

SPELLJAMMER[™]

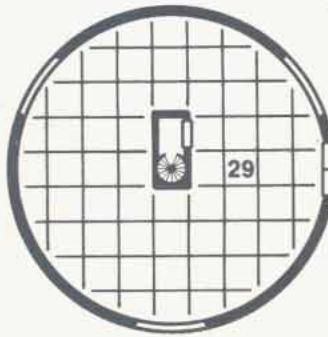
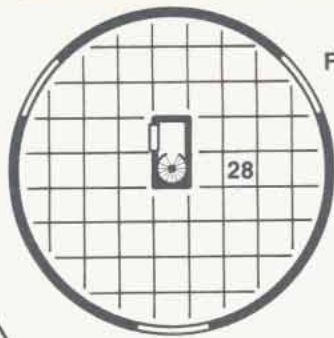
Official Game Adventure

Crystal Spheres

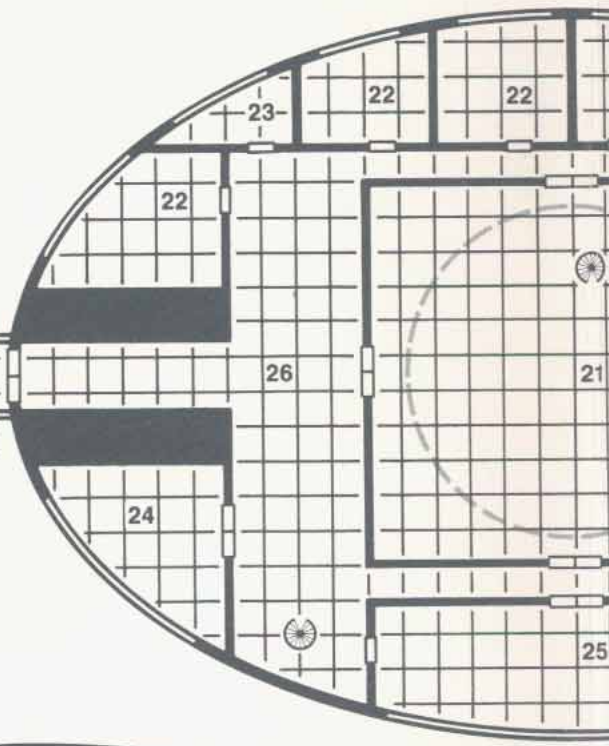
by J. Paul LaFountain



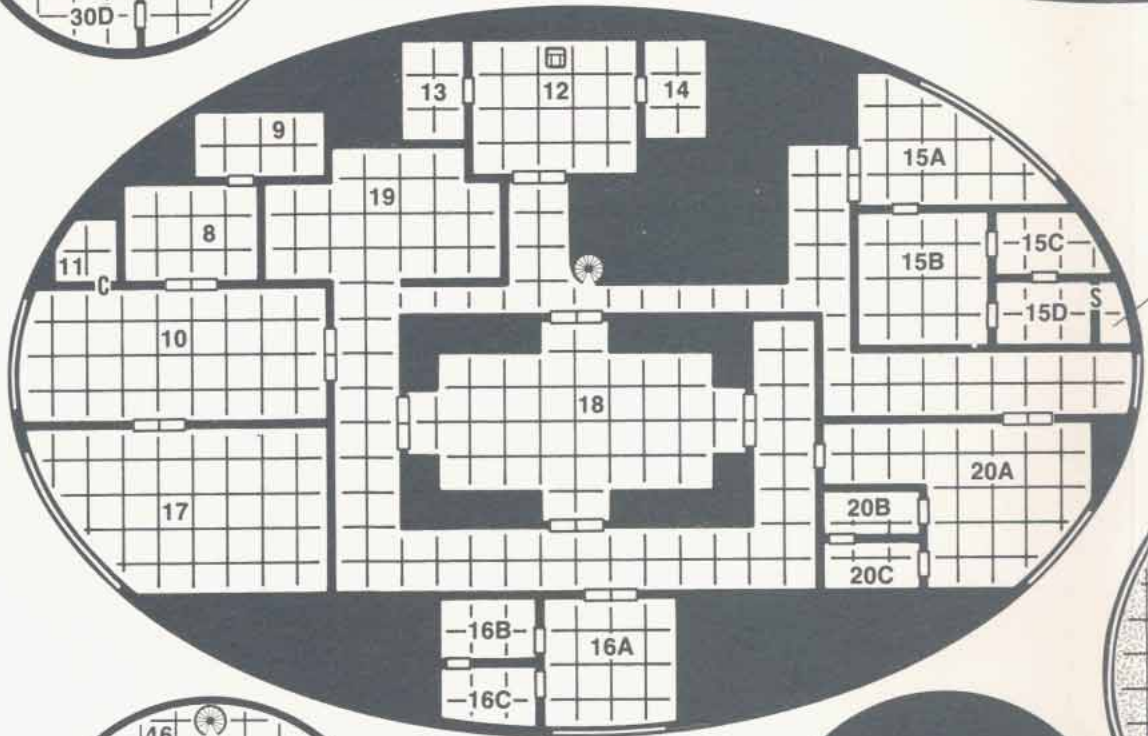
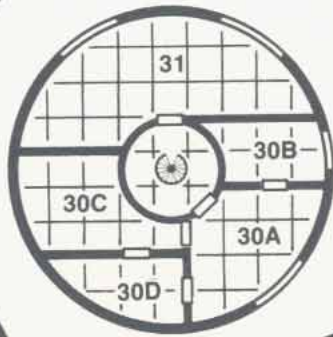
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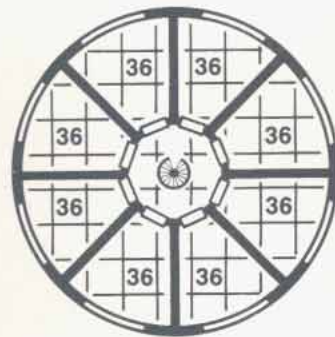


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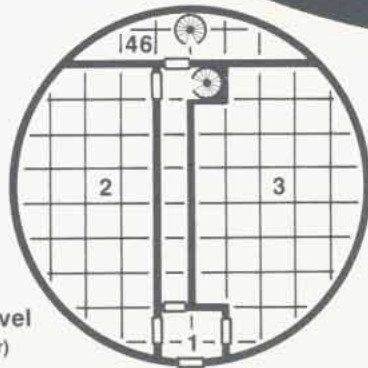
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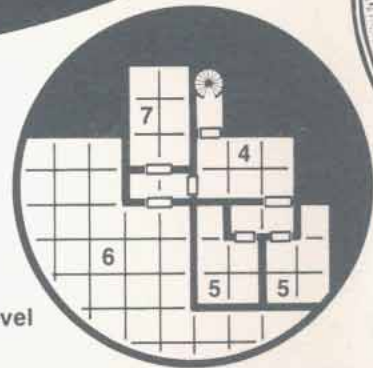


First Level

First Level (center)



Second Level (center)



SPELLJAMMER™

Adventure

CRYSTAL SPHERES

by J. Paul LaFountain

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INTRODUCTION

To those who live their entire lives in a single village of a single valley of a single country, the expanse of the ocean may be infinity. But even the most sheltered man is a territorial creature with a strong, primeval drive to expand. Soon the ocean becomes merely another obstacle that has been mastered. Soon after that, the world itself becomes accessible to those with the proper means. There is, however, one more ocean, one more expanse left to master: space.

To those with the will and the courage, the means exist to travel beyond the tiny planet that is one's world. Wildspace exists to challenge the mettle and the spirit of those bold enough to face it. But even wildspace is merely the smallest speck in a much greater storm; for the solar system that shields man from what lies beyond can be breached and the mighty phlogiston can be navigated. With that, even the majestic crystalline walls become a mere iota of matter in a larger whole and the possible number of destinations becomes endless. The infinite reach of the phlogiston makes accessible those spots so tiny that they are not capable of marring the beauty of the phlogiston: the crystal spheres.

About This Module

Crystal Spheres is a complete AD&D® game adventure for the SPELLJAMMER™ campaign setting. The SPELLJAMMER boxed campaign set is necessary to play.

Crystal Spheres is designed to fit any existing space-based campaign and will take the player characters (PCs) out of their current crystal sphere, into the phlogiston, and into other crystal spheres. The adventure works best with PCs who have had some experience in space. It is de-

signed for four to eight characters of levels 5-7.

This booklet is intended for the Dungeon Master's eyes only. Players should NOT read any further!

About AD&D® 2nd Edition Game Rules

This adventure is written using the terminology and rules of the AD&D 2nd Edition game. Gamers who use the original game materials can still play it easily.

Some noticeable differences are name changes. The term "magic-user" has been replaced by "wizard" or "mage." The "cleric" character class is now the "priest" class, although members of that class are often still called clerics.

Monsters are presented in a new format. The monster descriptions in the appendix of this adventure use the format of the *Monstrous Compendium* accessories. The information has been expanded and reorganized, but nothing from the original *Monster Manual* format is omitted. The pages of new monsters can be photocopied and inserted in the *Monstrous Compendium* binder.

Ability Checks

Occasionally, this adventure requires PCs to make ability checks. The player should roll 1d20 and compare the result with the character's appropriate ability (Strength, Dexterity, etc.). If the roll is equal to or less than the ability score, the action succeeds. If the roll is greater than the ability score, the action fails.

Adventure Layout

Most chapters in this adventure include *events* which happen regard-

less of the PCs' locations and actions. Some chapters also include *encounters* keyed to a given location or action. Only if the PCs enter that location or perform that action does the *encounter* take place.

Any text that appears in a box is meant to be read aloud (or summarized) for the players. All other information is only for the DM. Reveal it only in response to PC actions.

The chapters describe the intended flow of the story. PCs have great freedom to deviate from the intended course. Therefore, the DM is urged to read the entire module before play begins. That way, the DM will be ready for anything the players might do.

Story Background

Beyond many crystal spheres, past numerous fast-flowing regions of the phlogiston lies a system named Greatspace. For many decades, its inhabitants have lived peaceful, ordered lives under the disciplined yet benevolent rule of House Shambrath based on the planet Thesalys. Their leader, Gorath Shambrath, governor of House Shambrath and absolute ruler of Greatspace, is a strong-spirited, powerful, kind man. Prosperity and intellectual superiority are in the futures of those who willingly follow the established government; exile and shame are in store for those who do not. Poverty and despair have not been known among Greatspace's inhabitants for as long as history has been recorded.

All things end, however, and after generations of thriving advancement, the inhabitants of Greatspace were struck with a storm in the form of an inhuman being who now occupies House Shambrath. His name is T'Laan—and he is a vampire.

Several months ago, T'laan came

to Thesalys in the guise of a bard. He was immediately popular in the court of Shambrath—no doubt due to his ability to *charm person*. He soon became more than an entertainer—no less than an adviser to Gorath Shambrath himself. Slowly but steadily, T'Laan's corruption began. His influence became stronger and stronger. In a short time, Gorath became a mere figurehead and pawn for T'Laan's wishes. Unfortunately, due to the very militaristic nature of House Shambrath's rule, none of Gorath's subordinates dared to challenge his orders. T'Laan was secure. Or so he thought . . .

Heir to the throne of Thesalys and eldest son of Gorath is Bruin Shambrath, prince of Thesalys. He is a strong, charismatic figure who could easily fit the role of leader. He is as intelligent as he is strong. His one great downfall—from his father's point of view—is his lack of military discipline and his strong need for personal freedom. These qualities, however, may very well give Greatspace a chance to escape the tyrannical rule of T'Laan. Noticing the changes in his father and harboring a natural dislike for T'Laan, Bruin became suspicious that the bard was something other than he appeared.

When Bruin attempted to gather men for an investigation, he was seized and arrested by the palace guard. By order of T'Laan (who had become commander of the armies of Thesalys) Bruin was imprisoned in the palace pending trial for high treason! But aided by people loyal to him, Bruin escaped the palace and left Thesalys on the *Hummingbird*, a court ship capable of space travel.

Bruin had hoped to find aid off his home planet, but T'Laan's influence extended too far, literally encompassing the entire solar system. To make matters worse, Bruin discov-

ered a secret plot devised by T'Laan. With the aid of three priests of Bane who were promised great power in T'Laan's new empire, the vampire is creating an artifact that generates an enormous and powerful field of *continual darkness*. His plans are to introduce the artifact to the system's sun, blotting out the tremendous light source. With the light of Greatspace's sun obliterated, T'Laan's greatest weakness—the inability to move about during daylight—would be eliminated and he would be unstoppable. Fearing for the future of his homeworld, Bruin decided to leave Greatspace in search of help, for there was nowhere in the system that was safe from T'Laan's influence.

When T'Laan discovered that Bruin had escaped, he went into a rage. The vampire's fury was great and his rage lasted many nights. Finally, he declared Bruin an enemy of the state and hired mercenaries to capture him. Barely avoiding the many bounty-hunters that chased him, Bruin traveled from system to system but found that most people were not concerned with the plight of Greatspace that existed millions of miles away. Eventually, Bruin would encounter the PCs . . .

Adventure Synopsis

The PCs should be in wildspace in a familiar sphere when they encounter Bruin Shambrath. He is fleeing from mercenaries and his situation is grave. After being rescued by the PCs, he will reveal most of the information presented in the *Story Background* section. If necessary, Bruin will offer a reward to entice the PCs to help him.

Bruin and the PCs will then get underway for Herospace following Bruin's urging. He hopes to gain the

advice of a man named Keriacus—an old sage of House Shambrath who left the service of the court. In Herospace, Bruin and the PCs will receive help and a magical weapon from the old sage to battle the vampire.

Tragically, Keriacus is killed by T'Laan during a scrying attempt. Just before his death, Keriacus tells the PCs that they need the *sun seeds*, powerful magical seeds that can be found in Faeriespace. Bruin and the PCs must go to another crystal sphere in order to complete their quest. And the vampire now knows of the PCs' intentions!

Seeking the mystical *sun seeds*, the group goes to Faeriespace. There they must prove their worth to Aelivere, the king of Faerie, by passing the Test of Ancient Yesterday in order to gain the magic they seek.

After departing Faeriespace, the PCs witness a battle between some escaped Greatspace loyalists and hired mercenaries. The players get an opportunity to experience ship to ship combat.

Upon entering Greatspace, the heroes are met with a grim sight. All of Greatspace is in darkness. The vampire's evil plan has worked and the sun has been obscured. The party will also learn that Bruin's father is dead and that Bruin is now Governor of Thesalys. Furthermore, T'Laan has been exporting inhabitants of Greatspace to his home sphere as feeding stock. The PCs must not only defeat T'Laan, but they must also go to the vampire's home sphere and rescue the prisoners—one of whom is Bruin's sister!

Upon leaving Greatspace, the PCs must locate Darkspace—T'Laan's home sphere—where they will learn the terrifying secret of this strange system.

NON-PLAYER CHARACTERS

This section presents various Non-Player Characters (NPCs) in *Crystal Spheres*. The NPCs are presented in a degree of detail according to their importance in the adventure. The DM is encouraged to become familiar with these characters in order to better portray them dramatically.

T'Laan

For convenience, the vampire entry from the *Monstrous Compendium* has been reprinted in the appendix of this module. The DM is encouraged to become familiar with the many special abilities of the vampire in order to create the greatest challenge for the PCs.

Vampires are powerful creatures with many abilities and extremely long lifespans. Of course, there is the natural penchant for powerful adventurers to seek out and kill vampires, but a far greater cause of the demise of these undead lords is time itself.

Having once been mortal creatures, few vampires really have the willpower for eternal life. Only those creatures who are filled with very powerful hatred and loathing live on, despite the ravages of time on their formerly mortal souls.

T'Laan is such a vampire. He has lived 317 years past his mortal birth and still burns on, filled with vile rage and contempt for all things living. Along with the loss of his mortality, all traces of compassion were destroyed within him. He exists purely for the sake of bringing death to the world around him.

But T'Laan was not always such a hateful creature. He was a champion of great causes in his youth. Born in what became the nation of Aglarond on the planet Toril in Realmspace, T'Laan was a trusted adviser to Brindor, the first king of Aglarond. Born the son of a human father and elven

mother, T'Laan—then named Dorin—was one of the original settlers of civilized Aglarond and was responsible for the famous Peace Talks of Ingdal's Arm, held after the battle of the same name. He was a hero of peace and was loved and trusted by all who knew him.

But ruin descended upon him like a bird of prey. One evening, T'Laan was walking with his new bride in the gardens of his manor when the two were accosted by a band of men sent from the neighboring country of Thay. This evil country had become nervous because the recent expansion of Aglarond was causing internal strife. T'Laan's bride was killed immediately by the rogues, but the half-elven general was a powerful man and was not so easily overcome. Before the attackers dealt a death blow to T'Laan, he killed many of them. Finally, however, he lay bleeding on the ground, waiting for death to claim him. T'Laan was overcome with a powerful hatred for the men who took the life of his bride.

Brooding in powerful rage, T'Laan made a silent bargain with Death. At Death's orders, T'Laan drank the blood from the dead body of one of the rogues, and T'Laan entered forever into a world of eternal darkness.

Since that time, T'Laan has lived many lifetimes on many different worlds. He is a harbinger of death, bringing only hatred and ruin wherever he goes. T'Laan's greatest conquest is Darkspace. Once a thriving solar system, the powerful vampire has managed to all but destroy it. The dead husk of the system's sun is all that remains of the now dead sphere. While a mighty victory for T'Laan's evil goals, the dead system presents one clear problem for T'Laan: he now has no living creatures to feed upon! With the help of several powerful necromancers,

whom T'Laan later killed, the vampire created a two-way portal to Greatspace. The monster's plan is not only to destroy the thriving system, but to create a base of mortal creatures in Darkspace that can be used as feeding stock.

When role-playing T'Laan, the DM is encouraged to take advantage of the creature's keen intellect and cunning. Remember that while T'Laan is a savage monster driven by hatred, he is also extremely intelligent and has survived a great many years.

The vampire has many escape routes available to him. First and foremost, T'Laan wears an amulet that can act as a portable, one-way gate to Darkspace. If desperate, he will use it to flee from battle. If cornered and near destruction, T'Laan's hatred could (at the DM's discretion) cause him to pass into the demiplane of Ravenloft (refer to the RAVENLOFT™ boxed set).

T'Laan does not know this could happen, and if it occurs, it will still remove the vampire from play and constitute a defeat.

Bruin Shambrath 5th-level Human Ranger

Str 16 Int 15
Dex 18 Wis 14
Con 14 Cha 15

AC 0; MV 12; hp 38; AL CG; THAC0 16.

Equipment: *chain mail +1; broad sword +1, flame tongue, +2 vs. regenerating creatures, +3 vs. cold-using, inflammable, or avian creatures, +4 vs. undead; ring of the comet* (see appendix).

Bruin Shambrath is the eldest son of Gorath Shambrath and is sole heir to the throne of Thesalys. Bruin is respected and admired. The general

opinion of Greatspace is that he will make an excellent ruler.

Bruin's father, however, feels differently. Bruin lacks the military discipline that is common among the people of House Shambrath. He holds open dislike for the drills and ceremonies of state that accompany his office as prince of the people.

Bruin also displays a great need for personal freedom. Bruin has been known to disappear for weeks at a time in the woodlands of Thesalys on hunting trips.

Bruin holds tremendous loyalty for Greatspace and a love for the people. He intends to take the throne when his time comes and to administer the position to the best of his ability. He does not, however, agree with the strict disciplinary and military lifestyle that has been the hallmark of House Shambrath. The success of Greatspace is attributed to that disciplined approach to life, and Bruin must admit this before he will ever be a successful ruler.

Bruin Shambrath's primary goal in this adventure is the defeat of T'Laan and the rescue of his home system. He will actively seek the PCs' help and offer to pay large amounts of money upon completion of the mission. The DM should remember that although Bruin is an able fighter, he has a deep inner fear of T'Laan and should be played accordingly when he encounters the undead lord.

Korlin Haagin 5th-level Human Fighter

This character makes use of the Swashbuckler kit from *The Complete Fighter's Handbook*.

AC -1; MV 12; hp 34; Str 17, Dex 18, Con 10, Int 13, Wis 10, Cha 18; AL CG; THAC0 16.

Equipment: *ring of protection +5, sabre +2.*

Special abilities: -2 bonus to AC when wearing leather armor or lighter; +2 reaction roll adjustment when encountering members of the opposite sex.

Korlin Haagin is Bruin's lieutenant and first officer of the *Hummingbird*. He is freespirted and wild. Korlin's loyalty is to Bruin first and to Greatspace and House Shambrath second. He is a trustworthy, although occasionally irresponsible lieutenant.

Korlin wields a magical sabre; this weapon is detailed in *The Complete Fighter's Handbook*. For convenience, the sabre's statistics are detailed here in brief. **Sabre:** Cost 17gp; Weight 5 lbs.; Size M; Type S; Speed factor 4; Damage vs. S-M 1d6+1, damage vs. L 1d8+1. The sabre may not be wielded as a two-handed weapon.

Keriacus Human Sage

AC 9; MV 9; hp 4; Str 8, Dex 15, Con 10, Int 18, Wis 18, Cha 12; AL NG.

Keriacus is a former sage of House Shambrath. He left Greatspace when the mindset of the people turned away from soothsaying and fortune-telling. Although Keriacus possesses great knowledge and a library that would make Elminster of Toril jealous, he also uses magical means to obtain information. As he became less accepted on Thesalys, Keriacus left to live in Herospace.

Keriacus is a sage as detailed on pages 106-108 of the *Dungeon Master's Guide*. He will never charge Bruin for information (or the PCs if they are accompanied by Bruin). His sage ability is rated at 19. His fields

of study include alchemy, astrology, astronomy, folklore (of Greatspace and Herospace), history (of Greatspace and Herospace), languages (elvish), metaphysics (the Abyss) and theology (of Greatspace).

Keriacus's library is considered complete for purposes of Table 62 (Sage Modifiers) of the *Dungeon Master's Guide*. He is so familiar with his resources that his research times will always be reduced to the next lowest category. For example, if Keriacus was researching a question of exacting nature, he would require only 1d6 days to find the answer.

Ponn Jariss 8th level Human Mage

AC 0; MV 12; hp 22; Str 14, Dex 16, Con 16, Int 18, Wis 12, Cha 15; #AT 1; Dmg by spell; AL CG; THAC0 18. **Equipment:** *bracers of defense AC 2, wand of magic missiles (12 charges), dust of disappearance.*

Spellbook: *armor, burning hands, charm person, comprehend languages, feather fall, mount, protection from evil, read magic, sleep, unseen servant, wizard mark; ESP, flaming sphere, knock, magic mouth; blink, feign death, fly, hold person, tongues, vampiric touch; dimension door, enervation, minor globe of invulnerability, wall of ice.*

Spells memorized (no spells available after spelljamming): *feather fall, mount, protection from evil, sleep; ESP, flaming sphere, knock; blink, fly, hold person; dimension door, wall of ice.*

Ponn Jariss is a very close friend of Bruin. They have known each other since early childhood. Ponn has come along to serve as spelljammer for the *Hummingbird*.

CHAPTER 1

This chapter begins with the PCs in a familiar crystal sphere. They will encounter Bruin Shambrath in the *Hummingbird*, fleeing from a mercenary squidship. The mechanics of the encounter will vary depending on whether the PCs are aboard their own ship, passengers aboard someone else's ship, or stranded on a body in space. Multiple beginnings for the chapter are presented to match each of these circumstances.

PCs are aboard their own ship: The PCs witness the *Hummingbird* fleeing from a squidship. The smaller *Hummingbird* is clearly more maneuverable, but it is just a matter of time before the more heavily armed and armored attacker strikes a crippling blow. The DM should point out that if the *Hummingbird* is to survive, the PCs will have to render aid. The DM is encouraged to describe various symbols of evil that adorn the attacking squidship (e.g., skull and crossbones, battlescenes showing the horrible defeat of humans, or perhaps the symbol of one of the PCs' enemies).

PCs are passengers aboard a ship: Similar to the encounter described above, the PCs may have to convince the ship's owner or captain to intervene. Conversely, their captain may immediately enter the battle, dragging reluctant PCs with him.

In either of these scenarios, the DM should execute the battle so that the PCs' ship is crippled but prevails over the squidship.

PCs are stranded on a body in space: This circumstance should make it easy to convince the players to help Bruin (if for no other reason than to gain an ally). The encounter begins as above, but instead of the PCs intervening in a space battle, the *Hummingbird* will land and attempt to hide on the space body on which

the PCs are stranded. The squidship will land some men on the space body (but the ship itself will not land). If the attackers on the space body are defeated, the squidship will fly away.

Read the following text to the PCs to describe the approaching ships and the battle that is occurring between them:

A speck appears in the distance, but in the immense vista of space, such an occurrence is often insignificant. Soon the speck grows larger, moving erratically. As the object approaches, myriad flashes of light dance near it. Something about this thing suggests that it is not a natural phenomenon, but something man-made. Sure enough, the object soon becomes recognizable as not only one ship, but two! In fact, as the scene draws nearer to your vessel, you realize that the lead ship (a small craft resembling a bird) will not survive long against the larger squidship that chases it. It is only a matter of time before the bird-like craft is destroyed, but such is the arduous, unyielding way of life in space.

One detail of the battle quickly catches your attention. The pursuing squidship is adorned in the trappings of mercenaries and pirates. Perhaps this situation merits your intervention. Perhaps the bird-craft is unjustly pursued. And after all, rescuing the underdog is the stuff adventures are made of . . .

The DM should use the standard statistics for a squidship given in the SPELLJAMMER™ boxed set. A 6th-level mage is at the spelljamming

helm. The squidship will flee if one-third or more of its hull points are destroyed.

If one-on-one combat ensues, the DM should use the following statistics for the pirate attackers:

Pirate leader, 7th-level human fighter: AC 3; MV 12; hp 41; Str 15, Dex 17, Con 12, Int 15, Wis 10, Cha 14; #AT 3/2; Dmg 1-6+2; AL LE; THACO 14.

Equipment: *ring of protection +2*, *short sword of quickness*, leather armor.

Pirates (10), 4th-level human fighters: AC 7; MV 12; hp 22 each; Str 15, Dex 15, Con 11, Int 12, Wis 10, Cha 10; #AT 1; Dmg 1-6 or 1-4; AL LE; THACO 17.

Equipment: leather armor, short sword, light crossbow.

The pirates have a morale rating of steady (12). They realize that if the battle goes against them, the squidship will not pick them up, therefore they will not flee. They will not necessarily fight to the death, so the DM should make use of the morale system or his judgment to determine whether the pirates surrender.

If the pirates defeat the PCs, they will be taken aboard the squidship as prisoners. If this occurs, the DM will need to devise the encounter and provide an opportunity for escape or rescue. The pirates will lock the PCs in the cargo bay (cargo deck area 1 on the squidship card in the SPELLJAMMER™ boxed set).

Note: Ponn Jariss, the *Hummingbird's* mage, will not have use of any of his spells for combat since he has been operating the spelljamming helm.

The Meeting

If the PCs successfully rescue Bruin from the pirates, they will find themselves in the company of an in-

teresting and somewhat desperate man. Bruin is a solitary person and will be slightly distrustful of the PCs until he determines their motives. If he feels that they are of a good nature, he will attempt to persuade them to join his cause. Note that while Bruin is a high-level ranger, he is not an adventurer. He will, therefore, be somewhat impressed by the PCs and their status.

If the PCs agree to join Bruin's cause, Bruin will promise the PCs a suitable reward. He is traveling fast and light and therefore has no wealth to offer the PCs. Bruin will promise to pay the PCs a reward of up to 25,000 gold pieces and property on any planet in Greatspace if they succeed. If he feels the PCs will not join the quest without some payment up front, Bruin will, in addition to the gold and land, give the PCs his magical *flame tongue* sword.

Note: If the DM feels that this level of reward is not balanced with his campaign, he is encouraged to change it. The reward offered by Bruin is given as a guideline for the DM.

When the PCs meet Bruin, their ship is either crippled or destroyed. Therefore, they should find the *Hummingbird* to be the obvious (and only) option to begin their quest.

DM Note: This adventure is designed under the assumption that the party will be using the *Hummingbird* as transportation. If for some reason the DM is unable or unwilling to implement this situation, he must be prepared to make changes in the encounters presented in the module in order to preserve game balance. Also, if the party has a wizard or priest, he is free to volunteer to serve as spelljammer.

During the journey, Bruin informs the PCs of the background of Greatspace and what he has learned about T'Laan. Due to the great secrecy un-

der which the vampire operates, Bruin does not know much about him. At this point in the adventure, Bruin does not even know that T'Laan is a vampire. As Bruin and the party set out into space, he tells the party that their first destination is Herospace. He is seeking a man named Keriacus who is a former sage of House Shambrath.

When Bruin was a child, Keriacus was his trusted mentor. The young prince was shattered when his friend left Greatspace in search of freedom to practice his art. Bruin feels that if anyone can help him find a way to defeat T'Laan, it is Keriacus.

The *Hummingbird* is equipped with a portal locator and will have no problem exiting wildspace. Following is a list of encounters for the phlogiston. The DM may choose encounters that fit the current situation.

Phlogiston Encounters

1. Lizard man pirates: The party is attacked by a group of lizard man pirates flying a wasp ship. The vessel carries 16 lizard men: AC 5; MV 6, Sw 12; HD 2+1; hp 8 each; #AT 3; Dmg 1-2/1-2/1-6; AL N; THAC0 19.

One lizard king: AC 3; MV 9, Sw 15; HD 8; hp 42; #AT 1; Dmg 5-20 (great trident); SA skewer (double damage if attack roll is 5 or more greater than the score needed to hit); AL CE; THAC0 13.

One lizard man shaman: AC 5; MV 6, Sw 12; HD 7; hp 35; #AT 3; Dmg 1-2/1-2/1-6; SA priest spells as 7th-level priest (when not spelljamming); AL N; THAC0 19.

2. Pyroserpents (2-20): AC 5; MV 9, FI 9 (B); HD 3+2; hp 13 each; #AT 2; Dmg 1-3/2-8; SA constriction, spore; SD explodes when killed; AL N; THAC0 17.

3. Void scavver (1): AC 1; MV 18; HD 10; hp 54; #AT 1; Dmg 2-20; SA Swallow; AL N; THAC0 11.

Void scavvers exhibit a tendency to withhold attacks against ships, opting instead to hide within the air envelope of a ship and attack when the the crew is in a sleep cycle, perhaps eating the night guard. See the scavver entry in the SPELLJAMMER™ boxed set.

4. Adult krajen(1): AC 3; MV 18; HD 12; hp 60; #AT 1+12; Dmg 3-18 and 1-3; SA paralysis, crush; MR 30%; AL N; THAC0 9.

Refer to the krajen entry in SPELLJAMMER™ boxed set.

5. Giff mercenaries (12): AC 2; MV 6; HD 4; hp 19 each; #AT 2; Dmg 1-6+7 or by weapon +7; SA head butt; SD MR 10%; AL LN; THAC0 17.

The giff mercenaries are one of many groups hired by T'Laan to hunt down Bruin. They are aboard a hammership that is crewed by human hirelings. The spelljammer is a 6th-level mage. The hammership has been in battle recently and has suffered 11 hull points of damage and has had one heavy catapult destroyed. The hammership could easily prevail over the *Hummingbird*, but the giff prefer to ram to the smaller ship and attempt a boarding tactic. Refer to the giff entry in the SPELLJAMMER™ boxed set.

6. Beholder (1): AC 0/2/7; MV FI 3 (B); HD 56 hp; #AT 1; Dmg 2-8; SA magic; SD anti-magic ray, MR special; AL LE; THAC0 9.

This beholder has been cast out as an exile from a tyrant ship, abandoned to his death when his air supply runs out. He will try to board the *Hummingbird* and take over as its captain. The beholder plans to use the captured ship to exact his re-

venge on his exilers. Refer to the beholder entry in the SPELLJAMMER™ boxed set.

7. Gnomish sidewheeler. Note: it is recommended that the DM choose this encounter when the party is traveling either from their home sphere to Herospace or from Herospace to Faerieworld.

You hear the *Hummingbird's* lookout shouting for the captain. You are greeted, however, with a ludicrous sight you will not soon forget. Approaching your craft is large ship of perhaps 30 tons.

The great ship that approaches may, at one time, have been a standard sailing galley, but now is scarcely recognizable as such. Projecting from the unsightly craft at improbable angles and locations are various towers and structures, each of which bears a whirling fan-like device of unknown purpose. Most nonsensical of all is the middle section of the ship's hull. It appears as if the large galley was cut in half and a giant accordion-type device was placed between the front and rear halves. As the ship moves through space, the accordion moves back and forth like an overgrown inchworm. The whole sight gives the impression of laughable inconsistency and unreliability. Yet your eyes do not lie. The ship is before you and it certainly seems to be moving!

Perhaps the PCs have had dealings with Menoi gnomes in the past. If not, Bruin or one of his crew can provide some information about this interesting race. As the ship approaches, a dozen or so gnomes will

be gathering on the assorted forward decks, observing the *Hummingbird* and taking detailed notes. They will argue issues among themselves, ranging from the suspected origin of the architecture to the amount of tree sap it will take to cover the ship in order to allow it to travel underwater.

When the craft approaches, it will extend a telescoping, collapsing stairway. At the end of the stairway is a large pool of water. Gnomes who wish to board the *Hummingbird* will mount the stairway, which will then collapse, forming a ramp that will allow the gnomes to slide down into the pool, thus breaking their falls. The stairway is approximately 100 feet long. This boarding device was devised to keep smaller ships out of the gnomish ship's gravity field.

In addition to providing comic relief from the seriousness of the PCs' quest, this encounter can be used by the DM to provide help to the party if he feels the PCs may be ill-equipped to complete the adventure. Not only are the gnomes *great* inventors, but they are very knowledgeable about large portions of space. In fact, if the PCs befriend the gnomes (and manage to live through it), they will find that the little guys are a wealth of knowledge. They are 40% likely to be able to find among their libraries—in a matter of hours—the answer to any question. The DM can control this if he feels that the answer should or should not be known to the players. Refer to the entries on gnomes in the SPELLJAMMER™ boxed set.

8. Ephemerals (5): AC 2; MV 18; HD 5; hp 36, 34, 28, 25, 18; #AT 1; Dmg 1-4; SA drain intelligence; SD hit only by +1 or better magical weapons, regeneration; AL NE; THACO 15.

If a character is drained of partial intelligence (i.e., not drained down to 0) and is not killed, he will regain lost intelligence at a rate of 1 point per turn. As noted in the SPELLJAMMER™ boxed set, however, any character drained to 0 intelligence cannot regain lost points by any means short of a *wish* spell.

Refer to the entry on ephemerals in the SPELLJAMMER™ boxed set.

9. Human merchants aboard a tradesman ship. The craft contains 15 sailors including the ship's captain. The DM should regard their statistics as 0-level humans. These men are primarily merchants and are generally non-combative, but will fight if attacked. The spelljammer for the ship is a 4th-level priest of Celestian and a native of Greyspace.

If the PCs contact the merchants and prove that they are honorable, they may discover (at the DM's option) that an arcane is aboard!

Arcane: AC 5; MV 12; HD 10; hp 53; #AT 1; Dmg 1-8 or by weapon; SD *invisibility, dimension door*, MR 40%; AL LN; THACO 11.

The DM can use this encounter to provide the PCs with a way to replenish supplies in space if needed. It is recommended that if the PCs attempt to buy a ship from the arcane, that the arrangements may be made immediately, but the ship is not available for several weeks (after the adventure has been completed).

Refer to the entries on the tradesman ship and the arcane in the SPELLJAMMER™ boxed set.

The PCs' first destination is Herospace. There, Bruin Shambrath hopes to enlist the aid of a man named Keriacus. Approximately 12 years ago, Keriacus was all but banished from Greatspace. He was the sage and first adviser of House Shambrath. He was a trustworthy Thesalian and a loyalist to the throne. But most importantly, he was young prince Bruin's mentor and best friend.

Keriacus's tenure was destined to be short-lived, however. Soon, Thesalys and eventually Greatspace as a whole began to lean toward the sciences. Magic and soothsaying became less and less prevalent. Eventually, the time came when Keriacus's ways were not needed and even scorned. He left Greatspace and retired to Herospace.

Bruin Shambrath never forgot his old friend. Many years passed, but he always remembered Keriacus. Now Bruin hopes to locate Keriacus, for if anyone can help him, it is this wise, old sage.

Herospace

Space is vast and distances are great. Many diverse cultures exist in the mighty flow and wildspace. In all of this, there is a world called Herospace reserved for proven heroes.

To live in Herospace, an individual must prove to be above the common man. Entry into Herospace is controlled by a group called the Rational Order of Magistrates. This body is the sole keeper of the sphere and the sole judge of those who hope to call it home.

Herospace is a unique sphere (as far as is known) in that it has not one sun, but nine separate suns. Each sun is much smaller than a typical sun that provides light to an entire galaxy, and has a single planet re-

volving around it. The planets each represent one distinct alignment; with few exceptions, persons may live only on the planet that corresponds to their personal alignment.

The suns of Herospace are each a different hue. The names of the planets and the colors of their suns are as follows:

Planet Name: Gondorin
Alignment: Lawful Good
Sun: White

Planet Name: Hearthguard
Alignment: Lawful Neutral
Sun: Yellow

Planet Name: Darkseed
Alignment: Lawful Evil
Sun: Blood red

Planet Name: Cumberland
Alignment: Neutral Good
Sun: Light orange

Planet Name: Ge'Neva
Alignment: Neutral
Sun: Light blue

Planet Name: Morgan's World
Alignment: Neutral Evil
Sun: Dark blue

Planet Name: Woodhaven
Alignment: Chaotic Good
Sun: Light purple

Planet Name: Asylum
Alignment: Chaotic Neutral
Sun: Gray

Planet Name: Chaostromme
Alignment: Chaotic Evil
Sun: Dark green

The members of the Rational Order of Magistrates reside on Borden, a moon (the only moon in the sphere) that revolves around the neutral

planet of Ge'Neva. All ships that enter Herospace immediately become known to the Magistrates—how this is accomplished remains a mystery. Speculations exist that the arcane created a device for this purpose and gave it to the Rational Order of Magistrates in return for a vast, hidden, underground complex on Borden. But this is only theory; no evidence has ever been discovered to prove it. The Order will not comment on the matter.

Arrival in Herospace

When a ship enters Herospace, the Order immediately dispatches a fleet of ten hammerships (refer to the SPELLJAMMER™ boxed set) to intercept the visitors and escort them to Borden, where they are granted council with the Order. If they wish to take up residence in Herospace, the visitors must petition the Order and are often required to prove their worth by completing a task appropriate to their profession. On rare occasion, an individual's reputation precedes him to such a degree that he is granted immediate residence without testing of any kind. Tenser of Greyspace was purportedly granted a large land plot on Gondorin after he accidentally arrived at Herospace.

Naval Supremacy

Herospace maintains a powerful navy. Every planet has an area reserved for a military base. Each base contains a minimum of 30 hammerships, and the Order's base on Borden contains double that number. In less than an hour, these fleets can be mobilized to meet any threat.

Despite this heavy military buildup, the Order is not a warlike group. The Order is peaceful, but if provoked, it can and will respond with



lightning speed and unrelenting determination.

An important point to note is that the Rational Order of Magistrates is essentially a merchant group. Herospace is its investment and product. The large tax that its inhabitants pay to live in this unique world is the mainstay of the order. The Order has no wish to let anything callously destroy its investment.

Crystal Shards

Any person (and his or her spouse and offspring) who is granted access to Herospace is given a shard of crystal that is used to gain access to one particular planet. The crystal is the same color as the sun around which the planet revolves. Any ship or person that tries to land on the planet without a crystal will be denied access. If the offending intruder is at-

tempting to fly into the planet's atmosphere, he will be repelled by an impenetrable force field. If he is trying to teleport or travel ethereally onto a planet, the attempt simply fails. Speculations abound that either great incantations were woven or a powerful artifact used to place the protection over the planets. Again, the arcane were probably involved.

Following are brief descriptions of each planet in Herospace.

Gondorin

The demesne of lawful good heroes, as one might expect, is an ordered, structured place. All the seasons are of equal length and are completely predictable. Even the geography of the world is symmetrical. Strangely enough, no matter where one is on the planet, warm, balmy weather prevails in the summertime, and cold winds and frosty mornings mark the winters.

Like all the planets in Herospace, a large and dominant government does not exist. The purpose and intent of the system is to give heroes the opportunity to live relatively undisturbed. A domineering form of government would be uncondusive to such living. The Rational Order of Magistrates responds to disturbances on Gondorin and helps to resolve any difficulties. If an inhabitant has a problem, he may communicate with the Order via his shard of crystal. The Order will deploy emissaries from the naval outpost on the planet. As might be expected, the lawful good world of Gondorin does not have many difficulties of this nature.

Hearthguard

Hearthguard is the most sparsely populated planet in Herospace. Lawful neutral persons tend to live structured and ordered lives, and, therefore, do not show a great tendency to relocate their lives (or periods of their lives) to another solar system.

Hearthguard is somewhat barren, exhibiting harsh, hot weather. Most of the surface of the planet is desert-like in climate and geography. Surprisingly, the Order has never heard a complaint from any of Hearthguard's inhabitants. The harsh climate and solitude of living seem to appeal to the lawful neutrals seeking a home in Herospace.

Like Gondorin, the Order will respond to any problems occurring on Hearthguard. But never in the history of Herospace have the Magistrates been forced to respond to trouble on that barren, rocky world.

Darkseed

As full of despair as its name implies, Darkseed is a dark eye of gloom in the system of Herospace. Even in its daylight hours, Darkseed receives little light from its blood-red sun, and is often in total darkness for many days. The landscape of this woeful planet is as flat and endless as it is dull. To venture out of sight of a landmark such as one's home is dangerous. With nothing to guide one's travel, a person will easily become lost. The Order has responded to many calls for help (via the shards of crystal) from inhabitants who have become lost in the seemingly infinite landscape of Darkseed.

Regardless of where one is or the time of year, a cool, steady wind always blows across the featureless plains of this planet.

The lawful evil personality tends to be domineering and overbearing in matters that benefit the lawful evil way of life. It is a way to attempt to subjugate those who are weaker. The watchful eye of the Rational Order of Magistrates, combined with the powerful enchantments of warding placed on each planet in Herospace, have always been highly successful deterrents to the inhabitants of Darkseed considering conquest of other planets. The Order has no wish to see its investment damaged by the actions of any of its guests.

Cumberland

Of all the planets of Herospace, Cumberland most closely resembles the familiar country areas of the three major spheres (Krynnspace, Greyspace, and Realmospace). The planet is progressively colder toward the poles, with a warm, tropical region at its equator. The planet has a variety of landscapes ranging from sub-arctic mountain regions to temperate hilly regions to arid deserts.

Most planets in Herospace have basic supply centers where the Order sells supplies of all types (after a generous mark-up) to its residents. Cumberland, however, is the most social of the planets. While cities do not exist on this demesne of neutral good, taverns and merchant houses are not uncommon. Many an adventurer has retired to Cumberland to open a tavern or inn.

Ge'Neva

Not surprisingly, the neutral planet of Ge'Neva is home to a great many druids. When these servants of the gods and nature reach sufficient power and stature, they often retire completely from the world of men. Those with knowledge of space

travel will often seek a home on Ge'Neva. Because of the large number of druids who seek a home here, the testing for neutral heroes desiring living arrangements in Herospace is a bit more arduous than the other planets. This, unfortunately, also affects non-druidic people seeking a home on Ge'Neva.

The vast majority of this neutral world is covered in forestland. Of all the worlds, Ge'Neva has the greatest population of wildlife. Many druids of many different faiths live among the forests of this planet, bound together by their common love of nature. It is said that the rituals that occur on midsummer night on Ge'Neva are mysterious and beautiful.

The non-druidic population of the planet tends to live in lone, solitary manors scattered throughout the world.

Morgan's World

One of the most disturbing sights in Herospace is the rising of the dark blue sun of Morgan's World. The grim landscape of Herospace's most mishappen planet is a depressing sight to any but the most dismal and depraved personalities such as the neutral evils.

The geography of Morgan's World (the planet was named after Morgan Darkdawn of Greyspace, the first inhabitant of the planet, and one of the rare individuals reported to have escaped from Ravenloft) is as twisted as it is dark. Grossly malformed trees and rocks make up the forests; most mountains are formed into gruesome, unspeakable visages; and bitter, harsh rain falls from the sky. The wildlife of Morgan's world consists of animals so deformed that they are mere shadows of their former selves. This is indeed a haven for those of the purest, most untainted evil.

Morgan's World's greatest feature, however, is the effect of its atmosphere on most forms of intelligent humanoids. When the sun is not in the sky, a person can wander in the wilderness of the misshaped planet and enter states of euphoric trances where fantasy becomes reality as one's stupefied mind sees and experiences whatever is wished. In this manner, the aggressive, evil nature of Morgan's World's inhabitants can be catered without undue loss of life.

As with all of Herospace's planets, the Order responds to Morgan's World in the event of any emergencies. It seems, however, that of all the system's planets, the Magistrates most loathe a visit to Morgan's World.

Woodhaven

If Morgan's World is the most unseemly of Herospace's planets, Woodhaven is the most beautiful. Rolling, grassy hills give way to large and abundant forests. Wildlife is both plentiful and dazzling. Woodhaven's climate is generally fair throughout the planet and varies little from one hemisphere to the other. Most strange of all, and obviously the effect of a great dweomer, is that the purple sun of Woodhaven seems to rise at the same time everywhere on the planet. It is because of this inexplicable phenomenon that the inhabitants of the planet are bound together as one people. Of the nine planets of Herospace, Woodhaven's population is the most familial in nature. Perhaps this can also be attributed to the tremendous life span of elves who are Woodhaven's primary inhabitants.

As might be expected, the Order has had to interfere very little in the affairs of natives of this chaotic good world.

It is no secret that Alustriel, High Lady of Silvermoon from Realm-space, comes to Woodhaven on occasion when she feels the need to take a vacation from her duties of state.

Asylum

The surface of Asylum is strange indeed. The entire planet is covered with the ruins of ancient buildings. No city of this proportion could ever exist, so perhaps, long ago, the Order created this winding, crumbling structure for the purposes of the needs of those who would live there.

The people who come to live here often occupy the few unruined buildings that remain. Their style of living is one of great comfort and wealth. The only other life that exists on Asylum is a race of almost non-intelligent humans. They are dirty, unorganized, and uncivilized. Their actions are those of insane, mindless people, and their activities are, in some cases, not good subject matter for conversation. The existence of these creatures is a mystery, but their apparent purpose is not. They are slaves and victims of the inhabitants of Asylum.

As mentioned, there is no real geography on Asylum. Rather, the surface of the planet is covered with an endless maze of ruined city streets filled with crumbling, decaying buildings. Underneath the city, there lie literally endless miles of grisly, twisting sewers. It is assumed, but not proven, that the mindless humanoids (called "grunts" by Asylum's inhabitants) are the sole indigenous lifeform on the planet. The noises that come from these sewers when Asylum's dull gray sun sets are ghastly and unspeakable.

As with all of Herospace's planets, Asylum has its own inherent rewards

for its inhabitants. Those who come to Asylum seem to enjoy great luck with their ventures. Any dwellings they set up seem to repair themselves and abound with wealth overnight. For instance, persons who have moved into the buildings on the winding streets of Asylum have discovered that the buildings have actually begun a rapid process of reconstructing themselves. Soon all of the rooms have become filled with beautiful art treasures and all manner of comforts. Those who come to Asylum with little or nothing are living a rich and comfortable life within a few days.

Unfortunately, the inhabitants have also discovered the truth in the adage "you can't take it with you." Any of the riches created on the planet that are taken off-world become worthless in just a few moments. This has created many an embarrassing situation for people who wear the fine, priceless clothing that they find in their wardrobes and then leave the planet. Often, the garments do not survive the transition from richness to ruin.

Chaostromme

Strangely, the demesne of chaotic evil heroes is generally considered to be a beautiful place. The emerald sun illuminates Chaostromme's stunning landscape with an eerie beauty, creating a breathtaking sight that is not soon forgotten by those who view it. The planet possesses a mixed climate that, not unlike Cumberland, grows progressively colder toward the poles. It has an abundance of wildlife and plantlife.

The residents of Chaostromme are generally solitary and disliking of others. They seem to come here to live out their lives in their own peace, not wishing the company of any be-

ing, for the heart of the chaotic evil is truly cold and empty.

Those who wish to brave the wilderness of the planet and risk the many violent and hateful humanoids that live there (orcs, giants, etc.), are gifted with battle fury. They are invariably successful even when facing odds that are greatly beyond their means. The one disadvantage is that no experience levels are gained from these rather simple battles. A party can literally clear an entire forest of a whole race of goblins and never gain a single level. Nevertheless, the evil inhabitants of Chaostromme find grim pleasure from this act of killing.

Borden

Revolving around the neutral world of Ge'Neve is Herospace's only moon. Borden is the home of the Rational Order of Magistrates.

The moon itself is barren and lifeless. The members of the Order live within structures named according to their purpose (House of Judgment, House of Life, House of Healing, etc.). It is rumored that a vast, underground complex exists on Borden to accommodate the arcane, but this has never been substantiated.

Like the other space bodies in Herospace, no ship may land on Borden without a crystal shard pass or the direct will of the Order. Since no one alive has ever been given a crystal pass key to Borden, the options are somewhat limited.

In general, anyone may be granted council with the Order. After all, they are merchants of sorts and it would be bad business not to talk with potential customers.

The Rational Order of Magistrates

By its very nature, Herospace does not have a ruling body, but if anything can be considered a government, it is the Rational Order of Magistrates. They are the only keepers of Herospace, tending to every need of those who live there. To that goal, the Order employs a huge force of personnel ranging from active duty military members who crew the many ships used to defend the system, to an extensive custodial staff.

The Order consists of twenty members. Their number is divided evenly with regard to gender, with ten men and ten women sitting on the council. The members are of undetermined age, and these people never seem to change. For as long as anyone can remember, the same individuals have made up the Order. Their demeanors are polite and impersonal when dealing with customers and the public. They are professionals through and through.

On rare occasions, the Order is forced to take a more offensive stance to protect Herospace. The reputation of the Order, for the most part, protects Herospace from invasion or attack. On one occasion two years ago, a convoy of four Nautiloids entered the Order's sphere. They were set upon immediately by a force of hammerships. The Order, knowing the vicious nature of mind flayers, had no desire to allow them residency in Herospace. The destruction of the Nautiloids was quick and complete.

When portraying the Rational Order of Magistrates, the DM should bear in mind that they are neutrally aligned businessmen. They will not become involved in the PCs' quest other than to allow the PCs access to

Cumberland where Keriacus resides. They will not tolerate belligerent or aggressive PCs, and such actions will only cause the party to be thrown out of Herospace. If the players attempt to gain their goals by force, the DM should drop a hint in the form of advice from one of the NPCs. The encounter with Keriacus is critical to this adventure.

Goals in Herospace

When Bruin and the PCs enter Herospace, they will be met by ten hammerships. The hammerships will approach in such a way to make it obvious that they are not going to attack, but intend to escort the *Hummingbird* to Borden. The goal of the party at this point is to convince the Order to give the *Hummingbird* access to Cumberland in order to visit Keriacus. This should be rela-

tively easy if the PCs are good-aligned. (The Order uses *rings of spell storing* with *know alignment* spells stored in them.)

If all or some of the PCs are neutrally aligned, the situation becomes altogether different. A small "donation" to the development of Herospace will sway the opinion of the Order in favor of the players.

If some or all of the PCs are evil, then under no circumstance will they be allowed access to the good aligned spheres. If the PCs are especially convincing, they may be able to convince the Order to contact Keriacus for them and arrange for a meeting on Borden or on the *Hummingbird*.

If the party convinces the Order to allow them to visit Cumberland, they will be given one light orange crystal pass key that will allow the *Hummingbird* to enter the planet's atmo-



sphere and land on the surface. Once the crystal key is removed from Cumberland, it will immediately disintegrate.

The PCs will be given a time limit of 72 hours to complete their visit and depart Herospace. If the PCs are present on Cumberland after the time limit has expired, soldiers from the planet's military base will escort them out of Herospace.

Finding Keriacus

Finding Keriacus will be an easy task. The Order will give the group directions to place them in the right area (after all, a planet is large). After that, finding Keriacus's villa will be simple. A tavern called The Off-World Inn is located near the hills where Keriacus's villa is located. Any of the patrons will gladly direct the group to the villa. The PCs will discover that Keriacus is a well-loved, social citizen of Cumberland, and the benefactors of the tavern generally feel that "any friend of Ker's is a friend of ours." The PCs will be given directions and informed that the journey to the villa will last roughly three hours. If any PC has the non-weapon proficiency *direction sense*, then the party will not become lost. If no PC has the skill, roll 1d6 every hour. If the roll results in a 1, the party becomes lost and adds half an hour to its journey.

A list of random encounters follows. Most of these encounters are non-combative and none involve evil creatures. Once per hour in the wilderness, roll 1d4. If the result is a 1, an encounter occurs. If random determination of encounters is desired, use 1d8 and 1d12 to obtain a result from 2-20.

2. Pegasus (1-10): AC 6; MV 24, FI 48 (C, D mounted); HD 4; #AT 3; Dmg

1-8/1-8/1-3; SA Dive, rear kick; AL CG; THAC0 17.

3. Bronze dragon: AC -2 (base); MV 9, FI 30 (C) Sw 12; HD 14 (base); #AT 3+ special; Dmg 1-8/1-8/4-24; SA as per age; SD as per age; MR as per age; AL LG; THAC0 8.

4. Nymphs (1-4): AC 9; MV 12; HD 3; #AT 0; Dmg Nil; SA spells; SD *dimension door*, blindness, death; MR 50%; AL N; THAC0 17.

5. Brass dragon: AC 0 (base); MV 12, FI 30 (C), Br 6; HD 12 (base); #AT 3+ special; Dmg 1-6/1-6/4-16; SA as per age; SD as per age; MR as per age; AL CG; THAC0 9.

6. Unicorns (1-6): AC 2; MV 24; HD 4+4; #AT 3; Dmg 1-6/1-6/1-12; SA Charge; SD special; AL CG; THAC0 15.

7. Satyrs (2-8): AC 5; MV 18; HD 5; #AT 1 head butt or weapon; Dmg 2-8 or by weapon; SA special; SD special; MR 50%; AL N; THAC0 15.

8. Mountain lions (1-2): AC 6; MV 12; HD 3+1; #AT 3; Dmg 1-3/1-3/1-6; SA rear claws 4 each; SD surprised only on 1; AL N; THAC0 17.

9. Wolves (2-20): AC 7; MV 18; HD 2+2; #AT 1; Dmg 2-5; AL N; THAC0 19.

10. Wild boars (1-12): AC 7; MV 15; HD 3+3; #AT 1; Dmg 3-12; AL N; THAC0 17.

11. Black bears (1-3): AC 7; MV 12; HD 3+3; #AT 3; Dmg 1-3/1-3/1-6; SA Hug; AL N; THAC0 17.

12. Antelope herd (4-24): AC 7; MV 24; HD 2; #AT 1; Dmg 1-4; SA stampe; AL N; THAC0 16.

13. Hyena pack (2-12): AC 7; MV 12; HD 3; #AT 1; Dmg 2-8; AL N; THAC0 17.

14. Halfling, hairfoot (2-12): AC 7 (10); MV 6 (9); HD 1-6 hp; #AT 1; Dmg 1-6 (weapon); SA +3 with bows and slings; SD special; AL LG; THAC0 20.

15. Wild horses (5-30): AC 7; MV 24; HD 2; #AT 1; Dmg 1-3; AL N; THAC0 19.

16. Sprites (10-100): AC 6; MV 9, FI 18 (B); HD 1; #AT 1; Dmg 1-4 (sword) or 1-3 (arrow); SA special; SD special; AL N; THAC0 19.

17. Blink dogs (4-16): AC 5; MV 12; HD 4; #AT 1; Dmg 1-6; AL LG; THAC0 17.

18. Treants (1-20): AC 0; MV 12; HD 7-12; #AT 2; Dmg variable; SA special; SD never surprised; AL CG; THAC0 13, 11, 9.

19. Owl, talking (1): AC 3; MV 1, FI 36 (C); HD 2+2; #AT 3; Dmg 1-4/1-4/1-2; SA swoop; SD never surprised; MR 20%; AL LG; THAC0 19.

20. Dryad (1): AC 9; MV 12; HD 2; THAC0 16; #AT 1; Dmg 1-4 (knife); SA charm; SD special; MR 50%; AL N; THAC0 16.

The party will eventually arrive at Keriacus's villa. Use the following text to describe the villa.

You realize that the landscape around you is subtly changing. The gentle babble of an unseen brook fills the air around you. Forest animals, unafraid of predators, jabber all around the surrounding

woodland. Lush trees that seem to continue endlessly in all directions stand tall and straight like benign sentries of some peaceful place. Sweet floral fragrances fill the air.

As you step into a clearing, you see several modest stone cottages. The nearest cottage is a cozy and inviting place even to a suspicious adventuring party. A gentle tangle of smoke dances from the chimney, flutters upward into the blue sky, then disappears out of sight.

An elderly man steps out of the cottage aided by a gnarled, weathered walking stick. His snowy white hair and beard have grown so long that they merge into one. The creases and lines of age are spread on the man's face, giving the impression of gentle wisdom and accumulated knowledge.

The stranger looks up and a spark of recognition twinkles in his alert, blue eyes. "Bruin? Is that you, Bruin? After all these years, boy, get over here and let an old man take a look at you. You probably let yourself grow thin again, wandering around in the countryside for so long without a lick of sense enough to tell when to come in and fill your belly. Probably grown lax on your studies too, if my guess is right."

Bruin looks back at the old man but cannot speak. His throat is knotted tight with emotion and tears stream freely from his eyes. Bruin Shambrath, prince to the throne of Thesalys, rushes over to his one-time mentor. He stretches out his arms and embraces the man carefully. "Well met, Keriacus, my old friend."

After Keriacus and Bruin finish their exchange, the PCs will have the opportunity to meet the old sage. He is friendly and sometimes acts in a senile manner. But he is anything but senile. His eyes reflect deep inner conviction and a bright, alert mind. He will be careful of the PCs, testing them with his carefully chosen words and questions. This is not because he does not trust Bruin, but he feels that the "boy" is not experienced enough to make careful decisions of this nature. He is, in many ways, correct, for Bruin has always been a solitary person, tending to spend many long hours away from home and in the peace of nature. Bruin is intelligent and good-hearted, but he is also naive.

Due to the time limit that is imposed on the group's visit, the PCs will no doubt be anxious to begin their discussion. Keriacus will appreciate the time constraint and comply. Remember that at this time, no one in the group knows the true nature of T'Laan. In other words, *no one yet knows that he is a vampire!* The DM should exercise caution to preserve the surprise in this encounter. In fact, the PCs should leave Herospace with some clues about T'Laan's nature, but not knowing that he is a vampire. Of course, if the players are extremely resourceful, they could guess this information before leaving Herospace.

The DM is encouraged to familiarize himself with the information about sages found in Chapter 12 of the *Dungeon Master's Guide*. The differences between Keriacus and the standard sage can be found in the NPC appendix of this module.

Keriacus will lead the party into his cottage. The following text describes what the PCs see.

The wizened old man turns and enters the cottage, motioning for you to follow. The immediate interior appears as cozy as the outside. The walls and floors are made of hand-carved wood and are polished to a comfortable shine. Everything seems to fit together with a cheerful, lived-in atmosphere.

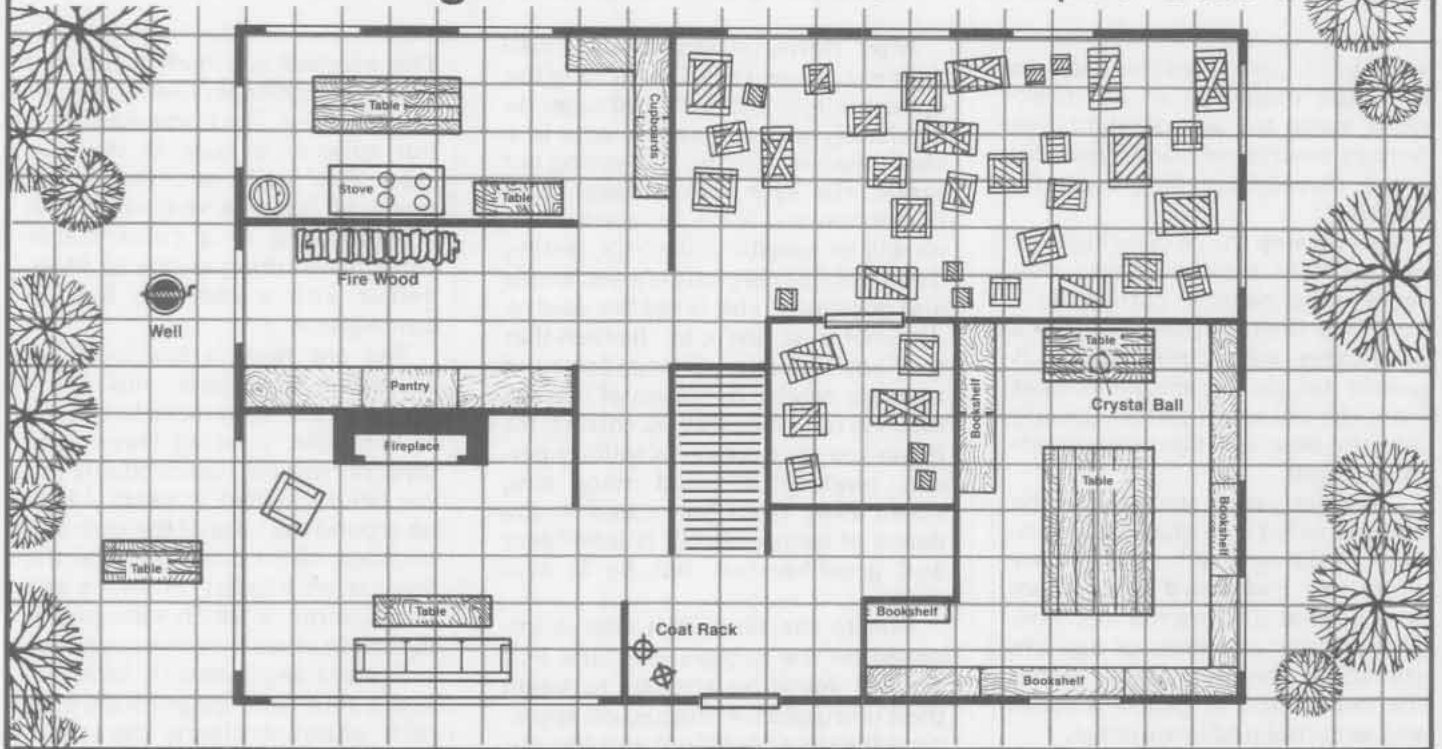
The entryway is spacious, yet cluttered. Old hats and coats cover several coat racks to the left of the door, creating layer upon layer of clothing that probably has not been touched in years. Lined up around the base of the rack and trickling off to other parts of the floor is an infantry of shoes and boots, some of which were probably made years before your birth.

The old sage absently bids you to put your belongings on the coat rack, although clearly the straining supports would break with any added weight. He then walks down a corridor, trampling across layers of personal belongings ranging from dusty, old tomes to plates of half-eaten food, muttering about the hired help always tidying up and putting things where they cannot be found.

Keriacus leads you into a room that makes the entry hall seem structured and well organized. The center of the huge room is dominated by a great table. At least, you assume it is a table, for the top of it is nowhere to be found. Scrolls, books, ceramic pots containing unknown substances, and hundreds of different odds and ends clutter the great wooden table. Around the perimeter of the dimly lit chamber, bookshelves adorn the walls, filled to overflowing with hundreds upon

Keriacus's Cottage on Cumberland

One Square = 2 feet



hundreds of books, some appearing so old that they might fall apart if touched. The clutter and disorder ends abruptly at the far end of the room. There another table stands, far less decorative than the great oaken behemoth that stands proudly at the room's center, but obviously of greater importance. The top of the table is completely bare save for a round, bulbous shape covered by a decorative cloth made of fine silk with golden trim. One need not be a mage or fortune teller to know what lies beneath the expensive, elegant covering: a crystal ball, a window to other places used to scry a person or place unseen.

Keriacus will have very little information on T'Laan, but with time, he

will be able to uncover a surprising amount of data from his extensive but disorganized library. The DM has an excellent opportunity here for dramatic role playing. For instance, after a certain amount of time and some die rolls, Keriacus will find a reference to a half-elf space traveler named T'Laan. This reference places the man's age at approximately 160 years. Let the players figure out that this is not an impossibility for a half-elf, but certainly uncommon, and doubly so for a man appearing as young as T'Laan.

If the PCs ask Keriacus to pursue the matter further, the DM should allow Keriacus to find another reference to a half-elf named Dorin who changed his name to T'Laan. That particular reference places his age at over 200 years old, completely contradicting the first reference! At that point, it will be a relatively simple

task to find reference to Dorin in relation to Realmspace (although Keriacus does not specialize in this area of knowledge), because he was a hero of Aglarond.

The DM is free to disclose this information to the PCs as he sees necessary to advance the plot. He can also add additional clues if the PCs are not on the right track.

No amount of research by Keriacus will determine that T'Laan is a vampire. That information will have to be hypothesized and later proven by the PCs. In fact, if the PCs question Bruin about T'Laan's habits (i.e., does he eat normal food, does he move about during daylight hours, etc.), he will have difficulty recalling this clearly. This is due to the strong charming effect T'Laan possesses.

After the research is complete (keep in mind the time limit the PCs have on Cumberland), Keriacus will

make a scrying attempt on Thesalys in order to learn more about T'Laan's movements and motives. He will use a *crystal ball of transportation*. This is simply a normal *crystal ball* with an additional ability allowing it to be used as a portal to visit other places by first scrying them and then stepping through to the place pictured. An invisible area remains on the "other side," and those using the portal can return if the correct place can be found. (Note that creatures being scryed can step through if the place is found by them!) This scrying attempt will prove to be dangerous to the PCs in a short time.

A Note on Plot Devices

The following encounter contains a number of situations that the DM must dictate rather than allowing die rolls. As previously mentioned, the purpose of this is not to inhibit the creativity of the Dungeon Master, but rather to enhance the game by adding elements of drama.

Bruin Shambrath is able to draw a sketch of T'Laan which he will provide to Keriacus to aid in the scrying. This gives him a base 50% chance to locate T'Laan and a 30 minute scrying time. Keriacus will successfully locate T'Laan during nighttime hours in Greatspace. Keriacus will see T'Laan brooding over some maps and other documents. A lamp on the table illuminates the paperwork well, but the rest of the room is in shadows. Occasionally, one of those shadows appears to move, but it is difficult to tell whether this is simply a trick of the lighting.

T'Laan's intelligence of 17 and 8+3 hit dice give him a base 23% chance per round of detecting Keriacus's scrying. Allow Keriacus to tell the party of T'Laan's actions for one complete round. Nothing T'Laan

does during that time will give any indication that he is a vampire. On the second round, T'Laan will detect and be aware of Keriacus's scrying. The DM should carefully describe to the players T'Laan's blinding burst of superhuman reaction. He will reach through the portal and grab hold of Keriacus. At the same time, 10 ju-ju zombies will enter Keriacus's cottage through the portal.

Ju-ju zombies (10): AC 6; MV 9; HD 3 + 12; #AT 1; Dmg 3-12; SA special; SD special; MR special; AL NE; THACO 15.

The PCs will be immediately overwhelmed by the zombies. If and when they defeat the powerful undead creatures, they will discover the dead body of Keriacus on the floor, his throat crushed. He lies among the glass shards of the broken *crystal ball*.

With Keriacus dead, no more information can be obtained by the players. Bruin will be driven by a fierce hatred for T'Laan, and the party's course will be unchangeably set.

If the Order discovers what has happened or if the PCs go to the Order to report the incident, they will use *detect lie* spells to verify the truth of the group's story. They will not further detain the party.

Before the party is prepared to leave Herospace, one more event will occur. As the group prepares to depart Cumberland, read the following text.

As you wearily attend to final arrangements in preparation for the long space journey to Greatspace, you are approached by an old woman. She is dressed in well-made, yet simple clothing. Her white hair is tied behind her head and her gray eyes gleam with

intelligence. She speaks, "You face a great darkness ahead of you. Though you are brave and able, you are ill-prepared for the challenge. Go to Faeriespace. There, seek Aelivere and obtain the *sun seeds*. Only then will you have what you need to defeat the powerful evil ahead of you. Be warned, however, Aelivere will not easily part with the magical gift you seek. He will require a test. Prepare yourselves, adventurers. The sun will set before the dawn comes again." She then turns away and leaves.

The woman is also a sage who has lived on Cumberland for over 50 years. Although she discovered what she could, she is terrified of meeting the same fate as Keriacus. Therefore, she will not further aid (or even talk to) the party. Any attempts to communicate by the party will be met with failure.

A New Course

Faeriespace can easily be found on the stargate in the *Hummingbird*. It will be nine days travel through the phlogiston. If desired, the DM can use more of the phlogiston encounters found at the end of Chapter One.

Soon after their unfortunate encounter with Keriacus and several days of travel into the phlogiston, the PCs will arrive in Faeriespace. The DM should allow the PCs to proceed at their own pace in order to heal any damage they may have taken in the phlogiston. The inhabitants of Faeriespace are good-natured people and will gladly give the group a safe haven for any healing and ship-repairs that they may need.

A New Frontier

The DM should attempt to create a strange, alien mood. In order for the PCs to gain an understanding of Faeriespace, they must be prepared for an alien atmosphere. The underlying magical quality of Faeriespace combined with the chaotic tendencies of its inhabitants make this beautiful, exotic sphere a source of wonder and new experiences.

The DM should provide a constant atmosphere of astonishment in Faeriespace as soon as the PCs enter the sphere! The concept of a central sun around which planets revolve has no place in this magical sphere.

Dominating the sphere is an unimaginably huge tree. The PCs will find it impossible to position their ship in a place where they can see the tree in its entirety.

The roots of the tree disappear at the "bottom" of the crystal sphere that contains it. The branches and leaves of the tree are so tremendous that they have their own gravity and hold a virtually inexhaustible air supply. Hanging from certain branches around the tree are its strange fruit: giant, burning suns! In combination, they light the entire sphere with brilliant illumination.

Supported on the branches of the tree are eight planets; exactly half the number of suns on the tree. The

leaves of the tree are constantly shifting and changing positions. In this manner, they selectively block the light of the many suns during certain times, effectively creating night and day on the various planets. On the trifurcation of the mammoth tree is a vast, beautiful city. This is the Armon, capital of Faeriespace and home of Aelivere.

Armon

In addition to serving as the sphere's capital city, Armon is also a place of wonder and curiosity. In few other places can one find humans, elves, brownies, nymphs, orcs, and other strange and magical creatures living together in one civilization. There is even a gold dragon named Xilidon living in the wondrous city.

Armon has a population of about 30,000 creatures. It has no government in the traditional sense, as it has no real need for one. Creatures that are accustomed by nature to peaceful co-existence constitute the population of Armon. Even those creatures that are normally violent (humans, orcs, etc.) seem to fall naturally into the scheme of things in Faeriespace.

The Palace of Aelivere

Centrally located in the great capital is a structure made up of several giant mushrooms. This is Aelivere's palace, and it is an enigma within an enigma.

Externally, the conglomeration of mushrooms encompasses no more than 30 cubic yards. Internally, however, the palace is said to be limitless. Exotic rooms and chambers wind on endlessly with neither rhyme nor reason to their location. Some of the chambers in the palace are huge caverns with growing plant

life and even whole forests growing in them.

Servants of all races see to the operation of the enormous palace. Any non-native of Faeriespace who enters Aelivere's home will become hopelessly lost within minutes unless accompanied by a native.

Even Faeriespace's leader seems a mystery to those who are not familiar with the sphere's magical ways. The PCs will have difficulty determining exactly what race Aelivere is. They will also have difficulty remembering physical details about the One-King after leaving his presence. Some will claim they remember him as a beautiful, golden elf. Others will say he is a human. Still others will identify him as an orc or a satyr. Whatever Aelivere's true race, he is loved by his people and is an honorable leader of what is perhaps the most peaceful sphere in space.

Faeriespace Society

Faeriespace has a unique society in that the entire solar system is one large community. Despite the wide variety of races and cultures that exist there, all is peaceful and unified.

The common tongue of mankind has no word for this unusual peace, but in the faerie tongue it is called *shrakma*. The word *shrakma* actually has two totally contradictory meanings. In one sense, it refers to the unifying force in Faeriespace that ties its people together as one. But it also can refer to the carefree, chaotic spirit of the inhabitants that make up this mystical, faerie sphere. While humans and other races may find these concepts to be dichotomies, to Faeriespace inhabitants, they are one and the same. Not unlike the oriental concept of Yin and Yang, both elements of *shrakma* exist to complement each other as a whole. It is

through the philosophy-force of shrakma that all things in Faerieworld live in unison.

Aelivere

Aelivere is called the One-King of Faerieworld. He is the absolute authority in all matters in the solar system. His will extends to and controls all things from the basic nature cycle to decisions of state. It is believed (and is probably true) that Aelivere needs only to think a decision and it will become so. Aelivere is the originator of shrakma and the motor of its circulation.

It should be noted that Faerieworld has none of the common tools of state that other forms of government possess. Never has a council meeting been called. No ambassadors exist in Faerieworld. No war-councils, parliaments, congresses, or other recognizable form of government exists in this magical solar system. All things simply become so through the will of Aelivere.

Planets of Faerieworld

The solar system operates as one gigantic community rather than eight separate worlds. Because the planets are resting on the branches of the great tree, any person can literally find a point on one planet and walk from the planet to the tree. Although the distances involved are tremendous, this link helps to coalesce Faerieworld into a single entity.

There are two groups of planets in Faerieworld. There are four planets that are located on the lower branches of the tree, which are collectively called Vastdarken. These worlds generally contain the darker or evil races normally associated with Faerie realms. Individually, the four worlds of Vastdarken are

Morath, Krag, Beastra, and Mish.

Located on the upper branches of the tree are the planets known as Upgood containing the good population of Faerieworld. These are Genla, Freemor, Agron, and Tiqua.

Vastdarken

The planets of Vastdarken are home to the evil of Faerieworld. Typically, the four planets of Vastdarken contain the following races/monsters (among others):

<i>behir</i>	<i>hydra</i>
<i>chimera</i>	<i>fire lizards</i>
<i>displacer beasts</i>	<i>werewolf</i>
<i>evil dragons</i>	<i>manticore</i>
<i>dragon turtles</i>	<i>medusa</i>
<i>ghosts</i>	<i>trolls</i>
<i>goblins</i>	<i>will o'wisp</i>
<i>harpies</i>	

The planets of Vastdarken are very similar to each other. Terrain is a wide variety ranging from tall mountain peaks to desert wastelands. Dalelands, moors, hills, forests, and just about any type of geography can be found on the four lower planets of Faerieworld. One particular atmospheric effect of these planets is that the sky always appears overcast and stormy. This has a particularly unnerving effect on offworlders who have occasion to go to Vastdarken.

While Vastdarken is home to the evil creatures of Faerieworld, it should in no way be considered an evil place. In line with the sphere's philosophy of shrakma, no place in Faerieworld is truly good or evil. That thought becomes increasingly complex when one considers that none of the evil creatures in Vastdarken act out of character. But such is the duality of shrakma, and such is the will of the One-King.

Upgood

The four planets located on the tree's upper limbs are known as Upgood. Collectively, they serve as home to the good-aligned inhabitants of Faerieworld and are generally better liked than the lower planets by those few who visit the faerie sphere.

The following races/creatures can be found on the planets of Upgood:

<i>brownies</i>	<i>nymphs</i>
<i>centaurs</i>	<i>pegasi</i>
<i>good dragons</i>	<i>satyrs</i>
<i>elves</i>	<i>sprites</i>
<i>djinni</i>	<i>unicorns</i>
<i>gnomes</i>	<i>pixies</i>
<i>halflings</i>	<i>dryads</i>
<i>nixies</i>	

As with Vastdarken, Upgood should not be considered to be good-aligned simply by virtue of its good-aligned inhabitants. The upper worlds are simply part of the greater whole: Faerieworld, which is neither good nor evil in its outlook.

Interaction of Upgood and Vastdarken

Despite the ever-present concept of shrakma, the existence of two realms so unlike each other in doctrine possesses its own set of problems. In fact, on several occasions, groups of creatures from one or more Vastdarken planets have attempted to cross into Upgood and take up power there. On all occasions, they have been repelled back inside their own borders.

Interestingly, Aelivere took no action against the Vastdarkens on any of those occasions. Some natives believe that the One-King felt that this was the natural order of things, that evil should attempt to eradicate good. In other worlds, it is believed that good redeems its own

and evil turns in upon itself. That seems to hold true in Faeriespace as well. Never have the Vastdarkens been able to organize themselves enough to undertake the enormous effort of conquering other worlds. Through this subtle process of self-destructiveness, shrakma exerts its control and maintains balance.

Where governmental issues are concerned, the interaction of good and evil does not occur. Faeriespace is generally not plagued by such trivialities. The lifestyle of its inhabitants tends to be carefree and (with its good inhabitants) lighthearted. Worry or concern for outside affairs is not an issue in either Upgood or Vastdarken. For the most part, the occupants of Faeriespace are not even aware that a universe of worlds exists outside their own. If regarded from the proper point of view, this ignorance perpetuates shrakma.

Armon, Capital of Faeriespace

In the strict sense of the word, Armon is not truly a city. More accurately, it is the place where Aelivere lives. It is also the only community in Faeriespace that is not situated on one of the eight planets. Because of its location and the unimaginably huge distance to the planets, Armon tends to be isolated from most places.

The city is astonishingly beautiful. Even the few artificial structures in Armon are stunning. Due to shifting of the mighty leaves of the tree and the sheer number of suns on the tree, Armon is never in darkness. Only occasionally (once per month) are all the suns shielded from Armon, placing the city in twilight. At this time (called Month's End), the great Crystal of the Moon sheds its eerie light in an awesome spectacle. And during

this time, some claim, Aelivere himself sheds a tear in deference to the crystal's uncanny beauty, though surely he has viewed it countless times in his life.

Armon bears little resemblance to conventional cities. There are no winding streets with houses and markets and taverns. There is no poor quarter with its countless, faceless proletariat. There are no aristocracy buying their ways into complex social clubs. There are no politicians, no taxes, no laws. Those are all the things reserved for—as the Armonians believe—less refined cultures.

In Armon, various races have found their homes. Some are good, some are evil. But none dare show their differences in Faeriespace's capital. Aelivere categorically disallows dispute in Armon. For different races to quarrel among each other in Armon is to risk banishment into the more mundane areas of Faeriespace. None, regardless of their alignment or ideology, would wish to live on one of the ordinary planets of Upgood or Vastdarken after living among the unequalled splendor of Armon.

Races in Armon

The capital city is a very exclusive place, with only a few races living there. What means Aelivere used to determine who could live there and who could not are as unknown and mysterious as the enigmatic One-King. Those who call Armon home tend to consider it a great honor and source of pride, but are humble about their homes when dealing with non-Armonians.

Ggaarin elves: This race of gray elves finds its home in the forest of Kyanis. They are beautiful, intelligent beings who tend to isolate themselves from the rest of Armon.

In their forest, they find the contemplative solitude and peace that they crave. Aelivere does not consider their tendency toward isolation to be a slight on himself or any of the capital's inhabitants. He simply understands that it is their nature.

Raczmar gnomes: The Raczmar are a race of gnomes found only in Armon. Like their more common counterparts in other spheres, the Raczmar are miners and tunnelers. They tend to be much more socially active than the gnome races in general, commonly throwing great festivals to which they invite elves, humans, and (in Armon) even goblins. The Raczmar gnomes are the originators of the Month's End Festival which is held every time the Great Crystal of the Moon is alight. No being or creature in Armon misses the Month's End Festival, for the Great Crystal is the heart of Armon and Faeriespace.

Dulan Clan Dwarves: The dwarves of the Dulan clan live in Armon's Mountains of Light, named for the abundance of sparkling gemstones that line the walls of the dwarven mines. The shafts and tunnels of the dwarven home are a miner's dream. Every variety of precious metal and stone are available in seemingly endless supply. The treasures made therein are told to be stunning.

Of all of the races in Armon, the dwarves of the Dulan clan are most like their conventional counterparts. The noble demi-humans tend to be dour and grumpy with a streak of stubbornness that would make a mule seem pleasant and complacent. But their loyalty and love for Armon and its inhabitants are immeasurable and complete. If times of trouble arose, the Dulan dwarves



would be the first to take up arms in their city's defense.

Mratzal Drow: Among the darker inhabitants of Armon are the Mratzal drow elves. By their very existence, they are the personification of evil in Armon and, like a sword without a hilt, the faerie capital would be incomplete without its blacker half. Unlike the standard variety of drow, the Mratzal tend more toward lawful evil than chaotic evil, for they indeed know their place in the scheme of Aelivere and Armon, and they do not violate that. Toward the Ggaarin elves, the drow have a great enmity and hatred, and the feeling is wholly mutual. Each group of elves, however, grudgingly tolerates the other, for none dare break the laws of Armon or defy the words of Aelivere.

The deep home of the Mratzal drow is the foul city of Koritzal lo-

cated deep within the Rift In The Ground. The drow permit no one save Aelivere to enter Koritzal, but the One-King has never been known to visit that indecent place in the earth. Perhaps the profane secrets of the drow city are better left unknown.

The Mratzal drow society differs from other drow societies in that, like all Faeriespace inhabitants, the dark elves do not worship a god. Therefore, without the priestesses of Loth, females do not hold a high place in the drow hierarchy.

Wellow goblins: Not much can be said about the Wellow goblins. They are a stupid and subservient race of humanoids. Although they are evil, they are too unintelligent and chaotic to pose any threat to anyone, and they unswervingly heed the words of Aelivere whom they fear greatly. The goblins are formed into a loose hierarchy with Nork, the goblin king, at its head. Nork is known to visit Aelivere regularly to grovel and pay homage to the One-King in hopes of gaining his favor. This plan never seems to work.

Grendel: Deep in the volcanic center of Mount Agranat is the ancient home of Grendel, a mighty green dragon of epic proportions. The dragon often frequents Aelivere's court as adviser to Faeriespace's king. His words are respected by the One-King, for it is said that when Faeriespace was first formed and in its infancy, Grendel was already old.

Unlike those of his ilk, Grendel leans toward neutrality, for so ancient is this greater dragon that he has gone beyond the need for petty alignment. The huge wyrm has seen the passing of so many years that even Grendel himself cannot recall their number.

Deep in Grendel's lair is hidden the dragon's treasure. Thousands of years worth of accumulated wealth and magic make up Grendel's horde. So vast is his collection of magical items and tomes that the greatest wizards and sages in Faeriespace and beyond come to Grendel for guidance on mystical matters. Obviously, no one dares to challenge the great dragon for its treasure.

Key to Map of Armon

1. Mushroom palace of Aelivere: Located in the center of Armon is a group of gigantic mushrooms. These enormous fungi contain the palace and home of Aelivere, One-King of Faeriespace. Several mushrooms contain doors through which entry to the palace is gained. It is never known, however, where these magical portals will take a visitor. In fact, the whole palace is an undefined maze of shifting walls and passages. Those who are not native to Armon will become hopelessly lost within moments of entering the palace. Only with an Armonian guide can an outsider navigate the palace.

2. Guest cottages: Located near the mushroom palace is a conglomeration of about thirty guest cottages. They are constructed of natural materials and are beautiful to behold. The cottages are used mainly by visiting humans who are not comfortable living in the forest lands. There are several families of humans who live in these cottages who are permanent residents of Armon. They were selected from the planet Freeman which contains several communities of humans.

3. Forest of Kyanis, home of the Ggaarin elves: The Kyanis forest is several miles wide and extends be-

yond the borders of Armon. Here, the Ggaarin elves make their isolated homes. Although they are solitary, they welcome those who find their way into Kyanis. It is their feeling that to do anything else would be a slight to Aelivere, whom they deeply respect.

4. Hill home of the Raczmar gnomes: Dotted with dozens of entrances to underground homes, these hills house the Raczmar gnomes. Nearly every day, a festival is being held by the merry gnomes to celebrate everything ranging from weddings and birthdays to a typical end-of-day party. Anyone of any race is heartily welcomed by the Raczmar.

5. Food storage: Humans and guests in Armon who do not have a liking or inclination to hunt for their food in the forests can come here to receive supplies. The large storage house is always filled with fresh fruits, vegetable, meats, and other foodstuffs, though no one has ever seen anyone come to restock the building. Nonetheless, there have never been complaints about the quality of food from the storage house.

6. Forest of Everspring: Typical of a faerie forest, Everspring is home to many varieties of races including satyrs, treants, and nymphs. As its name would indicate, the forest is in a perpetual state of spring and is always beautiful.

7. Mountains of Light, home of Dulan Dwarves: These ancient peaks house the dwarves of the Dulan clan. The tunnels and mines of this dwarven home are filled with a rich abundance of natural resources from which the Dulan clan makes all manner of stunning treasures.

8. Rift In The Ground, home to the Mratzal drow: Located in the center of a vast, barren wasteland is a large crack in the ground. The Mratzal drow elves call this place home. Deep in the ground is the drow city of Koritzal, which is unspeakably horrible.

9. Platinum statue of Grendel: Adjacent to the mushroom palace is a great platinum statue erected in honor of the ancient dragon. The statue is life-size, standing fully 350 feet in length and 100 feet high. The statue was placed in Armon to honor Grendel, Aelivere's ancient friend.

10. Mount Agranat, volcano home of Grendel: Mount Agranat is the highest place in Armon. The top of the long inactive volcano is lost in the sky, some several miles above ground level. Grendel, who will attend to guests when he is at Aelivere's palace, has never allowed guests in his volcano home. Even Aelivere does not go there, and the enchantments and traps that guard the way deal wholesale death to any who would attempt to gain entry.

11. Gathering field: Situated near the mushroom palace is a great field that is used for public gatherings in Armon. It has never been used.

12. Great Crystal of the Moon: If any enigma exists in Armon, it is the moon crystal. Of unknown make and origin, the large, transparent gemstone stands nearly seven feet tall and its surface is carved into thousands upon thousands of tiny facets. When Month's End arrives, the huge crystal glows with a brilliant light and warmth. Of course, the festive Raczmar gnomes see this as an opportunity to throw a tremendous party to which all of Armon is heartily invited.

13. Hill home of the Wellow goblins: Hills and forestlands hold the home of the Wellow goblins. The creatures live in decrepit caves situated throughout the hills. These monsters have little love for any save Aelivere, and generally will only leave their homes to see the One-King or attend functions that he attends.

Trouble in Faeriespace

For as long as anyone can remember, Faeriespace has always been peaceful. Not once have invaders attempted to breach the borders of the mystical sphere. This fact is very fortunate for Faeriespace, because its structure makes it ripe for takeover. No formal defense force exists to protect the borders of the worlds, and it would fall easily against a well-organized attack.

But now, invaders have intruded upon the boundaries of Faeriespace, but not in the form of conventional attackers. Instead, the very essence of the sphere—the tree itself—is being assaulted. For several months, a force of intelligent, humanoid termites have been carving their vast tunnels in the main trunk of the tree.

Faeriespace, having never acquired any experience defending itself, is paralyzed by the unexpected attack. Aelivere has so far done nothing to counter the devastating barrage, but seems content to wait.

The origin of the termite creatures (called *isopterites*) is as unknown as their motives. Possibly, these creatures could be the working of one or more of the evil races of Faeriespace, but more likely Aelivere would have known this.

Whatever the *isopterites'* purpose, their effects are catastrophic. The more of the tree that the *isopterites* destroy, the more chaotic conditions in Faeriespace become. At first, the

effects were simple. The weather conditions were slightly unusual and animals acted skittish and unruly. Then storms began plaguing the planets and some edible plants became poisonous. Now the rotating leaves that separate night from day in Upgood and Vastdarken are moving irregularly. All creatures in Faeriespace rightly fear the worst, but they maintain trust in their leader, Aelivere.

The PCs in Armon

When the PCs arrive in Armon, they will no doubt seek out Aelivere to obtain the *sun seeds*. If the party has not stopped at any of Faeriespace's planets before arriving in Armon, they will be unaware of what is happening to the sphere because the capital city has thus far been protected from the chaos that is running rampant throughout Faeriespace. Normally, outsiders are forced to wait several days or even weeks to see the One-King, but the PCs will be granted audience as soon as they ask for it. It is important to note that Aelivere will not seek out the PCs. He will patiently wait for them to come to him.

When the party comes before Aelivere, it will be in the throne room of the mushroom palace. The following text describes the encounter:

The winding, confusing tunnels of the mushroom palace have left you disoriented. On several occasions it seemed as if you were moving beyond the bounds of the small external structure of the palace. And you seemed, also, to turn back upon your previous path several times only to be greeted with new scenery. But this could just be

the tricks your tired minds play on you while you travel through this alien territory.

As you enter the throne room, you see that there can be no doubt to the enchanted nature of the palace. This huge cavern could not possibly fit inside the structure you entered. The far walls of the room are way beyond your sight, but in the distance you spy a small mountain peak with a great waterfall tumbling from its heights. All around you grows exotic and colorful foliage. Creatures of all varieties walk unafraid throughout the throne "room," including ordinary wildlife such as deer and rabbits, and magical creatures such as pixies and leprechauns.

Fifty feet from you is a great throne set into the trunk of an immense redwood tree. Seated upon the throne is a man of great beauty. He is tall and slender with smooth skin and a fair complexion. His features are difficult to observe, such is their beauty. They seem to be human in appearance with gently curving eyebrows and . . . wait, maybe they're elven features. Surely you missed the pointed ears and almond shaped eyes at your first glance. And it is difficult to judge, but your original estimate of his height may have been incorrect, for he looks to be halfling-sized now. There is a slight fog in the air and that probably accounts for your difficulty in viewing him.

As you approach him, he rises slowly and speaks to you. His voice is soothing and comforting, but you determine no more information about his race by his speech. As soon as the voice enters your mind, it is gone like

evaporating fog. "My friends," the king greets you, "I have waited for you to come to me. Your thoughts have been known to me. I've been expecting you." After that, he calmly sits down and seems to pause.

Aelivere will wait for someone in the group to speak. The king will not offer the *sun seeds* without being asked for them, and he will not request the PCs' aid if they do not first request something of him.

When the group requests the *seeds*, Aelivere will tell the PCs that he has them. He will also describe the problem Faeriespace is having. Aelivere will offer the *sun seeds* as a reward if the group can pass the Test of Ancient Yesterday by stopping the invasion of the isopterites. Aelivere will not accept anything less than complete success from the group, for only if they completely stop the insect creatures will Aelivere give them the *sun seeds*.

The Isopterite Lair

If the PCs agree to undertake the mission, they will need to fly along the trunk of the tree to the place where the isopterites have penetrated the bark and have begun burrowing through the inner wood. From Armon, the flight time is about five days down the main trunk of the tree. The point of entry is small (about five feet in diameter), so even with Aelivere's directions, there is a 25% chance of finding the hole per turn spent searching.

It is important to remember that the isopterites burrow through the tree using a combination of their powerful pincers and a mixture of their stomach acids. When they are finished digging in a certain area,

they line the walls with stomach acid and wood shavings to give the structure strength.

Unfortunately, this has an undesired effect on non-isopterites. When the PCs first enter or approach the opening in the tree trunk, they will immediately detect a strong, pungent odor like ammonia. This has the obvious effect of causing distraction and irritation. Unfortunately, the mixture causes greater damage still to anyone who remains exposed to it for any length of time. After 30 minutes of exposure to the fumes in the lair, the PCs will begin coughing and choking. This will increase the chance of being attacked by wandering isopterites (see below).

After being in the lair for one hour, the group will begin to experience chest pains and watery eyes. As a result, the PCs' armor classes are reduced by 1 and attack rolls are made

at -2. The DM should make it clear to the PCs that the effects of the atmosphere are becoming increasingly worse. After an additional 30 minutes (a total of 90 minutes), the PCs' armor classes are reduced by 2 and attack rolls are made at -4.

At this point, PCs must make a saving throw vs. breath weapon every fifteen minutes or fall unconscious. An unconscious PC will lose two hit points per turn until he is carried to fresh air or a *cure poison* or similar spell is administered. Healing spells and *cure disease* will have no effect on a PC who has succumbed to the atmosphere.

A PC who is carried to fresh air will regain consciousness after 2d2 turns. Lost hit points may be regained normally. PCs who remain in the fresh air 30 minutes or longer will regain all losses to armor class and "to hit" rolls, but these will drop as

detailed above when the PCs re-enter the tunnels.

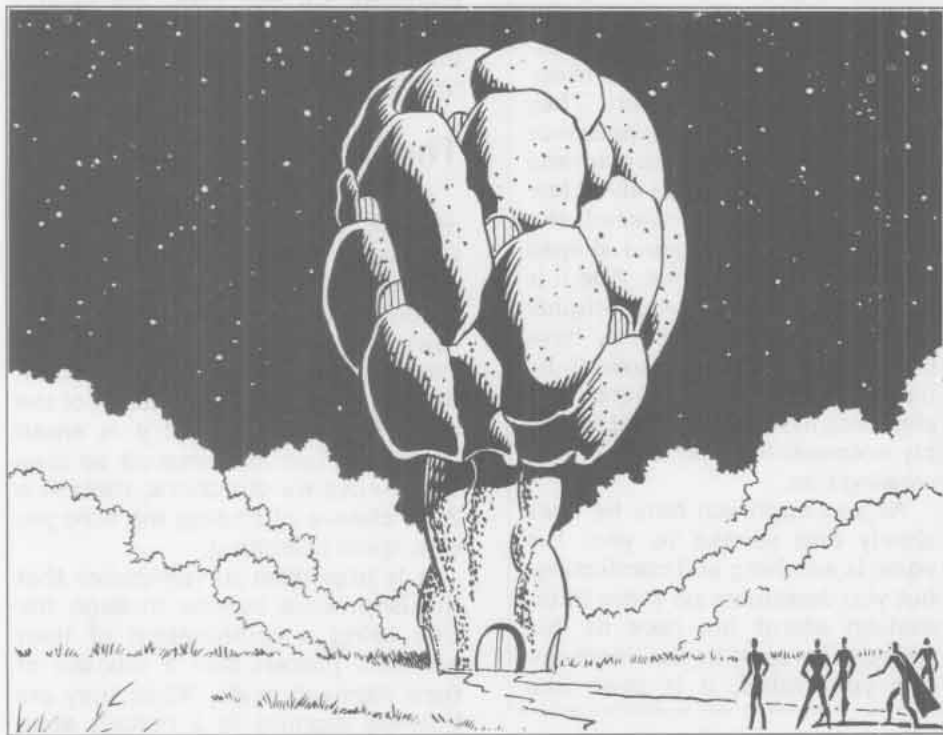
PCs who are reduced to zero hit points die. This puts a very effective time limit on the group and adds an element of pressure. But the DM should inform the PCs as the situation worsens so they are aware of the need to hurry.

Hanging from the ceilings of the tunnels are clumps of a slightly sticky, brown, stringy material. This is used by the isopterites to tell where they are in the complex. It is not harmful to the group but because it hangs from the ceiling every 20 feet, it obstructs vision.

Because the caverns are completely lightless, the group must provide its own light source. Any non-magical flame in the caverns will burn twice as brightly (effectively increasing the range of the light) but will burn out twice as quickly. For instance, a torch in the isopterite lair will have an illumination radius of 30 feet and will burn for 15 minutes. Note that the extended illumination radius will not benefit the PCs much because of the hanging material every 20 feet in the passages.

The phenomenon that affects light sources is caused by the materials used to strengthen the passages of the caverns. The materials are of low flammability, so the walls themselves will not catch fire.

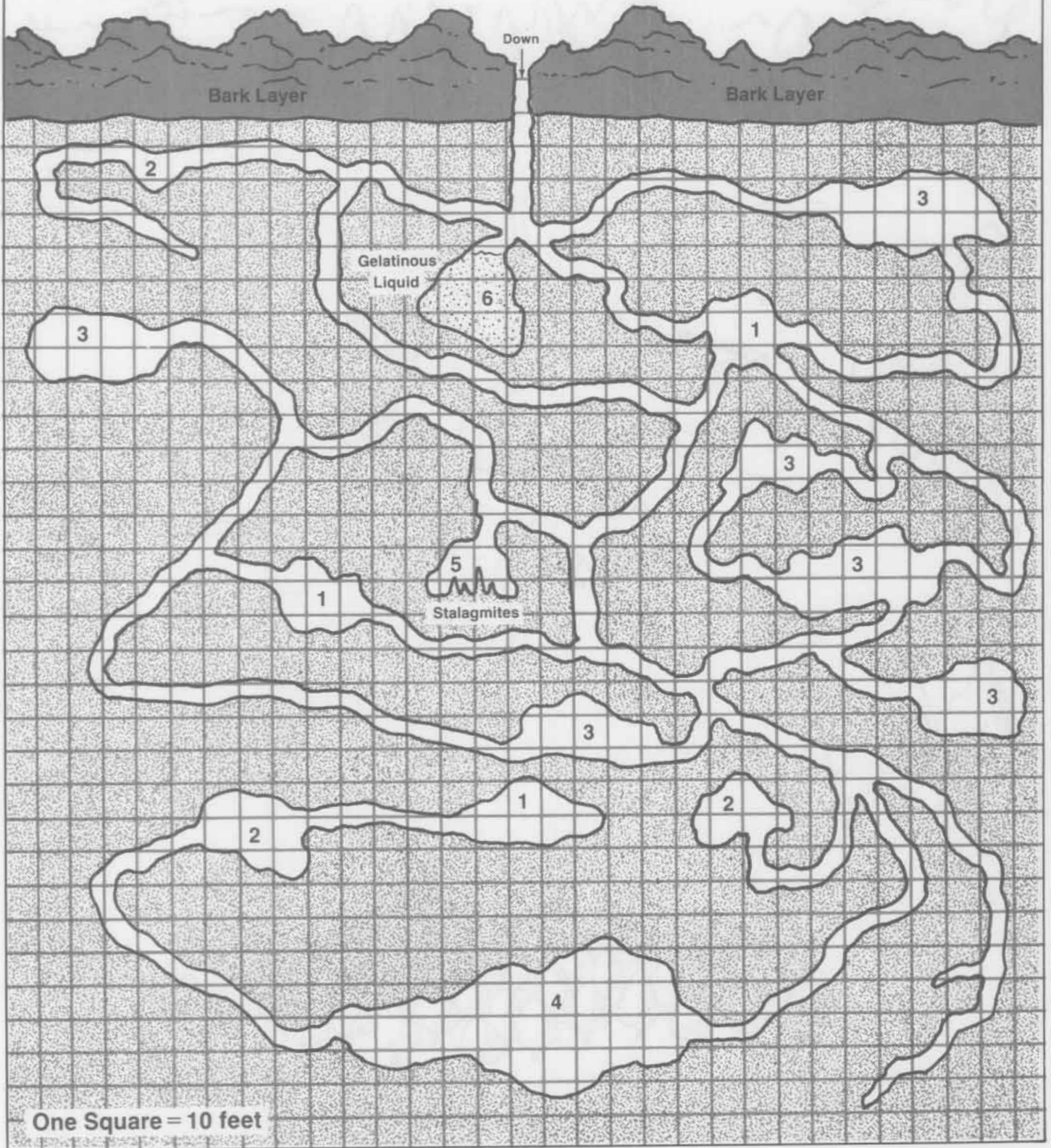
Another annoyance the PCs must face in the lair are the constant sneak attacks by the creatures. Because the isopterites operate under a hive intelligence, once the group is detected, their presence will be known by all of the creatures. Due to the relatively small numbers of active creatures and their instinctive drive to perform duties of tending to the queen and her eggs, the number of attacks on the PCs will be relatively low.



Armon, Capital City of Faeriespace



Tunnels of Isopterites in Faeriespace



For every turn the group spends in the isopterite lair, roll 1d6. On a roll of 1, there will be an encounter of 2d6 isopterite warriors. The creatures fight in defense of their lair, so morale checks are unnecessary. They will fight to the death.

The group may also encounter random worker isopterites, but the common termites will ignore the party unless they are disturbed. In that case, the workers will scatter and 2d6 warriors will attack within 3 rounds.

When isopterites are encountered, use the statistics given in the *Monstrous Compendium* page listing at the end of this module.

Map of Isopterite Lair

1. Hatchery: The three hatcheries in the lair are filled with isopterite eggs. There will be 100-1000 (1d10x100) eggs in each chamber and 2d10 worker isopterites. As noted above, the workers will continue their task of tending to the eggs and will ignore the PCs. If they are disturbed, they will scatter and 2d6 warriors will attack the party within 3 rounds. (This is in addition to the random encounter checks of warrior isopterites.)

2. Food storage: These rooms are used by the isopterites to store foodstuff produced by the queen. The food is a bland paste that is not nutritious to humans. It is consumed primarily by newly hatched young.

3. Chamber: Containing mostly hibernating isopterites of the warrior and worker variety, these rooms are the most plentiful in the lair. If the PCs go through these chambers quietly, (as determined by the DM) they will not wake the hibernating termites. But if the PCs engage in battle, it is 25% likely that an additional 2d10 warrior isopterites will wake and attack the group.

4. Royal apartment: This is the home of the isopterite queen. She is a gigantic isopterite, measuring fully 150' long! The mammoth, mother termite is, however, totally helpless. She is engorged with thousands and thousands of eggs and cannot move or fight. Tending to the queen and her eggs are 54 worker isopterites and 2d10 warriors. If the group enters the royal apartment, the warriors will attack and workers will attempt to collapse part of the ceiling in the chamber to block the PCs from the queen. The workers will be able to accomplish this task in 10 rounds after battle between the group and the warriors commences.

5. Waste area: This deep chamber, lined with sharp stalagmites, contains what little organic waste is produced by the isopterites. It consists mostly of dead termites and eggs that did not hatch. Because the waste is in various states of decomposition, if a character falls on a stalagmite, the injury will have various effects. First, any falling damage is doubled from landing on the stalagmites. Second, the character must make a saving throw vs. poison at -2 or contract tetanus. The disease will be fatal in a number of days equal to his constitution score unless a *cure disease* spell is cast on him.

6. Storage: This room is used to store concentrated quantities of the sticky, adhesive substance that lines the walls of the lair. Any character who falls in this substance will sink to the bottom like a rock. He will take 2-20 points of damage per round. Any character who breathes the fumes from this room must save vs. breath weapon or become unconscious.

Notes About the Lair

Because the isopterite lair is relatively new and the race has just be-

gun the breeding process, there are accordingly fewer creatures to oppose the PCs than in a well-established lair. This encounter is meant to be a test of the PCs' combat and cooperative skills. Because the encounter is so dangerous, the group will be forced to work closely together or will have no chance of survival.

If the DM feels that his players are unfairly challenged by the isopterite lair, he is encouraged to make the encounter easier for the PCs.

If the party kills the queen, the remaining isopterites will become chaotic and disorganized, and will eventually die. When the queen is dead, the PCs can return to Aelivere for their reward. Because the One-King is so closely linked to Faerispace and the tree, he will know whether the group has actually completed their quest. When the quest has been completed, he will present them with the *sun seeds* (see the New Magic section at the end of this module).

Travel to Herospace

Bruin will want to return to Herospace as quickly as possible to confront T'Laan. Despite traveling through fast flowing regions of the phlogiston, the journey to Herospace will still take 15 days. The DM may add some of the encounters presented at the end of Chapter One to challenge the PCs as necessary. The travel time can be used by the PCs in any way agreeable to the DM to heal or make plans for the upcoming encounter.

CHAPTER 4

On The Way To Greatspace

The PCs will be just outside Greatspace's crystal sphere when they have the following encounter in the phlogiston:

The starchart indicates that you will be arriving at the crystal sphere of Greatspace in less than one hour. Already you can see a great shadow in the distance marking the location of the unimaginably huge structure. You have spent much time preparing for the test you must now meet. It is time to face T'Laan and his followers. It is time to fight for the freedom of an entire solar system.

As you gaze upon the mysterious beauty of the swirling colors

of the rainbow phlogiston, you are filled with wonder. As far as the eye can see, the strange mist fills all of space. You have been traveling within the mist for so long that it is difficult to recall what wild-space looks like.

In the distance, you see shadows moving in the mist. At first, you wonder if more of the creatures indigenous to the flow are coming to attack the ship, but then you can see that they are more ships, larger and more heavily armed than the *Hummingbird*. You call out to the watchman as you recognize four galleons flying the flags of House Shambrath fleeing from two powerful hammer-ships!

The four galleons carry loyalists of House Shambrath who have not been fooled by T'Laan's clever trickery. They know full well that Gorath Shambrath is dead and no longer in control of House Shambrath. They do not know that T'Laan is a vampire, but they suspect that he is something other than human (perhaps an evil necromancer).

The purpose of this encounter is to allow the players to get the feel of ship-to-ship combat within the SPELLJAMMER™ rules system. The DM should allow the players to direct the actions of the four galleons while the DM controls the hammer-ships.

Remember that while the *players* are controlling the galleons, the *characters* themselves are only distant observers in the battle and will not be able to affect the outcome of the event.



Starting Positions

Galleons: The four galleons must begin play within two hexes of one of the short sides of the hex map. They should be facing the middle of the hex map. It is best if they are located near the center of the short side of the map. The hammerships will enter the map from one of the long sides of the map.

Hammerships: The two hammerships must start within one hex of a long side of the map, with each ship starting on opposite sides of the map. They must be five hexes away from the short side of the map that is closest to the galleons. They can face in any direction the DM desires.

Starting Conditions

The galleons each have a minor spelljamming helm with a 9th-level wizard at the helm (SR of 3). The hammerships each have a major spelljamming helm with a 9th-level wizard controlling it (SR of 4).

Combat Considerations

In addition to the combat rules in the SPELLJAMMER™ boxed set, the following considerations should be followed. They are developed with an eye toward smooth and simple flow of the battle. The whole combat should take no more than 20 or 30 minutes of real time to play.

- Do not allow the PCs or the *Hummingbird* to become involved with the combat. They can observe the battle from a distance, but they are too distant to arrive in time to affect the fight.
- Do not allow grappling or boarding. This is too time consuming and will not enhance the battle.
- Avoid close combat if possible.
- The crew of the four galleons are a

crack crew, so they receive a -2 bonus to their d10 initiative die.

- Attacks by weapons should be made vs. ships, not crew members.
- Critical hits that affect crew members will automatically kill the person (deck crew casualty, interior crew casualty). Assume each galleon is carrying 25 crewmen and each hammership is carrying 34 crew.

If a ship's crew compliment falls below the minimum requirement (20 for a galleon, 24 for a hammership), then the ship will begin to suffer the effects discussed on page 60 of the *Concordance of Arcane Space* in the SPELLJAMMER™ boxed set.

- If a *spelljammer shock* critical hit occurs, treat it as a *maneuverability loss* critical hit for simplicity.
- Because the ships are fighting in the phlogiston, consider fire to be "physically impossible" as is discussed in the text of a *fire* critical hit.
- If a *ship shaken* critical hit occurs and the NPCs fail their die roll (40% chance to fail), then the following two effects occur:

1. For the next round, the ship must travel in a straight line at its current speed.

2. No weapon firing or reloading activities can occur the next round.

- Ignore optional field of fire rules on page 61 of the *Concordance of Arcane Space*.
- Because the galleon's crew is in the process of fleeing, they need not make morale checks.
- When the battle is complete, if any of the galleons are still alive, they will not allow the *Hummingbird* to approach because the crew is fearful that the PCs' ship is an enemy. It will attack if approached.

Motivation

The goal of the galleons is to escape off the other short side of the map.

The goal of the hammerships is to destroy the galleons to prevent them from escaping Greatspace.

If three or more of the galleons are destroyed, it is a victory for the hammerships. If two or more galleons escape, then the victory belongs to the galleons.

Nothing prevents any of the surviving mercenary hammerships from attacking the *Hummingbird*. This decision is left to the DM. If he feels that the PCs are strong enough, or that the hammerships are weak enough, he can cause the ships to attack. This is not recommended, however, because hammerships are significantly more powerful than the *Hummingbird*.

Note: Because of the powerful nature of the hammerships, the DM should carefully read the restrictions of ramming a vessel as discussed under the movement and combat chapter of the *Concordance of Arcane Space*.

CHAPTER 5

Like the Arthurian legends and the stories of knights of old, Greatspace stands like a vestige of mankind's nobility and honor. For as long as anyone can remember, the people of Greatspace have battled against their innate darker sides, and have stood victorious. They are indeed a people by which we may navigate our cultures and use as a landmark for our own progress.

Like all natural things, however, the people of Greatspace (called Citizens) are undergoing great trials. In the midst of their achievement and advancement there now stands a great blackness. It came in the form of the half-elven bard T'Laan who proved himself to be a wise adviser and a loyal Citizen.

But the entertainer kept a great secret inside himself. Long ago, he made a secret pact with Death and now walks through time as a powerful undead lord, a vampire! His plan is to secure a place for himself in Greatspace and then to use its people as feeding stock for his own now-dead home of Darkspace.

Cautiously and prudently T'Laan worked, and with the patience only an immortal being can possess, he became a trusted adviser to Gorath Shambrath, governor of Greatspace. When the PCs—accompanying Bruin—arrive in Greatspace, they will discover that Gorath Shambrath, Bruin's father and governor of Greatspace, is dead. T'Laan has set up an elaborate lie that the one-time leader was murdered by a group of political rebels led by Gorath's son, Bruin. Therefore, it will not be long after the group's presence is discovered that they will begin to be hunted.

It is important for the DM to remember that Greatspace's sun is now shrouded in darkness. T'Laan's necromancers completed the artifact that cast a large scale *continual dark-*

ness spell on the sun. By using the *sun seeds*, the PCs can counteract the effects of T'Laan's artifact.

Note that in order to cast the *sun seeds* upon the sun, the group must get very close to this gigantic burning body. When the ship gets within range of the destructive effects of the sun's heat, it will take 10 rounds to get close enough to use the seeds, one round to use the seeds, and 10 additional rounds to get outside the destructive effects of the sun's heat. For each round that the ship is within this radius of heat (a total of 21 rounds), it must make a saving throw (as thick wood) vs. normal fire. Each time it fails its save, a small fire breaks out and causes one hull point of damage.

The effect of the *sun seeds* is instant. The darkness will lift immediately.

Note that although the sun is in darkness, it is not burned out. The fires burning on its surface are still there; their light is simply obscured.

Greatspace

Greatspace consists of seven planets that revolve around a central, yellow sun. The sun is called Lanth, and the seven planets—starting from the closest to Lanth—are called Karrington, Skora, Thesalys, Lagor's World, Longpoint, Hecht, and Boran. Greatspace as a whole is a very intellectually aware culture and, in general, most people are aware that they live upon a single planet in a much larger solar system.

Information on the individual planets follows.

Karrington

This world is closest to the sun and is uninhabited due to the extreme temperatures found on its surface.

At the perigee of its orbit, the surface of Karrington soars to as high as 600 degrees! It is a lifeless, waterless, featureless void with a thin, barely present atmosphere.

Skora

In contrast to the barren wasteland surface of Karrington that is ruled by heat and lack of feature, the surface of Skora is dominated by violent, destructive storms in a poisonous methane atmosphere. There is no civilization on this planet.

However, there are rumors of a wizard known as Klemen who has magically prepared a place on Skora for his home. Since no one can go to Skora, it is not known whether or not this tale is true. But this is probably the very reason why Klemen chose such a location for his abode.

Thesalys

Although Greatspace is a single government, it is less structured than many typical governments simply due to the vast distances between planets and the difference of the many cultures found there. But Thesalys is the home world of House Shambrath, the governor of Greatspace who is often more of a figurehead than anything else.

Thesalys is a beautiful planet. It has a wide variety of climate and geography. There are many unique cultures living on Thesalys; so many, in fact, that separate volumes could easily be dedicated to the array of life styles found on Greatspace's "capital."

In general, the planet is divided into five separate major governments, each peacefully vying for political supremacy on Thesalys. To date, House Shambrath is the most dominant and has been so for several centuries. House Shambrath's rule is

not resented and is considered beneficial.

Lagor's World

Named for the ancient sage and astronomer Lagor, who discovered the planet some 850 years ago, Lagor's World is a densely populated, very civilized world. Some 50 different human cultures live on the planet, with small mixtures of demi-humans, mostly gnomes and halflings.

The climate and geography on Lagor's World are very similar to Thesalys, if not just slightly colder. Although the population of Lagor's World is by far larger than that of Thesalys, the vast number of cultures and the planet's weaker economies prohibit it from ever becoming as politically keen as Thesalys.

Longpoint

This is another planet discovered by Lagor nearly nine centuries ago. At the time of its discovery, Longpoint was considered to be the absolute farthest planet from the sun, hence its name. The astronomer Lagor died thinking this to be the case. Nearly a century passed after Lagor's death before additional planets were discovered.

Longpoint is not inhabited. The giant planet is ravaged by violent seismic and volcanic activity, eliminating the possibility of civilization.

Hecht

This place is indeed the most stunningly beautiful of all of the planets of Greatspace. Hecht is a mountainous, wild planet with the sparsest population of any of the Greatspace worlds. The inhabitants of Hecht tend to live in small communities that are isolated from other people. They have a tremendous respect for



the land they live on and treat it accordingly. Rangers and druids are held in high regard by Hechtians.

The people themselves are a wonder. Humans and elves are the only sentient races found on Hecht (the elves, like those of Toril in Realm-space, tend to be as tall as humans, though slightly slimmer). Both males and females on Hecht are blessed with striking physical beauty, and an ugly child has never been known to have been born there. Despite their marvelous physical appearance, the Hechtians are by no means vain. On the contrary, they tend to be naive and trusting of others.

Boran

The most distant planet from Greatspace's sun is a barren, almost lifeless void. Arctic storms of epic proportions tear across Boran's fro-

zen surface ravaging everything in their paths. The only life found on this void are foul creatures who make their homes in the coldest of places. White dragons, yeti, a variety of arctic troll, and other such creatures call Boran home.

Origin of Greatspace

The people of Greatspace are an intellectual lot. They are prone to believe in the ways of science before magic. Legends and mystical tales of times past tend to hold little importance for the Citizens. But surprisingly, the people of Greatspace hold a strong reverence for the gods, whom they do not consider to be legendary.

Citizens hold the gods and goddesses of the Greek pantheon to be important. These intellectual, aesthetically inclined beings are so

much like their mortal followers that one wonders if the Citizens did not somehow create these gods for their own purposes.

It is believed that Greatspace was created by Zeus himself when he grew tired of the petty actions of his mortal followers in some other sphere. He withdrew from the lives of those beings and took up a home in Greatspace where he made the sun and the planets to hold a race of mortals that would be his most highly prized worshippers.

Because of their extreme reverence for Zeus, only Citizens of noble birth are permitted to become clerics of Zeus. They are considered to be the most special of all mortals and are afforded great privileges in their lives. But they hold grave responsibilities in their position as liaison betwixt mortals and their greatest of gods. And because of the scientific bent of Greatspace's population, the priests of Zeus must be highly educated innovators of science.

As a whole, the Citizens are aligned away from evil. In fact, very few people living in Greatspace are evil. Those who are evil are shunned and hated. As a result, the gods and goddesses of the Greek pantheon who are evil are not openly worshiped. In fact, some people think that the evil gods do not exist, believing them to be rumors started centuries ago. Some examples of gods and goddess not revered are Ares, Circe, Hades, Hecate, and Oceanus.

House Shambrath

For as long as most people living in Greatspace can remember, House Shambrath has been the governmental seat (although Hecht boasts a few ancient and venerated elves who have lived through times of other governments). Shurius Shambrath

was the original head of the house. He took power in a darker time when Greatspace was sundered and its people did not know of other planets or arcane matters. The ruler of Thesalys at that time was a beast of a man named Gerion Firebrand. He was a powerful warrior who swept down upon the fragile government of Thesalys, taking advantage of its weakened state.

At that time, Thesalys had just pulled together as one unified planet. For thousands of years before, the world had consisted of petty city-states all opposing one another in a form of "cold-war." But through years of diplomatic reasoning and the impending danger of some countries running out of natural resources, Thesalys became one! Gerion saw his opportunity as this happened, and using his vast wealth and resources, took the seat as governor of the planet. His plans might have blossomed and his dark rule might have become solid but for the actions of Shurius Shambrath who, being a man of action, immediately set upon Gerion Firebrand.

Shurius took his seat in what became 1 TU (Time of Unity). It is now 852 TU and House Shambrath has ruled Thesalys (and eventually Greatspace) effectively, and until recently, it seemed as if this rule would continue indefinitely.

In 847 TU, a man came to Herospace. He was a half-elven bard named T'Laan, and he soon became known to many on the planet Thesalys where he made his home. Scant months after his arrival, he was requested to perform for the court of House Shambrath and he did so. T'Laan was immediately offered the lucrative position of court bard. He accepted. Over the course of a few years, T'Laan made himself increasingly valuable to the court by con-

stantly offering sound and useful advice. By 851 TU—just four years after arriving in Greatspace as an unknown bard—T'Laan became the adviser to the king in House Shambrath. His position was secure!

Unknown to the Thesalians, T'Laan was a vampire of great skill and power. Using his *charm* ability and the natural skills of the potent undead lords, T'Laan hid his true identity flawlessly. No one, in all of the time he had been on Thesalys, ever questioned the oddities of T'Laan. Why did he never show himself except at night? Why did no one ever see him eat? Why was he so cold and pale? His disguise was complete.

Eventually, T'Laan decided the time for waiting was over and the time for action had arrived. He began to initiate his plan which began with the direct control of Gorath Shambrath, ending, ultimately, in his death. Now all of House Shambrath believes that Bruin, the only heir to the throne, leads a rebel group that opposes the current government and is responsible for the "assassination" of Gorath. Bruin has become a hunted criminal in Greatspace.

The fact that the Citizens, who have held great love and loyalty for House Shambrath for years, could be deceived at such a great magnitude is testament to T'Laan's vast power. For Bruin and the PCs to overcome the vampire lord, they must pull together and use their strength and intellect carefully or all will be lost.

Palace of House Shambrath

The home of Gorath Shambrath and his family is a beautiful castle. To the PCs' point of view, it is of strange and alien origin. It is House Shambrath's ancestral home and has

housed the ruling body for over 200 years.

Because Greatspace is a society of science-oriented people, great demands for the support of science are made upon its ruling body. In addition to housing the Shambrath family, the palace (called Castle Skyview) boasts the greatest scientific minds in the system. The northern tower holds the offices and residences of the chemists of Skyview (essentially alchemists), who are known throughout Greatspace as innovators of the science. Similarly, Skyview's southern tower holds the offices and residences of the librarians (essentially sages). They, too, are reknowned throughout the sphere as some of the greatest minds in the field.

Key to Castle Skyview Map

1. Entry room: Although Castle Skyview does not have conventional castle defenses, the entry is carefully watched by guardsmen. The door that leads into the castle is normally locked during nighttime hours.

2. Guardroom: This is an area where on-duty guards can meet for training and lectures. If times of trouble arise, reinforcements for guards in battle meet here.

3. Arsenal: Weapons for the castle guards and for hunting are kept here.

4. Security room: This is the central office for castle security. The captain of the guard has his desk here.

5. Holding cells: These rooms are used to detain people for whatever reason. Due to the peaceful nature of Thesalys, this area is rarely used.

6. Duty sleeping quarters: On-duty guardsmen sleep here. Normally, the castle guards are provided quarters in the town nearby, but when they are on duty, they sleep here.

7. Interrogation room: Reserved for questioning prisoners, this room—like the holding cell—is rarely used.

8. Kitchen.

9. Pantry: Food supplies are stored here.

10. Dining hall: Grand and formal, this dining area is beautiful and spacious.

11. Guardroom: If the governor entertains guests who are potentially hostile, guardsmen are stationed in this room in case of an emergency. The door to the guardroom is concealed behind a hanging tapestry.

12. Throne room: The governor uses this room when granting audience to people when an air of formality is required. Gorath does not like the throne room.

13. Conference room: This is used for private conferences or meetings of a less formal nature.

14. Guardroom: A place for guards to be stationed in the event of an outbreak in the throne room. Guards are not stationed here unless a potentially hostile meeting is occurring in the throne room. An open show of force is undesirable.

15. Gorath Shambrath's chambers: These rich and exotic chambers are private areas reserved for the governor only. T'Laan has made them his own chambers, though. Room A is a sitting room. Room B is the bedroom. Room C is the washroom. Room D is a storage area. A secret door leads to room E, which Gorath uses to store valuables. Both T'Laan and Bruin are aware of this room's existence. Contained in the secret room are all of the treaties between House Shambrath and the other factions on Thesalys, the royal signet, and about 8,000 gp in assorted wealth. Also, all of the documents that T'Laan has generated about his plans can be found here. There is a star chart marking the location of

Darkspace and the phony war plans he has generated to lure people from Greatspace into Darkspace (see below).

16. Bruin Shambrath's chambers: These rooms are seldom used. Bruin, being a ranger, prefers to find his solace in the surrounding woodlands. Room A is the bedroom. Room B is the washroom. Room C is storage.

17. Ballroom.

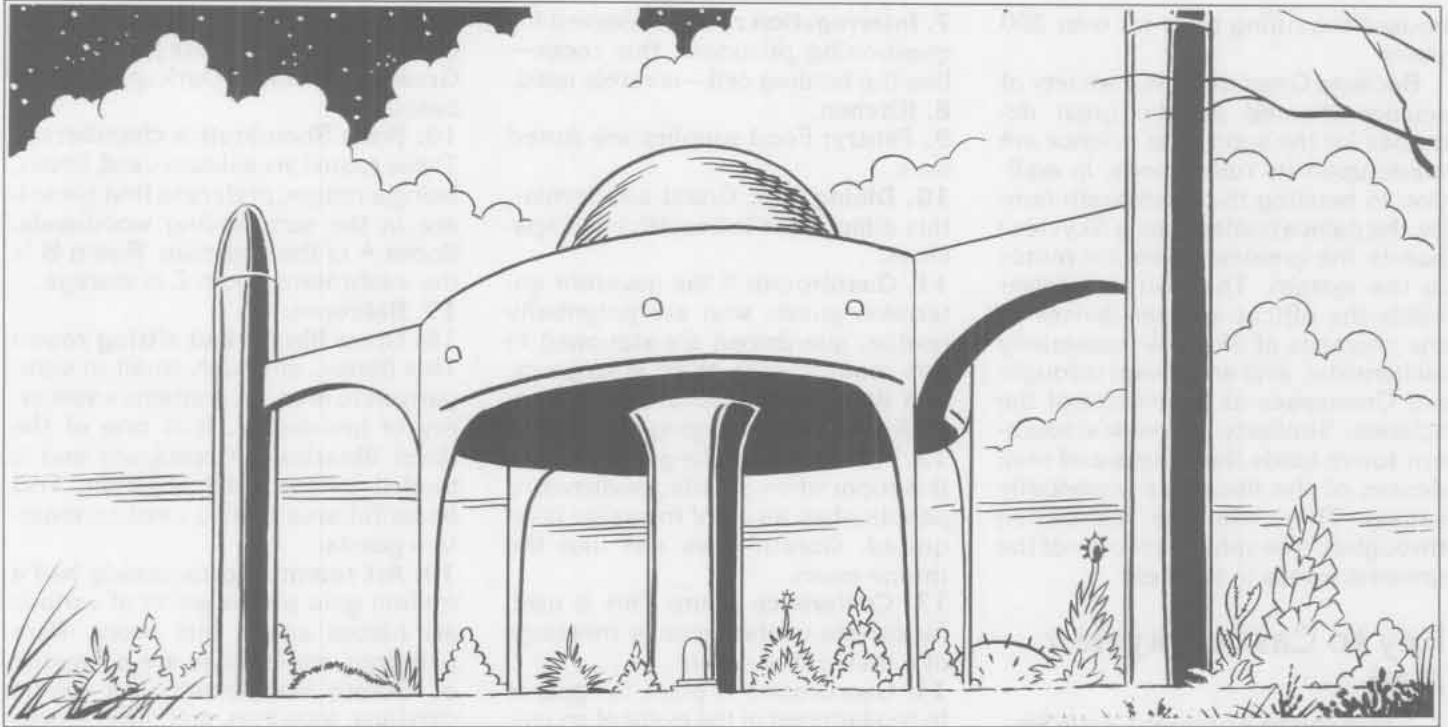
18. Great library and sitting room: This library, although small in comparison to area 37, contains a vast array of knowledge. It is one of the finest libraries in Greatspace and is tended by the chief librarian. This beautiful area is also used to entertain guests.

19. Art room: Approximately half a million gold pieces worth of various art pieces adorn this room. Rare paintings and statues are a favorite of Gorath Shambrath, but exotic carvings, weavings, and other pieces can also be found here.

20. VIP guest quarters: These rooms, if not needed by members of the Shambrath family, are used as quarters for important guests. Room A is a bedroom. Room B is a washroom. Room C is storage.

21. Great room: If a need exists for a gathering of the entire court or large public meetings, the Great Room is used. But it is primarily used as an observatory. The ceiling is dominated by a huge, 100-foot glass dome. Some excellent telescopic equipment is kept here and astronomers from all around Greatspace journey to Castle Skyview to use this equipment and experience the breath-taking view.

22. Guest room. These rooms are used for guests. Often they are used by visiting astronomers.



23. Washroom.

24. Sitting room: This is a public sitting room used by the guests of the castle.

25. Recreation room: Billiards, chess, and other games are played here by the guests of the castle.

26. Art hall: These two great halls display vast artworks and treasures. Each hall contains approximately 100,000 gp worth of art.

27. Observatory dome: This great glass dome serves as the greater portion of the ceiling for the great room. It is a wonder of Thesalys's contemporary architecture, and its construction has yet to be duplicated, so skillful were the builders.

28. Master chemist's lab: The master chemist of Castle Skyview enjoys this superbly equipped laboratory. Consider this laboratory the equivalent of a 5,000 gp laboratory with thousands of gold pieces worth of in-

gredients. This room also serves as the storage area for the recipes and formulas of the chemists. It is therefore under guard at all times.

29. Laboratory: The chemists of Castle Skyview perform their experiments and brew potions here. It is a laboratory equal in value and usefulness to the master chemist's lab.

30. Master chemist's chambers: These chambers belong to the master chemist. Room A is a sitting room. Room B is the bedroom. Room C is the washroom. Room D is storage.

31. Conference room: Meetings among the chemists are held here.

32. Washroom.

33. Kitchen.

34. Dining room.

35. Sitting room.

36. Chemists' quarters: The eight chemists working under the master chemist make their quarters here. Although the rooms are small and

simple, it is considered an honor to work and live in Castle Skyview.

37. Master librarian's office: This is where the master librarian does his research and recording (he doubles as a court historian). Because of the value of the books contained in this office (well over 500,000 gold pieces), the room is always locked and under guard.

38. Library of Ancient Knowledge: This is the core library of Castle Skyview. It is said that the Skyview Librarians can find any fact of any kind if given ample time within this chamber. No non-librarian, except the governor, is permitted within this chamber, and only then with the direct permission of the chief librarian. The value of the ancient tomes within this room can not even be estimated, and the room is constantly under guard.

39. Master librarian's chambers: Room A is a sitting room. Room B is the bedroom. Room C is the washroom. Room D is storage.

40. Meeting room: The librarians of Skyview conduct their official business here. The decisions they make in this room often affect Greatspace as a whole concerning their field.

41. Washroom.

42. Kitchen.

43. Dining room.

44. Sitting room.

45. Librarians' chambers: the eight librarians of Skyview make their homes in these rooms.

46. T'Laan's staircase: This stairway leads down to a large cavern where the vampire keeps his coffin. He used this coffin when the sun in Greatspace was still shining. If the group restores the sunlight, he will be forced to use the coffin again. The hold leading downward is covered with a large iron grate that is locked with a very large iron padlock. The bars are too strong to be bent. The grate is so heavy that if the lock is removed, no one with strength less than 18/50 will be able to open it.

It should be noted that Castle Skyview is not a very defendable castle. There has been no war or large scale hostility on Thesalys for over 500 years, and the castle—built 200 years ago—reflects the planet's peace-time attitude. The Thesalians are intellectuals and aesthetes, not warriors. The security force inside Castle Skyview is more for show than anything else; the security is somewhat lax.

At this time, only two members of the Shambrath family take residence in the castle: Gorath and Bruin. Gorath's wife, Talina, died over ten years ago from disease. There are other Shambraths (cousins, uncles, etc.), but they live in the surrounding

towns. Life in Castle Skyview can be somewhat stuffy and formal, which is precisely why Bruin Shambrath preferred to spend little time there, tending to live for long periods in the surrounding woodlands.

Unfortunately, Bruin's solitary nature worked against him. T'Laan, after killing Gorath, managed to convince Thesalys (and, consequently, Greatspace) that Bruin was leading a rebellion against the government and was responsible for the "assassination" of Gorath.

The party will have several viable options upon entering Greatspace. To their advantage is the fact that the system is very large and communication lines are slow when interplanetary communications are concerned. Because House Shambrath's rule is a loose one, and Greatspace tends to be unregimented, there are many places that do not even realize the problem on Thesalys. If the PCs can find these places, they will have a safe base of operations. The areas in Greatspace that are considered safe are detailed below.

Myle: Thesalys's natural satellite is a moon called Myle. On Myle, Bruin has constructed a safehouse where he often visits for solitude. No one knows of this house, not even Gorath Shambrath. This makes the house an excellent, well-located base of operations for the PCs.

Hecht: The far-away planet of Hecht is a peaceful, wilderness world of humans and elves. Having little concern for political affairs, the Hechtians know nothing of the problems occurring on Thesalys. Although there are few or no resources on Hecht that can help the PCs, it will prove to be an excellent haven for the party to regroup.

Asteroid belt: Between Longpoint and Hecht lies an asteroid belt in orbit around the sun. The belt covers

about 85% of the entire orbital path, so travelers will almost always encounter the belt when traveling past Longpoint.

There are some advantages and disadvantages involved with the PCs taking refuge in the asteroid belt. Although there are very few non-good inhabitants in Greatspace, (and those few are outcasts from their societies), one of the places that they often take haven is the asteroid belt. There are several areas in the belt that are inhabited by small pirate bands that are usually warring with local officials. While this can prove to be very dangerous and risky for the PCs, it can also be a potential source of aid. There are several such groups of pirates, but most are chaotic and disjointed. There is, however, one notable group called The Gray Sword. The PCs, if cautious, may find help from them. They could just as easily get their throats cut, however.

The Gray Sword

About six hundred years before the time of Shurius Shambrath, the planet Hecht differed greatly from the peaceful world it is today. Groups of savage humans lived in loose bands around the world and warred with each other constantly. The elves of Hecht lived deep within their forest homes, killing anyone who dared enter their domain. It was not until a group of priests who, by means unknown, came into the worship of Athena, the goddess of wisdom and combat, began to realize the folly of this lifestyle. They began to preach against the violent ways of Hecht and they advocated alliances and bonds. At first, their ways were scorned, but the followers of Athena were strong and able. They easily resisted the chaotic attacks made against them; success in combat was the blessing

of their goddess. As the years passed, attrition dissolved the numbers of those who opposed the followers of Athena, and her ways were more widely accepted. It is believed that The Gray Sword pirate group is composed of descendants of the original inhabitants of Hecht. Whatever the case, their pirate ways are completely out of line with the general lifestyle of Greatspace.

The Gray Sword makes its existence as parasites. They make raiding runs on ships passing through their area, making shipping to the outer planets of Greatspace hazardous at best. Because of these frequent raids, the merchant groups that conduct inter-planetary shipping have been forced to develop warships to protect the less hardy merchant crafts. Consequently, this raises the costs of shipping from planet to planet to a level which many find they cannot afford. Because of this, The Gray Sword is considered to be more than just a thorn in the side; they are considered to be a threat to Greatspace's way of life.

Unfortunately, because of the vastness of the sphere and the sheer distance between planets, it is very difficult for any number of governments to make a collective attack against the pirates.

The Gray Sword is comprised as follows:

Greelon, pirate leader (5th-level fighter): AC 2; MV 12; hp 32; Str 15, Dex 16, Con 12, Int 13, Wis 13, Cha 15; #AT 1; Dmg by weapon type; AL N; THACO 16.

Equipment: *chain mail +1, dust of disappearance, longsword, morning star.*

Five 3rd-level fighters: AC 5 (chain mail); MV 12; hp 18 ea; #AT 1; Dmg by weapon type (longsword); AL N; THACO 18.

150 pirates: AC 8 (leather armor); MV 12; hp 1-6 each; #AT 1; Dmg by weapon type (50% short sword, 50% scimitar); AL N; THACO 20.

Ten converted ocean vessels (equivalent to galleons equipped with minor spelljamming helms).

The Gray Sword is an entire community. The 150 pirates represent only the fighting force. There are also over 300 women, children, and elderly who comprise the non-fighting force.

Because the pirate group is rather small and does not have a quick, sure means of replenishing any combat casualties, their tactics tend to be guerrilla in nature. They will not usually attack groups that they can not easily defeat unless it is of extreme importance.

The Gray Sword is a pirate group that steals for its own benefit; the Citizens of Greatspace call them evil. But this is not an accurate description since the pirates are neutrally aligned. The pirates of The Gray Sword have an odd sort of code of honor. They never take a life if it can be avoided, for they believe it is wrong to kill wantonly. They also do not steal purely for the pleasure or profit of it. They generally take only what is needed to survive (albeit more than modestly), and will not conduct raids unless their supplies run low. In fact, the pirates themselves know their actions to be wrong, but they do what must be done to survive.

If the PCs wish to enlist the aid of The Gray Sword, they first must find them. More accurately, The Gray Sword will find the PCs. The inclusion of the pirates in the game is left entirely up to the DM. If the PCs are in need of aid, one of the *Hummingbird's* crew members will suggest seeking out the pirates. As the PCs' ship searches through the aste-

roid belt, the pirates will attack with the thought of stealing treasure in mind. Most likely, the PCs will own little that will be of use to the pirates (after all, gold and gems are of little use in an asteroid belt when children are starving). But if the PCs make a good case to the pirates and promise them a reward, they may be persuaded to help the party.

The DM should remember that The Gray Sword's code of honor is a strange thing and may impel them to do things that would seem unlikely for conventional pirates. The Gray Sword pirates are tired of running and hiding. Most of the people want something better for their children. If given the opportunity to prove themselves to Greatspace (by aiding in the defeat of T'Laan), they will do so.

T'Laan's Influence in Greatspace

The vampire's influence is mostly on Thesalys. The other inhabited worlds (Lagor's World and Hecht) are not truly under the creature's control, but his will does have some effect there. If the party is openly active among any communities on Lagor's World or Hecht, there is a 20% chance per day that T'Laan's network of spies will inform him of the PCs' presence.

If the discovery is made on Lagor's World, T'Laan will try to manipulate the government to arrest the party. With the so-called assassination of Gorath Shambrath by Bruin, this will not be difficult. If the PCs escape arrest, the vampire will take more direct measures to insure their destruction by creating and sending several *shadows* after them.

Shadows (5): AC 7; MV 12; HD 3+3; hp 26, 24, 21, 18, 15; #AT 1; Dmg 2-5+special; SA Strength drain; SD +1 or better weapons to hit; MR special; AL CE; THAC0 17.

If the PCs are sighted on Hecht, T'Laan will have more difficulty dealing with the PCs. Hecht is a very secluded place, and the residents do not "bow and whimper" to the words of House Shambrath. If the PCs are detected within a community, then T'Laan will have the party followed until they leave the community. Everyday the PCs are active in a community and are followed by T'Laan's agents, there is a base 30% chance that they will notice the spies following them. Statistics for spies follow. **Five true werewolf lycanthropes:** AC 5; MV 15; HD 4+3; hp 34, 31, 26, 25, 19; #AT 1; Dmg 2-8; SA surprise; SD hit only by silver or +1 or better magical weapons; AL CE; THAC0 15.

If the PCs leave a community, T'Laan will send *shadows* after them (as described above). He will not order any direct attacks against the PCs as long as they are within the bounds of the community areas. The reason for this is that his place in House Shambrath is not completely secure, and the Citizens would certainly rebel if evil creatures began attacking people in the streets, even if those people were wanted criminals.

When the PCs go to Thesalys (where T'Laan's power is very strong), they will be in for a load of trouble. If the PCs publicly enter any community on the planet, they will automatically be recognized. T'Laan will know of their presence within hours (longer if the party goes to Thesalys during the day, when T'Laan must slumber deep beneath the ground, if the PCs successfully restore the sun with the magical *sun seeds*). A large troop of guards will be

dispatched immediately to capture the "criminals" and bring them back to Castle Skyview. If the group resists capture, the guards will attack them to kill!

T'Laan's Plans

T'Laan is not in Greatspace just to build a summer home at the beach. He is working on his master plan. The sphere he resided within—Darkspace—is now a dead, empty system dominated by a large, cold sun. There are a few things living within Darkspace, and they are the most loathsome and foul of creatures. Such a situation might seem beneficial for a vampire, but it creates a problem for T'Laan: he has no one to feed on. Having developed an affinity for Darkspace, the creature does not wish to leave it permanently, so he has come to Greatspace to export mass amounts of feeding stock (i.e., people) to his home system. He has correctly determined that the most efficient way to obtain large quantities of humanoids is to gain a position of trust within Greatspace's government.

In only a few months, T'Laan's plan will blossom to completion. He plans to export approximately 5,000 men and women to support a fictional war-effort in another sphere against the same rebellion that supposedly assassinated Gorath Shambrath. In actuality, T'Laan will be sending the people to Darkspace to specially prepared pen areas where the men and women will live and, T'Laan hopes, breed. In this way, T'Laan hopes to perpetuate his feeding stock. And he will likely succeed unless someone of great strength intervenes.

T'Laan's Position in Castle Skyview

T'Laan has made some changes in Castle Skyview. He has replaced all of the guards and security of the castle with his own agents. They are a powerful and loyal guard and will prove to be a major hindrance to the PCs. The guards are as follows.

Three captains (true werewolf lycanthropes): AC 5; MV 15; HD 4+3; hp 31, 27, 24; #AT 1; Dmg 2-8; SA surprise; SD hit only by silver or +1 or better magical weapon; AL CE; THAC0 15.

Ten sergeants (true wererat lycanthropes): AC 6; MV 12; HD 3+1; #AT 1; Dmg by weapon; SA surprise; SD hit only by silver or +1 or better weapon; AL LE; THAC0 17.

40 guardsmen (1st-level human fighters): AC 5; MV 12; hp 6 ea; #AT 1; Dmg by weapon type; AL CE; THAC0 20.

Equipment: chain mail, long sword, spear.

These guardsmen have been at Castle Skyview for about six months. They were told that Bruin Shambrath would be returning to the castle to attack T'Laan. That, obviously, has not happened yet, and the guardsmen are starting to become relaxed (and maybe just a bit less efficient). This will work in the PCs' favor.

If a disturbance occurs in the castle, three guardsmen and a sergeant will investigate. If the disturbance is discovered to be intruders, then the entire force will eventually respond. Every five rounds, five guardsmen and either a sergeant or a captain will arrive at the scene until the disturbance is eliminated or they are all dead.

If the group has already used the *sun seeds* and returned normal daylight to Greatspace, then T'Laan and



his guard will know that Bruin and the PCs are in Greatspace. In that case, security will be tight and response time for the guards will be reduced to attacks every three rounds.

Encountering T'Laan

T'Laan's plans are so close to fruition that he holds intense hatred for anyone who attempts to destroy them. Thus, he seeks Bruin's death

with great determination.

T'Laan will not leave Thesalys to hunt down the group. Instead, he will send his minions to do the work (as mentioned earlier). However, if the party's presence is discovered on Thesalys before it actually reaches Castle Skyview, then he will directly attack them.

T'Laan's first choice of action will be to get Bruin Shambraht alone and

charm him into luring the rest of the group into an ambush. He will attempt to kill Bruin if he doesn't think he can kill the party. Bruin's death is one of his first goals. But if he feels that he can separate individual party members and kill them one by one, then he will do so.

For the DM

T'Laan feels that his plans in Greatspace are more important than killing the group. He will not fight them to the death under any circumstances while in Greatspace. If the encounter is going badly, he will assume *gaseous form* or *shape change* into an animal form and escape.

T'Laan is working under a strict timetable. From the time the PCs enter Greatspace, they will have five days to find T'Laan (although the PCs should *not* be made aware of this) before he leaves for Darkspace with his "stock." If they successfully use the *sun seeds*, then they will have only three days, because the vampire will alter his schedule. If T'Laan is losing the battle, he will use his amulet (see the NPC section) to escape to Darkspace. If this occurs, the PCs will still be able to discover the plan and follow him by reading T'Laan's documents kept in area 15 of Castle Skyview. Then they will be forced to go to Darkspace to stop the creature's plans.

Because Bruin is considered a criminal, he will not be able to persuade the inhabitants of Thesalys that the war plans are phony. In fact, if he shows himself on Thesalys without disguise, he will be arrested.

The PCs, after finding the papers belonging to T'Laan in Castle Skyview, will no doubt wish to pursue him to Darkspace for a final confrontation. If the PCs are at all reluctant about the trip, the DM should use Bruin to persuade the PCs to make the trip.

This journey will prove to be very dangerous for the party, because in his home sphere, T'Laan will fight to the death using all of his powers. The group must muster all of its courage and determination, for truly they face a battle with a heart of darkness.

Darkspace

Darkspace is a sunless, shadowy void that has long been dead. Life does not occur naturally there, but rather, the undead have claimed it as their own. And all the better, for no thing living would willingly call Darkspace home.

Physically, the system has no planets. It is dominated by the huge husk of its dark sun. Debris of an unknown and strange nature floats in various orbits around the dead sun, some pieces the size of moons and small planets. Unlike normal wildspace, which maintains a constant temperature, Darkspace is always cold with strong, biting winds.

Although natural life occurs nowhere, various groups of undead of T'Laan's creation roam the great hunks of rock floating in Darkspace. In the farthest orbit from the dead sun is the largest rock in the sphere, nearly the size of a planet. It is on this lifeless piece of debris that T'Laan has made his home.

History

Over two hundred years ago, T'Laan came to Darkspace. It was then a sphere that had no name, for it

had not yet been discovered, and its inhabitants had no knowledge of space travel or life outside the sphere. Originally, it had nine planets in orbit around its central sun. Only one planet, the third, had life beyond simple fungi and single-celled lifeforms. Most planets were totally lifeless.

The inhabitants of the third planet were a simple lot, living in a world where magic did not exist. They were mostly sustenance farmers and, at the time when T'Laan arrived, they were beginning to form small cities which created a demand for occupations other than farmers. Some would call these people overly violent, but more accurately, they were filled with strong passions and energies, constantly driving onward. To T'Laan's advantage, they were a greatly superstitious people, possessing powerful fears of the supernatural. Within this world of passionate, thriving humans, T'Laan found a perfect hunting ground.

But T'Laan was a "young" vampire, unable to realize the long-term effects of his actions. As the years passed, T'Laan took many victims, but was not cautious to ensure the corpses would not rise, themselves, as vampires. As so it passed that the undead population of the planet (called Verin) grew with each passing month. After many long years of this, the humans on Verin began to form organized groups of vampire hunters, seeking to destroy the undead creatures that threatened their existence.

Power Struggles

The newly created vampires, even more short-sighted than their master, engaged in a war with the vampire hunters, thus ensuring their destruction. On the night the vam-

pires rose up against their human hunters, the age was named the Time of Death. And so was written the epitaph of Verin, for within a few years of that night, every man, woman, and child on the planet was destroyed and the vampire population numbered in the tens of thousands.

The huge undead population was now without the lifegiving, nourishing blood it required, and soon the immortal creatures began to die, literally, of starvation. Thus began the Age of Blood and the transformation of Verin and its sphere into Darkspace. During the Age of Blood, vampires began to hunt each other for blood, feeding off inhuman hosts just to survive. It was a war of attrition, and daily, huge numbers of the creatures died as they hunted each other in the fields and in the streets.

Inevitably, sheep turned against master, and soon what few fledglings remained on Verin began to hunt T'Laan, believing his old blood to be a source of power. But T'Laan was older and more powerful than his fledglings, and though they tried, he was never defeated.

Soon the great vampire began to lash out against his children, destroying them by the hundreds every night.

End of an Empire?

Then one night, some 30 years after the last human on Verin had died, T'Laan looked out upon the world and—in his own evil way—lamented at what he saw. What once has been a thriving world teeming with fresh, young, beautiful mortals was now a dead husk covered with T'Laan's starving creations.

As each year passed, the undead lord grew more powerful. Soon, he could survive for great periods of time without blood and stay for brief

periods of time above the ground as the sun rose. Finally, when he could no longer stand the sight of his creation, he went deep underground, burying himself alive, far away from the creatures that hunted him. For long years, perhaps 50 or more, he stayed in his tomb, sleeping, dreaming, far from the affairs of the young vampires he had made. Gradually, he began to wake. It was a slow process, this waking, taking a year to complete. Eventually, he realized that he was fully awake and had been so for some time. Gathering all of his strength (he was very weak from the lack of blood for so long) he began to rise from his deep, subterranean tomb. It took him many weeks of agonizingly slow progress to finally break ground into the nighttime air.

By the time T'Laan emerged from his hibernation, there were only 30 or so vampires left alive, hunting each other for blood. Like a shadow, T'Laan descended upon the remaining vampires, destroying them and taking their blood.

Now T'Laan was strong, but utterly alone. Great changes had been wrought upon Verin while he slept. No longer was the once beautiful planet recognizable. It had become a dead, empty rock. No life, not even plants remained. The vampire also realized that the sun no longer burned with its deadly fires. Like a mortal half-elf so long ago on another planet in another crystal sphere, the sun had succumbed and turned to darkness, never to shine again.

After many days of searching, T'Laan found the spelljamming ship that brought him to Verin. He planned to leave the planet in search of lifegiving blood.

Before departing, however, he gathered hundreds of the corpses the vampires left behind. Using great

necromantic magics that were given him by his pact with death, he animated these corpses into various undead guardians. Then he constructed a small keep where he would reside when he returned. When all of his workings were complete, T'Laan left Darkspace in search of blood.

T'Laan's Legions in Darkspace

When T'Laan woke from his great sleep, he created a large number of undead to do his bidding. What great and evil incantations and necromancies were involved can only be speculated. One thing is certain; the creature's long slumber beneath the ground granted him great powers which were used in the creation.

The inhuman minions are listed here starting with the most powerful. Remember that T'Laan has spent a long time away from Darkspace. Therefore, the more intelligent undead may not be totally loyal to him. In this way, the party might be able to trick them into attacking T'Laan.

As noted in the *Monstrous Compendium*, it is very difficult for characters who have been destroyed by powerful undead to be recovered. The required procedures for recovery are detailed below.

Vampire: Once a character is destroyed by a vampire, he becomes a vampire under control of his destroyer. When this happens, the character's fate is sealed. He will never, under any means short of the **direct** intervention of a major power or a *wish* spell, be cured. The only way for the character's companions to save him from the eternal unlife of the undead is to destroy him outright.

Spectre: Spectres are powerful undead who hate all life and light. It is a grim fate indeed to be killed by a

spectre, for that person is doomed to become one of these wretched spirits. Few methods other than a *wish* spell are known that will return the person to his humanity. More likely than not, a *wish* will not be available, in which case it is very difficult to recover the character.

If a *wish* spell is not available, another difficult, lengthy method is available to attempt to restore a character lost to a spectre. When a character is initially killed by the spectre, the body will quickly disintegrate into a fine dust. This process lasts approximately 5 melee rounds. Only the body disintegrates; all of the equipment the character was carrying remains. This dust must be collected and stored in a sacrosanct container. (A good priest of 5th level or higher can cast *bleed* on a container and then sprinkle it with holy water to render it sacrosanct.)

The party must then seek out a priest of good alignment of at least 20th level. The priest acts a liaison between the party and the priest's deity. First, the priest must *commune* with his deity to determine if the character can be recovered from his unholy state. If the character is evil, this is never possible. The final decision whether the PC may be recovered is up to the DM.

If it is decided that the character may be recovered, the priest must then cast *atonement* on the dust of the character to remove the evil of undeath from it. Finally, the priest must cast *resurrection* on the dust. If everything was done properly, the dust will regenerate into the body of the character. If the character makes a successful constitution check, then his spirit will return to his body and the ritual is complete.

A character who has been resurrected in this manner suffers a per-

manent loss of one point of Constitution. At the DM's option, the character may be required to perform a small favor (a major quest, in the eyes of mortals) for the deity who granted the resurrection. Refusal of this quest could result in the resurrected character returning to dust.

Mummy: Characters killed by mummies do not become mummies themselves.

Wraith: The restoration process is the same as the process for death by spectre (see above).

Ghast: A human or demi-human (excluding elves) who is killed by a ghast will become a ghast unless *blessed* (or *blessed* and then *resurrected*).

Wight: The restoration process is the same as the process for death by spectre (see above).

Shadow: The only way to return a shadow to its former state is the use of a *wish* spell.

Ghoul: The process is the same as the process for death by ghast (see above).

Zombie: Characters killed by zombies do not become zombies themselves.

Skeleton: Characters killed by skeletons do not become skeletons themselves.

A note on wish spells: Remember that the *wish* spell is the most potent and powerful form of magic that a mortal can wield. Therefore, *wish* spells are very rare at best. If more than two or three of these powerful incantations are available to a character in his entire lifetime, then he is extremely lucky indeed. Also, because of the debilitating effects the spell has upon a wizard casting it, NPCs are unlikely to cast the spell for the party without great payment. The *Dungeon Master's Guide* states that the payment to an NPC spellcaster

for a *wish* spell is 50,000 gold pieces and some exceptional service. It is likely that the "exceptional service" is some long and difficult quest which must be performed **before** the spell is cast.

Spectres

T'Laan has created three spectres as his most powerful servants. They do not venture off the giant rock on which T'Laan's lair is located. The spectres, named Ghorius, Slavan, and Maldor, are under T'Laan's control because of the powerful necromancies involved, and will defend him and his holdings. Of note is that Maldor was created from the spirit of a powerful, lawful good warrior who existed on Verin before it was transformed to Darkspace. Conceivably, a lawful good priest or paladin might be able appeal to Maldor's once-good nature. This option is left to the DM, and it may serve as an interesting plot device if the party is doing poorly at this point.

Spectres (3): AC 2; MV 15, FI 30 (B); HD 7+3; hp 57, 51, 44; #AT 1; Dmg 1-8; SA energy drain; SD +1 or better weapons to hit; MR Special; AL LE; THACO 13.

Wraiths

Directly under the command of the spectres are three wraiths (although they are ultimately loyal to T'Laan). Created from long-forgotten spirits, the wraiths are without name or identity.

Wraiths (3): AC 4; MV 12, FI 24 (B); HD 5+3; hp 40, 36, 29; #AT 1; Dmg 1-6; SA energy drain; SD hit only by silver or +1 weapons; AL LE; THACO 15.

Shadows

T'Laan's elite guards are 20 shadows that answer to their wraith captains (once again, they are ultimately loyal to T'Laan). Like the wraiths, the shadows are free to leave the planet that holds T'Laan's lair.

Shadows (20): AC 7; MV 12; HD 3+3; #AT 1; Dmg 2-5 +special; SA strength drain; SD +1 or better weapon to hit; MR Special; AL CE; THACO 17.

Note to the DM: The DM should introduce as many ghouls, zombies, and skeletons as necessary to challenge the size and strength of the party.

Ghouls

These wretched undead creatures act as leaders for the zombie and skeleton troops (see below). They are generally not very reliable, but usually their tasks are very simple.

Ghouls: AC 6; MV 9; HD 2; #AT 3; Dmg 1-3/1-3/1-6; SA paralyzation; SD special; AL CE; THACO 19.

Zombies

Making up a part of T'Laan's rank and file troops, these mindless, animated corpses have no wills of their own. They will attack fearlessly when ordered to do so and will never retreat. **Zombies:** AC 8; MV 6; HD 2; #AT 1; Dmg 1-8; MR Special; AL N; THACO 19.

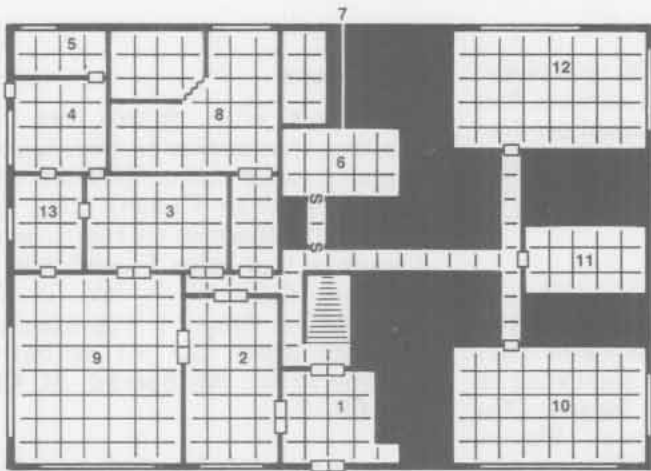
Skeletons

Like the zombies, skeletons make up the bulk of the rank and file.

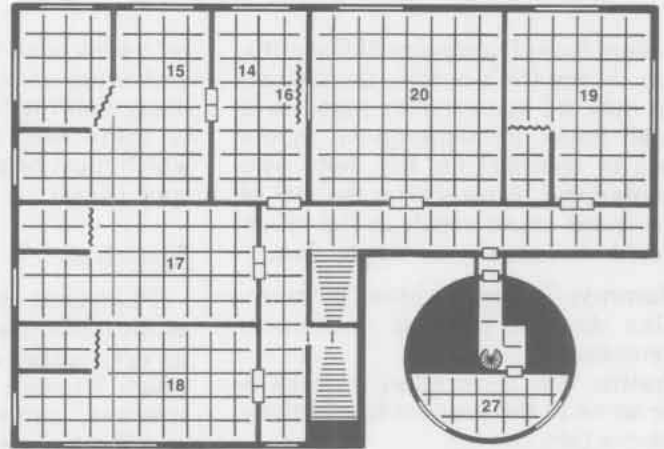
Skeletons: AC 7; MV 12; HD 1; #AT 1; Dmg 1-6 (weapon); SD Special; MR Special; AL N; THACO 19.

TOWER OF NIGHT

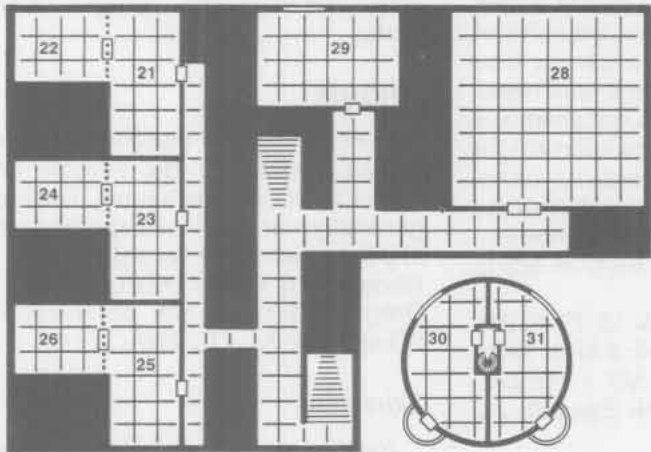
One Square = 10 feet



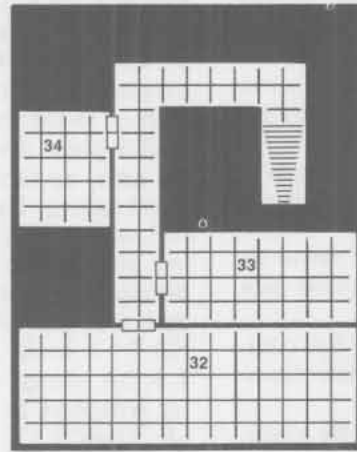
First Floor



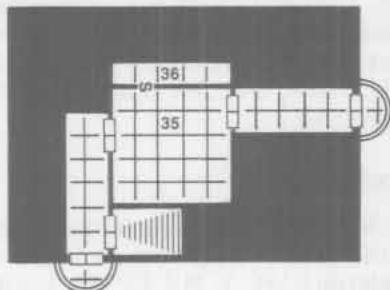
Second Floor



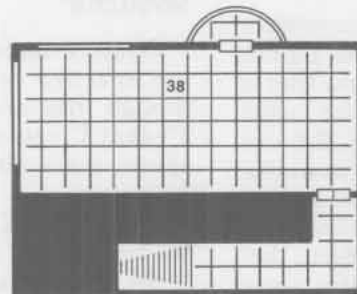
Third Floor



Fourth Floor

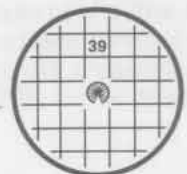
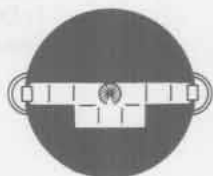


Fifth Floor



Sixth Floor

- Door
- Secret Door
- Window
- Curtain or Tapestry
- Cage
- Stairway
- Spiral Stairway



As a guideline to choosing the necessary number of ghouls, zombies or skeletons in T'Laan's guard, consider that in general, a random encounter would consist of 1d6 ghouls, 2d10 zombies, and 2d10 skeletons. There is a base 10% chance that this troop will be accompanied by one of the more powerful undead.

When the PCs are discovered in Darkspace, an organized attack will be made upon them. They will be attacked by squads of ten skeletons and ten zombies lead by five ghouls. For every three such squads, there will be one shadow leading them. If the PCs manage to destroy one or more squads, then one of the wraiths will lead another squad to attack the party. The DM is reminded to keep careful count of the high-powered undead the party kills since their numbers are limited. If all of the spectres, wraiths, and shadows are destroyed, then the lesser undead will become unorganized and chaotic, no longer attacking the party directly, but wandering aimlessly until they encounter something.

T'Laan will not attack the party directly unless his undead forces have been beaten. Even then, he will remain in his lair until the group comes to him. He feels that this will give him a "home field" advantage. When he eventually battles the PCs in his tower (the Tower of Night), he will use all of his powers and cunning to defeat the party. T'Laan will not simply attack mindlessly until he is dead. He is very intelligent.

Tower of Night

Located on the darkest place of an already dark planet is an imposing tower made of smooth, pitch-black marble. The tower rises into the sky like an icon of T'Laan's great evil. Any mortal creature who stands

upon the vast, empty, dead plain and gazes upon the castle must make a saving throw vs. paralyzation or refuse to enter.

The exterior of the tower is immune to spells cast against it, thus ensuring that it cannot be destroyed except by the eternal ravages of time.

When T'Laan originally constructed the tower, he never expected it to be entered by any group of adventurers, so there are no traps throughout the castle. But the vampire is crafty, so the DM is encouraged to plan spur-of-the-moment traps and other impromptu hazards set up by the vampire.

T'Laan took the time to build things into his lair that are fit for mortals only. For example, a vampire has little need for a washroom or a kitchen, but they exist in the lair. This is due to his affinity to be around mortals and study them. One of the reasons he has lived so long when other vampires have lost the strength to survive immortality is that he has never lost his fascination with life. He surrounds himself with mortals, fooling them into thinking that he, too, is a mortal. He studies their habits to learn what they do. Then he kills them when he grows tired, only to select more specimens later.

When the party approaches the tower, read the following text:

The land is dark. The sky is dark. And yet there seems to be infinite brightness against the opaque blackness of the tower rising before you. The exterior is as featureless as it colorless, seeming to absorb all light into it. Whatever power created this fortress must surely be a great evil.

Windows with panes as dark as night glare down upon you, and a chill arrests your frightened body. Somewhere behind those silent, brooding windows, a mighty enemy lies waiting, and a final confrontation of terrible proportions is about to take place.

If the group tries to enter the tower through the front door, they will find it open. They will also discover, if they search, that several balconies (the lowest of which is fully 50 feet above the ground) offer entry into the tower.

Tower Description

1. Entry hall

As you walk through the great outer doors of the tower, you are greeted by a large and luxurious entry hall. A majestic, overstuffed couch and many chairs occupy the perimeter of the room. They seem to be ancient, alien pieces of inestimable value.

On your right, a huge mirror fully 20 feet tall hangs from the wall. The great looking glass, like the furniture around the room, is surely very old and valuable. The craftsmanship of the bronze frame is like nothing you have ever seen. The great lens of the mirror, too, must have been many years in the making. Two sets of doors lead out of this chamber.

The enormous mirror is a *mirror of opposition* that T'Laan acquired while in Realspace. If the mirror is not destroyed, it will continue to create opposites of anyone who gazes into it. The mirror cannot be removed from the wall without being

damaged due to its sheer size and bulk.

2. Sitting room.

Two sets of doors lead out of this comfortable sitting room. Various pieces of old, well-crafted furniture adorn this room including a couch, two chairs, end table, and an old suit of display armor. A large window dominates one of the walls and strange, flitting shadows can be seen moving outside.

The furniture, while valuable, would be difficult to transport away due to its size and bulk. The armor is human-sized, non-magical plate mail. It is of exceptional construction and will likely last many years in combat.

3. Dining hall.

The massive oak table in the center of this hall must surely have been constructed from some unimaginably large tree, for it seems to be made from the cross-section of a single tree. You guess that it could seat 30 persons comfortably. Eight golden candelabra adorn this large table. Like everything else you have seen in this tower, they seem to be of great value and venerable age.

The candelabra each weigh about 20 pounds and could easily sell for 500 gold pieces or more.

4. Kitchen.

Several large cooking devices and fire pits occupy this room. Counters and cupboards fill the perimeter. What is most disgusting is the rancid smell of old meat that attacks your senses almost immediately. On one counter are a cleaver and cutting board. There is some type of meat on the board and blood is everywhere around it. Obviously, the meat has been there for quite some time. The smell is nearly overwhelming.

The meat was taken from a ghoulish and placed in the kitchen by T'Laan. He is attempting to instill horror in the group. Any character failing a constitution check will be so stricken by the event that they will flee the room, gagging and vomiting. The smell of the rancid, dead meat is doubly revolting due to its source.

5. Pantry

Dried and canned foodstuffs fill many shelves in this room. There is enough food here to feed a small army, including meats, breads, fruits, and vegetables. One shelf contains expensive dinnerware that would no doubt fetch a pretty gold piece in any market.

The food is preserved and edible. T'Laan has not tainted it. If the party consumes the food, they will find enough here to allow them to live indefinitely on it. The dinnerware includes china plates, bowls, and cups, crystal glasses, and silver flatware. Collectively, it would easily be worth 3,000 gold pieces or more.

6. Secret sleeping chamber.

It is unlikely that the party will enter this room. The series of secret doors leading to it are so clever and intricate that the chance for a character to find one of them is reduced by 1. This means that humans will not be able to spot these doors, and elves and half-elves will have a 1 in 6 chance.

This damp, foul-smelling chamber surely cannot be used for any mortal purposes. The center of the room is dominated by a sarcophagus of immense size. Around this burial site are ornaments of someone's past life. There are old sets of clothing, now rotted away, several rings, and other pieces of jewelry. On the wall are mounted two crossed spears, the wooden handles all but rotted away, and a tattered sword.

The sarcophagus is occupied or empty depending on the following conditions. If the PCs used the *sun seeds* on Darkspace's dead sun and revived it, there is a 10% chance that T'Laan will be here during the daylight hours (although he is more likely to be resting in area 36). The jewelry is as follows: three gold rings with gems (300 gp value each), one diamond and sapphire necklace (1500 gp value), and one gold and emerald crown (5000 gp value). The spears and clothing are useless due to deterioration. The great broad sword on the wall is a powerful weapon given to T'Laan when he was a mortal. It is a *vorpal sword*.

7. Shaft to outside.

This narrow shaft to the outside from the secret sleeping chamber is located at the ceiling level of the room and is about half an inch in diameter.



Unless specifically searching the ceiling, characters will not find it.

This shaft gives T'Laan passage while in gaseous form.

8. Guest room.

Like all the rooms in this tower, this bedroom is large and extravagant. A bed, several sitting chairs, a wardrobe, a desk, and a chest are the primary furnishings. A curtain leads into a washroom with a large bathing area.

This room is kept by T'Laan for human guests. When he stocks Darkspace with humans from Greatspace, it is his intention to have many of the humans stay in this house so he can "play" with them. Beside the obvious value of the furnishings, there is

nothing of note in this room.

9. Ballroom.

Gloriously large, this room could easily accommodate over 100 people. The floor is made of beautiful mahogany. Mirrors and candelabra cover the walls in addition to old, expensive-looking paintings. Hanging from the ceiling is a great, faceted crystal orb used to reflect the room's illumination during dances and parties.

There are ten non-magical mirrors, 12 candelabra, and eight paintings on the walls of this room. They are all large and bulky. The mirrors are valued at 100 gold pieces each, the candelabra are valued at 200 gold pieces each, and the paintings

could easily sell in excess of 500 gold pieces each. The great ball on the ceiling is nothing less than a work of art. It has hundreds of hand-buffed silver facets and it measures fully five feet in diameter. The ball (weighing at least 300 pounds) has a value of 3000 gold pieces.

10. Library.

This large, comfortably decorated room seems designed for human comfort. A fireplace dominates one wall and several large, overstuffed chairs beckon weary bones to sit and rest. The room contains perhaps a thousand books. At a quick glance, you can spot histories, works of fiction and poetry, and other writings obviously meant to accommodate the intel-

ligent. The ancient volumes in this room are priceless as a collection.

T'Laan is very fond of this room. Unlike other vampires, he enjoys things that remind him of his former mortality. He often spends hours reading and rereading books that he owned as a mortal on Toril. Vast volumes on the history of Toril can be found, as well as scattered history books of Verin before its untimely end.

As noted, the collection of books is unimaginably valuable, but transporting it out of Darkspace will present a problem.

11. Storage.

The smell of age immediately attacks your senses as you open the door to this chamber. Dark and musty, many years have passed since this room was last opened. With the exception of the thick layer of dust that covers everything in here, the room is well organized. Various urns, old books, trinkets, and weapons are neatly laid on the shelves in this room.

The urns contain the cremated remains of ten of T'Laan's former wives. After he slayed them, he was careful to destroy the bodies to prevent them from returning as undead. The books in this room are all normal works of history except one, a *manual of bodily health*.

T'Laan had spent many months reading this tome, but its secrets were lost to him due to his undead status. The trinkets are various knock-knacks that the creature has saved from his homeland. The weapons, including a mace, a two-handed sword, a long bow, and two daggers

are all normal, non-magical weapons. The long bow, however, is of elven construction and is one of the finest of its make. Any elf will automatically recognize its value. It could be sold for 500 gold pieces or more.

12. Den.

A grisly sight greets you in this chamber. The room has the characteristic grand furnishings and expensive art common to the tower, but each of the four easy chairs and the couch contain foul, rotting corpses of humans. How long these fellows have been here can only be guessed, but the smell is overwhelming. It is likely that they were formerly warriors of some stature, for they wear arms and armor of fine make.

There are seven bodies in all. These foul cadavers are, in actuality, dreaded ju-ju zombies, made doubly fearsome because they wear enchanted armor and wield magical weapons. Among the first of the humans T'Laan lured into his home were seven paladins, pure and above reproach. The terrible creature considers it a great victory to now have them serve him in death.

Ju-ju zombies (7): AC 0 (*full plate +1*); MV 9; HD 3+12; hp 36, 34, 34, 32, 30, 30, 27; #AT 1; Dmg 2-8 (*bastard sword of wounding*); SA special; SD special; MR Special; AL NE; THACO 15.

When anyone other than T'Laan or one of his undead enters the room, the ju-ju zombies will attack immediately and fearlessly. If the PCs defeat the ju-ju zombies and try to take the armor, they will be reminded that full plate armor will never fit another person. There is a 20% chance that an

armor can fit the armor to another man-sized creature, but that process will take proper equipment and several weeks. The swords can be used immediately. With the exception of the value of the furniture, there is nothing else of use in the room.

13. Washroom.

This washroom is a luxury in a house of luxuries. A great marble steam bath occupies one side of the room, along with various wash and waste basins. The mirrors and candelabra are all gold and of great value.

There is nothing of value in this room.

14. Master sitting room.

This sitting room is the first room of the master's chambers. Although beautiful and extravagant, this room looks strangely pristine and unused. Among the more valuable furnishings is a great tapestry on the wall depicting a holy knight defeating evil creatures on one of the lower planes.

This room is part of the master's chambers, but it is only for show. T'Laan seldom comes here. Behind the tapestry is a very large, two-way mirror that allows T'Laan to view area 20.

15. Master bedroom.

Read the following text as the characters stand at the double doors leading into the bedroom.

The great wood and iron portals leading into the master bedroom appear ancient. The care that was put into their construction is rarely seen in more recent craftsmanship. They are extremely heavy and will require great strength to open.

The DM should treat the double doors as if they were stuck. A successful open doors roll will be required to gain entry. They are not magically shut.

Although this is obviously the master bedroom, it contains rather untraditional trappings. No bed, no chairs, no wardrobes decorate this chamber. Rather, a great stone sarcophagus sits in the center of the chamber. The lid of the coffin is broken in two and lies on the floor. A old, withered hand and arm stick out over the edge of the open sarcophagus. There is a large ring on the finger of the hand.

The coffin contains a mummy who is deep in eternal rest. It will awaken only if someone attempts to take the ring from its finger. The mummy was an experiment by T'Laan to learn whether he could preserve a live human host to create a more powerful, more intelligent variety of mummy. The experiment failed, and the human died horribly.

Mummy: AC 3; MV 6; HD 6+3; hp 37; #AT 1; Dmg 1-12; SA fear, disease; SD special; AL LE; THACO 13.

The ring is a *ring of the ram* and has 18 charges.

16. Two-way mirror.

Use the following text if the party is

examining the mirror while standing in room 14.

Behind the tapestry is a great window looking into the empty recreation room. You guess that it might be used by the occupant of these chambers to observe those in the recreation room.

Use the following boxed text if the party is examining the mirror while standing in room 20.

A mirror of huge proportion dominates the wall. The craftsmanship and care that went into its creation is readily apparent. If the great lens could be transported, it would surely be of great value.

The two-way mirror is, in fact, used by T'Laan to observe humans that he allows to use the recreation room.

17. Guest room.

The generic decor of this bedroom identifies it as a guest room. Its sole occupant appears to have been a guest for quite some time. A human-sized skeleton lies on the bed.

Years ago, T'Laan sought to take a live, mortal wife. He went to her one night, but found he was unable to have her as a mortal would. Enraged, he killed her. Her skeleton lies on the bed, but is non-magical and will not animate. A very old piece of parchment lies next to the skeleton but will not be noticed unless the remains are examined. It is written in the language of the elves of Toril in Realmspace. It reads, "Alas poor Alanna, I was far too

evil for your mortal beauty."

18. Guest room.

This chamber was probably once a guest room, but now it is in shambles. A skeleton wearing plate mail lies next to a collapsed bed. In one hand is a shield, and a mace hangs from his belt. Sloppily written on the wall in some red liquid is, "His holy reign is over. Darkness won in the end."

An overturned wardrobe, a crushed desk and chair, and an open, empty chest are also in the room.

The skeleton is the corpse of a paladin T'Laan had imprisoned in the tower. One evening, the paladin challenged T'Laan to a swordfight, and the vampire accepted. The hero died.

The DM should not reveal this to the PCs, but if the party is clever, they will notice that the paladin has no weapon in hand and is there none near him (it is unlikely that he fought with his mace and then neatly returned it to his belt before dying). The paladin's real weapon, a long sword *holy avenger*, is under the collapsed bed. The skeleton is non-magical and will not animate. If the party is able to *speak with dead*, then the paladin will have much to reveal. He knows the tower very well. He knows about the secret doors to area 6, and he knows that the vampire has another coffin somewhere high up in the tower. He also knows about the magic books and spell books found in area 28.

19. Guest room.

This bedroom, probably for guests, is pristine in appearance. The bed is well-constructed and the desk is organized with quill and ink. A chest sits neatly at the end of the bed, and a wardrobe is in the corner. A curtained area leads to a washroom.

This is one of T'Laan's guest rooms. There is nothing of value here.

20. Recreation room.

A large billiards table and a chess table and a card table are the primary furnishings of the room. Several chairs and a small shelf of books sit in the corner. The largest and most dominant feature of this room, however, is a great mirror against the wall. It is fully 15 feet high and three times again as wide.

If the PCs examine the mirror, read the text from area 16 to them. The books are literature of various eras, no magical or special texts. If the PCs search in the pockets of the billiards table, they will find a crumpled piece of parchment with the following message messily scrawled on it: "The coffin room upstairs is a fake. The real coffin is behind . . ." Apparently, whoever was writing this note did not have time to finish it. In actuality, the note was written by one of the many "guests" of T'Laan who discovered the decoy coffin room (area 35). He did not have time to finish the note before he had to hide it.

21. Experimentation room.

The grisly purpose of the room is immediately apparent upon entering. A large, flat table with straps to hold down a humanoid's arms, legs, and head is against one wall. Next to it are various racks containing disturbing metal tools, their exact hideous uses mercifully unknown. The table as well as the floor around it are deeply stained with blood. A caged-off area leads to another room.

This is one of T'Laan's experimentation rooms. He would often bring humans here to "experiment" on them biologically. The vile creature could fascinate himself for hours watching how mortal blood flowed and seeing how long exposed organs could continue working.

22. Cage.

This area is obviously used to hold people for use on the table. It is currently empty.

There is nothing of value in the room. The PCs must first open the locked door to enter it. If they are not careful with the door, which is on a light spring mechanism, it will swing shut easily if not held open. Once closed, the door locks.

23. Experimentation room.

This room was at one time used for grisly experimentation. In the center of the room is a collapsed table. It has restraint straps for a humanoid creature. Two large racks are overturned, their grim looking metal instruments

strewn on the floor. A strange looking pile of dust is next to the table. A caged off area leads to another room.

The room was wrecked by T'Laan one evening while "experimenting" on a young elf maiden. The elf, driven insane from the constant imprisonment and torture, died prematurely on the table. T'Laan went into a rage and ransacked the room. The elf, driven insane and in a sphere away from her diety, became a banshee. If the PCs remain in the room for more than one turn or try to open the cage into area 24, the banshee will come out of the cage and attack the PCs.

Banshee: AC 0; MV 15; HD 7; hp 32; #AT 1; Dmg 1-8; SA death wail; SD +1 or better weapon to hit; MR 50%; AL CE; THACO 13.

The pile of dust is what remained of the elf's body after she became a banshee.

24. Cage.

Use the boxed description from area 22.

25. Experimentation room.

As you enter this room, you hear a faint, weak moaning. On the opposite side of the room is a table with a human strapped to it. He is naked and his body is covered with blood. Next to him are two large racks with many grisly, blood-covered instruments. Obviously, this man was recently tortured. A caged area leads to another room.

If Bruin is with the group in this room, he will immediately recognize

the human as Florin, one of the advisors of Gorath Shambrath. T'Laan has made several trips back to Dark-space during his years in Greatspace. Florin, among others, was brought here to T'Laan's tower. T'Laan put the man here merely to enrage the party and hopefully cause them to make mistakes. Florin will live if treated immediately, but his throat has been badly damaged and he is unable to speak. He does not know much about the castle. The only places he has seen are this room and area 26.

26. Cage.

This caged area is devoid of features except for a small pile of clothing and personal belongings.

The clothes belong to Florin. The man's dagger and his identification ring denoting him as Royal Advisor to House Shambrath are also here. There is nothing else of value.

27. Sitting room.

This room is used as a sitting room. There are several comfortable chairs as well as a fireplace in the chamber. A desk and chair are against one wall. There is a slight smell of decay in the air.

T'Laan often came to this room with humans to hold long discussions with them (usually just prior to killing them). At present, the dead body of a serving girl from Castle Skyview is in a chair. The PCs cannot see this from the door, but they can smell it. The body is non-magical and will not animate. There is nothing of real interest in the room.



28. Library and summoning chamber.

The most prominent feature of this large room is an intricate diagram on the floor consisting of many concentric circles and triangles. Candles are set inside the perimeter of most of the circles. The pattern, hand-drawn on the floor, is used by T'Laan in rituals of summoning. Walking over it or touching it is 90% likely to destroy the pattern.

Stacked around the room are many tomes, some of which are for the purpose of summoning extra-planar beings of power. The sheer number of books in this library is overwhelming. There are thousands of volumes lining the walls, two books deep in some

places. There are also a number of magical texts, including spell books.

Unfortunately, the library is so large and disorganized that there is only a 5% chance per person per hour of searching that one of these books will be found. That chance decreases by 1% per book found.

The books in this room are *book of infinite spells*, *book of vile darkness*, *manual of stealthy pilfering*, and two spell books. The first spell book contains the following wizard spells: *affect normal fires*, *color spray*, *detect undead*, *light*, *wall of fog*; *irritation*, *shatter*, *web*, *wizard lock*; *fly*, *Leomund's tiny hut*, *secret page*, *slow*; *fear*, *fumble*, *plant growth*, *solid fog*, *wizard eye*.

The second spell book contains the following wizard spells: *cantrip, enlarge, erase, friends, identify, shield, wall of fog; blur, ESP, levitate, rope trick; fireball, item, slow, tongues, vampiric touch; charm monster, enervation, fumble, improved invisibility; cloudkill, magic jar, major creation, wall of force; shades.*

The second book has a *fire trap* spell cast upon it. If the trap is discharged, there is a 65% chance that a fire will break out in the library. The books contained here are so old that they will catch fire quickly. Within five rounds, the fire will spread to such a degree that anyone in the chamber will sustain 2-12 points of heat damage per round and must make a saving throw versus paralyzation or become overwhelmed by smoke. If a character is overwhelmed by smoke, he cannot take any combat actions and can only crawl on hands and knees at one-fourth his normal movement rate. If the room catches fire, it is 50% likely that T'Laan will arrive to attack the party because of his fondness for this room.

29. Prisoner room.

The door to this room is locked.

This is a sparse but comfortable-looking bedroom. The window is barred, giving you the impression that it is used for locking someone in. There are a bed, a chest that cannot be locked, a desk, and a chair in the room.

There is nothing of value in the room. However, if the group moves the bed away from the wall, they will

find a message scrawled on the wall. It says, "Find the secret door upstairs to kill the darkness where he sleeps. Don't be fooled by the fake." This message is written by a former "guest" of T'Laan. It refers to the decoy coffin room (area 35). T'Laan knew the prisoner had discovered the fake and the secret door, but the vampire incorrectly assumed that the secret died with him.

30. Reading room.

Located high in the tower, the balcony from this reading room would, under normal circumstances, offer a dazzling display of the surrounding lands. Unfortunately, the surrounding lands consist of endless, dead plains. There are several easy chairs, a fireplace, a table, and a small bookshelf in this room. The books are fiction and poetry. You can guess that T'Laan must have been fond of poetry.

The vampire uses this room often. He will frequently sit and study a poem for several hours without end, trying to divine the meaning its mortal author penned. If the PCs page through the books, there is a 50% chance that they will discover a piece of parchment that T'Laan absent-mindedly put between the pages of one of the poetry books. It is the written floor plan of the secret coffin room (area 36).

Long ago, T'Laan brought a mortal to Darkspace to help him design the tower. The man was killed shortly after the tower's completion. Foolishly, T'Laan did not anticipate any threat to his stronghold, and the creature did not destroy that page after he was finished studying it.

31. Guest room.

The door to this room is locked.

This guest room looks as if it has not been used in many years. The blank parchment pages on the desk are yellowed and crumbling, and a layer of dust covers everything. The room looks as if it was intentionally left undisturbed. You get an eerie feeling as soon as you enter this chamber.

A long time ago, T'Laan fell deeply in love with a mortal woman. At every opportunity, he strove to please her. But this intelligent woman detected T'Laan's cruel nature long before she discovered that he was not human. Like all things beautiful that he possessed, the vampire eventually destroyed the woman in a rage. The woman was a priestess and, before she died, she penned a scroll of *protection from undead* which is hidden under the mattress of the bed.

32. Body Room.

The moment the door to this room is opened, the overpowering stench of decay overcomes you.

Everyone in the vicinity of the opened door must make a constitution check or be overcome by the smell. Those who fail the check will not be able to do anything but fall to the ground, choking and retching. Those who succeed in the check can perform combat actions, but at -4 on their attack rolls.

In your worst nightmares, you have never seen so vile a sight as that which is contained in this room. Bodies in various states of decay are piled from floor to ceiling. Worms and other scavenger insects crawl among the dozens and dozens of bodies, feasting. There is no way to enter the room except by climbing on top of this unholy pile of putrid cadavers (assuming you would want to enter).

Through some morbid quirk, T'Laan places all of the bodies of the people he has slain in this room of the tower. There are over 60 bodies piled in this room, some dead as long as 12 years. If the party searches all of the bodies, they will find a total of 158 gold pieces, 483 silver pieces, and one 500 gold piece diamond after almost four hours of searching.

Characters in this room must make a constitution check every fifteen minutes (even those who succeeded in their first check) or suffer the effects described above.

33. Creation room.

What vile experiments are performed in this room can only be guessed. Tables and countertops dominate this chamber. Ancient tomes are left open on various tables and human limbs lie on several of the countertops. There is a mild smell of decay, but the smell of herbs and preservatives dominates the room.

This chamber is used by T'Laan to create new undead. He experiments constantly, trying to make stronger varieties of the conventional monsters. He has already discovered that

by using the bodies of good-aligned people, the resulting undead creatures are sometimes more hateful and destructive than those made from evil or neutral people.

The tomes are ancient and evil, detailing processes of undead creation.

34. Holding room.

This room is completely bare except for a man-sized skeleton on the floor. It is dressed in decaying, tattered clothing. There is a faint smell of decay in the room.

T'Laan used this room to hold people he would use for experiments in area 33. T'Laan forgot about the last mortal he put in here, and his skeleton now lies on the floor. The skeleton is non-magical and will not animate.

35. Decoy coffin.

The door to this chamber is locked.

This room is luxuriously decorated. There are old and rare paintings on the walls, large, expensive vases set in the corners, and a great sarcophagus in the center of the chamber.

The coffin is carved from black marble, and the face on it is that of an elf or half-elf. There is a chill draft in the room, presumably from the two great sets of double doors found here.

This room is a decoy sleeping room created by the vampire. He never uses it to rest (he would only use it in an absolute emergency). The sarcophagus is the original coffin used to bury his mortal wife on Toril.

36. Extra sleeping room.

Behind the cleverly concealed secret door is a long, narrow chamber. At the far end of the room lies a simple wooden coffin resting upon a pile of soil. There is a sort of magical darkness here, and your light has trouble penetrating it, leaving the room in dark shadows.

In times of trouble, T'Laan uses this coffin to rest. He feels certain that no one knows of this chamber and he feels secure here. The room is guarded by a shadow that will ferociously attack anyone or anything except T'Laan.

Shadow: AC 7; MV 12; HD 3+3; hp 22; #AT 1; Dmg 2-5+special; SA strength drain; SD +1 or better weapon to hit; MR Special; AL CE; THACO 17.

Because of the special magical darkness in this chamber, the shadow will regenerate 5 hit points per melee round (even when destroyed) and is turned by a priest as if it were an 8 HD undead monster. If the shadow engages the PCs, T'Laan will immediately be aware of this.

37. Holding room.

A dozen sets of shackles hang from the wall of the chamber, none of which are currently occupied. A fire pit, brazier, and branding irons stand in one corner of this room.

The creature used this room to detain guests and the equipment to torture them. The branding irons have the symbol of his royal liege from Toril from his mortal days.

38. T'Laan's chamber.

Of all the rooms in the tower, this one contains the greatest number of mortal comforts. At one end of the room is a cleverly constructed steam bath. Several lavish silk couches occupy various spots around the chamber, and the chairs and floor pillows are of the finest quality and comfort. There are great wall hangings about the room, including a life-sized portrait of T'Laan.

Near the door is a great oak desk with a book shelf next to it. The furnishings in this room are invaluable in some cases.

This is T'Laan's private chamber. He comes here to surround himself with mortal comforts, often spending hours upon hours here. He has never taken one of his mortal "guests" here, and because of its location, none ever found it.

In the desk are several volumes that make up T'Laan's journal. They begin the very day that he became undead. If the PCs find this (and are able to read Realmspace elvish), then the DM should relate the entire story of T'Laan and Darkspace to the PCs, as well as any other information he feels is important.

The bookshelf contains volumes about the history of the Aglarond area of Realmspace as well as war manuals of the era. One of the books has been hollowed out. In this book, T'Laan has hidden his platinum wedding ring (worth over 1,000 gold pieces) and a *periapt of wound closure* (which he no longer can use).

39. Library.

The walls of this chamber are lined with rows upon rows of empty bookshelves. In the center of the room is a large desk with a chair, and several easy chairs occupy places on the floor. From the ceiling hangs a great chandelier. The room smells musty.

This room was originally built by T'Laan to store more of his books, but has not yet needed the storage space. When the tower was first constructed, T'Laan used this room to hide a magical ring (because it was one of the first rooms furnished). The ring was a *ring of three wishes* (with only one wish left) and is still concealed in a false bottom in one of the desk drawers, forgotten by the creature that hid it there.

Encountering T'Laan in the Tower

T'Laan is a clever creature. In the Tower of Night, however, the vampire enjoys yet another advantage: this is his home. The DM should keep this in mind at all times when the party and the vampire encounter each other.

If the PCs first use the *sun seeds* and restore the dead sun of Darkspace, then T'Laan's actions will become significantly more predictable. He will, of course, be forced retreat to one of his coffins during the daylight hours or be totally destroyed. Even with the sun dead, T'Laan must return to his coffin every 72 hours to rest.

If the vampire has not learned that the PCs have come to Darkspace and arrived at his tower, then T'Laan will rest in area 6. However, if he is aware

of the PCs' presence (if the sun is restored, for example) then he is 90% likely to use area 36 as his sleeping area.

If T'Laan is discovered while in his coffin, he will rise and fight to the death. He will attack ferociously, gaining a second hand-to-hand attack per round and fighting at +1 on his attack rolls. If he forces the PCs to retreat, he will not follow them. T'Laan will be destroyed in one round if exposed to direct sunlight, but it must be direct sunlight, for T'Laan has grown in power due to his age, and he can withstand indirect sunlight for up to half an hour.

When the vampire discovers the PCs' presence in Greatspace, he will coordinate his attacks with any remaining undead from his forces, performing constant guerilla type attacks on the party. If the creature faces a character one-on-one, he will certainly take the opportunity.

T'Laan will also fight savagely if the group finds the living area for the feeding stock humans that has been established. He and all remaining undead will attack the party in force to defend the quarters and to keep them from informing the humans of their terrible fate.

Living Quarters for Humans

When T'Laan built the Tower of Night, he also constructed a complex for his human feeding stock.

The complex was created with a number of things in mind, including comfort and security. It should not be construed that T'Laan is a compassionate creature, but rather a clever one. He realized that in order for the feeding stock to propagate themselves, he would have to create as normal a life as possible for them.

Therefore, each family has its own separate living space (meager as it may be). Areas for recreation and public gatherings are also nearby.

T'Laan even put in a room where the males learn to fight, to create the illusion of a militia.

The complex is located about twenty miles away from the Tower of Night. It is recommended that the PCs find the tower before they find the complex. The documents in T'Laan's chambers (area 38 of the Tower of Night) will tell of the complex and that humans are already living there.

The humans were told that they were being transported to support a war effort that Greatspace was involved in. These people were to work as production personnel and health care workers. T'Laan had secretly charmed the pilot of the large transport into intentionally crashing the

ship during landing. The craft was irreparably damaged and the survivors were stranded at the living complex they were supposed to occupy during the war effort.

Without the craft (and the pilot, who died during the crash), these people are helpless. They believe the war front to be over 600 miles away and that the transport would be needed to travel back and forth. Now the people simply occupy the complex, living their lives day to day and doing the best they can. There is much concern over people who are suddenly missing from time to time, but there is nothing they can do about it.

The undead that roam Darkspace are under specific orders never to bother the people living in the complex. This directive comes from T'Laan and none dare violate it for fear of destruction.

Complex Description

1. Living quarters.

There are 58 separate living quarters located around the perimeter of the building. These are small, and an entire family must sleep in the 20' by 20' chamber. This helps to keep families from having too many children and causing overpopulation of the tiny complex. The rooms are small, but they are well-constructed and comfortable enough for the families.

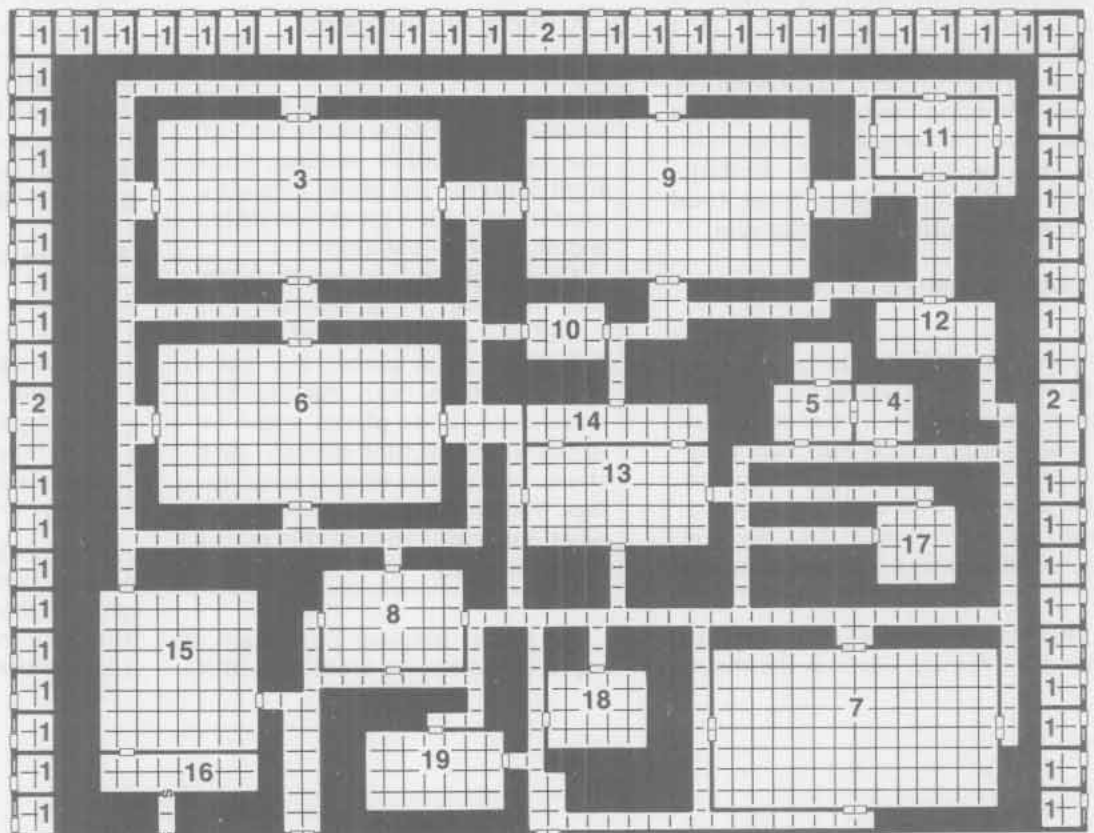
It is because of the small hardships the people must endure that they band together. This unity gives them a desire to propagate and survive which serves T'Laan's purposes.

The rooms are purposely constructed so people must go outside to get to the main portion of the complex. This is to ensure that people will walk around outside for T'Laan to prey on.

T'Laan's Living Complex for Humans

One Square = 10 feet

-  Door
-  Secret Door
-  Window



2. Washroom.

There are three common washrooms located on the outside of the complex for the families to use. They consist of wash tubs, waste basins, and a place for clothing to be cleaned.

3. Fungus Garden.

As you enter this dimly lit chamber, you are immediately struck with a sense of largeness. The room is extremely warm and humid, making it uncomfortable. The chamber is dominated by large patches of green and yellow fungi, carefully tended and grown. It seems that the fungus is farmed and used as food, because baskets are located in one corner of the room, ready for collecting the fungus when it is "ripe."

Because of the harsh conditions of Darkspace, food production is a problem. This great chamber is used by the former Citizens to grow edible fungi. Time and the need for survival have given the people a tolerance for the strange food source. Perhaps 60% of the complex's total food source comes from this chamber.

4. Gurio Shandor's Sitting Room.

This room, while not large, is luxurious by the standards of this small community. The room has a comfortable couch and two easy chairs. Some paintings decorate the walls as well as three modest but attractive lamps. The gives a sense of comfort, but not luxury.

This room is occupied by Gurio Shandor's family. Gurio is the mayor

of the community (which has come to be known as New Thesalys) and thus is afforded better living quarters. Under normal circumstances, Gurio's wife and ten year old son will be here.

There is nothing of real value in the chamber.

5. Gurio Shandor's Bedroom.

Two beds—one large, one small—occupy this room. A large wardrobe stands open, displaying modest but well-kept clothing of the family.

This is the Shandor family's sleeping area. Like the sitting room, this chamber is modest. Under the large bed, a sack holding 150 gold coins is hidden. It has little value here in Darkspace, but represents the family's holdings.

6. Artificial growth room.

This massive chamber is a literal wonder. Some 50 or more feet up, the ceiling holds several huge light sources. The eerie, incandescent illumination gives everything a dull, washed-out color.

On the ground, spread throughout this giant chamber, are pits full of soil. All manner of vegetable and edible plants are grow here. Potatoes, corn, carrots, and dozens of other plants grow indoors where no sunlight can reach them, on a planet where no sun exists. You can't help but wonder by what sorcerous means this feat is accomplished.

The great, magical light sources atop this room were created to artifi-

cially feed nutrients to the plants below. As a function of these artifacts, the soil is also replenished of its vital nutrients. The people harvest the vegetables which provide perhaps 40% of their total food intake. It should be noted that although the lights provide the effects of natural sunlight, they will in no way affect T'Laan adversely.

7. Food storage.

You are greeted by row after row of shelves covered with jars and packages of preserved foods. There are canned vegetables, dried meats, and other assorted staples. The food in this room alone could easily sustain the complex for several months.

Areas 3 and 6 produce considerably more food than the community consumes, so much of the excess is preserved and stored here. Now that the room is almost filled, the excess food will likely be destroyed. New Thesalys can survive six months without producing any food before the stock of this room is depleted.

8. Recreation room.

Tables for billiards, chess, and gambling games adorn this comfortable room. Also, chairs for reading and socializing are abundant here. This area is used for recreation and lounging.

T'Laan built the recreation room to keep the population happy. If the people think that they have enough time for recreation, then they will likely believe their lives aren't bad.

9. Gathering room.

This large chamber with a high ceiling appears to be used for public gatherings. The center of the room is adorned with hundreds of stuffed, comfortable pillows. The room could easily hold hundreds of people comfortably.

If New Thesalys requires any public gatherings, they are held here. The entire population fits easily in this room. Because of the slow pace of life of the community, there are very few public gatherings.

10. Washroom.**11. Water room.**

As you enter this chamber, the familiar sound of bubbling water tickles your ears. The center of the room contains a large fountain and it is bubbling rapidly with fresh, clear water. It seems unusual because you are certain that Darkspace has thus far been lifeless and barren.

The fountain was magically created. Unless destroyed or dispelled, the fountain will continue to produce water on par with demand. The water has never run out and easily provides for all the needs of the community.

12. Mayor's office.

This large, lavish chamber contains a great desk in the center of the room and several chairs in front of it. Paintings and rich decorations adorn the room.

This is mayor Gurio's office. He uses it for any official acts of office. However, it sees little use, because life in New Thesalys is slow and orderly. In fact, Gurio does little as mayor other than oversee food distribution and organize war parties. If the room is searched, files will be found detailing the "war plans" of Greatspace and a log of the trip from Greatspace to Darkspace. The party will learn that no one in New Thesalys suspects that T'Laan is anything other than a loyal advisor to the late Gorath, and they support him fully. The people feel that although they are seemingly stranded on some unknown planetoid, they can still support the cause by being loyal Citizens.

13. Dining hall.

Many tables and chairs are spread about this large room. It could easily seat several hundred people comfortably. The walls, floors, and tables are immaculately clean.

The dining hall is more commonly used for gatherings than area 9, because life in New Thesalys tends toward informality. The people of the community eat whenever they like, the kitchen always being available to them. The inhabitants are not on regular meal schedules. This is due to the lack of definable night and day.

14. Kitchen.

Large stoves and cooking tools adorn this large, contemporary kitchen. The place seems to be geared toward cooking for great numbers. Fresh vegetables and fungi are available.

15. Combat Training Room.

This room is empty except for the padded floor. It seems to be a fighting arena or training area.

In order to give the New Thesalians an actual enemy, T'Laan orders groups of skeletons to occasionally attack the complex. Normally, a group consists of four to five skeletons. This is just enough to inflict small casualties, but still be a challenge for the citizens. This method allows T'Laan to manipulate the humans, giving them reason to rally and raise morale.

Training is held here three times per week (approximately, since night and day have little meaning in Darkspace). The men are trained in use of the quarterstaff (the only weapon the New Thesalians use). The fighting force consists of 30 0-level fighters.

16. Weapon room.

This dimly lit chamber contains racks of quarterstaves. There are over 100 staves in the room. Nothing else is stored here.

T'Laan has a secret entry from the outside of the complex to this area. He will often come here to make certain that old staves are replaced with new ones (because the New Thesalians don't have any resources available to them). Thus far, the people have not become suspicious, but they have little reason to be.

17. Oruth's quarters.

This densely furnished room is almost amusing in its lack of organization. Five beds occupy the room as well as a desk, several wardrobes, some chairs, and other assorted furnishings. It is obviously the living area of someone sloppy.

Oruth is the master-at-arms for New Thesalys. His position is honorary because there are no wars. His responsibility is to teach the classes that occur in area 15. He has a wife and seven children.

18. Guest chamber.

A newly made bed, a wardrobe, a chest, and a desk occupy this room. The chamber is in pristine condition, giving the impression that it has never been lived in.

The room is reserved for guests. It is useless since there is no one to be a guest of New Thesalys.

19. Library.

Upon entering this chamber, you notice two small shelves of poorly kept books. Twelve chairs and several small end tables are about the room.

This is the library of New Thesalys. Because of the limited space on the transport and because many things were destroyed in the crash, there are very few books here. They are all mundane, non-magical books.

Fate of New Thesalys

Life in New Thesalys is slow and simple. The people here truly believe themselves to be in a hopeless situation. They feel that they are likely to live out their lives in the complex, and that through their children, New Thesalys will continue.

In order to overcome the obvious potential for overcrowding, there is a strict, self-imposed limit on the number of children per family (although some of the families arrived with more children than the limit allows). The basic human need to propagate the species drives them toward this.

If the PCs can find the New Thesalians and convince them of their predicament, they would rise up against T'Laan. The vampire knows that the balance he has created in New Thesalys is delicate indeed. He will fight ferociously to defend the complex.

T'Laan's Stake in New Thesalys

T'Laan is an old vampire and he has seen many mortal lives come and go. He survives the decades and centuries by maintaining a sort of fascination with mortals (although this often manifests in morbid practices). He views New Thesalys as his creation, and has an odd affection for it. If he feels that this place is threatened, it will be more than just survival that will cause him to fight. It will also be that faint streak of human emotion that somehow survived the transition into the ghastly, evil thing that he now is.

Bruin's Stake in New Thesalys

Bruin Shambrath also has an emotional stake in this adventure. These are his people and he is now the ruler

of Greatspace. But his feelings run deeper than duty. He has always felt as though he would be an inadequate ruler in the shadow of his father, who has always been a wise and active ruler. Bruin expected his father to rule for a great many more years and is disoriented at the sudden thrust into this role of leadership and responsibility.

Bruin feels that he owes it to his father to get his people home safely, for that is what the kindly leader would have expected. This is the sudden and unexpected test of manhood and responsibility that Bruin must face. To fail this is to fail in the worst way, and surely he would be unable to continue effectively ruling Greatspace knowing that he did not succeed in his first and greatest challenge.



Encountering T'Laan

The following boxed text can be read to PCs when they encounter T'Laan for the final battle. It should be used if the vampire is basically unharmed and prepared for the battle.

A chill overcomes you and the dark, offensive stench of the grave pervades the area. The hairs on your body stand on end and the feeling that something unnatural has arrived subdues you. This is the final conflict. This is the event for which all of the death and suffering has occurred. It is time to put aside your fears, for you will battle that which has no fear, which has no soul.

He steps out of the shadows, so dark and evil that at first, you nearly missed him. His face is pale and dead. His eyes burn with the fury of the unliving. There is power in his movements, and you cannot help but wonder if perhaps he is too powerful. Perhaps you made a grave error in coming here and facing so great a being.

He wears unremarkable, long, loose-fitting clothing typical of spacefarers. Around his neck you see an amulet in the shape of an upstretched, gauntleted hand, and for just a moment you recognize it. But the feeling passes quickly.

The creature's lips part and his fang-teeth become visible. Suddenly, a terrifying noise accosts your senses. You become fearful because you are unable to determine the source of this evil, unnatural sound. Then, to your horror, you realize that T'Laan is speaking and the sound is his voice. "Mortals, have you truly come all this way only to die? Time is on my side. Long after your grand-

children's grandchildren are dead and in their graves, I will walk the land still. You cannot defeat me; I am eternal."

The meaning of the creature's words causes you momentary doubt. Surely you cannot destroy so powerful a being. He is death. He is forever. He is a vampire!

T'Laan was attempting to *charm* the party. If the players allow the DM to read the text without interruption, then they must all make saving throws versus spells or be *charmed* by the creature. *Charmed* PCs will naturally not be able to be ordered to attack their own party members, but T'Laan will order them away. In this case, they will head away from the battle scene in a random direction at normal movement for five melee rounds, at which time they can make another saving throw. If it is successful, the PC may return to the battle. If it fails, the PC must keep moving for another five rounds at which time he may make another check. This will continue until a PC either makes his saving throw, or until the battle ends.

After the *charm* attempt, T'Laan will summon 3-18 wolves as per his innate ability. Because of the unnatural environment of Darkspace, undead wolves will arrive. Treat them as animal skeletons.

Undead wolves (3-18): AC 8; MV 6; HD 1-1; #AT 1; Dmg 1-4; SD Special; MR Special; AL N; THACO 20.

The wolves will attack the PCs without fear as long as T'Laan is present. If, however, he is killed or retreats, the skeletons will fall apart into piles of bones.

T'Laan has the following spells memorized:

1st level: *armor, change self, magic missile, phantasmal force, sleep.*

2nd level: *darkness, 15' radius, deafness, flaming sphere, hypnotic pattern, invisibility, mirror image, scare, web.*

3rd level: *blink, gust of wind, hold person, lightning bolt (x2), spectral force.*

4th level: *confusion, fear, fire shield, polymorph other, shout, wall of fire.*

5th level: *advanced illusion, cloudkill, teleport.*

6th level: *Bigby's forceful hand.*

The DM must become very familiar with these spells in order to roleplay T'Laan most effectively. Remember, T'Laan has been studying magic for a great many years, and knows many ways to use the spells.

Unless T'Laan is battling in a location in which the description states he will fight to destruction, the creature will use an escape route if the PCs are defeating him. He has the ability to assume gaseous form or giant bat form, as well as the ability to *spider climb*, any of which can be useful to escape the party.

Encounters with the Citizens of New Thesalys

If the party encounters the Citizens before the Citizens have become aware that T'Laan trapped them and that he is a vampire attempting to use them as feeding stock, the Citizens will have difficulty trusting the party. The Citizens assume that Bruin is the leader of a rebel group that directly caused the death of Gorath Shambrath (the same rebel group causing the war that brought them here.)

The papers found in area 38 of the Tower of Night may aid the group in convincing the New Thesalians of T'Laan's true plot. But the PCs will also need careful negotiating and a lot of luck.

EPILOGUE

The following text should be read to the players after they have defeated T'Laan and restored the sun in Darkspace. The text may be modified if the players did not succeed in restoring the sun. The DM can, at his option, allow the sun to be restored when T'Laan is defeated.

For some, the thought of battling the forces of evil on some foreign land in some foreign solar system may seem like fancy. For you, however, the idea is a matter of history. This day you have prevailed over darkness and faced terrible odds for a cause that is larger than yourself. You have risked life and soul for the benefit of another, thus truly earning yourselves the title of hero and a place, however small, in the never-ending, mighty flow of history.

You have traveled through alien lands, befriending strange beings and battling beings stranger still. You fought for the name of justice millions and millions of miles from your homeland. You have made it clear that those who will risk everything to ensure that the cards of equity and honor are dealt fairly are not extinct.

Bruin Shambrath and the survivors from T'Laan's feeding camp stand before you, tears in their eyes, the look of hope once again on their faces. Bruin approaches. "My friends," he begins, "there is no reward great enough for what you have done for us. You helped a stranger in a time of need and thereby saved not just a nation or a world, but an entire solar system. Return with us to Greatspace. You will be rewarded to the best we can afford. This I promise as the new governor of Greatspace."

Bruin turns to his people gathered behind him. After a moment, he speaks again, "Citizens of Greatspace, you have endured much because of the abysmal evil of T'Laan. You have suffered the ultimate penalty for his own ends: your dignity and freedom. Yet I must ask that you persevere a bit longer, for we cannot bring you home yet. But within weeks, we will send transports back to pick you up. Endure just a short time longer, my loyal Citizens."

As he turns, the sun peeks over the horizon, spilling its warming, rejuvenating rays over you. The ground is black and harsh, but as it softens comes the natural smell of the promise of healing that will take place here. Bruin absently bends over and picks something up from the ground. As he straightens and opens his hand, you see a few small blades of grass there. "Then again," he continues, "maybe things won't be so bad after all."

Bruin will bring the PCs back to Greatspace where he will ask them to testify to the Citizens on his behalf. At first, there will be doubt at so wild a tale, but in the end, he will make the truth known.

Much festivity and celebration will break out at the dawn of a new age for Greatspace. The Citizens will forever remember the hard lessons taught by their oversight and mistrust and the losses they endured because of their league with evil. And they will remember that small group of heroes whose efforts saved them from a terrible fate.

After the celebrations and festivities comes a more serious and somber time. It is time to pay last

respects to Gorath Shambrath who, perhaps more than anyone else, paid a terrible price in this battle of souls. The funeral is grand and lavish as befitting one of Gorath's station. He is buried in a family plot outside Castle Skyview. On his grave is the simple epitaph: "Though good will triumph over evil, there is always a price to pay."

The PCs will be given the monetary reward promised them plus the *Hummingbird* ship. There will also be statues constructed in their honor in the upper garden of Castle Skyview. If the PCs need any ordinary provisions (i.e., weapons, armor, supplies, etc.) they will be provided free of charge by House Shambrath.

Bruin Shambrath expresses his gratitude and joy, yet the PCs will notice just a hint of grief in his eyes. Bruin has become fond of the PCs and is truly sad to see them leave (unless they decide to stay in Greatspace . . .) and also is slightly disheartened at the prospect of settling down to rule Greatspace.

The DM should note that, although the PCs defeated T'Laan, his great evil nature and strong hatred pulled him into Ravenloft just prior to total destruction. Although beings very rarely ever escape Ravenloft, it could prove to be an interesting encounter if the DM steers the campaign in that direction. Truly great powers are rarely destroyed, but they are always able to try to destroy the heroes at some later time. Just more fun down the road . . .

Two new magic items are detailed for use with this module. The DM is free to adapt the magic items for regular use in a campaign.

Ring of the Comet

This ring appears to be nothing more than a valuable piece of jewelry. The band is a magically enhanced platinum alloy, and a large, perfectly cut emerald is set in the band. These elements alone give the ring a value in excess of 3,000 gold pieces in an open market. It is worth far more than that due to its powerful enchantment.

The ring is of particular value to spacefarers because it has the ability to summon a comet steed. Comet steeds are rare space-mounts that have the ability to travel at spelljamming speed. The ring, when found, will have 4-16 charges (4d4). Each use, regardless if successful, permanently drains one charge from the item. It cannot, by any means short of a *wish*, be recharged. Once the item's charges have been depleted, it is non-functional (but the owner still has a very beautiful, very valuable ring).

A charge is expended any time the user attempts to summon a comet steed. First, the DM should determine if a comet steed is available in the area. If the DM would like to determine randomly, assume a 30% chance of a steed being available. The comet steed gets a saving throw versus magic. If it fails, then it must travel to the summoner post-haste (which is fast for a horse that can spelljam!).

A summoned comet steed must serve the owner of the ring unless he or she is evil. A comet steed will never serve an evil character. The steed will serve the summoner for

one mission and then it will depart. The DM has final discretion as to what constitutes a mission, but in any case, the length of servitude will not exceed one month. The comet steed will not risk its life for the summoner.

The origin of the item is unknown. Most likely, it was created by spacefaring wizards for groundlings who would not know how to engage the assistance of the comet steed (or perhaps not even know of the existence of comet steeds!).

It is not known how many of these rings exist, but there are certainly more than one and probably several dozen. The arcane have been known to have the rings available for sale or trade, as is their way.

The ring has an experience point value of 2,000 X.P.

Sun Seeds

The legend of Faeriespace is lost in time, and most spacefarers do not even know of its existence. It is a realm whose very fabric is made up of the peculiar faerie magics. Strange and wonderful things abound there.

When a worthy person comes to his realm, Aelivere, the One-King of Faeriespace, sometimes sees fit to aid that person in his or her endeavors. To this end, the faerie magics weave incantations to meet specific needs. When Bruin Shambrath, a good-hearted, brave young man from Greatspace came to Aelivere in need, the mysterious ruler gave him the *sun seeds*.

These magical seeds resemble small grains of sand and are brilliant yellow in color. They are typically carried in a small leather pouch that will contain a few ounces of the seed. Each pouch will carry enough seed for 1-4 uses.

These seeds are created from the fabric of light and have a wondrous effect when spread upon a dead sun. They will cause the body to spring back into fiery life as it was when it was first created, shining with its original brilliance. There is, of course, a small problem involved with using the *sun seeds*; a user must be sufficiently far from the sun so as not to be destroyed when the flaming body revives, yet close enough to sprinkle the seeds onto it. This is typically done with a spelljamming ship from a close orbit to the sun. There is a base 80% chance that the sun will be successfully revived by the seeds.

If the application is successful, the sun will begin to re-ignite within 5 rounds (giving a spelljamming ship plenty of time to move away) and will be fully back to life within 2 turns.

The *sun seeds* have an experience point value of 1,500 X.P.

CLIMATE/TERRAIN:	Any space
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	Semi (2-4)
TREASURE:	None
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	24, Fl special
HIT DICE:	4
THACO:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-6/1-6/1-6
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSE:	Stardust
MAGIC RESISTANCE:	25%
SIZE:	L (10')
MORALE:	Average (8-10)
XP VALUE:	650



In appearance, the comet steed is much like a large, healthy warhorse, always with a pure white coat. The similarity to planet-bound horses stops there, however. Comet steeds are natives of space and can travel freely in wildspace and the phlogiston. They are constantly surrounded by a fine, gleaming mist which is actually a cloud of stardust. When the comet steed flies through space, the dust cloud trails behind it, hence its name.

Combat: Comet steeds are not warlike and tend to avoid combat whenever possible. Considering the great speeds at which they can travel, the beasts can avoid combat as they choose. The steed has the amazing natural ability to travel at spelljamming speeds (in combat, consider the horse to have a SR of 7!), making the rare creatures a highly prized mount.

Comet steeds attack with their front hooves and bite, inflicting 1-6 hit points per successful hit. Attacking in this manner, however, is extremely rare for a comet steed. Like standard equines, they tend to flee at any sign of danger. Only spelljamming ships with SR 7 or higher are able to keep up with these animals.

The stardust that a comet steed emits is functional in combat. Most important, this dust imparts magic resistance upon the animal. As a secondary function, when the steed is in combat, the dust will gather in the area and blind the steed's opponents. Anyone involved in melee with a comet steed suffers -4 to hit because of blindness. A successful saving throw versus breath weapon will allow retention of partial vision and attacks will be made at -2. The blindness will clear 1 turn after exposure to the dust has ceased.

Habitat/Society: Comet steeds are very solitary animals. They will never be seen with other creatures or other comet steeds. Their life span is approximately 200 years.

Comet steeds mate once in their lives in a ritual that lasts only a few days. During the mating ritual, a male and female

comet steed will breed, with the female bearing only a single foal.

There are only two ways to obtain a comet steed as a mount. One is to capture a young comet steed and raise it as a mount. Since young steeds are without the ability to travel at spelljamming speeds for the first year of their lives, it is relatively easy to capture a young foal. The difficult task is finding a foal, considering the great rarity of comet steeds.

The other way to obtain a comet steed as a mount is to use a *ring of the comet*. This enchanted ring is used for summoning comet steeds for use as temporary mounts. The description of this magic item appears in the appendix of this adventure.

Ecology: Comet steeds are herbivores, so they often will land on planets to graze for periods of time lasting no more than a few days. They will then wander back into space and travel until they encounter another planet. The beasts eat only two or three times per month, so they can travel great distances in space without feeding.

The stardust of a comet steed is of great value to alchemists since it can be used to generate powerful *potions of magic resistance*. The stardust can be collected after a comet steed has passed through an area. However, the dust scatters and disappears after 1 turn.

CLIMATE/TERRAIN:	Warrior Underground	Queen Underground
FREQUENCY:	Very rare	Unique
ORGANIZATION:	Hive	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Low	Low
TREASURE:	None	None
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	50-200	1
ARMOR CLASS:	5	8
MOVEMENT:	15	3
HIT DICE:	2	8
THACO:	19	13
NO. OF ATTACKS:	2	1
DAMAGE/ATTACK:	1-8/1-8	1-12
SPECIAL ATTACKS:	Acid	Nil
SPECIAL DEFENSE:	Hive mentality, parry	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (12' + tall)	H (20')
MORALE:	Special	Special
XP VALUE:	120	975

Isopterites are semi-intelligent, bipedal termites that live beneath the ground or in trees in giant hives.

The typical isopterite appears to be a large insect with a great bulbous head and six appendages (two of which are legs). The do not wear clothing or armor, nor do they carry any weapons. Their tough hide and strong, chitinous arms are all the arms and armor these powerful creatures need.

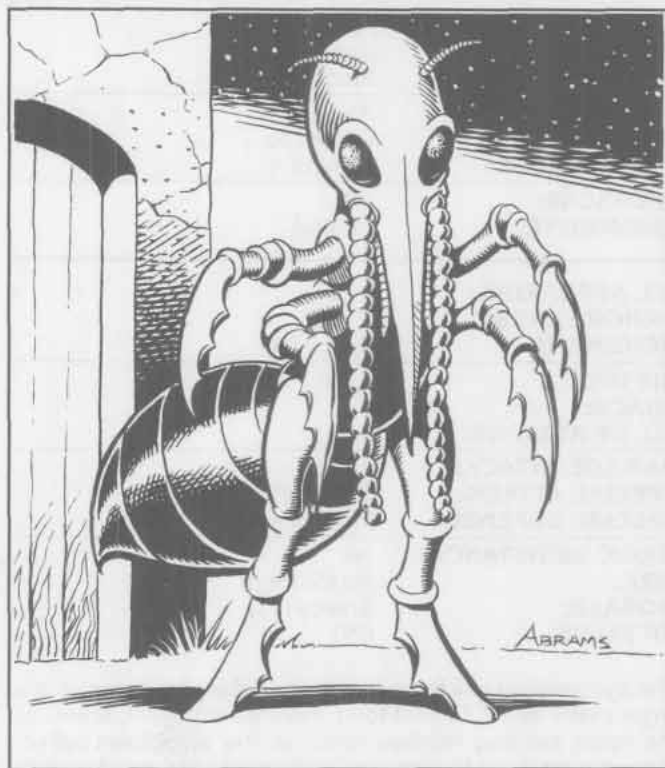
Combat: The isopterites are very quick and agile. The creatures are part of a hive mentality which aids them in coordinating their attacks against intruders in their lair. The isopterites that arrive at the scene of intrusion and begin combating the enemies are constantly sending a limited telepathic report to other members of the hive. In this manner, additional reinforcements can be most effectively deployed. This has the effect of overwhelming the enemy, inflicting attacks from vulnerable rear and flank areas.

The isopterites are also very quick in hand-to-hand combat. They attack twice each melee round with rapid strikes from their bone-hard appendages, inflicting 1-8 points of damage per attack. They can also parry one frontal attack each melee round without sacrificing their normal attacks. The parry gives the attacker -3 on his attack roll.

Once per turn, a warrior isopterite can squirt a highly acidic, chemical deterrent at its enemy. This is done in place of the hand-to-hand strikes. The insect can squirt the acid with deadly accuracy, gaining +1 on its attack die. The acid inflicts 2d12 points of damage on a successful hit. There is a 25% chance that the acid will be aimed at the eyes of the target (unless he is wearing protection over the eyes). In this case, the eyes will become highly irritated and blindness will ensue. The blindness last for 1d6 turns if flushed with water (2d6 turns if not treated).

Isopterites will generally fight only in defense of their lair, but they will fight tenaciously and with regard for their own lives. Thus, the creatures never make morale checks when defending the lair.

If the queen is killed, however, the insects go into confusion. They begin to wander around aimlessly, fighting only if attacked, but attempting to flee even then.



The queen is capable of combat, but only in her own personal defense. She is so large and nearly immobile that often when she begins her egg laying cycle, she will not move for the duration of her life. But if she is attacked, she is capable of dealing a powerful strike with one of her arms, inflicting 1-12 points of damage.

Habitat/Society: The isopterites are hive-oriented creatures. Their hives are usually dug deep under the ground. They live in large colonies and are divided into "castes," each representing individuals with specific duties to perform. There are warriors to defend the colony (they are identical to the standard isopterite, but have the ability to squirt acid); workers to construct the nest and perform domestic tasks; and kings to fertilize the queen.

Isopterites live partly underground and partly in huge nests (called termitaries) which they build on the surface. These vary greatly in size and shape, and the exteriors solidify as hard as rock. The termitaries are often hundreds of feet tall! Inside are innumerable galleries, nurseries, fungus-gardens, a royal apartment, and other chambers.

Ecology: The isopterites' chitinous, hard appendages are suited for combat, though they are not a war-like species. The creatures are wingless. They feed on fungi and decaying organic matter, some of which is generated within the colony.

Reproduction is the occupation of the kings and queens. After fertilization, the queen's abdomen swells until it becomes an enormous bladder. She becomes merely an egg producing machine, and will lay an egg every few minutes for several years. At any one time, her abdomen may contain up to 4,800 eggs in various stages of development, and they are carried off to the nurseries by queues of workers as quickly as they are laid. Since the queen is nearly immobile, she is groomed and fed by special worker attendants.

CLIMATE/TERRAIN:	Phlogiston
FREQUENCY:	Uncommon
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2-20
ARMOR CLASS:	5
MOVEMENT:	6, Fl 9 (B)
HIT DICE:	3+2
THACO:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-3/2-8
SPECIAL ATTACK:	Constriction, spore
SPECIAL DEFENSE:	Explodes when killed
MAGIC RESISTANCE:	Nil
SIZE:	M (15' long)
MORALE:	Steady (11)
XP VALUE:	650

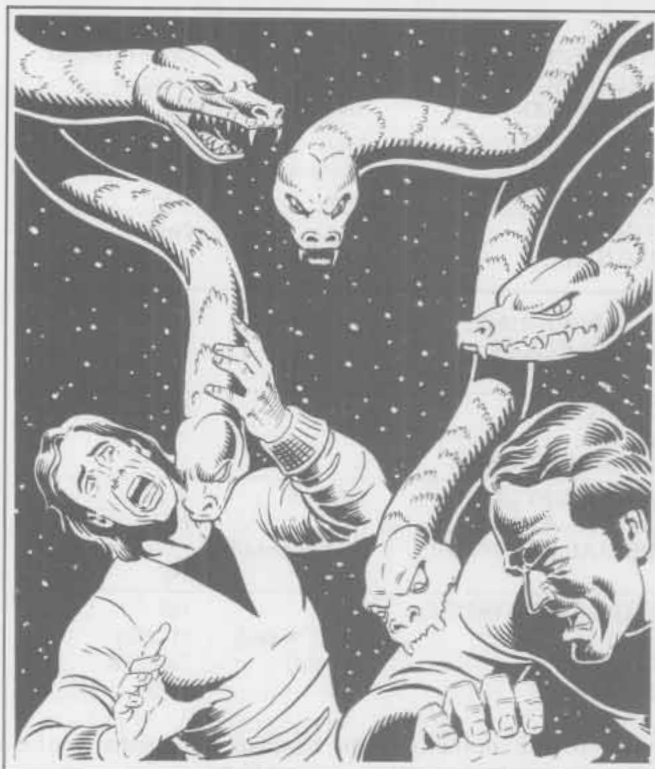
The pyroserpent is a feared denizen of the phlogiston. It is a large snake about 15 feet long, covered with slick scales of the same swirling rainbow color as the phlogiston (effectively giving it +1 to surprise). The snakes are undetectable at a range of more than 50' in the phlogiston. Although the creature can move in the same slithering manner as a conventional snake, the pyroserpent prefers to fly, being propelled by its own natural telekinetic ability. This telekinesis cannot be used to move anything but the snake's own body.

The pyroserpents travel in flocks of up to 12 snakes, in search of food and a place to lay their eggs. It is a fearsome sight indeed to see such a group approaching one's ship!

Combat: The pyroserpent attacks with its vicious but non-poisonous bite. If the serpent strikes with an attack roll of 5 or greater than what it needs to hit, its victim will be trapped in the snake's coils as it attempts to constrict the victim. Each round that a victim is trapped in a pyroserpent's coils, he receives 2-8 points of damage automatically (no attack roll is required). For example, the pyroserpent bites a 3rd-level fighter in chain mail with 15 dexterity (AC 4). The creature needs an attack roll of 13 to hit the fighter (THACO 17). If the attack roll is 18 or higher, the fighter is trapped in the serpent's coils. The snake will automatically release anything in its coils if it suffers greater than 50% of its total hit points. Otherwise, a bend bars roll is required (at a -2 penalty) to escape the constriction. Any attack on the snake that misses the snake has a chance to hit the constricted victim (roll another attack roll vs. the entrapped victim).

The pyroserpent has a very special defense that causes anyone who knows about these creatures to think twice before attacking. If the snake is killed, its body ruptures in a small burst of flames. Under normal conditions, the explosion would not be a problem. When the creature erupts, it reacts with the highly flammable phlogiston and explodes in the equivalent of a 5 HD fireball in a five-foot radius of the snake's body. All rules for explosions in the phlogiston as outlined in the SPELLJAMMER™ boxed set apply.

If the pyroserpent scores a bite, there is a 20% chance that it will release spores from its mouth into the victim. This is how the pyroserpent breeds, for these spores form into eggs, gestating inside a living host. As the spores grow and de-



velop, the victim will become increasingly weak. After one week, the victim will lose one point of Constitution and Strength per day and suffer a cumulative -1 to hit per day. When either strength or constitution reaches zero, the victim dies. This is caused by the growing embryos consuming all of the nourishment in the body, and the victim actually starves to death. A *cure disease* spell will destroy the eggs, at which time the victim will regain lost Strength and Constitution at a rate of one point per day. If the victim dies, 2-8 young pyroserpents will emerge from the corpse.

Habitat/Society: The creatures have no real society. They tend to follow one self-elected leader who is the strongest of the flock. If it is killed, a power struggle will ensue to determine who will be the next leader.

Ecology: Natives of space have found many uses for the body parts of a pyroserpent. This is profoundly difficult, because it is nearly impossible to kill a pyroserpent without the creature exploding, completely destroying all body parts. The only known way to do this is to trap the creature and take it into wildspace, where it is unable to live. The snake will die within one hour of removal from the phlogiston. Even this method is not certain to preserve a pyroserpent, because once the creature is brought into wildspace, it will begin to thrash about wildly, attempting to escape its bonds. If the thrashing of the creature kills it, it will erupt into flames as it dies (but without the explosion).

The scaly skin of the pyroserpent is highly prized since it is an excellent camouflage in the phlogiston. The blood of the creature is sought by many alchemists, as it can be used in a variety of fire-based potions. The meat of the pyroserpent is an exotic delicacy on many tables, and has been known to sell for as much as 1000 gold pieces per serving!

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	F
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1-4
ARMOR CLASS:	1
MOVEMENT:	12, Fl 18 (C)
HIT DICE:	8+3
THACO:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	5-10
SPECIAL ATTACKS:	Energy drain
SPECIAL DEFENSES:	+1 or better magical weapon to hit

MAGIC RESISTANCE:	See below
SIZE:	M (5 1/2'-6 1/2')
MORALE:	Champion (16)
XP VALUE:	
Western	3,000
Eastern	4,000

Of all the chaotic evil undead creatures that stalk the world, none is more dreadful than the vampire. Moving silently through the night, vampires prey upon the living without mercy or compassion. Unless deep underground, they must return to the coffins in which they pass the daylight hours, and even in the former case they must occasionally return to such to rest, for their power is renewed by contact with soil from their graves.

One aspect that makes the vampire far more fearful than many of its undead kindred is its appearance. Unlike other undead creatures, the vampire can easily pass among normal men without drawing attention to itself for, although its facial features are sharp and feral, they do not seem inhuman. In many cases, a vampire's true nature is revealed only when it attacks.

There are ways in which a vampire may be detected by the careful observer, however. Vampires cast no reflection in a glass, cast no shadows, and move in complete silence.

Combat: When engaging in combat, vampires are savage and fearsome opponents. They are physically very powerful, with a Strength score of 18/76, receiving a bonus of +2 to hit and +4 to damage. The crushing blows of a vampire's attack are so fierce that they inflict 5-10 points of damage.

The gaze of a vampire is one of its most powerful and dangerous weapons. Any person who allows the vampire to look into his eyes will be affected as if by a *charm person* spell. Due to the power of this enchantment, a -2 is applied to the victim's saving throw versus spell. In this manner, vampires are often able to pass posted sentries and surprise their chosen victims.

Like all undead creatures, vampires exist in both the Positive Material and Negative Material planes at the same time. Their powerful negative essence allows them to drain two life energy levels from anyone they strike. If the vampire is making use of some form of weapon in the attack, it cannot employ this power.

Weapons of less than +1 enchantment pass through vampires without harming them in any way. Even if attacked with and harmed by magical weapons, vampires regenerate 3 hit



points per round. If reduced to zero hit points, a vampire is not destroyed, but is forced to assume *gaseous form*. Once in this state, it will attempt to flee and return to its coffin where, after eight hours of rest, it regains its corporeal form. If the defeated vampire is unable to reach its coffin within 12 turns, however, its essence breaks up and the creature is truly destroyed.

Sleep, *charm*, and *hold* spells do not affect vampires. Similarly, they are unharmed by poisons and immune to paralysis. Spells that are based on cold or electricity cause only half damage.

At will, vampires are able to disperse their bodies into clouds of elemental vapor and assume *gaseous form*. In this state, they are all but immune to attack and can escape from almost any confinement. In addition, vampires can *shape change* so as to take on the form of a large bat (hence the flying movement rate given above).

Vampires can summon lesser creatures for aid. In a subterranean environment, they will typically call forth a swarm of 10-100 rats or bats. In the case of the latter, these do not physically attack but serve to confuse and obscure the vision of the vampire's foes. In the wilderness, a vampire will normally call upon 3-18 wolves for assistance. In all cases, the summoned animals arrive in 2-12 rounds.

At will, a vampire can use a *spider climb* ability and scale sheer surfaces. Often, they will employ this power to gain access to rooms on upper floors without alerting those on watch downstairs. This power also permits the vampire to seek refuge in places which are all but beyond the reach of mortal men.

Despite the great powers which vampires obviously possess, they are not without weaknesses of their own. The odor of strong garlic repels them and they will not approach it. Further, they will recoil from the face of a mirror or lawful good holy symbol if either of these is presented to them with courage and conviction. It is important to understand, however, that this will not actually harm the vampire in any way nor drive it off. Garlic will prevent the creature from attacking or entering the area, while mirrors and holy symbols force the vampire to find some means of removing the

offending object before it can be bypassed. In most cases, the vampire will seek to overcome these hazards with the aid of its minions. For example, a *charmed* person might be called upon to attack someone who is holding the vampire at bay with a holy symbol. Another important point to keep in mind is that a lawful good holy symbol will affect the vampire regardless of the vampire's original religious background. Vampires which are splashed with a vial of holy water or struck with lawful good holy symbols are burned by them, suffering 2-7 points of damage.

Just as vampires can be kept at bay, so too can they be slain by those who have the knowledge to do so. Any vampire which is exposed to direct sunlight is instantly rendered powerless and, after one round, utterly annihilated. If the vampire can be immersed in running water, it loses one-third of its hit points each round, until destroyed on the third round. Last, a vampire can be killed by having a wooden stake driven through its heart. In this case, however, the creature can be restored simply by removing the stake if further measures are not taken to ensure the fate of the vampire. In order for it to be completely destroyed, the vampire's head must be cut off and its mouth stuffed with holy wafers (or their equivalent).

In addition to its aversion to items like garlic and holy symbols, the vampire acts under many other limitations. One of the most powerful of these is the creature's inability to enter a home without being first invited to do so by a resident of the dwelling. This does not apply to public buildings and places of business which, by their very nature, extend an "invitation" to all. Once a vampire has been invited to enter a residence, it may come and go freely afterward. A common manner for obtaining permission to enter a home is the use of the vampire's gaze to *charm* a servant or other inhabitant.

Any human or humanoid creature slain by the life energy drain of a vampire is doomed to become a vampire himself. Thus, those who would hunt these lords of the undead must be very careful lest they find themselves condemned to a fate far worse than death. The transformation takes place one day after the burial of the creature. Those who are not actually buried, however, do not become undead and it is thus traditional that the bodies of a vampire's victims be burned or similarly destroyed. Once they become undead, the new vampire is under the complete control of its killer. If that vampire is destroyed, the controlled undead are freed from its power and become self-willed creatures.

In most cases, vampires do not lose the abilities and knowledge which they had in life when they become undead. Thus, it is possible for a vampire to have the powers of, for example, a wizard, thief, or even priest. In all cases, of course, the new vampire becomes chaotic evil.

Habitat/Society: Vampires live in areas of death and desolation where they will not be reminded of the lives they have left behind. Ruined castles or chapels and large cemeteries are popular lairs for them, as are sites of great tragedies or battles. Vampires often feel a strong attachment to specific areas with some morbid significance, like the grave of a suicide or the site of a murder.

When deciding on a course of action or planning a campaign, vampires move very slowly and meticulously. It is not uncommon for a vampire to undertake some scheme which may take decades or even centuries to reach its conclusion. Because of the curse of immortality that has fallen upon them, they feel that time is always on their side and will often defeat foes who might otherwise overcome them; the vampire can simply go into hiding for a few decades until the passing of the years brings down its enemies.

Vampires are normally solitary creatures. When they are found in the company of others of their kind, the group will certainly consist of a single vampire lord and a small group of vampires which it has created to do its bidding. In this way, the vampire can exert its power over a greater range without running the risk of exposing itself to attack by would-be heroes.

In general, vampires feel only contempt for the world and its inhabitants. Denied the pleasures of a true life, they have become dark and twisted creatures bent on revenge and terror. When a vampire creates another of its kind, it considers the new creature a mere tool. The minion will be sent on missions which the vampire feels may be too dangerous or unimportant for its personal attention. If the need arises, these pawns will gladly be sacrificed to protect or further the ends of their master.

Ecology: The vampire has no place in the world of living creatures. It is a thing of darkness that exists only to bring about evil and chaos. Almost without exception, the vampire is feared and hated by those who dwell in the regions in which it chooses to make its home. The vampire's unnatural presence is all-pervasive and will cause dogs and similar animals to raise a cry of alarm at the presence of the creature.

Vampires sustain themselves by draining the life force from living creatures. Unless they have a specific need to create additional minions, however, they are careful to avoid killing those they attack. In cases where the death of a victim is desired, the vampire will take care to see that the body is destroyed and thus will not rise as an undead.

Eastern Vampires:

This breed of vampire is, if anything, even more frightful than its western cousin. Although they share many of the western vampire's strengths and weaknesses, they have the ability to fade from sight at will. Once they have become *invisible*, they receive all of the normal bonuses which such a state normally bestows, including being attacked at -4. These monsters are unable to *charm* their victims, however, and cannot assume *gaseous form* at will as western vampires can.

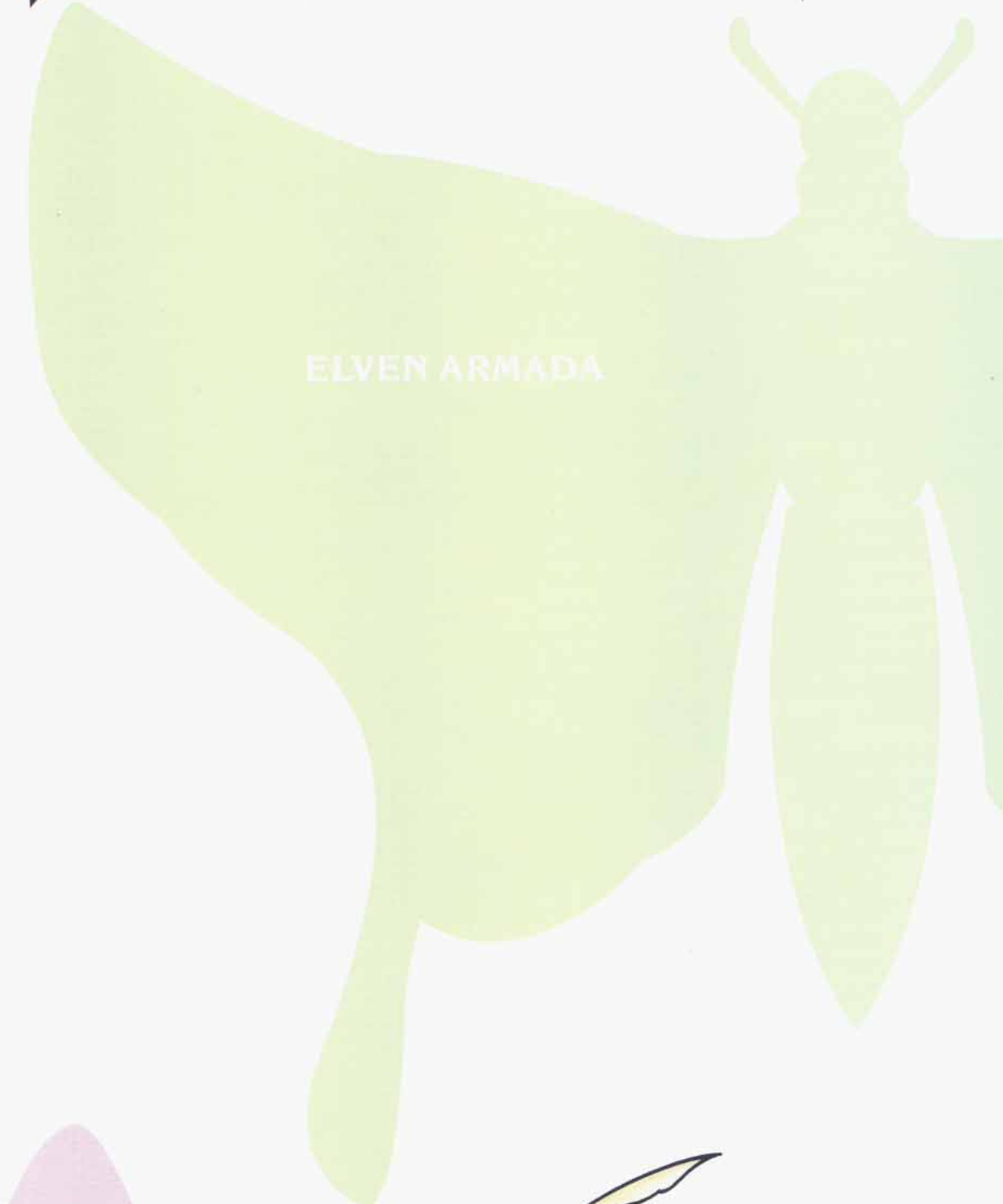


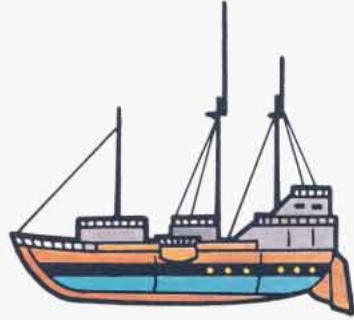


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ADVENTURE

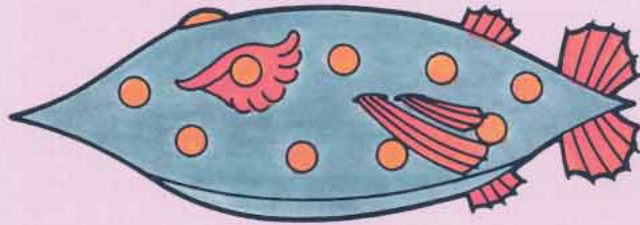
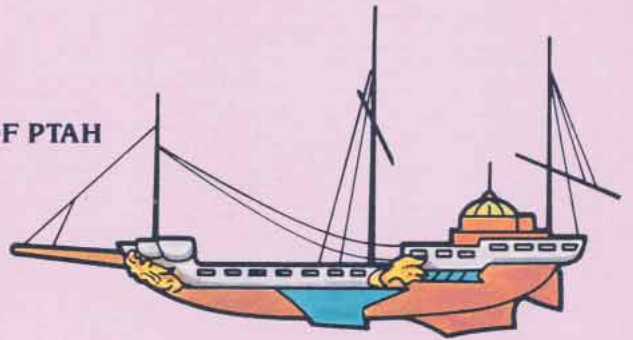
ELVEN ARMADA





DEATHGLORY

BARGE OF PTAH

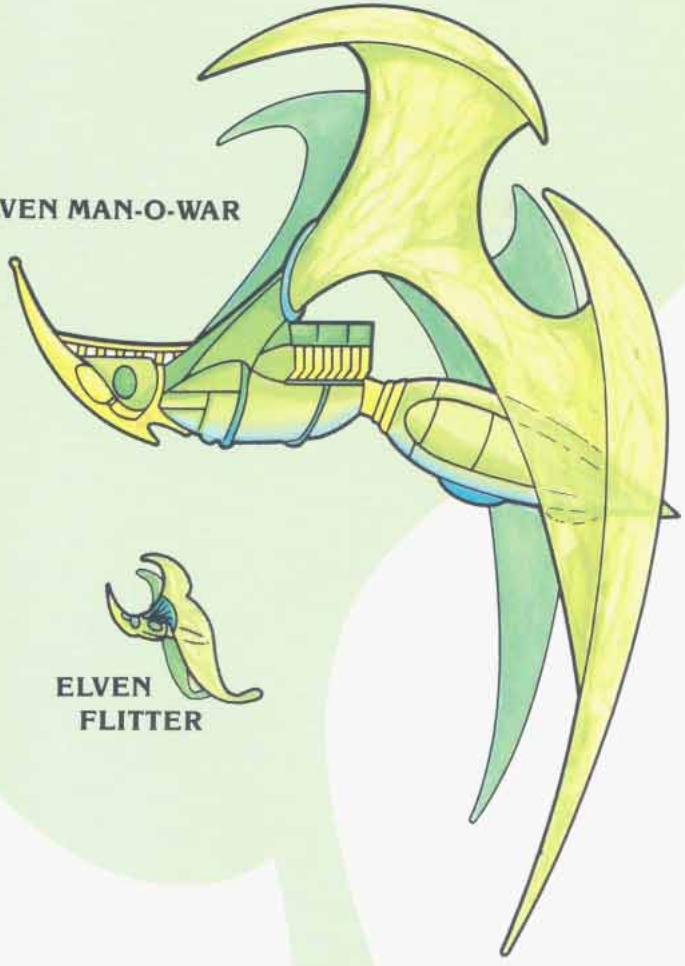


BLOATFLY

COMPARATIVE SIZES OF S



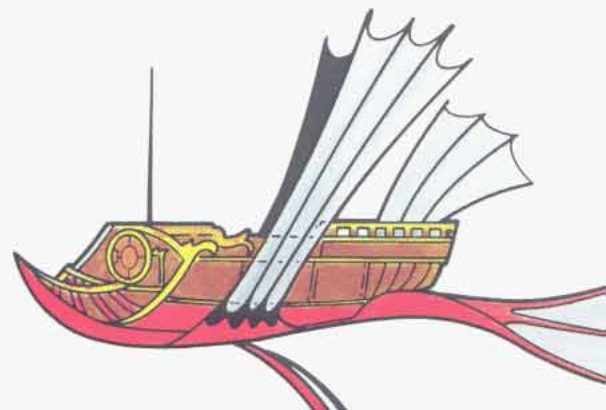
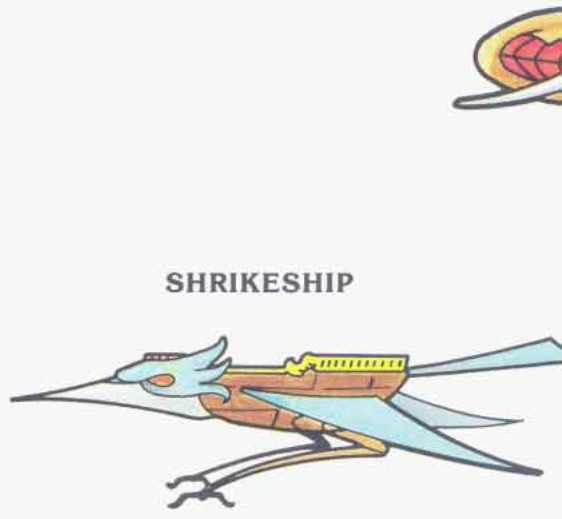
ELVEN MAN-O-WAR



ELVEN FLITTER



SHRIKESHIP

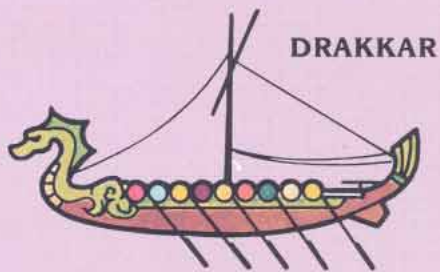




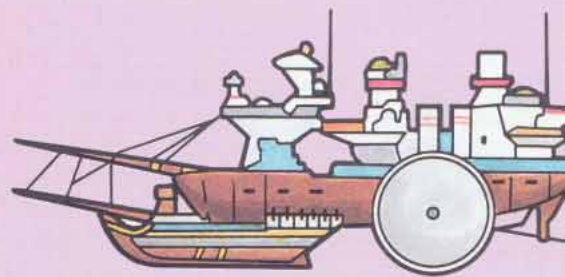
HAMMERSHIP



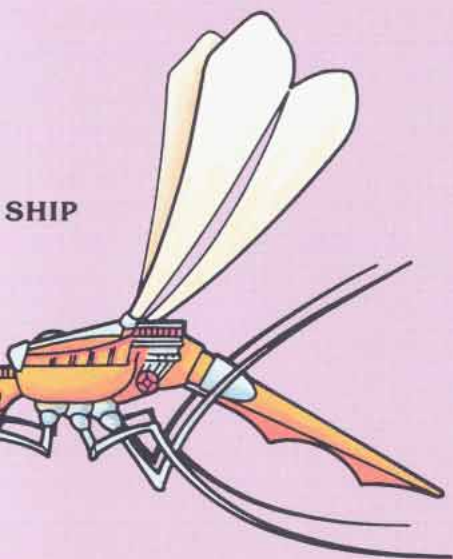
VIPERSHIP



DRAKKAR



GNOMISH SIDEWHEELER



SHIP

SCORPION SHIP



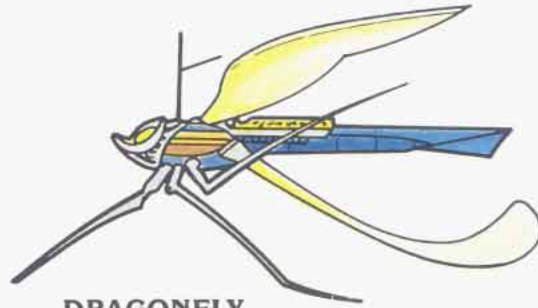
HUMMINGBIRD



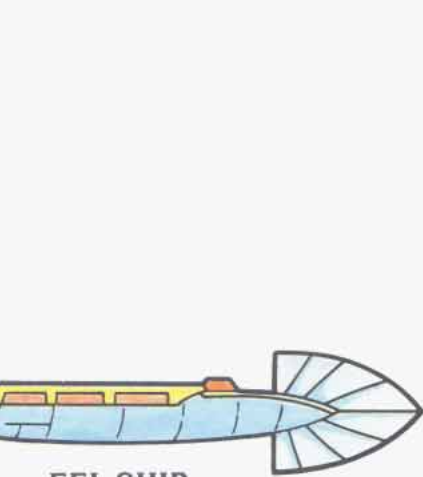
SPACEFARING VESSELS



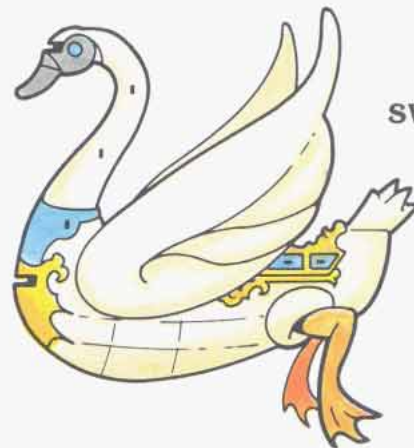
DOGRE MAMMOTH



DRAGONFLY



EEL SHIP

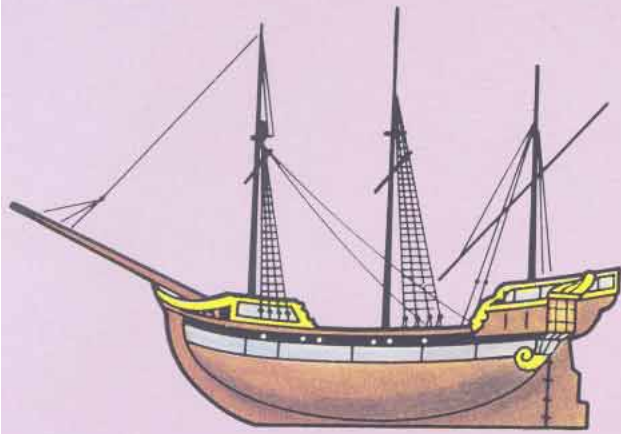


SWAN SHIP

SQUID SHIP



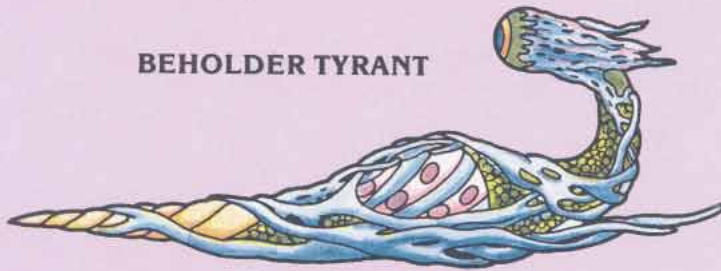
LAMPREY SHIP



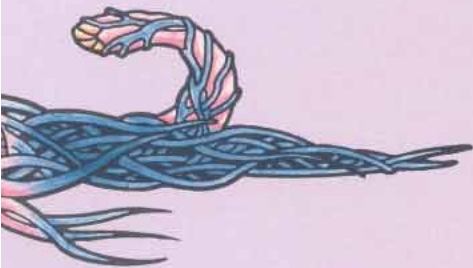
GALLEON



NAUTILOID

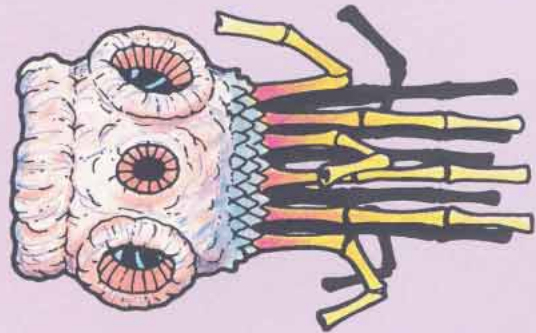


BEHOLDER TYRANT

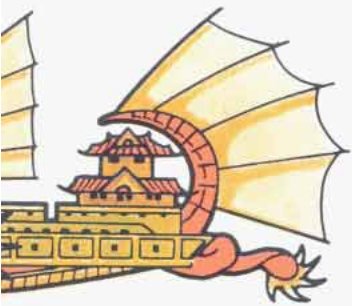


BEHOLDER TYRANT

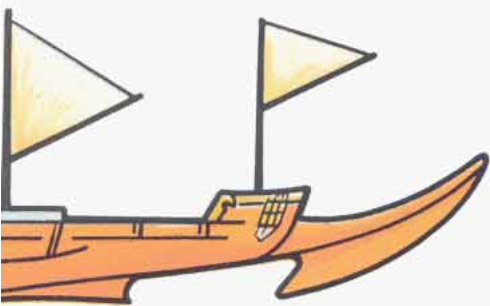
BEHOLDER TYRANT

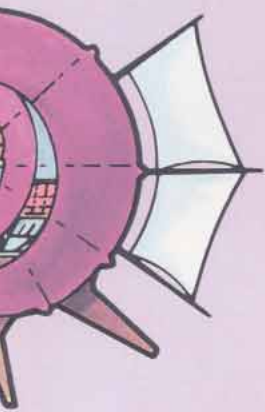


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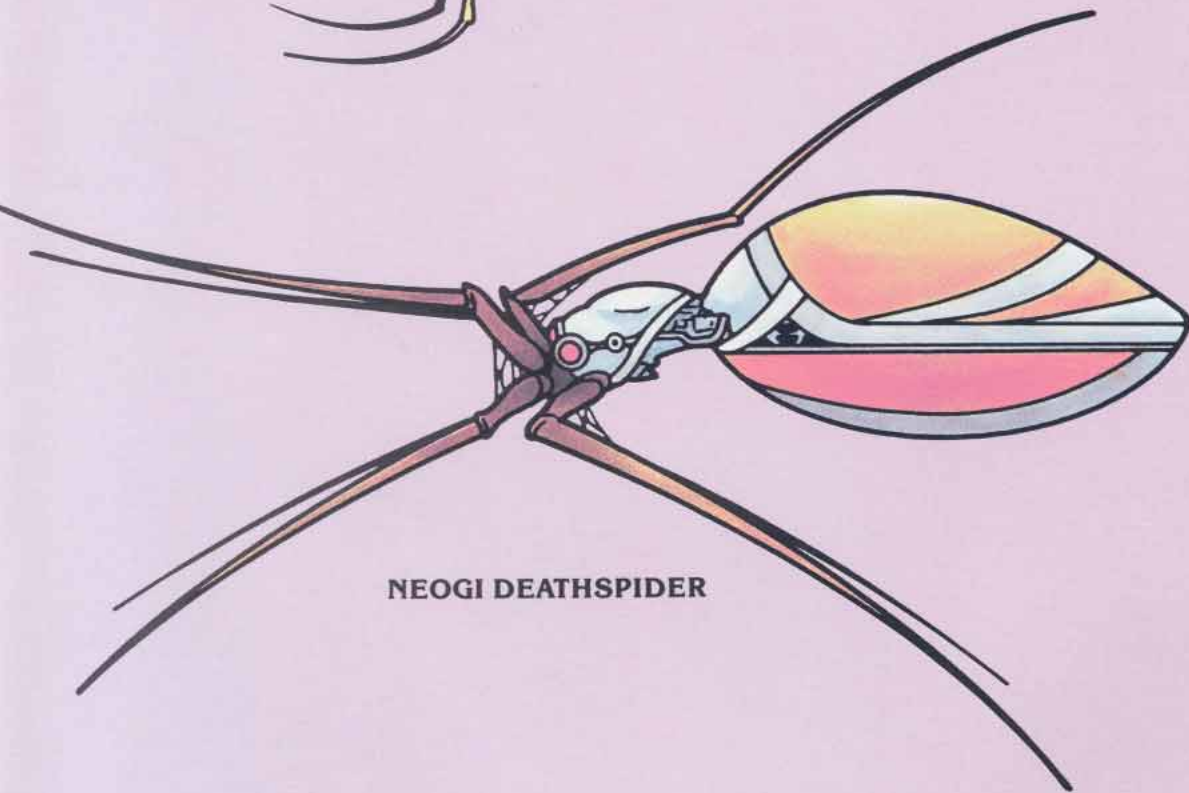
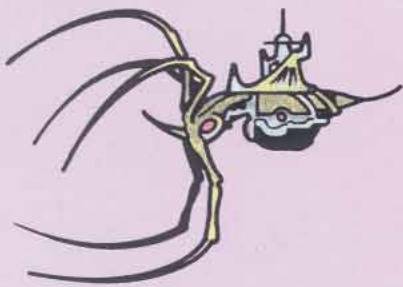


DRAGONSHIP





NEOGI MINDSPIDER



NEOGI DEATHSPIDER

SPELLJAMMER

DIESEL
'90

HUMMINGBIRD

One Square = 5 feet

The *Hummingbird* is a unique ship built by the engineers of Thesalys in Greatspace. It is used as a court ship, typically used for carrying visiting dignitaries. It is also used quite often by Bruin Shambrath to visit his secret safe-house on the moon of Thesalys.

The ship is a marvel of spelljamming technology and its capabilities lend great praise to the Thesalian engineers who are recognized as being among the finest in their field.

The great wings protruding from the craft have a purpose greater than simple aesthetics. The magical energies of the spelljamming helm focus through these wings, causing them to vibrate rapidly. This has the effect of constantly displacing the mass of the craft, making it appear to be less than its actual mass. This is what gives the ship its Class A maneuverability. So smooth is the vibration and so superior the engineering of the ship that the moving wings have no noticeable effect to someone who is on the craft.

The ship's primary weapon is equally as amazing as its propulsion. The long beak of the *Hummingbird*, as well as serving as a piercing ram, houses a magical ship-to-ship combat weapon. In the forward part of the ship is a form of *magic missile* device. A *magic-user* with the *magic missile* spell memorized several times is necessary to make use of the weapon. The wizard simply casts the spell at a large crystal mounted on a pedestal. The crystal absorbs the energy of the *magic missile* spell, amplifies it, and launches a greater form of the spell out the end of the beak. The crystal will launch only a single missile dealing 1 hull point of damage plus 1 hull point per missile that is stored in it. For example, if a 7th-level wizard casts *magic missile* into the crystal, this missile would inflict 5 hull points of damage on a successful hit.

Since *magic missiles* do not involve heat, this weapon will not cause fire on ships or explosions in the phlogiston. The crystal will not accept energy from more than one spell at one time. Therefore, if more than one wizard casts a *magic missile* spell into the crystal, only the highest level caster's spell will be accepted. The others will simply be wasted. The crystal will not accept any spells other than *magic missile*.

The ship is equipped with a major helm as well as a backup minor helm. The major helm is located on the bridge, and the backup minor helm is located on the observatory deck. The minor helm is used only if the bridge is damaged or the major helm is inoperative.

Main Deck

Cargo Deck

Magic Missile Device

1. Observatory and Weapons Room

2. Captain's Cabin

3. Crew Cabin

4. Guest Cabin

5. Galley

6. Cargo Hold

6A. Cargo Door

7. Bridge and Helm



HUMMINGBIRD

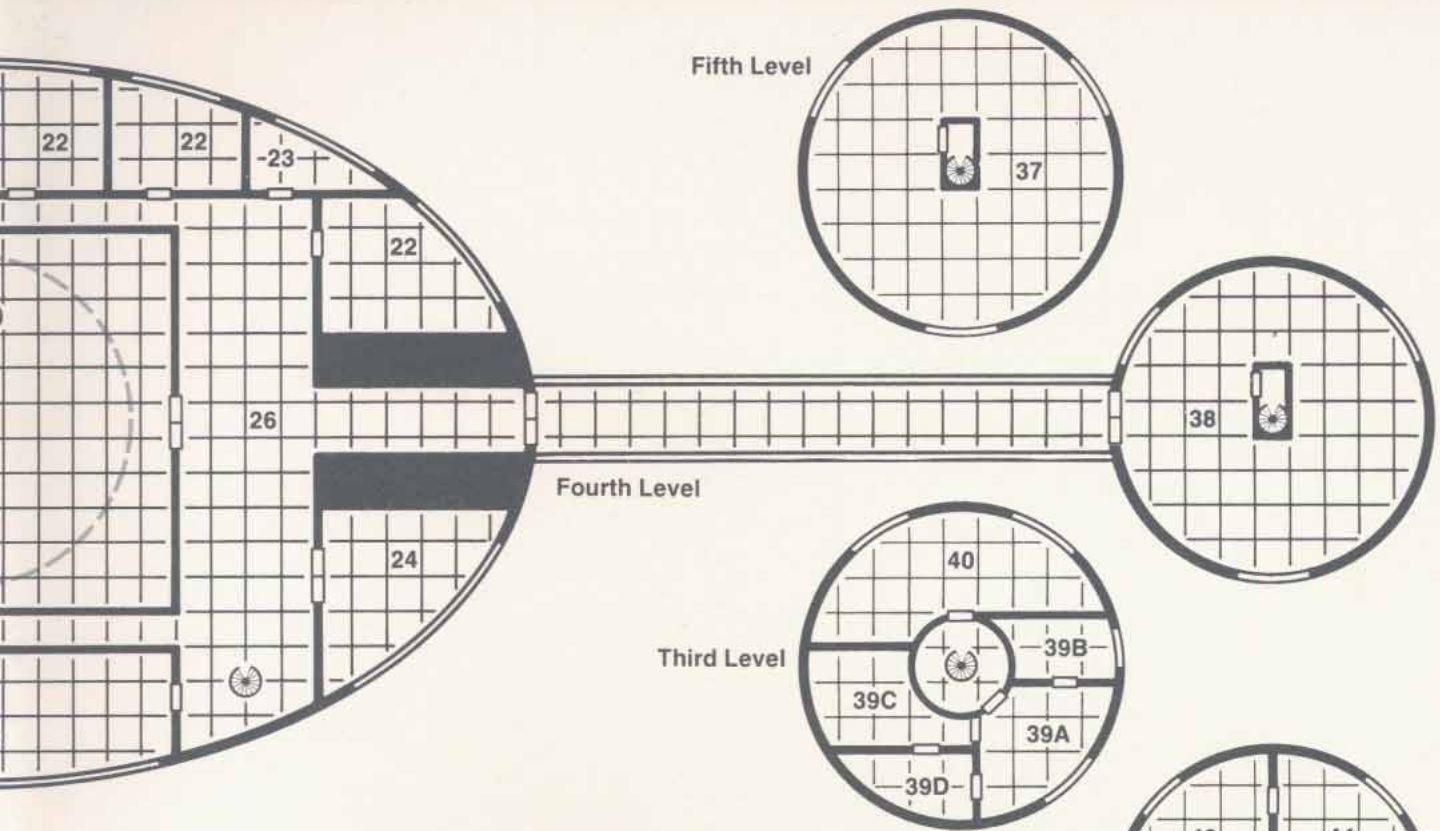


Built By:
Used Primarily By:
Cost:
Tonnage:
Hull Points:
Crew:
Maneuver Class:
Landing—Land:
Landing—Water:

Humans
Bruin Shambrath
18,000 gp
7 tons
7
2/10
A
Yes
No



Armor Rating:
Saves As:
Power Type:
Ship's Rating:
Standard Armament:
Piercing Ram

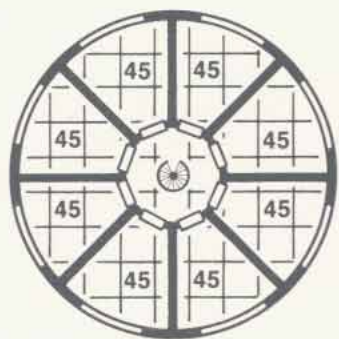
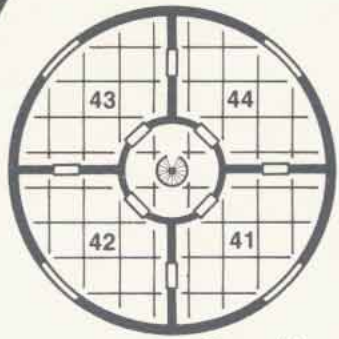
8
Thin wood
Major Helm
As Helmsman
Special
100 feet
20 feet



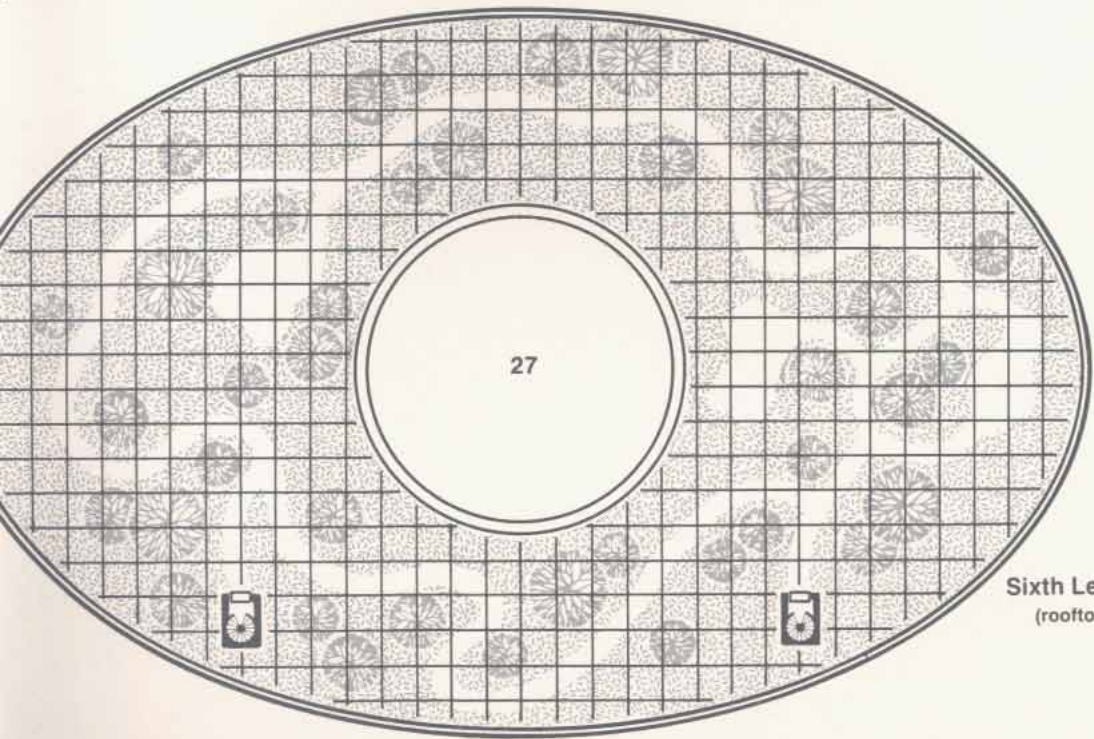
Castle Skyview

One Square = 10 feet

-  Spiral Stairway
-  Door
-  Concealed Door
-  Secret Door
-  Window



15E



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2nd Edition



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