes the form of a giant bipedal lizard (i.e., a *carnosaur*, such as *Tyrannosaurus Rex*) as tall as the tower, i.e., 25' to 75' tall.

**Stone Giant Heart:** No. Enc.: 1 (1); **Alignment:** Chaotic (Evil); **Movement:** 360' (120'); **Armor Class:** 1; **Hit Dice:** 9+9; **Attacks:** 2 Kicks (Stomps)/1 Bite\*; **Damage:** 3d6/3d6/3d6; **Special:** Double HP in Hut Form (HP each per leg); Regenerate 1 hit point per round; **Save:** F9; **Morale:** 12; **Hoard Class:** None; **XP:** 2,400. \* Bite attack in giant lizard form only.

**Frost Giant Heart:** No. Enc.: 1 (1); **Alignment:** Chaotic (Evil); **Movement:** 360' (120'); **Armor Class:** 0; **Hit Dice:** 10+10; **Attacks:** 2 Kicks (Stomps)/1 Bite\*; **Damage:** 4d6/4d6/4d6; **Special:** Double HP in Hut Form (HP each per leg); Regenerate 1 hit point per round; **Save:** F10; **Morale:** 12; **Hoard Class:** None; **XP:** 2,400. \* Bite attack in giant lizard form only.

**Fire Giant Heart:** No. Enc.: 1 (1); **Alignment:** Chaotic (Evil); **Movement:** 360' (120'); **Armor Class:** -1; **Hit Dice:** 11+11; **Attacks:** 2 Kicks (Stomps)/1 Bite\*; **Damage:** 5d6/5d6/5d6; **Special:** Double HP in Hut Form (HP each per leg); Regenerate 1 hit point per round; **Save:** F11; **Morale:** 12; **Hoard Class:** None; **XP:** 2,800. \* Bite attack in giant lizard form only.

**Cloud Giant Heart:** No. Enc.: 1 (1); **Alignment:** Chaotic (Evil); **Movement:** 360' (120'); **Armor Class:** -2; **Hit Dice:** 12+12; **Attacks:** 2 Kicks (Stomps)/1 Bite\*; **Damage:** 6d6/6d6/6d6; **Special:** Double HP in Hut Form (HP each per leg); Regenerate 1 hit point per round; **Save:** F12; **Morale:** 12; **Hoard Class:** None; **XP:** 2,800. \* Bite attack in giant lizard form only.

**Storm Giant Heart:** No. Enc.: 1 (1); **Alignment:** Chaotic (Evil); **Movement:** 360' (120'); **Armor Class:** -3; **Hit Dice:** 15+15; **Attacks:** 2 Kicks (Stomps)/1 Bite\*; **Damage:** 8d6/8d6/8d6; **Special:** Double HP in Hut Form (HP each per leg); Regenerate 1 hit point per round; **Save:** F15; **Morale:** 12; **Hoard Class:** None; **XP:** 3,300. \* Bite attack in giant lizard form only.

**Titan Giant Heart:** No. Enc.: 1 (1); **Alignment:** Chaotic (Evil); **Movement:** 360' (120'); **Armor Class:** -4; **Hit Dice:** 22+22; **Attacks:** 2 Kicks (Stomps)/1 Bite\*; **Damage:** 8d6/8d6/8d6; **Special:** Double HP in Hut Form (HP each per leg); Regenerate 1 hit point per round; **Save:** F22; **Morale:** 12; **Hoard Class:** None; **XP:** 7,000. \* Bite attack in giant lizard form only.

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