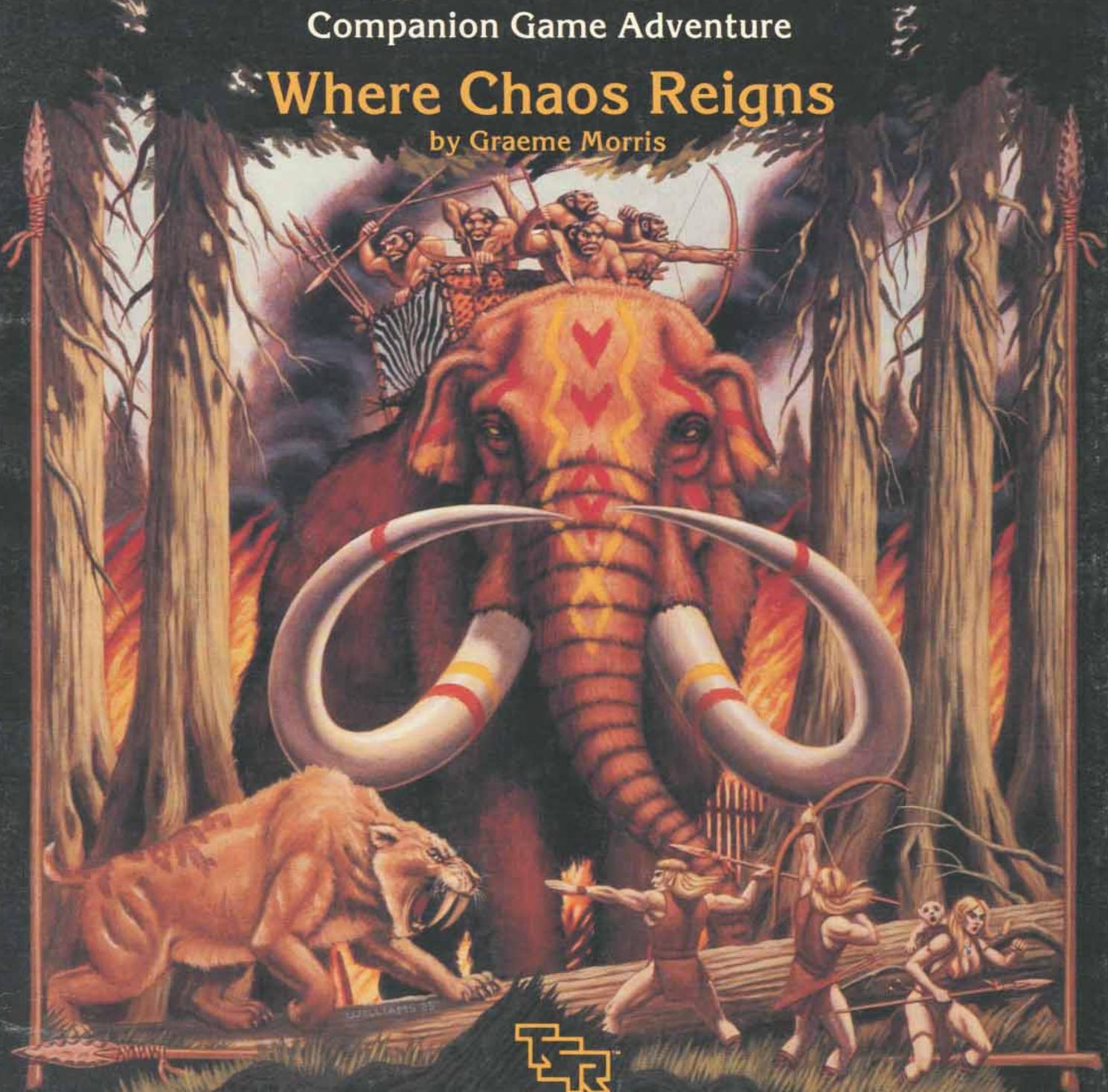


DUNGEONS & DRAGONS®

Companion Game Adventure

Where Chaos Reigns

by Graeme Morris



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DUNGEONS & DRAGONS®

A Companion adventure
from the UK for 6-10
characters of levels 17-19



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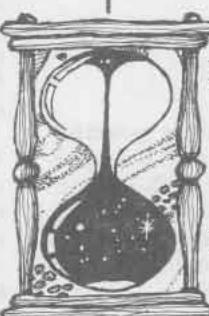


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WHERE CHAOS REIGNS

by Graeme Morris

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This module is for use with the DUNGEONS & DRAGONS® Role-Playing Game Companion Set rules, and takes a group of 6-10 characters (of levels 17-19) from their own world and time, and into the chaotic history of the parallel world of Aelos.

As with any module designed for high level characters, it is impossible to predict exactly how powerful they will be in any given campaign, or how they will react to the situations with which they are faced. With this in mind, much of the information has been presented in a form which describes the essential features without resorting to unnecessary detail. Furthermore, the statistics of all monsters and non-player characters have been gathered together on the Pull-out Sheets (between pages 12 and 13). As a result, the DM should be able to adapt the adventure to the needs of the party concerned within the main framework, with particular reference to the strengths of the encounters.

Other Worlds

The prime plane in which the adventurers live is but one of the teeming planes scattered through the multiverse. Yet, within itself, the prime plane encompasses another whole universe; a universe in which many different, parallel worlds follow their own courses — sometimes moving in step with one another and at other times diverging.

Throughout its history, the world in which the characters live has witnessed the development of the powers of magic and the growth of the major races (humans, elves, dwarves and halflings). Many worlds grow thus, with only minor variations on the normal theme, but in other parallel worlds, normality is sometimes swept aside by some aberrant influence.

Aelos — where the adventures in this module take place — is such a parallel world, threatened by a race known as oards.

The Oards

In order to fully understand what follows, the DM should first read the description of the oards and their devices (see Pull-out Sheets VII-VIII).

The oards are a humanoid race whose power and strength derive from the mundane arts of technology and science — arts which have even given them the power to travel through time.

Their origin is obscure, but their influence on the world of Aelos is all too apparent since, in the distant future of Aelos, they have established a vast and mighty technolo-



logical empire. Aelos' inhabitants could never have been defeated, however, and the oard empire could never have been founded, if the major races and the power of magic had developed fully there. The oards' empire is founded on their technologically-based ability to send small groups of agents back to critical times and places in Aelos' past, there to nip in the bud the major races and their powers, and thus pave the way for the oard conquest.

The Immortals

The Immortals are immensely powerful beings who watch over and influence events in the multiverse (see CP2). In time, the adventurers may encounter these beings, some may even join their ranks, but for now the characters may not even be aware that the Immortals exist.

The power of the oards is of great concern to the Immortals, since the existence of mundane power reduces the influence of their own. The Immortals decided that the oards had to be destroyed, but were faced with the problem that, since the entire history of Aelos had been changed by time-travelling oard agents, Aelos could not be restored simply by using the Immortals' power to destroy the oard empire. No more could a flower be brought into bloom by pulling open its bud.

Fortunately, the very foundation of the oards' empire was its weakness. Since the oards had founded their empire by producing particular events in the history of Aelos, the empire could be destroyed by reversing those events.

Such tasks could be performed by mere mortals, creatures whose powers would not be great enough to impose their own distortions on Aelos' history. Thus, in order to pluck a suitable group of mortals from one of the "normal" parallel worlds and transport them to the times and places

in the history of Aelos where they will be able to thwart the oards, the Immortals created the Nexus.

The Nexus

Have you ever walked into a room and had the feeling that you'd been there before, even when you couldn't possibly have been? Just for that moment, before the feeling vanishes, it seems as if two places, separated in time and space, are the same place. Well the Nexus is something like that... only much more.

The Nexus will link a series of six points in time and space. The first is now, and on the adventurers' own world, and the others are critical moments and places in the history of the parallel world of Aelos, separated by hundreds of years and as many miles — yet all are linked so strongly that characters can actually be drawn through the Nexus from one to another.

The six entrances to the Nexus are all very similar. Each is in a room of some sort — a one-room cottage, a hut, a ship's cabin, an underground temple, a turret-room or a stark chamber — and each has a similar (but distinctive) set of furniture, and a characteristic smell and sound.

The Nexus takes the adventurers through the eras of Aelos' in a set order. Only after the party's task in a given era is done, will the Nexus-link to the next era open. When this happens, the adventurers will begin to experience a feeling that it is "time to go". The feeling will grow until sooner or later, the adventurers will have to return to the Nexus and be taken by it to the next crucial point.

The Nexus will only transport the player characters and their equipment (including any inanimate objects they may have acquired during the adventure). Any other creatures will be left behind.



It is completely beyond the power of the player characters to control, manipulate or harm the Nexus. The rooms and their contents serve only to mark the entrances to the Nexus and are in no way necessary for it to operate. Even so, if a room or its contents are altered, moved or destroyed, it will be restored in every detail when the time comes for the party to go through the Nexus once more. The objects in the rooms will not be transported by the Nexus, even if in the possession of the adventurers.

The Nexus will give the adventurers the ability to speak the equivalent of the common tongue in each of the eras they visit (except the oards' Entropy Bubble).

The Adventure

The adventure begins (see **Here and Now** - page 4) in the player characters' own world. The Immortals have decided that it is from this place that mortals will be taken to Aelos.

In the characters' world, the Nexus links to a sage's cottage which may be located by the DM in any convenient wilderness area (hills, mountains, marsh, woodland or forest). The party will be drawn to this place by means of strange (but harmless) omens visited on the region around it.

Once they enter the Nexus in the cottage, the adventurers will have begun a one-way trip through the history of Aelos. The Nexus will only return them to their own world if they save Aelos from all its perils, and defeat the oards in their entropy bubble (see **The Entropy Bubble** - page 21).

The adventurers will first enter Aelos soon after its creation (see **In the Beginning** - page 6), when elves and humans have only just emerged. Here, the oards are using garls (a race of primitive proto-men) to destroy the elves and subjugate the humans so as to halt their development of magic.

Just before the emergence of dwarves from the earth (see **Forge of Power** - page 10), the oards will enlist the help of hephaeston (see **New Monsters - Pull-out Sheet VII**) to destroy the newcomers and prevent the fusion of dwarven smithcraft and magic.

By the third era (see **Bronze and Iron** - page 13) the previous interventions of the adventurers will have allowed the humans, elves and dwarves to grow in numbers and power. In order to crush them, the oards have taken control of the armies of the Kolmede empire — a human civilization which has eschewed magic. This section uses the **Mass Combat** rules (see **CD12-17**) to resolve the war with the Kolmedes.

With the Kolmedes overcome, the elves and men of Aelos continue to develop their magic and, after many long years, assemble what they have learned in the Bibliotheca — an underground library on a remote island (see **Island of Sorcerers** - page 17). Here, the oards set a trap for the greatest wizards of the era, hoping to undermine the power of magic. The adventurers must discover and foil the oard plot.

With the final threat to magic and the major races removed, Aelos will develop in the normal way and the oard empire and its technology will simply cease to be (or, put another way, it will never have the chance to establish itself).

However, a few of the oards will remain, sealed inside an Entropy Bubble which separates them from events outside (see **The Entropy Bubble** - page 21). In the last part of the adventure, the Nexus will take the adventurers into the bubble for the final confrontation against the masters of mundane technology.

Once the oards are destroyed, the adventurers will be returned to their own world, and the Nexus, its purpose fulfilled, will vanish (see **The Bubble Collapses** - page 24, and **Here and Now** - page 4).

Using This Module

Monster Rosters

The statistics of all the monsters and non-player characters used in this module have been gathered together for ease of reference in the **Monster Rosters** on **Pull-out Sheets II-VI**.

Oards as NPCs

Since they use technology, the oards are very unusual creatures in the context of the **DUNGEONS & DRAGONS®** adventure game, and it is essential that the DM reads the details of the oards carefully (see **Pull-out Sheets VII and VIII**) before running the adventure.

In most cases, when they are first encountered by the party, the oards will be disguised with image amulets so as not to appear out of place. Once they begin to use their technological weaponry, however, it will soon be apparent that they are not all that they seem. When an oard is killed, its image amulet ceases to function and the oard will be revealed in its true form.

The DM should remember that oard technological devices cannot be used by the adventurers, and should avoid giving any explanations of the devices or referring to them by their proper names. The objects themselves should be described in terms of objects which they resemble (as detailed in the description of the oard devices), and their powers should be likened to similar magical effects.

Abbreviations

Monster Statistics (in the following order): Number; Name; Armour class (AC); Hit dice (HD); Hit points (hp); Movement rates (MV); Number of attacks (#AT); Damage (D); Save as (Save); Morale (ML); Alignment (AL); Experience point value (xp); Roll needed to hit armour class zero (**THAC0** - see below); Source.

The following abbreviations are used:
General: C - cleric; F - fighter; MU - magic user; D - dwarf E - elf; L - lawful; N - neutral; C - chaotic.

Rulebook References (followed by page number): **BP** - **D&D® Basic Players Manual**; **BD** - **Basic Dungeon Masters Rulebook**; **EX** - **D&D Expert Rulebook**; **CP** - **D&D Players Companion**; **CD** **Dungeon Masters Companion**.

THAC0 - To Hit Armour Class Zero. This is the roll on 1d20 needed by a creature to hit an opponent with AC 0. In most cases, the roll needed to hit other armour classes = THAC0 minus AC.



HERE AND NOW

This section describes both the adventurers' departure through the Nexus to Aelos, and their return, since they will apparently have been absent only a few minutes. The entrance to the Nexus on the player characters' own world is in a small, lonely cottage which may be sited by the DM in any convenient, sparsely inhabited area (e.g. moorland, marsh or woodland) within a few days' travel of the adventurers' current location(s).

It Begins

The adventurers will gain their first inklings of the great events to come from a series of omens in the region, which they will either see themselves or hear about from others. The widespread occurrence of these omens allows player characters to be introduced to the adventure either individually or as a group.

The omens, although strange, will be harmless, and DMs may use those on the following list or invent their own:

- fish fall from the sky during a rainstorm
- birds are seen migrating at the wrong time of year
- trees blossom or bear fruit out of season
- a rainbow appears with its colours in the wrong order
- the moon appears blue
- mice are seen chasing cats.

If the adventurers make enquiries concerning the omens (either of their own volition or in response to the concern which the happenings will cause amongst the common people), they will discover that the events have taken place only within a limited area. Further investigation will reveal that a sage lives in a lonely cottage in the middle of the affected area and "he is certain to know all about the omens". Strangely, although the party will have no difficulty finding people who know about the sage, and will be able to gain general directions to his dwelling, they will be unable to find anyone who has actually seen him or who has been there.

A Lonely Cottage

The adventurers will have no difficulty finding the cottage; in fact, it will be surprisingly easy to find, considering the vague nature of the directions they were given. The cottage is the location of the entrance to the Nexus, and the sage (who is an agent of the Immortals) will set them on their adventure on Aelos.

When the adventurers arrive, the sage will be waiting for them at the cottage door, and will greet each of them solemnly by name. He is wearing a deep blue robe with long sleeves and a hood which frames his deeply lined face. The characters will notice that although his features are those of an old man, his eyes are bright and piercing, and his voice is firm.

The sage will not enter into conversation with the party, nor will he answer any questions. Instead, once the adventurers are assembled, he will raise his hands for silence and prepare them for the adventure with the following words:

Look around at this world you call your home. To you it is everything, yet in the limitless eternity of existence it is but a tiny speck on a tiny speck. In the planes beyond, there are more worlds than you could ever conceive... infinite universe upon infinite universe.

Imagine, if you will, lost within that vastness, a world without magic; a world ruled by the power of mechanical devices constructed by a race who know no beauty. Aelos is such a world, and the oards are such a race.

In the past of Aelos were sown the same seeds which in your world grew and blossomed into magic and the might of men, elves, dwarves and halflings. But these seeds came to naught, for the oards had learned the secret of travelling through time and sent their agents to many times and places in Aelos' history. There they could shape certain events, bending the past to their own ends.

Yet all is not lost for Aelos. The events which changed its history might yet be reversed by those who could, like the oards, travel back in time. It is in the minds of those who watch over the countless worlds that you few might be the ones to make such a journey.

Come now into my humble abode, for there is much to do.

The adventurers will feel strangely compelled to accept the sage's invitation (no saving throw) and enter the cottage.

The description allows the DM to place in the cottage any weapons or other equipment belonging to the characters which

would be useful on Aelos, but which they have not brought with them. There will also be provisions of food and drink. These will have been magically transported here by the power of the Nexus. If the characters are fully equipped, the DM should omit the piles of gear from the description:

Inside the old man's cottage, the air is heady with the scent of stale incense, and there is the gentle tinkle of wind-chimes, set in motion as the door is opened.

The cottage is built of solid timbers. It is windowless, and the gloom within is relieved only by a smoky clay lamp on a large, circular oak table. Next to the lamp stands a mug of foaming ale and by it a loaf on a platter.

Stacked neatly in piles around the outside of the table are weapons and equipment... your weapons and equipment, which you left behind when you set out on this latest journey!

Slowly your eyes adjust to the gloom, and you begin to make out a tapestry on the far wall, a tapestry depicting a bewildering pattern of peoples and places. Somehow, they all seem strangely familiar...

As soon as the party members are all inside the hut, the DM should read out the description of their transportation to Aelos (see **The Beginning** - page 6).

It Ends

After the adventurers have destroyed the oards' entropy bubble (see **The Bubble Collapses** - page 24) and their mission to save Aelos is completed, they are returned to the sage's cottage after an absence (in their own world) of only a few minutes. With them, they will have all of the items which they acquired during the adventure. Any injuries or curses (but not energy drains) which the survivors have suffered will have been healed or removed.

The sage will be waiting outside the cottage, and will solemnly thank the characters for all that they have done. The moment they look away, however, both the old man and his cottage will vanish. The Nexus, its purpose fulfilled, will be sealed... perhaps for ever... perhaps not.





Aelos (see Map A1) is young and beautiful. The ice and fire from which it was formed are retreating, to be replaced by virgin forest — home to treants and bands of primitive elves. In the mountains to the north, the first bands of humans have emerged. Given time, elves and men will take the first steps towards civilization. But time is not on their side!

The garls (see **New Monsters - Pull-out Sheet VII**), a race of brutish half-men, also live in the mountains. Not long after the appearance of humans, the garls began to lose ground to their more intelligent cousins and were dying out, but the oards visited them, showing them how to control terrible beasts (rocs, mastodons and sabre-tooth tigers) and how to make weapons (bows and spears). With these, the garls enslaved the humans. Since their enslavement, a few humans have escaped the garls and have established a settlement in the forest.

A year ago, the oards returned and led the garls in the destruction of all but two of the elven villages. As winter fell, the garl armies retreated to their caves, but now it is spring and the assault has begun anew.

The Elves

The elves are primitive, stone-age hunters. Their love of woodland life is already developed, but they have not yet formed into proper clans since the treants have not given them the Trees of Life (see CP30 and area 4). The elves are only just beginning to learn about magic, and can cast only the following spells:

First level: detect magic, light, protection from evil, read magic, shield, sleep.
Second level: continual light, detect evil, locate object, phantasmal force, web.
Third level: dispel magic, haste, protection from evil 10' radius, water breathing.

The Adventure

The party will arrive in this era during a garl raid on an elven village (Callafae - see below) and will soon learn of the garl threat to the elves and other inhabitants (see Loralis - area 2). The adventurers may escort the elves and humans when they flee in search of safety, and will encounter a garl war party (see **The Wandering Bands** - page 7), probably at the treants' home Galgrove (area 4). It is here that the party should overcome three of the oards in this era. Before the adventurers can leave (see **The Parting** - page 9), however, they will have to seek out the garl stronghold (area 7) and overcome the remaining three oards there.

There are very few items of a magical nature in this world for the adventurers to acquire. The principal treasures available are uncut gems which, in later years, will be coveted and hoarded but which are currently quite abundant.

The Newcomers

The elves, humans and treants will recognise at once that the adventurers are strangers to the land. The adventurers' clothes, magical powers (especially healing) and equipment (especially metal objects and weapons) will arouse particular interest since the inhabitants have no knowledge of the working of copper, bronze or iron, and have only stone tools and weapons.

The Beginning

1. Callafae

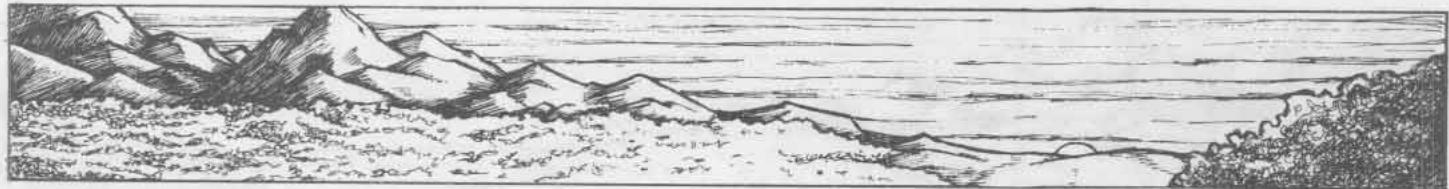
The characters are transported from the sage's cottage to a hut in the elven village of Callafae which is under attack by garls. The battle is nearly over, and most of the villagers are either dead or in hiding:

Looking around, you notice that the old man has vanished. Before you can look for him, the room begins to spin around you, and a shrill whistle blots out all other sounds. Your vision blurs, and the pattern of people and places seems to flow out from the tapestry to surround you. The room is changing from instant to instant, so fast that the details are lost, yet all the while the essential nature of the place remains the same.

After what seems like an age, the spinning sensation passes and your eyes can focus once more. The room before you is now circular and the timbers of the walls are replaced by woven twigs, daubed with mud. A frame of branches lashed together with thongs stands in place of the table and bears a bowl of steaming food and a posy of flowers. The clay lamp is gone and the light now comes from a small, open fire-pit filling the air with the smell of burning pine-cones and sending shadows dancing across the walls. Stretched on a frame over the door is a painting of a hunting scene.

The awful whistle, which still rings in your ears, has ceased, to be replaced by screams and the sounds of fire and battle. The door bursts open and an elven woman in a leather dress staggers into the room, her eyes wide with terror...

The village consists of 25 circular huts surrounded by a log palisade. Most of the huts are on fire and there are over 100 elven corpses scattered around, plus those of a roc and a garl. Running in panic amongst the huts are 12 villagers. Each round that the party stays in the hut after the woman enters, 1-6 villagers will be killed.



The remaining attackers are 13 garls mounted on 13 small rocs, led by an oard (disguised as a garl) also mounted on a small roc. When the adventurers emerge from the hut, the raiders will concentrate their attacks on them.

The garls have spears and gourds of inflammable oil (one each remaining). These gourds explode on impact, inflicting 2d8 points of fire damage (halved by a successful saving throw vs. Dragon Breath) to anyone within 10 feet and setting fire to all combustible materials in the same area. The oil is made by the oards.

The oard has a ray glove and three fireball gems (see **Pull-out Sheet VIII**).

In addition to the woman in the hut and those in the village, there are 30 elves hiding in a long storage chamber cut into the rock beneath the village. The entrance to the chamber is concealed by a pile of rubbish near the palisade on the south side of the village. The hidden survivors will emerge when the battle is over. Apart from three wounded warriors, all the survivors are women and children. They will thank the party reverently for saving them, and will plead with the adventurers to escort them through the dangers of the forest to Loralis (area 2).

Forest and Swamp

The forest is untouched by civilization and teems with game. There are neither roads nor clear paths. It is cut in two by the Great Swamp which was, until a few decades ago, a wooded, flat-bottomed river valley. With the increased melting of the ice, however, the river has spread out over the valley to form an unhealthy, tangled swamp.

Following the destruction of Callafae, only three settlements remain in the forest — Loralis (2); Jo-Lak (3); and Galgrove (4).

2. Loralis

This village is larger than Callafae, having 35 huts and 190 inhabitants (75 male, 79 female and 36 children). All the adult inhabitants are level 1 elves, except for the village leader Halliani, his sons Joahyn and Kertigen, and the young human, Teb (see below).

If the elves from Callafae have not already done so, Halliani will tell the adventurers about the history of the garl attacks on the

elves. Halliani will weep when he hears that Callafae is gone; now Loralis is the last elven village and Halliani fears that soon it too will be overrun.

Teb was the first child born at Jo-Lak, the camp of escaped humans (area 3) and has been taught magic by elves. He will be able to tell the characters about the subjugation of the humans by the garls, but does not know the way to the garls' valley. The other humans at Jo-Lak, however, would know the way.

Shortly after the adventurers reach Loralis, a treant named Ffertig (see below) will arrive as an envoy from Galgrove (area 4). At a council of the village, Ffertig will tell the elves that the treants have learned of an approaching garl army, and will urge the elves to join up with the humans and flee to the lands beyond the Great Swamp. Reluctantly, Halliani will decide to go, but will ask that the treants escort his people on the perilous journey. Ffertig will refuse to do this, however, since the treants must remain behind to guard their "great secret" (see area 4), and he must return to Galgrove.

After the council, the party will be approached, separately and in private, by Halliani, Teb and Ffertig. Halliani (concerned for his people) will ask the adventurers to escort his tribe through the dangers of the swamp. Teb (who hates the garls passionately) will urge them to go to Jo-Lak, learn where the garls live and attack them, and Ffertig will ask the party to go with him to Galgrove to help protect the "great secret" (though he will not reveal what it is).

3. Jo-Lak

Jo-Lak is the home of 110 humans (60 males, 40 females, 10 children) who have escaped from slavery under the garls. The camp consists of about 30 crude, animal-hide tents in a forest clearing. With the exception of the leader, Hobe, all of the adult humans are level 1 fighters armed with spears.

The humans are greatly afraid of the garls and will accompany the elves willingly in their search for a safe refuge (see **The Refugees** - below).

Any of the adult humans will be able to describe the route (via the Lake - area 5) to the valley where the garls live (area 7). Hobe will be able to describe the route

through the High Pass (area 6) since this was the route which he took when escaping. No humans have escaped from the garls since the oards reappeared, so the inhabitants of Jo-Lak know nothing of these newcomers or of the defences which the oards have built (see area 7).

4. Galgrove

The treants live on a wooded, craggy hill deep in the forest (see **Map A2**). There are 10 in all (including Ffertig whom the characters will meet at Loralis - area 2). They have no buildings, but make their homes in the many shallow caves on the hill. The trees here are unusually tall and healthy, and form pleasant leafy groves and walks.

The elves know where Galgrove is and several of them have visited it. What the elves have never seen is the treants' "great secret" — a nursery of special trees growing in a dell on the eastern side of the hill. These trees, when mature, will be the first Trees of Life for eleven clans (see **CP30**) and are to be the treants' special gift to the elves. All but one of these trees (which is nearly mature) are too delicate to be moved.

If the adventurers are not in Galgrove when the garl war party reaches it (see **The Garl War Party** - page 8), the treants will defend the nursery bravely. However, they will be overcome and Ffertig (or another treant) will escape into the forest bearing the almost mature Tree of Life and will later appear with it at **The Parting** (page 9). If the party is here, the DM should run the combat in full. If the Trees of Life are threatened, however, one of the treants should still escape with the nearly-mature tree.

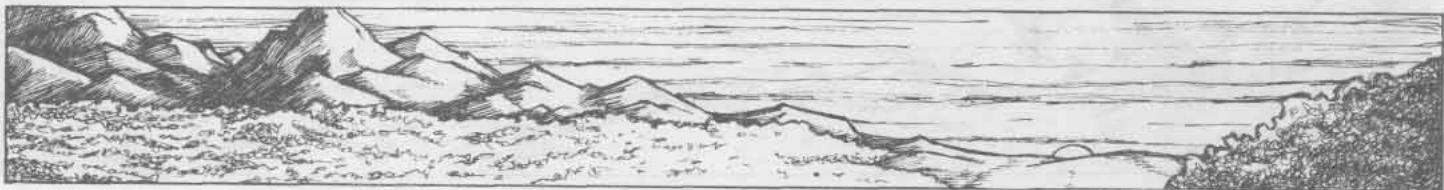
The Wandering Bands

Following the decision of the elves to leave Loralis, the course of the next part of the adventure centres on two wandering bands: the refugees (elves and humans); and the garl war party. Their routes are shown on **Map A1**.

The Refugees

Unescorted by the Party

If the day when Ffertig arrives at Loralis is taken as Day 1, the elves (154 adults and 36 children) will be ready to leave their village on Day 3. The refugees have a base



movement rate of 8 miles per day in woods and 6 miles in swamp. If the party is not with the refugees, they will follow the route shown on **Map A1**, pausing for 2 days at Jo-Lak while the humans (100 adults and 10 children) gather their possessions. In the Great Swamp, the refugees will be attacked by giant crocodiles (30 elves and 25 humans are killed) and, fearing to continue, will turn back towards Galgrove, arriving there on Day 57.

Escorted by the Party

If the adventurers are with the band, the refugee leaders will be keen to follow the route to the swamp as shown on **Map A1**. When they reach the forest beyond the swamp, the elves will urge the adventurers to go to the aid of the treants at Galgrove, and will tell them the way.

Simplifying Combat

If on their own, it is assumed that the refugees (armed as they are with spears, sleep spells etc.) are able to ward off any attacks by the smaller beasts of the forest. They will cover their tracks carefully so that the garls will not be able to follow.

If the adventurers are with the refugees, they will be attacked by larger creatures (see **Forest/Swamp Random Encounters** - below). The players may control the actions of the NPCs (although the DM should overrule "suicide attacks" etc.), and the following simplifications may be used to speed up the resolution of combat:

1. Only the actions of named NPCs (i.e. of levels 2 and above) are considered separately. The other adult elves and humans are divided into groups of ten (any left over are ignored). Each group attacks a single opponent and automatically inflicts the average damage (with spears) shown in **Table 1 on Pull-out Sheet II**. The effects of the first level elves' spells are ignored.
2. Ordinary adult elves or humans are assumed to be killed by any successful attack by a *large* creature. All elves and humans are AC 7.

Forest/Swamp Random Encounters

The following forest and swamp random encounters for the party (or the party and refugees together) should be used by the

DM as appropriate. It is intended that the adventurers should experience most (if not all) of the encounters. The DM may create minor encounters as desired. For the sake of simplicity, it is recommended that encounter (vi) is not used while the refugees are with the party.

(i) Big Cats (forest only):

A family of 5 **sabre-tooth tigers** stalks the travellers and attacks at an opportune moment (surprises on a roll of 1-4 on 1d6).

(ii) Ruined Village:

This gloomy, ruined elven village is overgrown with trees. It was wiped out many years ago by garls (before the oards arrived), and is now inhabited by the **ghost** (AL N) of the village leader, Deorar, and a **vision** of eight garls, which perpetually play out the scene of the battle in which Deorar was slain.

The **vision** will abandon Deorar and attack the adventurers 1 round after it is seen. Deorar will wait until the combat is over and then approach the party. He will only attack in self-defence, and is desperate to ensure that his wife's remains (which lie under the wreckage of one of the huts) are properly buried. He cannot speak and will try to lead the adventurers to his wife. If necessary he will attempt to **magic jar** an adventurer. Once his wife is buried, Deorar will lead the party to a hollow tree and then vanish. Inside the tree is a rock crystal pendant on a thong. The crystal is the equivalent of a **ring of safety** (with 3 charges - **CD53**).

(iii) An Odic:

This creature has possessed a **treant** and will pick up the travellers' trail and follow them in search of victims. Each night (for up to 2 weeks), it will stand about half a mile away and send four of its animated leaves into the camp. If the refugees are with the party, the **odic** will concentrate on them at first and the adventurers will hear of "strange disappearances". If encountered during the day, the **odic** will claim to be an old, weak treant. It will not wish to join up with the travelling band, however, since its purple glow at night betrays its true nature.

(iv) Crocodiles (swamp only):

The travellers will be beset by a hungry pack of 3 **giant crocodiles**.

(v) Slithering Menace (swamp only):

This part of the swamp is particularly unwholesome, and is the home of 10 **giant leeches**. These will attack the travellers in two groups in successive rounds.

(vi) Hunting Trap (forest only):

The adventurers' route takes them over an old, unsprung pit-trap (intended for mastodons) which is completely concealed by the leaf-litter of several seasons. The pit is 30 feet across and 30 feet deep. Its cover of interwoven branches will collapse under the weight of 2-4 (1d3+1) characters. In the bottom of the pit are sharpened, upward pointing spikes (THACO 5, D 1d6+4, 1 per falling character). The pit is now the lair of 3 **giant rattlesnakes** which will attack when their home is invaded.

The Garl War Party

The war party is comprised of an advance guard and a main body. The advance guard consists of 6 **garls** (armed with bows and spears) and an **oard** (armed with a ray glove) all mounted on **small rocs** and accompanied by 4 **sabre-tooth tigers**.

The main body of the war party consists of 15 **garls** (with bows and spears) mounted in groups of five in crude howdahs (walled platforms which give -2 cover - see **BP60**) on the backs of 3 **mastodons**. There are also 5 **garls** (bows and spears) on small rocs; an **oard** (disguised as a garl, armed with a ray glove and two fireball gems) on a large roc; and 10 **garls** on foot with 3 **sabre-tooth tigers**.

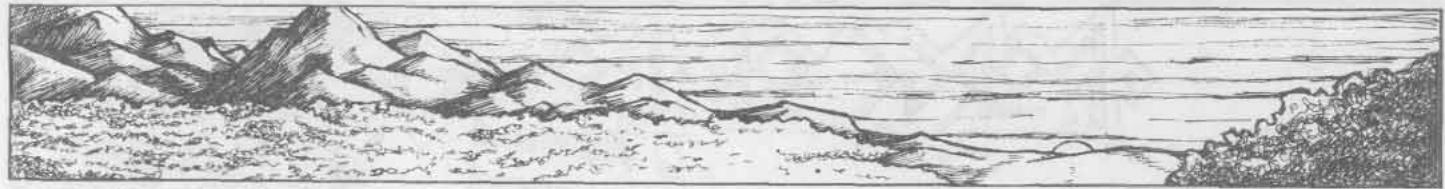
The two oards can speak with each other using their speech bracelets.

The adventurers will probably encounter the war party at Galgrove since they have plenty of time to reach the treants before the war party arrives, but it is possible that they will track it down (the war party's mastodons leave a very clear trail) or meet it by chance. If the war party overruns Galgrove (see area 4), the party should encounter it either going to or returning from the garl stronghold.

The war party enters the forest on day 8, and follows the route shown on **Map A1**, moving at 11 miles per day in the woods. After leaving Jo-Lak (on day 24), it will take until day 70 for the war party to find Galgrove.

Water, Ice and Fire

Far to the north of the forest the glaciers cover mountain and lowland alike in a thick sheet of crevasse-ridden ice. Very slowly, the ice has retreated from the southernmost mountains leaving snowy



peaks and steep-sided valleys that the glaciers have gouged. Further north, the ice still covers the higher peaks, and only the valleys and passes are clear. Between this icy region and the forest is a belt of tundra, a wild, hilly land cut into deep valleys by icy rivers and swept by cutting winds from the mountains. Here, the only plant life to be seen is a blanket of short, tough grass.

The mountains are home to the garls (see area 7).

Tundra/Mountain Encounters

The DM may use the following random encounters as desired during the party's journey to the garl stronghold (area 7). The DM may create minor encounters as desired.

(i) Wild Herd (tundra only):

The adventurers will spot a small herd of gorgons directly ahead of them (range - half-a-mile). Unless the adventurers divert from their course so as to give them a wide berth, the beasts will notice the party after 1d4+2 rounds and **4 gorgons** (the males of the herd) will attack. The remaining **6 gorgons** are females and will not fight unless attacked.

(ii) Forbidden Fruit (mountains only):

As the party is crossing a shallow stream which issues from an icy side-valley, one of the characters will notice that there are natural gems lying amongst the pebbles in the stream. In all there are eight gems worth a total of 20,000gp. The gems are treasured by **2 frost salamanders** which will return to the side-valley 1-2 hours after the party leaves. If the adventurers have taken more than half of the gems, the salamanders will follow their trail tirelessly in search of the "stolen" treasure and will attack the party on sight.

Set Encounters

5. The Tempest

At its north-western end, the lake fills almost the entire width of the valley leaving only a narrow strip (about 50 feet wide) on one side. The lake is subject to storms thrown up by elemental creatures and, if the adventurers trek beside the lake they will be struck by a particularly violent tempest produced by **4 water elementals** and **5 air elementals**. The storm will last for 3d10 minutes, during which time the lashing of wind and waves will inflict the

equivalent of 3d10 attacks on party members (chosen at random). The elementals are not aware that they are harming the characters (they have hardly noticed them), but will fight in earnest if attacked.

6. The High Pass

This snow-covered pass through the mountains is the home of a band of **25 snow apes** led by **2 giant snow apes**. The apes will ambush the adventurers by bringing down an avalanche on the party and then leaping down from the slopes of the pass to attack. The avalanche will be 100 feet across and any characters caught in it will suffer 3d10 points of damage and be stunned for 1d4 rounds. A successful saving throw vs. Dragon Breath will halve the damage and negate the stun.

The clubs of the apes are set with rough diamonds (value - 500gp per ape; double this for the giant apes).

7. Garl Stronghold

The garls (under the guidance of the oards) have fashioned a crude stronghold at the head of a steep-sided valley (see Map A3).

The oards, the garls and their beasts live in caves. With the exception of the sabre-tooth tigers' pen, all of the caves are 30 feet above the floor of the valley, as are the ledges linking the cave entrances. A thick stone wall (30 feet high) with a heavy, barred, wooden gate blocks the entrance to the stronghold and is overlooked by a flat-topped spur of rock (40 feet high) which has a parapet wall (-2 cover - see BP60). A second parapetted platform overlooks the area inside the stronghold.

For convenience, the defenders of the stronghold may be divided into five groups:

Airborne:

6 garls (with bows) mounted on **small rocs** who will concentrate on harrying and distracting the party.

Wall guards:

30 garls (with bows and spears) who will man the parapetted areas.

Beast handlers:

10 garls (with bows and spears) mounted in groups of five in howdahs (-2 cover - see BP60) on **2 mastodons**; **10 garls** (with spears) on foot, and **4 sabre-tooth tigers**. These will wait on the valley floor and engage the adventurers once they get past the wall.

Women:

40 female garls (with spears) will help the beast handlers once the adventurers get past the wall.

Leaders:

3 oards (disguised as garls, armed with ray gloves and one fireball gem each) will attempt to avoid combat until cornered. They have with them a **robot tiger** (the equivalent of an amber golem).

The garls' slaves are **60 humans** who will be kept in their foul cave (behind a barred wooden door) during the battle. They are unarmed and will not fight. If asked, they will be able to give the party a good estimate of the total numbers of garls, their beasts, and the oards.

The garl caves are littered with rubbish. They have simple hearths, and the walls are painted with primitive hunting scenes, but there is no furniture. On a crude shelf in one cave are a necklace of uncut gems (value - 33,000gp) and eight small stone bowls of **ointment** (see CD54 - roll for effect of each separately). The roc and tiger pens contain only litter and gnawed bones.

The caves used by the oards are similar to the garl caves but are cleaner. In the southernmost cave is the oards' time travel mirror (see Pull-out Sheet VIII) disguised as a pool of water.

The Parting

Once the oards have all been destroyed, the adventurers will begin to gain the feeling that it is time for them to go. This feeling will grow only slowly, but will become irresistible after about a month. The portal to the next era is the hut where they arrived in Callafae. No matter what has happened since then, when the party returns to the hut, it will be exactly as it was before.

If the adventurers return to the hut, they will be able to leave at once (see **The Nexus** - page 2). Alternatively, they may first choose to bring back the refugees from beyond the swamp (this journey will be without serious incident). In the latter case, the elves, humans and treants will congregate at Callafae for a double ceremony; the gift of the Tree of Life to the elves by the treants, and the presentation to each adventurer of a beautiful, leaf-shaped amulet of carved crystal (value - 4000gp each). In a future era (see **Bronze and Iron** - page 13), these amulets will help identify the adventurers as the "legendary heroes" of old.



Since, nearly 3000 years ago, the party eliminated the threat of the now-extinct garls (see **In the Beginning** - page 6), the humans and elves of Aelos have developed the rudiments of civilization (magic, literature, agriculture and the working of bronze). While the elves remained in their beloved forests, however, the restless humans moved out onto the plains and beyond, some of them becoming bold seafarers.

Far to the west, on an unexplored island known as the Anvil of the World, a hephaeston named Diemlak (see **New Monsters - Pull-out Sheet VII**) had been waiting for the first dwarves of Aelos to emerge. Diemlak was guarding a Forge of Power (**CP30**), a gift for the dwarves with which they would become the founders of iron smithcraft.

The oards were determined that iron-working should be developed only by humans, and so became a mundane art. A year ago, just before the dwarves reached the surface, an oard agent came to the island, posing as a messenger of the Immortals. By the time the dwarves emerged, the oard had convinced Diemlak that they were impostors. Diemlak drove the dwarves back into their tunnels and now, with the oard, guards the Forge against the "false" dwarves.

The Adventure

The adventurers will arrive in this era on board the ship Deltara (see **Voyage to the West** - page 11). The ship's captain is Selios, a rich, middle-aged human merchant. Although clearly a human, Selios is very short and stocky, with a long beard.

Selios is sailing to the island of Kol to settle a prophecy made at his birth; that he would never find rest until he had been "reforged

on the anvil of the world in the company of strangers wielding white bronze" (references to the dwarves' island and the party with their steel equipment). He expects the Oracle of Kol to tell him the way to the anvil, while the strangers, according to the prophecy, will join him "when least expected".

On Kol, the Oracle will present the captain and the party with a cryptic prophecy which will guide them west over the sea (see **Voyage to the West** - page 11) to the island where Diemlak lives and the dwarves are hiding (see **Anvil of the World** - page 11). When the Forge of Power is restored to the dwarves, it will be time for the party to leave (see **The Dwarves** - page 12).

The Oracle of Kol

It is dawn, and the Deltara is a few miles from Kol:

The elven hut blurs, and the muddled scenes from the tapestry in the old man's cottage back on your own world swirl around you once more, accompanied by the shrieking whistle. Chaos reigns, perhaps for a second or an age, who can say? Then the world becomes clear again and the noise fades.

The room has the appearance of a ship's cabin, and is rocking gently from side to side. This, along with the creaking of the ship's timbers, the cry of gulls and the tang of salt air tell you that you are at sea. In the centre of the cabin stands a cask, and on it a plate of fish and an open wine bottle. A brass lamp swings on a chain from the ceiling, illuminating a star-chart pinned to the bulkhead.

After a few moments:

The door is opened by an olive-skinned man wearing a plain grey tunic and carrying a wooden bowl full of figs. Silhouetted by the pale light outside, he halts in mid-stride and shouts "Captain Selios! Come quickly!"

Hearing the crewman's shout, Captain Selios will appear after a few moments and, once he realises that "the strangers" have arrived, he will greet the adventurers with the hospitality befitting long-lost brothers and sisters. In private, he will explain about the prophecy which is guiding him to Kol and which has led him to foresee the adventurers' arrival. "Fate decrees it," he will insist, "and binds your destinies with mine".

The Oracle

Kol is a pleasant, wooded island about a mile long and half-a-mile wide (n.b. it is not shown on any of the module maps). The venerable old woman known as "The Oracle" and her dozen female servants live in an austere building of white stone on a bluff overlooking the harbour.

When the Deltara arrives at the deserted quay, Selios will stride eagerly up the path which leads to the building, calling on the party to follow. He will, however, order the crew to remain on board the ship until he returns.

The Oracle will be waiting for her visitors in a throne-like chair, half hidden by shadows at the far end of her stark audience chamber. She will greet each visitor by name and then, without being asked, recount the following:



"Hark, wanderers older than time.
Hark, bold captain whose brothers
await. Hark, for I speak.

"Westward sail the silent sailors, west-
ward are the men who drown no more,
westward is the shepherd, and west-
ward sighs the song. For many days
and four the anvil awaits."

After this she will slump into an uneasy sleep. If the visitors do not leave at once, the Oracle's servants will emerge from a side chamber and ask them to leave. Selios has no desire to tempt fate and will be eager to set sail westwards as soon as possible. Neither the Oracle nor her servants will be able to provide any further information.

Voyage to the West

There is no real need for a map of the seas west of Kol, and the DM should use the following encounters as desired and in any order during the voyage, regardless of the exact course followed by the ship. To add interest to the voyage the DM may make use of storms, calms, mists and so on.

The Deltara

The Deltara (see Map B1) is a cross between a galley and a sailing ship (see EX48), designed for trade rather than war. It is 100 feet long with a beam of 20 feet, 100 hull points, a capacity of 100,000cn and a crew of 90 men. Its armour class is 8 and its movement rates are 15/72 miles/day and 75/120 feet/round. The oars are used only when the wind drops, and are worked by the crew. Selios is both captain and navigator.

The crew are efficient mariners, but will only fight in self-defence and will be very reluctant to go ashore on strange islands.

Ocean Encounters (No Maps)

(i) Siren Song

During a slight squall, the Deltara will come in sight of a low, rocky islet (about 50 feet across and 300 yards away). Waves can be seen breaking over a jagged reef which extends about 150 feet from the rock in all directions. On the islet are what look like seven harpies, and a wailing song may be heard drifting across the water. However, the inhabitants of the rock are actually the phantoms of a vision and the song is the vision's howl.

The vision is unusual since it does not induce fear and the phantoms can move as far as the edges of the reef (a range greater than normal). In addition, although the howl has its usual effect (i.e. inducing hopelessness) at ranges up to 90 feet, it can also attract any creatures within hearing (if they fail a saving throw vs. Spells — only one saving throw is needed). Crewmen attracted by the howl will attempt to steer the ship onto the reef. They will succeed in this so long as they outnumber the other crewmen (any men incapacitated by the party are not counted).

If the ship strikes the reef, it will suffer 50-80 (40+1d4x10) hull points of damage and the vision will be able to attack.

In the centre of the islet is a cairn covering the grave of a sea-captain. In the grave are a jewelled belt (value - 5000gp) and matching armband (value - 5000gp). The right hand of the captain's skeleton still bears a ring of water walking (BD44).

Note: For the sake of simplicity, the DM may choose to find the number of crewmen failing the saving throw vs. Spells by rolling 1d6+4 for every 10 crewmen (and rolling for the remainder separately).

(ii) The Shepherds

The Deltara will come in sight of an island of grassy hills with small patches of woodland. It is almost circular, about 3 miles across, and has many sandy bays.

The island is home to 2 cyclops (a male and female) who live in a large cave in a wood near the centre of the island. If the adventurers come ashore, they will soon encounter the cyclops' flock of 60 giant sheep. If the flock is attacked or disturbed, the 12 giant rams (males) will fight to protect the females and young, and there is a 40% chance of the flock stampeding towards the intruders. Unless they are silenced, the bleating of the sheep will attract the attention of the two cyclops.

The cyclops are stupid, aggressive and threatening, but will only attack (using clubs and rocks) in self-defence or if their sheep are attacked. If near death, the female cyclops will secretly curse the party. The DM should make a secret saving throw vs. Spells for each party member. Those who fail will make all attacks at -2 to hit from then on (even after passing through the Nexus). Each victim must be cured of the curse individually.

Inside the cyclops' cave is a wooden chest containing a scroll of truth (see CD51) and a large jewelled talisman (value - 20,000gp).

(iii) Shadow-Ship

At dusk, the Deltara will be attacked by a large sailing ship manned by 40 shadows. The ship is made of the same shadowy material as its crew. It is non-corporeal, and any normal creature attempting to board it will fall through into the sea. The shadow-ship can move at 180 feet/round in any direction (irrespective of the wind). It has 140 hull points and AC 7, but can only be harmed by magical means.

The shadow ship has a good chance of surprising the Deltara (1-5 on 1d6), and will ram it. This will do no damage, but the bows of the shadow-ship will merge into the Deltara's hull locking the two vessels together. Until the shadow-ship is destroyed (see below) contact with it will cause the Deltara to lose 1d6 hull points of damage per round from rotting and warping timbers, fraying ropes, and so on.

After the ramming, the shadows will float across to the Deltara and attack (they suffer no penalty while boarding). Once the shadows are all destroyed, their ship will, like them, vanish without trace.

(iv) Ships' Graveyard

The Deltara, becalmed and surrounded by mist (visibility 200 feet) drifts into a reef of seaweed-shrouded rocks littered with wrecks of ships. Here, the ship will be attacked by the guardian of the reef — a huge bone golem — and 400 skeletons (the crews of the wrecks).

The golem will rise menacingly from beneath the surface, wade towards the Deltara, and attack with its tridents. Meanwhile, the skeletons will emerge from the wrecks and swim to the ship. About 300 of them will cling to the boat and its oars like a web of bones while the others scramble up the sides to attack. Those clinging to the boat will not fight but must be hacked or smashed off (or Destroyed by clerics) before the ship can continue.

Anvil of the World

The Deltara will come in sight of the Anvil of the World at dawn, 4 days after the last encounter on the Voyage to the West - see



page 11). It is visible 24 miles away, and even from this distance, the glint of the brazen doors of Diemlak's lair (areas 1-6 - see Map B3) may be seen. Just as the adventurers first sight the island, Diemlak will be warned of their approach by his 'Watchers' (see area 1).

The island is rocky and barren, with no sound but the wind. Most of the coast consists of high, rugged cliffs, but there is a large bay on the eastern side which offers a sheltered harbour (see Map B2). Although he is frightened, Selios will be keen to accompany the adventurers ashore, and will order the crew to stay with the ship.

Beset from the Air

The adventurers will see no signs of life on the island until they are about a mile from Diemlak's lair (areas 1-6). Then, a flock of **2 chimeras** and **16 harpies** will fly out from their hidden nests on the top of the mountain to attack the adventurers, while another **15 harpies** detour around to attack the ship. If the adventurers are unable to help defend the ship, the DM may assume that the crewmen will all be killed in 6 rounds for the loss of one harpy. Once the crew are all dead, the surviving harpies will join the others in their attack on the party.

Diemlak's Lair (see Map B3)

The chambers of the hephaeston's stronghold are shown on Map B3. The ceilings are all 40 feet high. Diemlak has not blocked off the tunnels leading into the mountain, in the hope that the dwarves will return and give him the opportunity to finish them off.

As they enter the entrance hall (area 2), the adventurers will encounter the **hephaeston**, Diemlak who will be ready for them, thanks to the vigilance of the 'Watchers' (area 1). With Diemlak are **7 rock living statues** which will attack the adventurers fearlessly.

Meanwhile, Diemlak, will attack with his sword and special abilities. To begin with, he will concentrate his attentions on characters wearing metal armour, using his **metal heating** ability on them, or else lifting and dropping them by **levitation**. If any of the characters seems to have a particularly effective weapon (made of iron or steel), Diemlak will attempt to disarm him or her by using his **metal heating** power.

If seriously threatened, Diemlak will flee to the Forge of Power (area 4), using a **wall of iron** to cover his retreat.

In the Forge, Diemlak will join the **oard** (armed with a ray glove and two fireball gems) and its **2 robot tigers** (amber golems). The robots will attack the adventurers on sight, while Diemlak and the oard fight from a distance. Diemlak will not flee and, if forced to fight hand-to-hand, will use both his sword and fist.

The oard is disguised as a normal human wearing robes. It will fight until seriously threatened and then flee down the dwarven tunnels. If it manages to elude the party, the dwarves will capture it (see **The Dwarves** - below).

1. The Watchers

The burnished bronze doors of Diemlak's lair (see Map B3) are each 40 feet high and 15 feet wide. They are guarded by **2 bronze golems** which stand on either side. These are Diemlak's 'Watchers', and can see all hidden, invisible and ethereal objects and creatures.

The golems will attack in self-defence, or if anyone approaches to within 100 feet of the doors.

2. Entrance Hall

This grand chamber has six stone pillars, each a statue of a female giant. The jewellery (earrings, necklaces and bracelets) adorning these statues is real and of enormous proportions (values - 500gp, 2000gp, and 1500gp respectively per statue).

3. Diemlak's Chamber

This is an ostentatious room with frescoed walls, containing a huge bed and a large bronze coffer. Inside the coffer are large-sized items of jewellery (total value - 40,000gp), and a **hammer +4** (talent: deceiving - see CD58).

4. Forge of Power

Diemlak has built a large and impressive chamber around the dwarven clan relic. Any dwarf in the party will recognise the Forge at once, and even the non-dwarves will be able to tell that it is an object of great power and worth.

5. Oard's Chamber

Hanging on one wall of this chamber is the oard's time travel mirror (see **Oard Devices** - **Pull-out Sheet VIII**). Apart from this, the room contains only simple wooden furniture: a bed, a table and a chair.

6. Dwarven Tunnels

The dwarven tunnels divide and twist repeatedly as they descend into the depths of the mountain.

The Dwarves

There are several ways in which the dwarves may learn of the arrival of the adventurers and the defeat of Diemlak:

- if the oard flees into the tunnels, the dwarves will eventually capture and interrogate it,
- if the adventurers explore the tunnels, they will be observed by hidden dwarven sentries,
- if the adventurers do nothing, sentries will eventually investigate the sounds of battle from the Forge (area 4).

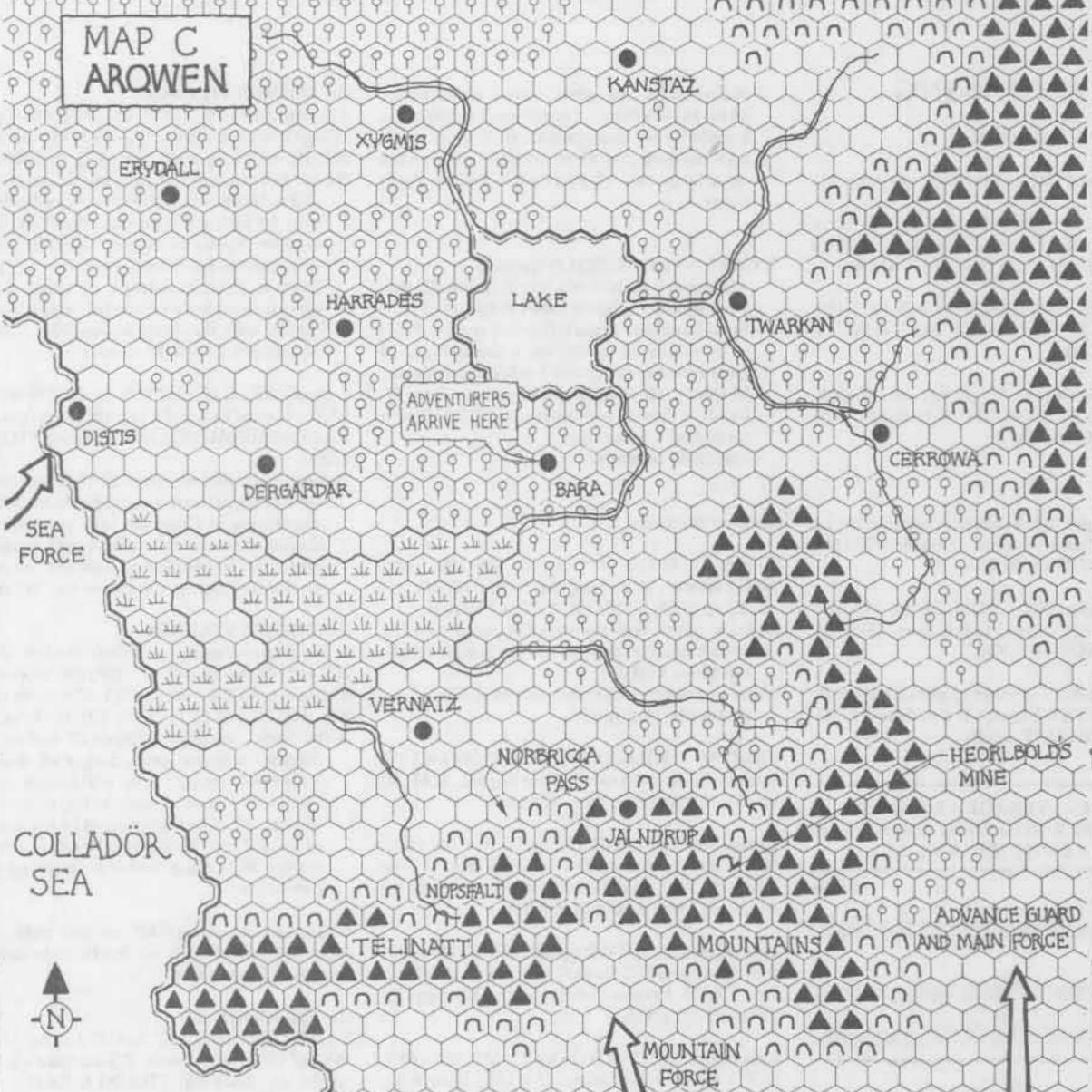
It will take very little (the sight of a dwarf adventurer or the body of Diemlak, for example) to convince the dwarves that the adventurers should be greeted as friends and liberators. Once the dwarves are convinced that Diemlak is overcome, the entire clan will come up from the lower levels and take possession of the Forge of Power. In celebration, the dwarves will hold a feast, with the adventurers as honoured guests.

Soon after the feast, the party will begin to feel that it is "time to go". On board the Deltara (which will temporarily reappear should it have been lost or abandoned earlier), the cabin will be exactly as it was when the party arrived and, as soon as all the adventurers are assembled in it, they will be taken through the nexus to a later era of Aelos (see **Bronze and Iron** - page 13) and the next part of the adventure.

If he survived, Selios will become a firm friend of the dwarves (who will jokingly refer to him as being "half dwarf" because of his stature) and will be invited to live with them if his crew are dead and he cannot return to the east. If he was killed, Selios will have died as a hero not a merchant. Either way, he will have fulfilled his destiny.

+ BRONZE AND IRON +

MAP C
ARQWEN



KEY

ONE HEX EQUALS SIX MILES

- FOREST [movement $\times \frac{2}{3}$]
- SWAMP [movement $\times \frac{1}{2}$]

● STEADING/STRONGHOLD/TEMPLE

□ HILLS [movement $\times \frac{2}{3}$]

▲ MOUNTAINS [movement $\times \frac{1}{2}$]

MONSTER ROSTERS

IN THE BEGINNING

Non-Player Characters

ELVES (spells at DM's discretion - see page 6)

1 adult elf: AC 7 (leather clothes); HD 1*; hp 5; MV 120' (40'); #AT 1 spear; D 1-6; Save E1; ML 8 (10 with leader); AL N; THACO 19; BD30.

Halliani - leader: AC 7; E6; hp 21; MV 120' (40'); #AT 1 spear; D 1-6; Save E6; ML 11; AL N; THACO 17; EX18.

Joahyn and Kertigen: AC 7; E3; hp 10 each; MV 120' (40'); #AT 1 spear; D 1-6; Save E3; ML 9; AL N; THACO 19; EX18.

HUMANS

1 human villager: AC 7 (leather clothes); F1; hp 4; MV 120' (40'); #AT 1 spear; D 1-6; Save F1; ML 9; AL N; THACO 19; BP28.

Teb - magic-user: AC 7; MU4; hp 10; MV 120' (40'); #AT 1 stone dagger; D 1-4; Save MU4; ML 9; AL N; THACO 19; EX10.

Hobe - leader: AC 7 (leather clothes); F4; hp 20; MV 120' (40'); #AT 1 spear; D 1-6; Save F4; ML 10; AL N; THACO 17; EX10.

TABLE 1 - AVERAGED DAMAGE INFILCTED PER ROUND BY GROUPS OF 10 ELVES/HUMANS VS. AC

	Below									
AC:	8	7	6	5	4	3	2	1	0	-1
Melee:	18	16	14	12	11	9	7	5	4	2
<i>Thrown (range in yds):</i>										
0-20	19	18	16	14	12	11	9	7	5	4
21-40	18	16	14	12	11	9	7	5	4	2
41-60	16	14	12	11	9	7	5	4	2	2

TREANTS (including Ffertig)

1 treant: AC 2; HD 8*; hp 48; MV 60' (20'); #AT 2 branches; D 2-12/2-12; Save F8; ML 9; AL L; THACO 12; EX56.

GARL ENCOUNTERS

Encounter Summaries

1. CALLAFAE (page 6)

13 garls (spears: d6+4; fire bombs: 2d8 - save vs. Dragon Breath halves) mounted on 13 small rocs, led by an oard (ray glove and 3 fireball gems) mounted on a small roc.

GARL WAR PARTY (page 8)

- Advance guard: 6 garls (bows and spears, d6+4) and 1 oard (ray glove) on 7 small rocs with 4 sabre-tooth tigers.

Pull-out Sheet II (In the Beginning)

- Main body: 15 garls (bows and spears, d6+4) in howdahs (-2 cover) on 3 mastodons; 5 garls (bows and spears, d6+4) on 5 small rocs; an oard (ray glove and 2 fireball gems) on a large roc; 10 garls with 3 sabre-tooth tigers.

7. GARL STRONGHOLD (page 9)

- Airborne: 6 garls (bows, d6+4) on small rocs.
- Wall guards: 30 garls (bows & spears, d6+4).
- Beast handlers: 10 garls (bows & spears, d6+4) in howdahs (-2 cover) on 2 mastodons, 10 garls (spears, d6+4) and 4 sabre-tooth tigers.
- Women: 40 female garls (spears, d6+4).
- Leaders: 3 oards (ray glove and 1 fireball gem each) and a robot tiger.
- Slaves: 60 humans.

Monster Statistics

1 oard: AC 0; HD 7***; hp 48; MV 120' (40'); #AT Variable; D By weapon; Save D10; ML 11; AL L; xp 1650; THACO 13; New Monster.

Gear: weapons (see above), plus image amulet, speech bracelet and protection belt (see Pull-out Sheet VIII).

Note: immune to ESP and charm spells; +4 vs. mind-affecting spells.

1 garl: AC 7; HD 6; hp 37; MV 120' (40'); #AT 1 weapon; D By weapon +4; Save F6; ML 9; AL N; xp 275; THACO 14; New Monster.

1 large roc: AC 2; HD 12; hp 57; MV 60' (20'), 480' (160') flying; #AT 2 claws/1 bite; D 1-8/1-8/2-20; Save F12; ML As rider (otherwise 9); AL L; xp 1100; THACO 9; EX55.

1 small roc: AC 4; HD 6; hp 38; MV 60' (20'), 480' (160') flying; #AT 2 claws/1 bite; D 2-5/2-5/2-12; Save F6; ML As rider (otherwise 8); AL L; xp 275; THACO 14; EX55.

1 mastodon: AC 3; HD 15; hp 75; MV 120' (40'); #AT 2 tusks or 1 trample; D 2-12/2-12 or 4-32; Save F8; ML As rider (otherwise 8); AL N; xp 1850; THACO 8; EX49.

1 robot tiger (amber golem): AC 6; HD 10*; hp 56; MV 180' (60'); #AT 2 claws/1 bite; D 2-12/2-12/2-20; Save F5; ML 12; AL N; xp 1600; THACO 10; EX50.

Note: detect invisible (60' range); hit by magical weapons only; immune to sleep, charm etc., and all gases.

OTHER ENCOUNTERS

Forest/Swamp Encounters (page 8)

(i) BIG CATS:

5 sabre-tooth tigers: AC 6; HD 8; hp 54 each; MV 150' (50'); #AT 2 claws/1 bite; D 1-8/1-8/2-16; Save F4; ML 10; AL N; xp 650 each; THACO 12; BD27.

(ii) RUINED VILLAGE:

1 vision: AC 0; HD 12***; hp 78; MV 40' (within village); #AT 8 clubs; D 5-8 (d4+4); Save C12; ML 12; AL C; xp 3500; THACO 9; CD35.

Notes: Fear (range 120', automatic for creatures of 3 or less hit dice, others save vs. Spells); hit only by magical weapons; Howl (range 90', save vs. Spells or cry for 1d10+10 rounds); immune to charms and cold, if a "T" results from a cleric's attempt to turn, and the phantom makes a successful saving throw vs. Spells, then the cleric must save vs. Spells or be paralysed for 2-12 rounds.

1 ghost: AC -2; HD 14****; hp 47; MV 90' (30'); #AT 1 touch/l gaze; D Age 10-40 yrs/paralysis; Save Special; ML 10; AL N; xp 5150; THACO 8; CD32.

Notes: +2 or better weapons to hit; immune to all spells except those affecting evil; ectoplasmic net (forms in 3 rounds, save vs. Spells or be drawn into the ethereal plane); magic jar; gaze (paralyse for 2-8 rounds, 60' range, save vs. Spells); has saving throw vs. "D" results.

(iii) NIGHT STALKER:

1 odic (possessing a treant body): AC -4; HD 16****; hp 40; MV 60' (20') (24 miles during daylight); #AT 1 branch; D 1-12 + poison; Save F16; ML 12; AL C; xp 5150; THACO 7; CD37.

Notes: Spells (darkness, silence 15' radius, cause disease, animate dead, finger of death - at 16th level); purple aura (20' radius, save vs. Spells or 1 level drain); animate 2 trees (as treant); +2 or better weapon to hit; immune to 1st-3rd level spells; spoil food, potions etc. (range 30'); sense invisible; animate leaves (see below):

4 animated leaves: MV 30' (range 1 mile); #AT 1 (surprise 90%); D Save vs. Spells or be drawn to the odic; THACO 16.

(iv) CROCODILES:

3 giant crocodiles: AC 1; HD 15; hp 61 each; MV 90' (30'); #AT 1 bite; D 3-24; Save F8; ML 9; AL N; xp 1350 each; THACO 8; EX47.

(v) SLITHERING MENACE:

10 giant leeches: AC 7; HD 6; hp 39 each; MV 90' (30'); #AT 1 bite; D 1-6 (automatic drain after hit); Save F3; ML 10; AL N; xp 275 each; THACO 14; EX52.

(vii) HUNTING TRAP:

3 giant rattlesnakes: AC 5; HD 4*; hp 28 each; MV 120' (40'); #AT 2 bites; D 1-4 + poison; Save F2; ML 8; AL N; xp 125 each; THACO 16; BD37.

Tundra/Mountain Encounters (page 9)

(i) WILD HERD:

4 male gorgons and 6 female gorgons: AC 2; HD 8*; hp 42 each; MV 120' (40'); #AT 1 horn or 1 breath; D 2-12 or petrification; Save F8; ML 8; AL C; xp 1200 each; THACO 12; EX51.

Notes: immune to petrification, charge for double damage.

(ii) FORBIDDEN FRUIT:

2 frost salamanders: AC 3; HD 12*; hp 71 each; MV 120' (40'); #AT 4 claws/1 bite; D 1-6(x4)/2-12; Save F12; ML 9; AL C; xp 1900 each; THACO 9; EX55.

Note: immune to cold; all creatures within 20' suffer 1-8 points of cold damage per round from the extreme cold which the monsters radiate.

5. THE TEMPEST (page 9)

4 water elementals and 5 air elementals: AC 2; HD 8; hp 45 each; MV air - 360' (120'), water - 60' (20'); #AT 1; D 1-8; Save F8; ML 10; AL N; xp 650 each; THACO 12; EX49.

Note: inflict 1-8 extra points of damage on opponents in the water or flying opponents, respectively; cannot pass protection from evil spell effect; vulnerable to dispel magic.

6. THE HIGH PASS (page 9)

25 snow apes: AC 6; HD 3+1; hp 17 each; MV 90' (30'); #AT 1 club/1 hug; D 1-6/2-12; Save F3; ML 7(11); AL C; xp 50 each; THACO 16; CD36. Note: surprise on a 1-4.

2 giant snow apes: AC 4; HD 10; hp 59 each; MV 90' (30'); #AT 1 club/1 hug; D 2-12/2-24; Save F10; ML 8(11); AL C; xp 900 each; THACO 10; CD36 (modified).

FORGE OF POWER

Non-Player Characters

CREW OF THE DELATARA

Captain Selios: AC 7 (inc. Dex. bonus); F8; hp 42; MV 120' (40'); #AT 1 short sword; D 1-6; Save F8; ML 9 (11 with the party); AL L; THACO 15; EX10.

90 crewmen: AC 9; F1; hp 5 each; MV 120' (40'); #AT 1 short sword or 1 short bow; D 1-6; Save F1; ML 9; AL N; THACO 19.

THE ORACLE OF KOL (page 10)

Oracle & 12 servants: AC 9; NM; hp 2 each; MV 120' (40'); Save NM; ML 7; AL L.

DWARVES (page 12)

70 adult dwarves: AC 5; D1-9; hp 5-45; MV 60' (20'); #AT 1 battle axe; D 1-8; Save D1-9; ML 10; AL L; BD29.

VOYAGE TO THE WEST

(i) SIRENS' SONG (page 11)

1 vision: AC 0; HD 12***; hp 73; MV (40'); #AT 7 short swords; D 1-6; Save C12; ML 12; AL C; xp 3500; THACO 9; CD35.

Note: Need magical weapons to hit; immune to charms and cold; if a 'T' results from a cleric's attempt to turn, and the phantom makes a successful saving throw vs. Spells, then the cleric must save vs. Spells or be paralysed for 2-12 rounds; howl - at long range, save vs. Spells or be drawn to the vision - at range up to 90', save vs. Spells or cry for 1d10+10 rounds.

(ii) THE SHEPHERDS (page 11)

2 cyclops: AC 5; HD 13*; hp 70 each; MV 90' (30'); #AT 1 club or 1 rock (range 200'); D 3-8 or 3-18; Save F18; ML 9; AL C; xp 2300; THACO 11; EX47.

Note: Female can curse.

Sewynne: AC 5; C22 (druid); hp 52; MV 120' (40'); #AT 1 magical staff; D 4-9; Save C22; ML 10; AL N; THACO 6.

Gear: leather armour +2, staff of the druids.

SEARCH FOR HEORLBOLD (page 14)

2 large wyverns: AC 3; HD 11*; hp 62 each; MV 120' (40'), 300' (100') flying; #AT 1 bite/1 sting; D 3-24/1-8 + poison; Save F6; ML 11; AL C; xp 1900 each; THACO 10; EX57 (modified).

60 giant sheep (inc. 12 giant rams): AC 7; HD 6; hp 32 each (males), 20 each (females/young); MV 240' (80'); #AT 1 butt (males only); D 2-12; Save F3; ML 7; AL N; xp 275 each; THACO 14; EX46 (modified).

Note: If panicked, may (40% chance) stampede towards the disturbance, causing 3-30 points of trampling damage to all in their path (automatic hit).

(iii) SHADOW SHIP (page 11)

40 shadows: AC 7; HD 2+2*; hp 15 each; MV 90' (30'); #AT 1; D 1-4 + drain 1 point of Strength for 8 turns; Save F2; ML 12; AL C; xp 35 each; THACO 17; BD36.

Note: Unaffected by sleep, charm etc.; need magical weapons to hit.

(iv) SHIPS' GRAVEYARD (page 11)

1 huge bone golem: AC 0; HD 24*; hp 140; MV 180' (60'); #AT 2 2-handed tridents; D 1-20/1-20 (or 1-4 hull points each attack); Save F16; ML 12; AL N; xp 6000; THACO 3; EX50 (modified).

Note: only hit by magical weapons; immune to sleep, charm, hold etc., gases, fire, cold and electrical attacks.

400 skeletons: AC 7; HD 1; hp 4 each; MV 60' (20'); #AT 1 weapon (various); D 1-6; Save F1; ML 12; AL C; xp 10 each; THACO 19; BD37.

Note: immune to sleep, charm etc.

ANVIL OF THE WORLD

BESET FROM THE AIR (page 12)

2 chimeras: AC 4; HD 9**; hp 44 each; MV 120' (40'), 180' (60') flying; #AT 2 claws/3 heads + breath; D 1-3/1-3/2-8/1-10/3-12+3-18; Save F9; ML 9; AL C; xp 2300 each; THACO 11; EX47.

31 harpies: AC 7; HD 3*; hp 19 each; MV 60' (20'), 150' (50') flying; #AT 2 claws/1 short sword + charm; D 1-4/1-4/1-6; Save F6; ML 7; AL C; xp 50 each; THACO 17; BD31.

BRONZE AND IRON

KILLERS BY NIGHT

1 oard: AC 0; HD 7***; hp 43; MV 120' (40'); #AT 3 ray glove shots; D 2-7/2-7/2-7; Save D10; ML 11; AL L; xp 1650; THACO 13; New Monster.

Gear: ray glove, protection belt, image amulet (see Oard Devices - Pull-out Sheet VIII).

Note: immune to ESP and charm spells; +4 bonus on saving throws vs. mind-affecting spells.

DIEMLAK'S LAIR (page 12)

Hephaeston (Diemlak): AC -2; HD 25****; hp 130; MV 120' (40'); #AT 1 weapon/l fist or 1 weapon + special; D 4-40/8-30 or 4-40 + special; Save F25; ML 12; AL N; xp 15500; THACO 3; New Monster.

Note: Hit only by +2 or better weapons; immune to fire, mind-affecting magic, and spells of 1st and 2nd level; can heat iron objects (2-12 points of damage/ round) or use levitate on them; can create wall of fire once per day.

7 rock living statues: AC 4; HD 5*; hp 27 each; MV 60' (20'); #AT 2 squirts of magma; D 2-12/1-12; Save F5; ML 11; AL C; xp 300 each; THACO 15; BD32.

1 oard: AC 0; HD 7***; hp 43; MV 120' (40'); #AT 3 ray glove shots or 1 fireball gem; D 2-7/2-7/2-7 or 6-48; Save D10; ML 11; AL L; xp 1650; THACO 13; New monster.

Gear: ray glove, 2 fireball gems, image amulet, protection belt (see Pull-out Sheet VIII).

Note: immune to ESP and charm spells; +4 vs. mind-affecting spells.

2 robot tigers (amber golem): AC 6; HD 10*; hp 56; MV 180' (60'); #AT 2 claws/1 bite; D 2-12/2-12/2-20; Save F5; ML 12; AL N; xp 1600; THACO 10; EX50.

Note: Hit only by magical weapons; immune to sleep, charm etc., and all gases; detect invisible (range - 60').

1. THE WATCHERS

2 bronze golems: AC 0; HD 20**; hp 100 each; MV 240' (80'); #AT 1 fist + heat; D 3-30 + 1-10; Save F10; ML 12; AL N; xp 4300 each; THACO 5; EX50.

Note: only hit by magical weapons; see hidden, invisible, ethereal; immune to sleep, charm and hold spells, fire and all gases; anyone scoring damage on the golem with an edged weapon suffers 2-12 points of damage from spouting fiery blood (negated by a successful saving throw vs. Death Ray).

7 Kolmede master thieves: AC 5 (leather + Dexterity bonus); T16; hp 39 each; MV 120' (40'); #AT 1 dagger; D 1-4 + poison; Save T16; ML 9; AL C; xp 2300 each; THACO 13 (melee), 11 (thrown, inc. Dex. bonus), 9 (backstab).

IRON DRAGON (page 16)

20 elite Kolmede troops: AC 2 (plate and shield); F5; hp 25 each; MV 90' (30'); #AT 1 sword; D 1-8 + 2 (Str. bonus); Save F5; ML 10; AL N; xp 175 each; THACO 15 (inc. Str. bonus); EX10.

1 robot (small drolem): AC -2; HD 16*****; hp 85; MV 120' (40'); #AT 2 claws/1 bite + breath; D 1-10/1-10/11-20 (d10+10) + poison; Save F8; ML 12; AL N; xp 6100; THACO 7; CD31 (modified).

Note: see invisible (range - 60'); immune to mind-affecting spells (sleep, hold, charm etc.); immune to spells of 3rd level or less; only harmed by +1 or better weapons; breath cloud (20'x20'x20') 3 times/day - save vs. Dragon Breath or die.

1 oard: AC 0; HD 7***; hp 48; MV 120' (40'); #AT 3 ray glove shots or 1 fireball gem; D 2-7/2-7/2-7 or 6-48; Save D10; ML 11; AL L; xp 1650; THACO 13; New Monster.

Gear: ray glove, 3 fireball gems, protection belt, image amulet (see Pull-out Sheet VIII).

Note: immune to ESP and charm spells; +4 vs. mind-affecting spells.

THE WAR (pages 15-16)

KOLMEDE FORCES

The Kolmede forces are on average first level. They are equipped with two good iron weapons and wear chainmail armour.

ADVANCE GUARD

Commander: Theodric (F16, IN+1, CH+2)
Officers: Name level - 1%; Ave level - 4
History: 6 victories/1 rout.
Warriors: Training - 20 weeks (20 with leader)/11 months together; Ave movement rate per turn - 120'/12 miles per day.
Current BFR - 111; Troop Class - Excellent
BR - 128; 200 warriors.

MOUNTAIN FORCE

Commander: Rickard (F15, WI+1, CH+1)
Officers: Name level - 1%; Ave level - 4
History: 4 victories.
Warriors: Training - 20 weeks (19 with leader)/11 months together; Missiles - 50% (range over 100' - 50%); Ave movement rate per turn - 90'/9 miles per day.
Current BFR - 107; Troop Class - Excellent
BR - 129; 1000 warriors.

MAIN FORCE

Commander: Stengar (F18, IN+2, CH+2)
Officers: Name level - 1%; Ave level - 3
History: 5 victories/1 rout.
Warriors: Training - 20 weeks (19 with leader)/11 months together; Missiles - 30% (range over 100' - 30%); Ave movement rate per turn - 90'/9 miles per day.
Current BFR - 109; Troop Class - Excellent
BR - 131; 1600 warriors.

SEA FORCE

Commander: Philo (F14)
Officers: Name level - 1%; Ave level - 4
History: 3 victories/1 rout.
Warriors: Training - 20 weeks (19 with leader)/11 months together; Missiles - 40% (range over 100' - 40%); Ave movement rate per turn - 90'/9 miles per day.
Current BFR - 102; Troop Class - Excellent
BR - 124; 1200 warriors.

HUMAN TRIBES

The human warriors are, on average, first level. Each has two weapons made of bronze ("below-average" quality), wears leather armour and carries a shield (AC 6). All training will have been done with their respective warlords.

Steading: Cerrowa; **Economy:** Farming
Warlord: Adger - F16, IN+1, CH+2
(imposing; aloof; vengeful)

Officers: Name level - 2%; Ave level - 7

History: 3 victories

Blood enemies: Twarkan

Warriors: Training - 10 weeks (3 months together); Missiles - 50% (range over 100' - 50%); Magical Abilities - 2%; Spell Use - 2%; Ave movement rate per turn - 120' (12 miles/day).

Current BFR - 77; Troop Class - Average

BR - 109; 450 warriors.

Steading: Kanstaz; **Economy:** Herders
Warlord: Hildric - F17, WI+2
(rough-looking; morose; trusting)

Officers: Name level - 1%; Ave level - 5

History: 2 victories

Blood enemies: Twarkan and Xygmis

Warriors: Training - 6 weeks (2 months together); Mounted - 100%; Magical Abilities - 1%; Spell Use - 3%; Ave movement rate per turn - 240' (riding horses; 24 miles/day).

Current BFR - 59; Troop Class - Fair

BR - 83; 320 warriors.

Steading: Harrades; **Economy:** Hunting
Warlord: Damon - F13
(shift-eyed barbarian; antagonistic)

Officers: Name level - 3%; Ave level - 6

History: 1 victory/1 rout

Blood enemies: Dergadar

Warriors: Training - 12 weeks (3 months together); Missiles - 100% (range over 100' - 100%); Magical Abilities - 2%; Spell Use - 3%; Ave movement rate per turn - 120' (12 miles/day).

Current BFR - 71; Troop Class - Average

BR - 103; 240 warriors.

Steading: Vernatz; **Economy:** Herders
Warlord: Elmira - F15, IN+2, WI+2
(foppish; pessimistic; sensitive)

Officers: Name level - 2%; Ave level - 7

History: 3 victories

Blood enemies: None

Warriors: Training - 15 weeks (4 months together); Mounted - 100%; Missiles - 100% (range over 100' - 100%); Magical Abilities - 1%; Spell Use - 1%; Ave movement rate per turn - 240' (24 miles/day).

Current BFR - 88; Troop Class - Good

BR - 142; 200 warriors.

Steading: Dergadar; **Economy:** Farming
Warlord: Aasts - F15, CH+2
(well-groomed; forgetful; diplomatic)

Officers: Name level - 2%; Ave level - 6

History: 1 victory

Blood enemies: Harrades

Warriors: Training - 11 weeks (3 months together); Missiles - 20% (range over 100' - 10%); Magical Abilities - 1%; Spell Use - 2%; Ave movement rate per turn - 120' (12 miles/day).

Current BFR - 72; Troop Class - Average

BR - 96; 440 warriors.

Steading: Distis; **Economy:** Fishing
Warlord: Liana - F13, IN+1, WI+2
(miserable; irritable; forgiving)

Officers: Name level - 2%; Ave level - 5

Blood enemies: None

Warriors: Training - 4 weeks (1 month together); Missiles - 30% (range over 100' - 25%); Magical Abilities - 2%; Spell Use - 3%; Ave movement rate per turn - 120' (12 miles/day).

Current BFR - 51; Troop Class - Below Average
BR - 75; 260 warriors.

Steading: Twarkan; **Economy:** Farming
Warlord: Iduna - F17, IN+2, CH+3
(dishevelled; thoughtful; egoist)

Officers: Name level - 4%; Ave level - 7

History: 2 victories

Blood enemies: Cetrowa and Kansatz

Warriors: Training - 15 weeks (4 months together); Mounted - 50%; Missiles - 30% (range over 100' - 30%); Magical Abilities - 4%; Spell Use - 1%; Ave movement rate per turn - 120' (12 miles/day).

Current BFR - 94; Troop Class - Good
BR - 154; 360 warriors.

Steading: Xygmis; **Economy:** Farming
Warlord: Vidkun - F15, CH+1
(overweight; jolly; blustering)

Officers: Name level - 2%; Ave level - 5

History: 1 victory

Blood enemies: Kanstaz

Warriors: Training - 9 weeks (3 months together); Mounted - 100%; Magical Abilities - 2%; Spell Use - 2%; Ave movement rate per turn - 120' (12 miles/day).

Current BFR - 64; Troop Class - Fair
BR - 92; 320 warriors.

STEADINGS

In the absence of the tribe's warriors, a human steading will be defended by women, children and old warriors (average level - 0). A typical group of defenders is described below:

Weapons: 1 bronze weapon each ("below-average" quality)

Average AC: 7

Leader: F8

Officers: No name level; Ave level - 2

Warriors: Training - 2 weeks (with leader); Missiles - 20% (range over 100' - 20%); Spell Use - 2%.

Current BFR - 18; Troop Class - Untrained
BR - 22; 350 warriors.

DWARVEN CLANS

On average the dwarven warriors are 1st level. Each has two weapons of "excellent" quality and AC 4. All training has been done with the respective clanmasters.

Stronghold: Jalndrup

Clanmaster: Cradok - D12, IN+2

(distrusts elves, honest, friendly)

Officers: Name level - 2%; Ave level - 4

History: 2 victories

Warriors: Training - 9 weeks (3 months together); Missiles - 50% (range over 100' - 25%); Magical Abilities - 2%; Ave movement rate per turn - 60' (6 miles/day).

Current BFR - 95; Troop Class - Good
BR - 125; 320 warriors.

Stronghold: Nopsfalt
Clanmaster: Stoid Brightblade - D12, IN+3, CH+1
 (moody, vain, difficult to win over)
Officers: Name level - 6%; Ave level - 7
History: 10 victories (mostly vs. giants).
Warriors Training - 20 weeks (11 months together); Missiles - 50% (range over 100' - 30%); Magical Abilities - 2%; Ave movement rate per turn - 60'/6 miles per day.
Current BFR - 152; **Troop Class** - Elite
BR - 200; 150 warriors.

THE ELVES OF ERYDALL

The elven troops are, on average, first level, and they are all spell casters. Each has two bronze weapons ("below-average" in quality), and each has a missile weapon. Their average armour class is 5. All training has been done with the clanmaster.

If asked, they will split their forces to provide missile units for the human forces — provided they are led by an elven player character.

Stronghold: Erydall
Clanmaster: Cerywnl - E10, IN+2, WI+1, CH+2
 (helpful, brave)
Officers: Name level - 6%; Ave level - 7
History: 1 victory
Warriors Training - 12 weeks (3 months together); Mounted - 50%; Missiles - 100% (range over 100' - 100%); Magical Abilities - 10%; Spell Use - 100%; Ave movement rate per turn - 120'/12 miles per day.
Current BFR - 103; **Troop Class** - Excellent
BR - 191; 400 warriors.

The Guesthouse (page 17)

Sfar: AC 7 (ring of protection +2); M5; hp 13; MV 120' (40'); #AT 1 dagger; D 1-4; Save M5 (+2); ML 7; AL L; THACO 19.

Spells:

First Level: detect magic, protection from evil
 Second Level: mirror image, web

Third Level: haste.

Njort (steward): AC 9; C11; hp 38; MV 120' (40'); #AT 1 sling +1; D 2-5 (1d4+1); Save C11 (+3 wisdom bonus); ML 10; AL L; THACO 14.

Spells:

First Level: cure light wounds (x2), light (x2)
 Second Level: know alignment (x3), silence 15' radius

Third Level: continual light, cure disease, locate object

Fourth Level: create water (x2), cure serious wounds

Fifth Level: create food, truesight

20 retainers (servants): AC 9; NM; hp 2 each; MV 120' (40'); #AT/D Nil; Save NM; ML 6; AL L.

8 wizard impostors (cards): AC 0; HD 7****; hp 43 each; MV 120' (40'); #AT 3 ray glove shots; D 2-7/2-7/2-7; Save D10; ML 11; AL L; xp 1650 each; THACO 13; New monster.

Gear: (each) image amulet, ray glove, protection belt, speech bracelet (see Pull-out Sheet VIII).

Note: immune to ESP and charm spells; +4 vs. mind-affecting spells.

Teeth of the Storm (page 18)

2 lesser djinns: AC 5; HD 7+1*; hp 46; MV 90' (30'), 240' (80') flying, 120' (40') whirlwind + special; #AT 1 fist or 1 whirlwind; D 2-16 or 2-12 + special; Save F14; ML 12; AL C; xp 850; THACO 12; EX48.

Note: Need magical weapons to hit; can use the following 3 times per day each:

- form whirlwind (takes 5 rounds to form; cone, 70' tall, 20' dia. at top, 10' dia. at base; inflicts 2-12 points of damage to all in its path; sweeps aside creatures with less than 2 hit dice - unless they make a saving throw vs. Death Ray)
- create illusions (affect sight and hearing; no need to concentrate)
- assume gaseous form
- become invisible
- create metallic objects (up to 1000cn wt. - temporary)
- create soft goods or wooden objects (up to 1000cn wt. - permanent)
- create food and drink (as C7)

ISLAND OF SORCERERS

8 invisible stalkers: AC 3; HD 8*; hp 42 each; MV 120' (40'); #AT 1 blow; D 4-16; Save F8; ML 12; AL N; xp 1200 each; THACO 12; EX52.

Note: Surprises on a roll of 1-5 (on 1d6).

Valley of Webs (page 18)

2 gargantuan black widow spiders: AC 2; HD 24*; hp 96 each; MV 120' (40'), 240' (80') on web; #AT 1 bite; D 8-48 + poison; Save F12; ML 11; xp 6000 each; THACO 3; BD38 & CD32.

THE BIBLIOTHECA

Stalwart Guardians (page 19)

Phlorella (elf librarian): AC 0; E10 (attack rank E); hp 40; MV 120' (40'); #AT 1 staff of striking; D 2-12; Save E10; ML 11; AL L; xp 3700; THACO 11.

Gear: leather armour +2; displacer cloak (EX63), staff of striking (12 charges - EX62), 600gp.

Note: wisdom bonus +2, dexterity bonus +3

Spells:

First level: magic missile, charm person (x2)

Second level: mirror image (x2), web

Third level: dispel magic, haste, clairvoyance

Fourth level: charm monster, dimension door (x2)

Fifth level: cloudkill, wall of stone

10 elf guards: AC -2; E6; hp 29 each; MV 90' (30'); #AT 1 sword +2 or 1 bow (with arrows +1); D 4-11 or 2-7; Save E5; ML 11; AL L; XP 550 each; THACO 14.

Gear: (each) plate mail +1, shield +1, sword +2, 20 arrows +1, 400gp

Note: Str. bonus +1, Dex. bonus +2.

Spells:

First Level: magic missile, sleep

Second level: invisibility, mirror image

Third Level: dispel magic, hold person

Guards and Wards (page 19)

45 obsidian golems (in 9 groups of 5): AC 3; HD 6; hp 38 each; MV 120' (40'); #AT 1 fist; D 2-8; Save F3; ML 12; AL N; xp 275 each; THACO 14; CD33.

Note: Immune to sleep, charm, hold and all gases.

1 beholder: AC 0 (body)/2 (front eye)/7 (eye stalk); HD 11*****; hp body 50, front eye 20, eye stalks 12 each; MV 30' (10'); #AT 1 bite + special; D 2-16 + special; Save M11; ML 12; AL C; xp 5100; THACO 10; CD28.

Note: Front eye - anti-magic ray (r. 60'); Eye 1 - charm person (r. 120'); Eye 2 - charm monster (r. 120'); Eye 3 - sleep (r. 240'); Eye 4 - telekinesis (r. 120', up to 500cn); Eye 5 - flesh to stone* (r. 120'); Eye 6 - disintegrate (r. 60'); Eye 7 - cause fear* (r. 120'); Eye 8 - slow* (r. 240'); Eye 9 - cause serious wounds* (r. 60'); Eye 10 - death spell (r. 240').

The Luminance (page 20)

1 card leader: AC 0; HD 7***; hp 56; MV 120' (40'); #AT 2 force blasts; D 2-12/2-12; Save D10; ML 11; AL L; xp 1650; THACO 13; New Monster.

Gear: blaster tube, image amulet, protection belt, speech bracelet (see Pull-out Sheet VIII).

Note: immune to ESP and charm spells; +4 vs. mind-affecting spells.

8 oards: AC 0; HD 7***; hp 43 each; MV 120' (40'); #AT 3 ray glove shots or 1 fireball gem; D 2-7/2-7/2-7 or 6-48; Save D10; ML 11; AL L; xp 1650 each; THACO 13; New Monster.

Gear: (each) ray glove, 1 fireball gem, image amulet, protection belt, speech bracelet (see Pull-out Sheet VIII).

Note: immune to ESP and charm spells; +4 vs. mind-affecting spells.

1 small gold dragon (summoned with rod of the wyrm): AC -2; HD 7**; hp 30; MV 90' (30'), 240' (80') flying; #AT 2 claws/1 bite; D 1-6/1-6/3-24; Save F7; ML 12; AL L; xp 1250; THACO 13; CD52 & BD28 (modified).

Note: Need magical weapons to hit; breath weapons - cone (90'x30') of fire or cloud (50'x40') of chlorine gas.

Giofenes: AC 5; M24; hp 42; MV 120' (40'); #AT/D Nil; Save M24; ML 9 (12 while hypnotised); AL L.

Gear: ring of protection +4, wand of secret door location, quill of copying

Spells:

First level: read languages, read magic (x3)

Second level: detect invisible, locate object, mirror image, web

Third level: haste, hold person

Fourth level: -

Fifth level: hold monster

Sixth level: -

Seventh level: create normal monsters, lore (x2)

Eighth level: polymorph any object, power word blind

Ninth level: maze

Pull-out Sheet V (Island of Sorcerers)

THE ENTROPY BUBBLE

Oards and their Creations

Oard: AC 0; HD 7***; hp 43; MV 120' (40'); #AT Variable; D By weapon; Save D10; ML 11; AL L; xp 1650; THACO 13; New Monster.

Gear: weapons (see below), plus protection belt and speech bracelet (see Pull-out Sheet VIII).

Note: Immune to ESP and charm; +4 vs. mind-affecting spells.

Oard leader: AC 0; HD 7***; hp 56; MV 120' (40'); #AT 2 force blasts; D 2-12/2-12; Save D10; ML 11; AL L; xp 1650; THACO 13; New Monster.

Gear: force blaster, force-field belt (see Pull-out Sheet VIII).

Note: Immune to ESP and charm; +4 vs. mind-affecting spells.

Talak (troll): AC 4; HD 6+3*; hp 30; MV 120' (40'); #AT 2 hands/1 bite; D 1-6/1-6/1-10; Save F6; ML 10; AL N; xp 650; THACO 13; EX56 (modified).

Note: Regenerate 3 hp/round 3 rounds after being injured, cannot regenerate injuries from acid or fire.

Security robot (amber golem): AC 6; HD 10*; hp 56; MV 180' (60'); #AT 2 claws/1 bite; D 2-12/2-12/2-20; Save F5; ML 12; AL N; xp 1600; THACO 10; EX50.

Note: Hit only by magical weapons; immune to sleep, charm, hold and all gases; detect invisible (60' range).

Combat robot (small drolem): AC -2; HD 16*****; hp 85; MV 120' (40'); #AT 2 claws/1 bite + breath; D 1-10/1-10/11-20 (1d10+10) + poison; Save F8; ML 12; AL N; xp 5150; THACO 7; CD31 (modified).

Notes: See invisible (60'); immune to mind-affecting spells (sleep, hold, charm etc.); immune to cold, all gases and spells of 3rd level or less; only harmed by +1 or better weapons; breath cloud 20'x20'x20' (3 times/day - save vs. Dragon Breath or die).

Foundry robot (bronze golem): AC 0; HD 20**; hp 100 each; MV 240' (80'); #AT 1 fist + heat; D 3-30 + 1-10; Save F10; ML 12; AL N; xp 4300; THACO 5; EX50.

Note: Hit only by magical weapons; immune to all gases, fire and sleep, charm and hold spells; anyone hitting the robot suffers 1-12 points of damage from spurting hot lubricant (negated by a saving throw vs. Death Ray).

Maintenance robot (obsidian golem): AC 3; HD 6; hp 30; MV 120' (40'); #AT 1 fist; D 2-8; Save F3; ML 12; AL N; xp 275; THACO 14; CD33.

Note: Hit only by magical weapons; immune to sleep, charm, hold and all gases.

Power robot (iron living statue): AC 2; HD 4*; hp 32; MV 30' (10'); #AT 2; D 1-8/1-8 + special; Save F4; ML 11; AL N; xp 125; THACO 16; BD32.

Note: Immune to sleep, charm and hold spells, and all gases; any metal weapon (including magical weapons) striking the robot will become stuck unless the wielder makes a saving throw vs. Spells.

ENCOUNTER SUMMARIES

1-8. Outposts (pages 21-22)

Each has 6 oards (armed with ray gloves and 1 fireball gem each).

9. Hounds of Chaos (page 22)

12 spectral hounds: AC -2; HD 5**; hp 24 each; MV 150' (50'); #AT 1; D 2-12 + special; Save F5; ML 12; AL C; xp 425 each; THACO 15; CD36.

Note: Creatures bitten must make a successful saving throw vs. Spells or begin to fade (over 24 hours) — a dimension door spell will restore them.

Chemical Plant (page 23)

Purple chemical (green slime): AC always hit; HD 2**; hp 16 each; MV 30' (10'); #AT 1; D Special; Save D10; ML 12; AL N; xp 5 each; THACO Special; BD31 (modified).

Note: Only harmed by fire or cold; dissolves cloth or leather instantly, metal and wood in 6 rounds; contact with flesh causes transformation into slime in 1-4 rounds.

Yellow chemical (black pudding): AC 6; HD 10*; hp 60 each; MV 60' (20'); #AT 1; D 3-24; Save D10; ML 12; AL N; xp 1600; THACO 10; EX46 (modified).

Note: Only killed by fire; other attacks divide it; dissolve wood or metal in 1 turn.

10. Guard Room (page 23)

1 oard leader (armed with a blaster tube), 3 normal oards (armed with ray gloves) and 3 security robots (amber golems). In the next-door barracks: 4 oards (with ray gloves) and 4 security robots.

11. Hologram Studio (page 23)

1 oard (armed with ray glove) and 29 hologram images (#AT 2 laser shots; D 1-4/1-4; THACO 18 but treat all targets as AC9 - adjusted for Dexterity).

12. Breeding Tanks (page 24)

1 oard (ray glove) and 4 talaks.

25 proto-humanoids (mud golems): AC 9; HD 8*; hp 40 each; MV 90' (30'); #AT 1 hug; D 2-12 + smothering (2-12 per round automatic); Save D10; ML 12; AL N; xp 1200 each; THACO 12; CD33 (modified).

Note: Movement unaffected by chemical in tanks; hit only by magical weapons; immune to sleep, charm and hold spells and all gases.

13. Foundry (page 24)

2 foundry robots (equivalent of bronze golems).

14. Robotics Lab (page 24)

1 oard leader (armed with a blaster tube), 2 normal oards (armed with ray gloves), 2 power robots (iron living statues) and a combat robot (small drolem).

15. Laboratory (page 24)

12 oards, armed with ray gloves, flasks of chemical (range 10/30/50; inflicts 2-24 points of damage; dissolves wood and metal in 1 round) and a ray cannon (1 shot per round; 2d10+10 points of damage; treats all targets as AC3).

16. Central Control (page 24)

Qartanaq (oard master): AC -5; HD 10***; hp 70; MV 120' (40'); #AT 2 energy bolts; D 2-12/2-12 + stun; Save D10 at +5; ML 12; AL L; xp 3000; THACO 10; New Monster.

Note: Immune to ESP and charm; +4 vs. mind-affecting spells.

Gear: Energy screen mantle, protection belt (see Pull-out Sheet VIII).

6 oards (armed with ray gloves and 1 fireball gem each), 5 security robots (amber golems) and 4 power robots (iron living statues).

NEW MONSTERS

OARD



Armour Class: 0 (9 without force-field - see below)

Hit Dice: 7***

Move: 120' (40')

Attacks: Variable (see below)

Damage: By weapon (see below)

No. Appearing: Special

Save As: Dwarf 10

Morale: 11

Treasure Type: Special (see below)

Alignment: Lawful

XP value: 1650

Oards are man-sized, humanoid creatures who derive their power from mundane technology and science. They are not born, but are grown in special "breeding tanks". Furthermore, their bodies are only part flesh and blood, with the remainder being composed of machinery, electronic circuits and so on. As a result, most oards are nearly identical in appearance. Their similarity is enhanced by the one-piece overalls which they wear. Outside their own era, oards will usually be disguised by their holographic screens (see below). Details of some oard devices, including their appearance and value on the characters' home world, are given on the next page.

Oards are highly magic resistant and have the same saving throws as a dwarf of level 10. Since parts of their brains are artificial, oards are immune to ESP and all forms of charm, and have a bonus of +4 on saving throws against mind-affecting spells such as feeblemind, confusion, phantasmal force (plus any other illusions or phantasms), and any hold spells.

GARL (Caveman)

Armour Class: 7

Hit Dice: 6

Move: 120' (40')

Attacks: 1 weapon

Damage: By weapon +4

No. Appearing: 10-60

Save As: Fighter 6

Morale: 9

Treasure Type: M

Alignment: Neutral

XP value: 275

Garls are very primitive humans, more primitive even than the neanderthals (see BD34). They are 10 feet tall, stupid and aggressive, and have only a crude language.

In their natural state, garls do not know how to use fire or how to make tools or weapons; instead they pick up and use any rocks, bones or branches which come to hand. Under instruction from oards on the



world of Aelos (see In the Beginning - page 6), garls learned how to use fire and how to make and use very large spears and bows. Because of their great strength, garls inflict an extra 4 points of damage from a successful hit with one of these weapons.

Garl treasure will nearly always be in its natural state (nuggets of precious metals and uncut gems).

HEPHAESTON

Armour Class: -2

Hit Dice: 25****

Move: 120' (40')

Attacks: 1 weapon/1 hand or

1 weapon + special (see below)

Damage: 4-40/3-30 or 4-40 + special

No. Appearing: 1 (1)

Save As: Fighter 25

Morale: 11

Treasure Type: F

Alignment: Neutral

XP value: 15,500

A hephaeston is a giant-sized humanoid creature (18-25 feet tall) with a skin of flexible iron which gives it an armour class of -2, and immunity to blows from weapons of less than +2 enchantment. These creatures are immune to any spells or magic affecting the mind, and to all first and second level spells. They are also immune to all forms of fire.

A hephaeston will normally wield a huge iron weapon (usually a sword or an axe) and attacks with it once per round. In addition, the creature can either attack with its fist or use one of its special abilities (see below). If the fist hits with a roll of 18-20, the hephaeston has grabbed its opponent (3-30 points of damage) and will throw the victim to the ground (5-30 points of additional damage — halved by a successful saving throw vs. Death Ray) at the end of the round.



A hephaeston's special abilities are as follows:

- levitate iron or steel objects (as the second level magic-user spell (BP41), but double speed and no need to concentrate; range - 120')
- heat one iron or steel object up to 700cn weight within 100' to red heat for 2-5 rounds. Contact with such an object will inflict 2-12 points of damage per round (halved by a successful saving throw vs. Spells).
- create a wall of iron once per day (as the sixth level magic-user spell (CP21), but only lasts 3 turns).

OARD DEVICES

Some of the many oard weapons and devices are described below. Although these pieces of equipment are technological, their properties can be described in terms of similar magical effects. For the purposes of the game, the powers and effects of oard technology should be treated in the same way as the corresponding spells, except as specified in individual cases.

Oard devices are controlled and powered by means of wires which plug into the oards' bodies, and are tuned to their individual users. *No magic, nor any other means will give characters full use of these devices, although a wish spell might (DM's discretion) allow 1-4 uses.* Since they are not magical, oard devices will not be shown up by detect magic spells. Unlike the casting of a spell, an oard's use of a technological power is not ruined by being disturbed.

Image Amulet. This device creates a permanent, holographic image around the oard which allows the oard to make itself look like any humanoid up to 10 feet tall. The screen also changes the appearance of the oard's clothes (e.g. to look like furs) and equipment. There is no saving throw for those seeing this technological illusion, but a truesight spell, for example, would enable the caster to see through it. The screen stops working at once if the oard is killed, revealing the creature in its true form.

Ray Glove. This is a small gun incorporated into a glove. It can fire three laser blasts per round, each being the equivalent of a **magic missile** (range - 150', damage - 1d6+1 etc.). Unlike **magic missiles**, the laser blasts do not hit automatically. The oard must roll to hit as is using a normal missile weapon (range 50/100/150) but all targets are treated as armour class 9 (minus any dexterity bonuses and pluses of magical armour). The pistol can be used in melee (treat as short-range missile fire).

Blaster Tube. A tubular device which can fire two blasts of force per round. Each blast covers an area 10 feet wide and 120 feet long. Any creature within the area will receive a forceful blow equivalent to a 20-foot fall onto a hard surface (2-12 points of damage). The damage is halved by a successful saving throw vs. Dragon Breath.

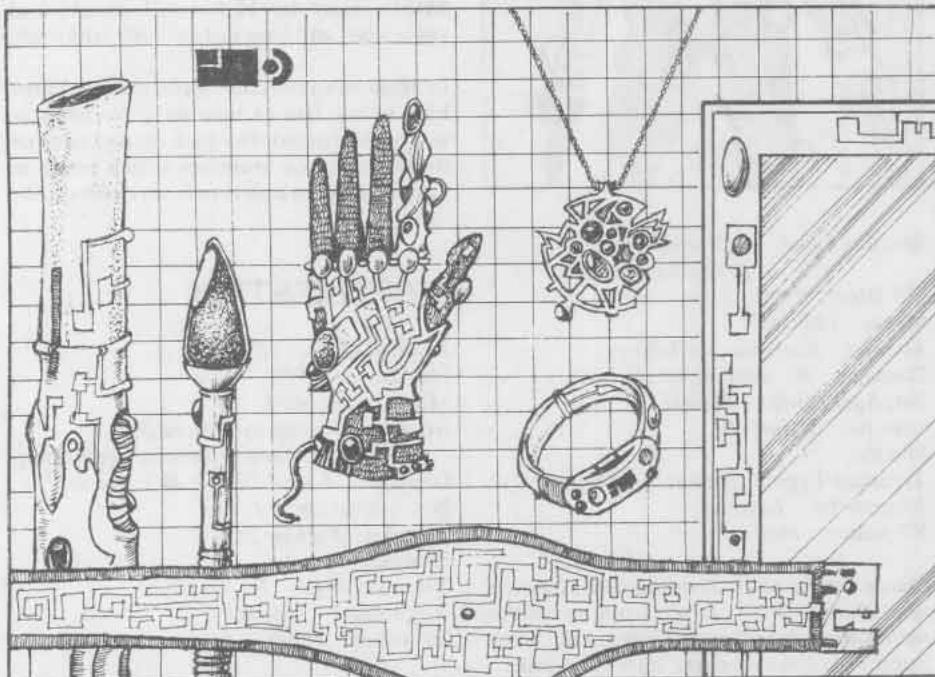
Fireball Gem. A tiny, self-propelled bomb which is the equivalent of a **fireball** (range - 240', area of effect - 40' diameter sphere), inflicting 6d8 points of damage.

Protection Belt. This device surrounds the oard with a permanent, protective force field. The field is similar to the barrier created by a **shield** spell except that the oard gains an armour class of 0 against all attacks. In addition, the barrier gives protection equivalent to permanent protection from normal missile, resist cold and resist fire spells. Finally, the field has a limited anti-gravity power which allows the oard to levitate at will for a total of up to 6 turns per day.

Speech Bracelet. This is a two-way communication device with a range of 50 miles.

Time Travel Mirror. These enable the oards to move from their empire back through time into the history of Aelos. The cost in energy is enormous, however, and so only a few oard agents can be sent. Furthermore, the devices allow only one-way travel, which means that the oards cannot return to their own time through the devices.

These devices have their own holographic screens which may be used to disguise them as something else. A time travel device's screen ceases to function if all the oards who passed through it are dead.



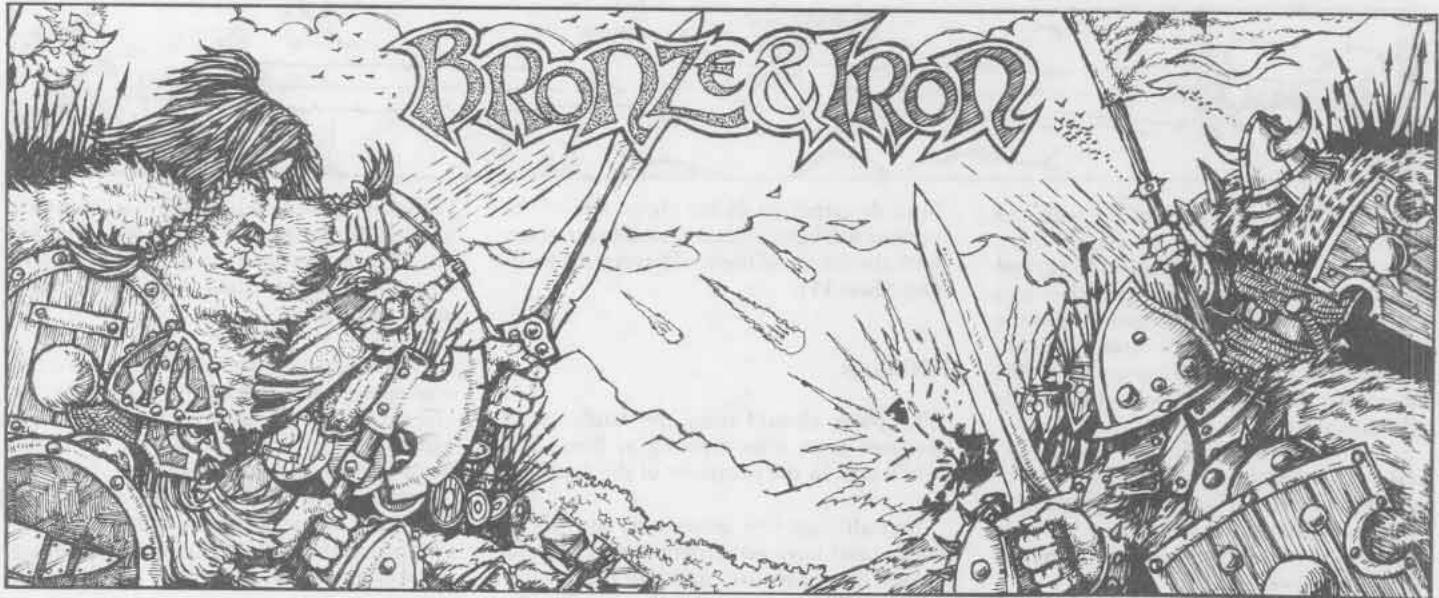
Value and Appearance of Oard Devices

Oards do not have treasure as such, but their devices and equipment are exquisitely made from plastics, metals and crystals. In the adventurers' own world, these objects would be regarded as very fine, unusual jewellery or adornment, and so have corresponding values:

- An image amulet looks like a gem-encrusted, gold filigree amulet on a silver chain (value - 800gp).
- An oard ray glove looks like a gauntlet of incredibly fine chain mail, decorated with gold filigree and a large, elongated gem on the index finger (value - 600gp).
- A blaster tube is a ornately inlaid, transparent cylinder (about 3 inches wide and 18 inches long) open only at

one end. It could be used, for example, as a case for storing scrolls (value - 500gp).

- Fireball gems have the appearance of short, hollow gold wands with large gems mounted at the end (value - 400gp each).
- A protection belt looks like a beautifully decorated girdle (value - 600gp).
- Oard clothes appear to be made of exceedingly fine but hard-wearing silk, embroidered with minutely detailed patterns in precious metals (value - 200gp per suit).
- A speech bracelet looks like a delicately wrought bracelet (value - 400gp).
- A time travel mirror looks like a perfect, full-length mirror set in a gold frame (value - 6000gp).



Nearly 500 years ago, the adventurers rescued the newly-emerged dwarves and so brought the craft of working iron and steel into Aelos (see **Forge of Power** - page 10). The dwarves did not share their secret, however, and the technology of humans and elves progressed no further than the use of bronze.

Such a state of affairs did not suit the purposes of the oards. From their point of view, the "progress" of humanity had halted, the power of magic was undiminished and, worse still, druids were growing in power as leaders of the faith amongst the people.

To rectify the situation, oard agents entered this era several decades ago, and sought out the human tribe in which the influence of magic and the ascendent druids was weakest. To this tribe, the Kolmedes, the oards gave the secret of mundane iron-working.

With their superior weapons and the guidance of the oards, the Kolmedes were able to dominate the tribes around them. As the Kolmedes grew in power, they began to conquer their neighbours ever more swiftly, since the human tribes were split by feuds, and had little contact with the isolated elven and dwarven clans.

The druids of Aelos had always steadfastly refused to become involved in the petty fighting between the tribal warlords and, by not taking sides, had acquired a reputation for impartiality and honesty. Their refusal to become involved in warfare prevented them from ever gaining any real power or influence over the proud warlords, however, and the druids' pleas for unity were ignored even in the face of the Kolmede threat.

The tribes stood proud but alone... and were crushed.

Arqwen

By engulfing human tribes and putting non-human clans to the sword, the Kolmede tribe has grown into an empire. Now, only the isolated land of Arqwen (see **Map C**) remains outside the empire's dominance. Arqwen is the home of humans, elves and dwarves, and is the birth-place of the halflings in Aelos. Here as elsewhere, the tribes and clans are fragmented — easy prey for an imminent Kolmede invasion.

All too aware of the danger, Sewynne, leader of the druids in Arqwen, has failed in her every attempt to unify the tribes. She has but one hope: the legendary "Lords of Wood and Fire" who, many years ago, saved the elves and humans from the "ape-men" (garls) and the dwarves from the "iron giant" (the hephaeston Diemlak). These heroes could unite not only the humans, but also the elves and dwarves.

The Lords of Wood and Fire are, of course, the adventurers. Their exploits are remembered well by the long-lived elves and dwarves but the humans have passed the tales through many generations and they have become fragmented legends. Some humans even doubt that the "Lords of Wood and Fire" actually existed. In a final effort to unite the people of Arqwen against the Kolmedes, Sewynne has decided to attempt to summon the ancient heroes.

The Adventure

The adventurers will arrive during Sewynne's summoning ceremony, but it is the Nexus which brings them here and not her magic. In order to save Arqwen from destruction at the hands of the Kolmedes, the party must unite the peoples of the land and lead them in the war against the invaders. This will require the use of the **Mass Combat** rules (CD12-17).

Bara

Sewynne's summoning ceremony takes place at Bara, the druidic shrine deep in the forest (see **Map C**).

The Summoning

Sewynne has assembled the druids' high council to witness the summoning of the "Lords of Wood and Fire". When the Nexus brings the adventurers to the shrine at the height of the ceremony, no-one will have any doubts that the legendary heroes have returned:

Once again the world seems to spin around you, your vision blurs and a shrill whistle fills the air.

Eventually your surroundings become still and clear. You are in a dim, rock-cut chamber with its far end hidden in shadow. Its contents are strange yet familiar: a table-sized slab of grey rock before you, a jug and some fruit arranged neatly on it, a basket of fire-flies hanging from the ceiling, and panels of deeply-incised carvings on the walls.

The air is heady with the smell of honey and, as the whistling fades, you hear the distant sound of melodious chanting. Then, from the darkness, a figure in a green robe approaches, raises her hands to you in greeting and says:

"Greetings Lords of Wood and Fire! You are come in answer to my summons. Scorn now upon those who say you are but legends, phantoms by which mothers comfort their infants. Fear not, and follow me, the circle awaits to welcome you."



The robed figure is Sewynne. She will lead the party to the far end of the chamber (which is 20 feet wide and 60 feet long) and then along a rock-cut passage which slopes gently up to ground level, emerging in the centre of a circle (100-foot-radius) of 30 tall, elegant trees in a forest clearing (over 300 feet across). It is night-time and the sky is rich with stars.

At the foot of each tree stands a member of the druid's circle. When the party emerges, the druids will cease chanting and Sewynne will proclaim the adventurers as being the "Lords of Wood and Fire".

Then, without further ceremony, Sewynne and her entourage will alert the adventurers to the threat facing Arqwen from the Kolmede Empire. They can only speak of it in general terms since they do not know any details of the Kolmedes' plans, but it is clear that the fragmented tribes of Arqwen are no match for the Kolmedes. Only the Lords of Wood and Fire, they will insist, can unite the tribes and prepare them for war...

The War Looms

Uniting the Tribes and Clans

This part of the adventure provides extensive scope for role-playing, since the adventurers will have to deal with many non-player characters in order to gain their cooperation. If desired, however, these negotiations may be dealt with relatively mechanistically in order to concentrate on preparing for and running the war (see *The War* - page 15).

In the case of the human tribes (see **Human Tribes** - below), the characters will be able to benefit considerably from the mediation of the druids who will confirm that the adventurers are the "Lords of Wood and Fire".

If the player characters do not think of it themselves, somebody (probably a druid) will suggest, early on during their attempts to unify Arqwen, that the adventurers seek out and win the support of the dwarven and elven clans.

The demi-humans of Arqwen feel as loyal to the land as do the humans and share their fear of the Kolmedes. The elves and dwarves have little, if any, contact with the humans, however, and must be found and won over separately by the party (see **Dwarves** - below, and **Elves** - page 15).

Brief descriptions of the characters of the various warlords and clanmasters are given with the details of their followers (see **Pull-Out Sheet IV**).

Halflings

The party should meet the halflings of Arqwen soon after arriving at Bara, and while still in the company of the druids.

The halflings live secretly in the woodlands, and have no settlements or leaders. As yet, they have no Crucible of Blackflame (**CP31**). They are rarely, if ever, seen by most of the human population, but are on good terms with the druids and elves. They have no legends concerning the adventurers and will cooperate with the party for the sake of their love of Arqwen and friendship with the druids.

The halflings will not fight in the war, but they will act as spies, providing the party with general information about the sizes and movements of the Kolmede forces.

When first encountered, the halflings will be able to tell the party that the Kolmede armies are already on the march across the great uninhabited wilderness south of Arqwen, and will reach the Telinatt mountains on the southern borders of Arqwen in about 7 weeks.

During the preparations and the war itself, the exact amount of information provided by the halflings is up to the DM, although the party should be well informed of troop movements during the war itself. An exception is the Kolmede Sea Force (see page 16), which the halflings will not learn of until it lands. The halflings' information gives no bonus on combat resolution (see **CD16**).

Human Tribes

The eight human tribes of Arqwen and their warlords are described on the **Pull-out Sheet IV**. The warlords guard their independence jealously but recognise the threat posed by the Kolmede Empire and will agree to requests (from the druids or the party) for a temporary alliance under the party's leadership if they can be convinced that the adventurers are the legendary Lords of Wood and Fire.

The adventurers may visit the warlords individually at their respective steadings or else call a council at Bara (the only

"neutral" ground which the warlords will accept). If a council is called, it will take 6 days for the warlords to assemble. In any negotiations, the druids will help the party as far as possible.

The DM might wish to make some of the warlords easier or harder to convince, or else make them susceptible to different kinds of persuasion. One, for example, might accept the word of the druids, while another might be impressed by a powerful display of magic. Eventually, however, the adventurers should be successful in gaining the support of the tribes.

Dwarves

The two tribes of dwarves in Arqwen are described on **Pull-out Sheet IV**. They live in the mountains at the strongholds of Jalndrup and Nopsfalt (see **Map C**). Since the humans occasionally trade with the dwarves, they know where the underground strongholds are and will tell the party if asked.

Both clans of dwarves will be very suspicious of the party (even if it includes any dwarves). They know how, 470 years ago, a group of heroes won the **Forge of Power** (see page 10) for their forebears, but no amount of persuasion will convince them that "magical hocus-pocus" could have caused the heroes to be re-born.

Search for Heorbold

At length, one of the dwarves will remember that Heorbold, a venerable, reclusive dwarf was alive when the historic events took place and would be able to recognise the adventurers.

The dwarves know that Heorbold lives in a silver mine at the end of a narrow pass (see **Map C**) with eight of his kinsmen (all level 1), but have not seen him for 3 years.

The reason why the miners have been unable to reach their kinfolk is that 2 large wyverns have taken up residence in a cave overlooking the pass. These will attack the adventurers as they pass beneath their cave. The cave contains a cache of 25 gems (value - 1000gp each) and a leather bottle containing 3 doses of a potion of speech (see **CD50**).

Heorbold will be very grateful if the adventurers remove the problem of the wyverns and will willingly accompany them to the strongholds where he will



confirm that they are who they claim to be. At this, the dwarves will give their support in the war against the Kolmedes.

Elves

The single clan of elves in Arqwen is described on **Pull-out Sheet V**. The elves live in the tangled depths of the Erydall Forest. Neither the humans nor the dwarves know where the elven stronghold is, but the halflings will be able to guide the party there.

The reaction of the elves to the party's request for support depends on whether the adventurers received (and still have) the bracelets from the elves at the end of the first adventure in Aelos (see **The Parting** - page 9). If the adventurers do not have the bracelets, the elves will agree only to "consider the matter" and will ask the party to leave the forest. The elves will, in fact, join in the war against the Kolmedes, but will mobilise their forces only after the first battle between Arqwen and the Kolmedes.

If the elves are shown the bracelets, they will instantly accept the adventurers as being the heroes of their legends and give their support at once.

Preparing for War

In order that they can plan for the war ahead, the adventurers will need at least some knowledge of the geography of Arqwen. The druids know the land well and will describe it to the characters. To simulate this information, the DM should give the players a copy of **Map C** (*omitting the markers showing the attack routes of the Kolmedes*). Although the druids will aid the adventurers by providing information and mediating with the human warlords, on no account will they take part in the war itself.

Organising, training and equipping the tribes and clans in preparation for war will not be an easy task since there are several factors to be considered (see below).

Time

Time is short, and the DM must keep careful track of passing days both before and during the war. The party's arrival at Bara (see **The Summoning** - page 13) is taken as Day 1.

Combining Armies

To improve their chances against the Kolmedes, the tribes and clans must be unified into effective armies. This will not simply be a matter of reorganising the available troops into the optimum forces, since the authority of the NPC leaders and the enmities existing between the various groups must be considered. In addition, the characters will have to take careful account of the time which will be taken for the troops to muster in their own strongholds and then travel to meet their allies (see **Movement** - page 16). During the preparation, it should save time if the troops go to their rendezvous in groups of less than 50 (see **Troop Movement** - CD16).

Dwarves and Men

- Dwarven and human forces will agree to combine into armies, but no clan or tribe will allow itself to be split up into different armies.
- No human tribe will fight alongside a "blood enemy" (i.e. a tribe with which it has long been at war — details of blood feuds are given in the tribal descriptions on **Pull-out Sheet IV**).
- There is no enmity between dwarves and men, but dwarves will not join forces with elves (see below).
- No warlord or clanmaster will submit to the authority of another. This means that combined armies must be commanded by player characters. Even so, NPC leaders will insist that all orders to their warriors are passed through them.
- The human and dwarven warriors can be ready to leave their homes 2 days after being ordered to do so by their leaders.

Elves

- The elves will agree (if asked) to divide their strength amongst the human armies (in groups of 100 or more) so long as any elves not with their clanmaster are commanded by an elven player character.
- Elves will not serve alongside any dwarves.
- Elven warriors can be ready to leave their stronghold the day after receiving the order from their clanmaster.

Leadership and Training

Since combined forces must be led by a player character, the adventurers must decide who will command which force and how much time they will spend training with their troops.

Equipment

The humans and elves are armed only with bronze weapons. These should be regarded as being "below-average", giving a base value of zero in the Equipment Factor of the BFR (see **CD12**).

The dwarves of Jalndrup will offer to provide iron weapons of "good" quality (see **CD12**) for the humans. They have a store of 1000 weapons and can make 120 per week, as long as they remain in their stronghold.

Battle Ratings

The descriptions of the tribes and clans on **Pull-out Sheets IV-V** include "Current Battle Ratings". These are intended to serve as guidelines during the preparations, and it will almost certainly be necessary to recalculate them after the preparations are completed.

The War

The war between Arqwen and the Kolmedes should be run using the Mass Combat ("War Machine") rules (**CD12-17**). It is up to the DM whether or not to use the optional rules (**CD15-17**).

The Invasion

The Kolmede army is divided into four forces — three land forces: an advance guard, a main force and a mountain force; and one sea force — which are described on **Pull-out Sheet IV**.

The Kolmede armies are commanded by human generals, but the Emperor, whose orders these generals follow, is little more than a puppet of the oards. Each army will have at least one oard observer amongst the commander's entourage, but the oards will take no direct action in the battles, preferring to act "behind the scenes" (see **Iron Dragon** - page 16).

Invasion Plan

Even as the adventurers arrive at Bara (see page 13), the Kolmede land forces are already on the move across the great plains which separate Kolmedia from Arqwen. It is these forces of which the halflings will have warned the adventurers (see **The Halflings** - page 14).



The forces of Kolmedia are committed to a simple plan for the invasion of Arqwen. The generals are experienced soldiers, and will be able to adapt to changing circumstances to a certain extent, but their orders from the Emperor were very explicit and they will try to stick to the plan as far as possible. The level of variation is at the discretion of the DM.

The aim of the Kolmedes is simple: to overrun and subjugate Arqwen. The invasion plan is correspondingly simple, and may be described in terms of the objectives of the four Kolmede forces:

Advance Guard

This fast-moving force enters the south-eastern corner of Map C on Day 40. Its mission is to test the strength of Arqwen resistance by sweeping around the eastern side of the Telinatt mountains, ahead of the main force (see below). It will penetrate into Arqwen until its troops are reduced by 50% (or it is routed), at which point it will retreat and attempt to rejoin the main force.

Main Force

Following on the heels of the advance guard (entering Map C on Day 44), General Stengar intends to penetrate deep into Arqwen with the main force, destroying all settlements in his path (Cerriowa, Twarkan and Kanstaz). From Kanstaz he will march on Xygmis where he intends to join his force with Commander Philo's sea force.

Mountain Force

This force will enter the southern edge of Map C on Day 45, and attempt to cross the Telinatt mountains into Arqwen via the Norbrigga Pass. Once across the mountains, it will attack Vernantz and then sweep north to join the Main Force. If driven back in the pass, it will withdraw and join the Main Force by moving up the eastern side of the mountains.

Sea Force

The purpose of the sea force is to strike into Arqwen by the "back door" so as to outflank the defenders. The force will land, without warning, one hex south of Distis on Day 55. From here they will advance on Distis, followed by Dergadar, Harrades and then Xygmis, where General Commander Philo hopes to join forces with General Stengar's Main Force.

Winning

Any individual Kolmede force will be defeated if it suffers 50% or more casualties, and will attempt to join up with its nearest, undefeated ally. If a force is routed, d100% of its survivors make their way to the nearest, unroute Kolmede force, while the remainder will make their way home.

The entire invasion force will be defeated and will attempt to retreat home if the Main Force is routed, or if the invasion force as a whole suffers 50% or greater losses (including troops returning home, i.e. 2000 or more troops). The tribes of Arqwen will agree to harry the retreating Kolmedes, but will go no beyond the area covered by Map C.

Other Notes

Terrain etc.

For the purposes of movement, the dwarves of Arqwen treat mountain areas as "hills" and hills as "clear". The elves treat woodland areas as "clear". The Norbrigga Pass is not a "narrow defile" and all marked rivers are "deep water" (see CD14).

Steadings

The steadings of the human tribes are stone-walled villages. Each is capable of accommodating 800 people, and has 24000 "people-days" of provisions (e.g. enough to feed 800 people for 30 days). In the absence of troops, these strongholds will be defended by women, children and old warriors. Details of a typical group of defenders are given on Pull-out Sheet IV.

The Kolmede forces will not be able to find the elven or dwarven strongholds during the invasion.

Special Events

Commanding the various forces of Arqwen will probably occupy the attention of the player characters fairly fully during the war. Even so, the adventurers may wish to take a more personal involvement (see "Character Actions" - CD16), in which case the DM may use the two incidents described below. These may be used as desired, and may involve all or only some of the adventurers. In addition, the DM may allow for other actions against the enemy forces.

Iron Dragon

The adventurers are told by the halflings that a small squad of Kolmedes are bringing up a "huge iron dragon" to reinforce one of their armies.

The DM may arrange matters such that the adventurers can sneak behind the enemy forces and attack the "dragon" before it reaches its destination. Alternatively, the dragon and its escort could be dealt with during a battle (see "Character Heroics" - CD16).

The "dragon" is actually a robot made by the oards (it is the equivalent of a small drolem except that it cannot fly), and its escort consists of an oard (armed with a ray glove and three fireball gems) and 20 elite Kolmede troops.

Killers by Night

In an attempt to eliminate some or all of the leaders of the Arqwen forces, the Kolmedes will send a group of killers into an Arqwen camp to attack the adventurers by night.

The group of killers consists of an oard (armed with a ray glove) and 7 Kolmede master thieves. The killers will have no trouble avoiding any NPC guards or sneaking through the camp to reach their victims. Unless the adventurers are themselves on guard, the Kolmedes will automatically gain surprise.

Victory

After the Kolmedes have been driven from Arqwen (see Winning - above), the characters will have several weeks before the Nexus draws them back to the underground chamber at Bara and transports them forward in time again (see Island of Sorcerers - page 17). Before they leave, they will be heaped with praise and honour by the tribes and clans of Arqwen, seemingly endless feasts will be held, and bards will sing long into the nights of the great victories of the Lords of Wood and Fire.

The party will also receive many rich gifts and a share of the spoils of war. These will comprise jewellery and gems to the value of 60,000gp, plus the following special gifts: a battle axe +4 (from the Jalndrup dwarves), a suit of banded mail +3, reflective (CD56) (from the Nopsfalt dwarves) and a longbow +3 (from the Erydall elves).



It is millennia since the war between Arwen and the Kolmedes re-asserted the powers of magic on Aelos. Since then, both human magic users and elves have grown in power and, over many years, have gathered together the fruits of their researches in the Bibliotheca, an underground library on the remote island of Talah (see Map D1).

Elves and magic users come from all over Aelos to consult the library, and to use the Luminance (a magical artifact in the form of a shimmering throne, housed securely at the core of the library - see page 20) as an aid to the solution of specific problems. The Luminance also sustains the powerful, magical defences of the island, which include a magical barrier around Talah through which normal magical travel is impossible.

The oards' time-travel mirrors have enabled them to by-pass the barrier and to go straight into the chambers housing the Luminance. Here, in the helpless state which the Luminance induces during meditation, wizards using the artifact have been hypnotised and are held captive by the oards. Oard impostors (disguised by image amulets to look exactly like the wizards) have left the Bibliotheca in place of the prisoners. These impostors have learnt from the wizards how to imitate them in voice, gesture and so on, but cannot, of course, use the wizards' magical powers and must rely on their own technological weaponry.

By systematically replacing the most powerful wizards from all over Aelos, the oards intend to undermine the power of magic of the era. So far, eight wizards have been overcome and replaced by impostors who are now gathered at the island's guesthouse (see below), waiting for a ship which will take them off to different parts of Aelos.

The Adventure

The Nexus will bring the party to the guesthouse on Talah just as the eight impostors are gathered there. The adventurers must overcome the impostors, enter the Bibliotheca, defeat the oards waiting at the Luminance, and release the hypnotised wizards.

The situation will be complicated by the presence on the island of innocent NPCs (the guesthouse staff, a wizard's assistant and the Bibliotheca guards) who are unaware of the oards' presence and who will normally oppose aggressive acts by the party.

The existence of the Luminance's magical barrier and the absence of any ships on the island should be sufficient to prevent the party from going anywhere else on Aelos during this adventure, but if necessary, the DM should strongly discourage the party from attempting to do so.

The Guesthouse

The guesthouse on Talah stands on a low hill above a natural harbour, and provides lodgings for those who come to the island in search of knowledge from the Bibliotheca. While staying at the guesthouse, visitors are cared for by the 20 retainers (servants) overseen by the steward Njort. There are currently nine guests: the eight oard impostors (disguised as wizards) and Sfar, the assistant of one of the wizards (see **The Humans** - page 18).

Calm Before the Storm

The Nexus will take the adventurers into a small room at the top of the guesthouse tower (see Map D2):

The chamber of the druids' temple dissolves into the whirl of flashing images and the piercing, high-pitched shriek. When your senses clear, you find yourselves in an elegant, hexagonal chamber. In one wall is an open, lancet window through which you can see the russet orb of the sun, setting beyond a placid ocean. In a tree beneath the window, a nightingale is singing, and the scent of jasmine drifts in on the gentle breeze.

The chamber itself is lit by a glowing gem hanging from the ceiling, and has a bench fixed to the wall opposite the window. The remaining four walls are decorated with frescoes of fabulous beasts. On the bench are a crystal vial full of red liquid and a golden dish of black powder.

A trapdoor in the centre of the floor is open, and a slight, robed figure, his mouth agape, is staring at you from a ladder leading up into the chamber.

The figure is Sfar (see **The Humans** - page 18), the absent-minded assistant of the wizard Giofenes. Sfar has been sent by his "master" to fetch the vial of liquid (three doses of a potion of elasticity - CD49) and the black powder (powdered platinum - value 5000gp) from the bench.

When Sfar sees the adventurers materialising, he will, at first, think that they are some form of special illusion and will need convincing otherwise. Once he realises his mistake, Sfar will apologise to the "lords" for his intrusion in a flustered manner and will try to gather up the vial and powder and leave the room as soon as possible. If the adventurers ask him to stay, he will



become increasingly insistent that his master is waiting. "Perhaps," he will stammer, "you would care to join the others in the refectory?"

Non-Player Characters

When the party arrives, the eight impostor wizards are assembled with Njort in the refectory (see Map D2) for dinner. The oards have taken on the identities of the wizards Giofenes, Haff, Dracatpol and Je Kwill (males), and Vecessa, Alowel, Pendibair and Horolia (females). They will recognise the adventurers on sight (they have been well briefed for the mission) but will make no move against them (except in self-defence). Instead, they will invite the party to join them at the meal.

As soon as possible, one of the impostors will secretly warn the oard commander in the Bibliotheca (Map D3, area 15) using a speech bracelet. The oard commander will quickly take action (see **The Storm Breaks** - below).

The Humans

Sfar, Njort and the retainers will answer questions about the island and/or the Bibliotheca, but have no idea that anything is amiss there, or that the wizards are impostors. They have never even heard of oards, and have no knowledge of the characters' past exploits (the "Lords of Wood and Fire" have been forgotten). Sfar has noticed a change in his master's character, but would only concede this if questioned directly on the point.

Njort is used to having unexpected guests. Although the apparent arrival of the party by magical means (in spite of the island's defences) will baffle him, he will conceal his surprise, welcome the newcomers, and allocate them guest-rooms (see Map D2).

If a fight develops between the party and the impostors, the retainers will flee and hide. Sfar will support his "master", and Njort will oppose whichever side seemed to him to have started the fight. Both Sfar and Njort would help the party if previously convinced that the wizards are impostors.

The Storm Breaks

Immediately after being notified of the party's arrival, the oard commander will order the real Giofenes to manipulate the

Luminance (see area 15) so as to engulf the island in a violent tropical storm. The storm cannot be affected by a weather control spell and will persist until the oards in the Luminance are finally overcome.

Giofenes will also be commanded to activate the Bibliotheca's outer defences (see **Valley of Webs** - below).

The Impostors Strike

On hearing of the adventurers' arrival, the oard commander will order the impostors to eliminate them. The impostors will attack at once if their true nature is revealed or if the party sets out for the Bibliotheca. Otherwise, the oards will wait for a good opportunity (DM's discretion, but preferably when the party is split up) to attack.

Teeth of the Storm

If the adventurers overcome the impostors, the oard commander will order the captive hypnotised wizards to launch a surprise attack on them in the form of 2 lesser djinn (unleashed from magical items) and 8 invisible stalkers (summoned using spells).

If the attack takes place outside the guesthouse (e.g. while the party is on its way to the Bibliotheca), one djinni (invisible and hidden in the trees) will try to distract the adventurers by creating illusions (e.g. an attack by 25 manticores), while the other djinni (in whirlwind form, but concealed by the storm) and the invisible stalkers sneak up on the party to attack.

If the attack takes place in the guesthouse, the party will quite likely be taken unawares, since the djinn (in gaseous form) can bypass and open any barred doors or shutters to let in the invisible stalkers. As the djinn assume whirlwind form before attacking, they will disguise the disturbance this will produce by flinging open some doors or shutters (as if blown open by the storm) and letting in the wind.

The invisible stalkers have been ordered to attack only the adventurers. If a stalker succeeds in killing a character, it will return to its own plane.

Aftermath

After the battle, both Sfar and Njort (if they survive) would deduce that the Bibliotheca is the only possible source on the island for

such powerful magical creatures. They would comment, however, that the Bibliotheca's elf guards (see **Stalwart Guardians** - page 19) would not be powerful enough to unleash it. They do not know about the defences of the Valley of Webs.

Valley of Webs

The main entrance to the Bibliotheca is at the head of a narrow gulley, 50 feet wide, 100 feet deep and 300 feet long. Although the gulley will appear to be bare and empty when the party arrives, it has hidden defences which have been activated by the hypnotised wizard Giofenes at the command of the oard leader (see area 15).

Any characters approaching the Bibliotheca's main entrance will be attacked by 2 **gargantuan black widow spiders** which will rush out from narrow, concealed caves on either side of the gulley, 30 feet up from the ground.

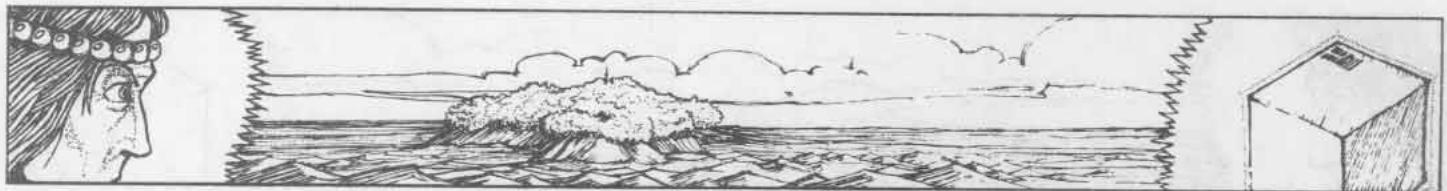
Just before the spiders rush to attack, thousands of sticky, web-like strands will shoot out from the rock walls on either side of the gulley. All characters inside the gulley will be impeded by the strands (movement rate halved) and those who fail a saving throw vs. Magic Wands will be completely enveloped (the equivalent of a web spell). The spiders can move along the strands as easily as along their own webs. The strands will vanish after 6 turns.

The chitinous hides of the spiders are covered with plates of gold and studded with gems. These have been enchanted so as to give the spiders an armour class of 2, and the equivalent protection of permanent resist cold and resist fire spells. The gold and gems are worth a total of 9000gp per spider, but their enchantment is broken when the spiders are killed.

The Bibliotheca

The information in the Bibliotheca (see Map D3) is contained in countless books stored in nine galleries. Each contains works relating to one level of magic-user spells, and the galleries are arranged in order of ascending spell level (from 1st to 9th in areas 5-13). Beyond the furthest gallery is the Luminance (see page 20).

The rock of the mountain enclosing the Bibliotheca is rich in lead and so prevents ethereal movement (see CD18), and blocks the spells ESP, clairvoyance and so on.



Stalwart Guardians

The non-player character guardians of the Bibliotheca are the elf **Phlorella** and **10 elven guards**. They know that the storm is produced by the Luminance, and have assumed that it is an automatic response to an attack. They believe, therefore, that the Bibliotheca is in danger and they will be reluctant to admit anyone.

When the party reaches the Bibliotheca, the outer door (to area 1) will be barred. Phlorella will be in the entrance hall (area 1) with half of the guards. The other guards will be in the guardroom (area 2).

If the party makes any aggressive move (including attempting to break in), any negotiations (see below) will cease and the elves will fight using every means at their disposal. The elves will try to fight a running battle with the party through the outer chambers and galleries. This will expose the adventurers to the monsters and traps guarding the galleries (see **Guards and Wards** - below). Phlorella will not venture beyond the fifth gallery, nor the elf guards beyond the third.

If the adventurers can avoid fighting the elves, they may be able to explain to them (despite the heavy door separating the two groups) about the impostor wizards. If the party can provide *both* the bodies of the guards (Phlorella could see these using a clairvoyance spell, for example) *and* the testimony of Njort as evidence, the adventurers will be admitted. The elves will be shocked by the wizards' disappearance, and conclude that something is amiss in the Luminance. They will urge the party to investigate the matter, and will escort them past the defences of the first five galleries. They do not know how the inner galleries are defended, and will not enter them.

The Outer Chambers (Areas 1-4)

These chambers provide accommodation and other facilities for Phlorella and the elf guards.

1. Entrance Hall

This chamber is large and plain, except for the following words which are inscribed round the walls in magical script:

"Welcome, seeker after truth. Within these halls is all you may seek. Learn from them what you will, but go not beyond that which you have already attained."

2. Guard Room

This contains tables, chairs, training equipment, books (non-magical) and other pastimes (dice games etc.) used by the guards while on duty.

3. Barracks

Here are lockers containing the guards' personal possessions (including jewellery etc., to the value of 5500gp in total). There are also ample supplies of food and drink.

4. Phlorella's Room

This is furnished considerably more comfortably than the barracks. Stored in cupboards and hanging on the walls is Phlorella's collection of books and souvenirs from her past adventures (including valuables worth 11,000gp).

Galleries (Areas 5-13)

The galleries have very similar decoration; mosaic floors (showing magical symbols), plain green walls and ceilings, and heavy, ornate, brass bookracks. The gallery of 7th level spells (area 11) consists of a winding corridor, and the 9th (area 13) has many small rooms opening onto a corridor, with books in only the largest of these. The rooms' shapes are not really significant.

The Books

The books in the galleries are *not* spell books. They are tomes which describe in minute detail the origins, uses, effects, purposes and meanings of spells. The books are very complex and detailed, and it would be difficult for player characters to gain any useful information from them in the time available. However, the DM may use the party's visit to the Bibliotheca as an opportunity to bring useful information, spells and so forth, into the campaign. For example, player characters might be able to discover the "local" variants of spells used on the elemental planes (see CD20).

Guards and Wards

The defences of each gallery are designed to be generally safe for any magic user or elf capable of casting spells of the level with which the books in the gallery deal, but to deter any other creatures. Thus, for example, Phlorella (a level 10 elf) is safe in the first five galleries.

Guards

Magic users or elves of sufficient level for a gallery are safe from the monster guards of the gallery, and can even command the obsidian golems (see below) not to attack other creatures. Unless otherwise instructed, the monster guards will attack any other creatures entering the galleries.

Each gallery is guarded by **5 obsidian golems**. These will not leave their respective galleries and can pass through the trapped areas (see below) without triggering them.

The final gallery (area 13) is guarded by a **beholder** in addition to the golems. Although the beholder will not attack magic users of level 21 or greater (those able to cast 9th level spells) it will ignore orders not to attack other creatures.

Wards

The galleries contain many wards (traps). Magic users or elves of high enough level for a gallery will not activate any of its traps (although they may be harmed by the effects of traps activated by somebody else).

All the traps in the galleries are magical and are activated by creatures entering the 10-foot-square areas shown on **Map D3**. Each trap may be triggered any number of times, and cannot be found or disarmed by thieves. For the purposes of dispel magic spells and so on, the traps are treated as having been set by a 30th level magic user.

There are five kinds of ward (indicated by the letters a-e). When triggered, each will affect *all* creatures in the trapped area as described below (most of the effects allow saving throws):

- (a) **Flesh to stone** (negated by a successful saving throw vs. Turn to Stone).
- (b) **Feeblemind** (affects only elves and magic users — negated by saving throw vs. Spells at -4).
- (c) **Power word blind** (no saving throw).
- (d) **Polymorph any object** (the victims are polymorphed into metal bookends — negated by a saving throw vs. Spells -4).
- (e) **Hold monster** (negated by a saving throw vs. Spells at -2).

Vortex Shaft (area 14)

The passage from area 13 opens out onto a small balcony at the top of a vertical shaft 500 feet deep. The shaft is filled with a



magical, multi-coloured mist which swirls like a vortex and reduces visibility to 30 feet.

The effect of gravity within the shaft is much less than usual, and objects or creatures in it will fall without injury to the bottom, at a rate of 20 feet per turn. No form of magical flying is possible in the shaft, nor will it change the rate of descent. Even the oards' protection belts will not allow levitation here. The walls have a magical, glassy smoothness and it is impossible to climb them. All magical effects in the vortex are treated as 40th level magic for the purposes of **dispel magic** spells and so on.

The Luminance (Areas 15-17)

The Luminance is a powerful magical artifact in the form of a large, shimmering throne. It is located at the very heart of the Bibliotheaca (area 15), and defends the island by maintaining a barrier to magical travel. It can also produce effects such as the storm (see page 18).

The main purpose of the Luminance is as a source of inspiration for the high-level wizards of Aelos, since spell-using characters who sit in it are able to divert all of their concentration to the solution of any problem which they may have. They become only dimly aware of events around them, and are outwardly as helpless as if they had been affected by a feebledmind spell. The oards hypnotised the last eight wizards who came to consult the Luminance by exposing them to hypnotising cubes (see below), while they were in this helpless state.

Characters may resume their normal concentration and leave the throne at will, but this takes a full turn to accomplish. Very high level wizards (level 24 and above) can exercise limited control over the island's defences while seated in the Luminance (but not in a trance). The oards are thus able to influence the Luminance through Giofenes, one of their hypnotised wizard captives (see area 15).

Hypnotising Cubes

These devices are small, translucent, scintillating cubes. Any intelligent creature peering into one must make a saving throw vs. Spells (at +2) each round or become hypnotised (equivalent of a very powerful **charm** spell). The hypnosis is not a magical effect and cannot be removed by magical means.

Victims are unable to move around without help and remain hypnotised so long as the cube is within their vision. If a cube is removed from view or ceases to function, its victim is no longer hypnotised, but falls into a light trance for 2 turns before recovering fully. The trance will be broken instantly by any aggressive act against the creature.

The oard leader may control any *one* hypnotised creature at any given time (the others remain immobile). Each cube can only hypnotise one victim. All the cubes will lose their hypnotising power once the oard leader is killed (since they are attuned to the leader), but they retain their attractive appearance, and could be sold for as much as 800gp each in the adventurers' own world.

15. The Oards

The dominant feature of this room is the Luminance itself (see above), a large, shimmering throne set in an alcove in the far wall. Seated in the throne is the hypnotised wizard **Giofenes**. The room's other occupants are an **oard leader** (armed with a blaster tube) and **8 oards** (armed with ray gloves and 1 fireball gem each). All the oards are disguised by image amulets as obsidian golems.

The oards and their leader will attack the adventurers on sight. One of the oards has a **rod of the wyrm** and will, in desperation, transform it into a **small gold dragon** to attack the party if the fight begins to go badly. Another oard has a **staff of dispelling** (22 charges). The oard leader will order Giofenes to help the oards in the fight with the party. This he will do, without moving from the throne, by casting spells chosen (DM's discretion) from the few which he still has memorised. Giofenes has a hypnotising cube resting on his lap.

16. Teleporter

In the centre of this room is a faintly scintillating column of light stretching from floor to ceiling. Anyone moving into the column will be teleported to the centre of the entrance hall (area 1).

17. Hypnotised Wizards

Seated on a bench along one wall of this room are the hypnotised wizards Haff (male, level 21), Dracatpol (male, level 24),

Je Kwill (male, level 23), Vocessa (female, level 22), Alowel (female, level 22), Pendibair (female, level 24) and Horolia (female, level 23). All are hypnotised and are gazing into hypnotising cubes resting on their laps.

In one corner of the room is the oards' time travel mirror (undisguised - see **Pull-out Sheet VIII**) and a large, black metal box containing eight hypnotising cubes.

After the Storm

After being released from the oards, the wizards will display a mixture of relief, embarrassment (at having been overcome so easily), gratitude and, most of all, fascination with the party, its origins and mission. They will be saddened (but not resentful) if any innocent NPCs (including Giofenes) have been killed by the adventurers, and will offer the following help:

Information

Even while hypnotised, the wizards were still able to overhear and understand their captors' conversations. From these, the wizards learnt about the oards' strategy for taking over Aelos. They will have discovered that the infiltration of the Bibliotheaca was the oards' last chance to overcome the power of magic, and that the oards have constructed something called an "Entropy Bubble" in the oards' own future era as a last refuge in case of failure on Talah. The wizards know nothing more about the bubble, however.

Magical Items

If the adventurers are in need of them, the wizards may (DM's discretion) give the adventurers some (2-4, perhaps) useful magical items. The choice of what items are available is at the discretion of the DM, bearing in mind that the wizards are grateful (not stupid!). As a general guide, only items shown on the **Magical Treasures** tables (EX36) should be given, *excluding* those which would have only a 1% or 2% chance of occurring at random (e.g. **staff of wizardry**, **helm of telepathy**) and those which cannot be used by magic users.

Very soon after releasing the wizards, the adventurers will be drawn back to the Nexus (in the guesthouse tower). On entering the Nexus this time, the party will be taken forward in time to the final confrontation with the oards (see **The Entropy Bubble** - page 21). No books from the Bibliotheaca may be taken through the Nexus.

THE ENTROPY BUBBLE



The infiltration of the Biblioteca on Talah by the oards (see **Island of Sorcerers** - pages 17-20) was their last chance to break the power of magic on Aelos and so prepare the way for the establishment of their empire. The defeat of the oards on Talah meant that the foundations of their future reality were critically undermined.

The oards were prepared for this possibility, however, and created a refuge where they could gather their strength before ravaging some other world. This refuge, called the Entropy Bubble (although it has no connection with the Sphere of Entropy - see the D&D® Master Set) is the greatest creation of their technology and encloses a pocket of reality which is cut off from the rest of the multiverse.

The Bubble

The Entropy Bubble is a dome-shaped field of energy 30 miles in diameter (see **Map E1**). It is completely opaque, and it is impossible for creatures inside the bubble to pass through it by physical or magical means. Some dangerous creatures occasionally break in from the chaos outside, however (see **Hounds of Chaos** - area 9).

The Land Within the Bubble

The land within the bubble — the last bastion of the oards' empire — is devoid of any beauty, being the ultimate expression of their mundane ideal. It is stark and barren — a windless desert whose only features are a few oard outposts spaced around the perimeter, and the underground city of Cijal at the centre. The only inhabitants are the oards and the minions which their technology has created.

The bubble's energy field is pale green in colour, and casts a pale light of the same,

sickly colour — adding to the oppressive atmosphere of this place. Since the field glows continuously, there is neither day nor night.

There is no relief from the starkness inside the oards' buildings. The rooms are undecorated, and the smooth plastic from which the walls, floors and ceilings are made glows with the same pale green light as the bubble's energy field.

Throughout this part of the adventure, the DM should convey to the players how alien the oards' realm is to the adventurers. The oppressively austere atmosphere of this land will be repellent and disgusting to them — particularly after the beauties of Aelos in its earlier eras — and the presence of so much technology will tend to baffle and disorient characters accustomed to the power of magic rather than that of machines. The mission of the party here is one of destruction, and the characters should be left in no doubt that the oards are abhorrent to them.

Oard Technology

Since this part of the adventure takes the party into the world of the oards, it is important to remember that the adventurers will be able to understand very little of the oards' technology (if any) and that characters will not be able to use or operate any oard devices (except for the doors - see below). In particular, the DM should only use those terms which the characters (as opposed to the players) would understand. Thus, for example, a video screen might be described as "a moving image on a wall" or even "a strange window".

The creatures and robots which inhabit the bubble with the oards are all products of oard technology. Nevertheless, they have similar abilities (if not appearances) to

creatures from the adventurers' own world. The talaks, humanoid slaves of the oards, are like trolls, and the oard robots have similar characteristics to living statues, golems and drolems. The oards themselves will be seen in their natural form, undisguised by image amulets.

The plastic from which all oard buildings and devices are made is as tough as steel and as impenetrable as lead. Oard doors slide open automatically when touched.

The Adventure

The Nexus will bring the adventurers into the bubble at one of the oard outposts (see area 1). From here, the adventurers can proceed to Cijal, the city of the oards, where they will be able to end the oard menace for ever by overcoming Qartanaq, the oard master, and by destroying the source of the bubble's energy field (area 16). Once this is done, the bubble will collapse, and the party will be returned to its own world.

Edge of Chaos

1. The Outpost (Map E2)

The Nexus brings the adventurers into chamber 1a in an underground oard outpost near the edge of the Entropy Bubble (see **Map E1**):

The swirling chaos enfolds you again as the room in the guesthouse fades and the air fills with a familiar shrieking wail. Though none of the images flashing before your eyes lasts for more than an instant, some are now sharp and familiar — scenes from your past adventures on Aelos. The rest, however, are still a mystery.



After a few moments:

When the world is still once more, you find yourselves in a stark, square, windowless chamber. It is not a pleasant place, for the room is bathed in sickly, pale green light, and the air is tainted by an acrid scent like burning hair.

The sources of the light are the walls, floor and ceiling, which are smooth as marble. They are spotlessly clean, almost unnaturally so and, apart from what you take to be a door, show no cracks or joins. Set into one wall is a panel decorated with a jumbled pattern of brightly-coloured shapes. The shapes are in constant motion, changing form and colour in time with the jangling music which fills the chamber. On a shelf which protrudes from an alcove below the panel are a dozen or so coloured rods and a crystal beaker of liquid.

Suddenly, the music stops and the coloured pattern on the panel clears to become a window through which you can see a glaring humanoid face.

The panel is actually a video communication screen, linked to a similar panel in the other room of the outpost (1b) where there is a squad of **6 oards** (armed with ray gloves and 1 fireball gem each) who will see the party through it. After only a second or two, the creatures will react to the intruders: the screen will go blank and the oards will burst in through the door and attack.

The alcove is a food dispenser, and the rods and liquid in it oard food and drink. The rods are waxy and tasteless, and the liquid is oily. They are harmless but distasteful.

The second chamber of the outpost (room 1b) is as sparse as the first and, except for a map (which the characters will be able to understand) on the wall showing the positions of Cijal and the other outposts (areas 2-8), contains nothing of value or of use to the adventurers.

2-8. Other Outposts

The other oard outposts are similar to the first, and are similarly manned. The video screens allow the oards in the outposts to spot any creatures within 500 yards.

Desolation

When the adventurers leave the building, they will be able to see what appears to be a huge, solid, glowing dome (the energy field) and a straight, smooth track leading away from the outpost towards the centre of the dome.

9. Hounds of Chaos

Soon after the adventurers leave the outpost, a pack of **12 spectral hounds** (which have wandered through the energy field into the Entropy Bubble from the chaos outside) will pick up their trail and follow them, seeking a good opportunity to attack. In the pale light, the hounds will be very difficult to see, though the party will hear their thin, ghostly howling.

City of the Oards (Map E3)

Cijal is an underground complex, located at the centre of the plain enclosed by the bubble. It is more like an industrial installation than a city, and most of the larger chambers are filled with machinery, power generators, chemical tanks and so on. Only a few of the chambers are given individual descriptions (see **Specific Encounter Areas** - page 23), the remainder being covered by the general descriptions (see **Standard Features** - page 23).

Although it is underground, and the sloping ramp entrance is not conspicuous, the adventurers will be able to find Cijal easily if they follow any of the tracks which lead from the outposts.

Inhabitants of Cijal

Apart from those creatures detailed in specific room descriptions, inhabitants of Cijal will be met as **Random Encounters** (see below).

The city's alarm (a monotonous throbbing sound) will automatically be set off during the first encounter between the adventurers and city inhabitants, but the oards do not have any specific plans for dealing with attacks since they believe themselves to be securely isolated from the rest of the multiverse. Their system of video communication screens, however, will allow Qartanaq (the oard master) to concentrate the oard forces in the parts of the city where the adventurers are. This will be reflected by the probability of random encounters.

Video Screens

Every room in Cijal has a video communication screen and, once the alarm is raised, the adventurers will see Qartanaq glaring at them from a screen whenever they enter a room. So long as Qartanaq can see the party, the DM should use **1d8** when checking for random encounters (below).

The video screens are destroyed by 10 points of damage (treat as AC9, but save as D10 against magic), and for each screen destroyed there is a 10% (cumulative) chance that the video system will break down. Thereafter, the DM should use **1d20** when checking for random encounters.

Random Encounters

The DM should check for a random encounter if:

- the party enters a previously unexplored chamber (except for **Specific Encounter Areas** - see page 23)
- the party remains in a chamber for over a turn (or over 6 turns if the video system is inoperative - see above)
- the adventurers enter an unexplored corridor area or return to a corridor after an absence of 1 turn or longer (n.b. longer corridors are divided into separate areas by doors - see **Map E3**)
- the adventurers remain in a corridor area for over a turn (one roll per turn)

To check for a random encounter, the DM should roll the appropriate die (see above) *once* and look for the result in the appropriate column in **Table 2** to see which creatures, if any, are present. If a number appears more than once in a column, then a mixed group of the creatures indicated is present. Oards will be armed with ray gloves, and 25% will have 1-2 fireball gems.

Also included in **Table 2** is a row labelled "oard artifacts" which indicates the presence of portable oard objects (in addition to those which any oards may be carrying) which could be sold as ornaments or curios on the characters' own world. There will be **1d6** objects, each worth d10x30 gp with an encumbrance of 5d6cn. The characters may be able to guess at the purposes of some objects but most will be a complete mystery. None will be usable.

Random encounters can occur any number of times, but oard artifacts, once removed from an area, are not replenished.

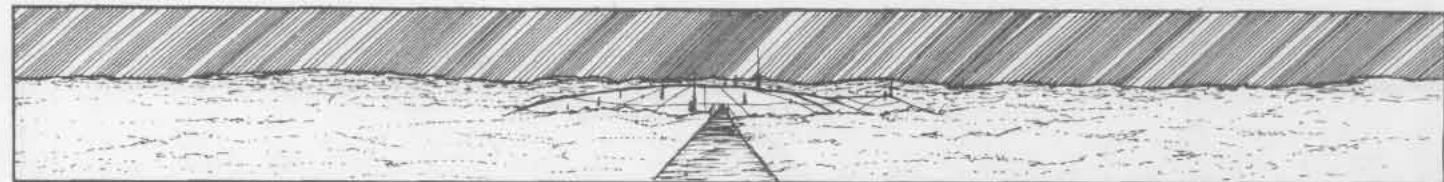


TABLE 2. CIJAL RANDOM ENCOUNTERS BY LOCATION

Encounter	Corridor	Oard chamber	Talak pen	Mechanical plant	Power plant	Chemical plant
No. creatures	7-20	5-20	7-20	6-20	5-20	5-20
Oard artifacts	6,8	all	8	2,4,7,8	4,7,8	3,7,8
Oards (1-6)	1,5	2,3,4	6	4,5	3,4	3,4
Talaks (2-8)	1,5	4	3,4,5,6	1,4	3	2,3
Robots:						
security (1-3)	1,2,3,4	1,4	1	3,5	2,3	1,3
power (3-6)	3,5	3	2	2,3	1,2,3	4
maintenance (3-6)	1,4,6	1,2,3	1,2,5,6	1,2,4	1,4	1,2,4

Standard Features

Most of the chambers of Cijal fall into five general types, indicated by symbols on Map E3 and described below.

The large, immobile oard technological devices which the adventurers will find in the mechanical, power and chemical plants have a bewildering variety of shapes and sizes, all suited for different tasks. They are considered to have armour class 3 for the purposes of physical attacks and are resistant to magic (make saving throws as a level 10 dwarf). Any large piece of equipment which suffers 20 or more points of physical or magical damage will malfunction. The effects of malfunctions are detailed in individual cases.

△ Oard Residential Chamber

These are spartan. In addition to the normal video screen, each contains only 3-6 hard benches on which the oards sleep, a food dispenser in an alcove, and some miscellaneous objects (see Random Encounters and Table 2).

□ Talak Pen

The talaks rest standing up in cubicles shaped to their bodies. Each pen contains 5-10 such cubicles and a food dispenser. There is a 50% chance that any talaks in a pen (see Random Encounters - page 22) will be asleep in cubicles.

■ Mechanical Plant

Apart from narrow walkways, these rooms are crammed with machines that hum ominously. If one of these malfunctions as a result of damage, the DM should determine the result by rolling 1d6:

1-2 Explosion. A part of the machine explodes, inflicting 3d8 points of damage on any character within 20 feet (halved by a successful saving throw vs. Wands at -4).

3-4 Random Laser. The shielding around a laser breaks away, and its cutting beam sweeps up and down the walkway next to the machine. Any characters in the walkway will suffer 2d20 points of damage each round unless they dodge the laser (i.e. make a successful saving throw vs. Dragon Breath).

5-6 Hot Oil Escapes. Hot (but non-inflammable) oil squirts out from the machine and inflicts 2d10 points of damage (halved by a successful saving throw vs. Dragon Breath) on 1-2 characters within 20 feet.

● Power Plant

Power plants are crowded with generators and other equipment which hum menacingly. If a malfunction occurs, there are two possible outcomes (determined by rolling 1d6):

1-3 Short-circuit. A bolt of electrical energy arcs from the affected device to the party, striking 1-4 characters. Each victim suffers 3d8 points of electrical damage (halved by a successful saving throw vs. Spells).

4-6 Magnetic Field. A temporary but powerful magnetic field is given out by the damaged device, affecting all iron and steel objects within 50 feet. Weapons will be dragged from their wielders' grasp (no saving throw) and thrown across the chamber, as will any loose items of iron or steel equipment (these may be recovered afterwards). Characters in metal armour will be similarly thrown (no saving throw) and will suffer the equivalent of a 40-foot fall.

▲ Chemical Plant

The air in these chambers is tainted with a variety of acrid odours. Chemical plants are as cramped as the mechanical plants, but the vats, pipes, stills and so on are motionless and silent (apart from occasional bubblings and hisses). If a malfunction occurs, the DM should determine the result by rolling 1d6:

1 Poison Gas. A cloud of poisonous gas 30'x30'x30' is released from a cracked pipe. All characters inhaling the gas must make a saving throw vs. Poison or die. Those who make a successful saving throw will still suffer 3d6 points of damage.

2-4 Chemical Leak. A mass of semi-animate, viscous, purple chemical equivalent to 5-10 green slimes (but more mobile - see Pull-out Sheet VI) pours out from a ruptured pipe and attacks the adventurers.

5-6 Burst Vat. A vat bursts open, releasing a quantity of semi-animate, gelatinous, yellow chemical equivalent to 1-3 black puddings which attacks the party.

Specific Encounter Areas

10. Guard Room

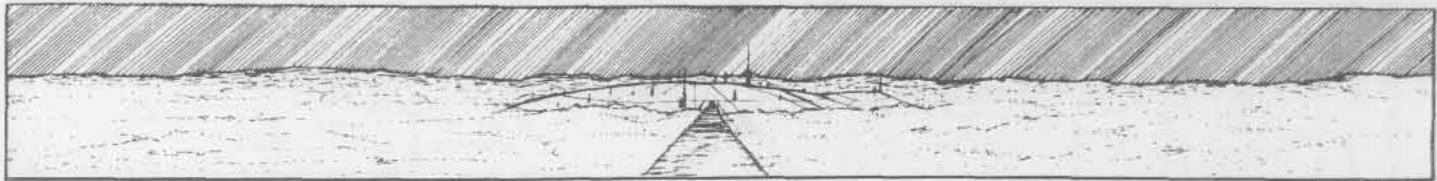
The occupants of room 10a are an oard leader (armed with a blaster tube), 3 normal oards (armed with ray gloves) and 3 security robots (amber golems). They will attack any intruders on sight.

In the next-door barracks (area 10b) are 4 security robots and another 4 oards (with ray gloves). They will rush into the guard room on hearing any sounds of combat.

11. Hologram Studio

A device in this room can both produce holographic images of oards and focus weak laser beams in such a way that the images appear to be firing them. Each image projects two laser shots per round which inflict 1d4 points of damage each. The laser shots are THAC0 18, but treat all targets as AC9 (adjusted for Dexterity and magical armour - c.f. ray glove - Pull-out Sheet VIII). The room's only real occupant is an oard (armed with a ray glove) who has full control of the images.

The chamber will seem to contain about 30 oards (including the real one which is identical to the images) which will attack



the party at once. The images are similar to those created by a phantasmal force spell, but they do not vanish when hit, and there is no saving throw to disbelieve them. Their illusionary nature will be revealed by touch, but any images which are struck by spells or weapons will react accordingly. The images cannot be harmed, and will only vanish if the oard is overcome.

12. Breeding Tanks

Sunk into the floor of this chamber, with only 5-foot-wide walkways between, are a dozen pools of thick, bubbling, brown liquid which fill the air with a sweet-smelling brown mist (visibility 40 feet). The pools are the breeding tanks in which oards and talaks are created.

The room is occupied only by an oard (armed with a ray glove) and 4 talaks, pouring chemicals into the pools. If the creatures are disturbed in their task, the chemical balance in the pools will be affected and 25 proto-humanoids (partly-formed oards or talaks; the equivalent of mud golems) will climb out of the pools and attack any creatures they see.

The pools are 20 feet deep. Any creature entering a pool will be attacked by 1-6 proto-humanoids.

13. Foundry

This chamber contains furnaces, vats of molten plastic, moulds and so on, and is very hot. Any character not protected by, for example, a resist fire spell will suffer 2 points of heat damage per round while in the room.

The room's occupants are 2 foundry robots (equivalent of bronze golems) which are unaffected by the heat. The robots will attack the party on sight by hurling blobs of molten plastic from the vats (range 60/120/200), until engaged in melee. Any characters hit by a blob of plastic will suffer 2d10 points of damage from its heat (no saving throw) and must make a saving throw vs. Dragon Breath. If they fail, they will be covered by hardening plastic, becoming immobilised after 1 round and beginning to suffocate after 3 rounds. Three rounds later they will be dead. The plastic can be chipped away (in 3-8 rounds) by other characters with no danger to the victim, or smashed off. Smashing requires 30 or more points of damage (vs. AC9) of which the character suffers a third.

14. Robotics Lab

This chamber contains a clutter of partially built robots, robot spare parts, and robots awaiting repair. In addition to an oard leader (armed with a blaster tube) and 2 normal oards (armed with ray gloves), there are three operational robots here: 2 power robots (equivalent of iron living statues) and the oards' most fearsome robotic creation, a combat robot (the equivalent of a small drolem). They will all attack the characters on sight.

15. Laboratory

In this laboratory, a team of 12 oards (armed with ray gloves) are testing a powerful ray cannon mounted on a swivel base in the centre of the floor. The oards will attack the adventurers on sight. Five of them will use their ray gloves, but four will throw flasks of corrosive chemical (range 10/30/50) and three will ready the cannon to fire (this takes 1 round).

Any character struck by a flask of chemical will suffer 2d12 points of damage. The chemical will also dissolve wood and corrode metal in 1 round. The oards have only four flasks of chemical.

The cannon can be fired once per round, for 2d20+10 points of damage. All targets are treated as being armour class 5 (adjusted for Dexterity and magical armour bonuses, if appropriate) and the cannon has the same chance to hit as its operator. Once ready, it requires only one oard to fire it, but the party will not be able to use it at all.

In a rack on a bench are six large, rod-shaped gemstones used for experiments (value - 7000gp each).

16. Central Control

By the time the adventurers reach this chamber, Qartanaq will be waiting for them with an entourage of oards and robots. With him are 6 oards (armed with ray gloves and 1 fireball gem each), 5 security robots (amber golems) and 4 power robots (iron living statues).

Qartanaq's body has even more mechanical parts than an ordinary oard's, being about 60% robotic. In addition to a protection belt (see Pull-out Sheet VIII), the oard master has an energy screen mantle which surrounds his body with a protective field of crackling energy.

The energy screen gives Qartanaq an additional armour class bonus of 5 (total armour class -5) and a bonus of 5 on all saving throws. The energy screen also allows him to hurl two energy bolts (range 180') per round. The bolts treat all targets as armour class 6 (adjusted for Dexterity if appropriate). Any creature hit by an energy bolt suffers 2d6 points of damage and must make a successful saving throw vs. Paralysis or be stunned for 1-4 rounds. Any character striking Qartanaq with a hand-held weapon must similarly make a saving throw or be stunned for 1-4 rounds.

The energy screen mantle looks like a heavy gold collar encrusted with tiny gems. It would have a value of 32,000gp on the adventurers' own world. It cannot be used by the adventurers.

In the centre of the room is a device resembling a richly decorated, black column. This is the power source for the Entropy Bubble and is protected by its own force field enclosing it in a shimmering, 20-foot-diameter cylinder extending from floor to ceiling. On seeing the column, the adventurers will feel an instinctive antipathy towards it, and will have the urge to destroy it. This is the equivalent of the urge to return to the Nexus which the adventurers felt in previous eras, since they can only return to their own world if the bubble generator is destroyed.

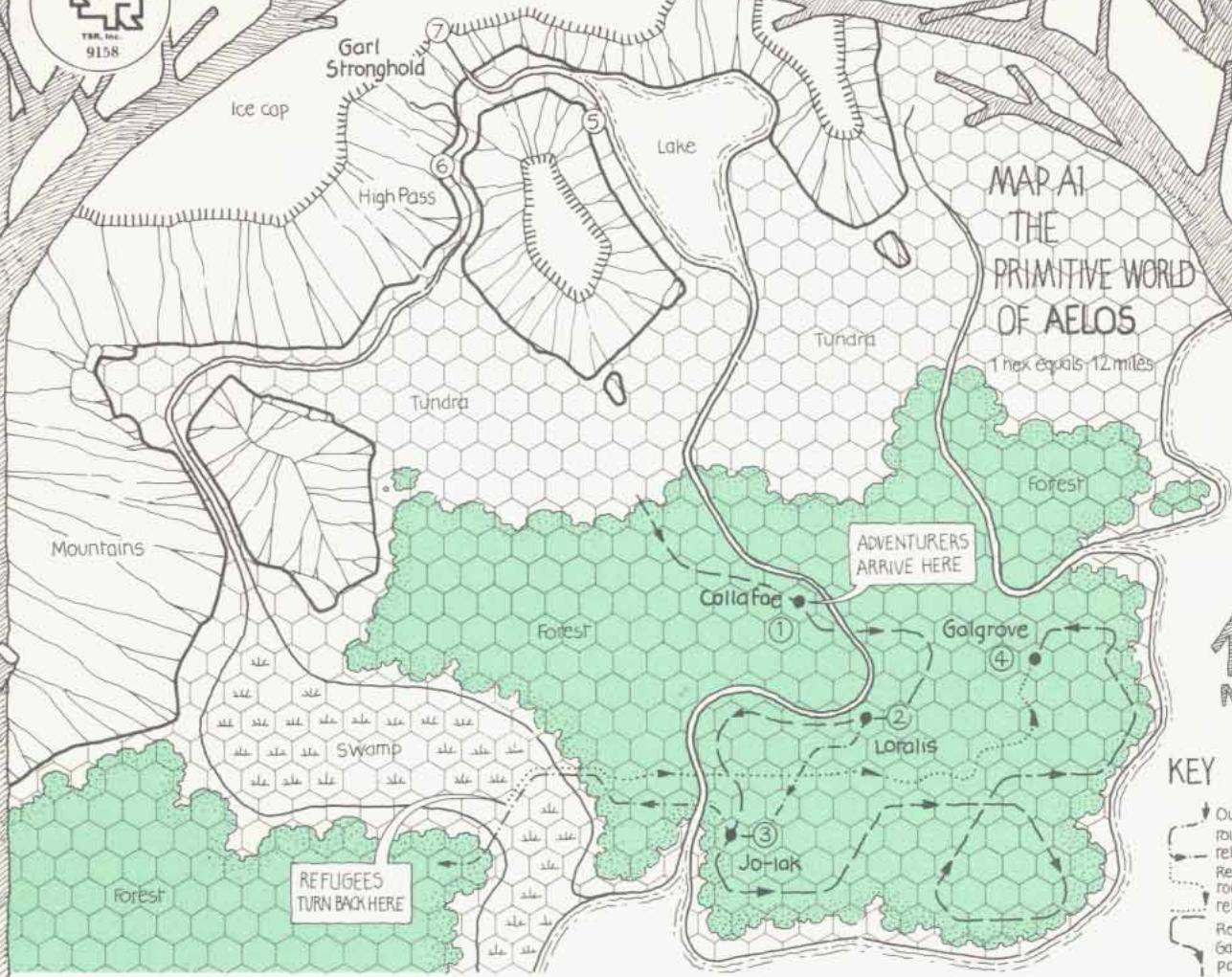
The field surrounding the column blocks passage by any creatures on both the normal and ethereal planes. It is impervious to all non-magical attacks, but has no effect on spells or spell-like effects. The Entropy Bubble generator will be destroyed if it suffers 150 points of magical damage, and the bubble will collapse.

The Bubble Collapses

Without a sound, the black column implodes, seeming to suck into itself first the room, and then the oards' entire, odious realm — leaving you unharmed and floating in the midst of utter darkness. Slowly and silently, shapes begin to materialise out of the darkness, until you find yourselves once more in the old man's cottage where the adventure began.

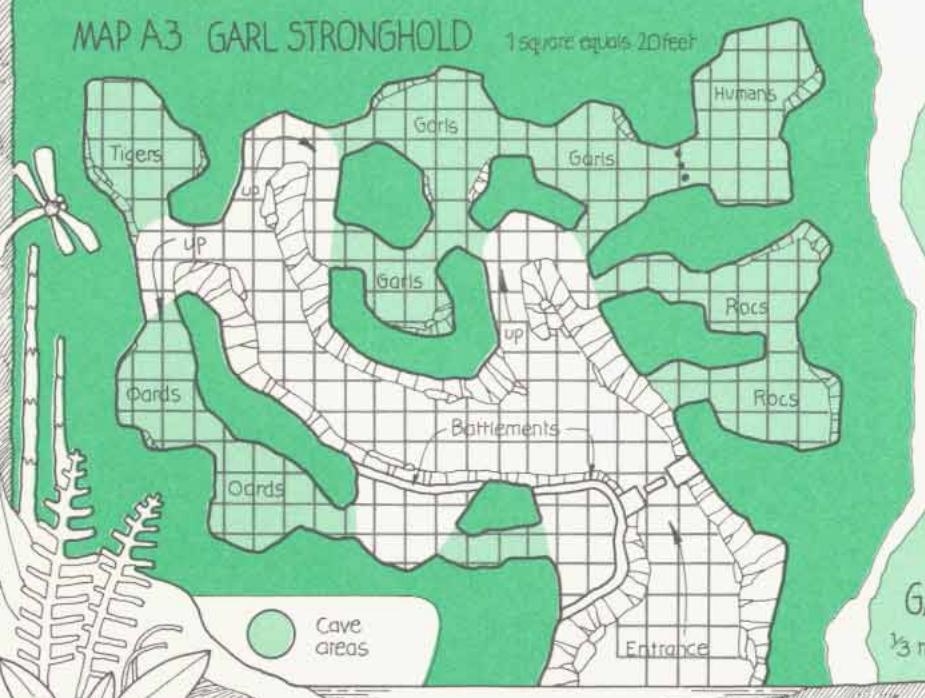
The adventurers have been transported back to their own world (see *Here and Now - It Ends* - page 4).

in the beginning



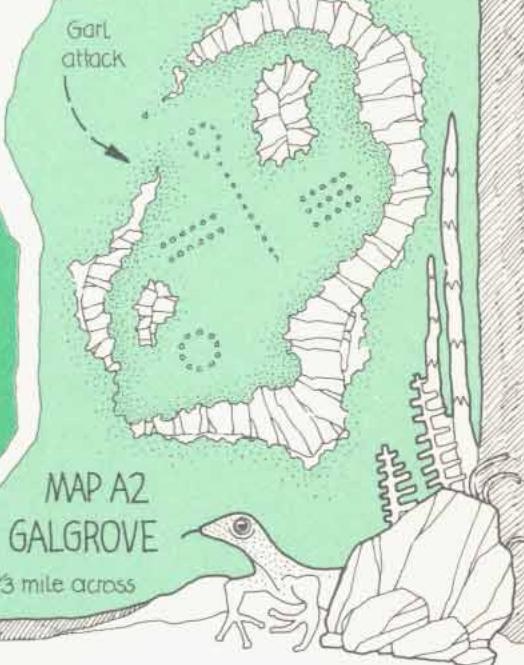
MAP A3 GARL STRONGHOLD

1 square equals 20 feet



MAP A2 GALGROVE

1/3 mile across



ISLAND • OF • SORCERERS



MAP D1

Talah

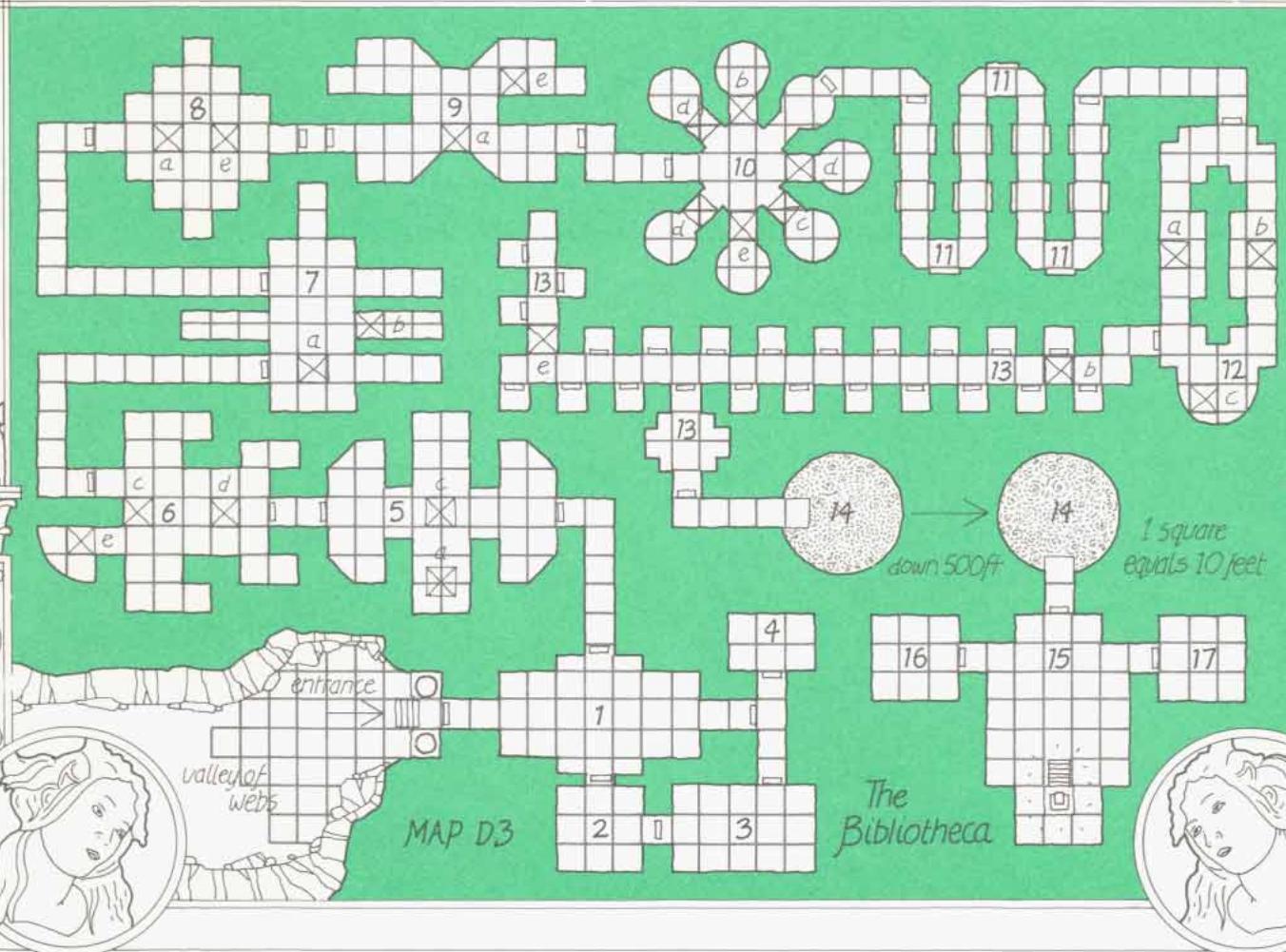
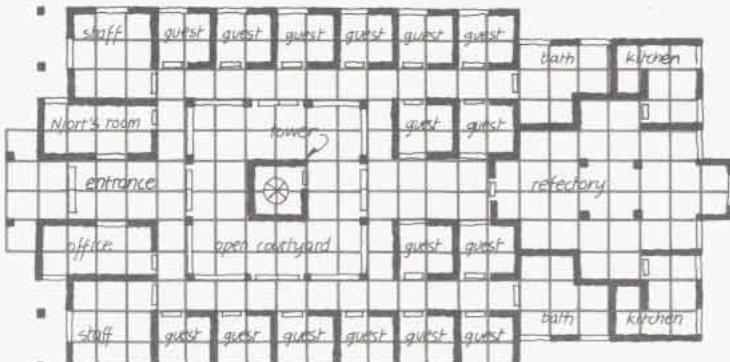
The Galleries ~
 Area 5 — 1st level spells
 Area 6 — 2nd level spells
 Area 7 — 3rd level spells
 Area 8 — 4th level spells

Area 9 — 5th level spells
 Area 10 — 6th level spells
 Area 11 — 7th level spells
 Area 12 — 8th level spells
 Area 13 — 9th level spells

Trap a — flesh to stone
 Trap b — feeblemind
 Trap c — power word blind
 Trap d — polymorph
 Trap e — hold monster

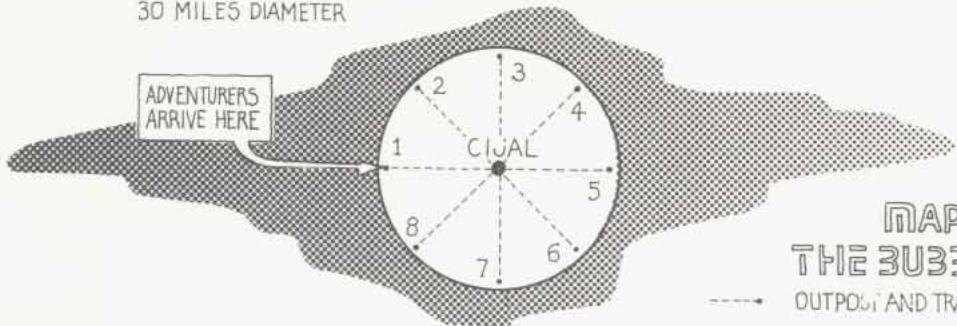
— — door
 - - window with shutters
 ● spiral stair
 ■ column

MAP D2. The Guesthouse 1 squ equals 10 feet



ENTROPY BUBBLE

30 MILES DIAMETER

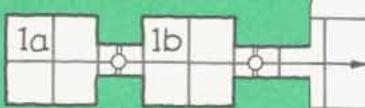


MAP E1
THE BUBBLE

----- OUTPOST AND TRACK

MAP E2
OUTPOST ONE

1 SQ. EQUALS 20 FEET



MAP E3
CIJAL

1 HEX EQUALS 40 FEET

- DOOR
- ▽ QARD RESIDENTIAL CHAMBER
- TALAK PEN
- MECHANICAL PLANT
- POWER PLANT
- ▲ CHEMICAL PLANT

KEY

FORGE OF POWER

NORTH

1 HEX EQUALS 2 MILES

MAP B2
THE ANVIL OF THE WORLD

6

DWARVEN TUNNELS

4

FORGE OF POWER

2 ENTRANCE HALL

1

MAP B3
DIEMLAK'S LAIR

OARD'S CHAMBER

DIEMLAK'S LAIR

1 SQU. EQUALS 20 FEET

KEY



"WATCHER"



STATUE



DOOR



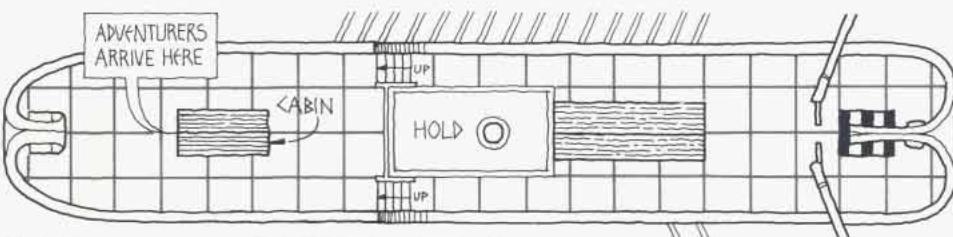
BEACH



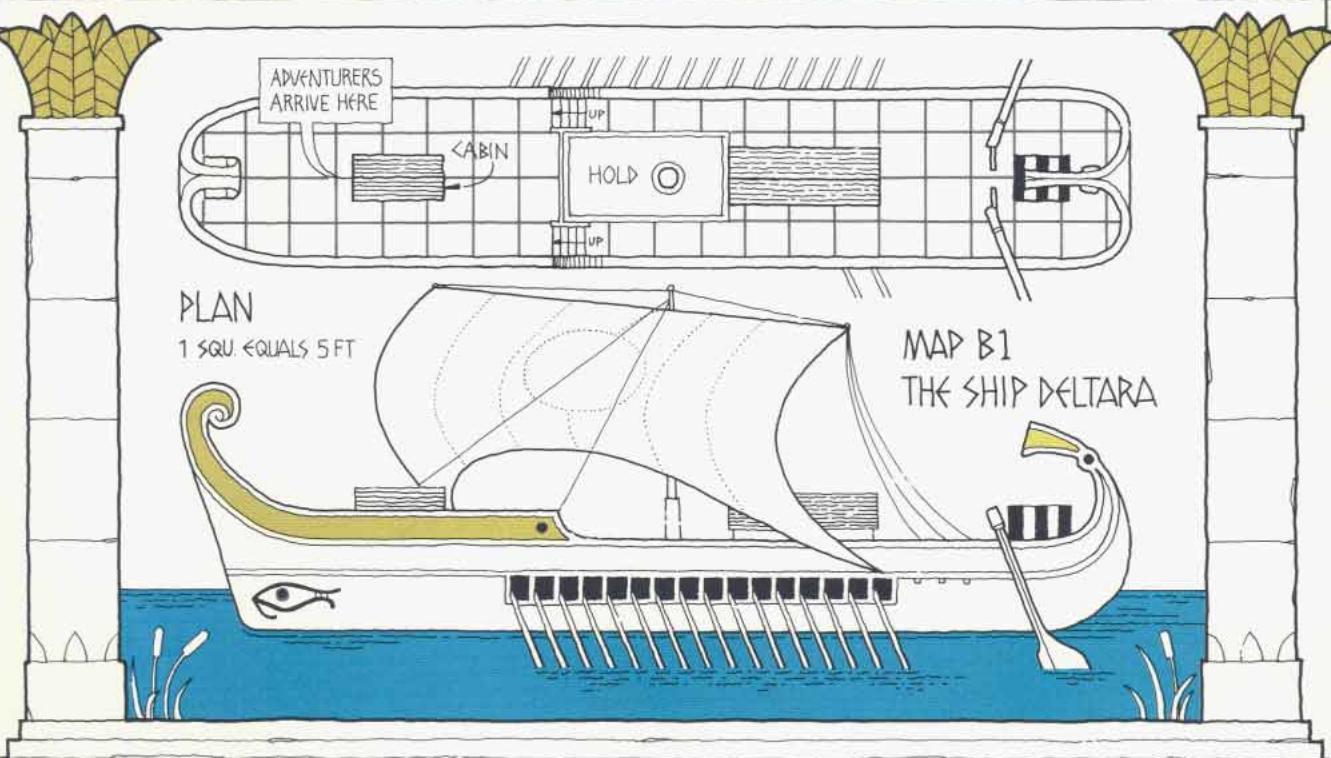
SHRUB



ROCK



MAP B1
THE SHIP DELTARA





Companion Game Adventure

Where Chaos Reigns

by Graeme Morris

You have been chosen.

Throughout the land, the omens of some cataclysmic change are clear for all to see. The flowers are blooming out of season, fish fall like rain, and a blue moon hangs in the night sky.

Yet the danger is not of this land, nor even this world. Far away in the infinite planes lies Aelos, a world of peril. A world where time itself has been corrupted and where chaos reigns.

Even the mighty Immortals who watch over the planes are powerless to help Aelos. Hope rests in you alone.

Come then, journey through the swirling Nexus, to a world beyond the stars.

You have been chosen, and Eternity beckons!

This adventure is for use with the DUNGEONS & DRAGONS® Companion Set, which complements the D&D® Basic and Expert rules. This adventure cannot be played without the D&D® Basic, Expert and Companion sets produced by TSR, Inc.

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