DUNGEONS & DRAGONS®

Expert Game Adventure

City of the Gods

by Dave L. Arneson & David J. Ritchie

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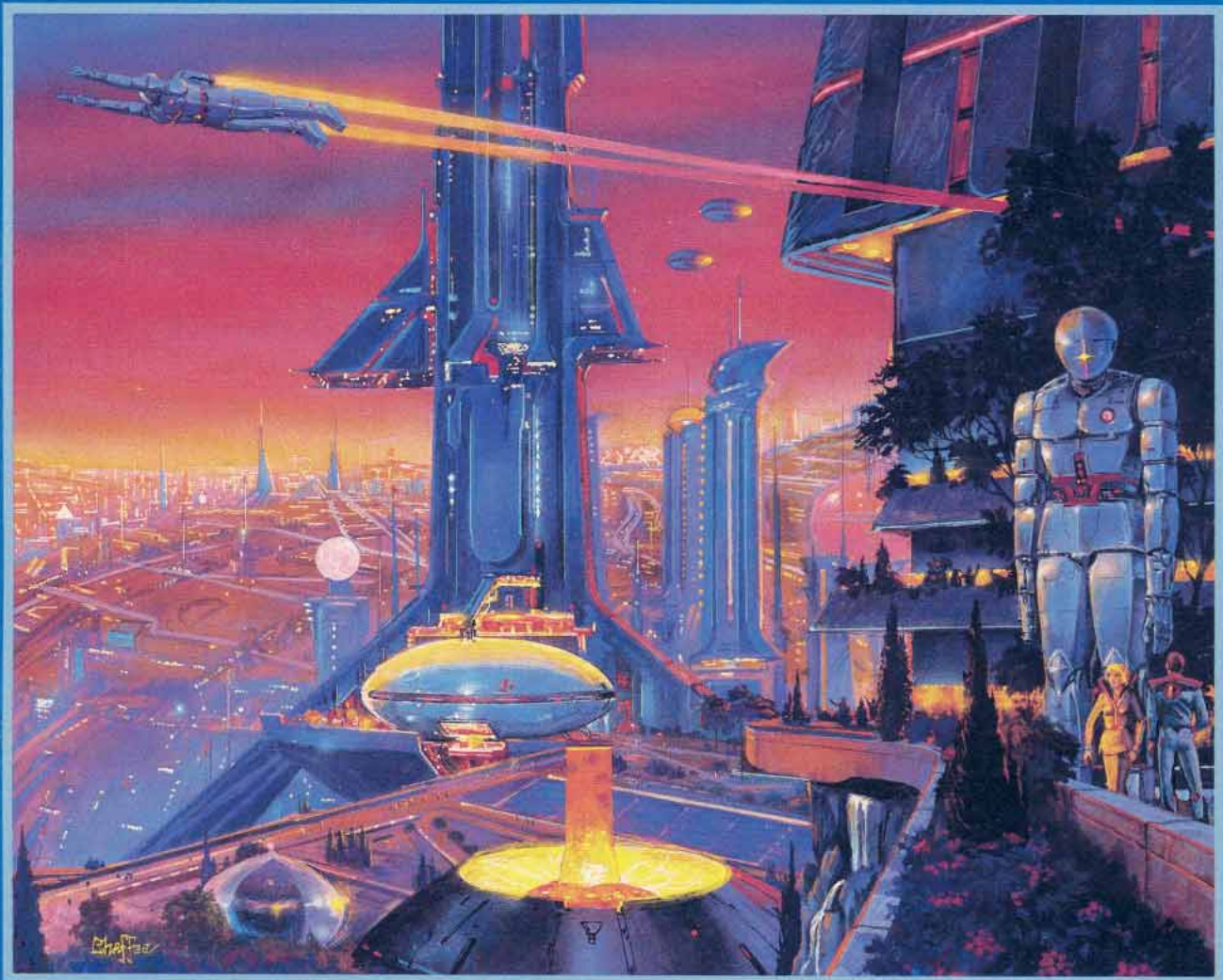
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DM BACKGROUND

This module is the third in a series of adventures set in the mythical kingdom of Blackmoor. Blackmoor was the first campaign setting ever created for use in a fantasy role-playing game. The Blackmoor presented in this module is a substantially revised and expanded setting based on material developed for that venerable campaign. In view of this fact, it is perhaps fitting to note that the events, places, and characters resident in Blackmoor exist some 3000 years *before* those described in any other D&D® fantasy role-playing game material.

The adventure in this module is designed for a party of five to eight player characters (PCs) of the 10th to 14th levels of experience. A balance of character classes will be needed since the PCs will face many problems, each of which may be most easily and effectively solved by a character of a different class. A number of prerolled characters are included for use in the event that there aren't enough PCs of the correct levels and classes available.

Read this entire module before playing. There are some plot elements that won't be fully developed until late in the module, but for which the groundwork must be laid much earlier. If you are not already aware of these elements before play begins, you won't be able to plant clues or build drama as effectively. In addition, the *Geography of the South*, *Alien Devices*, *Monsters & Foes*, and *Rogues, Regents & Rascals* portions of the module contain detailed information that is merely referred to in passing earlier.

Study the maps before trying to run the module. Also read over the boxed material. Boxed information should be read aloud to the players at the places indicated. Unboxed information is provided only as a guide for you, the DM; it is *not* read to the players. While every effort has been made to provide all information needed for play, you may want to add extra details to the boxed descriptions for atmosphere.

These abbreviations are used in the module:

AC = Armor Class; **MV** = Movement Rate; **HD** = Hit Dice or Level; **hp** = current hit points; **#AT** = Number of attacks; **D** = Damage; **AL** = Alignment; **F** = Fighter; **T** = Thief; **M** = Magic User; **C** = Cleric; **OL** = Open Locks; **FT** = Find Traps; **RT** = Remove Traps; **PP** = Pick Pockets; **MS** = Move Silently; **CW** = Climb Walls (Sheer Surfaces); **HS** = Hide in Shadows; **HN** = Hear Noise; **cp** = copper pieces; **sp** = silver pieces; **gp** = gold pieces; **ep** = electrum pieces; **pp** = platinum pieces.

Nonplayer characters (NPCs) are introduced throughout the text where they are most likely to be encountered. When introduced, their statistics are shown in an abbreviated form with combat and movement adjustments already computed.

And now—welcome to Blackmoor.

The Kingdom of Blackmoor

Four millennia before the present age, the fabulously rich and powerful Empire of Thonia ruled much of the civilized world. During the reign of the decadent Emperor Iyx I, the Thonian Northlands were invaded by a barbarian people called the Afridhi, who sought nothing less than the conquest of all of Thonia. The cowardly response that this invasion elicited from the emperor was the cause of the Great Rebellion by which the Northlands gained its freedom from Thonia and the Kingdom of Blackmoor was brought into being.

The leader of the Great rebellion and the first king of Blackmoor was Uther Andahar. The tale of Uther's rebellion and of the vile plot that nearly cost him his new-won crown is told in the *first* module in this series, DA1 (ADVENTURES IN BLACKMOOR). It has no place here. Suffice it to say that Blackmoor fought and won a prolonged war against the Thonian Empire and a host of other enemies. In the aftermath of that war and even as his old enemies prepared for a *new* assault on the fledgling kingdom, King Uther set about ending the lawlessness that had grown up in the land during the terrible fighting just past.

One of the prime culprits in the reign of terror that held postwar Blackmoor in its grip was the so-called Order of the Frog, a vicious and eccentric religious order whose fanatical followers (called *Froggies*) were dedicated to the total destruction of human civilization and the creation of a new dominant species bred from—frogs. Under the leadership of a shipwrecked alien named Stephen Rocklin (Saint Stephen), the order prospered during the Great Rebellion when the attentions of Blackmoor's leaders were elsewhere. The order's secret headquarters (the City of the Frog, located deep in Frog Swamp on Blackmoor's southwestern frontier) was transformed by Saint Stephen into a power base from which he planned eventually to mount a campaign of conquest. From all over Blackmoor, the order's agents sent recruits to Frog Swamp, where Stephen used his alien technology to condition them to fanatical loyalty to the order. From Frog Swamp, these condi-

tioned agents were sent to all corners of the kingdom to strengthen the order's network of recruiters and spies. The heavy cost of the order's far-flung operations was paid from the rich proceeds of slave raids that finally drew the attention of King Uther.

When Rissa Aleford (the Baroness of the Lakes—one of King Uther's most important lieutenants and the woman he secretly loved) was captured by the order while pursuing one of its slaving bands, Uther sent agents into Frog Swamp to locate and rescue her. In the process of doing so, these agents triggered a chain of bizarre events that resulted in the partial destruction of the City of the Frog and its citadel, the Temple of the Frog. The story of the mission to the City of the Frog is told in the *second* module in this series, DA2 (THE TEMPLE OF THE FROG).

In the two months since the events described in DA2 occurred, Blackmoor's political and military situation has only worsened. The kingdom's old enemies are gathering to west, north, and southeast. Throughout the land there are rumors of war. The Skandaharian raiders are troubling Blackmoor's northern coast. The agents of the bizarre and evil superbeing that calls itself the Egg of Coot are active throughout the land. From west of the broad Misauga River, the expanding Afridhi Empire sends larger and larger raiding parties into the Barony of the Lakes, the barony that guards Blackmoor's western frontier. Away to the southeast, the Iron Duke, ambitious military governor of Thonia's northernmost province, birthed plots within plots, all designed to weaken Blackmoor. Should his plots achieve their aim, a new Thonian invasion cannot be far away.

Blackmoor has two important resources with which to meet these threats: the King's Companions and The Fetch.

Among those who serve Blackmoor are a few remarkable individuals called the *King's Companions*. Knights, mercenaries, rogues, idealists—the Companions include some of the best generals and warriors in the North; and all are devoted to Uther and his cause. Many now rule new baronies created for them by a grateful king. They are Blackmoor's main bulwark against the enemies gathering on its borders.

Blackmoor's second resource is an elderly gentleman named Fletcher William and an organization of 40 full-time bailiffs and 40 student auxiliaries whose salaries are paid by the University of Blackmoor. Only a few of these individuals are actually employed keeping the peace at the university. Most operate under Fletcher William's direction as under-

cover agents of Uther and his Regency Council. Fletcher William and his two score agents are highly successful in thwarting the enemies of the realm, and those few persons in the know refer to the elderly Keeper of the Peace as *The Fetch* in tribute to the seemingly supernatural skills he exhibits as Blackmoor's chief spook.

During the past two months, the King's Companions and The Fetch's agents have been stretched exceedingly thin guarding the frontiers, spying on Blackmoor's enemies, rooting out hostile agents, and doing all that they can to confound those who plan the kingdom's demise. It is thus fortunate that Blackmoor has one more resource known to only a few—and seldom used by those who are aware of its existence. Secreted in the lower cellar of Blackmoor's Comeback Inn is a temporal discontinuity—a *gate in time* formed by the harnessing of the wild magic that permeates Blackmoor. Through this gate have come heroes from the future who have been recruited to aid Blackmoor in its hour of need.

Twice before those heroes have braved danger in order to come to Blackmoor's aid. Now, they are about to face their greatest test. For south of the kingdom, war is brewing in an unexpected quarter. In the desolate Valley of the Ancients, a new power is about to become a factor in the counsels of Blackmoor.

The Fall of the Sky City

Far from the sun that gives light and life to Blackmoor, almost a third of a galaxy away, is the seat of the so-called Galactic Federation, a loose confederation of planets and peoples dedicated to the preservation of internal order and peace. Within the vast bureaucracy that governs this federation is a small bureau that is a tiny part of a big department that is but a fraction of a huge secretariat. This microscopic organization, *the Galactic Survey Bureau* (GSB), is charged with the long-term mission of exploring and mapping the galaxy, obtaining specimens of its flora and fauna, and maintaining a comprehensive directory of known planets. One of the ways the bureau accomplishes its mission is by sending forth hundreds of Federation Survey Ships to visit and catalog the stars and their planets.

A little over five years before the events related in this module, one of those survey vessels, the FSS *Beagle*, suffered a serious malfunction in its drive pod while in orbit around the sole inhabited world in a minor and heretofor uncataloged star system. The accident was not *supposed* to happen. In fact, the engineers flatly maintained that it was impossible. Nevertheless, a power plant explosion destroyed the ship's spatial discontinuity field and even damaged its conventional drive. As a result, the crew of FSS *Beagle* found itself in a decaying orbit around a primitive world in a ship that was never meant to enter atmosphere. Fortunately, Captain Bork Riesling found what appeared to be a dead sea bottom and managed to bring his ship down on it by badly abusing his conventional drive.

Riesling's maneuver saved both ship and crew, but *Beagle's* propulsion pods were so badly damaged that the vessel would never lift again—at least not without a new drive and power plant. Following the standard operating procedure, the captain sealed the ship and sent out survey robots to examine surface conditions. When their data was processed, there could be but one unhappy conclusion. *Beagle* was stuck on a Class 9 pretechnological world inhabited by a number of sentient species, of which the *dominant* species seemed to be genetically related to the principal species on the Federation Board of Governors. In fact, the members of *Beagle's* crew, who were drawn from that principal species, could easily be mistaken for the dominant sentients of this planet except that their skin appeared to have a slight greenish cast under the light of the local sun. It would have been extremely easy for the aliens to mix with the locals and gain global dominance within a few decades. But the very backwardness of the planet was its protection. Federation regulations clearly prohibited cultural intervention in Class 9 worlds.

Of course, regulations can be bent; and this *was* an emergency situation. The *Beagle* could not repair itself, and it could not lift. There was enough power to keep the ship operational for decades, for perhaps as long as a century with a reduced crew. And, in a few years, the vessel would be missed, and a Federation rescue mission would begin backtracking its planned itinerary. Any vessel that came within a light year would almost certainly pick up *Beagle's* poweful distress beacon. There always the chance, though, that some combination of events would delay the rescue. Budget cuts in 2946-2958 had delayed the rescue mission that was to search for FSS *Foxglove*, and the ship ended up being forgotten for almost 50 years until a minor bureaucrat noted that the vessel was still reported overdue.

In weighing these factors, there were those in *Beagle's* crew who favored a radical course of action. They wanted to contact the locals, establish cultural ascendency over them, and mobilize them to create an industrialized civilization. Using *Beagle's* technological resources and with an entire planet to draw from, it would be possible to establish a comfortable colony on the planet that would remain viable even if rescue was delayed for 500 years! The local sand folk, who occupied the desert surrounding *Beagle*, were already overawed by the aliens, calling them *gods* and their ship the *City of the Gods*. If the other planetary cultures were as easily swayed, control of the globe might be established within a few short years and a global industrial base built within two decades.

It was a compelling argument, but one that Captain Riesling rejected. Regulations, he felt, could not be so easily flouted. When the rescue mission did show up, he would be accountable for all action taken; and the last captain to flout the nonintervention regulation had been cashiered and shipped to the ice mines of Freya as an involuntary colonist. So FSS *Beagle* would adhere to regulations. Most of the crew would be placed in stasis. The robots would utilize the time to gather specimens on this world (thus impressing the superiors who would eventually review Riesling's performance). A watch crew would run the ship until the rescue mission arrived.

The War of the Gods

One of the crewmen who opposed Riesling's decision was Security Officer Stephen ("the Rock") Rocklin. As a senior line officer, Rocklin was part of the watch crew, charged with establishing groundside defenses against the natives. During the course of his duties, Rocklin became aware of some very strange aspects to *Beagle's* new home. Many of the species captured by the ebots (ecology robots) used as scouts displayed remarkable characteristics never encountered anywhere else in the galaxy. At first, it was thought that these were manifestations of unique parapsychological talents, but further investigation showed that they were related to a strange energy field permeating the planet, but strongest just north of where the *Beagle* was grounded. Some of the aspects of this energy field were so bizarre that Rocklin and others took to referring to them as "magic," (which, of course, is what they are).

After months of exposure to the bizarre phenomena of this world, Rocklin reached the conclusion that *Beagle's* crew absolutely had to explore the planet further. The power represented by its energy field was a unique

treasure that could change the lives of countless billions of yet unborn sentients throughout the galaxy. It *must* be studied and understood.

Knowing that the captain would never allow the cultural contact needed to accomplish this end, Rocklin recruited others to his cause and plotted a mutiny. Some crewmen joined because they agreed that what they had discovered on the planet justified breaking any and all regulations. Most, though, were simply scared that they would never be rescued.

As so often happens, the mutiny failed because it was betrayed. When Riesling was informed of the plot, he tried to arrest the ringleaders. Rocklin and his people fought back. It was touch-and-go for awhile, but the captain eventually regained control of the ship. Opening all of the envio pods in order to create a diversion, Rocklin and a handful of mutineers managed to escape in a stolen lifeboat. Though most of the loyal crew members were occupied rounding up the specimens who had wandered out of the open envio pods and into the ship's corridors, one gunnery officer noted the lifeboat's departure and sent a *hellbore* missile winging after it. The missile eventually caught up with the lifeboat and sent it plunging into Frog Swamp, where Rocklin and the survivors made contact with the Order of the Frog, which he eventually took over and turned into a personal power base.

Meanwhile, back aboard the *Beagle*, order was restored only after much expenditure of blood and sweat. The specimens gathered on other worlds had mostly died when the envio pods were opened. Those gathered since the crash were recaptured and confined. More crew members were brought out of stasis to replace those who had mutinied or been killed. Thus ended what the sand folk, who observed it from a distance, called "the war of the Gods."

The ship soon resumed its routine. But something was now different. The captain was sick—not in his body, but in his mind. Emotionally shattered by having part of his crew turn against him, Riesling slid into the grip of a paranoid psychosis. He began to express distrust of the crew, making wild accusations, often accompanied by excessive punishments for minor infractions that had been blown out of proportion in his mind. The crew reacted by shunning their captain until, increasingly, Riesling became a man alone, more convinced with each passing day that some of the mutineers had remained on board *Beagle* and were in contact with his nemesis, Rocklin. In desperation, Riesling

even sent a cyborg to terminate his enemy, but Rocklin escaped the attentions of the assassin.

Rocklin did not escape the attentions of King Uther and The Fetch. As related above, agents of Blackmoor wrecked his base in Frog Swamp, and the kingdom's leaders assumed that the Order of the Frog was destroyed. They were very wrong.

The Return of the Frog

During the past two months, Rocklin, who escaped the holocaust that destroyed the Temple of the Frog, has been rebuilding the Order of the Frog along slightly different lines. While the work has started on the reconstruction of the temple, the order's alien leader has personally concentrated on building a new army for a special purpose.

After much agonizing over his failure to anticipate the destruction of the temple, Rocklin has come to the conclusion that he cannot go on without more help and better equipment. Much of the alien technology that he scavanged from his wrecked lifeboat was destroyed when the temple was wrecked, and all of his companions were slain. He can't hope to operate even the machinery that remains without the help of either aliens or robots. The locals just aren't sophisticated enough to do the necessary work. Since the only source of aliens, robots, and high-tech equipment on the planet is the grounded *Beagle*, Rocklin has decided to put together a commando force and capture the ship.

One of the most important pieces of technology that Stephen salvaged from the temple was a device that allows him to condition the minds of his followers, making them fanatically loyal to himself and the order at the same time that it makes them immune to the effects of *charm person, sleep, ESP, hold person,* and *confusion* spells. Though all Froggies are exposed to the device, Rocklin has been using it most often to condition a new cadre of fighters, called the *Soldiers of the Frog.* By raiding the City of the Gods for equipment, he has armed and armored his cadre with the finest alien gear. Once the cadre is large enough, he plans to attack. In the meantime, he has posted scouts all around the *Beagle* and established a picket line to keep anyone else away from the prize.

Riesling, for his part, is not unaware of Rocklin's interest in *Beagle*. Though he is not sure what exactly Rocklin intends, he knows that the Froggies are gathering around his ship and has taken steps to protect it from them. After his old shipmate led some of his

Soldiers of the Frog on a successful raid that netted them many *blasters* and suits of *battle armor,* Riesling changed his policy of nonintervention in local affairs and made a treaty with the sand folk that bound them to help resist the Froggies. In addition, he has established long-range patrols of robot scouts programmed to locate and destroy potential enemies before they can even get close to the City of the Gods. Finally, since a crewman recently fled in a stolen scout, Riesling has ordered that all crew members undergo conditioning similar to that used by Saint Stephen to create his fanatical following of Froggies. So far, almost all of the crew members have been put through the first stages of conditioning (and have thus gained an immunity to the effects of *charm person, sleep, ESP, hold person,* and *confusion* spells.) This preliminary conditioning has not yet put a stop to the widespread disaffection among the crew that has resulted from Riesling's paranoid behavior.

All of this unexplained military activity on Blackmoor's southern frontier had already drawn the attention of King Uther and his regency council when something happened that caused them to plan an immediate expedition to locate and explore the City of the Gods. Once before, a party had penetrated the Valley of the Ancients and entered the city, but had been turned back before it could obtain any really useful information. It was known that the city's residents had strong magic, but it was unclear how strong.

Then, one day, a "magician" in a flying "egg" landed at a remote outpost of the realm. The magician was killed, but his egg was captured intact. Soon, the area was crawling with Froggies, and Froggie agents were heard to be asking questions about it throughout Blackmoor. When the Regency Council learned about the egg, its contents, and the interest of the Order of the Frog, unraveling the mystery got a high priority. When The Fetch's agents reported that the Froggies knew of some connection between the egg and the City of the Frog, planning for an expedition to the Valley of the Ancients began. Since most of the King's Companions and all of The Fetch's regular agents were already tied up, it was decided to once again seek the help of the heroes from the future.

BEGINNING THE ADVENTURE

This adventure begins with a meeting in the Comeback Inn at which The Fetch recruits the PCs for the planned expedition to the City of the Gods. However, before this meeting can take place, you must first bring the PCs together in the same room of the inn. Each of the PCs can arrive at the inn in one of three ways, depending on whether you have played previous modules in this series and how those modules ended. Each method of arrival is detailed in the section below entitled **The Heroes Out of Time.** You may need to use more than one of method in order to bring everyone together. Once the PCs are all in the same room, use the section entitled **The Chance of a Lifetime** to conduct the meeting with The Fetch.

Instead of using characters of their own invention, your players can, if they want, play one of the prerolled characters in the *Prerolled Characters* part of this module. These are the same characters found in previous BLACKMOOR™ modules, but they have been substantially "fleshed out" in this module. Note, however, that their characteristics have *not* been adjusted to reflect any changes resulting from earlier adventures. If the players use the same prerolled characters played in DA1 or DA2, you must make any appropriate changes in their levels and possessions before using them in this module.

The Heroes Out of Time

The PCs can arrive for the meeting with The Fetch in one of three ways.

1. AN INVITATION FROM THE FETCH

If you played previous modules in this series, any PCs who survived and stayed in Blackmoor are now residents of that land. For the last two months, since the events detailed in module DA2 (TEMPLE OF THE FROG), they have been enjoying themselves at crown expense. During that time, they have been guests at Blackmoor's famous Comeback Inn. One glorious midsummer's morning, the inn's portly proprietor, Fredigar Cripps, informs them that The Fetch has requested that they make themselves available for a private dinner in their rooms that very evening.

2. AN ESCAPE TO BLACKMOOR

If you have played a previous module in this series (DA1 or DA2), and one or more of the PCs who is participating in this adventure returned to his own time at the end of his last adventure in Blackmoor, then anywhere between two days and two years of subjective time may have passed since the PCs who did not stay in Blackmoor returned to their own time. No matter how long it's been for the PCs, two months have passed in Blackmoor.

Those PCs who left Blackmoor after playing the previous adventure and those PCs new to the BLACKMOOR™ campaign have encountered one another on a trail in the Broken Lands and have agreed to travel together to the city of Corunglain. But, after joining forces, the PCs have run afoul of a large band of brigands (outnumbering the PCs by at least 15 to one) and, having failed to elude their pursuers, have fled to the Inn Between the Worlds. Read the following passage to all PCs not presently in Blackmoor.

> Away behind you in the distance, you can hear the sounds of sword hilts hammering at the timbers of the stable doors that you recently shut and barred to defeat your pursuers. You are safe now from the brigands who have chased you for 20 miles across the Broken Lands ever since you fought your way out of their ambush on the road to Corunglain. The powerful enchantments on this place will prevent them from breaking in. The problem is, those same enchantments will also keep you from leaving—except through one exit. There it stands before you—the gate in time that leads to Blackmoor. Smoke billows from its maw and sinister lights flash within the smoke. It is not a comforting sight, that gate. But it is now your one hope for salvation. Loosening your weapons for easy access, you step into the pearly fog.

The PCs step through the fog and into the lower cellar of the Blackmoor Comeback Inn at the very time that The Fetch is planning to send his expedition to the City of the Gods. Blackmoor's chief sleuth immediately works the newly arrived PCs into his plans. After being admitted to Blackmoor by the soldiers guarding the gate in time, they are quartered in the Comeback Inn and told to expect a guest for dinner, which will be served in their rooms. If there are other PCs staying at the Comeback Inn, the two groups are brought together.

3. A LEAP INTO THE UNKNOWN

There are two situations in which you will need to use this method of bringing PCs to Blackmoor.

• If you have not played any previous BLACKMOOR™ modules, you can still play this one by using this section to introduce the PCs to Blackmoor. However, once a character is used in this module, it can't be used in previous BLACKMOOR™ modules.

• In the unlikely event that all of the PCs who played DA1 and DA2 were killed or remained in Blackmoor at the end of those adventures, use this section to bring new PCs to Blackmoor.

At the start of this adventure, all of the new PCs are together in what appears to be an abandoned inn located high atop a rocky chimney in the middle of the Broken Lands. As in the case of option 2 (see above), the PCs have been pursued to this building by brigands. However, thinking that they have eluded their pursuers, they have failed to bar the inn's doors, allowing the brigands to enter the inn when they stumble upon it after having all but abandoned their search for the PCs. Once inside, they have unexpectedly encountered the PCs and trapped them in the lower cellar of the inn with their backs to a fog-shrouded stone archway. Badly outnumbered, the PCs take the one escape route open to them—they step into the arch. When they step out again, they are in the Comeback Inn in the town and kingdom of Blackmoor 3,000 years in the past—and the gate behind them is shut. Read the following passage to the PCs.

> The room before you seems to be the same as the one you just left. But there are no brigands, and the faint odor of decay is gone. Instead, the room is clean and neat and is occupied by a troop of six soldiers. There is a barred iron gate between you and the soldiers, one of whom runs out of the room just as you arrive. The other soldiers aim cocked and loaded crossbows in your direction, but don't actually attack you.

The soldier who ran out of the room returns in 3-6 rounds with the wizard Jallapierie, the cleric Brother Richard, Marfeldt the Barbarian, The Fetch, Scotty Debelfry, and six more soldiers (making a total of 12 in the room). The PCs then face:

Jallapierie: AC 8 (*ring of protection +1*); HD 17; hp 44; MV 120' (40'); #AT 1; D 2-12 (*staff of striking*) or 3-6 (*dagger +2*) or by spell; Save M17; ML 10.

Brother Richard: AC 2 (plate mail and shield); HD 11; hp 38; MV 120' (40'); #AT 1; D 3-8 (*mace +2*) or by spell; Save C11; ML 11; AL L.

Marfeldt: AC 5 (leather armor); HD 16; hp 77; MV 120' (40'); #AT 1; D 3-6 (*dagger +2*) or 1-6 (*hand axe*) or 3-10 (*sword +2*); Save F16; ML 12; AL C.

The Fetch: AC 3 (*chainmail +2*); HD 14; hp 56; MV 120' (40'); #AT 1; D 3-10 (*sword +2*); Save F14; ML 10; AL L.

Scotty Debelfry: AC 4 (leather armor); HD 16; hp 24; MV 120' (40'); #AT 1; D 3-8 (*mace +2*); Save T16; ML 10; AL N.

Soldiers (12): AC 5 (chainmail); HD 5; hp 25 each; MV 120' (40'); #AT 1; D 1-6 (crossbow) or 1-8 (sword); Save F5; ML 10; AL L; XP 175.

The soldiers are elite guardsmen, and each wears black armor and a black tunic with a silver Hawk of Andahar. Each carries a case of crossbow quarrels containing 16 normal quarrels and one each (total of four) of the following magic missiles:

1 Quarrel of Charming: The victim must make a Saving Throw vs. Spells or be charmed by the user (as the *charm person* or *charm monster* magic user spell).

1 Quarrel of Disarming: This missile has no effect unless it strikes a victim holding a weapon or other item. The victim must make a Saving Throw vs. Spells or drop whatever he is holding. A dropped item can normally be recovered in one round (unless it falls into a pit or chasm, or someone else grabs it).

1 Quarrel of Dispelling: When this missile hits, it creates a *dispel magic* effect centered on the point of impact (a 20' cube), as if cast by a 15th level caster.

1 Quarrel of Stunning: The victim hit by this missile must make a Saving Throw vs. Spells or be stunned for 1-6 rounds. A stunned victim cannot concentrate, and suffers a -2 penalty to saving throws, a -4 penalty to Hit rolls, and a +4 penalty to Armor Class.

The NPCs indicated above are described in the *Rogues, Regents & Rascals* part of this module. Both NPCs and guardsmen want to avoid a fight. If forced to fight, their objective is to subdue rather than kill. They are mainly interested in preventing unauthorized entry or exit via the gate and in detaining intruders. Thus, they try to capture the intruders instead of killing them. In combat, the guardsmen use their magic quarrels first. Only if a foe continues the struggle after all magic quarrels have been fired do they fire normal quarrels. Even then, they avoid killing the PCs.

If the PCs negotiate, The Fetch invites them to enter the room and has one of the guardsmen open the iron-barred gate. He then explains to them where (when?) they are and what the gate is. He also informs them that the gate is now sealed behind them, but that he and his "associates" have found a way to reopen it, and will do so when the PCs are ready to leave. However, since they are here, he would like to speak with them and make them an offer of employment. He keeps talking until he gets the PCs to agree to accept the hospitality of the Comeback Inn ("directly above your heads") and to sup with him in their rooms that evening.

If the PCs insist on fighting, the NPCs and guardsmen present should have little trouble subduing them, but if the fight lasts more than six rounds, then two more soldiers arrive on each succeeding round until the PCs are subdued. These new arrivals have the same characteristics as the soldiers already present, but don't carry crossbows.

Once any fighting is over, the NPCs have some local clerics care for anyone who was seriously wounded and raise anyone who was killed. The Fetch then fills the PCs in on what has happened to them, arranges for them to be guested in the inn, and makes a dinner engagement in their rooms.

The Chance of a Lifetime

Before their dinner engagement with The Fetch, all of the PCs are brought together in their rooms in the Comeback Inn. If some (but not all) of the PCs are new to the land of Blackmoor, give the old hands a chance to fill the new people in on the situation (the politics, geography, recent events, etc.).

On the first evening that all of the PCs are gathered at the Comeback Inn, The Fetch dines with them. Over a hearty dinner of roast mutton, pork pie, and venison ragout laid out in their quarters, the spymaster explains the current situation. If all of the PCs are new to Blackmoor, he first discusses the material presented in the section of this module entitled *The Kingdom of Blackmoor*. Otherwise, he assumes that the PCs already understand the campaign's background and begins discussing the events leading up to this dinner.

> "As to why I wanted to speak with you tonight—well, I would like to retain you to make a short journey. I'll not lie to you. It's going to be a very dangerous journey. There is a chance that you'll all come back hale of heart and sound of limb, but that's not an eventuality about which I am optimistic.
>
> "I suppose the best place to start is

away to the south, on the open plains we call the Eastern Hak. Not much there. One of our people, a fellow called the Peshwan Na Shepro has a dominion in the vicinity called the Barony of Dragonia. Miserable little fief. More a military outpost than anything else. Anyway, the barony ends at the Wurm River. Beyond that, the land is claimed by a bunch of nomads, the Horsemen of Peshwah. Nasty folk. Very fond of collecting other people's hair, I understand.

"Anyway, there is one old gentleman who has managed to settle in that country despite the Peshwah. Scoundrel by the name of Garney Benbow—used to be a sergeant in the guards. Now he runs a small trading post name of Benbow's Hectare. Not much there—sod station house and a corral just about does it. But it's a good listening post. Our man the Baron of Dragonia pays old Benbow for any information he manages to pick up. That's one of the ways we keep tabs on the Peshwah.

"Benbow's reports are usually routine. But not many weeks ago he had something land in his lap—and it was anything *but* routine. Imagine, for a moment, a big silver egg about the size of this room and hollow inside. Now imagine that the egg flies—flies with people inside of it—up to a dozen, maybe. Now, once you have that image in your minds, imagine that you're an old man alone in the wilderness, surrounded by enemies. And one day your crockery starts to rattle, and your house starts to shake. So you run outside to see what's happening, and there, falling like a stone onto the hill behind your home, is our big silver egg.

"Personally, if it happened to me, I'd be hiding under the bed with my skinny shanks all aquiver muttering pleas for mercy. But Benbow's made of sterner stuff. Realizing that he had a tiger by the tail, he determined to hang on and ride the beast. By which I mean, he got his crossbow and went to investigate. He got to the top of the hill just as a very agitated individual came staggering out of the egg with something glittering in his hand.

"Well, no sooner does this intruder see Benbow than he aims at him whatever it is that he is holding. Benbow, being no fool and recognizing a hostile act when he sees one, promptly buries a quarrel in the gentleman's forehead. End of intruder."

The "intruder" was an alien. Until a few hours before his encounter with Benbow, the young crewman (one Rikart Betz) was a junior rating aboard FSS *Beagle* and one of those chosen to stand watch while most of the crew were in stasis. When the paranoid Captain Riesling falsely (and quite without grounds) accused the hapless Betz of having stolen some fruit earmarked for the captain's dinner and then hinted that Betz had perhaps smuggled the missing fruit to "mutineers," the boy panicked. Fearing for his life, he "requisitioned" a small scout (the "egg") and fled the *Beagle*, but not before ground fire fatally damaged his craft. When he made his crash landing at Benbow's Hectare, he was still in a state of blind panic, which may be why he aimed his hand blaster at Benbow with such fatal results.

"With the intruder no longer in any position to exercise his property rights and no one else about, old Benbow laid claim to the egg. Knowing that we would be interested, he sent word of his find to Baron Shepro via a passing patrol. The baron, in turn, contacted me, and I arranged for some of our people to look at the item—in exchange for which I had to pay a large sum to Garney Benbow.

"One of our people is still there, and every day he's learning more. I don't know what his final report will be like, but what he's told us so far is both intriguing and disturbing. The egg and all of the items in the possession of the dead intruder appear to be highly magical—but of a type that we have never before encountered. Our man on the spot and others who have visited the place believe that this new magic is potentially as powerful as anything we know today. What is truly frightening is that it may, in fact, prove to be more powerful.

"That's not the only reason that we are frightened—and curious. In recent weeks, our agents have become aware of others asking questions about the egg, trying to find out what we know about it and what we plan to do. Those others have been identified as agents of the *Order of the Frog*. We've also learned from back street gossip that our old foes, the Froggies, have somehow linked the egg with the City of the Gods."

In fact, as soon as Stephen Rocklin heard about the egg, he knew what it was and set his agents to find out what *Blackmoor* knew

about its find and whether he would now have to compete with them for the technological wealth of the City of the Gods.

"I'm sure that I don't need to tell you about the Froggies. Except to say that they're active again. Their temple is being rebuilt. Worse, they're looking for new talent, this time for some special operation. We don't know for sure what, but we do know that the new recruits are all called Soldiers of the Frog and that they're being armed with magical weapons. No matter. Regardless of what they have planned, we can be sure of one thing. With the Froggies in this, it's going to get nasty.

"As for the City of the Gods—that may take some explaining. About four years ago, we began to hear stories about a sky-sailing city that had come to earth in a desert called the Valley of the Ancients, south of Blackmoor. At that time, we were looking for allies in our war against Thonia. A party of us made a trip into the desert to find the city and try to form an alliance. Less than a third of the expedition returned.

"What killed us? Thirst, heat, trolls, sand folk, dragons—the usual. But also other things. We got to the city, you see— got inside and tried to contact the Gods. But it was no good. All we saw were monsters and metal warriors. The metal warriors killed more of us than the dragons. In the end, we ran from there like whipped dogs and were glad for the privilege of showing our heels.

"That's what I know of the City of the Gods—and the City of the Gods is where you're going. Assuming of course that you're willing to do some traveling on our behalf. Your objective is to either contact these "gods" and talk them into receiving a diplomatic envoy that we will send—or, failing that, to steal whatever magic you can that might be of use in the coming wars.

"Needless to say, we'll make it worth your while. Say, 5,000 gold pieces just to make the trip, another 5,000 if you arrange for our envoy to be received, and we'll give you a generous price for any new magic items you acquire. All of these sums payable upon your return—or upon conclusive proof of your deaths, as appropriate. For our part, we're also making the entire expedition possible, remember, by providing you with food, equipment,

transportation, good advice, and companions who know the territory. Really, I'm sure you'll agree that it's the chance of a lifetime. Any questions so far?"

At this point, The Fetch answers questions from the PCs (if any). Of The City of the Gods he remembers only fleeting impressions of metal corridors stalked by metal warriors (ebots and dbots). He can describe the route his party took to the city from Robert the Bald's tower (Cloudtop, their point of departure) south through the Axmouth Gate. If the PCs question him about the journey through the Valley of the Ancients, he illustrates his answers by showing them a map of the region south of Blackmoor. If they think to ask more general questions about the area, he provides them with information drawn from the *Geography of the South* part of this module. If they think to ask about sand folk and camarillas, he describes these species in detail.

If, at this point, the PCs dicker over money, The Fetch increases the sums offered by up to 50%. When the dickering is done and the PCs have asked a reasonable number of questions (or as many questions as they seem interested in asking), The Fetch elicits from each a commitment to participate in the expedition. When everyone is on board, read the following passage.

"Much of what we have discussed I don't think you'll need. You see, we intend to provide you with some companions. One of them is none other than the Baron of Dragonia, himself. Which should tell you just how important we believe this matter to be. The baron knows the south as well as anyone in Blackmoor, and he will be your guide. He is also, by the way, one of the deadliest swordsmen in Blackmoor.

"We're also sending along a rather colorful character who might be useful. A wizard by the name of Bosero—decent fellow, but with a bit of a drinking problem. I doubt that that will matter where you're going, and Bosero has been examining the egg for us, so he knows about as much as anyone about this new magic. Incidentally, Bosero's brother, Richard, is also going along. In fact, he's outside now."

At this point, The Fetch introduces Brother Richard, who is to accompany the expedition to the City of the Gods. If you feel that the PCs are too weak to tackle the city by themselves, then Marfeldt the Barbarian and

Scotty Debelfry are also introduced to them as members of the expedition. If there are eight PCs participating in the adventure, then either Marfeldt or Scotty (not both) may be included in the expedition. All of these NPCs are described in detail in the *Rogues, Regents & Rascals* part of this module. Once The Fetch has made appropriate introductions, he produces an 8″ × 8″ × 2″ ebony box, and opens it to reveal 12 plain gold rings nestled in tiny slots in a black velvet cushion.

The Fetch now gives each character except Brother Richard one ring. Brother Richard gets three rings, two of which he tucks away in his purse. These two are for Bosero and the Peshwan Na Shepro.

"These rings are magical, of course. They are also part of a set, so do your best to bring them back safely. Each ring can hold up to three *teleport* spells. At present, they each hold two. The first spell takes the wearer to Benbow's Hectare. The expedition will depart from there once each of you has had a chance to examine the egg. The second spell brings the wearer back to this room. You use that one to make your return journey once you've attained your objective or decided that there is no hope of doing so.

"Do be careful not to get the spells mixed up, won't you? We went to a lot of trouble to have Robert the Bald cast them. You'll find that, unlike most teleport spells, these are practically foolproof. You simply can't end up anywhere except the destination that Robert picked—unless, of course, you trigger the wrong spell.

"Let me impress one more thing upon you. These rings are a loan. Of course, we trust you to return them. But, should you try to keep them, you will find that your steps are dogged by a rather nasty curse."

The Fetch refuses to specify the nature of the curse. In fact, it is a geas laid on the rings by their maker, a 36th level wizard. Anyone who tries to keep any of the rings from their rightful owner (King Uther and his heirs) suffers bad luck until such time as he takes active steps to right that wrong. In this case, "bad luck" consists of adding 3 to all saving throws and To Hit die rolls. If the character is a thief, his percentage chance of successfully using his various thieves' abilities is reduced by 10 percentage points. Characters who don't return their rings also earn the enmity of King Uther, The Fetch and Blackmoor's Regency Council.

The Fetch now gives the PCs the map of the lands south of Blackmoor that he used in answering their previous questions. As long as the PCs possess this map, let them see *Map 1: The Lands South of Blackmoor.* To prevent the PCs from seeing the map of the City of the Gods on the same sheet, fold the sheet in half. If the PCs lose their map, they can no longer look at the map of the south included in this module and must instead rely on questioning NPCs (especially the Baron of Dragonia) in order to find out where they are at.

After giving the PCs their map, The Fetch makes one final speech.

"Now, I've got to be a bit grim. We're sending you on this expedition in hope of important results. But what we fear is another disaster not much different from what happened the first time we sent people into the Valley of the Ancients. So we've made some special arrangements. Two of the best wizards in the the Northlands will be watching you in their crystal balls. Both have agreed to come to your aid if they see that you are in trouble. Since they are needed elsewhere, we hope that you won't get into trouble. Remember also that each wizard can see you only three times per day, so you can't count on their help. Nonetheless, it might make a difference.

"With that, gentlemen, I must leave you. You'll have plans to make, I'm sure, and I recommend an early start tomorrow morning. Remember that we'll be watching and hoping for your safe return."

Exit The Fetch, smiling. He has indeed made arrangements with Jallapierie and Robert the Bald to assist the PCs, but what he has not told them is that both wizards have agreed only with great reluctance to help and will do so only if the PCs very existence is being threatened. Jallapierie is needed in Maus, and Robert simply doesn't want to leave his tower, where he is in the midst of some tricky research. But both will keep their word and watch the PCs through their crystal balls. If the PCs are in danger that they can't handle themselves, one or both of the wizards may use a *helm of teleportation* to pop in and lend a hand.

Of course, you need not use the wizards as a *deus ex machina* to save the PCs, but the City of the Gods is a dangerous place, and they may need some extra help to survive in certain situations. If the players have not actually earned death by playing badly, this help may be especially important. If you feel uncomfortable making this decision yourself, then use the dice to determine if one or both of the wizards intervenes in a situation. In each instance in which one or more PCs is in clear danger of being killed, roll 1d8. On a result of 1-5, the wizards are unaware of the PCs plight or don't believe that it is all that serious and so refuse to intervene. On a result of 6, Robert the Bald appears. On a result of 7, Jallapierie appears. On a result of 8, both Robert the Bald and Jallapierie appear.

Whenever the wizards appear, they help the PCs out of their immediate danger, and then use a *teleport* spell to return to their respective towers. Each wizard appears only once per day.

8

Once the PCs have been recruited and briefed by The Fetch as described in *The Chance of a Lifetime*, they are ready to play. The NPCs who are going to be part of the expedition to the City of the Gods join them in their rooms early on the morning after the dinner with The Fetch. After a brief breakfast of cold roast, bread, cheese, and ale laid on by Fredigar Cripps, the characters use their rings to travel to Benbow's Hectare. Their arrival and the subsequent events at that location are described in the *Benbow's Hectare* part of this module.

From Benbow's Hectare, the PCs, now joined by the Peshwan Na Shepro, Baron of Dragonia, should proceed across the Eastern Hak to the Valley of the Ancients. The PCs may choose to disregard the advice of their guide (the baron) and travel by a different route, but they will find that the direct route favored by the baron is easiest and safest. Using the map of the lands south of Blackmoor that is included in this module, trace the PCs' journey to the City of the Gods, following the outdoor travel and encounter routines explained in the D&D® Expert Set Rules.

These routines are slightly modified to reflect the increased chance of having an encounter in some areas shown on the map. The *Encounter Chance Table* on this page lists a number of geographical areas in its right-hand column. The middle column shows the number of encounter checks made each day that the PCs spend traversing those areas. The left-hand column shows the number that must be rolled on 1d6 for an encounter to occur. Use this table for the areas named instead of the *Chance of Encounter* table on page 42 of the Expert Set Rules. Make one check per day and use the table in the Expert Set Rules for any areas (other than the City of the Gods) not named on the *Encounter Chance Table* on this page.

The *Geography of the South* part of this module describes the most important areas shown on the map of the lands south of Blackmoor. It also contains six encounter tables used for different areas and terrain types shown on that map. Each table has an explanation of when it is used. In general, the tables in the *Geography of the South* are used instead of the standard encounter tables included on pages 30 and 35 of the Expert Set Rules. Use the tables in the Expert Set Rules only when a given area is not covered by one of the encounter tables in this module.

Many of the encounters listed on this module's encounter tables involve monsters or alien devices new to the PCs. Those monsters not described in the D&D® Basic and Expert

Set Rules are detailed in the *Monsters & Foes* part of the module. The alien artifacts carried by some of the foes encountered are treated as magic items. They are detailed in the *Alien Devices* part of the module.

When the PCs reach the Valley of the Ancients, they continue to have random encounters. However, they also have one preplanned encounter, a sand folk ambush that can result in their becoming guests of the sand folk war chief, Da-Nel. This encounter and its possible outcomes and complications are detailed in the *Da-Nel's Camp* part of the module. It is possible for the PCs to avoid this encounter altogether, but this is not recommended.

At the end of their journey, the PCs reach the City of the Gods. Once there, they must find a way to enter the city, try to make contact with the aliens, obtain as many alien devices as they can by diplomacy or theft, and finally escape. The City of the Gods is not described in detail because it is far to large to explore in a single adventure. However, *The City of the Gods* part of this module includes a general description of the city and a system for "randomizing" its layout, contents, and denizens. That part of the module also contains a number of plot twists you can use to make the players' limited exploration of the city an exciting experience. Since the city can never really be fully explored, this approach

is designed to let you design your own adventures set in the city, using this module as a model.

At some point in their exploration of the city, the PCs will probably decide that it is time to gather up their booty and head for home. The *Ending the Adventure* part of the module explains what happens when they do so. It also includes some plot twists that can be used to nudge the PCs toward that decision, if necessary.

Finally, the PCs will meet a number of important NPCs in this module. Some of them (Brother Richard, Bosero the Drunkard, the Baron of Dragonia, Marfeldt the Barbarian, and Scotty Debelfry) may accompany the PCs on their adventure. Others (Stephen Rocklin and Captain Bork Riesling) are important foes who will keep trying to foil the PCs in future modules in this series. A few (The Fetch, Robert the Bald, and Jallapierie) are only peripherally involved in the events of this module, but are continuing characters in any BLACKMOOR™ campaign. All of these NPCs are described in detail in the *Rogues, Regents & Rascals* part of this module. If possible, you should avoid killing off any of them (at least permanently) since, even if you are not playing this module as part of a BLACKMOOR™ campaign, you may want to see these NPCs again if your players return to the City of the Gods.

ENCOUNTER CHANCE TABLE

AREA BEING TRAVERSED...	NUMBER OF CHECKS EACH EACH DAY...	ENCOUNTER OCCURS ON...
The Eastern Hak	1	6
The High Hak	1	6
The Coombe	2	4-6
The Dragon Hills	2	4-6
The South Dragons	2	5-6
The Spine of the Dragon	2	5-6
The Kerman Peaks	2	4-6
The Ash Hills	2	4-6
The Badlands	2	5-6
The Blasted Woods	2	5-6
The Blue Hills	3	5-6
The Valley of the Ancients	3	5-6

BENBOW'S HECTARE

The Arrival

A flash of light, a whiff of ozone, and you are there—"there" being a wooded hummock surrounded by a vast expanse of grass that rolls in the wind like the waves of some green sea. Just 150 feet northwest of where you now stand is a long, low timber-and-sod house flanked by half a dozen gaily striped umbrella tents. An overgrown and rutted track winds between you and the house before disappearing to the west. Sharing the hill with you are three soldiers dressed in chain mail and gray livery emblazoned with a bright green dragon. As soon as you appear, one of the soldiers hails the nearby camp where four mail-clad men can be seen attending to routine chores.

The soldiers are members of the household guard of the Baron of Dragonia, and a green dragon on a gray field is his livery. They are part of a detachment of 18 guardsmen, two guards sergeants, and a guards captain who have been assigned to guard this site.

Guardsmen (9): AC 4 (chain mail and shield); HD 2; hp 10 each; MV 120' (40'); #AT 1; D 1-8 (sword) or 1-6 (spear); Save F2; ML 11; AL L.

Guardsmen (9): AC 4 (chain mail and shield); HD 2; hp 10 each; MV 120' (40'); #AT 1; D 1-8 (sword) or 1-6 (long bow); Save F2; ML 11; AL L.

Guards Sergeants (2): AC 5 (chain mail); HD 3; hp 15; MV 120' (40'); #AT 1; D 1-8 (sword) or 1-6 (crossbow); Save F3; ML 11; AL L.

Guards Captain (1): AC 5 (chain mail); HD 4; hp 20; MV 120' (40'); #AT 1; D 1-8 (sword); Save F4; ML 11; AL L.

Southwest of where the PCs stand are two more soldiers guarding a grazing remuda of 21 riding horses belonging to the guardsmen.

Riding Horses (21): AC 7; HD 2; hp 12 each; MV 240' (80'); #AT 2 hooves; D 1-4/1-4; Save F1; ML 7; AL N.

The Peshwan Na Shepro (Baron of Dragonia) and the wizard Bosero the Drunkard each occupy one of the tents. Garney Benbow (the trader who discovered the alien scout) lives in the house.

Peshwan Na Shepro: AC 2 (chain mail); HD 13; hp 52; MV 120' (40'); #AT 1; D 3-10 (*sword + 2*); Save F13; ML 12; AL L.
Bosero the Drunkard: AC 6; HD 14; hp 42; MV 120' (40'); #AT 1 dagger or spell; D

1-4 (dagger) or by spell; Save F14; ML 11; AL L.

Garney Benbow: AC 7 (leather armor); HD 4; hp 32; MV 120' (40'); #AT 1; D 1-8 (sword) or 1-6 (short bow); Save F4; ML 10; AL N.

In a corral built into the northwest face of Benbow's sod house are 14 riding horses and a pack mule. The mule is intended for the use of the expedition to the City of the Gods. Each member of the expedition also gets one riding horse.

Riding Horses (14): AC 7; HD 2; hp 12 each; MV 240' (80'); #AT 2 hooves; D 1-4/1-4; Save F1; ML 7; AL N.
Mule (1): AC 7; HD 2; hp 14; MV 120' (40'); #AT 1 kick or 1 bite; D 1-4 or 1-3; Save Normal Man; ML 8; AL N.

As soon as the PCs orient themselves, they discover the scout immediately behind them.

About 20 yards east of where you stand is a large, smooth, ovoid metal object. One end of the metal object is slightly crumpled as if it had struck something, and a long furrow of plowed earth behind it appears to mark where the object skidded to a stop. A closer examination reveals that the surface of the object is not as smooth as it at first seemed. At one point, the base is broken by an etched circle three feet in diameter. The surface of the circle is depressed except where it is bisected by a 6-inch wide undershot bar. Beside the etched circle is a legend written in red runes.

The etched circle is a hatch. The bar is a handle that turns the entire hatch to the right or left. Turning to the right opens the hatch. Turning to the left, closes it. The runes are a set of instructions written in Galactica and mounted on a decal. They can be read using a *read languages* spell. They say:

Warning! Authorized personnel only. Entry to this vehicle is restricted. To open manually, grip handle and turn all the way to the right. Pull hatch out.

A party of men from the camp arrives on the scene before the PCs can open the door (but after they have had a chance to decipher the runes, if they so desire). The party from the camp consists of six guardsmen, a guards sergeant, the Peshwan Na Shepro (Baron of Dragonia), Bosero the Drunkard, and Gar-

ney Benbow. When the party from camp arrives, read the following to the players:

You are still staring at the metal egg when a gravelly voice barks, "You. Stand clear o' the egg an' identify yerselves." The owner of the voice is a burly man with a sergeant's insignia stitched to the nubby gray cloth of his tunic and a cocked crossbow aimed at you. Before you can comply or the man with the crossbow can say more, one of his companions, a short fellow in a patched traveling robe, shouts the word "Richard" and leaps forward to embrace the flying monk. After a lengthy bout of affectionate hugging and enthusiastic back-pounding, punctuated by a babble of inane comments from the short fellow in the patched robe, the two brothers (for, clearly, that is who they must be) part self-consciously and turn their attention to the others occupying the hill with them.

At this point, Brother Richard introduces the PCs (any NPCs in the party already being known to those on the hill). Then Bosero introduces first himself and Garney Benbow and then the Baron of Dragonia.

"And this, friends, is our guide into blackest danger, his lordship the Peshwan Na Shepro, King's Companion and, by grace of his majesty King Uther I, Baron of Dragonia."
  With that introduction, Bosero makes a sweeping bow to his companion, a dark, slim individual of medium height clad in blued plate armor and unadorned nubby silks of the same silvery gray as the soldiers that surround you. At first, you are not completely sure of the person's sex. The figure is almost girlish, and the androgynous face before you might be that of a famous courtesan or an innocent choir boy. Certainly, the hand that the baron offers each of you in turn is soft as that of a maid. But beneath the velvet skin are muscles and tendons like steel bands, and the eyes in that painfully beautiful face are the flat dead eyes of a killer.

THE TOUR

When all appropriate introductions have been made, Bosero suggests that the PCs take a look at the scout. The baron dismisses all of his men except for three guardsmen armed

with spears and swords. The rest of the guardsmen return to their camp along with Benbow. When all guardsmen are gone and the watch is in place, the baron signals Bosero to open the scout, which he does, following the directions on the decal by the hatch.

> Gripping the bar in the middle of the etched circle, Bosero twists it to the right. There is a soft sigh and what had seemed to be a thinly etched circle becomes the outline of a door. When Bosero pulls out on the bar, the door swings open. And here is a marvel. For, even though the door is at least a foot thick, it swings lightly as a feather.
>
> Inside, the egg is brightly lit by milky, glowing panels set in the walls and ceiling. All surfaces are smooth and hard, and many of them are canted at odd angles. The walls don't stand true and straight, but wander off in all directions, making the small egg seem much larger inside than it really is.
>
> The interior of the egg is a single large chamber with ample room for all of you. Padded benches run along the sides of the egg from the end where you entered almost to the front or top where Bosero now stands facing you between two padded chairs. Strangely, you can look directly through the walls making up the top half of the egg as if they were cut from the finest glass in Blackmoor. As your eyes dart from one wonder to the next, Bosero delightedly explains what he has learned of the egg's magic, first showing you the strange devices removed from the body of the magician who was flying inside it.
>
> One of the first items in Bosero's catalog of magic devices is a small pin or badge, which at first does nothing. But, when Bosero presses a stud in the face of the device, it begins to emit a strangely haunting melody. Bosero pins the device to his robe and leaves the music on throughout the rest of his demonstration.

The "pin" is actually a distress beacon. The "music" is a chain of coded mnemonics designed to place a properly conditioned wearer in a trance state in which previous survival training is retrieved from his subconscious so that he can use it in what is presumed to be a crisis situation. The "music" also has the effect of letting the wearer know that the pin is functioning properly and that the beacon is emitting a distress call on which rescuers can home in. As soon as Bosero acti-

vates the beacon, six dbots that have been searching for the missing scout start to head for Benbow's Hectare.

Dbots (6): AC -2; HD 24*; hp 120 each; MV 120' (40'), flying 480' (160'); #AT 2 weapons; D variable; Save F16; ML 12; AL L; XP 6,000 each.

Among the other wonders that Bosero shows the PCs are a suit of *battle armor*, a *glow wand*, a *communicator*, a *hand blaster*, a *medkit*, a *translator badge*, and a set of *snoopers*. All of these devices are described in the *Alien Devices* section, and Bosero uses the names for those devices that are shown in parentheses after their alien names. Bosero *also shows the PCs the bloody jump suit that* the magician was wearing when he died. By the time that Bosero shows them to the PCs he has completely figured out the purpose and functioning of the *battle armor* and the *hand blaster* by applying what other Blackmoorian agents (the PCs?) reported of their experiences during the adventure narrated in module DA2 (TEMPLE OF THE FROG). He has also completely figured out on his own how to operate one other item of your choice, and he shows the PCs how to operate the items that he understands. The remaining items are a mystery. Once the PCs have been shown the items worn or carried by the magician, read the following passage to the players.

> Indicating the items that he does not yet understand, Bosero explains that he hasn't had time to get to everything yet, especially since he has been occupied examining the egg itself. The wizard then turns toward the front wall of the egg, inviting you to crowd around so as to see better. Beneath the point at which the walls become clear is a canted shelf studded with all manner of levers, studs, and protrusions. Bosero touches one of the protrusions, and at least two dozen others light up like so many bejewelled lightning bugs. Some of the colored lights are steady like the sun. Others pulse or blink. All have tiny runes written beneath them. Glowing green runes appear on several large indented rectangular surfaces.

Bosero has hit the *Power On* button. This is the first step in using the scout. The canted shelf is the scout's control panel. The colored lights are indicator lights showing the status of its various systems. The indented rectangular surfaces are the output screens for the

scout's computer and sensors. In this case, the alphanumeric code groups used in the runes printed on the control panel and displayed on the screens are unreadable, even with a *read languages* spell. The numbers and most of the words can be translated, but local languages lack such concepts as *Thrust. Atd. Cntrl. Over* (Thruster Attitude Control Override), which might be translated in Common as *Direction Change Spell* or, with equal validity, as *Spell of Rudder Control*, depending on who casts the *read languages* spell.

> Bosero shows you what he believes to be the controls that make the egg rise into the air and change direction. The egg doesn't move when he touches protrusions and levers, but the glowing green runes do change, informing you, according to Bosero, that the egg is damaged and can no longer fly.

The wizard's assessment is correct. He has figured out the vessel's controls, but is getting an error message indicating flight control and power plant malfunctions that prevent the craft from operating. As a result of this tour, the PCs should be able to fly a scout the next time they encounter one, though they will have no idea how to navigate.

The Battle

While Bosero has been conducting his tour of the alien scout, the six dbots have been homing in on the signal being emitted from the distress beacon. They are programmed to identify and rescue (or capture) whoever is wearing the beacon and to bring the scout back to the ship, if possible. If they can't capture whoever is wearing the beacon, they are to kill the individual. If they can't bring the scout back, they are to destroy it.

> The wizard is just finishing his lecture on the egg when one of the rectangular areas that has been blank until now suddenly lights up. Bosero is extremely agitated by this phenomena since he has never seen it before and did not touch any studs or protrusions that could account for it. Etched into the rectangle is a bewildering array of glowing green shapes, most of them straight lines. There are six pulsing lights in the upper left-hand corner.

What the PCs are seeing is the readout from the scout's airborne alert radar. The

green lines are a map grid. The various shapes are terrain contours. The pulsing lights are airborne objects (in this case, the dbots).

Bosero is still trying to figure out what caused the rectangle to glow when the baron shouts and points northward. High in the sky, you can see six flying objects. You stand transfixed for a moment, then Bosero cries with dismay, "Men. They're flying men. And they're made of metal." As you squint in their direction, you can now see that they are indeed flying men whose glossy black bodies gleam like burnished steel in the bright sunlight. As fast as rocs, they speed toward you, and the baron is now clearly disturbed. Both he and Bosero dash from the egg and raise the alarm.

By the time the dbots arrive, Bosero, Benbow, one guard sergeant, and three guardmen with crossbows, and six guardsmen with spears are in position to defend the camp beside Benbow's sod house. The baron, the other guards sergeant, the guards captain, six guardsmen with crossbows, and three guardsmen with spears are dispersing themselves atop the hill where the egg is located.

When the metal men reach Benbow's Hectare, they split into two groups. While three dive on the camp, the other three race for the hill. As soon as they are in range, the crossbowmen go to work, but the bolts harmlessly clatter off their metal skins or shatter on impact. Suddenly, something shoots from the hand of one of the metal men, and a billowing green cloud forms in the midst of the soldiers defending the camp. As the soldiers begin to drop to the ground, another of the metal men swoops down and snatches Bosero. Cradling the wizard in his arms like a small child, he flies off to the southwest before anyone can react. You hear a cry of despair nearby as the flying monk realizes that his brother is gone. Then the metal men are upon you.

The green cloud is the gas cloud from a *neuron grenade*. Since their orders don't specify killing bystanders, the dbots are following standard procedure for this type of operation and using *neuron, tangler,* and *opacity grenades* to paralyze and confound the defenders. They continue to use these weapons until one or more dbots sustains

damage equal to half its hit points. Then, they change programs and start using *gamma* and *sonic grenades* and *blasters*.

Once Bosero is gone, the two remaining dbots from the group that attacked the camp join the three that are attacking the hill. This reinforced party fights its way into the egg, disabling defenders as necessary. Once inside, they immediately determine that the scout can't be flown back to the ship, use *sonic grenades* and *blaster* fire to wreck the interior, and fly away.

As the metal men disappear into the distance, the you turn to survey the damage. The area is littered with downed soldiers, most of whom seem to be paralyzed. The egg that they were sent to guard is no longer worth the effort. Smoke drifts through large rents in its shell and fire licks at the magic doorway.

The scout is completely wrecked. None of its devices are salvageable, and the PCs can learn nothing more from the melted plastic and twisted metal that is all that is left of the controls. However, if any character examines the interior, he finds the alien *translator badge* and one other alien device carried by the scout's dead magician (pilot) to be still in working order. Roll 1d6 to determine which device still works.

Result	Devices in Working Order
1	Battle armor
2	Hand blaster
3	Medkit
4	Glow wand
5	Snoopers
6	Communicator

The baron, Brother Richard, and Benbow all survive the fight and are in reasonably good condition. Taking charge in the aftermath of battle, the baron first sees to his men, then gets the PCs together to plan their next move. Brother Richard helps tend the wounded, then disappears for a couple of hours into a secluded clearing in the trees atop the hill. He rejoins the company just as the baron is explaining what he intends to do next.

"My men will remain here to await our return. We'll get a good night's sleep tonight, then start out early tomorrow morning. Benbow already has orders to prepare our horses and baggage. If

you have anything to add to the baggage, see him. My plan is to cross the Eastern Hak, moving down the Salt Road to the East Gate. I'd like to avoid having to negotiate the Dragon Hills or the South Dragons, and I don't want to have to climb down the escarpment or take to the air. Either of those methods of entering the valley is likely to get us spotted while we were still days away from our destination. Considering what we've seen today, I think our best bet is to enter by the East Gate and keep hidden as much as possible. Travel by night; stay under cover during the day. Once we're through the gate, there's a trail that will take us north in the general direction of the city. From there, we'll have to see what happens. Any questions?"

If anyone objects to this plan, a grim-faced Brother Richard steps in to support the baron, pointing out that the PCs don't know the territory, while Shepro does. Any other NPCs in the party also support Shepro. If the PCs still won't take the hint and follow their guide, then they will just have to find out for themselves that Shepro's direct path is the safest.

Similarly, the PCs may have to learn from experience that the City of the Gods and its metal warriors have special means (radar) of detecting and identifying flying bodies, and automatically responds to large unidentified flyers. Each time any member of the party takes to the air (by flying or by levitating to a height of more than 10 feet) while outdoors, that action draws the attention of two dbots per an 8 result on the Valley Encounter Table.

Regardless of alterations in the plan, the NPCs in the party insist on leaving Benbow's Hectare early the next day. The pack mule that Garney Benbow has ready for them at dawn carries enough rations to last the members of the expedition one month. It also carries three extra water skins per character since the only potable water in the Valley of the Ancients is found in secret springs known only to the sand folk and camarillas.

Once the PCs leave Benbow's Hectare, their trip is routine except for random encounters until they reach the Valley of the Ancients.

The sand folk who inhabited the Valley of the Ancients long before FSS *Beagle* came to ground are a tough race of nomadic warriors who proudly follow both the golden rule (*Do unto others first*) and the eleventh commandment (*Don't get caught*). They have consistently applied these rules for living to their new neighbors in the City of the Gods and to the Froggie scouting parties that have recently invaded their desert. Though the nomads now have a treaty with the City of the Gods, this does not prevent them from raiding the city for whatever they can steal. Invariably, sand folk elders blame such raids on "renegades who are shunned even by their own kind."

One of the most persistant raiders is an old rascal named Da-Nel. This war chief of the Ngumalakka ("merry throat cutters") tribe has led the fight against the Froggie intruders since they first appeared. He has also led numerous forays into the City of the Gods to obtain alien weapons with which to fight the better-armed Soldiers of the Frog. But the City of the Gods is a very dangerous place. Da-Nel has lost many fine warriors in his raids, almost as many as in his skirmishes with the Froggies (who have quite correctly decided that Da-Nel is an implacable enemy who must be destroyed).

Da-Nel is camped near the City of the Gods, contemplating a new raid, when his scouts inform him that a party of humans is traveling toward his camp. At first, he thinks that the humans might be Froggies, but the scouts swear that its members neither look nor act like the enemy they have come to hate. Curious, Da-Nel orders the party waylaid and brought to camp as "guests." Time enough later to kill them if they turn out to be Froggies. And, if they aren't Froggies, then they may be of help in the next raid on the City of the Gods!

The Desert Ambush

Read this passage to the players whenever they first move to within 50 miles of the City of the Gods.

You are moving through a broken patch of rocky desert when a voice softly hisses at you from somewhere nearby.

"Oh my, yes. No sudden moves please. Softly, softly. Keep hands in sight and no one is hurt in unintended scuffle."

A few feet in front of you, a robed, masked, and hooded figure steps from behind a rock. The individual looks human

enough, but the lumpy, slate-gray skin and four arms mark him as one of the sand folk. In one hand he holds a metal object that looks very much like the item that Bosero called a *wand of sunflame*. In another, he holds a sword. Neither weapon is raised. The remaining two hands are held forward and open in the universal sign of peace.

All around you, sand is gently falling from the robes of similar figures who have risen from holes dug in the desert floor. You are now surrounded by up to two dozen of the sand folk. Twelve more sand folk riding camarillas quickly top the crest of the rocky slope behind the speaker. Some hold *wands* or *staves of sunflame* or weapons that look like them. Others are armed with matched pairs of big, heavy looking swords. Most are green-skinned, but a few have the slate-gray hides of mature sand folk.

Map 4: The Ambush shows the situation. Surrounding the PCs are 24 dismounted sand folk and 12 mounted sand folk. They are led by Da-Nal's lieutenant, Ja-Min, who has been ordered by his chief to bring the PC party into camp—as honored guests, if at all possible—otherwise as captives. Ja-Min's band includes:

Ja-Min: AC 4; HD 6; hp 42; MV 120' (40'); #AT 2 fists or 2 weapons; D 1-6/1-6 or 3-12 (sword)/6-36 (*hand blaster*); Save F6; ML 10; AL N; XP 275. Ja-Min wears a *ring of protection +1, 5' radius*.

Dismounted Sand Folk With Grenades (6): AC 5; HD 6; hp 30 each; MV 120' (40'); #AT 2 fists or 1 weapon; D 1-6/1-6 or 6-36 (*hand blaster*) or grenade; Save F6; ML 10; AL N; XP 275 each. Each of these sand folk carries one *neuron grenade* and one *tangler grenade*.

Dismounted Sand Folk With Hand Blasters (6): AC 6; HD 6; hp 30 each; MV 120' (40'); #AT 2 fists or 2 weapons; D 1-6/1-6 or 6-36 (*hand blaster*)/3-12 (sword); Save F6; ML 10; AL N; XP 275 each.

Dismounted Sand Folk With Heavy Blasters (6): AC 6; HD 6; hp 30 each; MV 120' (40'); #AT 2 fists or 1 weapon; D 1-6/1-6 or 8-48 (*heavy blaster*); Save F6; ML 10; AL N; XP 275 each.

Dismounted Sand Folk With Swords (6): AC 6; HD 6; hp 30 each; MV 120' (40'); #AT 2 fists or 2 weapons; D 1-6/1-6 or 3-12/3-12 (swords); Save F6; ML 10; AL N; XP 275 each.

Mounted Sand Folk (12): AC 6; HD 6; hp 24 each; MV 120' (40'); #AT 2 fists or 2 weapons; D 1-6/1-6 or 3-12/3-12 (swords); Save F6; ML 10; AL N; XP 275 each.

Camarillas (12): AC 3; HD 6*; hp 18 each; MV 120' (40'); #AT 1 bite or breath; D 1-10 or 3-18; Save F3; ML 8; AL N; XP 650 each.

There are an additional 25 camarillas identical to the first 12 hidden just the other side of the rocky slope where the mounted sand folk are stationed. They don't enter the fight unless the sand folk retreat to their side of the slope (in which case, they charge the PCs).

If the PCs don't *immediately attack*, then the sand folk stand stock-still as if carved from stone while Ja-Min speaks again.

"Greetings, travelers in the land of blessed sun. Ja-Min am I, warrior of the Ngumalakka. Welcome I bring you from the mouth of our war chief, Da-Nel. Come with us, you will. To the camp of Da-Nel, you will come, and there be guested, you will."

Ja-Min is more than willing to negotiate with the PCs. He will even let them keep their weapons. But he insists that they ride to Da-Nel's camp immediately, and that they do so inside a ring of wary sand folk mounted on fierce camarillas. His reasoning is hard to argue with.

"Come you must, because this be Da-Nel's desert. Yes, yes, all this wealth be Da-Nel's, and none can come or go except by his leave. Is it otherwise in your own land? You know 'tis not. So come. Hospitality the war chief offers. Rude it would be to refuse him. Rude, yes. And foolish. Have we not many weapons? Could we not force you? Yes, I think.

"Yet, in peace we come. Open be our hands and pure our hearts. Like gentle rabbits we open our homes to you. Yes, like veriest hoppy bunnies, we trust you in our camp. Can you not then put aside distrust? Can you not embrace us as good friends?"

If the PCs insist on fighting, Ja-Min and the 24 dismounted sand folk try to capture them, using the flats of their swords and aiming their blasters to wound instead of kill. The sand folk with *grenades* use those in preference to *blasters* in an effort to stun or entan-

gle the PCs. Thus, all damage inflicted by the sand folk using weapons other than *greandes* is halved during the first 2-5 rounds of combat. After that, the sand folk hit for full damage. As long as the sand folk are hitting for half damage, the 12 mounted sand folk and their camarillas try to stay out of the fight, attacking only when they, themselves, are attacked.

If the PCs agree to come to Da-Nel's camp, they are treated as guests. If they fight and the sand folk subdue them, they are stripped of weapons, clothing, and equipment and carried to Da-Nel's camp as captives. If the PCs kill or drive off all of the sand folk, then they never meet with the sand folk war chief. As soon as his scouts report the deaths of his people, he moves his camp away from the City of the Gods.

The War Chief's Camp

A few hours after the ambush, the PCs reach Da-Nel's camp. The camp contains Da-Nel, Na-Jir, Da-Nel's six bodyguards, 18 other sand folk, and 36 camarillas:

Da-Nel: AC 0; HD 6; hp 48; MV 120′ (40′); #AT 2 fists or ceremonial glave or 1 weapon; D 1-6/1-6 or 1-10 (glave) or 6-36 (*hand blaster*)/3-12 (sword); Save F6; ML 10; AL N; XP 275. Da-Nel wears a specially made suit of alien *battle armor*, a gift from Captain Riesling on the occasion of the signing of the treaty of alliance that Da-Nel has been ignoring. He also wears a *ring of spell turning* with 6 charges.

Na-Jir: AC 5; HD 6; hp 42; MV 120′ (40′); #AT 2 fists or 2 weapons; D 1-6/1-6 or 6-36 (*hand blaster*)/3-12 (sword); Save F6; ML 10; AL N; XP 275. Na-Jir is a respected warrior and chief rival to Da-Nel. He is also something of a hothead. Na-Jir wears a *girdle of giant strength*.

Da-Nel's Bodyguards (6): AC 5; HD 6; hp 42 each; MV 120′ (40′); #AT 2 fists or 1 *heavy blaster* or 2 swords; D 1-6/1-6 or 8-48 (*heavy blaster*) or 3-12/3-12; Save F6; ML 10; AL N; XP 275 each.

Sand Folk With Swords (12): AC 6; HD 6; hp 24 each; MV 120′ (40′); #AT 2 fists or 2 swords; D 1-6/1-6 or 3-12/3-12; Save F6; ML 10; AL N; XP 275 each.

Sand Folk With Hand Blasters (6): AC 6; HD 6; hp 30 each; MV 120′ (40′); #AT 2 fists or 2 weapons; D 1-6/1-6 or 3-36 (*hand blaster*)/3-12 (sword); Save F6; ML 10; AL N; XP 275 each.

Camarillas (36): AC 3; HD 6*; hp 18 each; MV 120′ (40′); #AT 1 bite or breath; D 1-10 or 3-18; Save F3; ML 8; AL N; XP 650 each.

Except for personal weapons and equipment, the sand folk hold all property (including the tribe's camarillas) communally. Each of the tents except for the guest tent and Da-Nel's tent hold sleeping furs and rugs for the 10 sand folk who dwell there. The guest tent doubles as a store room, and is partly filled with sacks of particularly tasty rocks and sand plus three small chests holding tools for working leather, shoeing camarillas, forging blades, and cutting tent poles. Only Da-Nal's tent holds any treasure, a brass chest in one corner holds 200 gold pieces, six spare *power packs*, two *gamma grenades*, and a *communicator*. If the PCs are disarmed or stripped of their possessions, the items taken from them are stored next to this chest.

Read the following passage when the PCs arrive at Da-Nel's camp.

You have been riding for several hours when your escort leads you down a steep, twisting ravine, hardly visible from the desert floor. Da-Nel's camp is located at the bottom of the ravine, which is bisected by a thin stream of water. On one side of the stream are a dozen large tents made from some indefinable hide. Three dozen camarillas doze atop flat rocks or roll in the dust on the other side.

As you draw up to the cluster of tents, one of the sand folk steps from the darkness of a tent that appears in no wise any different from the others in the camp except that a heavy glave is set in front of it. This newcomer is a huge brute, almost eight feet tall with skin as black as night, encrusted here and there with small red crystals. A livid scar runs across a bony brow and down a gnarled cheek, leaving a dent in the jaw before it disappears under the warrior's robe. The right eye is covered by a green leather patch. The leader of your escort greets the newcomer with an upraised fist and a stream of sand folk talk in which the name "Da-Nel" is prominently featured. The newcomer looks you over for a moment before speaking in Common.

"Greetings, friends. Dismount and be welcome. As my nestling be, and I as thine. Let blade be sheathed and bow unstrung. And cursed be he who blood does spill upon the salt."

This, of course, is the ritual greeting offered to a guest. It commits whoever speaks it to protect that guest at risk of life and limb and to do no harm to him. Among sand folk,

this greeting is considered a binding promise of safety that is never broken except when dealing with non-sand folk (and then only rarely).

The baron automatically recognizes the greeting and offers the appropriate words of acceptance ("Let heart be true as salt is sacred"). If the PCs have thought to ask about the sand folk during their briefing in Blackmoor, then they are aware of the proper response and of the meaning of Da-Nel's offer. Otherwise, they are left in the dark until briefed by the baron (at the first opportunity). If they haven't asked about the sand folk and don't have the baron with them, they fail to offer the appropriate response; after an expectant silence, there is some mumbling among the sand folk, but no other sign that something is wrong.

If PCs are brought to Da-Nel's camp as prisoners, but offer the correct response to the chief's ritual greeting, their weapons are returned to them. Otherwise, the ritual has no immediate effect. Regardless of whether or not the PCs respond correctly, Da-Nel orders hides fetched and spread on the ground before his tent. Sand folk food is poisonous to humans, but he offers them meats and beer that are appropriate to their systems, while he ingests a gruel made from sand. He also shares salt with them just as if they had spoken the required words of greeting and become his protected guests.

Over their meal, Da-Nel questions the PCs as to their purpose in the Valley of the Ancients. If the PCs answer honestly that they are bound for the City of the Gods to steal magic, Da-Nel is impressed. To the sand folk war chief, this is a good answer, indicating that the PCs are warriors and equals. If they mention the diplomatic goal that they are seeking, this response seems less good to him, but it is still an acceptable thing. There is no dishonor for being messengers for one's elders. If the PCs try to lie, there is a 90% chance that Da-Nel detects the lies and is secretly distrustful of his guests, thinking them to be disguised Froggies. If the PCs make any mention of trading for magic or engaging in other "dishonorable" activity, Da-Nel concludes that they are not warriors, but victims ripe for the plucking. Da-Nel's attitude, formed at this first meeting, helps determine the course of the PCs visit.

Regardless of how Da-Nel evaluates his guests, he insists that they stay the night and installs them (and their equipment) in the guest tent, while their horses are penned in a small corral near the camarilla herd.

The Visit With Da-Nel

From this point, you and the PCs determine what happens. Any or all of the events detailed below can occur, depending on what the PCs do and what plot twists you decide to introduce at Da-Nel's camp. Possible events are detailed below.

Na-Jir's Challenge: Na-Jir is a powerful warrior who firmly believes that he should hold Da-Nel's place. The elders have never agreed with this idea, thinking Na-Jir a bit slow on the uptake. Under sand folk law, which recognizes *trial by combat* as a means of settling disputes, Na-Jir can't challenge Da-Nel to a duel, but Da-Nel can challenge him. Knowing that Da-Nel is interested in profiting from the PCs' presence in the area, Na-Jir decides to anger Da-Nel by threatening his guests as much as he can within the law.

If the PCs make the appropriate response at the ritual of welcoming, Na-Jir can't challenge them outright. He can only be rude to them in hopes that Da-Nel will take offense and issue a challenge. If the PCs don't make the appropriate response, Da-Nel isn't bound to defend them, and others are free to challenge them as equals. There must be some cause for the dispute, though. A perceived insult or the death of a comrade at the hands of one of the PCs (during the ambush, for example) is good cause.

If Na-Jir issues a challenge or provokes one of the PCs into hitting him (which is considered a form of challenge), then a trail by combat occurs. The challenged party can't decline to fight. To do so merits instant death. Knowing what Na-Jir is doing and wanting to test the mettle of his guests, Da-Nel doesn't

interfere, and doesn't permit anyone else to interfere. However, the challenged party (only) can designate a willing friend as a champion to fight for him, and Da-Nel scrupulously informs the PCs of this fact if one of them is challenged.

Sand folk trial by combat consists of two antagonists jumping into a 20-foot square, 8-foot deep pit dug in the ground. Neither antagonist can take a missile weapon into the pit, but any other weapons (including magic items that can be used for purposes other than firing missiles) are allowed. Once inside the pit, the antagonists fight until only one is alive. The survivor wins the dispute and gains ownership of the loser's worldly possessions. There are no rules except for prohibitions against using missile weapons (which might endanger innocent bystanders) and magic spells (which are considered unwarriorlike). Anyone who violates these prohibitions is attacked by the entire tribe and killed.

If a trial by combat takes place, the outcome affects Da-Nel's attitude toward the PCs. If a PC loses, and Da-Nel isn't overly impressed with them anyway, he has his men strip them of their clothing and other possessions and dump them in the deep desert without food or water; the visit to Da-Nel's camp is over. If the PC wins and the PCs arrived in the camp as captives, Da-Nel returns their weapons and treats them with new respect. In any other situation, there is no immediate discernable change in Da-Nel's attitude, but he is more obviously friendly toward them if the PC wins and seems thoughtful if the PC loses.

The Froggie Attack: Stung by Da-Nel's recent victories over his Soldiers of the Frog, Saint Stephen tries to assassinate the sand

folk chief. On the night that the PCs are visiting Da-Nel's camp, a Froggie party attacks with this purpose. While 12 Soldiers of the Frog and 12 Froggie lay brothers led by one of the Order of the Frog's few surviving monks snipe at the camp from the north side of the ravine, a party of assassins drawn from a new corps called the *Teeth of the Frog* enters the camp from another direction and tries to kill Da-Nel. This situation gives the PCs the option of saving Da-Nel's life or escaping in the confusion.

The Froggie raiding party includes:

Inner Circle Monk (1): AC 0 (*battle armor*); HD 5; hp 30 each; MV 120′ (40′); #AT 1; D 6-36 (*hand blaster*); Save C5; ML 12; AL C; XP 175. The monk knows the cleric spells *detect evil, protection from evil, bless,* and *hold person.*

Soldiers of the Frog (12): AC 0 (*battle armor*); HD 3; hp 12 each; MV 120′ (40′); #AT 1; D 8-48 (*heavy blaster*); Save F3; ML 12; AL C; XP 35 each.

Lay Brothers (12): AC 5 (chain mail); HD 2; hp 10 each; MV 120′ (40′); #AT 1; D 1-6 (crossbow) or 1-8 (sword); Save F2; ML 12; AL C; XP 20 each.

Teeth of the Frog (6): AC 0 (*battle armor*); HD 5; hp 40 each; MV 120′ (40′); #AT 1; D 1-8 + poison (envenomed sword); Save F5; ML 12; AL C; XP 175 each.

Riding Horses (31): AC 7; HD 2; hp 8 each; MV 240′ (80′); #AT 2 hooves; D 1-4/1-4; Save F1; ML 7; AL N; XP 20 each. All of the Froggies have riding horses, but attack dismounted. During the melee, their mounts are picketed behind a rock formation near where the Soldiers of the Frog are positioned.

Since the sand folk have sentries posted around their camp, they have a few minutes' notice of the attack and are not surprised, despite the fact that the Froggies have crept up on them in the night. The PCs, on the other hand, discover that the camp is under attack only when one of the sand folk noiselessly slides into their tent and tells them to quietly get up. If the PCs retain their weapons, he informs them that they are expected to join Da-Nel by his tent during the fight. If they are disarmed, they are expected to stay in the guest tent (though they aren't guarded). *Map 5: Da-Nel's Camp* shows the dispositions of the two sides at the start of the melee and the movements of the assassins.

The main body of Froggies keeps firing at the camp until the assassins attack. Then they jump on their horses and ride away. The suicide squad sneaks into the camp while the

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sand folk are too busy to notice them. When they locate Da-Nel, they charge at him, attacking with their envenomed blades. Much to the assassins' surprise, the poison on the blades has no effect on sand folk (since their chemistry is so different). Da-Nel can still be killed by the swords, however.

The sand folk meet the attack by hiding in the rocks in the bottom of the ravine and trading shots with the Froggies. They are unaware of events in the camp behind them. With the possible exception of the PCs, Da-Nel is unguarded. The PCs' mounts, equipment, and weapons are also unguarded, and the southern mouth of the ravine is guarded only by a pair of sentries still on duty.

If the PCs try to escape, Da-Nel concludes that they are Froggie spies and kills any of them who fail to get away. If the PCs stay in camp and fight, they are engaged by the Teeth of the Frog; if Da-Nel is alive at the end of the melee, he recognizes their assistance (and the fact that they probably saved his life) by adopting them into his tribe.

The Adoption: Adoption into Da-Nel's tribe takes place on the morning after the fight with the Froggies. The ceremony is very simple. First the sponsor (Da-Nel) and the adoptee each slice open a thumb to draw some blood. They then rub their thumbs together to make the blood mingle. Finally, each eats a pinch of salt and a handful of sand. Thereafter, they are "nestlings," obligated to fight beside each other and sworn to avenge each other's deaths. The adoptee is also a full-fledged member of the sponsor's tribe. Make a Saving Throw vs. Poison for each character who undergoes adoption to see if the character is poisoned by mingling his blood with that of Da-Nel. Those who

who fail the saving throw sustain 1-4 points of damage. Those who make their saving throw are unaffected.

Da-Nel's Death: If Da-Nel is killed while the PCs are visiting the sand folk, Na-Jir takes temporary control of the camp. If Na-Jir is dead, Ja-Min takes control. If both lieutenants are dead, the camp breaks up. In any event, if Da-Nel is dead and the PCs haven't been adopted, his successor has them stripped of their clothing and other possessions and dumped in the deep desert without food or water. If there is no successor, the band spontaneously attacks the PC as soon as no other danger threatens.

Da-Nel's Treachery: On the morning of the PCs' second day in Da-Nel's camp, the chief decides what to do with them (if he is still alive). If he doesn't adopt them, he may attempt some act of treachery against them.

There is a 10% chance that he attempts some form of treachery. Add 10 to this chance for each member of the PC party killed in a trial by combat. Add 10 if the PCs have lied to Da-Nel or have indicated to him that they are not his equals (by saying that they might trade for what they want instead of taking it, for example). Add 30 if none of the party made the appropriate response to Da-Nel's greeting. Subtract 20 for each trial by combat won by a PC.

Da-Nel's treachery can take one of two forms. If the PCs failed to accept his hospitality in the correct manner, he simply has them stripped of their clothing and other possessions and dumped in the deep desert without food or water. If any member of the PC party correctly responded to his greeting, then gross treachery of this sort would border on the dishonorable, so Da-Nel is more subtle.

He allows the PCs to leave the camp in peace, but then locates his *communicator*, a gift from Captain Riesling, and uses it to warn the captain of their possible arrival (having guessed their purpose even if they don't tell him). Riesling then has six dbots waiting for the PCs in the first of *Beagle's* tubes or pods that they enter. Under the terms of the treaty between Riesling and the sand folk, Da-Nel's tribe not only gets the possessions of those it betrays but also a reward of a *heavy blaster* and three *power packs*.

Da-Nel's Rais: If Da-Nel doesn't engage in treachery, then he asks the PCs to join his people on a raid into the City of the Gods, and promises them half of any alien devices captured. Refusing to join this raid is considered to be the height of bad manners and results in the sand folk attacking the PCs with murderous intent on the spot. This hostile reaction is especially strong (+ 1 to the morale of all sand folk) if the PCs have been adopted into the tribe, since refusal to fight in such circumstances carries a connotation of treason.

The raiding party consists of 9-18 of the best-armed sand folk, including Da-Nel and any of his remaining bodyguards. The sand folk move by night to within a few miles of the City of the Gods before making a secret entry at a point of your choosing. The raiders have no random encounters during their march and are not detected by the *Beagle's* defensive sensors.

The sand folk stay inside the city until half of their number are killed, have fled, or have lost more than half their hit points or until they capture six alien devices (in addition to those devices claimed by the PCs). They then exit the city the same way they slipped in, taking the PCs along if they are willing.

The City of the Gods (FSS *Beagle*) is far too large to describe in detail in one module. This part gives its general configuration and explains how to run an adventure within the city. *Map 2* shows an overhead view of FSS *Beagle* and the surrounding terrain. It includes an outline of the shape of *Beagle's* decks and the location of locks and similar features. In addition, a separate network of red lines shows the pattern of tubes and pods on one of *Beagle's* three decks.

FSS *Beagle* is two miles long and 3/4 of a mile across. Its two upper decks are high security areas where the auxiliary power plant, the computer, the fire control center, the main bridge, the main control center, and the senior ratings and officers' quarters are located. The docking bridge and worry hole and the lifeboat pods (**LBPC** through **LBPH**) on C Deck are also security areas. The PCs lack the necessary access codes and *implants* to enter these areas. Only robots and aliens with valid *implant* I.D. codes can enter them.

The network of red lines on Map 2 shows the pattern of tubes and pods on C Deck, where the PCs will operate. This deck alone is the size of a small city and contains FSS *Beagle's* utility areas and its junior crew quarters. It offers ample opportunities for exploration during this adventure.

The Approach to the City

Da-Nel's Raid: If the PCs join Da-Nel's raid on the city, read this passage aloud.

Leaving your mounts in a narrow ravine about a mile south of the city, you make the last leg of your approach by slipping quietly from one rock formation to the next, keeping under cover as much as possible. As you scuttle between boulders, you catch fleeting glimpses of a silver-walled monolith whose gleaming towers rise almost 200 feet above the desert floor. After much scrambling and crawling, you reach the forward slope of a small rock-strewn rise within 200 yards of the city where Da-Nel bids you halt. Here, Da-Nel's men roll a boulder away from the mouth of a low, narrow, sandy tunnel that leads under the desert to within a few feet of the city walls.

The party has no random encounters during its stealthy approach and avoids the city's defenses by means of the tunnel. When they finally roll away another boulder and emerge from the tunnel beside the city walls, the raid-

ers are within a few feet of lock CH08 and inside *Beagle's* defensive perimeter. Here, Da-Nel presses some buttons in the lock that cause it to cycle open. The lock responds to Da-Nel only because he pressed a sequence of keys that he once saw used by an unwary alien crewman when he was part of a visiting sand folk delegation. This sequence is the current activation code recognized by the ship's computer (and due to be changed in three months). Were it not for his use of this code, the lock would not have opened. The raiders are now inside the vessel; conduct the rest of the adventure using the *City Exploration Procedure*.

An Unassisted Approach: If the PCs try to enter the city unassisted, they must check for encounters during their approach. When within six miles of FSS *Beagle*, modify the encounter check die roll by adding the following numbers:

2 ...if it is day.

1 ...if it is night.

1 ...if the characters aren't trying to conceal themselves.

All encounters within six miles of *Beagle* are with two dbots (per an *8* result on the *Valley Encounter Table*).

Upon reaching *Beagle*, the PCs encounter *security fields*. These are 60-yard square networks consisting of a microcomputer brain, 12 sound-and-motion sensors, and 48 mines. When a field detects an intruder larger than one foot in its largest dimension, it alerts *Beagle's* computer and detonates two mines within 3-30 feet of the intruder.

Security field mines are actually grenades with special fuses that make them explode if they are disturbed or if the field's brain detonates them. Each field has 24 light grenades and 24 sonic grenades; one of each type explodes each time a sensor detects an intruder.

When *Beagle's* computer is alerted to the presence of intruders, it dispatches four dbots to the vicinity.

Dbots (4): AC -2; HD 24; hp 120 each; MV 120' (40'), flying 480' (160'); #AT 2 weapons; D variable; Save F16; ML 12; AL L; XP 6,000 each. The dbots arrive in 1-4 turns via the nearest lock. While one dbot guards the open lock, the rest search the area. They are programmed to kill intruders. If they don't find the PCs after 1-4 turns, they return to the ship.

Treat security fields as traps. A thief can clear a path through a security field by successfully using his *remove traps* ability once for each 10 yards of the security field traversed (e.g. six times to cross an entire field).

Each unsuccessful use of the *remove traps* ability causes a sensor to detect the PCs.

Alien implants and robots automatically broadcast a code that makes the security field ignore them. Thus, aliens other than Saint Stephen (whose I.D. code has been canceled by *Beagle's* computer) can cross security fields without being detected. Invisibility has no effect on detection.

There is one point at which the security field perimeter around *Beagle* is notably weak. Due to a lack of material, the string of security fields in front of the ship is broken for 120 yards around a jumbled pile of boulders. An intruder stealing through this hole could then crawl along a line of boulders to a sand ridge in front of the docking bridge. He could hug the outer slope of this ridge and crawl to another line of boulders near lock CH14. From this point, the intruder could try to enter the city by magically opening either lock CH14 or lock CH12.

Autoblasters: In order to ensure the safety of his grounded vessel, Captain Riesling has deployed portable autoblasters to guard the approaches to hull breaches and exposed locks. Over 20 of these devices (similar to those found in DA2, but with additional capabilities) are scattered around *Beagle's* hull. A like number have been placed on the desert floor in front of hull breaches and air locks. In order to ensure better fields of fire, those on the desert floor have been mounted atop 20-foot ramparts of fused sand.

Autoblasters don't use power packs; they get energy from the ship via a cable. They look much like standard heavy blasters, but are swivel-mounted on a wheeled carriage. The autoblasters guarding *Beagle* have their own brain and sensor that tells them when and where to shoot. Once activated, they shoot twice per round as long as they have a target, automatically swiveling to track the target's movement. They are programmed to shoot anything that comes within range that is larger than one foot in any dimension, that isn't a robot, and that doesn't have an implant with a valid I.D. Each autoblaster does 8-48 points of damage at a range of 320 feet. Though autoblasters weigh only 300 pounds apiece and could be easily carried off, they won't fire unless plugged into a compatible power source.

Hull Plating: *Beagle* is plated in a foot of duralloy sheathed in a two-foot sandwich of exotic fibers and super-tough ceramics. The external surface is armored with two inches of collapsium. Neither alien weapons nor any items available in Blackmoor can damage this hull. Where it is ruptured, it took the in-

tense heat and pressure from a power plant explosion to do it. Even *Beagle's* big bubble domes are made of a transluscent duralloy compound that can't be damaged by nonmagical means, and these are now covered most of the time by their duralloy shutters that aren't affected by alien weapons or by anything found in Blackmoor. Since the hull can't be breached, the PCs can enter *Beagle* in only one of two ways: through an air lock or through a hull breach.

Each of *Beagle's* 26 exterior air locks consists of a decompression chamber with an inner door and an outer door. Locks CH01, CH02, CH03, and CH04 are 60-foot cubes with double doors 30 feet high and 60 feet wide. The other locks are 30-foot cubes with doors 10 feet high and 20 feet wide. Each inner and outer door has a small view port at eye level next to a 6-inch square alphanumeric keypad used to punch in the access code that opens all of the ship's locks. The outer door also has a collapsium blast shield that blocks the doorway (and the exterior view port) when the outer door is closed. The blast shield has its own keypad for access.

All locks are tied into *Beagle's* computer, which electronically seals them. Locks on C Deck (C1-C14) unseal and open their doors when the appropriate access code is punched into the keypad. Locks on B Deck (B1-B10) are sealed both manually and electronically, and can't be opened by access code. Lock doors can't be forced. They can be opened by magic. For this purpose, treat C Deck lock doors that don't lead to high security areas as if they were *wizard locked* by a 7th level magic user; treat B Deck lock doors and those lock doors in high security areas on C Deck as if they were *wizard locked* by a 20th level magic user. All uses of exterior locks are logged by *Beagle's* computer, and there is a 5% chance that each use attracts the attention of a crewman who checks the lock via monitor and raises an alarm.

The accident that grounded *Beagle* also tore numerous rents in its hull. These hull breaches are now sealed in bubbles of foam insulation that contain the radiation leaks from the damaged power plant. The PCs can enter the ship via a hull breach by chopping through the thin ceramic skin around a foam bubble. Only magic and magic weapons can damage the skin. Intruders must inflict 36 points of damage on this skin in order to chop a man-sized hole. They must then take one turn for every 10 feet of foam to chop a tunnel through the thick layer of protective foam (which can be cut by normal weapons). As soon as the ceramic skin is cut, the PCs are exposed to radiation with the effects listed in the description of green-lined areas below.

Demanding Guest Rights: Instead of sneaking into the city like the thieves and rascals they are, the PCs can attempt to speak with the Lord of the City (Captain Riesling) and explain their diplomatic mission. Their chances of actually talking with Riesling depend on the method used.

If they use a communicator, there is a 50% chance that they make contact with *Beagle's* computer, but only a 10% chance that they can get the computer to grasp their purpose and put them in touch with the captain. If they present themselves at an exterior lock (without getting blown up or shot by dbots or autoblasters), they may have better luck. *Beagle's* intercom system has outside speakers and pickups at each exterior lock. The PCs can communicate with the ship via intercom with an 80% chance per hour of contacting a crew member who relays a request for communication with Riesling. Finally, the PCs can stand in front of the monitoring device that scans the ground outside each lock and try to communicate by sign language. This has a 10% chance per hour of resulting in contact with Riesling and a 90% chance of causing the computer to dispatch dbots to destroy the PCs just as if a security field had detected them.

If the PCs do get to talk to Riesling by intercom, there is an 80% chance that the captain thinks that they are Froggie spies and sends six dbots (stats, page 17) to kill them.

There is a 20% chance that Riesling instead agrees to receive a Blackmoorian diplomatic mission. He will not, however, receive the PCs. Instead, he has the six robots deliver to the PCs two items. The first is a light saber—a gift for King Uther. The second is a small pin that is to be worn by the head of Blackmoor's diplomatic mission. When the mission is ready to talk, its head has only to twist the head of the pin. This causes a tracer similar to that in the pin Bosero found to begin emitting a signal that alerts Riesling to send a vessel to pick up the delegation and bring it to *Beagle*. The pin does not emit "music." Once these items are in the PCs' hands, Riesling bids them depart.

If Brother Richard is still with the PCs, he immediately recognizes the robots as being identical to those that abducted his brother (Bosero), and insists on questioning Riesling as to the whereabouts and condition of the magician. Richard refuses to leave until he rescues him. Richard's probing makes Riesling aware for the first time of the connection between the PCs and Bosero. There is a 50%

chance that he releases the magician as a gesture of good will toward Blackmoor. There is also a 50% chance that he instead claims no knowledge of Bosero's whereabouts, having decided to hold onto the magician and pump him for information about Blackmoor. Richard does not believe the alien's denials.

Regardless of the outcome of negotiations with Riesling, there is nothing to keep the PCs from subsequently breaking into the ship and committing a bit of free-lance burglary.

The Conditions Inside the City

To natives of Blackmoor, the City of the Gods is a strange place indeed. They see the commonplace wonders of technology on every side as a new form of magic. The very structure of the place is intimidating. *Beagle* is constructed of prefab 60-foot wide by 180-foot long by 60-foot high modules manufactured from exotic substances that can't be damaged by any nonmagical means at the PCs disposal. Some modules are linked to form large areas; others are partitioned into much smaller areas. Each area formed by the modules is called a *pod* and is sealed by an internal lock consisting of a single pressure door. Linking these modular areas is a system of circular tubes designed for use by air cars (which the sand folk call *steel dragons*). There is no provision for pedestrian traffic between pods. The vast size of *Beagle's* pods and tubes and especially the 60-foot height of all areas gives the ship the appearance of having been built for giants.

The atmosphere inside the vast, cavernous ship is one of emptiness and desolation, but (except in green-lined areas) not one of ruin or disuse. There is also a feeling of indefinable menace as the PCs encounter the fearsome steel dragons and hear ghostly voices over the intercom speaking in an odd tongue (Galactica). This sense of something mysterious and dangerous behind the echoing emptiness is heightened now and again by sudden terror as the PCs encounter some fearsome monster confined in an envio pod, or meet cyborgs, robots, or crewmen.

While the PCs may legitimately expect to meet many horrors inside the City of the Gods, there is one factor in the situation of which they are unaware. Disturbed by his spies' reports of recent events at Benbow's Hectare and in the Valley of the Ancients, Saint Stephen (Rocklin) has stepped up his plans for a raid on *Beagle*. In fact, he has picked this very time to lead a scouting party into the ship. Shortly after the PCs enter the ship, Stephen's scouting party manages to

slip through the perimeter around *Beagle* and force its own passage through one of the hull breaches.

Though the presence of Froggies inside FSS *Beagle* complicates the situation, conditions inside the ship are still dominated by the way the *Beagle* is constructed and operated. The following features of the alien vessel are especially important to this adventure.

Lighting: All parts of the ship except for tubes, green-lined areas and some occupied envio pods have powerful foot-square glow panels in walls and ceilings that emit a diffused light when activated. The panels contain sensors that tell them when someone is in a room. When they sense a biological presence, they start to operate at a preset level. The room's occupant can change the amount of light the panel emits by verbally instructing it in Galactica to "dim" or "brighten up." Equipped with their own power cells, these panels can operate for months without recharging. The presence of alien lighting devices does not prevent the use of *darkness* spells.

Environment: *Beagle's* environmental control system keeps all parts of the ship except for green-lined areas and certain occupied envio pods at a constant temperature of 68 degrees and a relative humidity of 25%. Since each of the areas in the ship has an internal air lock that seals it off from the rest of the ship, the environment within an area can be different from that in the rest of the ship. In most parts of *Beagle*, this system can be used as a weapon only if the area is sealed and all of the atmosphere is pumped out by the ship's computer (a process that takes one turn for every 60' × 60' × 60' cube of space within the room). When the atmosphere is completely gone, all entities in the area (except robots) that aren't protected by pressure suits are rendered unconscious for 3-12 rounds. If the area isn't at least partly repressurized within one round, they die.

Envio pods are an exception to this rule. They are specifically designed to contain live specimens existing in a habitat as close to their own as possible. Thus, these pods are equipped to offer any extremes of temperature, relative humidity, chemical composition of atmosphere, and amount of radiation required for the comfort of the specimens confined in them.

Within each envio pod, it is possible to adjust temperature within one turn so as to create extreme cold or heat that does 3-12 points of damage per turn to all unprotected characters in the pod. The atmosphere can be adjusted (at the same time as temperature or independently) so as to be poisonous to the characters, doing an extra 1-4 points of damage per round. Finally, the radiation count can be increased so that those inside the pod must Save vs. Spell at the end of each hour of exposure. Those who make their saving throw are unharmed. Those who fail it sustain 1-6 points of damage. The computer can also pump all atmosphere out of an envio pod as described above.

Set in each internal lock is a wall screen that lists the type of environment inside according to a standard Federation system of cataloging. The screen can be read using a *read languages* spell. Above each screen is a light. If it is green, the atmosphere is safe for aliens (and PCs). If it is red, it is unsafe for unprotected characters.

Envio pods also have geological programs and extensionals that can duplicate any desired combination of terrain and soil conditions. If a specimen being confined in an envio pod is native to a mountainous area whose soil has a high iron content, then the geological programs duplicate that specific environment, slowly building up rugged cliffs and spraying on topsoil until the surface geology inside the pod matches that to which the specimen is accustomed. When ground cover is needed, native species are force-grown inside the pod or gathered by ebots and transplanted. The result of this activity, when combined with the appropriate temperature, humidity, atmosphere and radiation, is called by the aliens an *environ*. There are already scores of them operating.

Communications: A computerized intercom links all parts of the ship (including green-lined areas). All aliens, cyborgs, and robots have an I.D. code that they can use to talk to the computer or to the occupants of any other part of the ship. Conversations are initiated by saying aloud in Galactica "*four-digit I.D. code initiating communication with name of area*." These words activate sound pickups in both the area the speaker occupies and the area he wants to contact. All sounds emanating from either area are heard in the other. Though the sounds are projected at their destination through small, cunningly concealed speakers, they seem to come from the ether. The circuit stays open, and communication continues until someone with a valid I.D. in one of the two linked areas says aloud "*four-digit I.D. code terminating conversation*." The computer can override I.D. codes in order to permit general announcements or cut off some areas or persons from communication. Magic items and spells that retard or prevent the use of *clairaudience*

temporarily halt the workings of all parts of the intercom within range.

Monitoring: Hidden visual pickups set into hidden glassed-in recesses in the walls provide a complete view of all parts of the ship and can be accessed from any computer monitor. The pickups are randomly scanned by security personnel on A Deck. There is a 1% chance each hour that the PCs are in the ship that they will be detected by this means. If an alarm has been sounded, there is a 10% chance of detection each turn. Once detected, the PCs remain detected as long as they are in an area with working visual pickups. Magic items and spells that retard or prevent *clairvoyance* temporarily halt the workings of all visual pickups within range.

Transportation: The corridor pattern on Map 2 is a system of circular tubes (each 60 feet in diameter, but normally kept dilated to only a 20-foot diameter). Special cars much like capsules (but 20 feet long and 10 feet in diameter) fly down these tubes on a cushion of air. A car is programmed via a numeric keypad beside its circular, 10-foot diameter entry hatch. These cars work only inside *Beagle*.

Punching in a four-digit number gives the car the I.D. of a destination lock. As each car reaches its destination, its front end is received in the dimpled lock of the pod. A wall screen with verniers is mounted next to the keypad and can be used to examine the pattern of tubes and pods inside the ship. It won't display the upper levels to anyone who doesn't have a valid *implant*.

Cars constantly report their location and destination to the ship's computer, and the computer can override a car's instructions and send it to a different destination. Cars can move between decks at vertical tubes, but won't go to A or B Decks or to high security areas on C Deck unless all car occupants are robots or aliens with a valid *implant* I.D. If instructed to violate these procedures, the car's wall screen flashes the message *Invalid Destination* in Galactica and awaits new instructions.

Cars travel at a speed of 6000 feet per turn, and are kept from crashing by a computerized traffic control system. It is possible for the PCs to enter the tubeways afoot. However, *Beagle's* computer assumes that *Beagle's* crew members are using cars, and it has to make a special adjustment in order to accommodate pedestrian traffic. The computer makes this adjustment only for an alien with a valid implant I.D. If an adjustment hasn't been made, there is a 5% chance per turn spent afoot in the tubeways that the party will

encounter a car. The movement of the car causes a whooshing sound that gets louder as it approaches and can be heard one round before it arrives. Anyone who is actually struck by the car is killed instantly. Characters who try to duck under it sustain 5-20 points of damage and are deafened for one hour as a result of being buffeted by its air cushion.

Despite the cars' extreme speed, those inside them don't experience any sense of motion. Inertia compensators make it seem as if they are standing still. Thus, the PCs experience travel by car as something similar to *teleportation*.

Access: Internal locks are seals between areas. All of them contain a view port at eye level. They also have an *Open* button and a *Close* button on each side of their frame. Each lock also contains a *Service* button on the inside that summons a car within 1-4 rounds. This button lights red when no car is next to the lock and green when a car is attached to it.

Unless an alarm is in effect, C Deck Locks that don't lead to high security areas open when their Open button is pressed and close when their Close button is pressed (or close automatically after no one has moved through them for one round). If an alarm is in effect, C Deck Locks open and close to button presses only if the computer allows them to.

Locks leading to A and B Decks and to high security areas on C Deck open only to robots and aliens with a valid implant I.D. They close in the face of unauthorized persons who try to enter at the same time as authorized personnel. If unauthorized entities are too close to an authorized entity trying to enter a lock, the lock refuses to open and alerts security (causing an alarm if one is not already in effect).

Locks can't be forced open. If sealed so that they don't open to button presses, the internal locks on C Deck that don't lead to high security areas are treated as if *wizard locked* by a 7th level magic user; locks on A and B Decks and those leading to high security areas on C Deck are treated as if *wizard locked* by a 20th level magic user. It is possible to wedge internal locks so that they will stay in their open position, and they will remain open even when the computer tries to close them.

Computer Control: Transportation, lighting, plumbing, humidity, temperature, air supply, security, and communications are controlled by *Beagle's* main computer. Usually, these systems function routinely according to standard programs to ensure the comfort and convenience of the crew. How-

ever, the crew can change any of these factors simply by giving the computer special instructions for all or part of the ship. Since the aliens have to operate in the ship's environment, they use this great power in only a limited fashion. But this almost total control of the environment gives them an edge when it comes to tracking, cornering, and capturing intruders.

As soon as the computer becomes aware of intruders, it sounds an alarm placing the ship on alert until the intruders escape or are captured or killed. The alarm consists of a soft female voice endlessly repeating over the intercom the words *intruder alert* and the name of the area where the intruders were last detected.

Once an alarm sounds, the computer uses monitors to track the intruders. It refuses to open locks that it detects the intruders trying to use. If the intruders summon a car, the computer sends it, but instructs it to deliver them to an empty envio pod where they are imprisoned by a squad of six dbots (stats, page 11).

The computer also blocks intruder use of the intercom system for any purpose except to offer to surrender or negotiate. Whenever possible, it keeps the areas occupied by the intruders lit to maximum brightness.

While the computer is thus inhibiting the intruders' ability to run and hide, it is also vectoring search parties of humans, robots, and cyborgs toward them. This is the standard intruder alert procedure that is implemented during an alarm. However, if the alarm lasts more than six hours or the intruders seem about to escape, the crew can activate a *Final Option* program that causes the computer to seal the intruders off in one part of the ship and knock them unconscious by pumping out the atmosphere.

The computer raises an alarm when an intruder is detected while entering an external lock, when a crewman locates the intruder on a monitor, and when a crewman reports contact with an intruder. If the alarm has not been sounded, members of the crew who encounter the intruders use their implant to alert the computer; if they are alive and conscious at the end of one round, they are successful. There is one exception to this procedure. If the PCs encounter a party of defecting crew members, the NPCs don't report to the computer, but an alarm is instantly in effect anyway because the computer has become aware that the crewmen are missing. The PC party may be discovered in any of these ways. There is also a 5% chance each hour starting on the fourth hour after

the PCs enter the ship that the computer raises the alarm as a result of detecting Saint Stephen and his Froggies inside the ship.

Green-Lined Areas: With most of the crew in stasis and most of the specimens that were gathered before *Beagle* grounded killed during the mutiny, most of the ship feels hollow and empty. Some areas, especially those that were heavily damaged in the accident and the mutiny have, in fact, been abandoned. These so-called green-lined areas (shaded on *Map 2*) are shut down and closed to entry. They contain no light, atmosphere, environment control, or cars. The locks leading to them and all locks within them are sealed (treat as if *wizard locked* by a 7th level magic user). Monitors and communications within these areas may (5% chance per 180' square area) still be operational, but are not checked unless an alarm is in effect. These areas have no occupants and contain no equipment or weapons accessable to the players. Make no encounter checks while the PCs are in a green-lined area unless an alarm has been raised. If the PCs wander into one of these areas from the outside the ship, the outside atmosphere rushes into each area they enter.

Since most green-lined areas are heavily damaged, no effort has been made to show the tube system running through them. In most cases, the tubes are collapsed or blocked by walls of fused components. However, this is somewhat offset by the fact that often paths can be found through breached pods littered with wreckage. Thus, the PCs must pick their way though green-lined areas just as if they were moving "cross-country" through a rugged forest. Movement through these areas is at ⅓ the normal rate.

Those green-lined areas that contain one or more pockets of radiation are hazardous to the health of anyone who enters them. At the end of each hour spent in the area, each character must make a Saving Throw vs. Spells. Those who make their saving throw suffer no adverse effects. Those who fail sustain 1-4 points of damage.

To the PCs, all of the systems described above are a form of magic, and your words should reflect this fact. Thus, instead of describing a glow panel in technological terms, you might refer to it as "a smooth, flat stone that gives off a ghostly light like white hot coals, but that stays cool to the touch and is not consumed."

Except as specifically noted above, magic items and spells don't affect the operation of technological devices. Thus, a *dispel magic* spell cast over a car doesn't shut it down.

Nor is a *detect magic* spell of much help, since the various forms of energy used throughout the ship are so similar to magical energies that the whole ship seems magical, and it is impossible to sort out which magic is being exerted by which item or system. Except where otherwise noted, the exotic materials of which the ship is built are proof against normal weapons, but spells and magical weapons can damage them.

Generally, magic items and spells work as described in the Basic and Expert Rules, but any attempt to *teleport* into a high security area automatically misfires, sending the *teleporting* character into an occupied envio pod of your choice.

The City Exploration Procedure

The City of the Gods is a unique area, and, as DM, you need to take a unique approach to it. Instead of moving from room to room, mapping as they go, as in a conventional dungeon, the players can move directly from one area to another by entering a car and punching in a number. When the PCs use the cars, they aren't marching or mapping in the conventional sense, and there is no chance of meeting wandering monsters. Instead, you roll 1d20.

DIE ROLL	POD
1-6	Envio Depot
7-9	Crew Pod
10-11	Car Pod
12-13	Robot Depot
14-15	Maintenance Pod
16-17	Storage Pod
18	Transit Pod
19	Stasis Pod
20	Observation Bubble

Once you know the type of pod the PCs go to, you select the specific pod of that type to which the car takes them. The modular design of the ship makes most pods designed to fullfill the same function identical to one another. Therefore, once you understand the characteristics of a pod type, you can run the players through many pods of that type with little effort.

When the PCs visit a pod, mark that pod on *Map 2*, so that you'll know where it is and what the PCs encountered there in case they want to visit it again. For added flavor, when the PCs punch a destination in a car's keypad, you could have them indicate what numbers they are punching and mark those numbers on the map. Then, when they want to return to a pod by car, they'll have to remember which numbers to punch.

There is a possibility that the PCs can get one or more crewmen to help them. If this happens, you should show them *Map 2* whenever they want to see it and should let them pick their destinations instead of rolling a die.

All pods are entered via a lock. It is impossible to listen at locks to determine what is on the other side, but the PCs can observe at least part of the pod through the lock's view port. What they see, what they can encounter, and what action you must take depends on the pod's type.

If the alien crew is unaware that there are intruders inside *Beagle*, the PCs have fewer encounters. If the crew is aware of the presence of intruders, an alarm is raised and they begin to search the ship. This increases the incidence of encounters.

If there is no alarm in effect, check for random encounters once per hour by rolling 1d6; an encounter occurs on a result of 6. If there is an alarm in effect, but *Beagle's* computer doesn't know the PCs' location, check every other turn; an encounter occurs on a result of 5-6. If there is an alarm in effect and the computer knows where the PCs are, check every turn; an encounter occurs on a result of 4-6. To find out what the PCs encounter, roll 1d4 if no alarm is in effect, 2d4 if there is an alarm but the computer doesn't know the PCs' location, and 3d4 if there is an alarm and the computer knows where the PCs are. The PCs encounter the entities opposite the dice roll result.

1. **Ubots (4):** AC 3; HD 6; hp 30 each; MV 30' (10'); #AT 1; D 1-4; Save F6; ML 6; AL L; XP 275 each. The ubots ignore the characters.

2. **Ebots (4):** AC 0; HD 12*; hp 48 each; MV 90' (30'); #AT 1 needler; D 1-2 + paralysis; Save F10; ML 12; AL C; XP 1,900 each. The ebots identify the party as escaped specimens, notify the computer, and try to "recapture" them. There is an 80% chance that the computer raises an alarm as a result of this encounter.

3. **Crewmen (4):** AC 0 (battle armor); HD 3; hp 15 each; MV 120' (40'); #AT 1; D 1-2 + paralysis (needler); Save F3; ML 8; AL L; XP 35 each.

There is a 20% chance that these NPCs are a party of disaffected junior crew members who have not yet undergone their conditioning and who are now trying to escape the captain's paranoid rule. In this case, each crewman carries a glow wand, a medkit, and a communicator, and wears a translator

badge. If the PCs don't attack first, the crewmen identify them as intruders and offer to assist them in exchange for help in escaping. These NPCs can be of immense help to the PCs, since they know how to operate the ship's equipment, how to read Galactica, how to find their way around the ship, what dangers to avoid, and even where to find Bosero.

Since their escape has already been detected, their implant I.D.'s have been cancelled. In addition, an alarm is in effect from this moment. Since these crewmen aren't conditioned, they don't have the same immunity to spells as other crewmen. If the PCs have already encountered a party of escaping crewmen, treat this result as an encounter with hostile crewmen.

If the crewmen aren't escaping, then they are hostile. They immediately identify the PCs as intruders and try to notify the computer by speaking into their implants. They attack only after contacting the computer. Being alone and afraid, they try to kill, rather than take prisoners.

4. **Saint Stephen:** AC 0 (battle armor); HD 10; hp 50; MV 120' (40'); #AT 1; D 6-36 (hand blaster) or 5-12 (light saber); Save F10; ML 9; AL N; XP 900. Stephen also carries a communicator and wears snoopers.

   Saint Stephen's Bodyguards (6): AC 0 (battle armor); HD 6; hp 30 each; MV 120' (40'); #AT 1; D 8-48 (heavy blaster) or 1-8 (sword); Save F6; ML 12; AL C; XP 275 each.

   Soldiers of the Frog With Hand Blasters (18): AC 0 (battle armor); HD 4; hp 20 each; MV 120' (40'); #AT 1; D 3-36 (hand blaster) or 1-8 (sword); Save F4; ML 12; AL C; XP 75 each.

   Under the circumstances, Saint Stephen and his men are inclined to attack the PCs immediately on the theory that all hands are against them. However, there is a 30% chance that they identify the PCs as fellow intruders and decide to join forces with them. If this happens and any of the PCs participated in the events related in DA2, there is a 50% chance that Saint Stephen recognizes them during the negotiations. Should this happen, he quietly signals his men to attack without warning; they don't take prisoners. If the two parties join forces, the Froggies abandon the PCs and try to escape the city once half of them are dead or have lost more than half of their hit points.

5. **Sbots (2):** AC 0; HD 20*; hp 100 each;

MV 150' (50'); #AT 1 weapon; D variable; Save F14; ML 12; AL L; XP 3,150 each. The sbots identify the PCs as intruders and try to capture them after notifying the computer of their location.

6 Dbots (2): AC -2; HD 24*; hp 120 each; MV 120' (40'), flying 480' (160'); #AT 2 weapons; D variable; Save F16; ML 12; AL L; XP 6,000 each. The dbots identify the PCs as intruders and try to capture them after first notifying the computer of the PCs' location. The dbots try to kill the PCs if endangered or if the PCs seem about to escape.

7 Crewmen (8): AC 0 (pressure suit); HD 3; hp 15 each; MV 120' (40'); #AT 1; D 6-36 (hand blaster) or 1-19 (riot stick); Save F3; ML 8; AL L; XP 35 each. Each crewman carries a medkit and a glow wand. The crewmen identify the PCs as intruders and try to capture them after first using their implants to notify the computer of the PCs' location. They shoot to kill if endangered or if the PCs seem about to escape.

8 Cyborgs (2): AC -1; HD 22; hp 88 each; # AT 1; D 3-30 (fist) or 6-36 (hand blaster) or special (grenade launcher); MV 120' (80'); Save F16; ML 12; AL N; XP 2,750. These are Class IV terminators. Unlike the crewmen and robots the PCs meet, the cyborgs take no prisoners. They simply kill any unauthorized personnel they encounter.

9 Sbots (4): AC 0; HD 20*; hp 100 each; MV 150' (50'); #AT 1 weapon; D variable; Save F14; ML 12; AL L; XP 3,150 each. The sbots attack immediately, trying to take the PCs prisoner.

10 Dbots (4): AC -2; HD 24*; hp 120 each; MV 120' (40'), flying 480' (160'); #AT 2 weapons; D variable; Save F16; ML 12; AL L; XP 6,000 each. The dbots attack immediately, first trying to take the PCs prisoner, but killing to prevent damage to themselves or imminent escape.

11 Crewmen (10): AC 0 (pressure suit); HD 3; hp 15 each; MV 120' (40'); #AT 1; D 6-36 (hand blaster); Save F3; ML 8; AL L; XP 35 each. Each crewman carries a medkit and a glow wand. The crewmen try to capture the PCs, but shoot to kill if endangered or if the PCs seem about to escape.

12 Captain Riesling: AC 0 (pressure suit); HD 10; hp 40; # AT 1; D 6-36 (hand blaster) or 5-12 (light saber); MV 120' (80'); Save F10; ML 9; AL N; XP 900. Cyborgs (2): AC -1; HD 22; hp 88 each; # AT 1; D 3-30 (fist) or 6-36 (hand

blaster); MV 120' (80'); Save F16; ML 12; AL N; XP 2,750.
Crewmen (12): AC 0 (pressure suit); HD 3; hp 15 each; MV 120' (40'); #AT 1; D 6-36 (hand blaster); Save F3; ML 8; AL L; XP 35 each. Each crewman carries a medkit and a glow wand.

Riesling and his men try to capture the PCs, but shoot to kill if endangered or if the PCs seem about to escape.

There are nine basic pod types shown on *Map 2*. Each is handled in a different way:
Car Depot: Each 180' × 180' car depot holds three tiers of trough-like cradles, each of which is surrounded by a bewildering array of robotic maintenance machinery. Most of this machinery is whirring, clicking, and screaming as it routinely checks or conducts preventive maintenance on the 20-80 cars in the depot. Each time the PCs enter a car depot, roll 1d6. If the result is a 5-6, the PCs encounter 1-4 ubots.

Ubots (4): AC 3; HD 6; hp 30 each; MV 30' (10'); #AT 1; D 1-4; Save F6; ML 6; AL L; XP 275 each.

Robot Depot: Each 180' × 180' robot depot looks like a big hangar with tiers of racks filled with robots of all types. Each rack is surrounded by an indescribable tangle of maintenance equipment. Damaged robots are being repaired by the robotic maintenance equipment while magnetically secured to their racks. Robots that aren't on duty are undergoing routine checkups. Robots not yet in service are vacu-sealed into their racks with heavy-duty plastiform sheeting (that can only be damaged by magic or magical weapons).

If no alarm is in effect, there are 10-40 active ubots, 5-20 active ebots, 1-6 active sbots, and 1-6 active dbots in the depot, and there is a 10% chance per round that they identify the PCs as intruders. Should this happen, all active robots (e.g. those not sealed in blue plastiform or undergoing maintenance) leave their racks. This takes one round. Then, the ebots, sbots, and dbots try to capture the PCs while the ubots mill around getting in everybody's way.

If there is an alarm in effect, there are 10-40 active ubots, 1-4 active ebots, and 1-2 active sbots in the depot. None are in their racks. The ebots and sbots identify the PCs as intruders and try to capture them while the ubots mill about.

Tucked away in dispensers in 10 of the 100 racks in each depot are weapons loaders that hold reloads for all of the weapon systems found on the ship's robots. Each loader is

double-locked (takes two successful uses of the thief's *open locks* ability to get inside). The average loader holds 2-12 of each type of grenade, 2-12 power packs, 1-6 grenade launcher propellant packs, and 1-6 ammo packs for needlers.

Maintenance Pod: Each of these 180' × 180' pods is a vast robotic machine shop. Huge cranes automatically maneuver overhead to bring heavy structural membranes into contact with automatic machinery that machines it to the desired shape and size. Here and there, showers of sparks mark where a robotic arc welder is at work. All of these machines are immobile, and there is no possibility that the PCs could understand how to program them (a job that even the aliens reserve to their computer), but, if they knew how, they would find that the machines in this shop could be used to cut the exotic alien materials that they are unable to damage except by magic. Each time the PCs enter a car depot, roll 1d6. The result is the number of ubots encountered. There is a 90% chance that ubots ignore the PCs and a 10% chance that they notify the computer of their presence. These percentages are reversed if an alarm is in effect.

Transit Pod: There are seven of these huge pods on C Deck. The one under the Main Control Center is just a huge switching area filled with tubes that rush off at all angles. Those under FB1 through FB6 are open hangars. Each hanger contains 3-6 scouts identical to the egg that the PCs found at Benbow's Hectare. All are in perfect working order. However, each hangar is guarded by a special team of four Class IV cyborg terminators programmed to kill anyone who enters the hanger without authorization from Captain Riesling. The cyborgs notify the computer of any unauthorized entry before attacking. They never leave their assigned patrol area in the hanger (stats, page 22, #8).

The hangar doors (**FB1-FB6**) can be opened from inside a scout unless *Beagle's* computer overrides the scout's instructions. In this case, a *knock* spell (as against a *wizard lock* cast by a 10th level magic user) opens the hanger doors despite the computer's override. If the PCs steal a scout and escape, there is a 90% chance that it will be damaged by one of *Beagle's* defensive missiles fired from a defense pod (**DP01-DP14**) during the escape. If this happens, the scout travels 60-120 miles before crashing, and each character inside the scout sustains 4-24 points of damage

in the crash.

It is possible for the PCs to navigate the scout by observing how their course changes when they touch different buttons. They can also use a *read magic* spell to read the navigation screen (showing a contour map of the area below with the scout's position marked by a blinking light).

Storage Pod: Each of these 180' × 180' areas is lined with gray ceiling-high sealed bins that open just like internal locks (and are treated as such). These areas are organized by a "random access" method so that each storage pod holds many different types of items in no discernable order. Clothing, tools, hardware, drugs, toiletries, I.C. boards, and replacement parts for most of the ship's elements are just some of what is available. The variety of material is so astounding that only the computer can locate specific items within the storage area. If the PCs have some means of getting the computer's cooperation (forcing a captured crewman to use his I.D., for example), then there is a 90% chance that they can obtain some alien analog for any items they desire other than weapons or armor (which are, for the most part, stored in an armory on B Deck). Food and potable liquids are synthesized and stored in sealed tanks beneath the floor of C Deck and can't be obtained in storage pods.

Stasis Pod: Most of the crew are "asleep" in stasis chambers, clear 10' cubes of energy that suspend subjective time for those inside. Each cube indefinitely holds one subject in suspended animation, and each 180' × 180' stasis pod holds three tiers of 81 chambers per tier. The upper tiers are separated from those below by 10 feet of open space. Access to upper tier chambers is via a lift and catwalk.

Set in a thin post at one corner of each chamber is a control panel used to engage or release the stasis field. A similar emergency control panel beside the entrance to the pod can be used to simultaneously control all of the chambers. Engaging a stasis field is a matter of pressing one button. However, it takes an hour and a complex series of key presses to release a subject from a the field in such a way as to avoid damaging him. Only the computer and a few experts on the ship know how to do this correctly. If the PCs mess with a keypad without help, there is a 10% chance that they kill the subject inside the chamber and a 40% chance that they induce a state of temporary psychosis causing the subject to immediately attack them. Even when properly done, releasing a stasis field disorients the subject and causes some temporary memory loss. In this disoriented state,

subjects are highly tractable (treat as if under a *charm person* spell), but can barely remember their own names (10% chance of recalling any item of information desired by the PCs).

Each stasis pod holds 50-100 naked crew members.

Crew: AC 9; HD 3; hp 15 each; MV 120' (40'); #AT 1; D 1-2 (fists); Save F3; ML 8; AL L; XP 35 each.

Crew Pods: The pods where junior crewman live are dreary affairs. Each crew pod symbol on Map 2 represents three 60' × 180' pods with their own individual locks. Each pod is dominated by a 20-foot high wire-mesh platform in its center. A narrow 10-foot aisle runs around this platform. Atop the first platform is an identical second platform. Atop each platform are three tiers of *cubbies*. Each platform is cut by many narrow aisles with mesh floors. Two lifts give access to the platforms.

Each cubby is a 6' high × 8' wide × 8' long padded platform surrounded on three sides by lockers. The door to each cubby swings up so that the user can slide in. It can be lowered for privacy. Each junior crewman has his own cubby where he sleeps and keeps his few personal possessions.

The floor of the crew pod beneath the tiers of cubbies is an open area with plants and waist-high partitions designed to create an illusion of privacy. Here, there are eating booths where crem members can dial up food served at their table by the ship's computer. There are also holotanks for entertainment, physical training machines, and, in one corner, an open, multi-stall fresher for showers and sanitary needs. Duty lockers beside the lock hold the residents' armor and weapons (5-10 suits of battle armor, 1-4 needlers, 1-4 hand blasters, and 1-4 riot sticks).

If there is no alarm in effect, the PCs encounter 1-10 crewmen in each crew pod. The crewmen sound the alarm via their implants and then try to hide in the maze of cubbies.

If there is an alarm in effect, the PCs encounter 1-4 crewmen in each crew pod.

Crew: AC 0 (battle armor); HD 3; hp 15 each; MV 120' (40'); #AT 1; D 6-36 (hand blaster); Save F3; ML 8; AL L; XP 35 each. The crewmen sound the alarm via their implants and attack the PCs.

Envio Pod: Each envio pod symbol on *Map 2* represents three 60' × 180' pods with their own individual locks. When the PCs look into a pod, roll d%. If the result is 50 or less, then the pod has been landscaped to accommodate specimens. The specimens are

visible 20% of the time. Check the *Envio Pod Encounter Table*. In each case, the pod contains the specimen opposite the d% result found on that table. The environ listed opposite each specimen is the type of terrain inside the envio pod.

If the d% result is greater than 50 but less than 100 (00), then the envio pod is empty and bare. If the die roll is exactly 100 (00), then you have found Riesling's makeshift brig. The pod is bare, but not empty. Inside are 5-20 naked humanoids (half of whom are crew members arrested for various offenses and the other half of whom are captured Froggies).

Prisoners: AC 9; HD 4; hp 20 each; MV 120' (40'); #AT 1; D 1-2 (fists); Save F4; ML 6; AL L; XP 75 each. Froggie prisoners join the PCs in order to escape. There is a 20% chance that each crew member is disaffected and willing to join the PCs. Treat disaffected crew members found in the brig the same as randomly encountered escaping crew members (except that they have no equipment). Crew members who aren't disaffected fight the PCs.

Among the prisoners is a much-chastened Bosero. After being spirited off to the *Beagle* by the dbots and dragged before the captain, he was chagrined to learn that he had been kidnapped by mistake and that the "gods" don't even want him. Riesling has imprisoned Bosero while he considers how to profit from the situation. The magician's magic ring with the *teleportation* spell to get him home is still in the purse of his brother, who never got the chance to give it to him, but his other possessions are gone. He is, of course, delighted to rejoin the party, but has little to contribute since he hasn't seen any of the ship except for one lock, the captain's lounge, the inside of two cars, and the "brig."

The brig is under constant monitoring. The alarm is automatically sounded and the PCs are located when they enter it.

Observation Bubble: These two huge areas are meeting rooms that also serve as recreation chambers for large celebrations. Both are completely empty. A dozen lifts spotted around the rooms take one 60 feet in the air to a promenade level with B Deck. Here, one can look out over the top of C Deck and see the surrounding desert. The domes are too tough to be damaged by nonmagical means, and their shutters can't be damaged by any means available to the PCs. However, a control panel beside each of the locks leading into these areas can be used to open the shutters. Then the bubble can be broken by magic or magical weapons to provide an exit.

ENDING THE ADVENTURE

The adventure can take a variety of turns, depending upon how the PCs enter the City of the Gods and what they encounter there. It is up to the PCs to decide when they have had enough of the city and want to depart. Usually, they will decide to do so when the going gets particularly rough and *Beagle's* computer starts to close off their escape routes and direct more and more NPCs toward them. As DM, you can influence the PCs' decision to end their adventure in a number of ways. Try throwing one or more of these plot twists at the PCs at some critical moment (preferably a melee).

NPC Defection: Believing that he has been trapped, Da-Nel orders his men to attack the PCs from the rear while they are engaged by members of *Beagle's* crew. He plans to excuse his presence in the City of the Gods by claiming that he and his men encountered the PCs in the desert and trailed them into the city in hopes of foiling any evil plans they might have.

NPC Bug-Out: The Blackmoorian agents in the PC party loudly proclaim that the current situation is hopeless and that it is time to head for home. If the PCs don't instantly agree, the NPCs use their magic rings to *teleport* to Blackmoor.

NPC Advice: One or both of the wizards who are watching the PCs at The Fetch's request *teleport* into *Beagle* to help them out of a tight spot. Before they extricate the PCs, the wizards announce that they've done all they can, shout "save yourselves," and *teleport* back to their towers.

The Final Option: The computer traps the PCs and begins to pump away the atmosphere while calling on the PCs to surrender or die.

Regardless of the twists and turns taken by the plot, the adventure ends in any of the following situations:

1. The PCs use their magic rings to return to Blackmoor. They are instantly teleported to their rooms in the Comeback Inn where they find The Fetch waiting for them. He has, it seems, been watching them in the royal crystal ball. The Fetch personally bargains with them for the alien devices they have brought back and pays them their promised reward.

2. The PCs escape without using their rings and reach Cloudtop, Benbow's Hectare, or any town controlled by Blackmoor (shown on the map of Blackmoor included in moudle DA1 (ADVENTURES IN BLACKMOOR). If they have lost their rings, The Fetch's agents make arrangements for Robert the Bald and/or Jallapierie to arrive and

indvidually teleport them to Blackmoor over a period of days. When all are gathered together, The Fetch bargains with them for the alien devices they have brought back and pays them their promised reward.

3. All of the PCs are killed or have been captured by the crew of the *Beagle*. If they are captured by *Beagle's* crew, the adventure ends with them stripped of their possessions and placed in stasis in one of *Beagle's* stasis pods; they are, it seems, far too dangerous to be allowed to run loose. At some time in the future, they may be pulled from stasis and questioned, or they may be rescued by The Fetch's agents (thus opening the possibility of a future adventure built around their attempted escape).

In situation 1, Brother Richard refuses to use his ring until his brother is located. If the others leave despite his protest, he stays behind (with Marfledt, if that NPC is part of the expedition). In situation 2, Richard agrees to leave the vicinity of the City of the Gods only if the very survival of the party is threatened. He would leave willingly, for example, if the party members were stripped of their possessions and cast into the desert by the sand folk. In all other situations, he (and Marfeldt) stay behind while the PCs return to Blackmoor.

In situations 1 and 2, The Fetch offers to purchase any "new" magic items the PCs bring back at the following rates:

ITEM	GOLD PIECES
Battle Armor	1,200
Communicator	800
Glow Wand	200
Grenade	200
Grenade Launcher	600
Hand Blaster	800
Heavy Blaster	1,600
Light Saber	600
Medkit	400
Needler	400
Pressure Suit	2,000
Riot Stick	200
Snoopers	400
Translator Badge	1,000
Power Pack	100
Ammo Pack	100
Propellant Pack	100
Scout (Functioning)	20,000

If the PCs bargain, The Fetch will pay up to double the printed prices in some cases. If they refuse to sell, The Fetch informs them that as the outfitter of the expedition, he absolutely must insist that at least half of the new magic items be sold to the crown. If the PCs refuse to abide by this decision, then the monetary reward promised for making the

trip and the reward for initiating diplomatic contact are both withdrawn. They get no money for these accomplishments, and are evicted from their rooms at the Comeback Inn. If they contest this treatment, the same NPCs listed in *The Heroes Out of Time* (Jallapierie, Brother Richard, Marfeldt, Scotty Debelfry, and 12 soldiers—or 12 soldiers and as many of the NPCs named as returned from the adventure) arrive to evict them from the inn.

This same procedure is used if the PCs try to withhold their magic rings from The Fetch now that the adventure is over.

If the PCs are evicted from the Comeback Inn, they must remain in Blackmoor. The Fetch won't allow them to use the gate to return to their own time. If they remain in his good graces, then you have two options:

1. If you are playing this module as a stand-alone adventure, then Jallapierie or Robert the Bald and a squad of soldiers return the PCs through the gate to their own time. Their connection with Blackmoor is at an end.

2. If you are playing this module as part of a continuing campaign in Blackmoor, then the PCs can either return to their own time as per option #1 or they can stay in Blackmoor as agents of The Fetch, in which capacity they can be assured of facing innumerable future dangers on behalf of the realm.

The NPCs in the *Rogues, Regents & Rascals* part of this module may be killed. However, any such NPCs left for dead outside the City of the Gods are presumably discovered by Jallapierie, Robert the Bald, or some other Blackmoorian agent and returned to Blackmoor for clerical assistance. Those left for dead inside the city are captured by the crew of *Beagle* and thrown in a stasis chamber. While in stasis, they don't age or deteriorate—it is as if no time had passed for them. They can be released from stasis and raised by a cleric at any time in the future.

The land south of Blackmoor is divided by geography into four basic regions, each of which is described below.

The Eastern Hak

The southern region most easily accessible from Blackmoor is the Eastern Hak, a large prairie bounded in the north by the the the Wurm River and the Barony of Dragonia. In the east, the prairie gradually gives way to a system of hills and woodlands that separate it from the Greenway and the northernmost province of the Empire of Thonia. In the west, the prairie ends abruptly in the three upland masses of the Dragon Hills, the South Dragons, and the Spine of the Dragon. South of the Eastern Hak is the Taff River, one of the two major rivers that water the southern lands. With its surrounding marshes (the Fens of Taff) this river is a formidible barrier and has long been held by the Empire of Thonia as its northwestern frontier. Southwest of the Eastern Hak, the Spine of the Dragon and the Emlyn Bognor are divided by a 24-mile wide valley known as the Coombe (called *Dakan* by the Peshwah) that rises over a distance of 120 miles until it reaches High Hak.

The Eastern Hak is the sole remaining winter range of the nomadic Horsemen of Peshwah. The nomads' other winter range, the Plains of Hak, northeast of the Root River, is now in the hands of the Afridhi Empire. The loss of the Plains of Hak has placed the Peshwah in an extremely difficult position. The Eastern Hak is not large enough to support the entire nation during the long months when the freezing winter winds make the vast High Hak uninhabitable for large numbers of nomads. Further, the only path through which the nomads can drive their herds of grazers with ease is the Coombe, where the Empire of Thonia has built the outpost of Fort Mugger in order to interdict transit.

The strategic problem posed by this situation had caused the Peshwah to make a sort of peace with Thonia for the first time in memory, accepting badly needed food and a promise of free transit between their summer and winter ranges in exchange for a binding commitment to halt all raids into the empire and a tentative promise of unspecified aid in Thonia's planned renewal of its old war against Blackmoor. The Iron Duke, military governor of Thonia's northwest frontier, has gone even further than required by the new treaty, providing the Peshwah with weapons for their continuing war against the Afridhi and

reopening the trading post of Colenso Station long ago closed by Imperial edict.

In more peaceful times, trade caravans crossed the Eastern Hak between the empire, the salt pans of the Valley of the Ancients and the Duchy of Ten. One vestige of that trade is the Salt Road, now little traveled and not much more than a trace in the prairie sod. Another vestige is the abandoned ruin of Giles' Station, whose rotting timber stockade once sheltered 300 folk, but which is now home only to gophers, jackrabbits, and an occasional Thonian cavalry patrol.

Aside from the one-man trading post at Benbow's Hectare (described in the *Benbow's Hectare* part of this module), the only permanent settlement on the Eastern Hak is Fort Mugger. Established shortly after the Afridhi invasion of the Plains of Hak, this timber-walled outpost shelters the Thonian 17th Kurgan Lancers Regiment of Cavalry, a force of 600 men, supported by two heavy and four light catapults. The regiment's main task is to hold the fort as a means of coercing the Peshwah, but its commander, Regimental Captain Peshtan Tiza, has also established a system of cavalry patrols that keep him informed of the movements of the Peshwah throughout the Eastern Hak, the Coombe, and the High Hak.

In addition to Thonian cavalry patrols, the

Eastern Hak abounds with steppe nomads. During winter, it supports about 4,000 Peshwah (including 2,000 warriors) with their herds of 6,000 horses and 2,000 grazers. In summer, these numbers are reduced by half.

Despite the heavy usage to which the Peshwah subject the Eastern Hak, there are still a couple of thousand wild grazers in the region. Their presence has drawn hide hunters onto the prairie, bold men who risk the ire of the savage horsemen by poaching on the Peshwah preserve. In bands of up to two dozen, they prowl the Eastern Hak in search of valuable hides to trade in Thonia and Blackmoor.

The recent disturbances in and around the Valley of the Ancients have brought three other denizens to the Eastern Hak. In order to block access to the City of the Gods, the Soldiers of the Frog have established their own patrols of the region. Their presence has led the aliens in the city to send out their own robotic patrols. All of this coming and going has, in turn, drawn the attention of the dragons in the hills north and east of the Valley of the Ancients. Having come out onto the Eastern Hak to see what was going on, the dragons have stayed to hunt grazers. As a consequence, the Eastern Hak has become a very dangerous place, indeed.
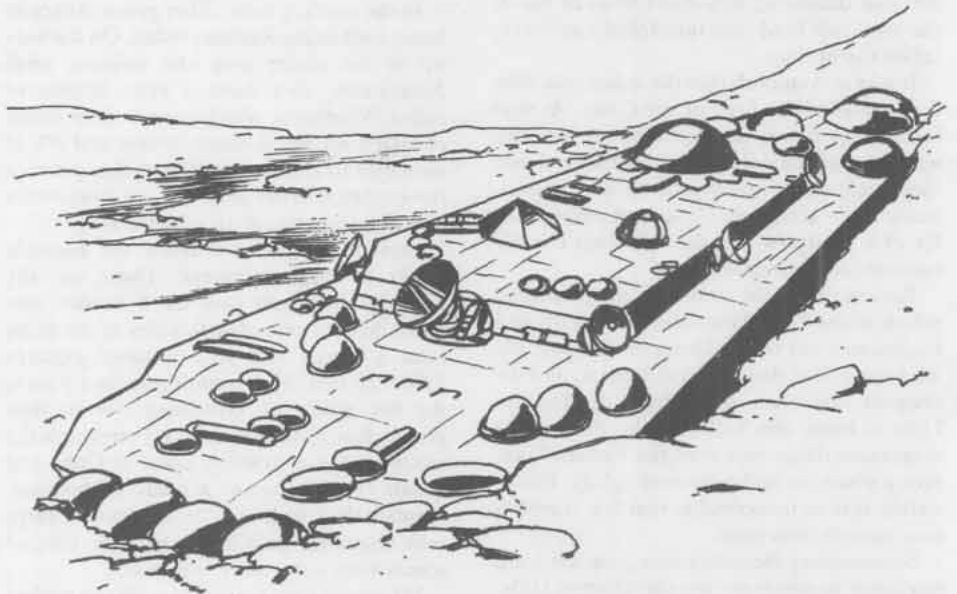
The Valley of the Ancients

Originally a single mammoth underwater caldera, this area became an inland sea when Blackmoor was raised above the waters. Over millennia, the sea evaporated, leaving behind a desolate expanse of salt flats and sandy desert surrounded by a 300-foot escarpment and a circular chain of six separate hill masses. The only remnant of the waters that once filled the valley is a vile salt lake called The Sink, located in the western portion of the valley.

In the center of this desert is a 20-mile long chain of volcanic hills notable for their deposits of blue volcanic glass. At the southern end of these so-called Blue Hills is a large ruined structure called the Tower of Glass that is built entirely of dense blocks of the volcanic glass that gave the hills their name. None know who built this 200-foot diameter by 200-foot tall tower, but legends in the Northlands have always attributed it to a race of wizards who lived in the valley in antiquity. Hence the name Valley of the Ancients.

The Tower of Glass is one of the few landmarks in the valley, whose inhabitants are mostly wild camarillas and nomadic sand folk. Aside from the tower and the City of the Gods, the valley has only one other permanent structure, the Shrine of Axmouth, a 300-foot diameter, rock-lined bowl in which the sand folk hold rare intertribal conclaves, called Gatherings.

It was at Axmouth that the tribes met after the arrival of the City of the Gods. At that Gathering, it was decided that the sky city was no immediate danger to the folk and that they could safely raid it or trade with its residents while accepting Captain Riesling's offer of a treaty (which the folk didn't really understand very clearly).

Between the wild sand folk, the patrolling robots of the City of the Gods, the scouts and raiders sent out by the Order of the Frog, the wild camarillas that live in the desert, and the dragons that come down from the Dragon Hills to hunt, the Valley of the Ancients is even more dangerous than the Eastern Hak, and a place not to be entered lightly. Fortunately, it is so inaccessible that few travelers ever sample its terrors.

Surrounding the valley in a great arc from northeast to southeast are the Dragon Hills, the South Dragons, and a rugged ridge called the Spine of the Dragon (*Persa Na Shilkotan*, in the language of the Peshwah). Though the three hill masses are home to trolls, garls, and hill giants, few other species are hardy enough (or mean enough) to live there. For all three teem with both hungry blue and red dragons. Understandably, no one has ever tried to take a head count, but the best estimates place their numbers at over 200, including young.

Only one man dares to make his home in this dangerous country. On a shoulder of the mountain Kergwailin, the powerful wizard Robert the Bald dwells in a tower called Cloudtop that even the dragons shun. All others shun the dragon-infested hills.

North of the Valley of the Ancients, the tortured spires and naked lava beds of the Badlands block easy access to the Root River system. To the west, the way is blocked by the Ash Hills, a maze of volcanic domes, steam vents, and lava beds similar to the Badlands, but with more recent volcanic activity. Southwest of the Valley of the Ancients are the Kerman Peaks, a chain of mountains that tower over both the valley and the upland plain to the west.

The inhospitable crescent of hills and mountains north, west, and south of the valley has few permanent residents. Garls, hill giants, and the occasional dragon or stray camarilla are the main dangers. In the north, the once busy Gold Road has long been closed by the depredations of a large and exceptionally powerful hydra, so there is little reason for anyone to stray into the area.

In the south, a tribe of fire giants makes its home high in the Kerman Peaks. On the very lip of the crater atop the volcanic peak Kuurkatoa, they have a rude settlement called Windhoek, which houses three dozen of their kind plus a dozen hydrae and 200 of their vicious hellhounds. There, they practice the strange religion of Shokai, an obscure fire cult that features sacrifice by burning.

One other species inhabits the Kerman Peaks in large numbers. These are the geonids, intelligent cave dwellers who normally live in extended families of no more than a dozen and who number perhaps 2,000, all told. The geonids reluctantly serve the fire giants of Windhoek, whom they greatly fear. One of their many services is the maintenance of trading posts at Qom and Farah. These are not actually settlements. Instead, they are literal "trading posts," large rock monoliths built by the geonids. Geonid scouts keep watch over both posts.

Whenever a party of what might be traders camps near either trading post, the geonids come down from the hills to trade gems and ore-bearing rocks for tools, salt, and the delicacies craved by the fire giants. The normal trading procedure is for the traders to display their goods in piles. Then the geonids place next to each pile whatever it is that they want to trade for the goods in that pile. A trade is refused by leaving the goods where they are stacked. Picking up what the other side offers indicates that the offer is accepted. Dividing a stack indicates that the price is too low. This elegant barter system is seldom used, however, since the Kerman Peaks is so remote from normal trade routes.

The barrier hills and escarpments around the Valley of the Ancients are pierced in five places. In the north, a rocky gorge winds through the Badlands from Axmouth past Cloudtop and into the lowlands around Rat Lake. To the northwest, the ancient and now disused Gold Road between the Empire of Thonia and the Duchy of Ten descends the escarpment via a heart-stopping series of switchbacks and tunnels cut into the cliff face. To the southwest, a break in the escarpment accomodates a narrow trace that cuts through the Kerman Peaks past the Geonid trading posts of Qom and Farah to join the old Salt Road on the High Hak. At the southernmost tip of the valley, the escarpment is pierced by two gorges. One, The Gut (*Leshwan*, in the language of the Peshwah) runs southwest into the High Hak. The other, the East Gate, debouches onto the Eastern Hak near Giles' Station. The Peshwah have been known to travel the 160 miles of desert through the two southern gorges in order to pass between the High Hak and the Eastern Hak without having to fight Thonian soldiers, but the practice is costly in the lives of both horses and grazers and is employed only when the Coombe is tightly sealed. None of the five routes into the valley is much-traveled.

The High Hak

Dominating the region south of Blackmoor is a large, grassy upland plateau called the High Hak that stretches 300 miles northwest from The Coombe and is 100 to 130 miles wide along its entire length. This 600-foot high plateau is the summer range of the Horsemen of Peshwah, the homeland from which those tough nomads sprang. To them, it is the *Sea of Grass*, a vast green ocean over which they drive the herds of horses and grazers which are their means of sustenance and the main measure of their wealth. In winter, a cold, windblown waste, during spring and summer, the High Hak comes alive with flowering grasses and shrubs that make ideal forage for grazers.

For hundreds of years, the Peshwah have summered on this high range, then migrated

into the Eastern Hak via the Coombe (Daken) and onto the Plains of Hak via the passes through the Walls of Hak in order to find winter forage in the low country. However, in the last decade, the Afridhi Empire has driven the Peshwah from their winter range on the Plains of Hak, forcing large numbers of nomads to brave the hard upland winters since there is insufficient room for all of the horseclans in the Eastern Hak. At this time, the Peshwah are fighting a losing war even to retain control of the High Hak, which is being patrolled by ever larger numbers of Afridhi cavalry.

Except in the extreme northwest and on the southwestern verge, the High Hak is devoid of permanent structures. In the northwest, is the *Sul Peshwan* (Seat of the People), a tall hill mass that rises dramatically from the surrounding plateau to form a rugged, wooded fastness into which the Peshwah were wont to retreat when they were threatened by their enemies in times past. Over many centuries, the Peshwah have fortified the vales leading into the heart of this hill stronghold so that it is now nearly impregnable. Each spring, the elders of the dozen horseclans making up the Peshwah meet to choose the new Sirk Am Peshwah (Hand of the People), who will rule the nation during the coming year. The Sirk rules from Sul Peshwan unless he is leading the clans to war. Generally, the Sul Peshwan shelters 2,000 Peshwah (including 1,000 warriors), 4,000 horses, and 300 grazers.

Some 60 miles east of Sul Peshwan, on the site of a particularly large spring, is a wooden stockade named *Dawlish* (Woodclose), where a Peshwah war band is kept massed to meet any invasion from the north via the gap between the Walls of Hak and the Wyvern Hills. Dawlish is now home to 400 Peshwah warriors, 800 horses, and 100 grazers. Northwest of the Sul Peshwan, the plateau begins to tumble to the lowlands in a chain of hills called the Walls of Hak. Here, in three principal passes, the Peshwah hold three more stockades, each garrisoned by 300 warriors (with 500 horses and 50 grazers). The three passes are *Lyntok* (Rivergate), *Naktok* (Barrowgate), and *Lishtok* (Woodgate).

At the southeastern end of the High Hak, the Empire of Thonia operates a trading post at Colenso Station staffed by 10 traders and a full company (50 men) of the 17th Kurgan Lancers Regiment from Fort Mugger. Seventy miles north of Colenso is a settlement of some 200 persons, called Salt Town. Founded 80 years ago, this village houses artisans, craftsmen, and traders whose services are de-

sired by the Peshwah and who have the Sirk's permission to dwell in the High Hak.

Except for these few rude settlements, the plateau is devoid of permanent structures. It is not, however, devoid of life. About 12,000 Peshwah (including 4,000 warriors) plus herds of up to 14,000 horses and 6,000 grazers roam the steppe in summer. During winter, it supports about 10,000 Peshwah (including 3,000 warriors), 11,000 horses and 5,000 grazers. In addition, an average of about 75 hide hunters work the High Hak in summer, and the Afridhi keep 300 cavalry active atop the plateau year-round.

Nor is the area entirely trackless. Two major trade routes cross the High Hak, the Salt Road and the Impie Road. Though both are now disused and overgrown, they can be expected to come back into regular use as soon as peace returns to the Northlands.

Meanwhile, some of the inhabitants of the High Hak are profiting handsomely from the warfare that now grips the North. The Freehold of *Chumlish Penarth* (Overlook), in the hills above and just west of the plateau barely survived during years of peaceful trade. Now, it has become the main source of weapons for the Peshwah, and a score of smiths have set up shop there, bringing a new prosperity to the village of 400. Far to the south, the elven boyers and fletchers in the forest stronghold of High Tenlish have also profited from the war by supplying bows and arrows to the Peshwah, and newly arrived elven craftsmen have swelled the population of High Tenlish to almost 1,000. For these craftsmen, the recent warfare has been a blessing. For the rest of those who live on the High Hak, the warfare is a calamity that is slowly destroying their way of life.

The Thonian Rand

Southeast of the Taff River, and protected from the depredations of the Peshwah by the broad Fens of Taff on either side of that watercourse, is the Thonian Rand, a lightly settled region with two main industries: defense and mining. Since the region forms one corner of Thonia's northwest frontier, it is home to a permanent imperial garrison composed of the Thonian 8th Green Devils Regiment of Foot (1,200 men) and the 11th Mirakoslic Sabers Regiment of Horse (600 men). The former is spread between three small forts along the Taff River (Barney's Ford with 400 soldiers, Oclaire with 600, and Boyo with 200), while the latter occupies the garrison town of Wookum.

Providing food and forage for these 1,800

men and 1,000 horses plus the 600 men and horses of the 17th Kurgan Lancers across the river at Fort Mugger devours much of the output of the large, slave-worked Imperial Commissary Farm at South Chester. There, about 800 slaves and 30 craftsmen labor under the charge of 40 overseers, 80 constables to produce the comestibles needed to keep the army in the field. If there is anything left over when all have eaten (or stolen) their share, then those who grew the food get the surplus, an arrangement that is supposed to foster high productivity. In practice, the Imperial Commissary Farm loses a slave a day as a result of starvation and deficiency diseases.

The mines are the main reason that the decadent empire bothers to maintain control of the region. At the oldest of the mines, the Chesterfield, 300 slaves and 20 mining specialists under the supervision of 15 overseers and 30 constables mine and refine 500 gp worth of raw gold per day. At the recently established New Digging, 400 slaves and 20 mining specialists under the supervision of 15 overseers and 40 constables mine and refine 400 gp worth of raw gold per day. At any given time, there is 1-4 weeks' production stored at each mine.

Every four weeks, a supply column from New Bril brings 40 new slaves and four wagonloads of supplies to the two mines. The column is escorted by 20 constables. After picking up additional supplies at South Chester and conveying them to the mines, the convoy returns to New Bril carrying the previous four weeks production of gold (14,000 gold pieces from the Chesterfield and 11,200 gold pieces from the New Digging). The Imperial Warden (similar to a baron) sends this gold from New Bril to Marban, where it pays the wages of the Iron Duke's army.

The Thonian Rand has only two towns of note. The most important is New Bril, with a population of 1,200 (plus 200 imperial constables). The other is Wookum, with 1,000 residents (mostly camp followers) plus 600 soldiers. The other inhabited places in the region hardly qualify even as villages, most being temporary labor camps or military stockades.

The one public work of note is a military road called the Wardenpike, a raised, paved road that extends from Marban all the way west to Barney's Ford (the only regular ford on the Taff River). Troops traveling along this exceptionally straight, smooth road can move half again as fast as when moving along normal roads, and the pike is an important asset to the defense of Thonia's northwest frontier.

Steppe Encounter Table

Use this table when the PCs have an encounter in the High Hak, Eastern Hak, the Coombe, or the Hills of Clwydd. To find what they encounter, roll the following dice:

* Roll 1d4 if the PCs are in the Hills of Clwydd.
* Roll 1d8 if the PCs are in the Eastern Hak or the Coombe.
* Roll 1d6 + 6 if the PCs are in the High Hak.

The result determines the encounter type.

1 Horsemen of Peshwah (25): AC 7 (leather armor); HD 1; hp 6 each; MV 120' (40'); #AT 1 weapon; D 1-6 (short bow or short sword); Save F1; ML 8; AL C; XP 10 each. This war party of steppe nomads is led by a 2nd Level fighter, and each member of the party is mounted on a small but sturdy riding horse.
Nomad Leader (1): AC 7 (leather armor); HD 2; hp 8; MV 120' (40'); #AT 1 weapon; D 1-6 (short bow or short sword); Save F2; ML 8; AL C; XP 20.
Riding Horses (26): AC 7; HD 2; hp 10 each; MV 240' (80'); #AT 2 hooves; D 1-4/1-4; Save F1; ML 7; AL N; XP 20 each.

2 Ebots (3): AC 0; HD 12*; hp 48 each; MV 90' (30'); #AT 1 *needler*; D 1-2 + paralysis; Save F10; ML 9; AL L; XP 1,900 each. The ebots identify the party as specimens suitable for capture and act accordingly.

3 Horsemen of Peshwah (10): AC 7 (leather armor); HD 1; hp 7 each; MV 120' (40'); #AT 1 weapon; D 1-6 (short bow or short sword); Save F1; ML 8; AL C; XP 10 each. Each steppe nomad is mounted on a small but sturdy riding horse.
Riding Horses (10): AC 7; HD 2; hp 10 each; MV 240' (80'); #AT 2 hooves; D 1-4/1-4; Save F1; ML 7; AL N; XP 20 each.

4 Dbot (1): AC -2; HD 24*; hp 120; MV 120' (40'), flying 480' (160'); #AT 2 weapons; D variable; Save F16; ML 12; AL L; XP 6,000. The dbot is on a scouting mission, and is programmed to report potential enemies by radio, but to avoid contact. It takes no action unless attacked; then it fights back.

5 Blue Dragon (1): AC 0; HD 9**; hp 72; MV 90' (30'), flying 240' (80'); #AT 2 claws/1 bite; D 2-7/2-7/3-30; Save F9; ML 9; AL N; XP 2,300. The dragon attacks the PCs when it notices them while riding a thermal high above the plain.

6 Thonian Cavalry Patrol (15): AC 4 (chain mail and shield); HD 1; hp 5 each; MV 120' (40'); #AT 1 weapon; D 1-6 (spear) or 1-8 (sword); Save F1; ML 8; AL L; XP 10 each. This Thonian cavalry patrol is led by a 2nd Level fighter, and each of the human cavalrymen in the patrol is mounted on a riding horse.
Thonian Patrol Leader (1): AC 4 (chain mail and shield); HD 2; hp 10; MV 120' (40'); #AT 1 weapon; D 1-6 (spear) or 1-8 (sword); Save F2; ML 9; AL L; XP 20.
Riding Horses (16): AC 7; HD 2; hp 14 each; MV 240' (80'); #AT 2 hooves; D 1-4/1-4; Save F1; ML 7; AL N; XP 20 each.

7 Hide Hunters (8): AC 6 (leather armor and shield); HD 4; hp 16 each; MV 120' (40'); #AT 1 weapon; D 1-6 (short bow) or 1-8 (short sword) or lance (1-10); Save F4; ML 9; AL N; XP 35 each. Each of these human hunters is mounted on a war horse. The hunters don't have their wagons with them.
War Horses (8): AC 7; HD 3; hp 18 each; MV 120' (40'); #AT 2 hooves; D 1-6/1-6; Save F2; ML 9; AL N; XP 35 each.

8 Grazers (16): AC 5; HD 8; hp 32 each; MV 120' (40'); #AT 1 bite or trample; D 2-12/3-18; Save F4; ML 9; AL N; XP 650 each. This herd of wild grazers attacks immediately.

9 Horsemen of Peshwah (30): AC 7 (leather armor); HD 1; hp 6 each; MV 120' (40'); #AT 1 weapon; D 1-6 (short bow or short sword); Save F1; ML 8; AL C; XP 10 each. This war party of steppe nomads is led by a 2nd Level fighter, and each member of the party is mounted on a small but sturdy riding horse.
Nomad Leader (1): AC 7 (leather armor); HD 2; hp 8; MV 120' (40'); #AT 1 weapon; D 1-6 (short bow or short sword); Save F2; ML 8; AL C; XP 20.
Riding Horses (31): AC 7; HD 2; hp 10 each; MV 240' (80'); #AT 2 hooves; D 1-4/1-4; Save F1; ML 7; AL N; XP 20 each.

10 Afridhi Cavalry Patrol (19): AC 4 (chain mail and shield); HD 1; hp 6 each; MV 120' (40'); #AT 1 weapon; D 1-6 (spear or short bow) or 1-8 (sword); Save F1; ML 10; AL C; XP 10 each. This Afridhi cavalry patrol is led by a 2nd Level fighter, and each of the human cavalrymen in the patrol is mounted on a riding horse.
Afridhi Patrol Leader (1): AC 4 (chain mail and shield); HD 2; hp 12; MV 120' (40'); #AT 1 sword; D 1-8 (sword); Save F2; ML 11; AL C; XP 20.
Riding Horses (20): AC 7; HD 2; hp 12 each; MV 240' (80'); #AT 2 hooves; D 1-4/1-4; Save F1; ML 7; AL N; XP 20 each.

11 Horsemen of Peshwah (12): AC 7 (leather armor); HD 1; hp 6 each; MV 120' (40'); #AT 1 weapon; D 1-6 (short bow or short sword); Save F1; ML 8; AL C; XP 10 each. Each member of this steppe nomad scouting party is mounted on a small but sturdy riding horse.
Riding Horses (12): AC 7; HD 2; hp 10 each; MV 240' (80'); #AT 2 hooves; D 1-4/1-4; Save F1; ML 7; AL N; XP 20 each.

12 Dbot (1): AC -2; HD 24*; hp 120; MV 120' (40'), flying 480' (160'); #AT 2 weapons; D variable; Save F16; ML 12; AL L; XP 6,000. The dbot is on a scouting mission, and is programmed to report potential enemies by radio, but to avoid contact. It takes no action unless attacked; then it fights back.

Forest Encounter Table

Use this table when the PCs have an encounter in any forested area east of the 1200 hex row (inclusive) and north of the Taff River. To find what the PCs encounter, roll 1d8. The result determines the encounter type.

1 Roper (1): AC 0; HD 12***; hp 96; MV 30' (10'); #AT 1 bite/6 tentacles; D 5-3/weakness; Save F10; ML 10; AL C; XP 3,875. The roper is disguised as a tree. As soon as all of the PCs are in range of its tentacles, it ambushes the party.

2 Brigands (20): AC 6 (leather armor and shield); HD 1; hp 8; MV 120' (40'); #AT 1 weapon; D 1-6 (short bow) or 1-8 (sword); Save F1; ML 8; AL C; XP 10. The brigands are led by a 2nd Level fighter
Brigand Leader (1): AC 6 (leather armor and shield); HD 2; hp 16; MV 120' (40'); #AT 1 weapon; D 1-6 (short bow) or 1-8 (sword); Save F2; ML 8; AL C; XP 20. All of the brigands (including their leader) are mounted on riding horses.
Riding Horses (21): AC 7; HD 2; hp 8 each; MV 240' (80'); #AT 2 hooves; D 1-4/1-4; Save F1; ML 7; AL N; XP 20 each.

3 Ebots (2): AC 0; HD 12*; hp 48 each; MV 90' (30'); #AT 1 needler, D 1-2 + paralysis; Save F10; ML 9; AL L; XP 1,900 each. The ebots identify the party as specimens suitable for capture and act accordingly.

4 Pixies (8): AC 3; HD 1***; hp 8 each; MV 90' (30'), flying 180' (60'); #AT 1 dagger; D 1-4; Save E1; ML 7; AL N; XP 19 each. The pixies are wary of the PCs. If friendly contact is made, they help the PCs by warning them of the "metal men" (robots) and the "thunder men" (Soldiers of the Frog) who have invaded their woods. They also provide guides to ease travel through the woods. As long as they are guided by the pixies, the PCs have no further random encounters. However, the pixies can't locate either robots or Soldiers of the Frog that may be in the woods at present. If the PCs are hostile toward the pixies, they fight back. If the PCs are in The Blasted Woods, they don't encounter the pixies. Instead, treat this as a 5 encounter (Soldiers of the Frog).

5 Soldiers of the Frog (6): AC 0 (battle armor); HD 3; hp 15 each; MV 120' (40'); #AT 1 heavy blaster; D 8-48; Save F3; ML 12; AL C; XP 35 each. Each human soldier is mounted on a riding horse.
Riding Horses (6): AC 7; HD 2; hp 8 each; MV 240' (80'); #AT 2 hooves; D 1-4/1-4; Save F1; ML 7; AL N; XP 20 each.

6 Horsemen of Peshwah (8): AC 7 (leather armor); HD 1; hp 8 each; MV 120' (40'); #AT 1 weapon; D 1-6 (short bow or short sword); Save F1; ML 8; AL C; XP 10 each. Each steppe nomad is mounted on a small but sturdy riding horse.
Riding Horses (8): AC 7; HD 2; hp 10 each; MV 240' (80'); #AT 2 hooves; D 1-4/1-4; Save F1; ML 7; AL N; XP 20 each.
If the PCs are in the Tiverton Greening or the Blasted Woods, they don't encounter Horsemen of Peshwah. Instead, treat this as a 1 encounter (brigands).

7 Dbot (1): AC -2; HD 24*; hp 120; MV 120' (40'), flying 480' (160'); #AT 2 weapons; D variable; Save F16; ML 12; AL L; XP 6,000. The dbot is on a scouting mission, and is programmed to report potential enemies by radio, but to avoid contact. It takes no action unless attacked; then it fights back.

8 Wolves (12): AC 7; HD 2 + 2; hp 10; MV 180' (60'); #AT 1 bite; D 1-6; Save F1; ML 8; AL N; XP 25. The PCs are attacked by this hunting pack of wolves only if they are not in one of the forested areas listed below or if they are in one of those areas but have already had the encounter listed after each area while in that forest. Forested areas having special encounters include:

The Blasted Woods
Green Dragons (3): AC 1; HD 8**; hp 40; MV 90' (30'), flying 240' (80'); #AT 2 claws/1 bite; D 1-6/1-6/3-24; Save F8; ML 9; AL C; XP 1,750. The dragons set an ambush for the PCs, and, unless they are using magic to examine the area, they will be unaware of their peril. As the PCs step into a small clearing, one dragon steps out of the forest to bar their way. Only after the PCs engage the first dragon (or discover the presence of the other two) do the remaining dragons attack from the rear.

The Ringwood
Spectres (4): AC 2; HD 6**; hp 30; MV 150' (50'), flying 300' (100'); #AT 1 touch; D 1-8 + double Energy Drain; Save F6; ML 11; AL C; XP 725.

The Mumblewood
Gakarak (1): AC 0; HD 16****; hp 80; MV 180' (60'); #AT 1 club + special; D 4-24; Save F16; ML 10; AL N; XP 6,250.

Buster's Wood/Botha's Wood
Soldiers of the Frog (2): AC 0 (battle armor); HD 3; hp 24 each; MV 120' (40'); #AT 1 weapon; D 3-36 (hand blaster) or 1-6 (short sword); Save F3; ML 12; AL C; XP 35 each. Each human soldier is mounted on a riding horse.
Riding Horses (2): AC 7; HD 2; hp 8 each; MV 240' (80'); #AT 2 hooves; D 1-4/1-4; Save F1; ML 7; AL N; XP 20 each.
The soldiers are scouts who have been ordered to avoid trouble. When spotted by the PCs, they try to flee.

The Lynton Wood/The Bracken
Thonian Infantry Patrol (8): AC 4 (chain mail and shield); HD 1; hp 8 each; MV 120' (40'); #AT 1 weapon; D 1-6 (spear) or 1-8 (sword); Save F1; ML 8; AL L; XP 10 each.

ENCOUNTER TABLE

Dragon Hills Encounter Table

Use this table when the PCs have an encounter in the Dragon Hills, the South Dragons, or the Spine of the Dragon. To find what the PCs encounter, roll 1d8. The result determines the encounter type. If the party has already had encounters *1, 2, 4, 5,* or *7*, read these results as a *3* instead.

1 Blue Dragons (2): AC 0; HD 9**; hp 45 each; MV 90' (30'), flying 240' (80'); #AT 2 claws/1 bite; D 2-7/2-7/3-30; Save F9; ML 9; AL N; XP 2,300 each. The dragons swoop down from a high cliff to ambush the PCs. Unless the PCs are using magic to check their surroundings, their first hint of danger is a whoosh of air as the first dragon dives to within 30 feet of them.

2 Hill Giants (4): AC 4; HD 8; hp 40 each; MV 120' (40'); #AT 1 club; D 2-16; Save F8; ML 8; AL C; XP 650 each. The hill giants attack immediately upon becoming aware of the PCs.

3 Ebots (3): AC 0; HD 12•; hp 48 each; MV 90' (30'); #AT 1 *needler*; D 1-2 + paralysis; Save F10; ML 9; AL L; XP 1,900 each. The ebots identify the party as specimens suitable for capture and act accordingly.

4 Basilisks (2): AC 4; HD 6 + 1**; hp 49 each; MV 60' (20'); #AT 1 bite/1 gaze; D 1-10 + petrification; Save F6; ML 9; AL N; XP 950 each. The basilisks burst from a thicket directly into the path of the PCs. One basilisk is evidently chasing the other (out of anger or playfulness), and they pay no attention to the PCs unless attacked. If not attacked, the basilisks race past the PCs and slumph out of sight.

5 Garls (10): AC 7; HD 6; hp 24 each; MV 120' (40'); #AT 1 club; D 5-8; Save F6; ML 9; AL N; XP 275 each. The PCs encounter this garl hunting party in a narrow defile where only two or three garls can come at them at once.

6 Red Dragon (1): AC -1; HD 10**; hp 80; MV 90' (30'), flying 240' (80'); #AT 2 claws/1 bite; D 1-8/1-8/4-32; Save F10; ML 10; AL C; XP 2,300. The dragon attacks the PCs when it notices them while riding a thermal high above the hills. Thinking to make the kill easier, the dragon signals its descent with a drawn-out cry designed to terrify (and scatter) its prey. Following the custom of its kind, it plans to harry and torture its dinner before eating it.

7 Trolls (6): AC 4; HD 6 + 3; hp 27 each; MV 120' (40'); #AT 2 claws/1 bite; D 1-6/1-6/1-10; Save F6; ML 10 (8); AL C; XP 650 each. The PCs surprise the trolls preparing to devour a garl they have just killed. The trolls attack immediately upon becoming aware of the PCs.

8 Dbots (2): AC -2; HD 24*; hp 120 each; MV 120' (40'), flying 480' (160'); #AT 2 weapons; D variable; Save F16; ML 12; AL L; XP 6,000 each. The dbots are on an anti-Froggie patrol and are programmed to first report potential enemies by radio and then try to destroy them.

Badlands Encounter Table

Use this table when the PCs have an encounter in the Badlands, the Ash Hills, or the Blue Hills. To find out what the PCs encounter, roll 1d4 if they are in the Blue Hills; otherwise, roll 1d8. The result determines the encounter type. If the PCs have already had encounters *5, 6, 7,* or *8*, read these results as a *1* instead.

1 Ebots (4): AC 0; HD 12*; hp 48 each; MV 90' (30'); #AT 1 *needler*; D 1-2 + paralysis; Save F10; ML 9; AL L; XP 1,900 each. The ebots identify the party as specimens suitable for capture and act accordingly.

2 Hill Giants (3): AC 4; HD 8; hp 56 each; MV 120' (40'); #AT 1 club; D 2-16; Save F8; ML 8; AL C; XP 650 each. The hill giants attack immediately upon becoming aware of the PCs.

3 Garls (12): AC 7; HD 6; hp 24 each; MV 120' (40'); #AT 1 club; D 5-8; Save F6; ML 9; AL N; XP 275 each. The garls attack as soon as they become aware of the PCs.

4 Dbots (2): AC -2; HD 24*; hp 120 each; MV 120' (40'), flying 480' (160'); #AT 2 weapons; D variable; Save F16; ML 12; AL L; XP 6,000 each. The dbots are on an anti-Froggie patrol and are programmed to first report potential enemies by radio and then try to destroy them.

5 Hydra (1): AC 5; HD 12; hp 96; MV 120' (40'); #AT 12 heads; D 1-10 + poison; Save F12; ML 11; AL N; XP 1,100. This rare beast has a poisonous bite. Characters hit by one of the hydra's heads must Save vs. Poison. If they fail to do so, they suffer an additional 1-6 points of damage. If they make their saving throw, they suffer no additional damage. Except for its venom, the beast has the same characteristics as all other hydrae.

6 Soldiers of the Frog (8): AC 0 (*battle armor*); HD 3; hp 12 each; MV 120' (40'); #AT 1 *heavy blaster*; D 8-48; Save F3; ML 12; AL C; XP 35 each. Each human soldier is mounted on a riding horse. Riding Horses (8): AC 7; HD 2; hp 8 each; MV 240' (80'); #AT 2 hooves; D 1-4/1-4; Save F1; ML 7; AL N; XP 20 each.

7 Camarillas (5): AC 3; HD 6*; hp 30 each; MV 120' (40'); #AT 1 bite or breath; D 1-10 or 3-18; Save F3; ML 8; AL N; XP 650 each. This hunting pack of wild camarillas charges the party from behind a rock formation where it lies in ambush.

8 Red Dragon (1): AC -1; HD 10**; hp 80; MV 90' (30'), flying 240' (80'); #AT 2 claws/1 bite; D 1-8/1-8/4-32; Save F10; ML 10; AL C; XP 2,300. When the PCs encounter the dragon, it is snoozing (with one eye slitted open) in a patch of warm sunlight. Surrounding it are some puddles of congealed gore, several piles of viscera, and a jumble of cracked and blackened bones, the untidy remains of a the beast's most recent meal. Being surfeited with garl chops and steaks, the dragon is uninterested in other prey and ignores the party unless attacked.

Kerman Peaks Encounter Table

Use this table when the PCs have an encounter in the Kerman Peaks. To discover what the PCs encounter, roll 1d8. The result determines the encounter type. If the party has already had encounters *5, 6, 7,* or *8*, read these results as a *1* instead.

1 Geonids (6): AC -2; HD 2; hp 16 each; MV 60' (20'); #AT 1 fist; D 1-8; Save F2; ML 8; AL C; XP 20 each. These geonid scouts try to flee. If any of them escapes, within 1-4 hours, the PCs encounter a geonid war party identical to that described in encounter 3.

2 Ebots (2): AC 0; HD 12*; hp 48 each; MV 90' (30'); #AT 1 *needler*; D 1-2 + paralysis; Save F10; ML 9; AL L; XP 1,900 each. The ebots identify the party as specimens suitable for capture and act accordingly.

3 Geonids (12): AC -2; HD 2; hp 10 each; MV 60' (20'); #AT 1 fist; D 1-8; Save F2; ML 8; AL C; XP 20 each. The presence of Soldiers of the Frog in their mountains has infuriated all of the geonid tribes, and this geonid war party attacks any strangers it encounters on the theory that they are probably agents of the Order of the Frog.

4 Dbots (2): AC -2; HD 24*; hp 120 each; MV 120' (40'), flying 480' (160'); #AT 2 weapons; D variable; Save F16; ML 12; AL L; XP 6,000 each. The dbots are on an anti-Froggie patrol and are pro-

grammed to first report potential enemies by radio and then try to destroy them.

5 Hill Giants (2): AC 4; HD 8; hp 64 each; MV 120' (40'); #AT 1 club; D 2-16; Save F8; ML 8; AL C; XP 650 each. The hill giants attack immediately upon becoming aware of the PCs.

6 Soldiers of the Frog (6): AC 0 (*battle armor*); HD 3; hp 15 each; MV 120' (40'); #AT 1 *heavy blaster*; D 8-48; Save F3; ML 12; AL C; XP 35 each. Each human soldier is mounted on a riding horse. Riding Horses (6): AC 7; HD 2; hp 8 each; MV 240' (80'); #AT 2 hooves; D 1-4/1-4; Save F1; ML 7; AL N; XP 20 each.

7 Fire Giants (2): AC 4; HD 11 + 2*; hp 46 each; MV 120' (40'); #AT 1 mace; D 5-30; Save F11; ML 9; AL C; XP 1,900 each. The fire giants are accompanied by 6 hellhounds.
Hellhounds (6): AC 4; HD 4**; hp 16 each; MV 120' (40'); #AT 1 bite or breath; D 1-6 or special; Save F4; ML 9; AL C; XP 175 each.

The giants and hellhounds are Windhoek scouts. The giants question the PCs concerning their presence in the Kerman Peaks, but attack the party only if the PCs attack them or refuse to answer their questions.

8 Garls (6): AC 7; HD 6; hp 24 each; MV 120' (40'); #AT 1 club; D 5-8; Save F6; ML 9; AL N; XP 275 each. Knowing themselves to be too weak to withstand the PCs, the garls immediately flee.

Valley Encounter Table

Use this table when the PCs have an encounter in the Valley of the Ancients. To find what they encounter, roll 1d8. The result determines the encounter type. If the party has already had encounters *1*, *3*, or *7*, read these results as a *4* instead.

1 Chimera (1): AC 4; HD 9**; hp 63; MV 120' (40'), flying 180' (60'); #AT 2 claws/3 heads + breath; D 1-3/1-3/2-8/1-10/ 3-12; Save F9; ML 9; AL C; XP 2,300. The chimera attacks the party when they surprise it while it is dining on a fresh-killed camarilla.

2 Camarillas (4): AC 3; HD 6*; hp 30 each; MV 120' (40'); #AT 1 bite or breath; D 1-10 or 3-18; Save F3; ML 8; AL N; XP 650 each. This hunting pack of wild camarillas begins to trail the PCs at a distance of half a mile. If the PCs turn to fight, the camarillas spread out and charge. If the PCs flee, they pursue at a leisurely pace until the PCs start to tire—and then attack. In any case, the camarillas stay with the PCs until a melee develops.

3 Giant Roc (1): AC 0; HD 36; hp 180; MV 60' (20'), flying 480' (160'); #AT 2 claws/1 bite; D 3-18/3-18/8-48; Save F36; ML 10; AL L; XP 6,250. The roc is flying over the Valley of the Ancients when it spots the party and attacks.

4 Sand Folk (6): AC 6; HD 6; hp 24 each; MV 120' (40'); #AT 2 fists or two swords; D 1-6/1-6 or 3-12/3-12; Save F6; ML 10; AL N; XP 275 each. Each of the sand folk in this scouting party rides a small domesticated camarilla.
Camarillas (6): AC 3; HD 6*; hp 18 each; MV 120' (40'); #AT 1 bite or breath; D 1-10 or 3-18; Save F3; ML 8; AL N; XP 650 each.

5 Ebots (4): AC 0; HD 12*; hp 48 each; MV 90' (30'); #AT 1 *needler*; D 1-2 + paralysis; Save F10; ML 9; AL L; XP 1,900 each. The ebots identify the party as specimens suitable for capture and act accordingly.

6 Soldiers of the Frog (10): AC 0 (*battle armor*); HD 3; hp 12 each; MV 120' (40'); #AT 1 *heavy blaster*; D 8-48; Save F3; ML 12; AL C; XP 35 each. Each human soldier is mounted on a riding horse. Riding Horses (10): AC 7; HD 2; hp 8 each; MV 240' (80'); #AT 2 hooves; D 1-4/1-4; Save F1; ML 7; AL N; XP 20 each.

7 Red Dragon (1): AC -1; HD 10**; hp 80; MV 90' (30'), flying 240' (80'); #AT 2 claws/1 bite; D 1-8/1-8/4-32; Save F10; ML 10; AL C; XP 2,300. The dragon is riding a thermal high above the party when it spots them. It immediately attacks.

8 Dbots (2): AC -2; HD 24*; hp 120 each; MV 120' (40'), flying 480' (160'); #AT 2 weapons; D variable; Save F16; ML 12; AL L; XP 6,000 each. The dbots are on an anti-Froggie patrol and are programmed to first report potential enemies by radio and then try to destroy them.

31

ALIEN DEVICES

The alien technology in this module includes many powerful devices that can be acquired and used by the PCs. While you, the DM, know that these items are simple tools or mechanical devices, residents of Blackmoor perceive them to be magic items and treat them accordingly, giving each a name that expresses its power in understandable terms.

This section lists all of the common alien devices corresponding to magic items. Each item is listed by its proper name, followed in parentheses by the name by which the item is known to non-aliens. Each listing has a short description of how the item appears to non-aliens, followed by a discussion of its functions.

Alien devices are made from supertough ceramics and acrylics and from other exotic substances. Unless otherwise noted, they can't be harmed by non-magical weapons or tools. Also, unless otherwise noted, all items that use a power pack are powered by the same type of $1'' \times 2'' \times \frac{1}{2}''$ pack, and all power packs are fully charged when discovered (minus any charges used during the encounter or melee in which the PCs discover them); all standard power packs are interchangeable. Used power packs can be recharged in *Beagle's* power plant (which is in a high security area not open to the PCs).

In some cases, alien devices are activated or controlled by voice command. Generally, these devices understand only Galactica (the language of the Galactic Federation) and the coded battle languages of the Federation Fleet. They do not respond to Common unless specially programmed to do so. Often, items respond only to special codes given in a battle language.

Alien devices aren't intended for use by nontechnological species. It is especially easy for those not trained in their use (e.g. the PCs) to improperly insert a power pack, thus damaging the item. Each time one of the PCs tries to change a power pack, there is a 50% chance that he damages it so that it no longer functions.

Battle Armor (Godsuit)

Description: This item looks like a smooth, wonderously light and thin stocking—but one that has been knit with arms and legs to cover the entire body. Woven into the stocking's neck is a small oblong box.

Functioning: All aliens and Soldiers of the Frog wear this tough battle armor, a type of form-fitting, light-weight acrylic mesh. A sensor in the "oblong box" tells the suit when

it is being worn and causes it to emit a repulsion field that gives the wearer AC 0, without adding to his encumbrance. The "oblong box" contains a standard power pack. Squeezing the box in the palm of the hand causes it to eject its power pack. A new pack can then be slid into the box. Each new pack powers the armor for 4 months. Power packs already in suits discovered by the PCs are good for 1-4 months.

Communicator (Talk Box)
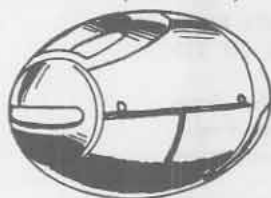
Description: This item is a gray egg-shaped device that fits in the palm of the hand. A retractable metal clip extrudes from one end.

Functioning: This communicator lets the user have a two-way conversation with anyone who has an implant or communicator or with any device that is plugged into the alien communications network (a computer, for example). Communicators have a range of 48 miles. They can always receive anything being transmitted on their band. When in transmit mode, they transmit all sounds within 12" inches. A character activates a communicator by giving the transmit signal (a verbally communicated alphanumeric code, in most cases). The small clip is a belt clip that can be thumbed out for carrying or thumed out of the way when the device is in use. If the user tells the communicator to "translate," it automatically translates everything that it receives into whatever language the user is speaking. His own words are not translated. Squeezing the base of the device causes it to eject its power pack. A new power pack can then be slid into the base. Each pack can power the device for six hours of continuous use (about 24 conversations).

Glow Wand (Magic Torch)
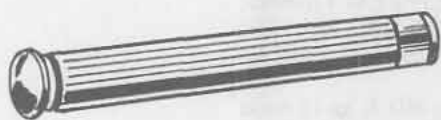
Description: This item is a six-inch long, one-inch diameter gray metal tube with a

translucent cap of some smooth, dense material at one end. The tube has parallel ridges running along its length.

Functioning: The item is a sophisticated portable light source. The "cap" is actually a combination lens/light source. To make it emit light, the user twists it clockwise. The lens immediately begins to cast a diffused glow. The further it is turned, the brighter and more focused the light becomes. Turning the lens in the opposite direction decreases and diffuses the light. Turning it all the way in the opposite direction shuts the light off. The glow wand is powered by a standard power pack inside the tube. The pack can be removed or replaced by pressing against one of the tube's ridges, causing an access panel to spring open. The panel snaps shut when pressed back into place. Each power pack is good for 24 hours of operation.

Grenade (Death Egg)
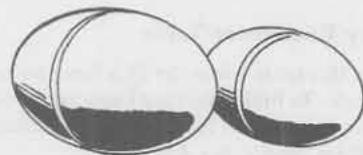
Description: This item is a smooth, heavy, egg-shaped ball, no more than an inch thick at its widest end. There is a small seam in the middle of the ball. The ball comes in six colors: red, yellow, black, blue, green, and gray.

Functioning: Each grenade can be thrown (up to 60 feet) or fired from a grenade launcher. However, if the grenade is inactive (its normal state), it can be thrown or fired all day, and nothing will happen. Before it can explode, it must first be active (or live, as the aliens say). To make a grenade active, it is necessary to twist the two ends in opposite directions until there is a click. The grenade then explodes five seconds later. The effect of the explosion depends on the grenade's type. The different colors indicate different types. These include:

Gamma (red): This type emits a powerful blast of radiation. All entities within 30 feet must Save vs. Death Ray. Those who fail their saving throw sustain 8-48 points of damage. Those who make their saving throw sustain no damage. Gamma grenades do no damage to the surrounding area.

Light (yellow): This type creates a globe of light 60 feet across. It is similar that created by the magic user spell *continual light*, but it lasts only one turn. Those who are looking directly at the grenade when it first explodes

must make a Saving Throw vs. Spells. Those who fail the saving throw are blinded for one round. Those who make their saving throw are unaffected.

Opacity (black): This type creates a globe of darkness 60 feet across. It is similar to that created by reversing the magic user spell *continual light,* but it lasts only one turn. Opacity grenades can't be used to blind characters.

Sonic (blue): This type emits a destructive, but focused, blast of sound. All entities within 5 feet must Save vs. Paralysis. Those who fail their saving throw sustain 12-48 points of damage and are paralyzed for the next 6 turns. Those who make their saving throw are unaffected. Sonic grenades destroy all furniture and fragile items within range. They damage doors just as if the door was a character. If and only if they explode while wedged against a wall or floor, they blow a hole in the surface (one-foot thick, if the surface is stone or metal; three-feet thick if it is earth or wood).

Neuron (green): This type emits a cloud of mild nerve gas. All entities within 30 feet who aren't wearing a functioning pressure suit must Save vs. Breath Attack. Those who fail their saving throw sustain 1-4 points of damage and are paralyzed for the next 6 turns. Those who make their saving throw are unaffected. Neuron grenades don't affect machines (including robots), golems, living statues, or inanimate objects. The gas need not be breathed to be effective—it just has to touch an exposed surface. However, armor and clothing are no protection from the gas.

Tangler (gray): This type emits a dense monofilament web that twists itself around whatever it encounters. All entities within 10 feet must Save vs. Magic Wands. Those who fail their saving throw sustain 1-4 points of damage and are entangled in the web. They can't move until they are cut free. Those who make their saving throw are unaffected. It is necessary to inflict 3-18 points of damage on the web in order to free each entangled character. Only magic blades and acid affect the web. Since the web responds to resistance by tightening around its source, characters who try to struggle free of the web sustain an additional 1-4 points of damage (from the cutting effect of the mionofilament) during each round in which they struggle.

Grenade Launcher (Wand of Death Eggs)
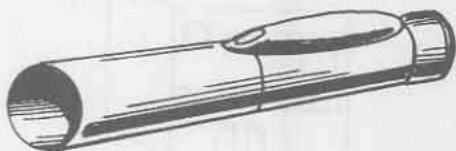
Description: This dark gray, foot-long, inch thick tube is open at one end and closed at the other. There is a red bump on one side.

Functioning: The closed end holds a standard power pack, a propellant pack, and all of the microcircuits needed to fire the grenade launcher. The cap can be removed by simply unscrewing it. The red bump is a firing button. To use the launcher, drop a live grenade in it, aim it where you want the grenade to go, and press the firing button. With a soft plop, the grenade flies toward the aiming point. It takes one round to arm the grenade, load, and fire. The launcher has a maximum range of 300 feet, but is highly inaccurate (+ 5 to the hit roll) above 120 feet. Each new propellant and power pack inserted in the launcher is good for 24 uses. Those packs already inside a launcher when it is discovered by the PCs are good for 2-24 uses. If the device is triggered while it contains more than one grenade, it explodes, doing 3-18 points of damge to the user plus any damage done by the grenades (which also explode).

## Hand Blaster (Wand of Sunflame)
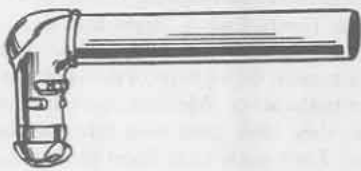
Description: This dark gray, L-shaped device is made from some smooth, dense substance and is molded to fit a human hand. The part that fits most comfortably in the palm is studded with tiny buttons and protrusions. The other part ends in a thin tube.

Functioning: This small, easily concealed weapon works like a *wand of fireballs* (doing 6-36 points of damage at a range of 240 feet whenever a small stud in the front of the pistol grip is pressed). The weapon has a standard power pack in the grip. Moving a slide on the grip causes the weapon to eject its power pack; it can then be reloaded by simply sliding a fresh power pack into the bottom of the grip. Thumbing open a panel in the back of the grip exposes a vertical gauge whose red indicator line shows how many charges are left. The panel snaps shut when released. Each new power pack inserted in the weapon is good for 24 uses. The power pack already in a weapon when it is discovered by the PCs is good for 5-20 uses.

Heavy Blaster (Staff of Sunflame)
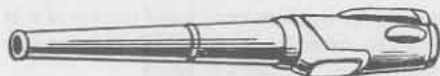
Description: This device actually looks more like an unwieldy club than a staff. The smooth, dense, dark gray substance from which it is manufactured is studded with arcane bumps and bulges and it is broader and heavier at one end, tapering to a thin tube at the other.

Functioning: This shoulder-fired weapon works is the size of a crossbow (but is much lighter and is shaped like a rifle). It works exactly like a *wand of fireballs,* but does 8-48 points of damage at 360 feet whenever a small stud in the underside of the stock is pressed). The weapon has a standard power pack in the stock. Moving a slide on the stock causes the weapon to eject its power pack; it can then be reloaded by simply sliding a fresh power pack into the butt-end of the stock. Thumbing open a panel in the top of the stock exposes a vertical gauge whose red indicator line shows how many charges are left. The panel snaps shut when released. Each new power pack inserted in the weapon is good for 24 uses. The power pack already in a weapon when it is discovered by the PCs is good for 5-20 uses.

Implant (Talk Spell)

Description: This item consists of a small metal and ceramic button in the back of the skull, just under the ear. This button is normally hidden under the skin, but may be revealed by a wound.

Functioning: All aliens have a miniature transmitter-receiver implanted in their mastoid bone. This implant lets the alien have a two-way conversation with any other character who also has an implant or a communicator or with any device that is plugged into the communications network (a computer, for example). Implants have a range of just four miles. They can always receive anything being transmitted on their band. They only

transmit the sounds made by the character in whom they are implanted when he gives the transmit signal (a specific combination of teeth clicks). Non-aliens commonly interpret the receipt and transmission of signals in this way as the result of some arcane spell, especially since the aliens usually communicate using their own battle language, which is not understandable by non-aliens. Unlike communicators, implants do not have a translator function. They have their own power source. An implant ceases to function if it is removed from the alien in whom it is implanted or if that alien is killed.

Light Saber (Sword of Light)
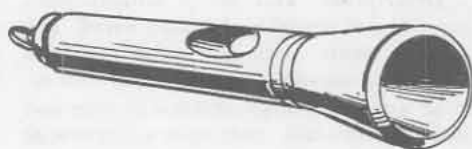
Description: This item is a six-inch long, one-inch diameter gray metal tube with a red lens of some sort at one end. The tube is banded with ridges of metal and contains a small plate near the lens. The plate is inset with a variety of studs and small flashing lights.

Functioning: This is a light saber, a weapon designed for deep-space combat where it is desirable that pressure hulls not be damaged by casual blaster fire. The end with the lens emits a three-foot long by one-inch diameter controlled beam of light bent to form a lethal blade. Treat this weapon like a *sword +4*. It is activated by pressing one of the studs in the control plate by the lens. The other studs are used to regulate the blade's length and width. The flashing lights are used to monitor its status and are for diagnostic purposes, only. The light saber is powered by a standard power pack inside the tube. The pack can be removed or replaced by pressing against one of the tube's ridges, causing an access panel to spring open. The panel snaps shut when pressed back into place. Each power pack is good for 12 minutes (72 rounds) of continuous operation.

Medkit (Cube of Healing)
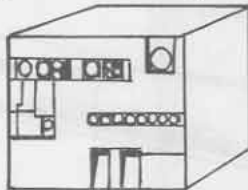
Description: This item is a smooth, white 4-inch white cube. One side of the cube is covered with flashing lights and strange symbols. There is a small stud in one corner. The opposite side has dozens of shallow indentations. The remaining four sides are blank.

Functioning: When the side with the shallow indentations is placed next to a character's skin and the medkit is turned on by twisting the stud, the item performs a medical exam on the character and displays the results (including its diagnosis, if any) by flashing lights and changing the symbols displayed. The results include a readout listing any treatment that it is performing. If the machine is not turned off within 10 seconds of a course of treatment being indicated, the medkit executes the treatment. This may include debriding and sealing any wound over which it is placed, slathering ointments of various kinds on burns or irritations and/or spray-injecting the patient with one or more drugs. The medkit doesn't actually heal the patient, but it causes normal (but not magical) healing to proceed at four times the normal pace. The medkit only works in this fashion when applied to humans. It isn't designed to treat non-humans. If used on a non-human (including a demi-human), the patient must make a Saving Throw vs. Poison or sustain 6-24 points of damage as a result of malpractice. Medkits don't use power packs; they have their own internal power source. Each medkit can boost the healing of 100 points of damage.

Needler (Wand of Poisoned Dreams)
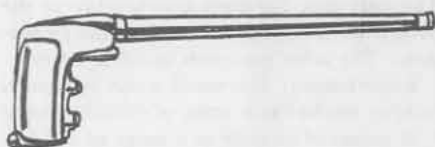
Description: This dark gray, L-shaped device is made from some smooth, dense substance and is molded to fit a human hand. The part that fits most comfortably in the palm has a stud and several tiny protrusions. The other part ends in a thin tube.

Functioning: This small, easily concealed weapon fires small hollow steel needles containing a paralyzing drug out to a range of 60 feet whenever the stud in the front of the pistol grip is pressed. Entities hit by the tiny needles must make a Saving Throw vs. Paralysis. Those who fail their saving throw suffer 1-2 points of damage and are paralyzed for one hour. Those who make their saving throw suffer 1-2 points of damage, but are not paralyzed. The small, light-weight needles tend to shatter when they strike heavy armor (+ 5 to the hit roll when fired at characters in plate mail or monsters that are AC 3 or lower). The weapon has a standard power pack and a tiny ammo pack (the same size as the power pack) in the grip. Moving a slide on the grip causes the weapon to eject these packs; the weapon can then be reloaded by simply sliding fresh packs into the bottom of the grip. Each new power pack inserted in a needler has 24 charges (uses), and each ammo pack contains 24 needles. The packs already in a needler when it is discovered by the PCs are good for 5-20 uses. Thumbing open a panel in the back of the grip exposes a vertical gauge whose red indicator line shows how many charges are left. The panel snaps shut when released.

Pressure Suit (Suit of Lights)

Description: When inactive, this item looks like battle armor with a hood and a slightly larger box woven into the neck. When it is active, it gives the wearer a multi-colored aura.

Functioning: A pressure suit has the same characteristics as battle armor, but it also creates an atmospheric envelope around the wearer. Characters wearing a pressure suit are immune to the effects of heat, cold, and lack of atmosphere. The suit needs to be recharged after every 12 hours of use. Recharging consists of replacing the standard power pack that powers it and hooking the box woven into the neck up to a small nozzle found next to the keypad in any of *Beagle's* locks.

Riot Stick (Wand of Pain)

Description: This item is a 24-inch long, one-inch diameter, smooth white stick with a grip at one end. The butt of the grip can be twisted. Attached to the center of the butt end by a strap is a pair of odd, shiny black gauntlets.

Functioning: This so-called riot stick is designed for use in controlling shipboard mutinies. Twisting the butt of the grip clockwise sends electical current through the stick (but not the grip, which is insulated). The further clockwise the butt is twisted, the more current charges the stick. Small alien numerals along the grip show the 10 possible settings. At the lowest setting, an unprotected individual touched by the stick gets a minor jolt of electricity that does no damage, but does startle the individual. At the next lowest setting, the stick does 1-2 points of damage. At the third setting, it does 1-4 points of damage. At each setting above the third (4-10), it does two additional points of damage (for a maximum of 15-19 points at the tenth setting). The device is powered by a standard power pack inside the grip. The pack can be removed or replaced by twisting the grip counterclockwise from the off position, causing the butt of the grip to pop free and revealing the location of the power pack. The butt can be closed by twisting it clockwise. Each new power pack inserted in this item is good for 24 uses. Packs already in the item when it is discovered by the PCs have 5-20 charges (uses).

Snoopers (Far Seers)
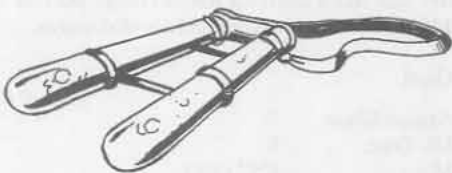
Description: This item consists of a pair of short tubes joined along their sides by some rigid material. The tubes are filled with layers of some clear substance and can be seen through. Connected to the tubes is a strap of some flexible stretchy substance.

Functioning: This item is actually a set of goggles that are held in place by an elastic strap. The "short tubes" contain lenses through which the user looks. Sensors in the sides of the snooper goggles react to the focus of the user's eyes, multiplying the effect of natural focus so that the harder the user looks an an object, the more it is magnified. At maximum focus, the user sees up to four times as clearly and four times as far as other characters. When the user stops focusing, the magnification steps back. Similar sensors compare the light requirements of the user's eyes with the amount of ambient light and multiply the brightness of available light sources like a starscope so that the user always sees as if it were daylight, providing there is any light to be multipled. In situations where there is no light source available, the user need only toss his head in a certain way to kick in special heat sensors that give him *infravision* per the magic user spell of that name. Snoopers don't use power packs. However, their delicate lenses are easily broken. There is a 2% chance per use that this item is made useless by damage.

Translator Badge (Medallion of Speaking)

Description: This item is a one-inch diameter button fixed to a pin, so that it can be attached to clothing. The button has two parts, a stationary center and an outer circle. A metal rim around the center contains a small arrow pointing toward the outer circle. The circle contains runes and revolves when turned. The center of the button contains two glowing runes one of which matches runes on the outer circle. Depressing the center causes the runes to change or disappear.

Functioning: This item translates the spoken word into other languages. The words of the wearer are translated into the languages represented by the outer circle; all other speech is translated into the languages represented by the center. The arrow in the metal band is an indicator used to show the language into which the wearer wants his words to be translated. The item has a tiny speaker that broadcasts its translation in such a way that the translated words seem to be coming from the mouth of the speaker. Pressing the center of the item turns it on and off or changes the language into which the words of speakers other than the wearer are being translated. The glowing runes in the center correspond to the languages into which the various speakers' words are being translated. One of the runes on the outer circle is a "wild card" that represents the language of the first speaker whose words are heard by the device after it is turned on. If the speaker's language is unknown, the device gradually builds up a vocabulary and grammar for that language by recording and analyzing the speaker's words. In order to assist it in this task, the button contains a small imaging device for use in recording noun referents and body language. Translators can be plugged into computers and can then download the data they contain directly into computer. They have their own built-in power source and are designed to be thrown away when power is depleted (after 5-20 months).

MONSTERS & FOES

This section describes all of the new monsters encountered in this module. Also included are alien robots perceived by Blackmoor's residents to be monsters.

Camarilla

Armor Class:	3
Hit Dice:	6*
Move:	120' (40')
Attacks:	1 bite or breath
Damage:	1-10 or 3-18
No. Appearing:	1-6 (1-12)
Save As:	Fighter 3
Morale:	8
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	650

A camarilla is a 12-foot-long, six-legged, desert-dwelling lizard-like carnivore. Its tough yellow ochre hide is usually mottled on back and flanks with brown and orange. Camarillas are well adapted to their desert environment and can live for weeks without water.

Camarillas normally hunt in packs of up to half a dozen. Particularly strong packs may prowl the fringes of the desert, preying on human and demi-human settlements. The sand folk often domesticate camarillas and use them as mounts.

Camarillas have exceptionally strong jaws and large, razor-sharp teeth. They attack either by biting or by breathing. Each camarilla can breathe a cone of fire 30 feet long and up to 10 feet wide. Their favored mode of attack is to breath first and then close to bite. Camarillas are unaffected by magical or nonmagical fire.

Cyborg*

Armor Class:	0/-1
Hit Dice:	20/22
Move:	120' (80')
Attacks:	1 fist or weapon
Damage:	3-30 or by weapon
No. Appearing:	1-4 (1-4)
Save As:	Fighter 10/16
Morale:	12
Treasure Type:	Special
Alignment:	Neutral
XP Value:	2,000/2,750

Cyborgs are alien machines built to perform difficult (often suicidal) tasks that are best performed by a human. They appear to be exceptionally tall and well-built male humans, indistinguishable from normal human beings. But their flesh was grown over a duralloy skeleton in big biotanks. And, while all of their organs, except for some sense organs, are tank-grown from cell clones, most have special electrical or computer augmentation (a tiny pacesetter that can be used to push the heart to extreme exertion, for example).

A set of computer chips in the brain accept programming beamed to the cyborg via any standard communications device. Thanks to a special hardware feature, cyborgs will even accept self-destruct programming that stops their heart. All programming must be in a special code. Like the aliens who made them, cyborgs have a mastoid implant that allows them to use the alien communications network at any time.

Cyborgs have *infravision* at a range of 60 feet and can breathe underwater. They can be harmed only by magic or magic weapons, but are immune to *sleep, charm,* and *hold* spells. In addition, experimental Class IV cyborgs have some special characteristics. First, they use the AC, Hit Dice and Save values listed above after the slash; all other cyborgs use the values before the slash. Second, the range and acuity of their vision, smell, and hearing is four times the human norm. As a consequence, they can't be surprised.

Cyborg programming normally prevents them from harming humans or humanoids (including aliens). However, there exist illegal programs that can circumvent the safeguards built into the cyborgs at the factory. Using these, it is possible to modify an existing cyborg so that it becomes a cyborg terminator, a superlative killing machine feared throughout the galaxy. So acute is Riesling's paranoia that he has used bootleg versions of these programs to turn all of *Beagle's* cyborgs into terminators despite the fact that this act is a Federation capital offense.

Cyborgs always carry 1-4 alien devices (treat as magical treasure).

Gakarak

Armor Class:	0
Hit Dice:	16****
Move:	180' (60')
Attacks:	1 club + special
Damage:	4-24
No. Appearing:	0 (1-3)
Save As:	Fighter 16
Morale:	10
Treasure Type:	L, N + O
Alignment:	Neutral
XP Value:	6,250

A gakarak is a large, 18-foot-tall bipedal entity that is often mistaken for a treant, although it is much darker in color and is usually shrouded in ancient, blackening mosses and lichens.

Gakaraks are some of the oldest living creatures on the Prime Plane. They dwell deep in the heart of ancient forests, where they brood on their eons-old hatred of humans and demi-humans, all of whom they consider to be hateful tree-slayers. They resent incursions into their forests and will do their utmost to deter anyone from entering. Those foolish enough to penetrate deep into a gakarak's forest rarely return.

The long-nurtured anger of a gakarak will pervade the entire forest with an atmosphere of impending doom. Anyone except a druid who enters a gakarak's forest will feel uncomfortable, as though an unseen, hostile intelligence is watching. Gakaraks can speak to and exercise limited control over plant life in an area of 360 yards radius, causing it to grow rapidly and even move. They use this ability to cause animal trails to become overgrown and tangled, making progress difficult for any intruders.

Over smaller areas (90 feet) a gakarak can also animate trees and bushes and direct them to attack intruders in the same manner as a treant (see page 56 of the Expert Set Rules). Each gakarak can animate 6 trees or bushes at once. Animated trees are AC 2; HD 5-12; MV 60' (20'); #AT 2 branches; D 2-24/2-24; Save F3-F6; ML 12; XP by Hit Dice. Animated bushes are AC 5; HD 2-8; MV 60' (20'); #AT 1 branch; D 1-8; Save F2-F3; ML 12; XP by Hit Dice.

Within its own forest, a gakarak can *teleport* (no error) through vegetation at will and is unaffected by attacks by plants or animals. A gakarak can't be harmed by wooden weapons and is immune to electrical attacks; blunt weapons used against a gakarak do only 1 point of damage plus any magical or strength bonuses. A gakarak can regenerate 3 points per round while he remains in contact with plant life. During each round, a gakarak can fire four darts from his hands (range 50/100/150); each dart does 1-8 points of damage.

Garl

Armor Class:	7
Hit Dice:	6
Move:	120' (40')
Attacks:	1 weapon
Damage:	By weapon + 4
No. Appearing:	10-40 (10-60)
Save As:	Fighter 6
Morale:	9
Treasure Type:	M
Alignment:	Neutral
XP Value:	275

Garls are very primitive humans, even more primitive than neanderthals. They are 10 feet tall, stupid, and aggressive and have only a crude language.

In their natural state, garls don't know how to use fire or how to make weapons or tools; instead, they pick up and use any handy rocks, bones, or branches (treat as clubs). If instructed by more advanced creatures, however, garls can learn to use fire and to make and use weapons such as large spears and bows. Because of their great strength, garls inflict an extra 4 points of damage from a successful hit with any weapon.

Garl treasure nearly always takes the form of nuggets of precious metal or uncut gems.

Geonid

Armor Class:	-2
Hit Dice:	2
Move:	60' (20')
Attacks:	1 fist or 1 weapon
Damage:	1-8 or by weapon
No. Appearing:	2-12 (0)
Save As:	Fighter 2
Morale:	8
Treasure Type:	C
Alignment:	Chaotic
XP Value:	20

A geonid is a small, intelligent, bipedal cave dweller. It has two arms ending in stony, four-fingered hands. Both legs and arms protrude from a small opening in the bottom of a stony, round shell that gives the geonid the appearance of a boulder. A geonid can draw its legs and arms inside its shell and close the opening. When it does so, it is indistinguishable from a boulder. This ability gives it the ability to attain surprise on a roll of 1-4. In combat, a geonid attacks either with its stony fists or with a weapon, stone axes and clubs being preferred.

Geonids live underground in tunnel complexes and in natural caves. Their lairs are normally filled with rocks, stalactites, and stalagmites. Typically, each lair also contains a shrine made of large, odd-shaped boulders, dedicated to the geonid deity. There are from 30 to 80 geonids plus a geonid priest in a typical lair. Geonid priests have no clerical powers, but each has 4 Hit Dice and does 2-12 points of damage with his fists or +2 damage with a weapon.

Grazer

Armor Class:	5
Hit Dice:	8
Move:	120' (40')
Attacks:	1 bite or trample
Damage:	2-12/3-18
No. Appearing:	0 (2-24)
Save As:	Fighter 7
Morale:	9
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	650

The grazer is a large herbivore that looks very much like a bison except that it has a single, central horn and a broad, flat tail. Grazers are 15 feet long and stand eight feet tall. They differ from most herbivores in that they tend to attack when they are surprised or when they think that they are being threatened. Their terrible temper is legendary, and they are considered among the most dangerous big game found on the open steppe. However, such is the value of their tough hides that they have been hunted almost to extinction in some parts of the world. A prime grazer hide fetches 300 + gold pieces from Thonian hide buyers. The Horsemen of Peshwah maintain herds of more or less domesticated grazers, and the beast plays a significant role in the Peshwah economy and religious life.

Herex

Larva Stage

Armor Class:	3
Hit Dice:	6*-12*
Move:	120' (40')
Attacks:	1 bite + acid
Damage:	2-16 + special
No. Appearing:	2-6 (0)
Save As:	Fighter 3-6
Morale:	12
Treasure Type:	U
Alignment:	Neutral
XP Value:	500, 850, 1,200, 1,600, 1,750, 1,900, or 2,125

Adult Stage

Armor Class:	2
Hit Dice:	13**
Move:	120' (40')
flying:	150' (50')
Attacks:	1 bite + acid/1 sting
Damage:	2-20 + special/
	1-6 + paralysis
No. Appearing:	0 (1-3)
Save As:	Fighter 7
Morale:	12

Treasure Type:	U
Alignment:	Neutral
XP Value:	3,250

A herex is a giant insect-like species which, depending on the circumstances, may be encountered in any of three stages in its life cycle:

Egg: Herex eggs are three-foot diameter spheres with hard, opaque white shells. They are found only underground (in dungeons, caverns, and similar areas), where they are laid by the adults in clutches of 1-6. The eggs remain dormant for many years, hatching only if disturbed by some unwary creature. In this way, the emerging, ravenous larva is assured of an opportunity to gain its first meal the instant it hatches!

Larva: The larva of the herex resembles a flattened, wingless beetle with an elongated, flexible abdomen, a large head and powerful mandibles. Its sole purpose in life is to eat and grow, shedding its outer carapace several times as it does so. When it first emerges from its egg, the larva is about 10 feet long and has 6 hit dice. Over a period of 5-10 months, however, it grows to about 20 feet in length, by which time it has 12 hit dice. During this time, the larva lives entirely underground, wandering its subterranean world in search of prey.

The larva's main weapon is its bite. Anyone bitten by a herex larva suffers both normal damage and damage from its acidic saliva. If the victim is wearing armor, the acid permanently reduces its effectiveness by 2 if the armor is normal and by 1 if it is magical. Thus, normal plate mail would become AC 5 instead of AC 3 as a result of an attack by a herex larva. Each successive bite has the same effect and, if armor is reduced to AC 9 or worse, it disintegrates completely. Magical protection devices (e.g. *rings of protection* and *cloaks of displacement*) are not affected. If the victim isn't wearing armor (or if his armor has been destroyed), he sustains 1-10 additional points of acid damage from a bite.

Adult: Just before it becomes fully mature, the herex larva abandons its underground home and makes its way to the surface, if necessary using its mandibles and saliva to dig through solid rock. Once it reaches the outside world, it goes through a final shedding of its carapace and emerges in its adult form with 13 hit dice.

The body of the adult herex is similar to that of the larva, but the creature now has a smaller head and mandibles, four wings (like those of a dragonfly), and a sting at the end of its abdomen. The main aim of the adult herex

is to find a mate, but, as this can take some time, the adults have to hunt for prey in order to survive. Once she mates, the final action of a female herex is to burrow underground in order to lay her eggs. She then dies.

The male herex is not so cursed by biology and can mate multiple times. He does not remain with his mate after fertilization. Since the female secretes a mating scent, often a single female will draw two males, who then fight to the death over the right to mate with her.

Although the bite of the adult herex is less damaging than that of the larva, its acid saliva has exactly the same effect. The adult can also attack with its tail sting. This inflicts 1-6 points of damage and injects a poison that paralyzes victims for 4-8 rounds unless they make a successful Saving Throw vs. Poison.

Hide Hunter (Human)

Armor Class:	6
Hit Dice:	4
Move:	120' (40')
Attacks:	1 weapon
Damage:	By weapon
No. Appearing:	1-12 (2-24)
Save As:	Fighter 4
Morale:	9
Treasure Type:	A + 2 hides
Alignment:	Neutral
XP Value:	75

Hide hunters are humans who specialize in hunting the dwindling grazer herds. There are only a handful of hide hunters left, but those who remain are an especially tough breed. The demands of their profession ensure they are always well-mounted on warhorses. Hide hunters invariably wear gaudily painted leather armor and carry shields, swords, and the special short bows built by the Peshwah for use on horseback. Each group of four hide hunters has one wagon containing supplies, the hides of their kill (they leave the meat), and the special lances used to bring down grazers. These lances differ from normal lances in that they have a crossbar two feet from the point to keep an impaled grazer from driving the lance through itself in order to get at its attacker. They also have pointed butts for resting on the ground. Hide hunters only carry grazer lances when actually in the act of hunting a herd.

Hook Beast

Hook Horror

Armor Class:	2
Hit Dice:	5
Move:	90' (30')
Attacks:	2 claws/1 bite
Damage:	1-8/1-8/3-18
No. Appearing:	2-12 (0)
Save As:	Fighter 5
Morale:	8
Treasure Type:	K
Alignment:	Chaotic
XP Value:	175

Hulker

Armor Class:	2
Hit Dice:	10
Move:	60' (20')
Attacks:	2 claws/1 bite
Damage:	2-12/2-12/2-16
No. Appearing:	1-4 (0)
Save As:	Fighter 10
Morale:	10
Treasure Type:	G
Alignment:	Chaotic
XP Value:	1,000

The term "hook beasts" refers to two closely related species of aggressive bipedal monster—the hook horror and the hulker—that are often encountered together in underground in dungeons and caverns. Although the two species can communicate with each other using a crude language and clicks made with their talons, they are not intelligent enough to use tools or weapons or to form proper social groupings larger than a hunting pack. Generally, a hunting pack of hook horrors is led by one or more of the more powerful hulkers. Both species particularly relish humanoid flesh and will attack humanoids on sight in order to obtain this delicacy.

Hook Horror

These big, strong, seven-foot-tall monsters have vulture-like heads and rhinoceros-like skin. Each arm ends in one sharp, hooked talon with which the beast is wont to slash its prey at the same time that it uses its huge beak to rend the victim. The hook horror's vision is poor, but its hearing is extremely good, and it has only a 1 in 10 chance of being surprised.

Hulker

Hulkers are on average two feet taller than hook horrors and have several hooked talons on each horny paw. Their mouths have mandibles that inflict less damage than the beak of the hooked horror. Unlike hooked horrors, hulkers have excellent vision. They also have *infravision* with a range of 120 feet.

Robots are mobile, programmable machines created by aliens and used for routine or dangerous tasks. The only robots in Blackmoor are those aboard FSS *Beagle*. To the residents of Blackmoor, they appear to be dangerous monsters.

All robots can be programmed by sending coded instructions via any implant or communicator. Alternatively, they can be controlled directly by a computer. Some types of robot only accept instructions in certain languages. None accepts instructions in Common or any other language known in Blackmoor. Once a robot receives a valid program, it follows instructions to the letter. Computers (and anyone using a terminal) can operate a robot by remote control and/or use the robot's eyes to see as if the robot were a *wizard eye*.

Robots contain their own internal power plant good for up to 24 hours functioning; once they run out of power, they must be recharged by spending an hour in a rack in one of *Beagle's* robot depots. There is a 5% chance that any robot encountered inside *Beagle* will be coming to the end of its powered cycle when encountered and will shut down after 3-6 rounds. All robots have *infravision* at a range of 60 feet and can operate underwater. They are immune to *sleep*, *charm*, and *hold* spells. They always make Saving Throws vs. Death Ray/Poison and Saving Throws vs. Paralysis/Turn to Stone.
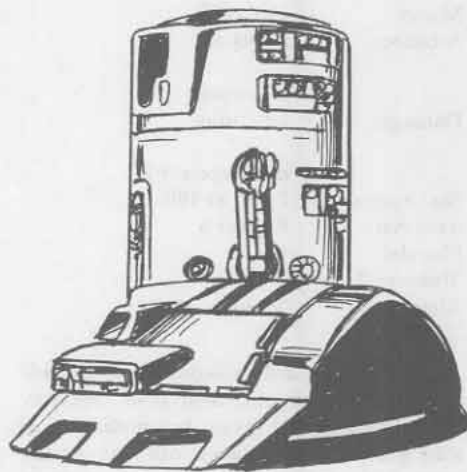
Robots have no treasure. Except for grenades, the built-in alien technological devices (hand blasters, needlers, etc.) that are part of each robot can't be removed from that robot, even if it is destroyed.

There are many different types of robots, identifiable by color. The main types include:

Ubot (Utility Robot—orange): The most common robot type is the utility robot, of which there are over 1,000 in dozens of models designed for specialized tasks. All use the same chassis and have the same characteristics. They look like four-foot tall metal drums dotted with small protrusions and flashing lights. They use a type of plenum chamber arrangement to travel a foot above the ground (like a hovercraft) and use small directional airscrews for propulsion. Ubots can extrude a variety of small tools from their torso, but are unarmed and won't normally attack. If kept from performing an assigned task, they cease all activity while attempting to contact a human or computer to get their program clarified. If a ubot is attacked, it extrudes small grippers and uses these to grapple with its assailant in an effort to protect itself. If it fails a morale check, it flees. Ubots heed programs only in Galactica or computer language.

	DBOT	SBOT	EBOT	UBOT
Armor Class:	−2	0	0	3
Hit Dice:	24*	20*	12*	6
Move:	120' (40')	150' (50')	90' (30')	30' (10')
Flying:	480' (160')	—	—	—
Attacks:	2 weapons	1 weapon	1 needler	1 grapple
Damage:	By weapon	By weapon	1-2 + paralysis	1-4
No. Appearing:	1-2 (1-3)	1-2 (1-4)	1-4 (1-6)	1-6 (2-8)
Save As:	Fighter 16	Fighter 14	Fighter 10	Fighter 6
Morale:	12	12	10	6
Treasure Type:	Nil	Nil	Nil	Nil
Alignment:	Lawful	Lawful	Lawful	Lawful
XP Value:	6,000	3,150	1,900	275

Ebot (Ecology Robot—green): The *Beagle* carries over 300 specialized robots designed for use in capturing, subduing and caring for specimens. All ebots are identical. They look exactly like ubots, except for there color, but they are sheathed in light-gauge duralloy armor and have special shock-cushioning to protect their components from damage. Like ubots, they use a plenum chamber and airscrew arrangement to move. Ebots can extrude a variety of small tools from their torso, including medical sensors and needlers loaded with different types of powerful sleep-

inducing drugs. Ebots never try to harm specimens; they are programmed only to subdue them. If they come up against a specimen too tough for them (e.g. if they fail a morale check), they flee. Ebots don't try to capture aliens. However, they have discretionary circuits that cause them to try automatically to capture any representatives of other species within their assigned patrol area. Ebots are often found on patrol in wilderness areas. Ebots can only be harmed by

magic or magic weapons. They heed programming in Galactica or computer language.

Sbot (Security Robot—blue): When it embarked on its mission, *Beagle* had hundreds of security robots designed to keep internal order during emergencies. Most sbots were destroyed during the mutiny, but about 80 remain. All are identical. They look like powerful, seven-foot tall metal-armored men, but their blued metal surface is actually a thick sheath of duralloy armor stretched over a sturdy duralloy frame. Its interior is tightly packed with shock-cushioned components. All sbots have an arsenal of built-in weapons, including a hand blaster, a riot stick, and a needler. Unless they are attacked with weapons capable of doing them damage, sbots do not normally try to kill. Instead, they use their riot sticks to get their opponent to obey instructions. If an opponent fails to heed the riot stick, they use their needlers. Only if their own existence is threatened or they have special programming will they use their blasters. Sbots are generally found only within the City of the Gods. They can only be harmed by magic or magic weapons. They only heed programming in alien battle language.

Dbot (Defense Robot—black): FSS *Beagle* has almost 200 defense robots designed to protect the vessel and its crew from external threats. To the uninitiated, Dbots look like sbots except for their color, but they are much more powerful. Their arsenal of built-in weaponry includes a needler, a heavy blaster, a hand blaster, and a grenade launcher with three light grenades, three smoke grenades, six gamma grenades, six sonic grenades, three neuron grenades, and three tangler grenades. Dbot actions depend on their programming, and are sometimes unpredictable. Generally, though, dbots on guard duty in or around the City of the Gods negotiate before attacking, warning characters to stay away from restricted areas instead

of just shooting them. Dbots outside of the city automatically attack anyone except aliens or their servants. Dbots can only be harmed by magic or magic weapons. They only heed programming in alien battle language.

Quarg

Armor Class:	4
Hit Dice:	6**
Move:	150' (50')
Attacks:	1 bite or 1 breath
Damage:	1-10 or special
No. Appearing:	1-8 (1-8)
Save As:	Fighter 6
Morale:	10
Treasure Type:	C
Alignment:	Chaotic
XP Value:	725

Quargs are large wolf-like carnivores about the size of small ponies. They live in high mountains and arctic regions, but often venture down into the lowlands during winter in search of food. Quargs have long, blue-tinged white fur and pale pink eyes.

During each melee round, there is a 2/3 chance (1-4 on 1D6) that each quarg attacks with a bite and a 1/3 chance (5-6) that it instead attacks by breathing a blast of icy air at a single victim within 15 feet. The blast automatically hits, inflicting 1-6 points of damage for each hit die the quarg has. The victim takes only half damage if he makes a successful Saving Throw vs. Dragon Breath.

Quargs are immune to normal cold and take only half damage from magical cold attacks. They suffer one extra point of damage per die of damage inflicted by magical or nonmagical fire. Thus, a torch does 1d4 + 1 points of damage, for example.

Roper

Armor Class:	0
Hit Dice:	12***
Move:	30' (10')
Attacks:	1 bite/6 tentacles
Damage:	5-30/weakness
No. Appearing:	1-3 (2-5)
Save As:	Fighter 10
Morale:	10
Treasure Type:	L (x5)
Alignment:	Chaotic
XP Value:	3,875

A roper is a long (or tall), blob-like entity that has one eye centered over a mouth full of sharp teeth. It also has six long tentacles paired on either side of its torso like arms. Ropers usually live in rocky caverns where they can hide themselves by imitating the shape of tall rocks or stalagmites. In rare instances, they may also be found in dense woods, where they adopt the shape of trees for camouflage. Ropers eat anything that moves, but prefer humans and humanoids.

A roper has six long tentacles, each of which can shoot out 60 feet to grab prey. The touch of a roper's tentacle causes weakness, reducing the victim's strength by half for three turns (no saving throw). Once in contact with a victim, the tentacle wraps itself tightly around it and pulls it toward the roper's mouth. A tentacle is cut only if a single blow from an edged magical weapon inflicts 5 or more points of damage. Such a blow makes that tentacle useless, but the damage doesn't count against the monster's hit points. Damaged tentacles regrow within 24 hours.

Ropers are immune to all first, second and third level spells. They take no damage from cold or lightning and are unaffected by normal or silver weapons. Treasure may occasionally be found in the stomachs of defeated ropers.

Sand Folk

Armor Class:	3-7
Hit Dice:	6
Move:	120' (40')
Attacks:	2 fists or
	2 weapons
Damage:	1-6/1-6 or
	by weapon +2
No. Appearing:	2-12 (30-180)
Save As:	Fighter 6
Morale:	10
Treasure Type:	A
Alignment:	Neutral
XP Value:	275

The sand folk are a silicon-based, humanoid species. In youth, their thick, leathery skin is smooth and green, but it darkens to slate gray (or even black) with age. As the sand folk age, glandular secretions cause their hides to gradually become encrusted with hard silicon crystals. Young sand folk have an AC of 7. Middle-aged sand folk have AC's of 5 or 6. Elders most often have an AC of 4, and truly ancient sand folk may have an AC of 3. When full-grown, sand folk top seven feet. All sand folk have four arms (two set one above the other on each side of the torso), but otherwise conform to a generally humanoid appearance.

The sand folk tend to be desert-dwelling nomads who live by plunder or by acting as caravan guards. They are organized into tribes based on blood ties. All sand folk are alternately male or female, with the onset of extreme summer heat triggering a change of sex in all sand folk except for gravid females. All sand folk, regardless of their current sex, are warriors and are governed by a strict code of tribal honor that places a premium on martial conduct.

Sand folk pride themselves on being good liars, though they are scrupulously honest in their dealings with fellow members of the same tribe. Outsiders are considered fit prey unless they have been made guests of the tribe by an elder, in which case, they are under the elder's protection until they leave camp. Sand folk consider manual labor and commerce demeaning and believe that fighting is the only decent activity for a warrior. However, they will trade for what they cannot take by force or cunning.

Sand folk tribes are governed by a council of tribal elders who administer justice and choose a war chief (who serves for life or until they fire him). Sand folk law is extremely harsh. The only penalty that it recognizes is instant decapitation of the guilty party. Any activity that isn't antisocial enough to justify lopping off a head just isn't considered a crime by the sand folk, though their definition of what justifies decapitation can be extremely broad. For example, the common method of firing a defeated war chief is to accuse him of incompetence—which carries the death penalty. In all cases, guilt is determined by the council of elders, and the defendant has the right to confront his accuser. If the elders are in doubt as to the truth of an accusation, they may decree *trial by combat* to settle the matter. Trial by combat is always to the death.

Sand folk are extremely strong, and inflict an extra 2 points of damage with any weapon they use. During melee, each sand folk warrior attacks twice, once with his upper pair of arms arms and once with his lower pair. Commonly, sand folk carry large hand-and-a-half swords that the wield with one hand but that do damage like two-handed swords. The war chief carries a ceremonial glave (treat as a pole-arm), though he may use other weapons in actual combat. Sand folk often (50% chance) ride domesticated camarillas into battle.

Sand folk have a special affinity for the desert. They can't be surprised in desert country, and their cunning ambushes can be detected only by magical means (an *ESP* spell, for example).

Herein are described the most important NPCs that the PCs encounter in this module. Some of the NPCs in this section are described in more detail in module DA1 (ADVENTURES IN BLACKMOOR).

Unless otherwise noted, assume that any of these NPCs who accompany the PC party on an adventure or who are encountered in a wilderness setting carry a backpack loaded with certain standard equipment. Items carried in the pack include a lantern, a flask of oil, fifteen iron rations, a 50' length of rope, a tinder box, two water skins, a steel mirror, and a holy symbol. If the NPC is a thief, the pack also contains thieves' tools.

Unless otherwise noted, assume that each NPC owns a riding horse, saddle, bridle, and saddle bags and that each magic user owns a mule on which to carry his spell book.

The attributes of the NPCs listed in this section reflect all modifications for the type of armor usually worn and for any weapon, shield, or magic item indicated as being usually carried. Armor class has also been modified to reflect dexterity bonuses.

Bosero the Drunkard

Lawful 14th level magic user; Str 19/14; Int 12/9; Wis 9/6; Con 10; Dex 18/9; Cha 13/10; AC 6; hp 42

The famed brother of the famed Flying Monk is also a famed lush, a fact that has done infinite damage Bosero's otherwise high social standing in the Northlands. Where he has won the respect of his fellows, he has done so with difficulty and in spite of his inability to control his drinking. Despite this admittedly severe failing, Bosero is a generally sympathetic character. He is very close to his family, especially his brother Richard, and jealously guards his family's honor. He is also a loyal friend. And he shares his brother's love and concern for the common people. In fact, there are some who theorize that Bosero's frustration over his inability to make a real difference in the plight of the common folk contributes to his drinking.

Handsome, genial, warmly friendly even when in his cups, this slight, puckish man with the unruly shock of brown hair always in his eyes is a hard character to dislike. Which is one of the reasons that he is frequently able to find employment tending bar (often substituting at the Comeback Inn when he is in Blackmoor). Jobs in his chosen field are usually more difficult to find, since Bosero has been known to break a six-month stint on the wagon by going on a great roaring drunk on the night before his planned departure on some particularly dicey adventure.

Bosero has two separate scores for most attributes. The first scores are used when he is sober; the second when he is not.

At present, Bosero's ruinously expensive behavior has left him some 8,000 gold pieces in debt. His friends on the Regency Council have arranged for his participation in the expedition to the City of the Gods partly in hopes that Bosero will make enough money to satisfy his creditors and end this unhappy situation before the king is forced to have him goaled for debt.

Bosero knows the following spells:
1st Level: *charm person, detect magic, protection from evil,* and *read magic.*
2nd Level: *continual light, detect evil, detect invisibility,* and *knock.*
3rd Level: *dispel magic, fireball, fly,* and *hold person.*
4th Level: *dimension door, polymorph others, remove curse,* and *wizard eye.*
5th Level: *cloudkill, conjure elemental,* and *hold monster.*
6th Level: *projected image,* and *stone to flesh.*

Brother Richard—The Flying Monk

Lawful 11th level cleric; Str 15; Int 12; Wis 10; Con 17; Dex 9; Cha 5; AC 2; hp 38

The portly brother of Bosero the Drunkard is a monk of the Thonian High Church and a man who would be prominent in the councils of Blackmoor if only he did not eschew temporal power. Any number of great rewards have been offered Richard in recognition of his service to the kingdom, but he has accepted only a small fief at Fairfield in the New Lands (and this in the name of his order). Yet, surprisingly for one who claims not to be involved in temporal affairs, the monk has come to the aid of Blackmoor on any number of occasions, often working secretly for The Fetch. He agreed to join in the expedition to the City of the Gods at the request of Garamond Bolitho, the Bishop of Blackmoor, and his entire share of the proceeds of the expedition will go to the church.

Richard is well known for a number of attractive traits, including a tremendous loyalty to family and friends and a love of the common folk. On the minus side of the ledger, he is also known to be extremely slothful. However, sloth isn't all that serious a failing in a cleric whose good nature and gentle humor are legendary in the Northlands.

Brother Richard carries a *mace +2,* known far and wide as "the Great Holy Mace Icon," a weapon that has the ability to *detect evil* and *see invisible* in the same manner as a magic sword. Since this mace is well known by both appearance and reputation throughout the Northlands, it has a pronounced effect on friend and foe, alike. Any enemies within 100' must make an immediate morale check at -1 whenever it is first drawn. In addition, friendly troops making a morale check while within 100' of the weapon add 1 to their

morale. The mace has the curious property of increasing the bearer's strength and intelligence by 4 and 2, respectively. Its mundane value is a mere 240 gold pieces.

The flying monk cloaks his square, chunky frame in a rough, hooded brown cloak whose voluminous folds serve to hide his plate mail and the round metal cap he wears upon his tonsured pate. Aside from its religious significance and concealment value, this magical garment also gives him the ability to fly. Richard carries a shield, four bottles of holy water, and five assorted holy symbols (in addition to the standard equipment pack). He travels afoot and will own no animal of any kind. His purse holds a mere 10 gold pieces.

Brother Richard knows the following spells:
1st Level: *cure light wounds, detect evil, remove fear,* and *protection from evil.*
2nd Level: *find traps, silence 15' radius, snake charm,* and *hold person.*
3rd Level: *continual light, cure blindness,* and *growth of animals.*
4th Level: *animate dead, protection from evil,* and *cure serious wounds.*
5th Level: *commune,* and *raise dead.*

Captain Bork Riesling

Neutral 10th level fighter; Str 11; Int 15; Wis 17; Con 13; Dex 12; Cha 16; AC 0; hp 40

The captain of the Federation Survey Ship *Beagle* is a tall, solidly built man, with short, brush-cut iron-gray hair, steely gray eyes, and a strong, broad face. He wears alien combat armor under a plain gray ship's jumpsuit and carries a fully charged light saber on his belt and a hand blaster with 24 charges in a well-worn holster on his right hip. He also has a translator badge on his tunic collar.

Captain Riesling has never been a man to go strictly by the book unless there was some advantage in doing so. Had there been a pressing reason to break the regulation against contact with non-starfaring alien cultures, he would have done so without a second thought. But, at the time, it seemed like a good idea to avoid the denizens of this planet except for gathering a very few specimens who wouldn't be missed. The place was unbelievably primitive and terribly dangerous, even to robots. So Riesling decided to refrain from formal contact. Instead, the distress beacon was activated, most of the crew went into stasis, and the robots were programmed to go into a standard routine designed to make the locals shun the *Beagle's* landing place.

It was a good plan, Riesling feels—and would have worked if only that traitorous dog Rocklin hadn't fomented an unsuccessful mutiny for which Riesling will now have to answer before a Federation select board of inquiry. Worse, Captain Riesling's attempt at having Rocklin and the other escaped mutineers terminated by a modified cyborg failed, and both the modification and the failed attempt are things for which Riesling will also have to answer. Now, Rocklin is raiding *Beagle* for supplies and equipment, and Riesling has had to initiate formal contact with the natives in order to gain allies in what is turning into a full-scale war between the loyal crew and the Rocklin faction. The entire situation is way out of hand, and Riesling is well aware that any board of inquiry is going to end his career. In fact, if he wants to avoid actual imprisonment for dereliction of duty or gross incompetence, he will have to put paid to Rocklin and his Order of the Frog crazies before a rescue mission locates the *Beagle*. In recent months, this need to settle accounts with his former security chief has developed into a pathological hatred for Rocklin and the other mutineers.

Riesling has also developed an acute, if understandable, case of paranoia concerning the loyalty of his crew. Plagued by fears of assassination, despite the fact that he has recently started using mind-conditioning equipment to ensure the loyalty of his crew, he is now accompanied at all times by a pair of Class IV cyborg terminator bodyguards (Fritz and Karl). Fritz and Karl have been surgically altered so that they look just like

Riesling. There is a 10% chance per round that characters confronted by Riesling and his cyborgs can tell by his manner which is the real captain. Stephen Rocklin and other aliens have a 20% chance of telling them apart.

Cyborgs (2): AC -1; HD 22; hp 88 each; # AT 1 fist or hand blaster; D 3-30 (fist) or 6-36 (hand blaster); MV 120' (80'); Save F16; ML 12; AL N; EX 2,750

There is an 80% chance that Riesling's acute paranoia causes him to suspect any visitors of being Froggies and to refuse to deal with them. There is a 20% chance that his need for allies overcomes his paranoia.

If Riesling encounters Rocklin, he plans to try to kill him personally. In this way, he hopes to impress the board of inquiry with his personal heroics and save his career (or at least avoid a sentence of transportation to a Federation penal colony). Besides, he really does hate Rocklin.

Despite the weaknesses described above, Riesling is a superbly trained officer of wide experience who is simply in over his head right now. Like all senior Federation commanders, he is trained to function under the

stress of battlefield conditions, and this conditioning has the side-effect of making him immune to the effects of *charm person, sleep, ESP, hold person,* and *confusion* spells. It has also kept him functioning at a remarkably high level of efficiency during five difficult years.

Fletcher William—The Fetch

Lawful 14th level fighter; Str 15; Int 12; Wis 15; Con 12; Dex 9; Cha 9; AC 2; hp 56

Fletcher William is Keeper of the Peace at the University of Blackmoor. In addition, Fletcher (who is known to students as "The Fetch," due to his investigatory abilities) also serves clandestinely as the kingdom's leading counterspy and as a recruiter for King Uther's intelligence service. His recruits invariably end up on the payroll of the Keeper of the Peace, which serves as a cover for the transfer of funds to the council's spies.

The Fetch is a thin, graying, thoroughly unprepossessing old gentleman who does all that he can to encourage the view that he is a harmless campus recluse, content to live a sober bachelor existence as a toiler in the fields of academe. In fact, though, he is an intelligent, sophisticated, and highly dangerous man.

In order to keep his body hardened for his secret state duties, Fletcher William always wears a full suit of *chainmail +2* under his academic robes. When danger is imminent, he adds a helm and a small shield. He always carries a dagger and a *sword +2* and adds a short bow with a quiver of 20 arrows when traveling. Around his neck, The Fetch wears a rare amulet that protects him (and those in his presence) from being spied upon by anyone using a *crystal ball* or mental abilities (like *ESP*). The amulet also alerts The Fetch when anyone is attempting to spy on him and from what direction that the action originated. But more than a useful tool, the amulet is to Fletcher William a keepsake—his sole reward for his services in connection with the first expedition to the City of the Gods and a momento of that exciting adventure.

Jallapierie

Lawful 17th level magic user; Str 12; Int 17; Wis 15; Con 13; Dex 12; Cha 9; AC 8; hp 44

The wizard Jallapierie (or Jal, as he is known to the common folk) is a tall, thin, rumpled-looking man with short, cropped brown hair and a pale, lumpy cleanly-shaven face. His appearance alone would make him

stand out among the run of northern wizards, who tend to be a hirsuit lot. But Jal's surpassing skill is what really sets him apart. Without question, Jallapierie is the strongest wizard in service to Blackmoor, and he would be coming on the expedition to the City of the Gods except that there is trouble requiring his attention in the City of Maus.

When encountered in the Comeback Inn, he carries a *dagger +2*, a *ring of protection +1*, and a *staff of wizardry* with 19 charges.

Jal speaks Elf and Dwarf. He knows the following spells:

1st Level: *charm person, detect magic, magic missile, read languages, read magic,* and *sleep.*

2nd Level: *detect evil, detect invisible, invisibility, knock,* and *wizard lock.*

3rd Level: *dispel magic, haste, protection from evil 10' radius,* and *lightning bolt (x2).*

4th Level: *dimension door, polymorph self, remove curse,* and *wall of fire.*

5th Level: *conjure elemental, hold monster,* and *teleport.*

6th Level: *disintegrate, geas,* and *stone to flesh.*

7th Level: *mass invisibility* and *summon object.*

The two 7th level spells are detailed in the D&D® Companion rules. They are described below:

Mass Invisibility*

Range: 240'
Duration: Permanent until broken.
Effect: Many creatures or objects.

This bestows *invisibility* (as the 2nd level spell) on several creatures. All the recipients must be within an area 60' square within 240' of the magic-user. The spell will affect up to six dragon-sized creatures, or up to 300 man-sized creatures (treating one horse as two men). After the spell is cast, each creature becomes invisible, along with all equipment carried (as explained in the Basic Set Players Guide, page 41).

The reverse of this spell (*appear*) causes all invisible creatures and objects in a 20' × 20' × 20' volume to become visible. Creatures on Astral and Ethereal Planes are not within the area of effect; the spell cannot reach across planar boundaries. All other forms of invisibility are affected, both magical and natural, and all victims of this spell cannot become invisible again for one turn.

Summon Object

Range: Infinite
Duration: Instantaneous.

Effect: Retrieves 1 object from caster's home

By means of this spell, the magic user can cause one non-living object to leave his or her home and appear in hand. The object must weigh no more than 500 cn, and may be no bigger than a staff or small chest. The caster must be very familiar with the item and its exact location, or the spell will not work. Each item must be prepared beforehand by sprinkling it with a special powder that costs 1,000 gp per item prepared; the powder becomes invisible and does not interfere with the item in any way. Unprepared items cannot be summoned by this spell.

If another being possesses the item summoned, the item will not appear, but the caster will know approximately who and where the possessor is.

The magic user may use this spell from any location, even if the item summoned is on another Plane of Existence.

Marfeldt the Barbarian

Chaotic 16th level fighter; Str 18; Int 16; Wis 12; Con 18; Dex 17; Cha 18; AC 5; hp 77

Marfeldt the Barbarian has been a fixture in the Northlands for many years now, and many is the poor soul that wishes it were not so. In fact, the Regency Council has more than once debated the proposition that a company of elite troops be raised to hunt down and kill this grinning rogue. Memory of the muscular barbarian's past service against the enemies of Blackmoor and the fact that The Fetch sometimes employs his services have always been sufficient to defeat such measures. Besides, Blackmoor can't afford the likely loss of an entire company of its best troops at Marfeldt's hands when its borders are in danger.

Sometimes called "the last anarchist," Marfeldt is one of nature's free spirits, a great brawny giant of a man who roams the land looking for trouble. He invariably finds it. His arrival in a town is a sure sign that some desperate encounter will soon take place there. His enlistment in an army is enough to set veterans frantically honing their swords and spears in anticipation of some apocalyptic battle. The big barbarian seems to have a sixth sense about where and when the hinge of fate will turn. Often, he is the only survivor of such afrays.

Though his prowess in battle (and his ability as a military commander) has long been appreciated almost to the point of worship, Marfeldt is never a servant—only an ally. Moreover, he is a very difficult ally. Failure to

keep him sufficiently busy means that every tavern within a day's walk will shortly stand in ruins. Failure to meet his often outrageous salary demands means that the local treasury will shortly stand in ruins, its looted wealth soon to be dissipated in one of Marfeldt's legendary bacchanalias. Failure to give him the honor and authority he thinks his due means that any superiors blocking his rise to the position he craves will shortly disappear.

A curious aspect of Marfeldt's personality is that, for all his known cupidity and cruelty, he is an engaging fellow who seems able to mesmerize those who remain in his company for very long. At the end of each day, all persons who have spent all or part of the day in Marfeldt's immediate company must make a Saving Throw vs. Spells. Those who fail to make their saving throw are charmed by Marfeldt just as if the barbarian had cast a *charm person* spell over him. Making a subsequent saving throw breaks the "spell," but each new day spent with Marfeldt is treated as a new "spell."

This, then, is the semilegendary Marfeldt the Barbarian. If he has enemies, he will slay them. If he has allies, he will offend them. If he has peace, he will break it. Fortunately for the Northlands, Marfeldt has even less use for the Empire than for the Regency Council. As a result, the barbarian has always fought against Blackmoor's many enemies on the dubious theory that letting Blackmoor be defeated (or even weakened) would mean a return of Imperial authority and an end to the state of happy anarchy with which he is well-pleased.

Marfeldt wears leather armor, but he packs a large assortment of weaponry, including a *dagger +2*, a hand axe, a *mace +1*, a *sword +2*, and a long bow with a quiver of 20 *arrows +1*. For this adventure, he has been supplied by The Fetch with a riding horse. He is an excellent rider. He is also an expert with all manner of weapons. He speaks passable Goblin and Orc.

Marfeldt possesses two magic items that he is never without.

The most important of these is an amulet that casts an *anti-magic shell* about the bearer's body. This shell is similar to that created by the 6th level magic user's spell *anti-magic shell*, except in two regards. First, it is of continuous duration; the bearer does not have to think about the shell since it is automatically present at all times. Second, the shell is not destroyed by a *dispel magic* spell. Instead, the dispel magic spell suppresses the amulet's effect for 3-12 rounds. Spells cast while the amulet's effects are suppressed continue to affect Marfeldt even after the amulet ceases to

be suppressed.

Marfeldt's other magical item is a specially made *ring of teleportation* that attunes itself to the wearer's body. Whenever his hit points drop below 4, the wearer is immediately teleported to the last place of safety about which the wearer was thinking.

The Peshwan Na Shepro—Baron of Dragonia

Lawful 13th level fighter; Str 14; Int 13; Wis 16; Con 9; Dex 9; Cha 15; AC 2; hp 52

The new-made Baron of Dragonia is a darkly handsome man of subtle cunning who loves a good fight. Shepro spent his early years on the Plains of Hak among the Bortai, the most savage of the dozen horseclans making up the nation of Peshwah. Not much is known of those years, but by the time he returned home as a grown man, he was intimately familiar with all of the lands south of Blackmoor, spoke fluent Peshwahan, and had won from the hard-nosed Bortai the honorary title of "Peshwan Na Shepro" (Person Named Shepro). Shortly after his return to the Northlands, he joined Uther's rebellion and earned further respect as a field commander.

When the rebellion was finally successful, Uther rewarded Shepro for his services by naming him Baron of Dragonia, a new fief east of the Wurm River. Of course, Uther's reward to Shepro gave Blackmoor a certain political advantage, too. From his new stronghold on the Wurm, the young baron could watch not only the Greenway and the Dragon Hills, but his old friends the Bortai, as well. Uther's move has proved to be a sound one, and as a result of Shepro's activity, the Peshwah have stayed southwest of the Wurm even though hard-pressed by the Ahfridi. Were Blackmoor's need not so urgent, the king would never consent to his risking his life traveling to the City of the Gods, but Shepro is the best qualified guide available—and the potential gain to the kingdom is great.

Shepro is a quiet man. He doesn't argue or joke with his companions. When he does speak, it is because he has something really important to say. Years spent in constant peril have made him ever watchful of his surroundings and alert for signs of danger.

Typically, Shepro encases his slim body in a suit of blued plate mail over which he wears a tunic and hooded cloak of rough, nubby dark gray silk. He always wears custom-made kidskin dueling gloves that have be-

come a trademark. His defensive equipage is rounded out by a small, round target-type shield of a style favored by the Bortai. Though he sports both dagger and short sword, his preferred weapon is his *sword +2*, "Peacemaker." His purse contains 200 gold pieces.

Robert the Bald

Lawful 19th level magic user; Str 9; Int 16; Wis 14; Con 11; Dex 14; Cha 10; AC 7; hp 48

The most powerful mage of the New Lands is a lipless, balding pinched little fellow who calls himself Robert of Dives, but who is known to one and all as Robert the Bald. This reclusive wizard occupies a lonely tower at the western tip of the Dragon Hills high above the Valley of the Ancients. He neither supports nor opposes the Regency Council. Rather, he maintains a strict neutrality in the political affairs of the North. This neutrality added to a sardonic (and sometimes stingingly accurate) wit has not made Robert popular with any of the factions active in the Northlands—but he is too powerful to risk offending. So both sides accept his self-declared neutrality with as much grace as they can muster.

While apolitical, Robert has been tireless in his opposition to the forces of chaos and evil in the Northlands. This stance has often caused his interests to coincide with those of the Regency Council, and he has cooperated with it on a number of projects where such activity did not compromise his political neutrality. While Robert's aid has been welcome

(and sometimes essential), his strict observance of rules and customs has often made him a difficult ally in these projects. In fact, his rigidity in this regard has jeopardized a number of joint operations. It must be said in his defense that he has always arrived when he said he would and has always done exactly what he said that he would do.

Robert speaks Elf and Orc. He always wears a *ring of protection +1* and carries a *dagger +1* and a *wand of lightening bolts* with 18 charges. He knows the following spells:

1st Level: *hold portal, magic missile, read languages, read magic, shield,* and *sleep.*
2nd Level: *continual light, invisibility, levitate, mirror image,* and *wizard lock.*
3rd Level: *dispel magic, fire ball, haste, hold person,* and *water breathing.*
4th Level: *confusion, massmorph, remove curse, wall of fire,* and *wizard eye.*
5th Level: *cloudkill, conjure elemental, passwall,* and *teleport.*
6th Level: *anti-magic shell, disintegrate,* and *lower water.*
7th Level: *create normal monsters* and *lore.*
8th Level: *mass charm* and *power word blind.*

The 7th and 8th level spells are detailed in the D&D® Companion Set Rules. Their descriptions follow.

Create Normal Monsters

Range: 30'
Duration: 1 turn
Effect: Creates 1 or more monsters

This spell causes monsters to appear out of thin air. All monsters appearing understand and obey the caster's commands—fighting, carrying or fetching things, etc. They faithfully obey all commands to the best of their abilities. Each monster appears carrying its normal weapons and wearing its normal armor (if any), but otherwise unequipped. At the end of 1 turn, all the monsters created vanish back into thin air, along with their equipment.

The total number of Hit Dice of monsters appearing is equal to the level of the magic user casting the spell (with fractions dropped). The magic user may choose the exact type of monsters created, selecting any monster with no special abilities (i.e., no asterisk next to the Hit Dice number in the monster explanation). Humans, demi-humans, and undead cannot be created by this spell. Creatures of 1-1 Hit Dice are counted as 1 Hit Die; creatures of 1/2 Hit Die or less are counted as 1/2 Hit Die each.

Bodyguards (12): AC4 (chain mail and shield); F9; hp 60 each; #AT 1; D 108 (sword); MV 90'(30'); Save F9; ML 12; AL C; XP 900 each.

On the march, all 200 of her Handmaidens (exclusive of those on detached duty) surround the priestess. When she camps, they camp all around her. Thus, except in rare situations (such as her trip to Tor Kurram), an attacker would have to get past scores of elite fighters—not just her 12 personal escorts—in order to get to Toska Rusa.

At Zugzul's order, Toska Rusa at the very start of the long migration dispensed with her robes of office. She nows wears the simple, but practical dress of a common hillman: baggy pantaloons, warm felt boots, collarless double-breasted blouse and coat of curly lambskin. Over her blouse, she wears leather armor, and her auburn locks are topped by an iron-bound leather helmet. For defense, the priestess carries a small, ornately carved ironwood *club +1*. She wears a *ring of protection +1* and a *medallion of ESP (90')*. All of these items are the property of Zugzul; she owns no property of her own.

Toska Rusa speaks Dwarf and Orc. She knows the following spells:

1st Level: *cure light wounds, detect evil, detect magic, protection from evil, remove fear, resist cold.*

2d Level: *bless, find traps, hold person, know alignment, silence 15' radius, speak with animal.*

3d Level: *continual light, cure blindness, cure disease, remove object, speak with dead.*

4th Level: *animate dead, cure serious wounds, dispel magic, speak with plants.*

5th Level: *commune, create food, dispel evil, quest.*

6th Level: *animate objects, find the path, speak with monsters.*

7th Level: *holy word, raise dead fully.*

The 7th Level spells are detailed in the D&D® Companion Booklet. Their effects are as follows:

Holy Word

Range: 0
Duration: Instantaneous
Effect: All creatures within 40'

This spell affects all creatures, friend or foe, within a circular area of 40' radius, centered on the caster. When the cleric casts this spell, all creatures of alignments other than the clerics are affected as follows:

up to 5th level:	Killed
level 6-8:	Stunned 2-20 turns
level 9-12:	Deafened 1-6 turns
level 13 +:	Stunned 1-10 rounds

Any victim of 13 levels or more or of the same alignment as the caster, may make a Saving Throw vs. Spells to avoid the effect entirely.

This powerful spell cannot be blocked by stone, nor by any other solid material except lead. (It can be blocked by an *anti-magic shell*.)

Raise Dead Fully*

Range: 60'
Duration: Permanent
Effect: Raises any living creature

This spell is similar to the 5th level *raise dead spell*, except that it can raise any living entity. Any human or demi-human recipient awakens immediately with no wounds (full hit points), and is able to fight, use his abilities, spells known, etc., without any penalties other than those existing at the time of death. For example, a victim cursed or diseased at death would still suffer the affliction when raised fully. If any other living creature (other than a human or demi-human) is the recipient, the guidelines given in the raise dead spell apply (including time limitations, rest needed, etc.).

A 17th level cleric can use this spell on a human or demi-human body that has been dead up to 4 months; for each level of experience above 17th, 4 months are added to this time. Thus, a 19th level cleric could cast *raise dead fully* on a body that had been dead up to 12 months.

If cast on an undead creature of 7 hit dice or less, the creature is immediately destroyed (no Saving Throw). An undead creature of 7-12 Hit Dice must make a Saving Throw vs. Spells, with a – 4 penalty on the roll, or be destroyed. An undead of more than 12 Hit Dice takes 6-60 (6d10) points of damage, but may make a Saving Throw vs. Spells to take half damage.

The reverse of this spell (*obliterate*) will affect a living creature just as the normal form affects undead (destroy 7 Hit Dice or less, et al). If cast on an undead creature of any type, *obliterate* has the same effect as a *cureall* would on a living creature (curing all but 1-6 points of damage, or curing *blindness* or *feeblemind*, etc.).

Umra Dir

Chaotic 10th level cleric; Str 10; Int 17; Wis 14; Con 12; Dex 16; Cha 17; AC 7; hp 35.

Umra Dir is one of the matriarchs of the Sisters of Fire and has devoted 24 of her 43 years to serving Zugzul. Like so many of the sisters, she is an utter fanatic. Having been involved in the creation of the Well of Souls from the very beginning, Umra Dir is passionately interested in seeing the great artifact completed. She would give her life in its defense.

The matriarch's fanaticism is matched by that of her personal guard. Wherever she goes, she is accompanied by a pair of bodyguards, part of a squad of a 12 of Toska Rusa's Handmaidens of Death who have been detached for service at Tor Kurram.

Bodyguards (2): AC4 (chain mail and shield); F9; hp 60 each; #AT 1; D 1-8 (sword); MV 90'(30'); Save F9; ML 12; AL C.

Umra Dir speaks Dwarf and Orc. She knows the following spells:

1st Level: *detect evil, detect magic, protection from evil, resist cold.*

2d Level: *hold person, know alignment, silence 15' radius, speak with animal.*

3d Level: *continual light, cure blindness, remove object.*

4th Level: *cure serious wounds, dispel magic.*

5th Level: *commune.*

These prerolled characters have been created especially for use in this module. Use them instead of your regular characters, or flesh out the PC party by including one or more of them as NPCs.

Each character starts the adventure with a filled waterskin and a backpack containing 15 iron rations, a 50' rope, 1 large sack, 1 small sack, a tinder box, a lantern, a flask of oil, a mirror, a holy symbol, and up to 80 cn of other equipment selected from the Normal Equipment list found on page 19 of the D&D® Expert Rules Booklet. In addition, thieves start with a set of thieves' tools, and magic users have spell books.

All prerolled fighters have a warhorse; other prerolled characters have a riding horse. All mounts have saddles, bridles, and saddle bags. Each saddle bag contains 500 gold pieces. Magic users have a mule for their spellbooks.

Alphidia Alkot

Lawful 10th Level magic user: Str 7; Int 16; Wis 13; Con 14; Dex 12; Cha 9; AC 8; hp 31

Alphida Alkot is a slight, frail, elderly woman whose mass of brown curly hair has long since been silvered with the passing of years. No longer as strong or fast as she once was, Alphidia knows that her days of wild adventure are passing fast. But the lady is a fighter who has never demanded more of the world than a foe worth meeting and a treasure worth taking. The rest, as she has always said, is up to her.

Alphidia favors clothes of silk and satin in shades of gray and black. Her garments are always severely tailored and practical. She wears a silver *ring of protection +1* and carries a silver dagger, a *wand of illusion* with 12 charges, and a *potion of undead control*. She knows the spells *detect magic, magic missile, read magic, continual light, knock, wizard lock, dispel magic, invisibility 10' radius, protection from evil 10' radius, confusion, remove curse, wizard eye, hold monster,* and *teleport.*

Axel Kars

Neutral 10th Level fighter: Str 15; Int 9; Wis 6; Con 17; Cha 11; Dex 13; AC 5; hp 62

Axel Kars is a sandy-haired, fair-skinned, blue-eyed barbarian from some far land that no one ever heard of and that Axel would prefer to forget. Axel is known to be a good man in a fight, but he is also reputed to be somewhat unreliable, having in times past suppos-

edly wandered off on extraneous side adventures when he was badly needed by his comrades. Axel denies this allegation.

The big barbarian wears rugged, severely tailored clothing in excessively bright colors over bronzed chainmail armor. Axel's most valued possession is his *ring of fire resistance*. He also carries a two-handed sword, a dagger, and a *potion of healing*.

Bob Silverheels

Lawful 8th Level halfling: Str 12; Int 16; Wis 12; Con 10; Dex 14; Cha 10; AC 4; hp 24

This halfling of the Five Shires is fond of good food, good drink, good inns, and good times. In their absence, he often raises his spirits (and infuriates companions) by singing songs and telling tales about them.

For one so enamoured of the pleasures of the table, Bob is remarkably fleet of foot and delights in foot races (which he seldom loses). In fact, Bob's favorite way of raising cash when in somewhat straightened circumstances is to arrange a race with a few judiciously placed wagers riding on its outcome. This is a risky operation, though, since the purse he wagers is often filled only with clinking iron slugs.

Bob wears *chainmail +1* under sturdy, forest-colored traveling clothes and sports a silver *ring of spell turning* on one chubby finger. He carries a *short sword +1, flames on command* and a throwing dagger.

Gelon Melandil

Neutral 10th Level elf: Str 12; Int 17; Wis 9; Con 10; Dex 14; Cha 8; AC 1; hp 27

An elf of the Canolbarth Forest, Gelon Melandil is is rumored to have been exiled from Alfheim over some mortal insult against the lord of that realm. Whatever the truth of that accusation, Gelon does not speak of her family or her past. She is, however, a wonderful talker on other subjects, often entertaining her companions with old elvish tales of high adventure.

Gelon likes rich clothing, especially if it is cut from velvet or satin, but she wears a simple woolen tunic and cloak over silvered *plate mail +1* when in the wilderness. Crowning her golden curls is a silver *helm of teleportation.* She carries a small shield decorated with silver tracery in the shape of an elm tree, a *sword +1, energy drain,* and a silver dagger.

Gelon knows the spells *detect magic, read languages, read magic, shield, ventriloquism, continual light, levitate, mirror im-*

age, *wizard lock, dispel magic, fly, lightning bolt, hallucinatory terrain, remove curse,* and *hold monster.*

Gillam Khandum

Neutral 10th Level dwarf: Str 16; Int 7; Wis 10; Con 16; Dex 10; Cha 9; AC 5; hp 60

Born in a small and unremarkable delving in the mountains of northern Galantri, Gillam Khandum has risen far above his obscure roots. Others have attained more wealth, but Gillam's fame is second to none.

Though he does not scorn wealth, Gillam seems to lack the obsession with gold and gems that lurks in the hearts of so many of his fellow dwarves. Instead, he loves the open road, the wind on his cheek, and good companions at his side. He also has an almost elvish love of music, and can oft be heard softly singing to himself snatches of some half-remembered song—even in the midst of some dangerous situation requiring the utmost stealth.

This doughty warrior wears nubby gold silk breeches and tunic under a heavy chainmail shirt. An iron-bound leather cap adorns his long brown locks. His gray, woolen cloak is clasped with an elaborately wrought gold and gem encrusted cloak pin. On his stubby hands he wears brown, furry *gauntlets of ogre power.* He carries a *war hammer +3,* a dagger, and a *bag of holding.*

Ismelian Sotadis

Lawful 10th Level elf: Str 11; Int 14; Wis 11; Con 11; Dex 8; Cha 11; AC 7; hp 32

"Ismelian the Archer," as he is sometimes called, learned his trade fighting in the kobold wars in the hills west of Selenica. This tall, keen-eyed, platinum-haired elf is of the blood of the ancient high elves of Genander's house—those who lived in the Northlands of Thonia centuries before men came to Blackmoor. It is dimly possible that Menander Ithamis, Lord of the Northern Elves in the time of King Uther, is his distant ancestor. Whatever the case, for Ismelian, his trip back through time is a wondrous journey into a past that his people remember far better (and more immediately) than men. Everything in Blackmoor is a delight that reminds him of some story or legend dear to his kin.

Ismelian wears a misty gray *elven cloak* and a gray tunic over silvered chainmail armor. His feet are shod in knee-length gray *elven boots.* He carries a powerful long bow of yew and sinew, 12 normal arrows, 8 *arrows*

+1, a silvered sword, and a dagger.

Ismelian knows the spells: detect magic, protection from evil, read magic, shield, sleep, continual light, detect evil, knock, web, dispel magic, fireball, haste, polymorph others, polymorph self, and magic jar.

Jareel Takis

Lawful 11th Level cleric: Str 12; Int 11; Wis 14; Con 16; Dex 11; Cha 7; AC 5; hp 58

Jareel Takis is a rotund little man with a florid face framed by a mop of dishevelled brown hair. Though he is a good companion with a ready twinkle in his brown eyes and a hearty, ribald comment always on his lips, he is also an amazingly ugly man whose looks tend to frighten small children and family pets. Thus few strangers ever come to know the gentle Jareel behind the badly scarred, gargoyle face.

The only time that Jareel is not spewing forth a stream of jokes, riddles, and puns is when his mouth is full of food. Jareel loves his meat and is famous for his ability to sniff out the best table in any town, village, or pig track. His portly figure is an ever-growing tribute to this obsession and has caused many a foe to underestimate his prowess at rough-and-tumble.

Takis favors simple, rough-weave clothing in common earth tones, but usually sports a gorgeous rust-colored, linsey-woolsey cloak over his bronzed chainmail armor. He also wears buttery soft, white doeskin leggings, boots, and gauntlets. He is never without his trusty blackthorn staff of striking (with 20 charges). Currently, he also carries a scroll of protection from magic. He knows the spells detect evil, detect magic, protection from evil, remove fear, bless, find traps, know alignment, resist fire, cure blindness, cure disease, remove curse, animate dead, cure serious wounds, dispel magic, commune, and raise dead.

Kokra the Touch

Neutral 11th Level thief: Str 11; Int 10; Wis 9; Con 14; Dex 14; Cha 10; AC 7; hp 30

Kokra the Touch, formerly of the city of Ylaruam and, by his own account, a near relative of the Emir Hinbul II (a thousand blessings upon his house and that of his favorite camel), is a notorious thief and liar whose ability to get into trouble is exceeded only by his ability to get out again. Like most Ylaruam sewer scum, Kokra considers himself a poet, and he will talk relentlessly about his

"works in progress" and the "muse" that whispers in his ear. His current project (and one that he is sure will make his fortune when he one day returns to Ylaruam) is a heroic lay about a sleeper who awakens in ancient Blackmoor and saves the kingdom. Those who adventure with Kokra know that he often talks a good poem, but never writes one.

The short, swarthy thief sports a trim black chin beard that, together with the ruby studs that he wears in his nose, give him an exotic appearance. Kokra wears a loose, desert-style white kaftan over his light gray leather armor, but keeps his head, with its mass of shiny black curley hair, uncovered. He carries a crossbow, 16 normal quarrels, 4 quarrels +1, a sword, a dagger +1; a scroll of protection from undead and a bag of holding.

Newton Depoe

Neutral 11th Level magic user: Str 10; Int 15; Wis 8; Con 10; Dex 9; Cha 10; AC 9; hp 23

Newton Depoe is slight, freckle-faced young man of medium height. Beneath an alarming shock of carroty red hair, set in a pale, raw-boned face, are clear emerald-green eyes that convey a feral joy like that of a fox about to enter a chicken coop for a midnight repast. The eyes are accented all the more by the matching green garments that Depoe favors.

Depoe wears a bronze medallion of ESP and carries a throwing dagger, an elm staff of power with 18 charges, and a potion of invulnerability. He knows the spells detect magic, hold portal, light, read magic, detect evil, detect invisible, knock, dispel magic, infravision, protection from normal missiles, charm monster, massmorph, remove curse, animate dead, cloudkill, and stone to flesh.

Purda Blue

Lawful 11th Level fighter: Str 12; Int 12; Wis 11; Con 13; Dex 17; Cha 9; AC 4; hp 54

Tall, elegant, and fine-boned, the blonde, blue-eyed Purda Blue can set male hearts pounding just by entering a room. As if to belie her great beauty and emphasize her deadly profession, she tends to wear simple, serviceable male clothing in icy blues and cold grays. High-heeled gray suede boots make her seem even taller than her 6' 2".

Purda Blue wears silvered chainmail +1. She carries a dagger with a filigreed silver hilt and an opal in the pommel and a lawful sword +1 with an intelligence of 9, an ego of

4, and the powers see invisible, detect evil, and find traps. The dagger is worth 1,200 gold pieces.

A renowned sword mistress, Purda Blue also fancies herself something of a wit. One of her amusements is the composition during combat of rhyming couplets that express in scathing detail her estimation of the ancestry, prowess, character, and probable destination of her current opponent. Her one failing as a fighter is that, whether raging with anger or amused by her poems, her eyes mirror her mood and intentions, often telegraphing her next move.

Sean Boldfinger

Neutral 10th Level thief: Str 13; Int 9; Wis 11; Con 11; Dex 16; Cha 13; AC 6; hp 18

Sean Boldfinger is a tall, exceptionally thin man whose shoulder-length black hair frames a pale, ascetic face marked by high cheekbones and cool gray eyes. He wears a white silk tunic and cloak over unadorned black leather armor +1 and carries a sling with 20 stones, a short sword, a dagger, a ring of x-ray vision, and a scroll of protection from lycanthropes.

Sean cultivates a menacing appearance, but he is, in reality, a quiet and gentle soul who only wants to make a good living with as little effort as possible. He is a cunning brawler who tries to defeat his enemies by brains as much as by brawn.

Thern Mor

Lawful 10th Level cleric: Str 8; Int 12; Wis 15; Con 13; Dex 14; Cha 13; AC 3; hp 41

Thern Mor is a tall, rangy, olive-skinned young man with a close-cropped helmet of raven hair. Hatchet-faced and cold-eyed, he has about him the look of an aristocrat—or a born killer.

Thern is something of a dandy, favoring flowing robes of expensive lambs' wool and loose tunics of fine silk. His favorite color is crimson. He follows the customs of Thyatis (rumored to be his home) and adorns his person with garnets. His blued plate mail (worth 2,500 gold pieces) is studded with them.

Thern Mor carries a mace +1, a wand of enemy detection with 13 charges and a potion of speed. He knows the spells detect evil, detect magic, light, protection from evil, find traps, hold person, know alignment, silence 15' radius, cure blindness, cure disease, locate object, animate dead, cure serious wounds, and raise dead.

Envio Pod Encounter Table

DIE	NAME	ENVIRON	#	AC	HD	hpe	AT	D	MV	SV	AL	ML	THACO
01	Gakarak	Forest	1	0	16****	128	1	4-24	180'(60')	F16	N	10	8
02	Camarillas	Desert	3	3	6*	42	1	1-10; 3-18	120'(40')	F3	N	8	13
03	Storm Giant	Glacier	1	2	15**	120	1 +	8-48 + spcl.	150'(50')	F15	L	10	8
04	Garls	Hill	9	7	6	24	1	5-8	120'(40')	F6	N	9	14
05	Geonids	Hill	12	-2	2	14	1	1-8	60'(20')	F2	C	8	18
06	Grazers	Plain	4	5	8	40	1	2-12/3-18	120'(40')	F7	N	9	12
07	Cockatrices	Forest	8	6	5**	20	1	1-6/ptrfctn	90'(30') 180'(60')	F5	N	7	14
08	Herex Larvae	Cavern	4	3	8*	32	1 +	2-16 + spcl.	120'(40')	F4	N	12	12
09	Hook Horrors	Cavern	5	2	5	25	3	1-8/1-8/3-18	90'(30')	F5	C	8	15
	Hulkers		2	2	10	50	3	2-12/2-12/2-16	60'(20')	F10	C	10	11
10	Hellhounds	Cavern	6	4	7**	35	1	1-6; spcl.	120'(40')	F7	C	9	12
11	Rhagodessas	Cavern	6	5	4 + 2	22	2	0 + suckr/2-16	150'(50')	F2	N	9	15
12	Grizzly Bears	Forest	4	8	5	25	3	1-8/1-8/1-10	120'(40')	F4	N	10	15
13	White Apes	Cavern	8	6	4	20	2	1-4/1-4	120'(40')	F2	N	7	16
14	Panthers	Forest	4	4	4	24	3	1-4/1-4/1-8	210'(70')	F2	N	8	16
15	Polar Bears	Glacier	4	6	6	30	3	1-6/1-6/1-10	120'(40')	F3	N	8	14
16	Centaurs	Plain	6	5	4	24	2	1-6/1-6	180'(60')	F4	N	8	16
17	Quargs	Glacier	6	4	6**	30	1	1-10; spcl.	150'(50')	F6	C	10	13
18	Fire Giants	Desert	2	4	11 + 2*	68	1	5-30	120'(40')	F11	C	9	10
19	Blink Dogs	Plain	8	5	4*	20	1	1-6	120'(40')	F4	L	6	15
20	Hill Giants	Hill	4	4	8	40	1	2-16	120'(40')	F8	C	8	12
21	Ropers	Cavern	2	0	12***	60	7	5-30/weakness	30'(10')	F10	C	10	10
22	Cyclops	Cavern	2	5	13*	65	7	3-30	90'(30')	F13	C	9	9
23	Frost Giants	Glacier	3	4	10 + 1*	51	1	4-24	120'(40')	F10	C	9	11
24	Riding Horses	Plain	8	7	2	12	2	1-4/1-4	240'(80')	F1	N	7	18
25	Gorgons	Hill	4	2	8*	40	1	2-12; ptrfctn	120'(40')	F8	C	8	13
26	Gnt. Scorpions	Desert	6	2	4*	20	3	1-10/1-10/1-4 + psn	150'(50')	F2	N	11	15
27	Rock Baboons	Plain	12	6	2	12	2	1-6/1-3	120'(40')	F2	N	8	18
28	Lions	Plain	8	6	5	25	3	2-5/2-5/1-10	150'(50')	F3	N	9	15
29	Trolls	Cavern	6	4	6 + 3*	33	3	1-6/1-6/1-10	120'(40')	F6	C	10	13
30	Tigers	Forest	3	6	6	30	3	1-6/1-6/2-12	150'(50')	F3	N	9	14
31	Gel. Cubes	Cavern	4	8	4*	30	1	2-8 + spcl.	60'(20')	F2	N	12	15
32	Wyverns	Forest	4	3	7*	42	2	2-16/1-6 + psn	90'(30') 240'(80')	F4	C	9	12
33	Gecko Lizards	Forest	6	5	3 + 1	16	1	1-8	120'(40')	F2	N	7	16
34	Cave Bears	Cavern	2	5	7	35	3	2-8/2-8/2-12	120'(40')	F4	N	9	13
35	Medusae	Forest	2	8	4**	16	1 +	1-6 + psn.	90'(30')	F4	C	8	15
36	Ogres	Hill	8	5	4 + 1	21	1	3-6	90'(30')	F4	C	10	15
37	Tuataras	Cavern	4	4	6	36	3	1-4/1-4/2-12	90'(30')	F3	N	6	14
38	Ghouls	Forest	16	6	2*	10	3	1-3/1-3/1-3 + spcl.	90'(30')	F2	C	9	17
39	Ochre Jelly	Cavern	1	8	5*	40	1	2-12	30'(10')	F3	N	12	14
40	Sbr. T. Tiger	Forest	1	6	8	64	3	1-8/1-8/2-16	150'(50')	F4	N	10	12
41	Minotaurs	Cavern	4	6	6	30	2	1-6/1-6	120'(40')	F6	C	12	14
42	Owl Bears	Forest	4	5	5	35	3	1-8/1-8/1-8	120'(40')	F3	N	9	15
43	Wights	Forest	8	5	3*	12	1	Energy Drain	90'(30')	F3	C	12	16
44	Tarantellas	Forest	3	5	4*	20	1	1-8 + psn.	120'(40')	F2	N	8	15
45	White Dragons	Glacier	2	3	6**	48	3	1-4/1-4/2-16	90'(30') 240'(80')	F6	N	8	13
46	Dire Wolves	Forest	8	6	4 + 1	17	1	2-8	150'(50')	F2	N	8	15
47	Rust Monsters	Cavern	4	2	5*	25	1	Special	120'(40')	F3	N	7	14
48	Black Dragons	Swamp	2	2	7**	56	3	2-5/2-5/2-20	90'(30') 240'(80')	F7	C	8	12
49	Troglodytes	Cavern	24	5	2*	10	3	1-4/1-4/1-4	120'(40')	F2	C	9	17
50	Thouls	Cavern	10	6	3**	15	2	1-3/1-3	120'(40')	F3	C	10	16

MAP 3: BENBOW'S HECTARE

Scale: 1 Square = 10 Feet

KEY

	=	10'
	=	20'
	=	30'
⊛	=	PCs Appear Here
◆	=	Horse
◇	=	Mule
✳	=	Tent
⊙	=	Sand Folk Sentry

Dragonia

Group of Dbots Attacks Camp

Group of Dbots Destroys Egg

Corral

Garney Benbow's House

The Salt Road

Encampment

The Egg

Giles' Station

Trail Left By Egg During Crash

N
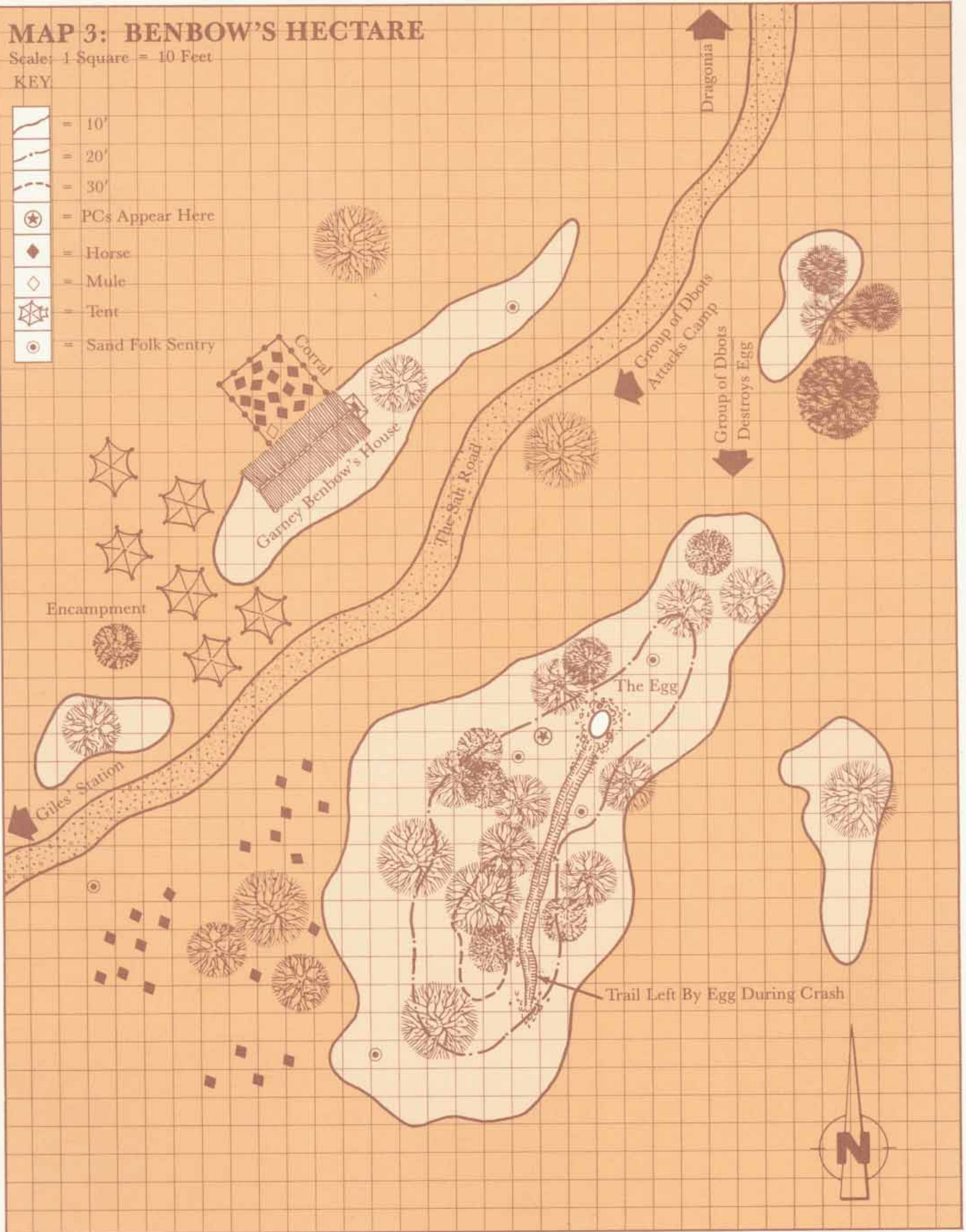
MAP 4: THE AMBUSH
Scale: 1 Square = 10 Feet

PC Party Is Here

N

KEY:

= 10'
= 20'
= 30'

= Boulders

= Camarilla

= Ja-Min

= Mounted Sand Folk

= Sand Folk With Grenades

= Sand Folk With Hand Blasters

= Sand Folk With Heavy Blasters

= Sand Folk With Swords

THE HIGH HAK

The Rat River
Swine Ford
The Gold Road
The Blasted Woods
The Wylern Hills
The Wood of the Revenant
The Floodes Road
Lyntok (Rivergate)
Whidder Down
Rakon's Wood
The Walls of Hak
Naktok (Barrowgate)
Lishtok (Woodgate)
Sul Peshwan
Dawlish (Woodclose)
The Hills of Gor
The Ash Hills
Qom
Farah
The Ringwood
The Salt Road
The Salt Road
Greenhaven
The Impie Road
Colenso Station
The Emlyn Wooton
The Firebird Peaks
The Glaemere
High Tenlish
The Emlyn Frome
The Neath
Chumlish Penarth (Overlook)
The Sundance Peaks

Badlands

The Kerman Peaks

Windhoek

The Tower of Glass

The Blue Hills

The Shrine of Exmouth

Cloudtop

River Running

The City of the Gods

The South Dragons

The Spine of the Dragon (Bersh Na Shilkotan)

The Mumblewood

The Bracken

The Impie Road

The Emlyn Bognor

Fort Mugger

Giles' Station

THE EASTERN HAK

The Angle Wood

The Salt Road

Buster's Wood

The Dragon Hills

Botha's Wood

To Dragonia

The Warm River

Benbow's Hectare

THE THONIAN RAND

Barney's Ford

The Lynton Wood

The Hills of Clwydd

The Sylphs

The Wardenpike

The Hills of Chester

Oclaire

Boyo

The Tiverton Greening

Mammut's Hunt

The Taff River

The Fens of Taff

The New Delving

The Chesterfield

South Chester

New Bri!

Wookum

To Marban

N

FORWARD HANGER DECK

Legend:

Desert	Hills	Road / Ford
Mountain	Point of Interest	
Sand	Breach Seal	Boulders / Radiation
Auto blaster	Security Pod	Tube
Vertical Tube	Upper Decks	Mirror Dome
Envio Pod	Storage Pod	Robot Depot
Car Depot	External Lock	Stasis Pod
Transit Pod	Crew Pod	Retracting Dome / Maintenance Pod

Labels on map: Main Computer Center, Main Bridge, LPBA, LPBB, Starboard Observation Dome, Port Observation Dome, Docking Bridge, Sand Folk Tunnel to CHO8, Path to CH12-CH14, Hole in Perimeter

Grid references: DP07, DP08, DP09, DP10, DP11, DP12, DP13, DP14, BH05, BH06, BH07, BH08, BH09, BH10, BH11, BH12, BH13, CH07, CH08, CH09, CH10, CH11, CH12, CH13, CH14, FB1, FB2, FB3, FB4

MAP 2: THE CITY OF THE GODS Scale: 1 Square = 60 yards

Legend:
- Lake or River
- Cliff
- Forest
- Swamp
- Clear
- Steppe

Map labels:

AFT HANGER DECK

Security Dome

DRIVE POD 1 · DRIVE POD 2 · DRIVE POD 3

AB1 AB2 AB3 AB4 AB5 AB6 AB7 AB8

LPBD LPBJ LPBJ LPBF LPBH LPBE LPBC LPBG

DP01 DP02 DP03 DP04 DP05 DP06

BH03 BH04 BH01 BH02

CH01 CH02 CH03 CH04 CH05 CH06

Contour labels: 10' 20' 30' 40' 50' 60' 70'

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by Dave L. Arneson and David J. Ritchie

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