

Advanced Dungeons & Dragons
2nd Edition

SPINNJAMMER™

Official Game Adventure

Heart of the Enemy

by Rick Swan



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Introduction

Welcome to *Heart of the Enemy*, the second and concluding module of an epic SPELLJAMMER™ campaign adventure. Although *Heart of the Enemy* begins where *Goblins' Return* left off, both modules are self-contained and each can be played independently. However, if you plan to play both, they should be played in order.

The DM needs the SPELLJAMMER™ boxed set to run this adventure. The *Lost Ships* supplement is a useful resource.

The following information is for the DM only, who should familiarize himself with the entire module before beginning play.

Player Characters

The adventure is designed for four to six player characters (PCs) of level 8-11, with a total of about 40-50 levels for the entire party. Ideally, the party should include at least two magic-wielding characters capable of spelljamming; if one of these characters becomes disabled, the party will have a backup to operate their ship.

Returning NPCs

Some of the nonplayer characters (NPCs) from *Goblins' Return* appear in this adventure. If the PCs participated in the previous adventure, it's possible that one or more of these NPCs met with untimely deaths. There are two ways to handle their return in *Heart of the Enemy*:

- Substitute a similar NPC, such as a relative or close friend of the deceased, and use the same statistics, equipment, and personality.
- Invoke the "obscure death" rule to explain an apparent death and subsequent return—the circumstances surrounding the death of the NPC were confused and the body was not recovered. Later, the NPC reappears with a story of how he miraculously survived.

Setting

The adventure takes place in three main settings: the *Constellation*, an elven armada; Moragspace, a desolate crystal sphere used as a base of operations for the scro (a violent goblinoid race) and their allies; and Shadowspace, a small and seldom-traveled sphere about which little is known.

Two of these settings, the *Constellation* and Moragspace, were featured in *Goblins' Return*. As was the case in that module, the DM can place the *Constellation* and Moragspace anywhere he likes in his campaign universe. It is assumed, however, that the *Constellation* exists in one of the three Known Spheres; owing to the eccentricities of Krynnspace, the most likely location is Realmospace or Greyspace. Both Moragspace and Shadowspace are accessible from the *Constellation* via the phlogiston.

Running the Adventure

Organization

The adventure begins with the events occurring in the Prologue; it continues in the following five chapters, which contain the bulk of the adventure's events and encounters. The PCs will most likely experience the chapters in sequence, but since their actions are unpredictable, they may wander through the chapters in a different order. Be prepared to improvise, if necessary.

Each chapter begins with an overview providing background information, playing notes, and physical descriptions of the relevant setting. To help the DM track the party's progress, the overview also includes the chapter's major goals and discoveries.

At the bottom of most pages are boxes containing quotations, DM Notes, or statistics for major monsters. The DM may use this information for quick reference, to add color to the game, or for any other purpose he chooses.

The appendix features new magical items, ships, and monsters, along with statistics and descriptions



Introduction

for selected NPCs.

Boxed text should be paraphrased or read directly to the players.

Maps

The enclosed color map details the crystal sphere informally known as Shadowspace and the planets within; this map shows the location of encounters keyed to the text and is for the use of the DM. Elsewhere in this book is a Player's Map of Shadowspace; this map is for the use of the players. You may either photocopy the Player's Map (permission is granted to copy it for personal use) or make your own drawing to give to the players. If you make your own drawing, don't worry about copying the symbols exactly as shown. These markings represent an ancient and nearly untranslatable code, so any bizarre sequence of symbols will do fine.

Encounters

Encounters are adventure episodes keyed to particular locations on the maps. Encounters may be keyed to rooms, specific objects, or, in the case of the Shadowspace map, celestial bodies. When the PCs cross the border of a new area or approach an object, the designated encounter occurs immediately.

In many cases, the text explains what happens if the PCs make a return visit. If it does not, either rerun the same encounter or use common sense (for instance, if the PCs blow up a planetoid in a certain encounter area, the planetoid will still be destroyed if and when they return).

The Story So Far

The following section summarizes the events of the previous module, *Goblins' Return*. If you've played that module, feel free to incorporate any details from your version of the story. If your group's experiences in *Goblins' Return* significantly alter the basic plot (maybe they've already destroyed Gamaro Base), you may need to tweak circumstances a bit

and, say, create a back-up marauder hidden in space.

An Uneasy Peace

The brutal Unhuman War ended with the elves victorious and the goblinkin races—kobolds, goblins, hobgoblins, orcs, bugbears, and ogres—crushed and humiliated. The goblinkin scattered to the far corners of the universe to lay claim to new territories and plot vengeance against their conquerors.

One faction of orcs settled in a distant crystal sphere where they could scheme undisturbed. As decades passed, the faction developed a culture of startling sophistication. Where other orcs were indolent and chaotic, this faction—now known as the scro—were rigidly organized and tightly disciplined. The scro retained an intense hatred for elves and dedicated themselves to exterminating the elven races and their allies.

Backed by powerful armadas, the elves continued to dominate the known spheres as they had since the end of the Unhuman War. But though the elves kept peace and maintained order, they were by no means universally respected. Many resented the elves' strict laws, while others felt the elves' arrogance bordered on racism. Still, all agreed that elven rule was far superior to that of the goblinkin.

Briefing at the *Constellation*

Recently, the officers of the *Constellation*, a mighty elven armada, learned of the total destruction of a remote elven world by a fleet of goblin and orc ships. More troubling was the suspicion that the attack was only the first of many to come, the beginning of an all-out assault by the goblinkin forces and a renewal of the Unhuman War.

The elves had little time to waste if they were to stop the goblinkin. They recruited mercenaries from sympathetic races, assigning them espionage and assault missions designed to cripple the goblinkin. A particularly skilled adventuring party was selected for the most dangerous mission of all: the infiltration of a secret enemy stronghold known as the Gamaro

DM's Note: If the PCs have never before ventured into wildspace, you can get them there by one of the methods suggested in the "Going Into Space" section in the "Lorebook of the Void" or the "Beginnings" section of Lost Ships.

Introduction

Base, located in a desolate area of Moragspace. The adventurers were to find out as much as they could about the base, then return to the *Constellation* with their information.

The Secret of Gamaro

But as the adventurers would soon learn, the Gamaro Base was more than just a headquarters for the goblin armies. It also contained a dormant witchlight marauder, a creature of staggering power that the scro intended to use as a doomsday weapon.

The Gamaro Base was formed from the husk of a gammaroid, a creature resembling a gigantic snapping turtle. Centuries ago, this gammaroid had attacked a space witchlight marauder, a slug-like monstrosity over a thousand feet long, probably when the monster invaded the gammaroid's territory. The gammaroid defeated the space marauder and ate most of the corpse, including several developing primary marauders attached to the corpse. The meal became its doom.

The primary marauders hatched inside the gammaroid and proceeded to eat their way out, eventually killing their host. Once the gammaroid's flesh was gone, they turned cannibal and consumed each other. The last surviving marauder, to stave off approaching starvation, entered a state of hibernation within the giant husk.

Decades later, the scro discovered the husk of shell and decided it would make an excellent headquarters. They filled the interior with wooden frames, worked stone, and chunks of asteroid. They called the base Gamaro, named for the creature

from which it was derived.

They tapped the dormant witchlight marauder as a source of energy for a modified lifejammer, enabling the scro to transform Gamaro Base into an immense spelljamming vessel. The scro were also aware of the marauder's potential as a doomsday weapon; if the marauder were released on an enemy planet, it would waken from dormancy and begin to feed. Since a marauder eats everything in its path and continually spawns new marauders along the way, it would eventually turn the targeted planet into a lifeless hulk.

But in order to use the marauder as a weapon, the scro needed a way to control it. They began searching for a way.

Recently, the scro acquired a map dating from the first Unhuman War that shows the location of a "witchlight key," a device that enables the user to control a marauder. However, the map is ambiguous. The scro haven't been able to translate its mysterious symbols and identify the area shown. And they're still not sure exactly what the key looks like.

Race for the Witchlight Key

After infiltrating the Gamaro Base, the adventurers learned of the existence of the witchlight marauder and also obtained a copy of the map showing the location of the so-called "witchlight key." The adventurers returned to the *Constellation* with this information. The elves were stunned to hear about the doomsday creature. If the scro got the key first, the Unhuman War might begin anew. And this time, the outcome might be devastatingly different.

DM's Note: Keep track of the passage of time on a piece of scrap paper. Though it's seldom important to know the precise hour of the day, you should know when a day has passed for the purpose of recovering hit points, regaining spells, and so on.

Prologue

Getting Started

If the PCs didn't participate in the previous adventure, *Goblins' Return*, begin this adventure with the "Introduction for New Players" section. If the PCs participated in the previous adventure, begin with the "Introduction for Continuing Players" section.

If the party is a mixture of new and continuing PCs, assume the continuing PCs have recruited the new PCs; fill the new ones in on the background (summarize the "The Story So Far" section in the Introduction, or have the players explain—you'll find out what they remember), then proceed to the "Introduction for Continuing Players."

Introduction for New Players

At the personal request of the Grand Admiral of the elven forces, the PCs have been brought to the *Constellation*, a lavish elven armada, to consider the undertaking of a mission described as "vital to the security of all peace-loving races." No further details have been provided. (If the PCs don't have their own ship, assume that they were ferried up to the *Constellation* on an elven dragonfly ship.)

You've been aboard the *Constellation* for an entire day, and you're still not sure why you're here. Your elven hosts have been courteous but tight-lipped. You've taken it in stride; it's common knowledge that the elven military is as secretive as it is efficient. You're sure they'll fill you in when the time is right—that is, when the elves are good and ready.

About twenty minutes ago, two low-ranking elven officers escorted you to a small meeting room, empty except for a circular marble table and a few chairs. They left before you could ask them anything. You've been waiting nervously since then, wondering if you've finally been granted an audience with someone in charge.

The door opens and a small elf enters, clutching a scroll rolled in a tube secured with sealing wax.

Your heart sinks as the elf takes a seat; you can tell from the elf's insignia that he's only a subordinate, hardly in a position to brief you on a top secret mission.

The elf clears his throat, then introduces himself, speaking in barely a squeak. "I am Lissilod, secretary to Commander Silanos. I have been sent here to conduct the preliminary briefing. This is general background only. Please listen closely so I do not have to repeat myself." He breaks the seal on the scroll and carefully unrolls it.

Use generic elf statistics for Lissilod. Reading from his scroll, Lissilod gives the PCs all of the information in "The Story So Far" section of the Introduction (paraphrase this information, substituting "mercenaries" for "adventurers"). If the PCs interrupt at any point and ask for clarification, the exasperated Lissilod rolls his eyes, then repeats the section he just read. Lissilod has no additional information and can't answer any questions.

When he's finished, Lissilod rises and promises Silanos will be with them shortly. He leaves the room, closing the door behind him.

Proceed to "Audience with Silanos" section.

Introduction for Continuing Players

The PCs have returned to the *Constellation* with the information acquired at the Gamaro Base as detailed in *Goblins' Return*. For four days, the elven commanders have been holding executive sessions, analyzing the witchlight key map and deciding what to do next. The PCs have not seen Silanos since they reboarded the *Constellation*. They have been ordered to rest—and wait.

About twenty minutes ago, the PCs were escorted to a small meeting room—similar to the one where they received their original briefing at the beginning of *Goblins' Return*—and were told that Silanos would be with them shortly.

Proceed to the "Audience with Silanos" section.

DM's Note: If the party participated in *Goblins' Return*, they retain their ship, fully repaired, and all equipment acquired in that adventure.

Prologue

Audience with Silanos

The Monster

The door opens and a regal elf wearing black and gray robes steps in, walking with a slight limp. He has flowing white hair and a stooped body, and carries an armful of documents. With effort, he settles into a chair. He looks wise and confident, but also deeply troubled.

Continuing players recognize the elf as Silanos. If these are new players, Silanos introduces himself as the chief advisor to the Grand Admiral (his statistics are in the Appendix). He speaks slowly and deeply, and patiently answers any of the PCs' questions (see the "Questioning Silanos" section below for possible answers). If the PCs are suspicious of Silanos, assure them that he's honest; tell the PCs that they've used their own resources to verify his integrity.

"Since time is precious, I will dispense with amenities and commence with the matter at hand," he says. "The executive council has been in session for four days, studying the information obtained from the Gamaro Base. This is a serious matter, I assure you. An active witchlight marauder in the hands of our enemies could mean the beginning of the end of elven dominance of known space."

Silanos produces a small canvas from his stack of documents and sets it on the table in full view of the PCs. "This is an artist's depiction of the creature, based on the Gamaro Base description."

It is a painting of a nightmare. The creature is a mountain of gray flesh, a great slug-like beast mottled with decay and laced with thick green veins, its mouth a gaping black hole lined with rasping fangs. To illustrate the creature's size, the artist has drawn the silhouette of an elf next to the beast's trailing "foot"; the elf is no taller than one of the lesser fangs.

If the PCs participated in *Goblins' Return*, they rec-

ognize the creature from the central chamber in the Gamaro Base (the painting is based on the party's description). If the PCs are new, Silanos confirms the painting is that of a witchlight marauder.

The Mission

"As we know," Silanos continues, "this marauder can be controlled with a device called a witchlight key. The map obtained from the Gamaro Base indicates its location. Despite the fact that the map symbols are of no known language, our scholars have been able to derive enough information from the symbols to reveal both the general location of the key and the key's appearance. But we also know the scro are not without their resources. If we were able to translate the symbols, it is only a matter of time before they do so.

"Which brings us to you. We ask you to help us prevent a recurrence of the Unhuman War by recovering the key before the scro do so. Take the key to the Gamaro Base and activate the marauder. Finally, bring the marauder to us without delay. We will add the monster to our defensive arsenal."

Note to the DM: In the following section, Silanos translates various symbols on the Player's Map for the PCs. Encourage the players to write these translations directly on their copy of the map.

The Player's Map corresponds to the DM's Map of Shadowspace on the color map; numbers in parentheses refer to the similarly designated areas on the DM's Map. Notice that the Player's Map doesn't include all of the features on the DM's Map; the PCs will discover the additional features in subsequent chapters of this adventure.

The Map

"Let me show you what we have learned about the key," says Silanos. He removes a parchment from his stack of documents and hands it to one of the PCs. (Give the players a copy of the Player's Map of Shadowspace.) "This is a copy of the map recovered from the Gamaro Base. We were unable to translate

Generic elf (2nd-level warrior): Int High; AL CG; AC 5 (10); MV 12; hp 18; THAC0 19; #AT 1; Dmg 1-8 (long sword); SA +1 to hit with bow or sword; SD 90% immune to all sleep and charm, spells; SZ M; ML 13; XP 420.

Use these statistics for *Constellation* crewmen, or as needed for elven characters elsewhere in the adventure.

Prologue

it all." Silanos indicates the writing at the top of the map. "These symbols are a message written by the person—or creature—who made the map. We could translate only fragments of the message." Point out a section of symbols across the top of the sheet, translating as follows:

"... HE WHO TOUCHES THE KEY TO THE CREATURE AWAKENS IT. HE WHO REMAINS IN PHYSICAL CONTACT WITH THE CREATURE CONTROLS IT ..."

Silanos then taps the symbols at the bottom of the map sheet. "This message appears to identify the key." (Point out various fragments at the bottom of the map, translating as follows:)

"... KEY HIDDEN IN RED CELESTIAL BODY ..."

"... KEY IS SILVER ..."

"... KEY IS SHAPED LIKE A DIAMOND ..."

"... KEY BEATS LIKE A HEART ..."

"We interpret the symbols as saying this witchlight key is hidden on a red celestial body," continues Silanos. "But as you can see, the map is not colored. We must presume it will be self-evident which celestial body is colored red."

"From the arrangement of the planets around the pyramid-shaped sun," says Silanos, pointing out the various celestial bodies on the map, "we have determined that this is a map of Shadowspace, a small crystal sphere a few weeks away from our current position. Our records have only vague information about Shadowspace; its planets are small and apparently lifeless, devoid of useful resources, unsuitable for military or economic purposes.

"The symbols on the map give names for the planets along with rather cryptic observations about each." Point out the indicated celestial bodies, translating the symbols beside them as follows:

(4) SOHHORAS: TREASURE IS HERE

(5) LUKKUM: CHOKING MIST

(6) IVUSSUS: SWEET FOREST

(7) EMPUNATUS: MAN-COMET

(8) CHONNOT: FRESH WATER

(9) WIRRI: CARESSING WIND

(12) KIFFIN: SLEEPING GIANT

(13) PAJJAX: SILENT PLAINS

(15) DELLESS: SPOTTED CLOUDS

(16) TRYGGTT: WET DEATH

(17) MYYN: PYRAMID SUN

Silanos produces a set of parchments showing the relative locations of the *Constellation*, Shadowspace, and Moragspace. He shows the PCs that they will be traveling from the *Constellation* to Shadowspace to recover the key, then from Shadowspace to Moragspace. From Moragspace, they must return to the *Constellation* with the marauder. He shows the PCs the most direct routes. (Assume that these three locations make a rough triangle; the traveling time between the *Constellation* and Shadowspace is about three weeks, between Shadowspace and Moragspace is about a week, and between Moragspace and the *Constellation* about three weeks.)

Questioning Silanos

If they haven't done so already, the PCs may question Silanos. If the PCs don't ask the right questions, Silanos volunteers any of the following information you feel they should have.

Why did you choose us? "You have a matchless reputation for resourcefulness and courage, qualities vital to this mission's success."

Can we send for help if we need it? "We must attract as little attention as possible so as not to alert the scro." In other words, the PCs are on their own.

Why would somebody make a map like this? "We have no idea." (Unknown to Silanos, the map was made decades ago by a human treasure hunter who discovered the location of the key and hoped to sell the secret to the highest bidder. The symbols represent a code designed by the treasure hunter. The treasure hunter succumbed to disease before he had a chance to sell the secret; the scro later recovered his map.)

What else can you tell us about the marauder? **The scro?** Give the PCs general information about these creatures from the Appendix, avoiding details about their combat abilities.

Why is it called Shadowspace? "Clouds of darkness surround the sphere. Apparently, this is a

Generic human (1st-level warrior): Int Average; AL LG; AC 8; MV 9; hp 7; THAC0 19; #AT 1; Dmg 1-6 (short sword); SZ M; ML 10; XP 15.

Use these statistics for *Constellation* crewmen, or as needed for human characters elsewhere in the adventure.

Prologue

natural phenomenon.”

Why can't we just destroy the inert marauder?

Two reasons: first, because of the creature's natural armor and extreme size, killing it by conventional attacks is virtually impossible; second, the elves want the marauder for themselves to use against the scro.

Why not just bring the key back to the *Constellation* so you can send someone else to activate the marauder? Because of the distance between the *Constellation* and Moragspace, this would take too long. “Should the scro learn of our plans, they may have time to mount a defense at the Gamaro Base.”

What if the scro beat us to the key? “Do whatever is necessary to prevent them from activating the marauder.”

Can we use the contract from Urkutz to go with the scro fleet? If the PCs participated in *Goblins' Return*, they may have gotten a contract enabling them to accompany the scro who will be searching for the key. If they have such a contract, Silanos examines it, then tosses it away in disgust. “A trick. The contract is a counterfeit. Should a knowledgeable scro officer examine this document, you would undoubtedly be arrested and executed.” (He's right.)

Negotiation

If the PCs hesitate to accept the mission, Silanos appeals to their sense of honor and duty by reminding them of the impending threat. “If the scro control a witchlight marauder, entire planets may perish. Including, perhaps, a homeworld of yours.” Silanos also hints that monetary rewards may be available if the PCs successfully complete the mission. He declines to specify the nature of the rewards, but assures the PCs that they'll be “commensurate with the risks you have agreed to undertake.”

A ship can be made available to the PCs if they lack a vessel of their own. Several pieces of special equipment (described later) will also be supplied.

Assuming the PCs accept the mission, Silanos thanks them on behalf of the executive council. He reminds them again that time is of the essence. “You must work as quickly as possible. Do not return to the *Constellation* until the mission is completed. If you return early for any reason, the executive council will probably decide to send a new team, so as not to arouse the suspicions of the scro; we must assume the scro are monitoring our every move.”

Silanos suggests the PCs retire to their quarters to rest. They should leave first thing in the morning.

Just One More Thing . . .

Before the PCs leave the meeting room, Silanos

says he has one other piece of information to share. “It is of little consequence, really, but in the interest of full disclosure, you should know that a few weeks ago, we received a dispatch from a group calling themselves the Spawn of Ziross.” Silanos describes the Spawn as “rogue lizard men” and “religious fanatics whose god is unknown to us.” In their dispatch, the Spawn announced that they have designated a particular sector of space as a holy sanctuary. Trespassing into this sector, they say, will result in dire consequences.

“As it happens,” continues Silanos, “the route to Shadowspace takes you through this so-called sanctuary.” The sanctuary region is so large that there is no convenient way around it. Silanos assures the PCs they have nothing to worry about. “We have sent scouts into the region who not only returned unharmed, but saw no sign of the Spawn. Though the Spawn threat is an empty one, we thought you should be aware of it.

“That is all . . .”

Make That Two More Things . . .

“ . . . except,” Silanos adds, just as the PCs open the door, “I also should mention that you will not be traveling alone.” Silanos clears his throat. “At the specific request of the Grand Admiral, three of his aides will accompany you. The Grand Admiral feels that the aides will gain valuable experience by participating in this mission. You are to observe the aides at work during the mission and give me a confidential report when you return.”

There is a moment of awkward silence. Silanos is uncomfortable burdening the PCs with this extra duty, but he has no choice. “The aides will be fully briefed about the mission before you leave. They have strict instructions to obey your orders. All of the aides are specialists in their fields and should be helpful to you.” He will introduce the aides in the morning. “You will have plenty of time to get to know them on the mission.”

Departure

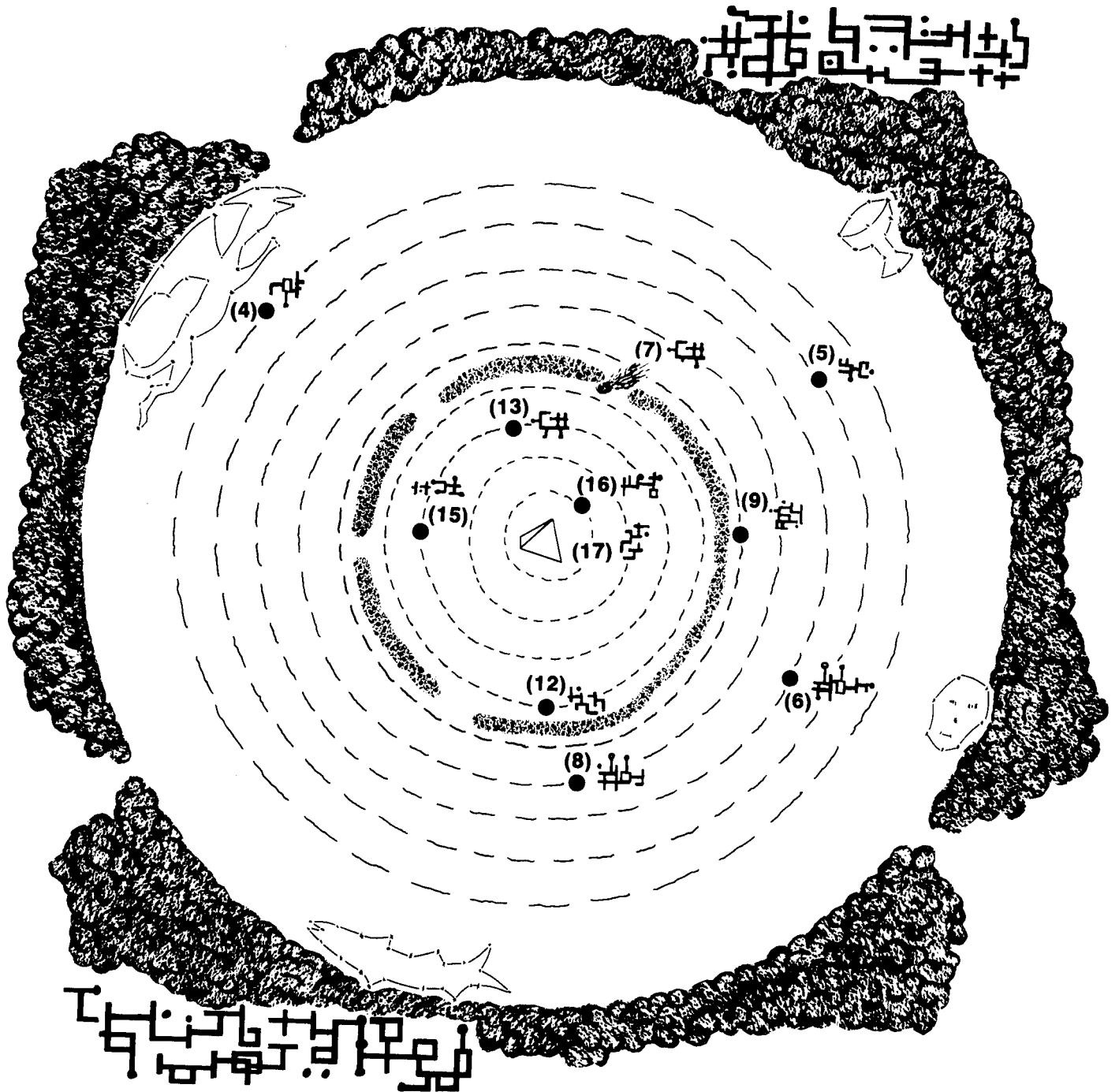
Early the next morning, the PCs rendezvous with Silanos at the aft bay of the *Constellation*. Silanos has six elven assistants with him to help with any last-minute preparations.

Supplies

Ample supplies of food and water are available for the PCs to take with them. Within reason, Silanos can also provide nonmagical weapons; a reasonable

Prologue

Player's Map of Shadowspace



Prologue

limit might be two weapons per PC, from the choices on the Equipment Lists in the *Player's Handbook*. He also provides them with:

- A wasp class ship, if the PCs don't have a ship of their own. "Since the wasp is not associated with elves," explains Silanos, "you are less likely to draw attention to your mission." This is the only ship available at the moment; the executive committee has assigned all other craft elsewhere.

- A *scope of celestial analysis* (described in the Appendix).

- A *peddleship* (described in the Appendix).

- A scroll with six *phase door* spells (if none of the PCs can cast *phase door*) or a similar spell that allows them to breach crystal shells.

The Aides

Silanos then introduces the three aides who are to accompany the PCs. They step through the door, one at a time.

First comes a thin female elf dressed in a gray flannel body suit, similar to those worn by maintenance personnel. "This is Kora," says Silanos. "She is a superb engineer and will maintain your ship in top condition." Kora looks tired and miserable. She grunts a greeting, then boards the ship.

Next comes a gaunt human male wearing a long violet robe. He has pale yellow skin, a bald head, and narrow eyes. He looks very old, evidenced by his wrinkled face and drooping white moustache. "This is Shusaka Iki," says Silanos. "He is a skilled seer with an uncanny ability to foretell the future." Iki bows deeply. "It is a pleasure to serve you," he says, his thin voice little more than a whisper. "With your permission, I will go aboard." As soon as any of the PCs give permission, Iki bows again, then boards the ship.

Finally, a short, fat male elf carrying an armload of boxes appears; two of Silanos's assistants follow with similar armloads. Some of the boxes clank and rattle, others emit a tuneful hum. "This is Tolivin," says Silanos. "He is an expert in biology who can help identify any potentially dangerous species you may

encounter. He will also be conducting experiments aboard the ship." Tolivin sets down a box and extends his hand to each PC. "Uh, very . . . uh . . . nice to meet you," he mumbles. He is pleasant but distracted. He gathers his boxes and steps onto the ship.

The Warning

Just before the PCs are ready to leave, Silanos approaches a random PC with his hand extended. "I wish you the best of luck on your mission," he says. The PC feels an object in Silanos's palm when he takes his hand; Silanos is passing him the object covertly. Silanos smiles knowingly to the PC, then turns and leaves.

If he likes, the PC can examine the message now—aside from the other PCs, there's no one else in the area—or he can wait until he's alone.

The message says:

"WE HAVE REASON TO BELIEVE THAT A SPY AMONG US IS FORWARDING INFORMATION ABOUT OUR PLANS TO THE SCRO. BE AWARE THAT THE SPY MAY ATTEMPT TO INFILTRATE YOUR CREW.

"YOU ARE HEREBY AUTHORIZED TO ARREST THE SPY, SHOULD YOU DISCOVER PROOF OF HIS TREACHERY. IMPRISON THE SPY AND RETURN HIM TO US FOR QUESTIONING.

"BE FOREWARNED THAT A FALSE ARREST WILL RESULT IN FORFEITURE OF ANY PROMISED OR IMPLIED REWARDS DUE UPON THE SUCCESSFUL COMPLETION OF THE MISSION.

"GOOD LUCK AND STAY VIGILANT."

Proceed to Chapter One.

DM's Note: If the PCs aren't sufficiently motivated, Silanos convinces them of the severity of the threat by showing them several paintings depicting an active witchlight marauder destroying an entire planet.

Chapter One: Kora, Iki, and Tolivin

This chapter details the first days onboard ship after leaving the *Constellation*. No map is necessary.

The adventure continues with the "Getting to Know You" section below.

Goals

In this chapter, the PCs should:

- get to know Kora, Shusaka Iki, and Tolivin; the suspicious behavior of these characters may lead the PCs to assume that one of them is the scro spy.
- encounter the Spawn of Ziross.
- encounter a bizarre spelljamming ship whose eccentric captain offers rescue.

About the Trip

The events of this chapter cover the first three days of the PCs' voyage en route to the crystal shell barrier. Since you're free to set the *Constellation* in the sphere of your choice, the time it takes to reach the crystal shell is up to you, but it should take at least six days (six to nine days is about right).

About the Spy

Silanos is right—there is a spy in their midst, secretly relaying information to the scro military. Through careful observation (and good role-playing), diligent PCs may ferret him out. If the PCs expose and arrest the spy before the end of Chapter Three, their chances of retrieving the witchlight key increase substantially. If they fail, the scro may beat them to the key.

Initially, the PCs may suspect that the spy could be anyone, including a fellow PC (devious DMs are free to encourage this). However, the PCs' suspicions most likely focus on Kora, Shusaka Iki, and Tolivin because of their eccentric personalities and Suspicious Behavior (see "Aide Descriptions" below). The DM may also improvise his own encounters, using the information in the "Aide Descriptions."

Tolivin is the spy.

To maintain suspense and make the adventure more interesting, keep the spy's identity ambiguous as long as possible. For instance, if early in the adventure the PCs are becoming convinced that Tolivin is the spy, increase the Suspicious Behavior Kora or Iki enact, to throw the party off the track. Conversely, if the PCs are hopelessly confused, increase Tolivin's Suspicious Behavior to give them a fighting chance.

Aide Descriptions

Each description includes:

Physical Details. What the aide looks like.

Background. If the PCs ask the right questions, the aide reveals this information.

Function on Ship. The aide's job, his normal routine, and his specialties. The aide's proficiencies are also listed, in case you're using the optional proficiency rules.

Role-playing Notes. The aide's personality, and how he functions in combat.

His (or Her) Secret. Each aide has a secret to protect. This section tells how the PCs may acquire evidence, and what happens if the secret is revealed.

Suspicious Behavior. The DM may use these activities as a basis for improvised encounters to direct suspicion toward the aide. (Specific examples of Suspicious Behavior are given in the text, such as in the "First Days in Wildspace" section below.)

Kora

7th-level elf warrior: Str 15, Dex 14; Con 13, Int 12, Wis 13, Cha 8; AL NG; AC 5 (10); MV 9; THAC0 15; hp 34; #AT 1; Dmg 1-6 (short sword); SA +1 to hit with bow or sword; SD as per elf; MR 90% resistance to *sleep* and all *charm* spells (plus, see below); SZ M; ML 12; XP 420.

Physical Details. Kora is a thin but muscular female elf. She has closely-cropped black hair, small green eyes, and a long nose. She prefers the gray flannel body suits associated with *Constellation* maintenance personnel, and she shuns jewelry. She

Excerpt from My Life in Space: the Military Philosophy of Admiral Fenster Gry: "It is my experience that diplomacy can usually accomplish the same goal as a military campaign. Few societies, however, have the patience for diplomacy."

Chapter One: Kora, Iki, and Tolivin

speaks in short, crisp sentences, her voice flat and gruff.

Background. Kora is the only female child in a family of twelve. All of her brothers followed family tradition and joined the military, but Kora's parents discouraged her from doing the same, as the military life was unsuitable for females. Kora rebelled and left home, enlisting in the elven space program under an assumed name. She rose quickly through the ranks, becoming an engineer of exceptional skill. She has avoided personal relationships, devoting herself to her work.

Function on Ship. Kora is assigned as the ship's engineer, making repairs and attending to routine maintenance. She can also restore lost hit points to the ship if the necessary materials are available (assume that Silanos supplied a modest amount of such provisions). She can repair one hull point of damage per week in space if she has at least two able-bodied assistants. She cannot repair damage to a helm or other spelljamming device.

Kora is proficient in Carpentry and Engineering.

Role-playing Notes. Kora is sullen and withdrawn. Every friendly gesture is an intrusion, though she follows orders diligently and efficiently. She does not voluntarily associate with the PCs or any crew member. She often seems exhausted, as if she were ill or hadn't slept in days, but she rejects offers of help or expressions of concern.

Kora isn't a fighter, but does her best with her short sword if so ordered by a PC.

Kora has used various black market medications to treat her condition (see "Her Secret"), to no avail. However, side-effects of these medications have left her resistant to *ESP*, magical scrying devices, and other types of mental probes.

Her Secret. Kora is plagued by severe migraines. The headaches strike without warning and persist anywhere from an hour to half a day. While suffering a headache, Kora is incapable of functioning; she retreats to her room, locks the door, and stays there. She gets migraines at least two times a week. As far as she knows, her condition is untreatable.

Kora is determined to keep her migraines a secret,

fearing her superiors would declare her unfit for duty. She hopes the headaches eventually go away by themselves.

The PCs may learn Kora's secret by ordering her to submit to a physical examination (a PC with the Healing proficiency can identify her condition almost immediately) or by using a spell such as *detect disease* (described in *The Complete Wizard's Handbook*). A PC listening at Kora's door might be tipped off by hearing her moans of agony.

If the PCs confront Kora with evidence of her condition, she admits the truth, pleading that they not reveal her secret to the executive council. As it happens, Kora's fears are groundless; the executive council takes steps to help her if they find out about her condition. Her headaches can be permanently cured by a *heal* spell or its equivalent.

Suspicious Behavior. Kora stays in her room when not on duty, refusing to come out. Occasionally, Kora abruptly drops everything and goes to her room without explanation. If the PCs confront her, and have no evidence of her medical condition, she insists nothing's wrong; if pressed, she says she's tired and needs to rest.

Shusaka Iki

9th-level human shukenja (see text; uses combat and saving throw tables of priests; shukenja abilities limited due to accident): Str 9, Dex 8; Con 10, Int 14, Wis 17, Cha 11; AL NG; AC 8 (leather armor); MV 12; hp 27; THACO 16; #AT 1; Dmg 1-6 (bo stick: a 6' wooden staff of hard wood); SA and SD see text; SZ M; ML 12; XP 975.

Physical Details. Shusaka Iki is an elderly male human just under six feet tall, gaunt and feeble, with hollow cheeks and wrinkled yellow skin. He is bald, with narrow black eyes, a wispy white moustache, and inch-long fingernails. He wears a floor-length violet silk robe, the back of which is embroidered with the emblem of a hand clutching a rose (symbolizing man's unity with nature). His voice barely a whisper, he chooses each word with care.

Background. About fifty years ago, an elven scout

DM's Note: Be stingy with the amount of information revealed though divination spells. If the PCs already know too much, remember that the results of such spells may sometimes be vague or ambiguous.

Chapter One: Kora, Iki, and Tolivin

vessel encountered a wrecked dragonship in mid-space. The ship's crew had been slaughtered, except one young man who'd hid in the cargo hold. The terrified youngster identified himself as Shusaka Iki. The ship, he explained, was from Shou Lung, the most powerful empire of Kara-Tur, the eastern lands of the planet Toril in Realspace. The emperor of Shou Lung dispatched the ship to establish diplomatic relations with other planets. But within a week after leaving port, the ship was ambushed by an armada of illithids. The illithids snatched a few of the crew for study, then butchered the rest.

The elves returned Iki to their executive council, who listened with interest as the youngster described his training as a shukenja, a holy man whose magical training emphasized divination skills. Iki could predict future events with startling accuracy. He soon became a valued advisor to the council, a position he holds to this day.

Function on Ship. Iki's job is to forecast the PCs' immediate future; specifically, to predict the likely outcome of any undertaking and to anticipate dangerous situations. He is on call to make predictions at the PCs' request, though he claims more than one prediction per day may yield undependable results. To make a prediction, Iki sits on the floor, closes his eyes, and goes into a trance for five minutes.

Iki is proficient in Artistic Ability, Astrology, Calligraphy (writing elaborate pictograph alphabets with an ink brush; at the DM's discretion, an NPC's reaction may be more favorable to a written message utilizing good Calligraphy; the relevant ability for Calligraphy is Wisdom with no check modifier), Herbalism, Reading/Writing, and Religion.

Role-playing Notes. Iki is thoughtful, reserved, and formal. By speaking in cryptic phrases ("the stars know many secrets . . . one life is but a drop in the river of time . . .") and refraining from associating with other people, Iki cultivates a mysterious persona which he feels adds to his credibility as a seer. Despite his pretensions, Iki has a good heart and is loyal to those who befriend him.

Iki is a devout member of a Path of Enlightenment sect. His religious beliefs prevent him from eating meat and compel him to live a life of austerity; he donates 95% of all his money and treasure to charity. He refrains from violence whenever possible and only raises his weapon in self-defense.

The rituals that robbed Iki of his magical talents (see "His Secret") unexpectedly strengthened his mind. ESP, magical scrying devices, and other types of mental probes used on Iki give unreliable results.

His Secret. In truth, Iki no longer can use magic. The shukenja was so eager to please the eleven executive council that he engaged in forbidden rituals to

increase his divination skills. However, the rituals backfired, wiping out his magical talents. He can no longer learn or cast spells. In most respects, he now functions as a normal human.

Iki's predictions are nothing more than educated guesses, based on common sense and experience. For instance, if the PCs are about to explore a lifeless asteroid littered with corpses, Iki feels confident in predicting, "I see danger and death. Proceed with caution." When in doubt, Iki claims that the situation is ambiguous, and its outcome is unclear.

Iki fears that if the executive council learns he no longer has any magical talents, they'll prosecute him for fraud, resulting in imprisonment or execution. He hopes the gods answer can his prayers and restore his lost skills, but until then, he maintains his charade and hopes for the best.

By using *detect magic* or a similar spell, the PCs may figure out that Iki isn't employing magic to make his predictions. Observant PCs may notice inconsistencies when Iki goes into a "trance" (for instance, there are no changes in Iki's breathing or heart rate). They may even catch him looking around when he's supposed to have his eyes shut.

Iki confesses if confronted with proof of his deception, but begs the PCs not to turn him in. Iki needn't worry; if the council finds out, they reprimand him for his deceit, but arrange passage back to Kara-Tur so he can recover his lost skills.

Suspicious Behavior. The PCs may overhear Iki mumbling long prayers, asking the gods to "forgive me and make me whole again." On occasion, Iki's predictions are blatantly incorrect. For instance, he may declare an area safe when it actually conceals a horde of pirates.

If the PCs confront him about this behavior, and have no evidence of his deception, Iki says that his mother taught him the prayers, and that incorrect predictions are to be expected. "Prophecy is not an exact science."

Tolivin

5th-level elf warrior: Str 7, Dex 7; Con 9, Int 10, Wis 11, Cha 7; AL LE; AC 5 (10); MV 9; THAC0 7; hp 24 #AT 1; Dmg 1-4 (dagger); SA +1 to hit with bow or sword; SD as per elf; MR 90% resistance to *sleep* and all *charm* spells (plus, see below); SZ M; ML 11; XP 420.

Physical Details. Tolivin is a grossly overweight four-foot-tall male elf; he looks like a ball with feet. He has a pug nose, squinty eyes, and mere wisps of brown hair growing from his round head. He wears a light blue smock and a green cloak. He speaks in convoluted sentences, punctuated with annoying

Chapter One: Kora, Iki, and Tolivin

stammers and twisted syntax. ("The, uh, that is, I heard that I thought . . . uh, that I thought that an insect specimen in which I might be, uh, interested was one you might have seen.")

Background. Tolivin's background is unremarkable. He demonstrated an aptitude for science at an early age, studied animal lore under top elven scholars, then drifted from institute to institute before being recruited as an advisor to the elven executive council. Tolivin specializes in alien creatures, with an emphasis on anatomy and physiology.

Function on Ship. Tolivin brought a variety of experimental animals with him so he can observe their behavior during the trip. Specifically, he's studying the effects of space travel on the animals' ability to reproduce. He can also help the PCs identify any unknown creatures they may encounter (Tolivin gives general information about such creatures; the DM is free to withhold any facts, such as immunities, special attacks, or combat routines).

Role-playing Notes. Tolivin is amiable but bumbling, knowledgeable but absent-minded. He often appears confused, as if he's trying to remember something just on the edge of his memory. He is shy and hesitant to offer his opinion, preferring the company of his animals to associating with people. An inept fighter, Tolivin isn't much help in combat, and he's inclined to hide at the hint of violence.

Tolivin's scro superiors (see "His Secret" below) treated his brain to make him resistant to *ESP*, magical scrying devices, and other mental probes.

His Secret. Tolivin isn't as bumbling as he seems. About a year ago, a scro emissary contacted Tolivin and bribed him to work as a spy. In return for supplying information about elven military secrets, the scro have promised Tolivin his own planet for a laboratory, as soon as they usurp control of the multiverse from the elves and their allies (a promise the scro have no intention of keeping).

Among the experimental animals Tolivin brought with him are two dozen hummerflies (see Appendix), which the scro secretly shipped to him before he left the *Constellation*. Every few days, Tolivin whispers a progress report about the PCs' current situation to a

hummerfly, inflating its body beads. When he's sure no one's watching, Tolivin takes the hummerfly to the upper deck and releases it. The hummerfly immediately flies back to the scro. By listening to the hummerfly's body beads, the scro keep track of the PCs' progress. Ultimately, the scro hope that the PCs lead them to the witchlight key. For that reason, Tolivin does nothing to jeopardize the PCs' mission.

To expose Tolivin as the spy, the PCs need to determine that he's sending messages to the scro. There are a number of ways the PCs might build their case:

- The PCs might notice that the number of hummerflies is steadily decreasing.

- If the PCs keep an eye on Tolivin, they may notice him slipping out of his quarters, sneaking to an upper deck, and releasing a hummerfly.

- A spell such as *speak with animals* could interview a hummerfly. The hummerfly reveals what Tolivin is up to, if the PCs ask the right questions.

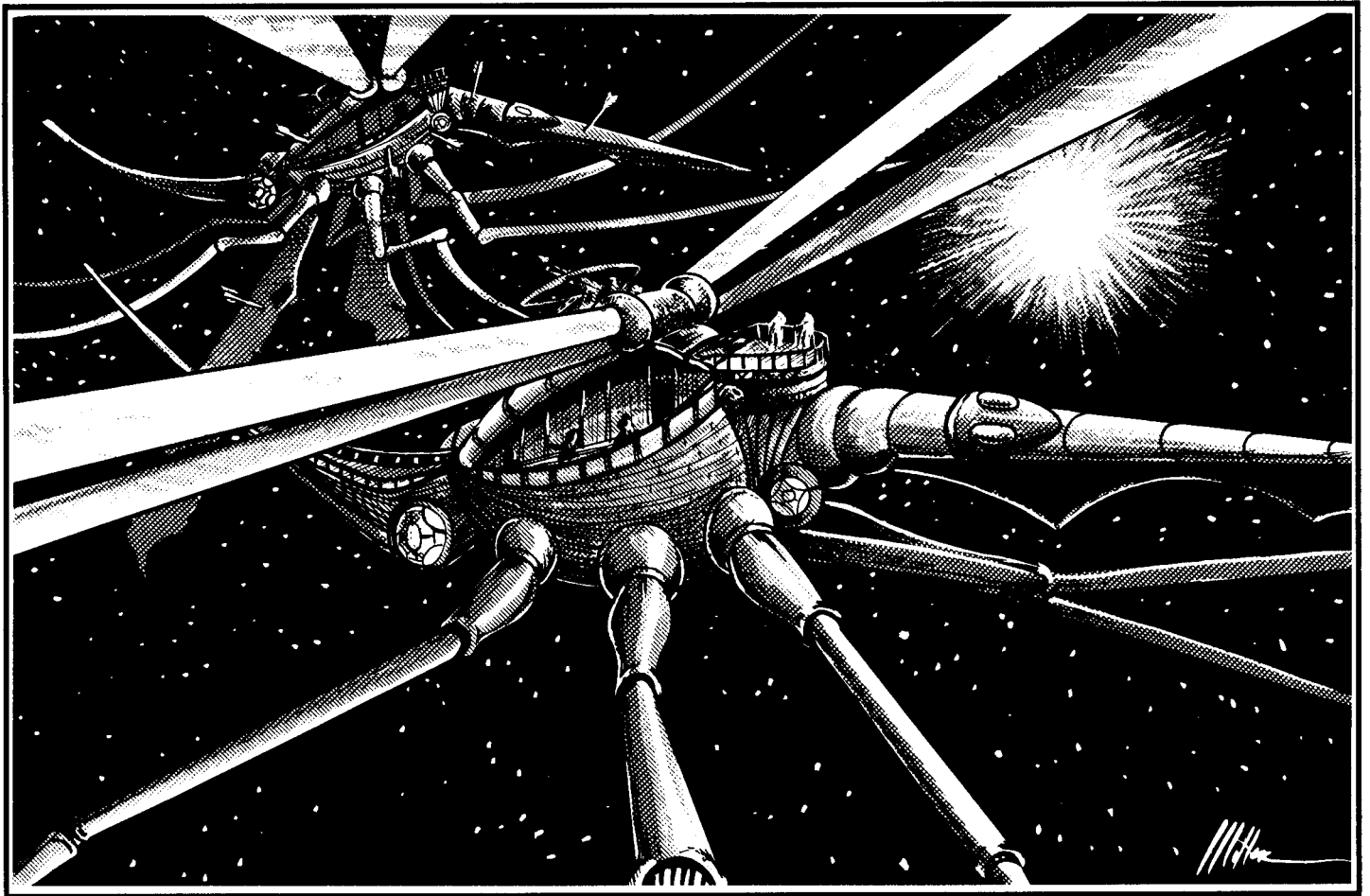
- A released hummerfly might perch atop a high mast before taking off. An observant PC might notice the creature (and its swollen body beads) before it flies away. If the PC captures it, he might hear Tolivin's voice and discover the message-carrying function of the body beads.

- If the PCs befriend Iki (for instance, if they discover that Iki doesn't really have magical abilities, but promise not to tell anyone), Iki might reveal that he saw Tolivin releasing a winged creature into space the previous night, point out that Tolivin has fewer hummerflies now than when he began the trip, or furnish any other incriminating information of the DM's choice. It's up to the PCs to determine the significance of such information.

Suspicious Behavior. A PC may notice Tolivin skulking about in the night. When Tolivin notices the PC, he scuttles back to his quarters (Tolivin was releasing a hummerfly but retreated when discovered). Tolivin may also show unusual interest in the ship's immediate destination.

If the PCs confront Tolivin with this behavior, and haven't yet built a strong case to expose him as a spy, Tolivin says he was out to stretch his legs, or his interest in their location is purely academic. "A rare

DM's Note: At your discretion, Iki may have additional shukenja restrictions; for instance, his upbringing may prevent him from cutting his hair, touching a dead body, drinking alcoholic beverages, and/or lighting a fire.



solar worm I heard, uh, that lived maybe around here, and I might look for one if we were, uh, sailed in the right place, but maybe, uh, the worm isn't here—I thought."

Consequences of Arrest

When To Make An Arrest. The PCs can make an arrest any time before the climax of Chapter Three (that is, before their discovery of the witchlight key' location). Arresting the spy after beginning Chapter Four won't do any good.

What To Do With the Suspect. The PCs can do whatever they like with an arrested suspect, but if they're tempted to execute or abandon him, remind them Silanos wanted him back at the *Constellation* for questioning. Once the suspect is imprisoned or

otherwise restrained, ignore all subsequent references in the text about that character.

Rewards and Penalties. The penalties for making a false arrest, and the rewards for making a correct one, are given at the end of the adventure. A correct arrest also increases the PCs' chances of retrieving the witchlight key, as explained in Chapter Four.

The PCs may play it safe and arrest everyone in sight. However, even if Tolivin is among the victims of a mass arrest, the PCs still suffer the penalties for false arrest when they return to the *Constellation*.

Reactions to Arrest. The reaction to an arrest depends on who's arrested:

- If the PCs arrest Kora or Iki, she (or he) protests loudly, proclaiming innocence, and demanding to hear the evidence. Regardless of whether the PCs comply, Kora (or Iki) puts up little resistance, saying that the PCs have to answer to the executive council

DM's Note: Allow Intelligence checks only where indicated in the text. Train your players to rely on their own insights to make decisions.

Chapter One: Kora, Iki, and Tolivin

when they return to the *Constellation*.

- If the PCs arrest Tolivin, he also proclaims innocence and threatens the PCs with the executive council. However, if the PCs confront Tolivin with evidence of his treason—that is, if they've figured out that he's sending messages to the scro and how he's doing it—he confesses his guilt and begs for mercy, whimpering that the scro will kill him if they find out he's been caught. (He's right.) Once arrested, Tolivin no longer uses the hummerflies to send messages to the scro.

- If the PCs arrest Mandar (who they'll meet in Chapter Two), a fellow PC, or any other NPC they encounter along the way, it's up to the DM to improvise his reaction. An unjustly accused victim most likely insists on his innocence and demands to hear the evidence against him. He may also attempt to escape and, in extreme cases, attack the accusers who are trying to railroad him.

Getting to Know You

Before the voyage begins, the PCs need to assign personal quarters to the aides. Iki has no preferences and accepts accommodations of the PCs' choice.

Kora, however, demands a private room, as far from the other crew as possible. She adamantly refuses to leave the *Constellation* if the PCs stick her with a roommate. If the PCs balk, Kora insists she has a right to her privacy. If necessary, Kora reluctantly accepts a room without a lock (she rigs up her own), but under no circumstances does she tolerate a roommate.

Tolivin also asks for a private room, preferably one large enough to store his supplies and set up his experiments. His boxes and crates hold a variety of small animals—dozens of worms, toads, beetles, and fish—in well-constructed cages and tanks. "In space, I . . . uh, reproduce the animals normally, that is I hope they will, and any, uh, adverse effects of space I can observe on them," he explains. "Valuable, I think these experiments to be. Uh, when traders from other planets take animals to them, they want them to be unaffected. Uh, the animals, I mean. . . ." He blathers on until the PCs shut him up.

Tolivin also takes great pains to assure the PCs that his animals are harmless. "Biting, scratching, none of this they can do," he says. "Just worms and bugs, mostly. You don't, uh, about them have a worry." He opens the boxes and shows the PCs a few sample specimens:

- A bottle of cockroaches.
- A tank of fluorescent goldfish (otherwise, they're ordinary goldfish.)
- A jar of earthworms with blue fur (otherwise,

they're ordinary worms).

- A cage filled with insectoid creatures with metallic wings and bodies resembling strings of purple beads. The creatures smell like vanilla and generate a soothing lute-like hum. Tolivin identifies them as hummerflies. "Rare insects," he says. "They, uh, smell nice and sound nice. Good pets, I think they make." If asked, Tolivin gives general information about the hummerflies (from the Appendix), studiously avoiding any hint of their diet or usefulness as messengers. If asked point-blank about the hummerfly's diet, Tolivin lies and says, "Other insects, uh, small ones. Not much, I think they eat."

First Days in Wildspace

The initial leg of the journey takes the ship through a relatively empty region of space. Tolivin spends the first hours of the trip setting up his cages and tanks in his room, Iki stands on deck and stares at the stars, and Kora looks over the ship to familiarize herself with its construction and armaments. The PCs may strike up conversations with the aides and learn a bit about their backgrounds.

By the end of the second day, the PCs should experience the following three Suspicious Behavior events, in the DM's choice of order.

Event One: Smooth Sailing

Iki approaches a random PC or group of PCs. "Excuse me," he says, bowing deeply. "I took the liberty of making a forecast and thought you might be interested in the results. At least until we reach the phlogiston, our voyage will be peaceful and without problems." (Iki knows this area of space is relatively empty, so he's making a guess that the first leg of the trip will be uneventful.) If the PCs have any specific questions about the prophecy, Iki politely explains that his visions give general impressions only. Iki apologizes again for the interruption, then leaves.

Event Two: Sanding and Scraping

A random PC, or group of PCs, spots Kora on her hands and knees, scraping an area of the deck with a small blade, then rubbing it vigorously with a metal pad. She sweeps the scrapings into a small bag with a whisk broom. If asked what she's doing, Kora says she's smoothing out rough spots on the deck. (True.) "Routine maintenance apparently hasn't been a priority," she says with a hint of sarcasm. She intends to dispose of the scrapings. "Loose dust and splinters can interfere with the operation of a helm." (Not likely, but Kora believes in being meticulous.)

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In the middle of her scraping, Kora abruptly drops her blade and puts her hand to her temple. She rises to her feet, brushes past the PCs, and heads to her room. If the PCs call after her, she says she needs to get another tool. (In fact, she's experiencing a sudden migraine.) Kora won't reappear for an hour; at which time she continues her work, offering no explanation of her disappearance.

Event Three: Toad Trouble

A two-inch black toad with pink spots (MV 1, AC 8, hp 1/2) drops from the ceiling and lands on a random PC's shoulder. The toad sits contentedly on his shoulder until the PC or a companion brushes it off or otherwise removes it. However, when the toad is disturbed, it spits a stream of poison at whoever disturbed it (range of 3 feet; victim must save vs. poison or suffer 1d2 points of damage; a character suffering 4 or more points of damage in the same hour from the poison must make a successful Constitution check or die), then hops away. The poison is as thick as honey and smells like mint. The toad retreats as fast as it can and attacks again if molested or cornered. The toad can cling to ceilings, walls, or any other smooth surface.

The toad is one of Tolivin's specimens, which squeezed between the bars of its cage and escaped. If Tolivin is asked about the toad, he admits it's his, but insists that he forgot this particular species was poisonous. If the PCs order him to retrieve the toad, Tolivin captures it with ease. Tolivin has three other poisonous toads—at the PCs' request, he promises to destroy them all. (But he doesn't; he keeps one toad hidden, as seen in Chapter Four.)

Dead Stop

Before the end of the third day of the voyage, read the following to the PC who's spelljamming the ship. If an NPC is spelljamming, skip to the paragraph after the box.

An ocean of stars stretches in every direction, silent and beckoning. A warm tingle dances across your skin as the helm continues to draw on your magical energies. You settle back and enjoy the sensation. All is well with the ship.

Suddenly, a bolt of pain slices through your brain, and your flesh becomes suddenly numb. The helm begins to vibrate—something's desperately wrong.

The ship has just entered a deadwood sargasso, a region of space which renders spelljamming vessels

temporarily inert. The spelljamming character has a 5% chance (1 on 1d20) of making a last-minute navigational correction to avoid the sargasso. If he fails, the ship slams to a stop as if it's struck an invisible wall. (If the spelljamming character avoids the sargasso, the ship encounters a second sargasso a few minutes later. The DM may add a third or even a fourth sargasso to nail exceptionally lucky spelljammers.)

All PCs and NPCs, including the spelljamming character, must make a Dexterity check as the ship slams to a stop. Those failing their checks are hurled against a wall or other hard surface and suffer 1d2 points of damage from the impact. (The ship itself suffers no damage from the impact.) A loud crash of glass issues from Tolivin's quarters; if the PCs investigate, they find a fish tank has shattered. Tolivin is on the floor, frantically scooping up dozens of flopping goldfish and dumping them in a bucket.

Unlike other wildspace sargassos which are "magic-dead" areas that negate spells and magical items, including spelljamming devices (see the *Lost Ships* supplement for details), a *deadwood* sargasso affects only the wood, metal, and other materials comprising the vessel itself, rendering these materials unresponsive to spelljamming. Though on-board spelljamming devices, including major and minor helms, are unaffected by the deadwood sargasso, the vessel refuses to respond to any type of magical propulsion. The effects of the deadwood sargasso last 1d4 + 4 weeks.

Other pertinent information:

- The deadwood sargasso fills an area 500 yards in diameter (one hex).
- The affected vessel doesn't drift; it's "frozen" in place. The ship can be towed or physically moved out of the sargasso, but it remains unresponsive to spelljamming for 1d4 + 4 weeks.
- The powerful deadwood sargasso even resists the effects of a *wish*. At best, a *wish* negates the sargasso's effects for only a few seconds—hardly a meaningful length of time to the PCs.
- The sargasso has no effect on magical items, nor does it affect spell casting in any way. The ship's air pocket is also unaffected.

Within five rounds after the ship freezes, Kora determines the wood and other components of the ship have been disrupted by some unknown phenomenon. Though unable to name the cause, she verifies that the ship no longer responds to spelljamming.

If the PCs confront Iki about his prediction—after all, he predicted smooth sailing until they reached the phlogiston—Iki stammers an apology. "I am not used to being in space," he says. "But I assure you I have adjusted. This will not happen again."

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Let the PCs fuss with the ship for a few rounds. No action they take can get the ship moving again. When the seriousness of their predicament sinks in, continue with the "Spawn Assault" section.

Spawn Assault

Three wasp class ships approach the PCs' inert vessel, circling cautiously from a distance. The wasp ships are painted black, each emblazoned with a crudely drawn lizard man's head—the image has bulging eyes, long fangs, and an oversized mouth. It is the symbol of the Spawn of Ziross.

About the Spawn

The Spawn of Ziross is an organization of fanatically religious lizard men from a planet in a distant crystal sphere. Extremely superstitious and not particularly bright, the Spawn worship the god Ziross, whom they believe created the multiverse and who controls every creature in it. The Spawn are a little fuzzy as to the background, motivations, and even the appearance of Ziross. The founder of their religion, a shaman named Shasszorac, learned of the existence of Ziross in a dream and drank himself to death before he could fill in the details. What little is known about Ziross, including fragments of his philosophy and his favorite prayers, is contained in *Revelations of the Scaly Master*, the sacred text of the Spawn, written by Shasszorac. (In truth, Ziross doesn't really exist, except as the muddled legacy of an alcoholic lizard man.)

Their fellow lizard men banished the Spawn into space, finding the Spawn's zealotry obnoxious. The Spawn now aimlessly roam the universe, spreading the gospel of Ziross and looking for acolytes.

To the Spawn there is no such thing as a coincidence or random occurrence. All are signs of Ziross's will. However, the Spawn have trouble interpreting the signs, as *Revelations of the Scaly Master* gives only vague guidelines. For instance, the Spawn recently encountered a sputtering comet spiraling through space before exploding into a ball of flames. After

much discussion, the Spawn decided that Ziross wished the region of space traversed by the comet to be a holy sanctuary. The Spawn sent messages to this effect to various civilized outposts (one of which was intercepted by the *Constellation*).

The Spawn are aware of the deadwood sargassos, which they assume were created by Ziross to trap blasphemers. Or were they meant to snare potential acolytes? The Spawn haven't made up their minds.

About the Spawn Ships

The Spawn's wasp ships are similar to those in the *Lorebook of the Void* in the SPELLJAMMER™ boxed set. Each has a major helm and a crew of 10, including one captain and one shaman, both capable of spelljamming (use the Spawn shaman statistics for both). Each of the first two ships (Wasp A and Wasp B) is armed with a heavy catapult. The third (Wasp C) has a heavy ballista. Special projectiles for these weapons are described below.

Peace Offering

The Spawn ships close in on the PCs' ship, spacing themselves in a tight circle just beyond the deadwood sargasso. (For a physical representation of this encounter, you'll need the hex map from the boxed set, along with three wasp ship counters and a fourth wasp (or other) counter to represent the PCs' ship. Place the PC counter in any hex. Of the six hexes adjacent to the PC's hex, place one wasp counter each in hexes 1, 3, and 5; the wasp ships slowly circle the PCs in a clockwise direction.)

Shortly after the Spawn ships begin to circle, Wasp A uses its catapult to lob a missile into the PCs' ship; assume the shot hits squarely on the PCs' deck, causing no damage to the ship or any of the characters. The missile is a three-foot-diameter rock sphere, laced with cracks and bound together with twine.

If the PCs unbind the sphere, it falls to pieces. Inside they find a thick book, bound in leather. The cover bears a crude drawing of a lizard man (similar to the emblems on the Spawn's ships). Dense writing

Spawn of Ziross crew member (lizard man): Int Low; AL N; AC 5; MV 6, Sw 12; HD 2 + 1; hp 14; THACO 19; #AT 3; Dmg 1-2/1-2/1-6; SZ M; ML 14; XP 65.

Chapter One: Kora, Iki, and Tolivin

in a strange language fills the pages. A PC who makes a successful Intelligence check recognizes the language as an obscure lizard man tongue. A second successful Intelligence check (by the same PC) identifies the text as some kind of religious work. (The book is a copy of *Revelations of the Scaly Master*. Unsure if the PCs are heretics or potential acolytes, the Spawn have provided a copy of the holy text to see how they respond.)

If the PC who identified the text spends the next five rounds studying the book and makes a third successful Intelligence check, he finds a passage that instructs the would-be follower to “renounce materialism by turning over all possessions of value to the Spawn.”

If the PCs ask for a prediction, Iki demonstrates a firm grasp of the obvious and says, “I sense great danger and advise caution.”

What happens next depends on the PCs:

The PCs Turn Over Their Treasure. To be recognized as sincere acolytes, the PCs must turn over all of their treasure to the Spawn. The Spawn do not enter the sargasso hex; the PCs must get their donation to one of the Spawn’s wasps. Additionally, the treasure and magical items must total at least 25,000 gp; anything less and the Spawn assume the PCs are holding out (even if they aren’t).

It’s up to the PCs to figure all this out (admittedly, that’s not likely). If the PCs haven’t complied within 10 rounds, or if they offer a treasure of less than 25,000 gp, the insulted Spawn attack—proceed to the “Attack Sequence” below.

If the PCs find a way to get 25,000 gp worth of treasure to a wasp, all of the Spawn wasps leave the area, respecting the right of their new acolytes to spread the word about Ziross in any manner they wish. Proceed to the “Silent Dragon” section. Ignore all references to the Spawn for the rest of the adventure.

The PCs attack or wait and do nothing. Go to the “Attack Sequence.”

Attack Sequence

The Spawn interpret the PCs’ aggression (or inac-

tion) as irrefutable evidence of heresy and attack relentlessly, ignoring all attempts at negotiation. They use the following sequence, always remaining in a hex adjacent to the PCs’ ship, and advancing one hex clockwise per combat round if enough SR points are available (however, two Spawn wasps avoid occupying the same hex).

In rounds 1-6, the Spawn attempt a purification ritual, as described in *Revelations of the Scaly Master*.

Round 1. Wasp A fires a bundle of rotten lizard man eggs injected with chemicals to increase their potency. If the attack is successful, the bundle strikes a random area of the PCs’ ship. All characters within 30 feet of the impact area must make a successful saving throw vs. poison or become nauseous for 1d4 + 1 rounds. During that time, the affected characters are unable to make attacks.

Round 2. Wasp B attempts a rotten egg attack.

Rounds 3-4. The Wasps do nothing. (They’re praying and readying the catapults.)

Round 5. Wasp A fires a huge bundle of smoldering debris at the PCs’ ship. If the bundle hits, the ship doesn’t ignite (the object isn’t actually on fire), but ammonia and rotten fish fumes begin to poison the ship’s air envelope. Starting on the fourth round after the bundle hits, the air is degraded one step (from fresh to fouled, or from fouled to deadly). If the bundle isn’t extinguished—dousing it with water, smothering it with a blanket, or similar means—by round 10, the air is degraded again.

Round 6. Wasp B attempts a smoldering bundle attack.

At the end of round 6, the Spawn abandon the rotten egg and smoldering bundle attacks, regardless of whether they’ve been effective. On round 7, Wasp C begins attacking with ballista bolts. As soon as their catapults are ready, Wasps A and B attack with catapult stones.

The Spawn attack with ballista and catapult for the remainder of the battle.

If the PCs use the *peddleship* or some other means to leave their ship and attack a wasp from another location, that wasp directs its attacks at those PCs. If the PCs board a wasp (for instance, by *teleporting*),

Spawn of Ziross shaman (3rd-level cleric): Int Average; AL N; AC 5; MV 6, Sw 12; HD 2 + 1; hp 16; THAC0 19; #AT 3; Dmg 1d2/1d2/1d6; SZ M; ML 14; XP 120. Spells: 2/1

Chapter One: Kora, Iki, and Tolivin

the lizard men engage in fierce melee combat, fighting to the death with their swords and tails. If the PCs seem on the verge of taking over a Spawn wasp, one of the Spawn activates a magical device that causes the wasp's wings to detach and fly off by themselves, disabling the ship.

The battle continues until one of the following conditions occurs:

The PCs Win. When a wasp suffers a critical hit—that is, when it loses more than half its hull points—it retreats as fast as it can (the PCs' superiority is a sign from Ziross that the Spawn must withdraw). The PCs win if all the Spawn are driven away.

Proceed to the "Silent Dragon" section and ignore all references to the Spawn for the duration of the adventure.

The PCs are Losing the Battle. If the DM determines the PCs are losing the battle—for instance, if they've suffered a critical hit, or half of the PCs have lost half or more of their hit points—proceed to the "Silent Dragon" section.

The Silent Dragon

The PCs' attention is drawn by the approach of a bizarre creature. It resembles a 100-foot-long dragon with huge, sharp-spiked wings and three heads spewing green and yellow flames. The colors of the scales shift constantly, from blue to red to green and back again. Observant PCs notice that the monster makes no sound.

If any wasps still attack, the creature approaches the Spawn ships, clawing the air and snapping its teeth. The wasps cease fighting, hover, then rocket away. The Spawn are terrified of the creature.

When the Spawn have been chased away, the creature pauses on the perimeter of the sargasso.

The dragon shimmers and fades, transforming into a spelljamming ship, the likes of which you've never seen. It is a collection of spare parts, haphazardly melded together by a shipbuilder with plenty of imagination but little sense of design.

The landing gear is that of a dragonfly, the stern recalls the temple deck of a dragonship, and the upper deck looks like the weapons deck of a wasp. The bow is a crude figurehead of a smiling human male with a curling moustache, waxed goatee, and a 25-foot nose. A gigantic inverted top hat rests on the deck behind the figurehead.

Small glowing spheres dot the main fin, which extends from the stern and rises over the ship. The spheres spell out cryptic words. (Note to the DM: Write the following letters on a piece of paper, with spaces in place of the asterisks, and give it to the players: T*E AM*ZIN* MAN*AR'S OL* TIM* *AG*CAL *YST*RY F*N S*OW.)

A plump man astride a flying carpet soars from the bizarre ship, smiling and waving as he approaches. He appears at least 60 years old and is dressed in a green robe and pointed hat covered with yellow stars. A scarlet sash circles his ample belly. With his goatee and curling moustache, he bears a striking resemblance to the bow's figurehead, except his nose is much shorter. He carries a grappling hook attached to a thick rope, which extends back to his ship.

The carpet pauses before your ship. "Ahoy, my friends!" exclaims the man. "We scared the scales off those nasty critters, didn't we?" He sweeps the air with his right arm and a bouquet of paper flower appears in his hand. "Hey! Where'd that come from?" he says with a wink, then tosses the bouquet to your deck. "But enough of that for now. We've got to get you out of here in case those critters come back."

The man is the Amazing Mandar (his background and statistics are given in the next chapter, as are the details of his ship). As he approaches the PCs' ship to offer them the grappling hook, the glowing spheres on the main fin of his ship begin to flicker, then light up, revealing the letters that were previously dark. The message now reads: THE AMAZING MANDAR'S OLD TIME MAGICAL MYSTERY FUN SHOW.

Proceed to Chapter Two.

DM's Note: You'll notice that the battle against the Spawn is stacked against the party. It's okay for the PCs to lose; they'll get the chance to avenge themselves in the next chapter.

Chapter Two: The Golden Warrior

This chapter begins immediately after the end of Chapter One and covers the remainder of the voyage to the crystal shell barrier, the journey through the phlogiston, and the arrival at Shadow-space. No map is necessary for the events of this chapter.

The adventure continues with the "Helpful Stranger" section below.

Goals

In this chapter, the PCs should accomplish the following:

- They should get to know the Amazing Mandar and his ship, the *Golden Warrior*.
- They should continue fighting the Spawn of Ziross (if they didn't defeat them in Chapter One).

Helpful Stranger

"Forgive my rudeness," says the man in the green robe, hovering on his *carpet of flying* a few yards from the PCs' ship. "Allow me to introduce myself. I am the Amazing Mandar, prestidigitator supreme." He bows with a flourish. "Perhaps you've caught one of my performances? No? Well, my tour hasn't brought me to this part of the multiverse very often."

Mandar tosses the grappling hook to the PCs. "But we'll have plenty of time to talk later. First, we've got to get you out of here." He squints and cocks his head. "From the looks of things, I'd say you're smack dab in the middle of a deadwood sargasso. This ship of yours won't be going anywhere for a long time." If the PCs ask about the sargasso, Mandar gives them all of the information in the "Dead Stop" section of the previous chapter.

If the PCs refuse to let Mandar tow them away, see the "DM's Note" below. Otherwise, Mandar asks them where they'd like to go, adding that he can't tow them too far. "My poor old ship isn't what she used to be." If Mandar's ship (the *Golden Warrior*; see the Appendix for statistics and description) tows the PCs' ship, it can only move 1 hex (500 yards) per

round (owing to the unique nature of the *Golden Warrior*, use this restriction instead of the towing rules from the *Concordance of Arcane Space*.) Note that while the *Golden Warrior* is towing the PCs' ship, long-distance travel through wildspace is essentially impossible, which should dash the PCs' hopes of towing their disabled ship to Shadow-space or back to the *Constellation*.

Mandar warns the PCs not to leave the ship in this area. "If pirates find it, they'll strip it clean." (He's right. If the PCs leave their ship behind and don't conceal it, the ship is destroyed when they return for it later.) Mandar suggests that he tow the PCs' ship to a small asteroid belt a few miles away. The asteroids can hide the ship "and it should be safe there as long as you want." (He's right again. No matter how long the PCs are gone, the ship is intact when they return.)

If the PCs accept a tow to the asteroid belt (or some place else), Mandar instructs them to secure the grappling hook, then sit back and relax. "This won't take long," he says. "Then we can sit down with some hot food and fresh cider and decide what to do next." Mandar carpets back to the *Golden Warrior* to begin the towing.

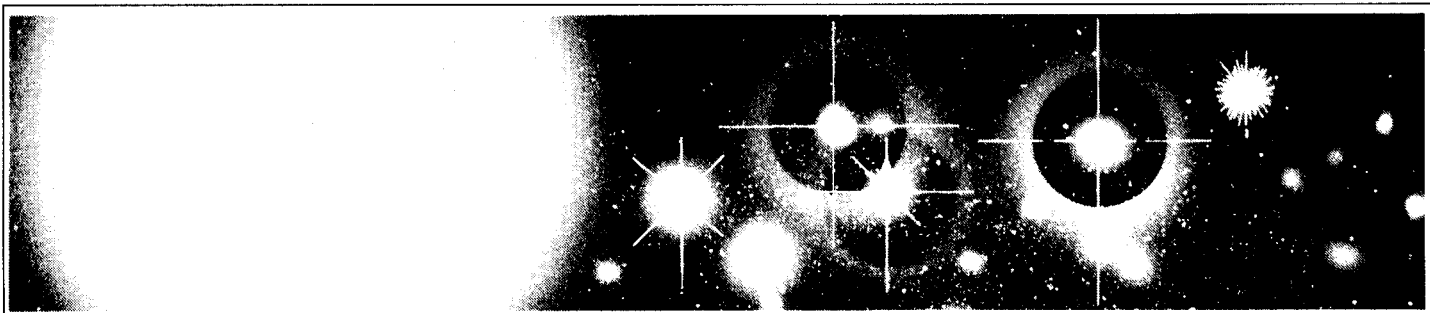
The adventure continues in the "All Aboard" section below.

Mandar and His Crew

The Amazing Mandar (7th-level human wizard): Str 7, Dex 12; Con 11, Int 16, Wis 16, Cha 13; AL LG; AC 9; MV 9 (reduced due to age); hp 25; THAC0 14; #AT 1; Dmg 1-6 (quarterstaff); SZ M; ML 12; XP 1,400. Spells: 4/3/2/1. Special Equipment: *carpet of flying* (6' x 9'; 4-person capacity; 24 speed), *ring of feather falling*.

Mandar is an amiable, flamboyant human mage who wanders the stars in the *Golden Warrior*, seeking audiences for his old-fashioned tricks which mechanically duplicate the effects of actual magic.

The 65-year-old Mandar (he added "Amazing" to make him sound more mystical) stands just over five feet tall. A slight paunch droops over his belt. He has



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a pleasant face, with rosy cheeks and bright eyes. His goatee and curling moustache long ago turned gray, but he blackens them with berry juice to maintain his youthful looks (close inspection reveals his facial hair to be purple, not black). He wears a long green robe and pointed hat covered with yellow stars. He's had the robe for decades, and it shows; its hems are frizzled and the once-bright colors are faded.

Since boyhood, Mandar has been fascinated by the crude magic tricks practiced on planets where actual magic doesn't exist or has been suppressed. Although he has real magical ability, Mandar's interests lie in sleight-of-hand. He taught himself a vast array of tricks and put together a stage show, certain that there were people who would appreciate the skill and hard work required to master this craft.

He couldn't have been more wrong. Audiences used to seeing real magic were bored to tears by Mandar's quaint demonstrations—when you've seen a real mage blast lightning bolts from his fingertips, watching somebody pull a rabbit out of a hat isn't very impressive. There were always plenty of skeptics convinced that Mandar was using actual magic to make coins disappear, not the sleight-of-hand he'd spent hours practicing in a mirror.

Undaunted, Mandar acquired a spelljamming ship and headed off to search the cosmos for appreciative audiences. He's been at it for nearly half a century, and receptive audiences remain few and far between, forcing Mandar into a life of poverty and endless, numbing travel. Incredibly, he's retained his boundless enthusiasm. He's as outgoing and friendly as ever, convinced that sooner or later, the multiverse will take notice and audiences will line up for miles to see what he calls "real" magic.

Mandar has a pleasant attitude and positive outlook. He loves people, and next to mastering a new trick, there's nothing he enjoys more than new friends. But Mandar can also be a pain. Many find his tricks corny and dull, and his unwavering enthusiasm for show business borders on the obnoxious. Mandar has been known to wake companions in the middle of the night to demonstrate a new trick.

Mandar loves the sound of his own voice and prat-

ties endlessly about the places he's been and the sights he's seen, often embellishing reality to make his stories more entertaining. Because of his years in space, he's acquired an impressive amount of lore about seldom-visited planets, unusual creatures, and bizarre phenomena. Unfortunately, because he's told and re-told his stories so often, even Mandar isn't sure how much of his lore is fact and how much is fiction. (Pepper Mandar's conversation with "Mandar's Lore," from the boxes at the bottom of the pages of this and subsequent chapters.)

Because paying audiences are scarce, Mandar is chronically broke. He's usually engaged in some half-baked money-making scheme, few of which ever pay off, thanks to Mandar's naivete about business and deal making.

Mandar can be a brave and determined fighter, but his flamboyant personality leads him to attempt inappropriately dramatic attacks. For instance, rather than fire a lightning bolt directly at an opponent, Mandar may blast the lightning bolt at an overhanging cliff, intending to bury the opponent in rubble. The rubble may fall harmlessly around the opponent instead of burying him.

Mandar is proficient in Artistic Ability, Carpentry, Engineering, Navigation, and Reading/Writing.

His Crew. Two years ago, Mandar staged a performance on a planet populated by intelligent rabbits. Two of the rabbits were so impressed that they jumped at the chance to become crew members. There are now sixteen rabbits in the crew—the original recruits and their offspring.

Mandar has polymorphed the rabbits into human form. The rabbits now resemble four-foot-tall humans with plump bodies, pink eyes, and white hair. They are docile and shy, but are also hard workers and loyal to Mandar. The rabbit crew doesn't speak. Instead they communicate with one another, and to Mandar, by twitching their noses. (The twitch language is quite complex, and Mandar acts as interpreter for the PCs whenever necessary.) However, the crew can understand simple spoken commands, which they acknowledge by shaking their heads rap-

DM's Note: Mandar's typical spells include cantrip, dancing lights, ventriloquism, phantasmal force, alter self, magic mouth, misdirection, invisibility 10' radius, lightning bolt, and polymorph other.

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idly and blinking their eyes (up and down head movement and fast blinks mean “yes;” side to side movement and slow blink mean “no”). An endangered or distressed crew member emits a series of high-pitched shrieks, similar to the sounds of a bleating goat.

In combat, the rabbit crew operates the ship weapons as directed by Mandar or any another character to whom Mandar has entrusted the task. However, the rabbits are useless in combat, covering their faces and whimpering when confronted with an enemy. If necessary, they can bite with their oversized teeth for 1 point of damage.

DM's Note: The events of this chapter assume that the PCs make arrangements with Mandar to take them to Shadowspace aboard the *Golden Warrior*. If the PCs decline Mandar's offer of assistance, make sure they understand the ramifications of their decision; namely, they're stuck in the middle of space with an inactive ship and no apparent way to complete their mission.

However, if the PCs figure out a way to get to Shadowspace without Mandar's help—for instance, if they took over a Spawn ship before the Spawn disabled it (as described in the “Attack Sequence” section in the previous chapter)—skip ahead to the “Return of the Spawn” section and ignore all references to Mandar and the *Golden Warrior* for the rest of the adventure.

Mean-spirited PCs may decide to subdue Mandar, and take over the *Golden Warrior*. Or the PCs may decide that he's the scro spy Silanos warned them of, and imprison him. In either case, they have to figure out for themselves how the *Warrior* operates. The rabbit crew don't cooperate in any way with the PCs if they betray Mandar.

All Aboard

After the PCs' ship has been towed to the PCs' chosen location, the *Golden Warrior* positions itself so the PCs and the aides can board. “Step right up,” beams Mandar, clearly happy for the company. “Wel-

come aboard the *Golden Warrior*.” When everyone's on, Mandar motions for them to follow him.

Mandar leads the PCs and the aides to the captain's quarters (see diagram in the Appendix). Along the way, he chatters incessantly about his ship, the close call with the lizard men, and the PCs' misfortune of running into the sargasso.

The PCs may notice that the ship is in less than perfect condition—the paint is chipping, the deck groans with every step, and some of the wood is cracked and rotting. They may also notice a few plump men and women with darting pink eyes and twitching noses scurrying around the ship. “My crew,” says Mandar. “I keep 'em hopping.”

Hot Food and Cold Cider

Mandar opens the door to his quarters and ushers in his guests. The room is cramped and unkempt, with towels scattered about, dirty dishes under the bed, and a half-eaten sandwich collecting dust on a desk. Mandar hastily attempts to tidy up, inviting the PCs and the aides to sit down around a paper-cluttered wooden table.

Mandar settles into a chair while crew members bring in steaming bowls of carrots, radishes, and other vegetables, along with pitchers of fresh apple cider. The food is delicious. “I grow the vegetables myself,” says Mandar. “I'll show you later.”

Mandar asks all about the PCs' destination and their backgrounds, eagerly listening to anything they care to share. He is friendly, boisterous, and relishes the PCs' company. He gives the impression of a very lonely old man.

Mandar freely shares information about himself and his background, lamenting the fact that audiences for “real” magic are hard to come by. “There's just no money to be made,” he sighs. He brightens, then leans over to the nearest PC, pretending to pull a copper coin from the PC's ear. “Now how'd that get there?” he asks, smiling broadly. Any PC watching closely saw that the coin was concealed in Mandar's sleeve. If they bring this up to Mandar, he looks hurt, then shrugs and laughs. “Aw, you caught me. But I'll

Mandar's crew (rabbits polymorphed to human form): Int Average; AL LN; AC 9; MV 6; hp 3; THAC0 20; #AT 1; Dmg 1 (bite); SZ S; ML 4; XP 15.

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fool you next time!"

Mandar tells the PCs about his crew (paraphrase the information about the polymorphed rabbits from the "Mandar and his Crew" section above). He also answers any of the questions in the "Questioning Mandar" section below.

Striking a Deal

If the PCs ask Mandar to take them to Shadow-space, he eagerly accepts. "Just promise me one thing. If we find any treasure—not to say that we will, mind you—but if we do, will you let me have a little of it? I'd really love to fix up the old *Warrior*." Assuming the PCs agree, Mandar says that the PCs can make all decisions during the voyage; he and his crew will follow their orders. If the PCs won't promise to share treasure with Mandar, he sulks, but still agrees to take them. "Maybe you'll take pity on an old man and change your minds."

If the PCs don't ask Mandar to take them to Shadow-space, or even bring up the purpose of their mission, Mandar offers to take them wherever they want to go. If the PCs hesitate, Mandar assures them he's trustworthy and the *Golden Warrior* is a good ship. "We may be old, but we're still kicking." Again, if the PCs agree, Mandar proposes the conditions in the previous paragraph. If the PCs still decline Mandar's offer, see the "DM's Note" above.

If the PCs strike a deal with Mandar, he rises and says, "What are we waiting for? Let's get your gear on board, then I'll show you around."

Questioning Mandar

At any point, the PCs may question Mandar. He answers truthfully as described below (except those concerning the contents of the cargo hold).

How'd you turn the ship into a dragon? Mandar shows them his *dragon flag*, a three-foot-square black cloth with the outline a dragon, and explains how it works (see the Appendix).

What do you know about the wasps that were after us? Mandar tells them about the Spawn of Ziross.

He knows all the information in the "About the Spawn" section of Chapter One.

Where are you headed? What are you doing in this part of space? "Nowhere in particular. Just looking for some place to stage my show. But this hunk of space is pretty barren."

Can you take us to a planet where we can get a new ship? "No planets with people on 'em that I know of in these parts." (If the PCs know of a planet where they might get help, remind them of the time it could take to locate another ship or convince the inhabitants to aid them. Remember, too, that the mission is supposed to be secret. If the PCs contemplate returning to the *Constellation*, remind them that the executive council will remove them from the mission if they return early.)

What do you know about Shadow-space? "Not much. It's a bunch of dead space, dead planets, nothing going on there at all. Nobody's ever gone there, far as I know. No reason to."

What's a witchlight key? "Never heard of that." He has heard of witchlight marauders. "Awful critters. Never seen one, and I can die happy if I never do."

Do you know anything about this map? If the PCs show Mandar their map of Shadow-space, he studies it closely and shakes his head. "Never seen this language before. Your guess is as good as mine as to what it means. Ditto for the planets—never heard of 'em." If the PCs have written their own notes on the map, Mandar seems especially excited about Sohhoras (area 4 on the DM's Map of Shadow-space), the treasure planet. "That's for me! We'll have to check that out," he says, "don't you think?"

Mandar points to the dark clouds surrounding the sphere. "This stuff, I've heard rumors that it's poison or something. We've gotta avoid it." There are three clear areas on the map (corresponding to areas 2a, 2b, and 2c on the DM's Map). "If I were you, I'd pick this one," he says, pointing to 2c. "It's the biggest. Easier to avoid the black clouds." He points to the dragon constellation (area 3a). "And don't worry about this. It just looks like a bunch of stars to me."

DM's Note: Among Mandar's other corny "magic" tricks are vanishing the spots on a handkerchief, choosing a particular card from a deck while blindfolded, and causing a small sponge ball to change colors.

Chapter Two: The Golden Warrior

Room Assignments

With the rabbit crew assisting, the PCs bring their gear from their ship to the *Golden Warrior*. Each cabin comfortably accommodates two characters (PCs, aides, or crew). Cabins 1 and 7 can berth four characters each. Elementary math proves that quarters are going to be cramped. The rabbit crew can double shift some of their bunks, if the PCs think of it, and they agree to do so as well. (Double-shifting means two characters take turns sleeping in the same bunk—character A sleeps first watch and stands second watch, while character B stands first watch and sleeps second.) Of course, some characters might prefer to sleep in the garden. . . .

The aides have the same room requirements as they did in the “Getting to Know You” section of Chapter One; Kora insists on a private room, Tolivin wants a private room big enough for all his animals and equipment, and Iki has no preference.

Guided Tour

After assigning rooms, Mandar invites the PCs and the aides on a tour of the ship. Iki and Kora accept, but Tolivin declines, saying that he must attend to his animals (the PCs may interpret this as Suspicious Behavior, but it’s the truth). While he shows the party around, Mandar answers any of their questions, occasionally performing his corny magic tricks.

Kora takes a special interest in the elevator helm, the weapons deck, and other key features of the ship, examining them closely and jotting notes about their structure and operation. If asked what she’s doing, she says flatly, “My job.” (Though this may seem like Suspicious Behavior, Kora is merely being a conscientious engineer.)

Use the information about the *Golden Warrior* in the Appendix when describing the ship’s features. Mandar is sure to point out the following:

Figurehead. Mandar proudly demonstrates the calliope and explains that the nose functions as a piercing ram.

Top Hat Helm Elevator. Mandar shows how an ele-

vator lifts the helm platform to the brim of the hat. The helm, he explains, is specially designed to fit his body—a precaution against hijackers. For that reason, Mandar will be operating the ship. A PC may navigate, standing on the helm platform beside Mandar, if he wishes.

Any PC who makes a successful Intelligence check realizes that it’s possible to convert the helm to accommodate spelljamming characters other than Mandar. Two characters working for one full day can complete the modifications necessary. If Kora or a character with the Engineering proficiency is one of the two, the modifications are finished in half a day. If the PCs ask permission to convert the helm, Mandar reluctantly agrees, if they will change it back once their mission is over.

Open Air Garden. This large garden is a tangle of vines, weeds, and exotic plants. Among the plants are corn, lettuce, and other vegetables. A rabbit crewman tills the garden with a wooden rake. “The plants come from all over the universe,” explains Mandar. “Some day, I’ll find a combination that perpetually regenerates the air on a spelljammer. Haven’t got it licked yet, though.” He says he planted a batch of new seedlings a couple of days ago. Rabbit crewmen work round the clock tending to them.

If the PCs examine these new seedlings, they discover twisted vines about a foot long and about an inch thick. A PC who studies the vines for at least 10 minutes notices the vines are moving slightly. If the PC makes a successful Intelligence check with a –2 penalty, he determines that the vines are a species of choke creeper.

The PCs can destroy the choke creeper by destroying the parent vine which lies about a foot beneath the surface of the garden. In this unusual species, the roots of the seedlings grow together underground to form the parent root. Inflicting 15 points of damage against AC 8 destroys the creeper. The immature creeper can’t make attacks. Make sure the PCs mollify Mandar if they wreck his garden.

Weapons Deck. Mandar shows them the flash powder barrels and explains how they work. He also shows them a supply of stones for the catapult.

DM’s Note: If Mandar dies prematurely, consider having him return as a ghost or other supernatural entity to advise, guide, and annoy the PCs.

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Stage. Mandar invites the PCs and aides to take seats in the audience, then hops up on the stage. "You're probably frazzled after everything that's happened today. I know just the thing to perk you up. Behold!" Mandar shakes his sleeve, and an umbrella appears in his hand. Mandar continues with card tricks, mind reading, and other stunts until the PCs stop him.

Main Cargo Hold. Mandar becomes visibly nervous when he approaches the door to this room. "Uh, let's move on," he mumbles. "This is just a store-room." Any character within three feet of the door hears the sound of a howling wind inside. If asked what's inside, Mandar says, "Nothing. It's empty." He adds sternly, "Just stay away from this part of the ship, all right?" Mandar urges the group to move along, resuming his old cheerful manner as soon as they've left the area.

The Main Cargo Hold is filled with wind that Mandar recently gathered from an air-based world. The room is specially enchanted to contain the wind. Mandar hopes to sell the wind to wizards who use it as a material component for casting *enhanced maneuverability* and other spells. Mandar believes he'll make a huge profit and doesn't trust the PCs enough to tell them about it. (See the "Lost Treasure" section below for the consequences of entering the room.)

Ready for Take-Off

After completing the tour, Mandar answers any of the party's questions, then says, "I guess we're ready to take off. We've only got a few days till we reach the Flow. Should be an easy ride."

Mandar tells the PCs to make themselves at home. Rabbit crewmen fetch food, bedding, or anything else the PCs want. Mandar goes to the helm platform and ascends to the brim of the top hat. In a few moments, the *Golden Warrior* is on its way toward the phlogiston.

The adventure continues with the "Night One on the *Warrior*" section below.

Warrior Malfunctions

Because of its unusual design and shoddy maintenance, the *Golden Warrior* is susceptible to a variety of malfunctions. The DM decides when and if a malfunction occurs, but as a rule of thumb, the *Warrior* should suffer no more than one malfunction every two or three days.

Triggering a Malfunction

Malfunctions may happen randomly, but usually they're triggered when the *Warrior* experiences a sudden change in momentum or similarly stressful situation. The DM is encouraged to introduce a malfunction at an especially dramatic moment. Stressful situations include:

- Leaving a planet's surface or orbit.
- Changing from long range (high speed) movement to short range (tactical or maneuver) speed, or vice versa.
- Beginning ship-to-ship combat.
- Ramming or being rammed.

Correcting Malfunctions

There are three ways to correct a malfunction:

- **Do Nothing.** If the PCs take no action to correct a malfunction, it self-corrects after the listed "Duration." If the Duration reads "Indefinite," the PCs or the crew must take action or the malfunction persists indefinitely.
- **The Crew Handles It.** The crewmen won't make a repair unless so directed by the PCs (remember, Mandar has turned over command of the ship to the PCs). The Repair Time tells how long it takes the rabbit crewmen to make repairs. The location in parentheses indicates where the repairs must be made. The rabbits aren't particularly efficient, preceding each repair with a few minutes of aimless panic.
- **The PCs Handle It Themselves.** Any rabbit crewmen can lead the PCs to the repair site. Two PCs working together are required to make a repair. It takes them twice the listed Repair Time the first time

Choke creeper: Int non; AL nil; AC 6 (branch), 5 (stalk); MV 1/2; HD 25; hp 75; THAC0 7; #AT 24 total (4 per target); Dmg 1-4; SA attacked victims can break free with bend bars/lift gates roll, otherwise branch holds until severed; held victims suffer 1d4 points of damage per round, with a 10% chance per round that the branch uses a strangling grip. . .

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(they aren't as familiar with the ship as the rabbit crewmen). However, if the malfunction occurs again, the same PCs can fix it in the normal Repair Time (unlike the rabbit crewmen, who never seem to become more efficient, experience pays off for the PCs). To keep track of the PCs' repair experience, make a note of which PCs successfully repair particular malfunctions.

• **Kora Handles It.** Unless she's in her quarters with a headache, Kora can make any repair in half the listed Repair Time. (If you're unsure if Kora's available, roll 1d6; on a roll of 1-3, she's available, and on a roll of 4-6, she's in her room with a headache). Likewise, a PC with the Engineering proficiency can make a repair in half the listed time.

Malfunction Table

The DM may either choose a dramatically appropriate malfunction or roll 1d10 and consult the following table.

D10 Roll Malfunction

1-2	Jump Start
3	Instability
4	Smoke Spew
5	Elevator Jam
6	Calliope Jam
7	Loose Fin
8	Loose Hull Patch
9	Loose Landing Gear
10	Loose Catapult

Jump Start. The Warrior jerks 1d6 hexes (500-3,000 yards) in a random direction (to determine the direction, assign 1-6 to the sides of a hex and roll 1d6), then stops. If the spelljammer tries to move the ship again, it jerks 1d6 hexes in another random direction, then stops.

Duration: 1d2 hours.

Repair Time (helm, rudder): 1d4 + 1 turns.

Instability. The entire ship sways back and forth, as if being rocked in a rough sea. All characters must make a Constitution check (excluding the rabbit crewmen, who are immune to ill effects of the rocking, but including Mandar). Those failing the check

suffer from spacesickness for the duration of the malfunction, experiencing nausea and dull headaches. Affected characters make all attack rolls and ability checks at a -2 penalty during that time and are unable to spelljam. Also, the Warrior's catapult is -2 to hit (in addition to any other applicable penalties) due to the rocking motion.

Duration: 1d4 hours.

Repair Time (helm, sails): 1d4 turns.

Smoke Spew. Smoke begins to pour from the pots on the stage. If the furnace is repaired within 20 rounds, assume there are no ill effects (the smoke dissipates harmlessly). Otherwise, after 20 rounds, the smoke forms a dense cloud around the ship, limiting normal vision to 10 feet. The smoke dissipates in an hour. It can also be dissipated by a strong wind or its equivalent.

Duration: 1 hour.

Repair Time (furnace): 2d4 rounds.

Elevator Jam. The elevator platform descends to the bottom of the hat and jams in place. If the platform was already at the bottom, it jams and refuses to rise. The ship continues to operate normally, but the spelljamming character can't see where he's going (PCs might sit on the brim of the hat to shout directions to the spelljamming character).

Duration: Indefinite.

Repair Time (top hat helm elevator): 1d4 turns.

Calliope Jam. The calliope begins to blast music at top volume. Since most of the sound is directed away from the ship, characters suffer no ill effects, but must shout at the top of their lungs in order to be heard (Mandar, who is somewhat hard of hearing, continually asks the speaker to repeat himself, and gets the message wrong as often as not—he may interpret a request for "fresh water" as "Fred shot her.")

Unless they cover their ears or otherwise protect themselves, characters making repairs have a 25% chance of becoming deaf for the next 1d4 hours (with effects similar to those of the *deafness* spell).

Duration: 1d4 hours.

Repair Time (figurehead): 1d4 turns.

Loose Fin. The main fin rattles loose, reducing the maneuverability rating to F.

(victim dies after 1 round of strangulation); SD moves away from hot fires; cold inflicts 1 point of damage per die and immobilizes the section of plant struck for 1d4 + 1 rounds; electrical attacks double movement rate of plant for 1d4 + 1 rounds and cause no damage; SZ G; ML 14; XP 18,000.

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Duration: Indefinite.

Repair Time (main fin): 1d4 hours.

Loose Hull Patch. A large plank used to make a haphazard repair on the hull shakes loose.

Duration: Indefinite.

Repair Time (hull): Special.

Shortly after the plank shakes loose, Mandar informs the PCs that the ship must be slowed to a speed of 1 hex (500 yards) per round or risk serious damage to the hull. If the PCs slow the ship, normal Repair Time is 1d4 hours.

If the PCs ignore the warning and operate the ship at a higher speed than 1 hex per round for more than an hour, several planks rip free, leaving a gaping hole in the hull. The ship loses 1d4 hull points, and repair must be made as described in the "Movement and Combat" section of the *Concordance of Arcane Space*.

Loose Landing Gear. Portions of the landing gear work themselves loose. The ship can't land until repairs are made.

Duration: Indefinite.

Repair Time (landing gear): 4d6 hours.

Loose Catapult. The catapult is no longer secured to the weapons deck. It can't be fired until repairs are made.

Duration: Indefinite.

Repair Time (weapons deck): 1d4 turns.

Night One on the Warrior

The following events occur during the first night aboard the *Golden Warrior*, occurring in any order of the DM's choice.

Event One: Iki's Prediction

Iki knocks on the cabin door of a random PC. "Forgive my intrusion," he says, "but I took the liberty of making a new forecast. This ship has many problems, but it will suit our needs if we proceed with caution." (Iki is making an educated guess, based on his tour of the ship.) "I do not see any danger before we reach the phlogiston." Iki apologizes again for the in-

terruption, bows, and leaves.

Event Two: Sneaky Aide

At some point during the night, Tolivin must release a hummerfly to get a progress report to the scro, informing them that he and the PCs are now aboard the *Golden Warrior*. Unless the PCs are specifically keeping an eye on him, Tolivin accomplishes this in secret and without incident. If the PCs see Tolivin release the hummerfly and confront him about it, Tolivin explains the creature was sick and he thought some fresh air might help; the hummerfly inadvertently slipped out of his hands and flew away. Tolivin seems genuinely upset about the escaped hummerfly (but of course, he's faking).

Event Three: Lost Treasure

Curious PCs may investigate the Main Cargo Hold while Mandar is occupied at the helm. The door is secured by a rope tied to a peg.

If a PC enters the hold without opening the door, such as by using *passwall*, he finds the room is empty, except for a strong wind that blows about the room in random directions. The PC has a 90% chance of being blown into a wall and suffering 1d2 points of damage. There is no apparent source for the wind.

If a PC opens the door even slightly (a Dexterity check enables him to untie the knot, or the rope can be severed easily with a blade) or creates his own opening (such as by drilling a hole), all of the wind instantly rushes out of the room. Unless the PC is holding tightly to the door or taking similar precautions, the PC has a 90% chance of being blown into a wall or against the floor and suffering 1d2 points of damage.

If none of the PCs release the wind, Iki's curiosity gets the best of him in the middle of the night. He sneaks to the hold, unties the knot, and opens the door, accidentally releasing the wind.

DM's Note: If the PCs are having trouble with the choke creeper, Mandar remembers he has a special herbicide on board; it takes him 2d4 rounds to find it. The herbicide causes the creeper to wither and die in 1d4 rounds.

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The Wrath of Mandar

Early the next morning, Mandar discovers the wind is gone. Furious, he bangs on the PCs' cabin doors to wake them up. "Which one of you did it?" he demands. "Who let the wind out of the cargo hold?" If Iki was responsible, he shamefacedly admits his guilt. "My curiosity got the best of me. I beg your forgiveness. Fortunately, the hold was empty."

"Empty!" shrieks Mandar. "The wind in that room was going to make me rich!" Mandar explains his scheme (as described previously). "But now you've wrecked it! All that work, down the drain!"

If a PC was responsible for releasing the wind and he confesses, Mandar berates him as described above. If the responsible PC won't come clean, Mandar accuses the entire party. "I know one of you did it! If you won't confess, that makes you all guilty as far as I'm concerned!"

Mandar whines for a while, then settles down. "Maybe it's partly my fault. I guess I should have told you about the hold." He brightens. "Who knows? Maybe we'll find some more wind some place." (They will, in Chapter Three.) "If we do, I expect you to help me get it."

Night Two on the Warrior

If you like, stage a *Warrior* Malfunction. Otherwise, all is quiet until late evening.

Cry from the Garden

(Note to the DM: This encounter does not occur if the PCs destroyed the immature choke creeper described in the "Guided Tour" section above. If one or more PCs chose to sleep in the garden without destroying the choke creeper, it attacks when one or both are asleep, gaining surprise in the first round. Modify the descriptions that follow as appropriate.)

A cacophony of shrieks erupts from the Open Air Garden, sounding like the bleats of terrified goats. The sound can be heard all over the ship. Mandar

stops the ship to investigate, recognizing the scream as that of a rabbit crewman. (If a PC is spelljamming the ship, Mandar panics and shouts at him to stop the ship and help the crewman.)

If the PCs investigate the source of the screams, they discover a 60-foot-long olive green vine extending from the garden, writhing like a serpent. The vine is as thick as a tree trunk, with about two dozen branches growing from the central stalk. A pair of shrieking rabbit crewmen cower against a wall as the vine gropes in their direction.

The vine is an unusual species of choke creeper, which spontaneously matured a few minutes ago, then pulled itself free from the garden. The creeper has 24 branches. It crawls around the ship, attacking everyone it can reach until it is destroyed (inflicting 75 points of damage on the central stalk destroys the entire creeper).

The rabbit crewmen are useless in fighting the creeper, cowering against the walls of the ship, trembling and whimpering. Mandar only attacks if directed by the PCs; otherwise, he comforts the terrified crewmen.

Return of the Spawn

(Note to the DM: This encounter does not occur if the PCs defeated the Spawn in Chapter One.)

While the PCs struggle with the choke creeper, a black squid ship approaches, bearing a crude image of a lizard man head. This is the ship of the Sacred Son, the leader of the Spawn of Ziross.

The squid has been stalking the *Golden Warrior* for nearly two days, alerted by the shamans in Chapter One. The Sacred Son knows the *Warrior* is full of heretics, and he intends to destroy it.

The squid is similar to that described in the *Lorebook of the Void*. It has a major helm and a crew of 30, including one shaman (use the statistics from Chapter One) and the Sacred Son, both capable of spelljamming. The Sacred Son is currently piloting the ship. The squid is armed with one heavy catapult, two medium ballistas, and a piercing ram. Additionally, it carries an ochre jelly in a special tank. A trap-

Sacred Son of Ziross (6th-level lizard man shaman): Int Average; AL N; AC 5; MV 9, Sw 15; HD 6; hp 36; THACO 18; #AT 3; Dmg 1-4/1-4/1-8; SZ L; ML 16; XP 120. Spells: 3/3/2

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door opens in the bottom of the hull to drop the jelly on an enemy ship.

If the *Golden Warrior* isn't moving (because Mandar stopped it to deal with the choke creeper), the squid soars toward the Warrior's starboard (right) side, then stops three hexes away to make its attacks. If the Warrior is still moving, assume the squid has intercepted it and the proximity of the gravity fields has caused both ships to immediately slow to combat speed. Position the ships 1d10+10 hexes from each other, with the squid approaching the *Warrior* from a random direction, stopping three hexes away.

The squid attacks with its ballistas and catapult as often as it can. Though the squid has a supply of smoldering bundles and rotten eggs like the wasps in Chapter One, it uses catapult stones for this battle. When the opportunity presents itself, the squid maneuvers near the *Warrior*, opens its trapdoor, and dumps the ochre jelly on the Warrior's deck.

If the battle isn't going well for the Spawn, the squid attempts a ramming attack with its piercing ram. If the ram becomes stuck, the Sacred Son tries to pull the ships apart. Under no circumstances do the Spawn board the *Warrior*. Setting foot on a heretic vessel is repugnant to the Spawn.

If the PCs board the squid, the Spawn defend themselves viciously with their swords and tails, attempting to drive the PCs from their ship or kill them outright. Since the helm is magically engineered to respond only to lizard men, the PCs cannot hijack the ship (unless one of the party is a lizard man).

The Spawn do not negotiate with the PCs, nor do they accept an offer of treasure. The battle continues until one of the following conditions occurs:

The PCs Defeat the Spawn. As the wasps did in Chapter One, the squid retreats when it suffers a critical hit. If half or more of the Spawn are killed, the ship also retreats (however, the Spawn fight to the last man if the PCs have boarded their ship).

The Spawn won't be intimidated by the *dragon flag*; they've figured out it's an illusion. However, if the PCs come up with a comparable effect, the superstitious Spawn immediately flee. (The effect must be genuinely impressive, and the DM should judge it

critically. A fireball or two won't do, but a simultaneous display of lightning bolts, color sprays, and an exploding flare powder barrel works just fine.)

The PCs Elude the Spawn. If the *Warrior* tries to run, the Spawn pursue, but if the *Warrior* eludes the Spawn for a full day, the Spawn give up the chase. The PCs won't see the Spawn again.

The Spawn Defeat the PCs. The Spawn set every living creature (including the garden plants) adrift in space, then reduce the *Warrior* to lumber. If you're feeling generous, an elven patrol ship can stumble upon the wreckage before the characters run out of air. Silanos sends a note of disappointed thanks to the PCs, commending their efforts, and has them set down at the first port of call. An adventure or two of toughening up would seem to be in order.

The Phlogiston and Beyond

After the PCs have dealt with the choke creeper and the Spawn, the *Warrior* can continue its journey through wildspace, heading toward the crystal sphere. After passing through the crystal sphere, the ship enters the phlogiston. The trip through the phlogiston is without incident, though the DM may stage one or more *Warrior* Malfunctions if he wishes.

The phlogiston voyage takes 10+2d4 days. At the end of that time, read the following.

After days of uneventful travel through the rainbow ether of the phlogiston, a dense blackness devoid of stars looms ahead. But as you draw closer, you see that the darkness has a shape, a mass of undulating black clusters forming an immense globe, with streamers of black fog spiraling from the surface and dissipating into the void beyond. It is breathtaking and terrifying.

Iki comes to your side. "I predict danger," he says grimly, his voice shaking. "I am certain I am correct."

The PCs are approaching Shadowspace. Proceed to Chapter Three.

Ochre jelly: Int non; AL N; AC 8; MV 3; HD 6; hp 43; THAC0 15; #AT 1; Dmg 3-12; SD lightning bolt divides creature into one or more smaller jellies, each doing half-normal damage; SZ G; ML 10; XP 420.

Chapter Three: Odux, Sall, and Shisix



This chapter details the PCs' exploration of Shadowspace. You'll need the Player's Map of Shadowspace (from the Prologue), the DM's Map of Shadowspace (on the color map), and the Celestial Body Detail Maps (also on the color map).

The adventure continues with the "Day One in Shadowspace" section below.

Goals

In this chapter, the PCs should:

- learn details of the unusual ecology of Shadowspace (most likely from Sall Jurroph on the planet Delless, encounter 15).
 - learn that the red celestial body containing the witchlight key is the pyramid sun (encounter 17). Significant clues include notes from the alien scholar Yshaa (available in encounters 5 and 14) and the shrine paintings on the planet Tryggyt (encounter 16).
 - expose Tolivin as the scro spy and arrest him.
- Give the PCs a fighting chance to achieve these goals, but don't reward poor playing or bad choices.

DM's Background

The Rise of Shadowspace

No one is quite certain how the region of space in-

formally known as Shadowspace came to be, but legend has it that Shadowspace was created by a group of obscure and now-defunct gods. These gods were held to have designed the sphere to be self-sustaining and to promote interdependency among its planets, while encouraging a diversity of life forms.

As legend describes it, the sphere once consisted of nine planets orbiting a red pyramid-shaped sun, whose life-giving energies nourished the entire system. Each celestial body comprised a single, unique environment with its own climate, terrain, and life forms. One planet, for instance, was entirely forest, another entirely freshwater. As the legend goes, the gods designed the celestial bodies of Shadowspace so that each lacked an element crucial for its survival. At the same time, each planet generated an element necessary to the survival of a different planet. The forest planet, for instance, lacked clouds to produce rain; precipitation had to be imported from the freshwater planet, while the freshwater planet lacked strong winds, which had to be imported from the air planet.

To transport the elements from planet to planet, continues the legend, the gods created Empunatus, an entity resembling an immense comet with a humanoid head. Empunatus delivered wind from the air planet to the water planet, carried precipitation from the water planet to the forest planet, and so on

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throughout the system, completing a cycle every few weeks.

The Fall of Shadowspace

Though the gods were said to have, as gods will do, lost interest in Shadowspace, the system would have flourished indefinitely had it not been for the selfishness of the inaii, a pegasus-like race living in Myyn, the world inside the pyramid sun. The inaii lacked fertilizer to nourish their crops, so Empunatus regularly delivered mountains of dead roaches from the planet Pajax for this purpose. But the priggish inaii found the roach corpses dirty and disgusting, and resented their dependence on Empunatus.

Enter Utok, a rogue god who had been roaming the multiverse in search of worshippers. Utok approached the leaders of the inaii and offered to liberate them from Empunatus in exchange for their devotion. The leaders readily agreed.

Utok constructed an enormous idol of himself containing a magical heart-shaped gem. The idol, powered by the gem, had the effect of reversing the energy of the red sun; the sun's sustaining rays were now focused inward, nourishing the crops and removing the need for fertilizer. The inaii were delighted. Flush with success, Utok left Myyn to seek new worshippers on other worlds.

A short time later, Utok journeyed to a heavily populated planet in a distant crystal sphere and attempted to seduce the citizens into abandoning their gods and worship him instead. The angry gods responded by destroying Utok.

The inaii never learned of Utok's fate, not that they were particularly interested. The idol continued to nourish the crops, Empunatus no longer visited them, and there were no disgusting mountains of roach corpses to deal with. The inaii were as happy as could be.

Meanwhile, the changes wrought by Utok brought devastating consequences elsewhere in Shadowspace. With its energies now turned inward, the pyramid sun turned from red to green, causing a drop in temperature throughout the sphere. More signifi-

cantly, all of the celestial bodies froze in place, including Empunatus.

Without Empunatus to deliver crucial elements to their planets, the races edged towards extinction. Eventually, many of the planets began to weaken, collapsing in on themselves like deflated balloons.

The inaii remain blissfully unaware of this devastation, though rumors persist that their good fortune is at the expense of the rest of Shadowspace. But the inaii aren't known for their selflessness; it's unlikely they'd be willing to return to the old days, even if it resulted in the rejuvenation of Shadowspace.

Note to the DM: In this chapter, hex distances are measured to the scale on the DM's Map (2,000 miles per hex), not to the scale on the tactical map in the SPELLJAMMER™ boxed set (in which hexes measure 500 yards).

General Features

The wildspace and celestial bodies of Shadowspace are similar to those of other spheres, with the following peculiarities:

Haze. A thin, black haze permeates the wildspace of Shadowspace, reducing visibility. In practical terms, characters can only see planets and celestial bodies within a 10-hex range (20,000 miles). Planets appear as indistinct globes of light until the characters get closer (see the Encounter Key for details.)

Exceptions are the constellations (encounter 3) and the pyramid sun (encounter 19), which can be seen from anywhere in Shadowspace.

Temperature. Ambient temperature throughout the wildspace of Shadowspace is about 50 degrees F. Temperatures vary on the celestial bodies, as explained in the Encounter Key.

Immobile Celestial Bodies. All planets and celestial bodies are frozen in place, including Empunatus (encounter 7). The orbital paths of the planets and Empunatus on the DM's Map are for reference only. Not even the power of a *wish* can return these bodies to their normal orbits. Objects that enter Shadowspace from outside, such as the PCs' ship, move normally.

DM Notes: If the PCs don't know where to go next, run the "Gravity Disruption" or "Ghostly Hitchhiker" Random Encounter at any time.

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Flat Planets. A result of the weakened energies from the transformed sun, most of the planets have flattened. They now resemble deflated balloons. The flattened planets have normal gravity on both sides.

Perpetual Twilight. Because the planets are stationary, they don't experience night and day. Instead, the planets exist in a state of perpetual twilight. Normal vision on the planets has an effective range of about 250 yards.

Special Underwater Rules

Some encounters in this chapter may occur underwater. The following rules adapted from the *Player's Handbook* and the *Dungeon Master's Guide* may prove helpful. (For those wishing more detail, see the "Underwater Combat" section of Chapter 9 in the *DMG*.)

Drowning. The base amount of time a character can hold his breath, in rounds, is equal to $\frac{1}{3}$ of his Constitution rounded up. This assumes the character had the chance to take a deep breath before submerging. If the character did not take a deep breath, the base time is cut in half (rounded up). Regardless of any applicable penalties, any character can hold his breath for at least one round.

When his base time expires, a submerged character must make a successful Constitution check once per round to continue holding his breath, with each check after the first made with a cumulative -2 penalty to his Constitution (for instance, a -2 penalty on the second round, a -4 penalty on the third round, and so on). A character who fails a check has drowned.

Fighting in Water. Submerged surface dwellers suffer a -4 penalty to their attack rolls. This penalty is cut in half if the character has a proficiency in Swimming. A character not immersed in water attempting to hit an immersed opponent also suffers a -4 attack roll penalty.

These penalties don't apply to creatures native to an aquatic environment.

Random Encounters

At the beginning of each day, roll percentile dice and check the following table to see if a Random Encounter occurs. The encounter occurs at any point during the day, as decided by the DM; however, an encounter won't occur while the PCs are exploring a planet or other celestial body.

Don't feel restricted by the whim of the dice. Instead of rolling randomly, you may select specific encounters from the list. Likewise, if the PCs are too weak, are getting bogged down, or already have enough clues, feel free to forego Random Encounters all together. Unless otherwise indicated, encounters may be repeated.

Remember that you also have the option of inflicting Random Malfunctions on the Golden Warrior, as explained in Chapter Two.

D100 Encounter

1-3	Monster Attack
4-6	Light Lattice
7-9	Space Merchant
10-12	Clear Skies
13-15	Thick Haze
16-18	Rabbit Fever
19-21	Cold Zone
22-24	Ominous Vessel
25-27	Winged Death
28-30	Gravity Disruption
31-33	Ghostly Hitchhiker
34-36	Stinky Ship
37-39	Platinum Cyclone
40-42	Domed Barge
43-00	No Encounter

Monster Attack. A monster is swept into the ship's gravity field and attacks the party. Choose from the list below or roll 1d4: 1 = elmarin, 2 = night scavver, 3 = skeletons, 4 = spectre.

Elmarin (1d10): Int animal; AL N; AC 4; MV 18; HD 5; hp 30 each; THACO 15; #AT 1; Dmg 1-8; SD cause flammable objects within 5 feet to burst into flames; 5% chance that a dead elmarin leaves behind an *ioun stone*; SZ S; ML 3; XP 175.

Tradesman ship at the light lattice pirate captain (4th-level human wizard): Int 11; AL NE; AC 9; MV 12 hp 25; THACO 17; #AT 1; Dmg 1d4 (knife); SZ M; ML 12; XP 175. Spells: 3/2.

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A curious pack of elmarin approaches the ship, bouncing around the decks, masts, and walls for 4d4 rounds, scorching wood and setting random fires. If attacked, the elmarin attempt to escape, but if trapped, they'll defend themselves until they're able to flee.

Night scavver: Int animal; AL N; AC 3; MV 18; HD 6; hp 42; THAC0 15; #AT 1; Dmg 1-10; SA swallows victim whole on attack roll of 19 or 20; interior wall is AC 7; if swallowed victim causes any internal damage (for instance, by using a small edged weapon), creature brings victim to mouth and makes another attack at +4, then swallows again; SZ H; ML 9; XP 975.

The scavver sneaks aboard the ship and attempts to swallow whole any man-sized creatures. Inside the creature's belly are 10d10 gp.

Skeletons (2d10): Int non-; AL N; AC 7; MV 12; HD 1; hp 7 each; THAC0 19; #AT 1; Dmg 1-6; SD + 1 or better weapon to hit; immune to *sleep*, *fear*, *charm*, *hold*, and cold-based attacks; edged or piercing weapons inflict only half damage; SZ M; ML special; XP 65.

These creatures appear as small bony balls, remnants of the Unhuman War as described in the *Lorebook of the Void*. They instantly assume their normal shape when they land on the ship, attacking everyone on board.

Spectre: Int high; AL LE; AC 2; MV 15, FI 30 (B); HD 7 + 3; hp 55; THAC0 13; #AT 1; Dmg 1-8; SA successful attacks drain two levels from victim; SD + 1 or better weapon to hit; immune to *sleep*, *charm*, *hold*, and cold-based attacks; immune to poison and paralyzation attacks; SZ M; ML 15; XP 3,000.

The spectre sneaks aboard the ship, picking off victims who are separated from their companions. The spectre intends to destroy everyone on board, then take over the ship.

Light Lattice. The PCs' ship approaches a web-like lattice of glowing white light, stretching for miles in every direction. If the PCs reduce their ship's speed to 500 yards per round or less within 10 rounds after spotting the lattice, they'll be able to avoid the lattice. It then takes them 2d4 hours to nav-

igate around it; the encounter is over.

If its speed isn't reduced, the ship automatically comes in contact with the lattice. As soon it does, the lattice disappears, and the ship comes to a complete stop; the helm (or any other spelljamming devices) is non-functional for 2d4 rounds.

The lattice is a trap set by a band of pirates. As soon as the PCs' ship stops, the pirate vessel appears from behind a nearby asteroid. The pirate ship is a tradesman, as described in the *Lorebook of the Void*. It has a major helm, a light catapult, a medium ballista, and a crew of 10 humans, including a 4th-level mage who serves as the spelljamming captain (use generic human statistics from the Prologue for the crew).

The pirates intend to disable the PCs' ship with ballista and catapult attacks, then board and rob it. The pirates won't attempt to board until the PCs' ship has been significantly damaged (reduced to less than 1/3 of its hull points). If the PCs flee, the pirates pursue, but if the PCs elude them for an hour, the pirates give up and look elsewhere for victims; the PCs won't see them again.

The pirates are relatively inexperienced and scare easily. If the pirate ship loses 10 or more hull points, the pirates flee. If the PCs catch the pirates, the pirates defend themselves, but attempt to escape at the earliest opportunity.

This encounter occurs only once.

Space Merchant. A lanky blue giant abruptly appears on the deck of the ship. He has a long face, thin fingers, and wears a floor-length robe. He carries a bulky package under his arm. Any PC with space-faring experience (or any PC making a successful Intelligence check) recognizes the humanoid as a member of the arcane, the renowned merchants of space.

The arcane uses a special belt that enables him to *teleport* at will to seek out potential customers in this forlorn region of the multiverse; the belt functions only for the arcane. Sales have been meager, and the arcane is anxious to leave the area.

If the PCs attack or threaten the arcane, he disappears, never to be seen again. Otherwise, he apolo-

Arcane: Int genius; AL LN; AC 3; MV 12; HD 10; hp 75; THAC0 11; #AT 1; Dmg 1-8 [sword]; SD becomes invisible to avoid combat, dimension door three times a day; SZ L; ML 15; XP 3,000.

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gizes for the intrusion. "I have a few odd items I need to sell before returning home. The quality may not be the best, but the prices are hard to beat."

The arcane offers to sell the following items to the PCs, describing them as indicated. He insists on the prices listed, but if pressed, he'll settle for half as much (he's anxious to get rid of this stuff). He accepts gp or the equivalent in merchandise.

- A damaged wheel lock pistol. "It no longer functions, but makes an interesting collector's item." (The weapon can't be repaired and has no obvious value.) Price: 60 gp.

- A portable *portal locator*, a pocket-sized device similar to the unit described in the *Concordance of Arcane Space*. "It works, but is only accurate 20% of the time." (True.) Price: 400 gp.

- A flask containing eight doses of *potion of healing*. "In truth, the fluid has gone flat and is not entirely reliable." (If a character drinking a dose makes a successful Constitution check, the potion works normally; otherwise, the character receives no beneficial effects, instead suffering 1 point of damage.) Price: 200 gp.

- A large jar of gnat salve, a thick paste smelling faintly of vinegar. There is enough for the entire crew, including the rabbit crewmen. "Poisonous insects roam the spaceways in these parts. The salve helps protect you." (The salve counters the adverse effects of the gnat attack, described in the "Rabbit Fever" Random Encounter. An application of the salve gives protection for two months. It can be washed off by first applying oil, then soap and water.) Price: 100 gp.

If asked about the witchlight key or the location of a red celestial body, the arcane says he knows nothing about the key but may be able to help them with the body. The information has a non-negotiable price of 50 gp; however, there's no charge if the PCs bought any of his other merchandise. "I saw some red terrain on Pajjax (encounter 13). I didn't get close enough to get a good look." He has no other information.

This encounter occurs only once.

Clear Skies. The haze of Shadowspace temporarily

thins in a 20-hex radius of the PCs' current location. The PCs can see all of the planets and other celestial bodies within this range. The clear area persists for 24 hours.

Thick Haze. The haze of Shadowspace temporarily thickens within a 20-hex radius of the PCs' current location. The PCs can see nothing beyond a one-hex range. The thick haze persists for 24 hours.

If the PCs proceed, there's a 50% chance they become disoriented and head in a random direction until they emerge from the thick haze area. To determine the direction, assign 1-6 to the sides of a hex, then roll 1d6.

Rabbit Fever. The ship flies into an immense swarm of spacefaring gnats. The gnats attack all of the characters on the ship, including the rabbit crewmen, for 2d4 rounds, biting faces, hands, and any other areas of exposed flesh. Weapons have no effect on the gnats, but characters armed with a torch or protected by other fire sources can keep them away.

Unprotected characters have a 100% chance of being bitten (the rabbit crew make no effort to protect themselves, instead running about frantically and screaming). Bitten characters, except the rabbit crewmen, suffer no damage if they make a successful saving throw vs. poison; otherwise, they lose 1d2 points of damage and itch uncontrollably for the next 1d4 days, making all attack rolls and ability checks at a -1 penalty during that time.

Bitten rabbit crewmen suffer no damage, but immediately succumb to a rare space fever, causing them to sweat and shake uncontrollably. The rabbit crewmen are bed-ridden while suffering from the fever, unable to tend to the ship or take any other actions during that time. The fever lasts for 3d4 + 2 days. (For convenience, assume all rabbit crewmen recover at the same time.)

Cure disease or a similar spell cures a diseased rabbit crewman.

Any character, including the rabbit crewmen, coated with the arcane's gnat salve (see the "Space Merchant" Random Encounter) prior to the gnat attacks suffers no ill effects of any kind from the gnats.

Cold Zone. Shifting energies in the Shadowspace

Undead inaii (3d4): Int low; AL LE; AC 5; MV 24, FI 48 (C); HD 4; hp 30 each; THACO 17; #AT 3; Dmg 1-8/1-8/1-3; SA can attack with hooves at an opponent behind it for 2d6 points of damage (but cannot make any other attacks that round); can dive at opponent from heights of 50 feet or more for a +2 bonus and double damage on hoof attack; SD immune to sleep, fear, charm, hold, and cold-based attacks; SZ L; ML special; XP 270.

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cause the wildspace within a 20-hex radius of the PCs' current position to become bitterly cold for 24 hours. Characters can protect themselves from adverse affects of the cold by bundling themselves up, warming themselves near the furnace, or staying in their rooms under their blankets. Otherwise, for every two hours (cumulative) of exposure to the cold, a character must make a successful Constitution check or suffer 1 point of damage.

The rabbit crewmen can't tolerate the cold; all of them huddle together, shivering, while the ship passes through the cold zone. They suffer no damage, but are unable to work or perform any other actions during this time.

Planets and other celestial bodies within the cold zone retain their normal climates, as described in the Encounter Key.

Ominous Vessel. The PCs catch a glimpse of a bizarre spelljamming ship in the distance, resembling an immense scorpion. PCs who participated in the previous adventure, *Goblins' Return*, recognize it as a scorpion ship, used by the scro and their allies. Mandar can also identify it. Before the PCs can take any action, the scorpion ship zips away, vanishing in the distance. (The scorpion ship has been tracking the PCs, based on information supplied by the traitorous Tolivin.)

Winged Death. The PCs spot a small flock of bony creatures flying in the distance. If the PCs move in for a closer look, they see that the creatures resemble skeletal pegasi with blazing red eyes; if the PCs have been to Sohhoras (encounter 4), they may recognize the creatures as undead inaii. (The undead inaii are scouring Shadowspace for victims to take back to the vampire on Sohhoras.)

If the PCs don't come within 100 yards of the undead inaii, the creatures won't see them; the undead inaii fly away and the encounter is over. But if the PCs' ship approaches the undead inaii, or if the PCs otherwise draw attention to themselves, the undead inaii swoop in and attack. The creatures fight to the death. If an undead kills a victim, it grabs the corpse in its teeth, then abandons the battle to return to Sohhoras with its prize.

Gravity Disruption. The gravity field of one of Shadowspace's celestial bodies is suddenly disrupted, caused by a flux of energy from the pyramid sun. Whoever is spelljamming the PCs' ship feels control of the ship slipping away; the ship is tugged toward the nearest planet (or any other celestial body of the DM's choice within a 20-hex range; use this encounter to lead the PCs in a direction you'd like them to go).

If the spelljamming character makes a successful Wisdom check, he realizes the effect is not an attack, but a natural phenomenon. If the character makes a successful Intelligence check, he regains normal control of the ship, but remains aware of the direction of the gravity flux.

If the Intelligence check fails, the ship is drawn inexorably toward the planet (or other body), proceeding at the same speed as before the gravity flux began. Depending on the source of the flux, the spelljamming character regains control of the ship when the effects of the flux end, as follows:

- If the source is a planet, the ship is drawn into orbit around the planet, then the flux effects end.
- If the source is the pyramid sun (encounter 17), the flux ends when the ship comes within two hexes of the sun (just outside the portal).
- If the source is a constellation or some other celestial body besides the sun or a planet, the flux ends when the ship is within one hex of the body.

Ghostly Hitchhiker. The ghostly image of a young man suddenly appears alongside the ship. The image has a pleasant face and a head of curly hair, and is dressed in a waistcoat and pantaloons. The image has his thumb extended, as if wanting to hitch a ride. The image has no substance, and cannot be attacked, nor can it speak. No matter how fast the ship moves, the image remains in place, hovering a few yards away from the deck, thumb extended.

Mandar thinks he recognizes the image as that of the legendary traveler Lewton Humas. "As the story goes, Lewton spent his whole life studying to be a space explorer. On his first day in space, a meteor struck his ship and killed him. But he was a stubborn kid and death wasn't about to stop him from explor-

Beholder zombie: Int non; AL N; AC 7; MV FI 3 (B); HD 4; hp 24; THAC0 17; #AT 1; Dmg 2d6; SD immune to sleep, fear, charm, hold, death magic, and cold-based attacks; SZ M; ML special; XP 270.

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ing the multiverse. He still roams the stars, looking for rides to take him hither and yon." (Mandar has the story exactly right.)

If the PCs ignore Lewton, the image vanishes in a hour. If the PCs stop the ship and offer him a ride, he bows and smiles, then steps aboard. He points in a particular direction (use Lewton to take the PCs in a direction you want them to go).

Lewton won't respond to any questions from the PCs; he merely points. If the PCs don't take Lewton in the indicated direction, he disappears. Otherwise, Lewton sits back and enjoys the ride. When they approach Lewton's destination (or after a full day of travel, whichever comes first), he vanishes.

Stinky Ship. A sickening odor permeates the ship's air envelope, smelling like rotten meat. There is no immediately apparent source of the smell, and Mandar, as well as the rabbit crewmen and the aides, are stumped as to what's causing it.

In fact, a 10-foot-diameter fungal glob has attached to the bottom of the ship's hull. The fungus died and is rotting. A visual inspection of the bottom of the ship reveals the rotting fungus.

The fungus is harmless and can be scraped from the hull in an hour if one character does the scraping, a half-hour if two characters do the scraping, and so on. Any characters scraping the fungus must make a successful Constitution check or become sick to their stomachs for the next 2d4 hours, making all attack rolls and ability checks at a -1 penalty during that time.

If the fungus isn't discovered and scraped off within a day after it begins to stink, the ship's air becomes fouled; all characters make their attack rolls and ability checks at a -2 penalty while the air is fouled (the Warrior's open air garden does nothing to improve the air quality in this situation). The foul air persists for 1d4 additional days (the air never becomes deadly), at which time the fungus completely rots away and the air becomes fresh again.

This encounter occurs only once.

Platinum Cyclone. The ship approaches a cyclone of sparkling dust, about 100 yards in diameter. The cyclone swirls in place, occasionally spraying

chunks of glistening metal in random directions.

"Platinum cyclone!" cries Mandar excitedly, explaining that the cyclone is a naturally occurring phenomenon made of platinum dust. The energies of the cyclone cause the dust to coalesce into valuable platinum chunks, which are spun off and flung into space. "If we get close enough, it may toss a chunk or two our way. And the closer we get, the bigger the chunks. Of course, the chunks might bang the ship up a bit, but who cares!"

If the PCs prefer to avoid the cyclone, the encounter is over (and Mandar sulks for an hour or so). Likewise, if the PCs enter the cyclone, or disturb it in any way, the cyclone immediately dissipates, the platinum dust swirling away into space (the dust can't be recovered).

However, if the PCs wish to try their luck, they can move toward the cyclone and see if any chunks blow their way. The cyclone persists for one hour; for every ten minute period the PCs remain in the vicinity, there's a chance that one or more chunks strike their ship (for a total of six chances). Assume that the PCs can recover any chunks that hit the Warrior.

The closer the PCs are to the cyclone, the better their chances of being struck by a chunk, but the more dangerous their sail (the chunks tend to be larger and strike more violently). During any ten-minute period the PCs are within 100-200 yards of the cyclone, roll 1d8 and consult the following table. During any ten-minute period they're closer than 100 yards, roll 1d8 + 1; and double the listed value and damage of the chunks (except result 9 remains as listed). The PCs are free to leave the area at any time.

D8 RollResult

1-4	Nothing happens.
5-6	Small chunk strikes ship; no damage. Value: 2d6 gp.
7	Small chunk strikes random character on deck; character suffers 1d2 points of damage. Value: 2d6 gp.
8	Medium chunk strikes ship; 2d4 points of damage to the ship. Value: 10d10 gp.
9	Large chunks strikes ship; 3d4 points of hull damage. Value: 100d10 gp.

DM's Note: If the PCs are having too easy a time, increase the frequency of Random Encounters, the number of monsters, and/or the damage caused by traps.



Domed Barge. The ship passes an immense barge, drifting aimlessly in space. The barge is a square platform, 250 feet per side, made of black marble. A 70-foot-diameter red dome is centered on the platform. Leathery black vines about 10 feet thick grow on the perimeter of the platform; bell-shaped white pods grow from the vines. Except for the vines, both the platform and the dome are featureless.

The craft, in fact, is a funeral barge of a race of beholders from a distant crystal sphere. To honor their dead, the beholders cover the corpses with a red mud that hardens into a thick shell, supposedly to protect the beholder's spirit. Occasionally, the corpses rise and wander around; the aroma of the vines and bell pods discourages the corpses from wandering off the edge of the barge. (Those interested in more about unusual beholder customs should investigate the *Wildspace* adventure.)

If the PCs examine the barge, they discover that the platform is filled with about a foot of dirt. The pods and the vines smell like garlic. Tolivin, or any PC with the Agriculture proficiency, determines the plants to be harmless, though the species is unidentifiable.

The dome is made of a substance resembling dried clay. A circular plug, about 5 feet in diameter, sets flush in one side of the dome, about 3 feet from the surface of the platform. Any PC making a successful Strength check can remove the plug; any two

PCs working together remove it automatically. With the plug removed, characters may enter the dome.

A small black sphere hangs from the center of the ceiling, bathing the interior of the dome in a soft violet light. Six 6-foot-diameter red spheres, which appear to be made of the same dried clay as the dome, are evenly spaced around the walls. Against the wall opposite the entry way, a 3-foot-square black marble chest rests on a black marble pedestal.

The black sphere emits an anti-magic ray that negates the use of *protection from evil*, *invisibility to undead*, *hold undead*, and *control undead*, and also negates the priestly ability to *turn undead*. If the sphere is destroyed (it has an AC of 9; 5 points of damage shatters it), the anti-magic ray no longer functions, but the room is plunged into darkness.

If a character disturbs the black sphere, the black chest, or any of the red spheres in any way, all of the red spheres come to life. The red spheres are actually beholder zombies.

The beholder zombies' eyes no longer work. Though they can't see, they can sense the presence of the PCs and other trespassing characters and pursue them relentlessly, inflicting 2d6 points of *chilling touch* damage by bumping into them (victims making a successful save vs. spells suffer half damage). They can move and sense victims normally, even if the black sphere is shattered and the dome becomes dark.

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The beholder zombies can leave the dome, but don't leave the platform. They don't attack any character holding a bell-pod, nor do they attack characters standing in the bell-pod vines.

Any character touching the black chest must make a successful saving throw vs. paralyzation or become paralyzed for 2d4 rounds, a result of the chest's protective enchantment. The chest is unlocked and contains a dozen foot-long turquoise cylinders, each about an inch thick. The cylinders have religious significance for the beholders, but no special properties. Each rod is worth 250 gp.

This encounter occurs only once.

Day One in Shadowspace

The following events occur during the first day spent in Shadowspace, occurring in any order of the DM's choice.

Event One: Whining and Sulking

Shortly after the party enters Shadowspace, Mandar begins to nag the PCs about looking for treasure on Sohhoras (encounter 4). "How long can it take?" he whines. "Are you guys all rich? Can't you use the money?" If the PCs put him off, he sulks, refusing to speak to them for an hour or so, then whines again about hunting for treasure. The whining and sulking continue until the PCs agree to investigate Sohhoras.

Event Two: Chilling Vision

After several minutes of staring into the murkiness of Shadowspace, Iki clutches his head and collapses to the floor (no damage). He writhes and moans in a state of semi-consciousness until a PC douses him with water, slaps him, or otherwise revives him. Clearly shaken, Iki says he experienced a vision of frightening clarity. "I saw an iron heart, bathed in violet light, floating in space. Below it, I saw a giant, slug-like monster. The heart cracked and shattered. As the heart shattered, the monster

withered and died." Iki describes the creature in his vision; his description is that of a witchlight marauder, similar to Silanos's painting in the Prologue. If asked, Iki can make a detailed sketch of the heart; Tolivin, or any PC who makes a successful Intelligence check, identifies it as a combination of a reptilian and human heart.

Iki prattles on and on about the vision, warning the PCs to take it seriously, even though he has no idea what the vision means. (Iki is unnerved because finally, he experienced a genuine vision, a result of a temporary resurgence of his psychic powers.)

Note to the DM: If Iki is dead or otherwise unavailable, a random PC experiences the vision.

The significance of the vision is explained in Chapter Five.

Event Three: Emergency Stop

Kora demands that the PCs stop the ship immediately, saying the haze of Shadowspace may cause permanent damage to the helm if she isn't allowed to clean it. The cleaning takes half a day. "If I don't do it now, the ship will cease to function within the next 24 hours." If the PCs decline to stop the ship, Kora says sternly, "Very well. But I want it on the record that I warned you." Despite Kora's warning, the ship functions normally over the next day; if confronted about this, Kora says only, "We were lucky." (In fact, Kora genuinely believed the haze posed a threat to the ship, but she was wrong. She's too proud to admit her mistake. The PCs may interpret this as Suspicious Behavior.)

If the PCs agree to stop the ship, Kora spends the next 12 hours meticulously polishing the helm, refusing all offers of help. ("You wouldn't know what to look for.") While Kora's cleaning, Mandar privately approaches the PCs. "No offense," he says. "But I think your friend's a little nuts. In all my days in space, I never heard of a ship shut down by a dirty helm." (The PCs may interpret Kora's actions as Suspicious Behavior.)

Shadow: Int low; AL CE; AC 7; MV 12; HD 3 + 3; hp 25; THAC0 17; #AT 1; Dmg 1d4 + 1; SA successful attacks drain one point of Strength from victim, lost Strength returns in 2d4 turns (victims reduced to 0 Strength become shadows); SD 90% undetectable in all but brightest of surroundings; immune to sleep, charm, hold, and cold-based attacks; SZ M; ML special; XP 650.

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Event Four: More Sneakiness

As soon as possible after entering Shadowspace, Tolivin must release a hummerfly to inform the scro of his current situation. This event plays out exactly as the "Sneaky Aide" event in Chapter Two.

Encounter Key

Refer to the DM's Map of Shadowspace (on the color map).

The PCs begin their exploration of Shadowspace by passing through the crystal sphere, most likely through one of the entry points (2a, 2b, 2c), though they may go through the black clouds (1) if they wish. To penetrate the shell, they may use one of Silanos's *phase door* scrolls (from the Prologue), or any of the methods described in the *Concordance of Arcane Space*.

The listings for the celestial bodies include readings from the *scope of celestial analysis* (see the Appendix), using the following abbreviations:

- AQ = Air Quality Lens reading
- AT = Ambient Temperature Lens reading
- SL = Sentient Life Lens reading
- inc. = inconclusive.

Also given is the celestial body classification code, as described in the *Concordance of Arcane Space*; this information is for the DM's reference and reflects the celestial body's current status.

The boxed text describes the PCs' initial impression of the celestial body. Following the boxed text are the body's general features, including the following information:

Physical Description. The body's temperature, terrain, size, shape.

Ecological Notes. The body's ecological role in Shadowspace, the dominant life forms, the element taken from the body by Empunatus and the element's destination, the element delivered to the body by Empunatus and the source of the element, and how the body has changed since the transformation of the pyramid sun.

Landing Notes. Where a spelljamming ship can

safely land.

Though compass directions have no particular meaning in Shadowspace, they're included as a convenience for the DM.

1. Black Clouds

Thick black clouds surround Shadowspace, a defensive measure devised by the gods to discourage trespassers and increase security. The clouds churn constantly, but the churning poses no threat to the PCs.

The temperature within the clouds is about 50 degrees F. Normal vision is reduced to 5 feet.

The black clouds serve as home for countless shadows. One round after the PCs' ship enters a black cloud, there is a 50% chance that 1d4 shadows board the ship, attacking any character they can find. For every 10 rounds thereafter spent in the black clouds, there is a 50% chance that 1d4 additional shadows board the ship and attack.

2. Entry Points

If the PCs wish to avoid the black clouds, they have to use one of these three entry points. Passage through the crystal sphere still requires a *phase door* spell or a similar method.

A, B. Wispy Openings. Each of these openings is about 1,000 miles in diameter. The openings are filled with thin black wisps, drifting in random directions. The wisps are similar to the black clouds (1), and many carry shadows. Regardless of how quickly the PCs' ship passes through either of these entry points, there is a 25% chance that 1d2 shadows board their ship and attack.

C. Clear Opening. This opening is about 4,000 miles in diameter. Unlike the A and B openings, this opening is clear and there is no chance of encountering a shadow. Note that entering the crystal sphere through this opening places the ship in the Activity Zone of the Despairing Dragon constellation; see encounter 3A for details.

Mandar's Lore: "Know how to tell if a fish is good to eat? Check the lines on its tail fin. If the lines are vertical instead of horizontal, it'll probably be pretty tasty."

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3. Constellations

The constellations of Shadowspace consist of a series of stars arranged to form images. The stars are 300-foot-diameter globes resembling immense pearls of various colors. The stars emit a magical light enabling them to be seen anywhere in Shadowspace. The magical light is extremely bright but not harmful; staring at the stars does not blind the viewer or cause any other adverse effects, regardless of the distance. Shafts of light join the stars as shown on the map, creating the images of a dragon, skull, goblet, and fish.

The stars are cool to the touch; they have the texture of sponge and the density of balsa wood. Despite the immense size, an average star weighs only about 200 pounds.

The stars are physically attached to the walls of the crystal sphere, imbedded in special indentations to hold them in place. The stars aren't particularly hard to dislodge, comparable to lifting a 200 pound stone from a hole in the ground. If a star is dislodged from the sphere and left within a 100 mile radius of its original position, it is eventually drawn back to its indentation (at the rate of about 1 mile per day). If a star is taken out of this range, it drifts through space like any other object. The stars have no monetary value; if a star is removed from Shadowspace, it dissipates into white mist within 24 hours.

Each constellation has special powers as described below, activated when any sentient being enters its Activity Zone. The constellations cannot make attacks, nor can they be destroyed. A constellation retains its powers so long as at least two of its stars remain in their indentations.

A. Torr (The Despairing Dragon). This is an image of an immense dragon, its jaws open wide, made of scarlet stars. If the PCs enter its Activity Zone, they hear a voice in their heads, distant and echoed. The voice sounds like a sobbing old woman lamenting the imminent destruction of the entire multiverse. "We don't have long now . . . the end is near . . . the multiverse is doomed . . . all is lost . . ." Torr won't communicate with the PCs, continuing her lamenta-

tions without pause. The PCs suffer no ill effects from remaining in the Activity Zone. (Torr is overreacting to the degeneration of Shadowspace. Should things in Shadowspace improve, Torr will find something else to despair about.)

B. Rakk (The Healing Cup). These silver stars form the image of a goblet. All who enter the Activity Zone are affected as if they have consumed a *potion of healing*. Characters may partake of Rakk's healing effect once per week.

C. Homm (The Angry Skull). This is an image of a human skull, made of golden stars. All characters entering the Activity Zone feel chilled, as if immersed in a shower of icy rain. As soon as the PCs' ship enters the zone, a random PC falls unconscious (no saving throw) and experiences a vivid vision of his own death. The DM chooses the vision, preferably based on an encounter the PCs might experience while exploring Shadowspace; possible visions include being consumed by zombie bats (encounter 4) or falling into a bottomless crevasse (encounter 5). The affected PC revives in 1d2 rounds, at which time he must make a successful saving throw vs. spells or suffer the effects of a *fear* spell for the next 1d4 rounds. Whenever the PCs return to this Activity Zone, another random PC experiences a different death vision.

D. Diss (The Observant Fish). These violet stars form the image of a barracuda with a missing eye. When the PCs enter the Activity Zone, they hear a soft voice in their heads, like that of a small child. "My eye," says the voice, matter-of-factly. "I am missing my eye. Have you seen my eye?" The PCs may engage Diss in conversation by speaking normally. Diss is utterly uninterested in the PCs' mission and continues to politely ask if they've seen his eye. "Something plucked it away. Who would do such a thing?" Diss says that if the PCs retrieve his eye, he will share an interesting sight with them. Diss won't specify the sight he intends to share—"After all, I won't know what it is until I see it"—but promises it will be impressive and unusual. (The planet Kiffin plucked out Diss's eye; see encounter 12 for details.)

If the PCs return to the Activity Zone with Diss's

Giant half-skeleton: Int non; AL N; AC 7; MV nil; HD 12; hp 71; THAC0 9; #AT 1; Dmg 3-18 (bite); SA hurl boulders for 3d10 points of damage; SD immune to sleep, fear, charm, hold, and cold-based attacks; edged or piercing weapons inflict only half damage; SZ G; ML special; XP 4,000.

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eye (the violet star from encounter 12), Diss becomes very excited. He tells them to maneuver it into position; if the PCs bring the star within 100 yards of the indentation, the star floats into place. "Ah, much better!" exclaims Diss. "Now let me see what I've been missing." He spends a few minutes scanning Shadowspace. "Ah!" he says finally. "There's something unusual. A planetoid in orbit around the sun. It is a quite remarkable occurrence, considering that all celestial bodies that normally orbit have been frozen for quite some time." Diss gives the PCs precise directions to the orbiting planetoid (encounter 14); the planetoid is in orbit so slowly that the PCs should have no trouble intercepting it. Diss has nothing else to share with the PCs; he ignores all their questions about Shadowspace.

4. Sohhoras

Type B Spherical Earth

AQ: pink (fresh)

SL: dark blue (inc.)

AT: medium orange (moderate)

Jagged ridges and rocky hills cover this otherwise featureless sphere of dark stone. There are no plants, rivers, or any signs of life.

The top of the planet is shaped like an immense bowl, filled with a greenish sludge and a pair of irregularly shaped greenish-gray islands, surrounded by low black hills. The perimeter of the bowl emits a faint orange glow.

Three wide holes open on the planet. Wisps of gray smoke drift from one of the holes.

General Features.

Physical Description. Sohhoras is solid granite, permeated by winding passages and huge caverns. Temperatures average about 50 degrees F. Because of its density, Sohhoras didn't collapse in on itself like the other Shadowspace planets after the sun transformed. Sohhoras is about 75 miles in diameter.

Ecological Notes. Sohhoras served as a landfill

and garbage dump for the other planets of Shadowspace. Empunatus did not visit Sohhoras. Instead, races on other planets placed their waste materials in refuse portals (for example, see encounter 5), where it was teleported to the Sohhoras refuse pit (area A). Special microorganisms consumed the waste materials, converting it to harmless gasses that dispersed into the atmosphere. An immense stone giant also dwelt here, subsisting on the microorganisms, which he scooped up by the handful, thus keeping the microorganism population constant. Since the sun's transformation, the amount of waste teleported to Sohhoras has dwindled significantly, and the microorganism population is gradually dying out.

A few decades ago, a vampire discovered Sohhoras and decided the bleak planet would make an ideal lair for him and his minions. He killed the stone giant, resurrected him as a skeleton, and enslaved him. The vampire maintains a comfortable existence by feasting on spacefarers lured to Sohhoras by rumors of treasure.

Landing Notes. Despite its jagged terrain, vessels can safely land just about anywhere on the surface, except for the refuse pit (area A).

Gravity. The surface of the planet has normal gravity. The interior of the planet has a special gravity, pulling downward to the south; therefore, a pebble dropping in any of the planet's caverns or passages falls (south) to the floor.

Interior Movement. Spelljamming vessels can fly through the passages that wind through the interior of the planet; they can enter the planet through opening C, D, or E. Florescent fungi grow on the passage walls, bathing the passages in a soft green light, enabling characters to see normally.

Because the passages are filled with sharp turns and jagged projections, ships can't move any faster than 500 yards per round. Even at this speed, a ship risks damage; every round, there is a 25% chance that the ship bangs into a passage wall or projection, suffering 1 point of hull damage. If the ship's speed is reduced to FI 30 (the air speed of a typical dragon), the ship suffers no risk of hull damage.

Gargantua bat skeleton: Int non; AL N; AC 6; MV FI 30 (C); HD 10; hp 60; THAC0 11; #AT 1; Dmg 2-12 (bite) or 3-18 (wings; see text); SD immune to sleep, fear, charm, hold, and cold-based attacks; edged or piercing weapons inflict only half damage; SZ G (35' wingspan); ML special; XP 3,000.

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Passages average about 200 feet in width. Cavern dimensions are described in the text.

Map Key

Refer to the Sohhoras detail maps.

A. Refuse Pit. This deep pit is filled with decaying garbage, reeking of filth. The surface of greenish sludge in areas A1 and A3 has dried into a thin film; beneath the film, the sludge has the constancy of soupy mud. The A2 and A4 areas are gray islands of dried sludge, as hard as stone. The black hills are actually mounds of microorganisms; most are dead. The microorganism mounds have the texture of fine sand. The orange glow is similar to that of the refuse portals on other Shadowspace planets (such as encounter 5). The portals are one-way only; that is, matter from the refuse portals is automatically teleported to Sohhoras, but matter doesn't teleport from Sohhoras to anywhere else.

If a character or ship has just teleported to this area from another planet's refuse portal, roll 1d4 to determine the landing site 1 = A1, 2 = A2, 3 = A3, 4 = A4. The character or ship sets down lightly in a random location (of the DM's choice) within the indicated landing site.

A character or ship arriving at (or intentionally entering) A2 or A4 suffers no ill effects; he (or the ship) has gently landed on a surface with the density of stone.

A character arriving on A1 or A3 finds himself on the sludge pool's filmy surface; he must save vs. poison or suffer 1d2 points of damage resulting from contact with the foul material. So long as he moves carefully and doesn't exceed a movement rate of 1, he can move normally on the surface to the edge of the pit or to A2 or A4. But if he moves violently or exceeds MV 1, he begins to sink as if in quicksand. He sinks at the rate of 1 foot per round. Any character can pull a sinking character out of the sludge if he makes a successful Strength check; any two characters working together can pull him free automatically. If a character sinks below the surface, he can still be rescued if a companion feels around and finds him. Otherwise, the character continues to sink

and risks drowning (see the "Special Underwater Rules" at the beginning of this chapter for details).

A character submerged in the sludge, even for a moment, suffers 2d4 points of damage from exposure to the filth (save vs. poison for half damage).

If a spelljamming ship arrives in area A1 or A3, it automatically begins to sink at the rate of 2 feet per round; the sludge makes a loud slurping sound as it sucks at the ship. Assuming the ship has an active spelljamming character at the helm, the ship can pull itself free of the sludge in 3d4 rounds; as soon as the ship begins to pull itself free, it stops sinking. However, 1d4 rounds after the ship arrives in area A1 or A3, the slurping sound attracts the attention of 1d4 undead inaii dwelling inside the planet. The undead inaii attack the characters on the ship until it pulls free; the inaii do not pursue.

The active microorganisms in the black mounds are too sluggish to pose much of a threat, since it takes them 1d4 days to become aware of a new addition in the sludge pool (at which time they slink into the pool, moving at rate of 1). Any character touching a black mound suffers 1 point of acid damage; a character in contact with a mound suffers 1d6 points of acid damage per round.

B. Narrow Passage. An opening on the rim of the refuse pit leads to a 12-foot-diameter passage. The passage is too small for most spelljamming vessels, but characters may move through it on foot.

C. Smoking Opening. Wisps of smoke rise from this 200-foot-diameter opening, surrounded by piles of black ash. The opening is actually an ash geyser that erupts at random intervals. If the PCs approach this opening, roll 1d20; this indicates the number of rounds before the next eruption. One round of rumbling always precedes an eruption. An eruption spews a blast of hot ash in a 1,000-foot cone (base of the cone is 200 feet across, top of the cone is 500 feet). Characters exposed to the hot ash suffer 3d6 points of damage. A ship must make a successful item saving throw vs. normal fire or suffer 1d2 points of hull damage.

D. Fluttering Opening. About a dozen or so flying creatures resembling bats flutter erratically around

Vampire: Int Exceptional; AL CE; AC 1; MV 12, FI 18 (C); HD 8 + 3; hp 50; THACO 13; #AT 1; Dmg 5-10; SA +2 bonus to hit, +4 bonus to damage, charm person gaze (-2 applied to victim's saving throw), strike drains two life energy levels; SD immune to sleep, charm, hold, paralysis, and poison; spells based on cold or electricity cause half damage; shape change (E) to large bat, spider climb, and gaseous form at will; SZ M; ML 16; XP 3,000.

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this 200-foot-wide opening.

The creatures are zombie bats (see area M). If the PCs approach, the bats flutter back toward area M; they won't attack. An individual bat has an AC of 7, MV F1 24 (B), and 1 hp (and the immunities described in area M). If the PCs examine a captured or killed bat, they see that its flesh is rotten and its wings are ripped and torn.

E. Barren Opening. There is nothing notable about this 200-foot-opening. However, one round after the PCs' ship passes north of the sliding panel area (see map), the giant skeleton in area F activates a magical sliding panel of rock by giving it a hard shove; the panel seals the passage, effectively trapping the PCs inside the planet. The rock panel has an AC of 2; it takes 150 points of damage to break open a hole large enough to allow an average-sized ship to escape.

F. Giant Half-Skeleton. This 400-foot-diameter cavern is empty, except for a huge pile of rocks against the east wall. Extending from the pile is a giant skeleton, buried in rocks from the waist down. The skeleton is about 30 feet tall, from his waist to the top of his head. The skeleton used to be an immense stone giant, but the vampire killed him here in a rock slide; the transformed giant now serves as the vampire's minion, trapping anyone who enters through area E by sliding a stone panel to block the passage.

The skeleton can't move, but it can bite any victims it can reach (it bends at the waist to reach victims 35 feet away). It prefers to attack by hurling boulders; the skeleton can throw a boulder at any target in the cavern to inflict 3d10 points of damage. The skeleton attacks as long as any victims remain in the cavern.

If the PCs defeat the skeleton, they can attempt to re-open area E by activating the stone panel; this requires a strong pull. Pulling the heavy panel open requires at least three characters working together whose Strength scores totals 45; each participating character must make a successful Strength check or the attempt fails. Alternately, any spelljamming ship capable of towing can attach a grappling hook or

similar device to the door and pull it open automatically.

G. Ash Pit. This pit is filled with hot ash, which randomly erupts to fill area H and spew out the area C opening. If a ship enters the pit, it suffers 1d4 points of hull damage (no saving throw) and all exposed characters suffer 6d6 points of damage.

H. Hot Passages. The temperature in these passages is about 90 degrees F. Black ash clings to the walls. When the ash pit (G) erupts, hot ash spews into this passage. If the PCs enter this passage from the east opening, determine the time of the next eruption as described in area C.

I. Battlegrounds. Rotten wood, twisted metal, and other debris litters the floor of this 500-foot-diameter cavern. If the PCs examine the debris, they identify it as remnants of destroyed spelljamming vessels, among them a hammership, a galleon, a wasp, and several dragonflies. There is nothing salvageable in the debris, and there are no corpses. (This is where the vampire ambushes his victims. He drags the bodies to his area J lair, while his minions store treasure items in area O.)

Within 1d4 rounds after the PCs enter this area, the vampire from area J soars in, astride the back of a gargantuan bat skeleton.

The vampire attempts to disable the ship by commanding his mount to slash at the ship's rigging, masts, and hull with its razor-sharp wings; each successful attack inflicts 3d6 points of damage against the ship.

Within 2d2 rounds after the vampire appears, eight undead inaii appear from the east opening and join the battle. The undead inaii attack characters on the ship, while the bat skeleton continues to attack the ship itself.

If the ship is disabled, the vampire intends to take the victims to his lair (J) and feast. The undead inaii loot the ship, taking any treasure items to area O. The vampire (on his mount) and the undead inaii pursue the PCs to any location inside the planet; however, they won't leave the interior of the planet. If the PCs defeat the skeleton bat, the vampire assumes his *gaseous form* and hides near the ceiling of whichever



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cavern he currently occupies. If the opportunity presents itself, he attacks one of the characters; otherwise, he remains hidden until the PCs leave, waiting for less formidable victims to be lured to the planet.

J. Vampire Lair. Both the vampire and his skeleton bat stay in this 80-foot-diameter cavern unless pursuing victims. Bones of various races are strewn about the floor; otherwise, there's nothing of interest here.

K, L. Difficult Passages. These passages are thick with stalactites and stalagmites, making movement difficult and dangerous. Ships moving faster than Fl 30 have a 90% chance of suffering 1d2 points of hull damage per round. Ships moving at Fl 30 or less have a 25% chance per round of suffering 1 point of hull damage.

M. Bat Cave. Thousands of zombie bats, resembling normal bats with ripped wings and rotting flesh, hang from the ceiling of this 500-foot-diameter cavern. They swarm over any ship or character (except the vampire, his bat skeleton mount, and the undead inaii) that enters.

The swarm has a movement rate of Fl 24 (B). Ships aren't at risk, but all characters are potential targets. For convenience, assume that each character has a 50% chance per round of suffering 1d6 points of damage from bites. A character who is doing nothing but actively defending himself has only a 10% chance of suffering damage, and then taking only 1d2 points per round. A character taking cover, such as concealing himself in a box or hiding in a cabin, suffers no risk of damage. The zombie bats are immune to *sleep*, *charm*, *hold*, *death magic*, poisons, and cold-based spells.

Vary these percentages and the amounts of damage to respond to the actions of the characters; a PC who's hiding inside a barrel has virtually no chance of being attacked, while a PC doing nothing but standing still is an easy target. Assume that all of the aides and rabbit crewmen hide under blankets or otherwise protect themselves, and aren't at risk from the bats.

N. Inaii Lair. Eight undead inaii lair in this 200-

foot-diameter cavern (these are similar to those in the "Winged Death" Random Encounter). They attack anyone who enters, but do not leave this cavern, except to join the vampire in attacking victims in area I. There is nothing of interest here. (As will be seen in Chapter Four, inaii are the pegasus-like race that live inside the pyramid sun. The fastidious inaii dispose of their dead by tossing them in a debris portal. The vampire transformed some of these inaii corpses into undead minions.)

O. Treasure Cavern. This 100-foot-diameter cavern is where the vampire (from area J) hoards his treasure, most of it taken from unwary treasure hunters, some of it accidentally teleported here via the refuse portals. The cavern reeks of rotting meat. A pair of undead inaii are always on guard here, attacking any trespassers. The undead inaii fight to the death, but do not leave the cavern.

If the PCs defeat the undead inaii, they may search the debris piled against the south wall. Most of the pile consists of old bones, rotting carcasses (of elves, humans, and other victims hauled from the area A refuse pit, or abandoned by the vampire). Among the carcasses are the skeletons of about two dozen inaii. These inaii skeletons were pulled from the refuse pit, but for various reasons resisted transformation into undead inaii. Three of the skeletons have blue hooves; one has red drawings etched into the bottoms of its white hooves (the blue hooves identify members of the Inaii security force called divine constables, the red triangles—which symbolize the pyramid sun's original color—identify the Fellowship of the Red Sun, an Inaii secret society; see Chapter Four for details).

For every half-hour a PC searches the pile, there is a 50% chance he finds one of the following items (choose randomly). Mandar is satisfied with any treasure item, but the PCs are free to search as long as they like.

- A leather bag containing 110 gp and 55 sp.
- A gold ring with a blue pearl setting, worth 2,000 gp.
- A 5-inch-long carving of a star made of blue onyx, worth 1,400 gp.

Odux (1st-level human fighter): Int Average; AL LN; AC 9; MV 18; HD 1; hp 6; THAC0 19; #AT 1; Dmg 1-4 (hoe); SZ M; ML 9; XP 13.



- A black diamond, the size of a small apple, worth 11,000 gp.
- A battle axe +2.
- A ring of fire protection.

Aftermath

Shortly after the party leaves Sohhoras, Mandar reminds the PCs that they still owe him a holdful of wind to replace the wind lost earlier (in Chapter Two). Regardless of how much treasure was found on Sohhoras, Mandar insists that the PCs are still indebted to him.

Mandar refers to their map (the Player's Map of Shadowspace), and says that Wirrit looks like the perfect place to pick up some wind. Though Mandar still defers to the PCs' decisions, he continues to nag and whine about going to Wirrit until the PCs give in.

5. Lukkum (Type B Flat Earth)

AQ: medium red (foul)

SL: light blue (positive)

AT: medium orange (moderate)

Dark green mist enshrouds this planet, making it impossible to distinguish any features. The planet appears disk-shaped, though the mist makes it difficult to be certain.

General Features

Physical Description. Lukkum was once a spherical planet of grassy hills and fertile valleys. But after the sun transformed, Lukkum collapsed in on itself, flattening to a disk roughly 150 miles across and 5 miles thick. Huge slabs of land were pushed to the surface, creating jagged mountain ranges and lacing the terrain with deep cracks and crevasses. Surface temperatures now average 55 degrees.

Towering volcanos are scattered across the landscape. The volcanos never erupt; instead, they continuously spew green mist into the atmosphere. The mist smells vaguely of burning wood. The misting volcanos are natural features of Lukkum.

Ecological Notes. Prior to the sun's transformation, villages of primitive docile humanoids called odux thrived across the planet. A race of rock-like creatures called the dridge (resembling galeb duhr) lived beneath the planet's surface. Empunatus brought fresh air from Ivussus (encounter 6) to dilute Lukkum's otherwise naturally foul atmosphere, then gathered green mist to take to Pajjax (encounter 13).

The sun's transformation had a disastrous effect on the races of Lukkum. Without fresh air, the odux suffered devastating losses, and the collapsing of the planet decimated the dridge.

Landing Notes. See the "Arrival" section below.

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Arrival

If the PCs' ship descends through the green mist surrounding Lukkum, all air-breathers aboard the ship begin to cough and sputter as they inhale the rancid air. During their stay on Lukkum, all air-breathers make their attack rolls and ability checks at a -2 penalty as a result of exposure to Lukkum's foul atmosphere.

The layer of green mist is about two miles thick. Once through the mist, the PCs can get a look at Lukkum's surface, a bleak, barren terrain webbed with jagged mountain ranges and wide crevasses. It's as dark as twilight, and neither the stars nor the pyramid sun can be seen in the sky.

Tall volcanos belching green mist rise from the ground every few miles. There are a few sandy plains and an occasional patchy forest of thick weeds and tall pine trees. There is also a circular 5-mile-diameter pool of orange light centered on the upper surface of the flattened planet. Except for the orange pool, both the top and the bottom of the planet are essentially identical.

The barren plains, each filling an area about a half mile in diameter, are the only suitable landing sites for the ship. Assume that each plain lies within a hundred yards or so of a volcano, a crevasse, and a mountain range. (If the PCs thoroughly explore the planet before landing, they may spot a 100-yard-diameter valley surrounded by three high peaks on the planet's western perimeter; if the PCs land there, proceed to the "Yshaa's Valley" section below.)

A typical mountain range is about 10 miles long and winds like a serpent. Peaks average 100-500 feet tall. Characters on foot can move no faster than MV 1 through the rocky terrain. Any PC who studies the mountains and makes a successful Intelligence check with a -2 penalty (which may be in addition to the -2 penalty for breathing the foul air) determines that the mountains aren't much older than a century or two; mountain ranges of this size usually take much longer to develop.

Crevasses average about 1d2 miles long and 10d4 + 10 feet wide. Any character standing within 5 feet of a crevasse must make a successful Dexterity

check, or he slips and falls in; if a second Dexterity check is successful, he grabs the side and can pull himself free. Otherwise, he plunges several hundred feet to the bottom of the crevasse—most likely, never to be seen again.

Volcanos average 300 feet tall. The air within 100 feet of a volcano is especially foul; for each round a character stays within this area, he suffers 1d4 points of damage (save vs. poison for half damage). There is nothing of interest in or near the volcanos.

The orange pool is a refuse portal. Natives of Lukkum bring debris to this pool where it is teleported to the land fill on Sohhoras (encounter 4). If the ship or any character touches the orange light, it (or he) instantly disappears; see area A of encounter 4 for the results.

Sullen Welcome

Shortly after the PCs land the ship, a group of about 50 humanoids approaches from the perimeter of a mountain range. The humanoids, who resemble 7-foot-tall humans with bluish skin and wispy white waist-length hair, move slowly and show no signs of hostility. Their torsos are about half the size of a normal human's, their legs twice as long (they have a normal movement rate of 18; otherwise their statistics are similar to those of humans). They wear loose tunics made of dark brown burlap and carry crude wooden hoes (usable as weapons to inflict 1d4 points of damage). Their faces are drawn. Many are hacking and coughing, others can barely walk and must be supported by companions.

The group stops a few yards away from the PCs. They say nothing, looking at the PCs expectantly. If the PCs attack, the group doesn't resist. If the PCs ask who they are, one of them says in a shaky voice, "The odux." If asked to identify the planet, one says, "Lukkum."

Before the PCs can ask any other questions or take any other actions, one of the younger odux calls out, "Are you not going to kill us? Is that not why the gods send you?" If the PCs deny this and press for an explanation, the odux mumble among themselves, then one of the elders says, "You ride in a vessel of

DM's Note: If the party needs incentive to pick up the pace, increase the frequency of the "Ominous Vessel" Random Encounters to make them think the scro are hot on their trail.

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the gods. We have angered the gods and they have been killing us slowly. We thought you came to finish the job. We thought that if we presented ourselves, you would kill us quickly and we would not suffer."

If the PCs convince the odux they aren't going to kill them, the odux visibly relax, though some seem almost disappointed.

One of the younger odux asks, "If you were not sent by the gods, then did Yshaa send you?" An excited murmur ripples through the crowd at the mention of Yshaa. If the PCs ask the odux to identify Yshaa, an elder says, "Yshaa is our beloved leader. He left us many months ago to search the heavens for an end to our misery. But he has not returned. The youngster who asked about Yshaa foolishly hoped you brought word of our leader. Clearly, you have not."

The elder invites the PCs and their companions to share food with them in their village. If the PCs decline, the odux leave them. The PCs can go elsewhere on the planet, but they encounter similar groups of odux whenever they land in a plains area.

If the PCs agree to a meal, the odux lead them to a village about a mile away. During the walk, the odux answer any questions, as detailed in the "Village of Despair" section below.

Village of Despair

The odux village is an assembly of a hundred or so crude stone shacks built near the foot of a mountain. About 400 odux of all ages live here. Near the village is a shallow pond and several small gardens filled with plants that look like peas and tomatoes. Misery and despair abound; a girl pours water from a bowl into the mouth of a scrawny infant, an old man moans in agony as he rocks himself on the ground, buzzing insects hover over a woman's lifeless body. The villagers stare blankly at the PCs; obviously, these villagers were too sick or too aged to join the group who met the PCs when they landed. Any efforts the PCs make to help the odux, such as treating them with *potions of healing*, are appreciated, but because of the overwhelming number of suffering citizens, the PCs can't alleviate the suffering to any

significant degree.

An elder shows the PCs a simple irrigation system that waters the gardens. "Yshaa made that for us," he says proudly. The elder also shows the PCs a large hollow log mounted on a raised stone platform. Thin strips of wood are mounted inside the log. The elder blows in one end of the log, producing a sound like the blast of a trumpet. "A signaling device," the elder explains. "There is one in each village so we can communicate with each other. Yshaa made that too." He adds wistfully, "Yshaa did so much for us."

Several elders invite the PCs to join them for a meal of mashed vegetables and water. During the meal, they answer the PCs' questions as follows:

Why is everyone so sick? What's causing this? "The air is killing us all. It makes crops hard to grow. It makes babies die in their sleep. Every year, it gets worse." Another elder speaks up, "It was not always so. Once upon a time, the gods gave us clean air." "That is only a rumor," responds the other. "It has been this way as long as anyone can remember."

Why are the gods mad at you? "We have no idea." (The gods aren't mad; the bad air is a result of the transformed sun and Empunatus's immobility.)

Who is Yshaa? What happened to him? "Yshaa is the leader of all the odux. Many months ago, he left our world to find help for us. He left in a flying globe. We do not know where he went, but he promised he would return. We have just about given up hope." If asked to describe the flying globe, an elder draws a circle in the dirt; he doesn't know anything else about the globe, except that it was black. The elder says Yshaa built the globe at his home.

Where did Yshaa live? An elder says that Yshaa's home is located in a valley surrounded by the three highest peaks on the planet's western perimeter. (He gives precise directions.) Though the location isn't a secret, the elder warns the PCs against trespassing. "It is a private place. We have vowed to protect it until Yshaa returns. The dridge have agreed to guard it." Under no circumstances do the odux give the PCs permission to enter Yshaa's valley, nor do they accompany them there. (Of course, the PCs are free to go on their own; if they tell the odux of their inten-

Dridge (galeb duhr): Int Very; AL N; AC -2; MV 6; HD 8; hp 51; THAC0 13; #AT 2; Dmg 2-16, 3-18, or 4-24; SA cast move earth, stone shape, passwall, transmute rock to mud, and wall of stone once per day at 20th level; cast stone shape at will; can animate 1d2 boulders within 60 yards (as a treant controls trees); SD double damage from cold-based attacks (save with -4 penalty); immune to lightning and normal fire; suffer full damage from magical fire (save with +4 penalty); SZ L; ML 17; XP 8,000.

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tions, the odux warn that the dridge will destroy them.)

Who are the dridge? “Men made of rock.” The Odux offer no details.

What is the pool of orange light? If the PCs ask about the refuse portal, an elder says they haul decayed vegetation and other unwanted refuse to the light and it disappears; he doesn't know what happens to it or where it goes.

What do you know of the witchlight key? A red celestial body? The odux stare blankly at PCs; they know nothing of these things.

When the meal is finished and the questions are over, the odux invite the PCs to spend the night in their village. When the PCs are ready to depart, the odux wish them well, asking them to tell Yshaa to hurry home if they run into him. The PCs are free to leave the planet; if they decide to investigate Yshaa's home, proceed to the “Yshaa's Valley” section.

Yshaa's Valley

Refer to the detail map of Yshaa's Valley.

About Yshaa. Yshaa was the gentle, benevolent leader of all the odux. Vastly more intelligent than the people he ruled, Yshaa designed a number of clever inventions to make life easier for the odux. Yshaa suspected that a disruption emanating from the center of Shadowspace was responsible for the odux's misery, but he was unable to pinpoint the source of the disruption.

About three years ago, a large black sphere crashed near Yshaa's mountain home. Yshaa determined that the sphere was a type of spacecraft; the elven passengers were all killed in the crash. With the help of the odux, Yshaa rebuilt the craft, which employed a non-magical engine powered by chemical propellants. Yshaa planned to use the craft to explore the inner regions of Shadowspace and determine what was causing the devastation of his planet.

After Yshaa left Lukkum, the odux engaged several dridge to guard Yshaa's home until he returned. There has been no word from Yshaa in nearly two years. (See encounter 14 for Yshaa's fate.)

Map Key.

Three 500-foot-high granite mountains and a chain of low granite hills (averaging 100-200 feet high) enclose Yshaa's valley. A 20-foot-wide pass (A) links the valley with a clear area (B). The PCs may land their ship in either the valley or the clear area (B). If they land in the clear area, they can use the pass (A) to enter the valley. If they land in the valley, make note if they leave the ship in one of the landslide areas (this will become relevant later in the encounter).

Shortly after the PCs land, they hear a trumpet-like blast in the distance, similar to the sound made by the signal log in the odux village (the odux have spotted the PCs and are sending messages to each other that the PCs may be violating Yshaa's home).

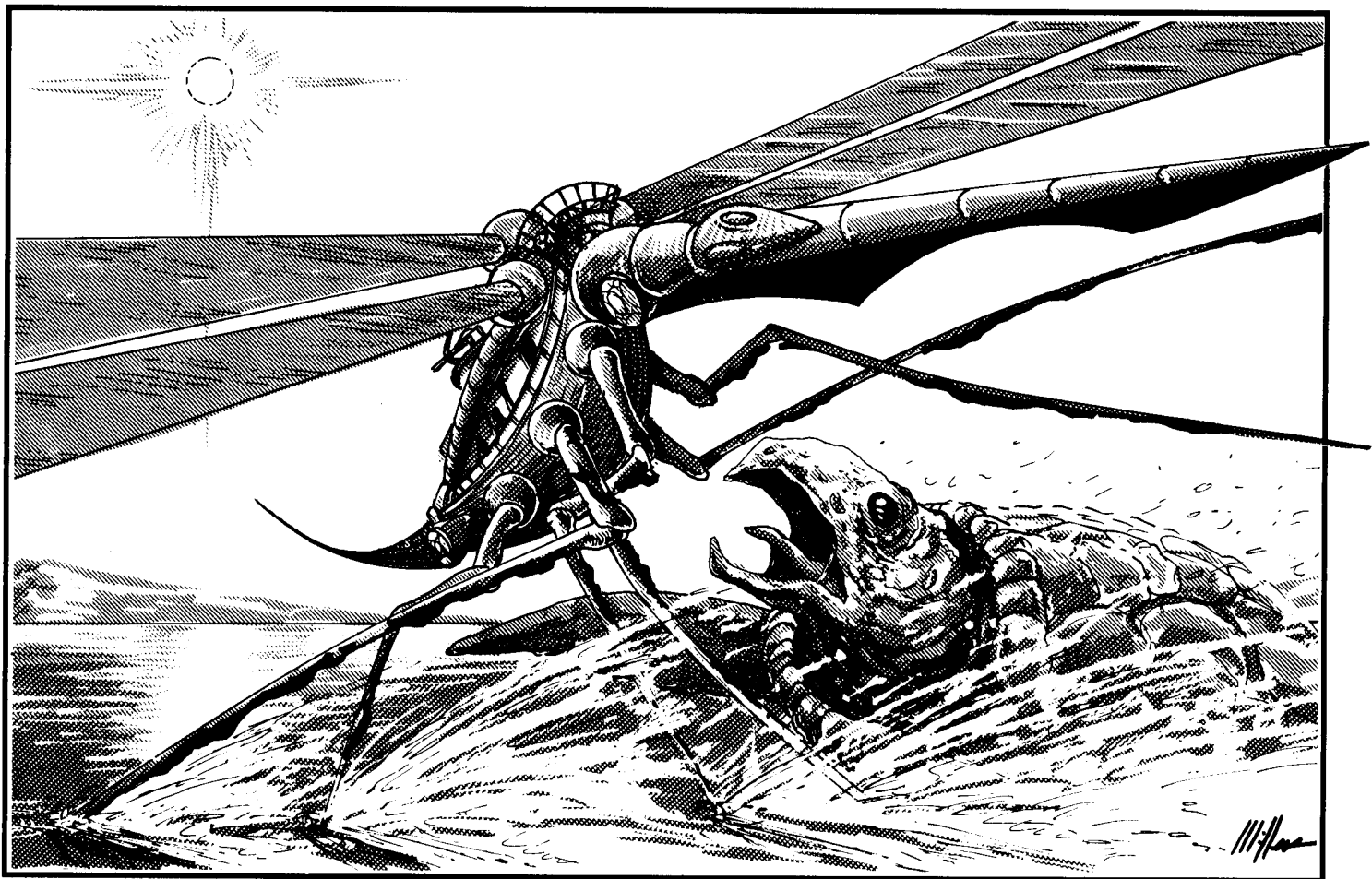
The valley itself is made of packed earth. A circular area about 50 feet in diameter (C) is scorched black. Any PC examining this area who makes a successful Intelligence check determines the area was scorched by a substance similar to smoke powder (this is where Yshaa's ship blasted off).

About 100 feet up a sheer cliff from the base of each mountain is a narrow ledge (D, E, and F). There is a small cave behind each ledge. A dridge lives in each cave. Neither the caves nor the ledges are clearly visible from the valley floor.

A stone building (G), 60 feet per side, sits near the east wall of the valley. Ventilation holes, each about 6 inches wide, open in the walls, but the interior of the building is too dark to give PCs much of an idea of what's inside. There is a 3-foot-wide door on the south side of the building, and a 10-foot-wide door on the north side. Both of these doors are unlocked but trapped; if either door is opened without deactivating the trap (by rotating the uppermost hinge), a chemical reaction is triggered, causing an explosion. All characters within 5 feet of the door suffer 3d4 points of damage from the explosion, which blasts outward and does not damage the door or the building.

Inside the building stands a variety of furniture—chairs, tables, a bed, shelving—all made of stone. There are several inventions in various stages of completion, including a hand-cranked water pump

Kindori: Int Low; AL LN; AC 5; MV 18; HD 20; hp 119; THAC0 3; #AT 1 (tail); Dmg 3-30; SA eyes project cone of light with a 500-yard range and a 400-yard base; all those within the cone must save vs. breath weapon or be blinded for 4d4 rounds; SZ G; ML 13; MR 5%; XP 11,000.



and a foot-operated plow. There is also a remarkably sophisticated telescope with a stone casing and lenses of polished glass; the telescope has fallen to the floor, shattering its lenses (the instrument can't be repaired).

A pile of parchments lies stacked on the desk. Most parchments contain diagrams and notes for inventions, but for every ten rounds spent studying the sheets, the PCs learn one of the following bits of information (if they like, the PCs may take the parchments to examine later):

- Yshaa theorizes that Lukkum was once spherical and orbited around the sun. The devastation plaguing Lukkum occurred when Lukkum stopped orbiting and began to flatten.

- On the rare occasions when Lukkum's sky temporarily cleared, Yshaa studied the heavens and determined that all of Shadowspace's celestial bodies were frozen in place like Lukkum. Yshaa theorized that some sort of disruption emanating from the center of Shadowspace caused the bodies to freeze and flatten; the source of the disruption, he believed, was somewhere within the region of space bounded by the asteroid belt (encounter 10).

- Yshaa's diary describes his discovery of an alien space craft, a 70-foot-diameter black sphere made of a glass-like substance, and its subsequent repair (paraphrase the information in the "About Yshaa" section above). According to the diary, Yshaa

planned to journey to the interior region of Shadow-space and investigate the source of the disruption.

Attack of the Dridge

Shortly after the PCs enter the stone building (give them a few rounds to look the place over), the dridge attack, as described below. The dridge, who resemble 8-foot-tall humanoids made of granite, but are otherwise identical to galeb duhr, intend to drive all the PCs out of the valley, killing those who refuse to go. The dridge do not leave the valley, nor do they negotiate with the PCs.

The attack begins with two dridge rising through the floor of the building by using *passwall* (the dridge have been hiding in a tunnel under the building). One dridge uses *stoneshape* to create a large opening in the west wall; the dridge hopes the PCs take the hint and get out. If the PCs don't leave the building, the dridge animate the stone furniture and attack the PCs with it (two attacks per round; assume a typical piece of furniture has AC 3, MV 3, HD 2, Dmg 1d6). These dridge remain in the building once they chase the PCs out.

Meanwhile, the three dridge on the cliffs (D, E, and F) have emerged from their caves. As soon as the first PC leaves the rock building, the dridge use *transmute rock to mud* to cause the mountains to weaken and create rock slides. The rock slides continue for the next half-hour, but only fall within areas

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bounded by the dotted lines on the map. Should any PC enter one of these areas, he has a 50% chance per round of being hit by a rock and suffer 1d6 points of damage. If the PCs parked their ship in one of these areas, it suffers an automatic 2d6 points of damage per round. Once the rock slides begin, the three dridge animate boulders and hurl them at the PCs (two attacks per round; an average boulder has AC 3, MV 3, HD 4, Dmg 2d6). The dridge do not leave the cliffs.

Departure

Aside from the rock slides, there are no other obstacles for departing PCs if they parked their ship in the valley. However, if they parked their ship in the clear area (A), they discover it to be surrounded by hundreds of angry odux, furious that the PCs trespassed in Yshaa's valley. The odux won't board the ship (they're afraid of it) but PCs who can't *fly* or otherwise bypass the crowd have to fight their way through to reach the ship. It takes a PC 10 rounds to make his way to the ship, during which time he is attacked by hordes of hoe-wielding, shrieking odux. Assume that each round, the PC has a 50% chance of suffering 1d6 points of damage from random attacks; if he's actively defending himself, he has a 20% chance of suffering only 1d2 points of damage per round.

6. Ivussus (Type A Cluster Earth)

AQ: pink (fresh)

SL: light blue (positive)

AT: medium orange (moderate)

Various sized chunks of gray rock drift aimlessly within this 10-mile-radius area. Withered vegetation, brown and crumbling, covers most of the chunks. A few of the chunks sparkle with flakes of gold. Several enormous creatures resembling whales with multiple eyes nose lazily among the chunks.

General Features.

Physical Description. Ivussus is nothing more than a collection of chunks of rock, the largest 300 feet in diameter. These planetary fragments still retain breathable atmospheres. Temperatures on the rocks average 60 degrees F.

Ecological Notes. Ivussus used to be a spherical planet covered with countless varieties of trees, plants, and other vegetation. Empunatus brought water from Chonnot (encounter 8) to nourish the plants, then took oxygen generated by the plants to dilute the poisonous atmosphere of Lukkum (encounter 5). The deep roots of the plants actually held Ivussus together. Following the sun's transformation, the plants withered and died, and the planet broke up.

Landing Notes. About 10% of the chunks are big enough to land on.

Exploration

As soon as Mandar spots the gold-riddled chunks, he urges the PCs to move in and pick up some treasure. If the PCs express concern about the creatures, Mandar tells them not to worry. "They won't bother us if we don't bother them."

The whale-like creatures are a pod of kindori, curiously exploring the remains of Ivussus. There are eight kindori in all, equally distributed among the chunks; assume that in any given round, 1d2 kindori are within 300 yards of the PCs (they move in to keep an eye on the PCs). If the PCs attack or disturb a kindori, it strikes back viciously, first with its light blast, then with its tail. Otherwise, the kindori mind their own business—at least initially.

The chunks are spaced far enough apart that the PCs' ship can maneuver among them safely, providing they do not exceed a speed of 500 yards per round. At faster speeds, the ship risks a 50% chance per round of smacking into a chunk to cause 1 point of hull damage.

Most of the gold on the chunks is worthless fool's gold. However, for every 10 rounds a PC spends exploring any chunk larger than 50 feet in diameter, there is a 50% chance he'll find a lump of real gold,

Dragon Turtle of Chonnot: Int Low; AL N; AC 0; MV 3, Sw 9; HD 14; hp 85; THAC0 7; #AT 3; Dmg 2-12/2-12/4-48; SA breath weapon (cloud of scalding steam in 100' diameter causing 20d6 points of damage; save vs. breath weapon for half damage); SZ G (50' diameter shell); ML 17; XP 12,000.

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worth 2d20 gp. (There's a maximum of 2d10 gold lumps per chunk.)

The longer the PCs remain in the area, the more nervous the kindori become. For every 10 rounds the PCs explore the chunks, there is a cumulative 5% chance (5% chance after 10 rounds, 10% chance after 20 rounds, and so on) that the PCs spook the kindori, and one of them attacks as described above; for every ten rounds of combat, another kindori joins the attack. The kindori attack viciously, but won't leave the 10-mile-radius area of Ivussus.

7. Empunatus

This celestial body resembles an immense comet, frozen in place like the other Shadowspace bodies. The tail of the comet, consisting of streamers of sparkling multi-colored light, is about 300 miles long. The 5-mile-diameter head, resembling the head of an elderly human male with long flowing hair, is also made of multi-colored light. Both the head and the tail are translucent. The head's cheeks are puffed out, as it were holding its breath. Dark green mist can be seen inside the cheeks. Empunatus was on its way to Pajjax (encounter 13) with a mouthful of green mist from Lukkum (encounter 5) when it was frozen by the transformed sun.

In its current state, Empunatus can't move or take any other actions. The PCs can't communicate with the entity or acquire any type of information from it (even when active, Empunatus is incapable of communication). The PCs may pass harmlessly through Empunatus. However, any character who attempts to pass through its cheeks or otherwise comes in contact with the green mist (which smells like burning wood and burns the character's lungs), suffers 1d4 points of damage (save vs. poison for half damage).

8. Chonnot (Type B Flat Water)

AQ: pink (fresh)

SL: light blue (positive)

AT: medium orange (moderate)

Small green islands pepper this disk-shaped world of dark blue water. Near the edge of the top portion of the planet is a pool of orange light, about five miles in diameter.

General Features.

Physical Description. In its original form, Chonnot was a spherical planet made of fresh water. The transformed sun caused it to flatten into a 150-mile-diameter disk, 10 miles thick. Mile-wide islands are scattered across the planet, densely covered with tall, leafy green trees. Atmospheric and water temperatures average about 65 degrees F.

Ecological Notes. Two water-dwelling species dominate Chonnot: foot-long goldfish (AC 8, MV Sw 3, and 1 hp; the fish can't make attacks), and dragon turtles (resembling normal dragon turtles, except their intelligence is low, they are somewhat larger, and their steam clouds are 100 feet in diameter). The dragon turtles subsist on the goldfish, while the goldfish eat the leaves of the trees on the island. Empunatus delivered wind from Wirrit (encounter 9), which blew leaves from the trees into the water. In turn, Empunatus took fresh water from Chonnot to nourish the plants of Ivussus (encounter 6) Since the sun's transformation, the goldfish and dragon turtle populations have diminished greatly. Because the goldfish have had to survive on the few leaves that drop off the trees near the perimeters of the islands, many schools have starved to death. Likewise, competition for the reduced number of goldfish has resulted in the death of many of the dragon turtles.

Landing Notes. Because the vegetation is so dense, a ship can't land on the islands. Ships lacking the appropriate landing gear can't land on the water.

Ship Submersion

The PCs may have come to Chonnot to submerge the ship in the ocean and wash off the brown rot from Wirrit (encounter 9). Immersion for one round washes off all of the Wirrit rot.

If the ship carelessly dives into the water at a high

Scycroid (phycomid): Int unratable; AL NE; AC 5; MV 3; HD 5; hp 32; THAC0 15; #AT 2; Dmg 3-6/3-6; SA attack by spewing alkaline globules at range of 1d6 + 6 feet; victims must save vs. poison or sprout mushroom like growths in 1d4 + 4 rounds for additional 1d4 + 4 points of damage; growths kill victim in 1d4 + 4 turns and transform him into new scycroid unless treated with cure disease or its equivalent; SZ T; ML 14; XP

975.

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speed, the impact should be treated as a crash and the ship loses half its hull points. However, if the ship approaches the water at a reasonable speed and angle, submersion in the ocean won't damage the ship in any way.

However, if the PCs don't make suitable preparations for the ship's contents and passengers, submersion in the ocean may have other unintended consequences. For instance, a passenger who isn't in a cabin or otherwise secured (such as being tied to the deck) may risk drowning. Items that aren't inside a room or tied down may be washed off the ship. Smoke powder or flash powder may become soaked with water and rendered useless. Sugar, flour, and other such foods may become inedible. One way to prevent such catastrophes is to unload all extra passengers and at-risk supplies on a nearby asteroid, submerge the ship, then retrieve the passengers and items afterwards. If the PCs take no precautions of any kind, the DM is urged to mercilessly apply any consequences he feels are appropriate.

Deadly Waters

As the PCs approach the planet, the oceans are calm; they see no signs of life. When they get a little closer, they notice an aging tree topple from the edge of the island and fall into the water. Instantly, hundreds of starving goldfish surface and begin to nibble at the tree leaves. No sooner do the goldfish begin to feed than a gigantic turtle-like creature surfaces and lunges at the goldfish, gobbling them up by the dozens. The goldfish scatter. The turtle snaps up a few of the slower ones, then submerges. The area is still again. All of this happens in the space of about one minute. If Tolivin is available, he identifies the creature as a type of dragon turtle; any PC making a successful Intelligence check can also identify the creature.

Though the PCs are unable to see through the surface of the dark water at what lies beneath, the dragon turtles can see them. If the PCs' ship comes within 100 feet of the surface, there is a 90% chance that a dragon turtle surfaces and belches a scalding steam cloud at them. If the ship enters the water, the turtle

attacks it with its claws and teeth. Unless the ship takes immediate evasive action, there is a 50% chance that the turtle clammers onto the ship; the hungry creature attempts to eat any characters it can reach.

It may occur to clever PCs to distract the dragon turtle by taking advantage of its appetite for goldfish. If the PCs knock a few trees into the water or otherwise disperse some of their leaves (by blasting the trees with a *lightning bolt* or a missile weapon, or by descending from a ladder to pluck leaves from the trees and toss them in the water), a school of goldfish surfaces to eat the leaves, attracting the attention of all dragon turtles in the immediate area (assume there are 1d2 dragon turtles in the area). An *illusion* of goldfish also distracts the dragon turtles. The dragon turtles are only distracted for 1d3 rounds, but this is long enough for the PCs to submerge the ship and wash off the rot.

The orange light exerts a slight whirlpool effect, drawing in debris and refuse from the ocean. The light doesn't have any effect on the ocean water itself. It's otherwise similar to the refuse portal on Lukkum (encounter 5).

9. Wirrit (Type B Spherical Air)

AQ: purple (inc.)

SL: medium blue (negative)

AT: medium orange (moderate)

This is a translucent ball of swirling gasses. The outermost layer has a yellowish tint and swirls slowly, as if being blown by gentle breezes. The middle layer has a light brown tint and is perhaps twice as active as the outer layer. The core is an immobile sphere of orange light.

General Features.

Physical Description. Wirrit is spherical air world about 100 miles in diameter, composed of nothing but breathable gasses. Temperatures throughout the planet average 70 degrees F.

Ecological Notes. Wirrit's only life form is the

Mandar's Lore: "If you look at the talons of a dead dragon, you can tell how it died. If the talon's more white than yellow, something probably killed it. If the talon's more yellow than white, it probably starved to death."



scycroid, a non-intelligent fungi comparable to the phycomid. The scycroid, resembling milk-colored fibrous blobs about 2 feet in diameter, do nothing but float aimlessly in the air, buffeted in random directions by Wirrit's natural winds. Prior to the sun's transformation, Empunatus brought waste mists from Kiffin (encounter 12) that the scycroid consumed as food. In turn, Empunatus gathered wind from Wirrit and took it to Chonnot (encounter 8). Now, without a steady food supply, the scycroid are dying out. Additionally, the winds of Wirrit that once blew at gale force have been reduced to moderate breezes.

Landing Notes. Ships can't land on Wirrit, since the planet has no solid surfaces.

Catching the Wind

The PCs may have come to Wirrit at Mandar's insistence, intending to fill up the Golden Warrior's Main Cargo Hold with wind (to replace the wind that was lost in Chapter Two). To accomplish this, instructs Mandar, they need to open the trapdoor of the Main Cargo Hold, then allow the Warrior to hover in place in an area of strong air currents. Either area A or B is suitable, but Mandar suggests they fill the hold in area B, since the air currents are stronger; however, he allows the PCs to make the final decision. The hold must be filled completely for the wind to have any value (the wind loses energy if allowed to

rattle around in too large of a space). Mandar can tell the PCs when the hold is filled, at which time they may shut the trapdoor and leave the area. (See the Map Key for the consequences of entering the various areas of Wirrit).

If Mandar eventually locates a group of wizards interested in buying the wind, a holdful of the weaker wind from area A is worth 10,000 gp, while a holdful of stronger wind from area B is worth 20,000 gp.

Map Key

Refer to the Wirrit detail map.

A. Pink Layer. The winds in this layer blow about 5-10 miles per hour, posing no hazard to the characters or their ship. The air smells sweet and clean. Characters occasionally see fibrous blobs blow by; these are scycroids. The ship must remain stationary for 30 rounds to fill the hull with wind; if the ship moves during this time, it has to start over.

For every 10 rounds the ship remains stationary, there is a 50% chance that 1d2 scycroids blow onto the ship. Once a scycroid lands on the ship, it takes 1d4 rounds for the creature to get its bearings; during this time, the scycroid does nothing, and quick-thinking characters can get rid of it by tossing or pushing it off the ship. Otherwise, after 1d4 rounds, the scycroid snaps to life, attacking any characters it can reach with its alkaline globules, and roaming around the ship (if necessary) to look for victims.

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Scycroids fight to the death.

B. Brown Layer. The winds in this layer blow about 30 miles per hour; like the winds in area A, they pose no hazard to the characters or their ship. The air is breathable, but smells like onions and rotten eggs. Characters suffer no ill effects from the air. (The corpses of dead scycroid drift into this layer and decompose, accounting for the odor and the brown tint.)

The ship must remain stationary for 10 rounds to fill the hull with wind in this layer. After two rounds, the PCs notice that the ship's hull is starting to darken. If Kora is available, she determines that the brown air is causing the darkening, but she doesn't know if the effect is harmful (any PC making a successful Intelligence check comes to the same conclusion). If the ship remains in area B for 10 rounds or more, the hull turns black.

The brown air has permeated the hull and causes the ship to rot; the ship loses 1d2 hull points per day for the next 2d4 days, after which time the hull reverts to its normal color. There are three ways the PCs can get rid of the rot:

- A *wish* or its equivalent cleans off the rot.
- The rot can be washed off by water or any type of liquid, but this is a big job; it takes one character 3d4 weeks to scrub down the ship (the hull reverts to normal long before then), two characters half as long, and so on; depending on the size of the ship, the DM may decide that even more time is required. Spells such as *create water* won't help in any significant way.
- The entire ship can be immersed in water for one full round. If it doesn't occur to a PC, Mandar suggests they go to Chonnot (encounter 8) as soon as possible and submerge the ship in the ocean.

C. Orange Light. This is a refuse portal; debris from the outer rings drifts to this portal, which functions the same way as the refuse portal on Lukkum (5). The portal exerts a very slight inward pull, easily resisted by any spelljamming ship. A stone dropped in the outer layer (area A) drifts into the orange core in about a month.

10. Debris Belt

Except for three 2,000-mile-wide gaps, this belt of variously-sized chunks of matter completely encircles the sun. Because of the belt's density, ships can't move faster than 500 yards per round when moving through it. At this speed, a ship has a 50% chance per hour of being struck by debris (roll 1d4; 1 = 1d8 points of damage to the ship, 2 = 2d8 points of damage to the ship, 3 = 1d2 points of hull damage, 4 = 2d4 points of hull damage). For every 100 yards per round of speed reduction, reduce the chance of being hit by 10%; for instance, there is a 40% chance of being hit at a speed of 400 yards per round, a 30% chance at 300 yards per round, and so on.

11. Frozen Darkness

This black cloud is identical to the clouds surrounding the crystal sphere (encounter 1). Originally, the cloud floated freely through space, but it is now frozen in place like the rest of Shadowspace's celestial bodies. Like the clouds in encounter 1, this cloud is the lair of numerous shadows; PCs entering the cloud have the same chance of being attacked by shadows as they do in encounter 1.

12. Kifflin (Type B Flat Special)

AQ: pink (fresh)

SL: light blue (positive)

AT: medium orange (moderate)

This planet resembles a disk made of gray mud, rippled with low hills and shallow valleys. The landscape is monotonous—devoid of vegetation, water, or any other sign of life. The planet rests atop what appears to be a massive coil of rope, also made of gray mud.

A 300-foot-diameter violet sphere, glowing brightly, hovers a few miles from the surface of the planet. The sphere looks like a huge pearl.

Note to the DM: The violet sphere is the missing

Red dragon (young): Int exceptional; AL CE; AC -1; MV 9, Fl 30 (C), Jp 3; HD 11; hp 78; THAC0 9 (+2 on claw attack if diving); #AT 3 + special (kick victim back 1d6 + 2 feet for 1d10 + 2 hp of dmg); Dmg 1-10 + 2/1-10 + 2/3-30 + 2; SA cone fire (90' long × 5' × 30', Dmg 8d10 + 2, save vs. breath weapon for half damage), can breathe three times per day, once every three rounds; SD affect normal fires, three times per day; Size G; ML 17; XP 6,000.

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“eye” of the constellation Diss (encounter 3, area D). Like all other stars, this sphere is visible from a distance of 20 hexes. If the PCs have experienced the effects of any of the constellations (in encounter 3), they can automatically identify the sphere as a star. If they haven't experienced any of the effects of the constellations, any PC who makes a successful Intelligence check identifies the sphere as a star similar to the stars in the constellations.

General Features

Physical Description. Kiffin was originally a smooth, spherical planet made of a substance resembling hard rubber. After the sun's transformation, Kiffin deflated, causing its surface to wrinkle, and creating hills and valleys. Kiffin is 100 miles in diameter and about 5 miles thick. Surface temperatures average 75 degrees F.

Ecological Notes. Kiffin is a sentient entity; the planet itself is alive. Empunatus brought soupy swamp water from Tryggyt (encounter 16) to Kiffin, which Kiffin consumed as food. Through a series of small blow holes, Kiffin expelled waste products in the form of tiny organic flakes; unlike most of the other Shadowspace planets, Kiffin has no orange refuse portal for waste disposal. Empunatus gathered the organic flakes and took them to Wirrit (encounter 9) to nourish the scycroid.

Kiffin has the ability to generate tentacle-like pseudopods that are 50 feet in diameter and of nearly limitless length; Kiffin currently rests on one such tentacle. Eons ago, Kiffin decided it wanted its own moon, and spent several years generating a tentacle long enough to pluck a star from a constellation. When Kiffin's orbit brought it within range of Diss, Kiffin plucked out Diss's “eye,” acting so quickly that Diss never knew what happened. Kiffin retrieved the star, and positioned it to orbit Kiffin like a moon.

In the wake of the sun's transformation, both Kiffin and its new moon froze in place, and Kiffin collapsed in on itself. As a matter of self-preservation, Kiffin closed off its blow holes and went into a state of dormancy. Kiffin now exists on the edge of consciousness, still able to sense potential threats to itself or

its moon.

Landing Notes. Theoretically, a ship could land anywhere, but as will be seen, Kiffin isn't likely to allow it.

Approach

If the PCs approach the violet star, or approach Kiffin as if making a landing attempt, two huge eyeballs and a gaping mouth suddenly open on Kiffin's surface. “Who are you?” thunders Kiffin indignantly. “What are you doing here?” Kiffin has the personality of an ill-mannered child and has no patience with trespassers.

The PCs can communicate with Kiffin by speaking in their normal voices. Kiffin has no interest in the PCs' mission nor does it have any information to share. If the PCs don't leave immediately, Kiffin shrieks at them, “Get out of here! I don't like you! Out, out, out! Now, now, now!” If the PCs ask about the star, Kiffin screams, “You leave it alone! It belongs to me now!” Kiffin declines to explain how he got the star, other than to say, “I got it fair and square.”

If the PCs linger in the area, or if they're trying to hijack the star, Kiffin responds by uncoiling his 10-mile-long tentacle (which takes two rounds), drawing back the tentacle like a whip (one round), then lashing out at the PCs ship (one round). There is a 25% chance that the tentacle hits. If the tentacle attack fails, Kiffin withdraws its tentacle and positions it for another attack; it can make an attack every two rounds.

If the hit is successful, the tentacle coils the ship like a snake, but does no damage. On the following round, the tentacle flings the ship 20d10 miles into space (no damage). If the ship returns, Kiffin begins the attack sequence again.

Assuming the PCs have come to Kiffin to retrieve the violet star, there are three strategies they might attempt:

- Attack Kiffin or its tentacle. Both the planet and the tentacle are too big to completely destroy, but the PCs may be able to cause Kiffin to temporarily stop its attacks. The AC of the tentacle is 0; inflicting

Krajen: Int semi; AL N; AC 3; MV 18; HD 12; hp 81; THAC0 9; #AT 1 + 12; Dmg 3-18 and 1-3; SA can crush objects of more than huge size, inflicting either 3d10 hit points or 1d3 hull points of damage (depending on target); on hit of 18 or better, the central tentacle crushes automatically on subsequent rounds; 12 smaller tentacles are tipped with paralytic poison and victims must save vs. poison or be paralyzed for 3d10 rounds (no more than two tentacles engage a man-sized target); SZ G; ML 13; XP 8,000.



75 points of damage against the tentacle causes it to withdraw, releasing its grip if it has encircled the ship. The tentacle withdraws for 2d4 rounds, after which it resumes its attacks. The AC of the planet itself is 1; inflicting 250 points of damage causes Kiffin to withdraw its tentacle, close its mouth and eyes, and become dormant for 2d8 rounds, after which time it comes back to life and resumes its attacks. Both the planet and the tentacle are immune to *sleep*, *charm*, *hold*, *death magic*, and poisons, as well as *suggestion*, *hypnotism*, and similar mind-control spells.

- Offer Kiffin a substitute star. The PCs can take stars from any of the constellations (as described in encounter 3) without any ill effects to the constellations or themselves. Kiffin willingly accepts such a trade, as he's grown a little tired of the old star and is eager for a replacement.

- Offer Kiffin something in place of a star. Kiffin accepts an asteroid glistening with fool's gold or a large ice chunk (the availability is up to the DM). Alternately, the PCs may fool the not-too-bright Kiffin by offering it an *illusion* of a moon or similar celestial body.

Hauling the star back to Diss presents no special problems for the PCs. A grappling hook or similar device can be imbedded in the star so the PCs' ship can tow it; the star weighs only about 200 pounds. The force holding the star in place (in its orbital path around Kiffin) is inconsequential.

13. Pajjax (Type B Flat Earth)

AQ: pink (fresh)

SL: dark blue (inc.)

AT: medium orange (moderate)

Wrinkled hills cover this barren, disc-shaped planet. Most hills are dull gray, but a few solitary hills, scattered randomly about the planet, are bright red. There are occasional patches of green forests and fields, and long stretches of empty plains.

Centered on the top of the planet is a circle of orange light, perhaps five miles in diameter.

General Features

Physical Description. Formerly a spherical planet of lush grasslands and forests, Pajjax collapsed in on itself as a result of the transformed sun, creating the hills that now cover most of the surface. The disk-shaped world is about 75 miles across and 2 miles thick. Surface temperatures average 80 degrees F.

Ecological Notes. Empunatus brought green mist from Lukkum (encounter 5) to Pajjax, which acted as a shrinking gas on Pajjax's dominant life form, red dragons. Kept permanently shrunk to a length of about one foot, the red dragons' hunger was easily satisfied by the abundant number of mice and other rodents that flourished on the planet. Empunatus took air from Pajjax to the insects of Delless (en-

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counter 15).

Following the sun's transformation, the dragons resumed their normal size. The rodents no longer provided sufficient nourishment for the full-sized dragons. Most of the dragons starved or killed each other, a few buried themselves in the dirt and entered a state of dormancy. With the predators dead or hibernating, the rodent population exploded. The herbivorous rodents proceeded to strip the planet, turning the once lush grasslands into dusty plains.

Landing Notes. The PCs may land anywhere on the surface of the planet.

Arrival. Though Pajjax's air is breathable, it smells like alcohol and stings the eyes. All characters must make a Constitution check when entering the atmosphere (don't make checks for the rabbit crewmen; assume they're immune to any adverse effects). Those failing their checks prove to be especially sensitive to the air; throughout their time on Pajjax, their eyes water incessantly, and they make all attack rolls and ability checks with a -1 penalty.

Regardless of where the PCs land, they find the surface to be little more than a dust bowl, with sparse patches of dead and dying vegetation here and there, along with the occasional shallow pool of water. Rodents peek at the PCs from holes in the ground and behind weeds. The rodents include mice with yellow fur, squirrels with eyes on stalks, and rabbits with long tails and stumpy ears. All of the rodents are harmless; a typical rodent's statistics are AC 8, MV 3, hp 1.

For every hour the PCs spend exploring the hills, roll 1d10; on a result of 1, they discover an immense reptilian skeleton, mostly covered with dust. If Tolivin is available, he identifies the skeleton as that of a dragon; any PC making a successful Intelligence check can also identify the skeleton. On a roll of 2-4, they discover a 2-foot-diameter hole in the ground; the shrunken dragons used these as lairs. If a PC gropes inside the hole, or otherwise examines its contents, there is a 25% chance he'll recover 1d4 pea-sized emeralds, each worth 2d10 gp. The emeralds represent the treasure of a shrunken dragon, recovered from tiny caverns deep inside the planet.

The red hills, which average about 10d3 feet tall, are exposed portions of full-sized hibernating red dragons. The "hills" are covered with reptilian scales, identifiable by Tolivin (or a PC making a successful Intelligence check) as those of a red dragon. If the PCs are foolish enough to disturb one of these "hills," the red dragon begins to awaken. It takes a dragon 1d6 + 2 rounds to fully revive and pull itself free from the dust, at which time it attacks relentlessly, beginning with its breath weapon and following with claw and bite attacks. The starving dragon is in no mood to converse. It pursues the PCs until they leave the planet's air envelope, after which it buries itself in the dust and resumes its dormant state.

The orange light pool is a refuse portal, which functions the same way as the refuse portal on Lukkum (encounter 5). It exerts a gentle pull on the planet's loose debris, the force of the pull comparable to that of a gentle breeze.

14. Orbiting Asteroid (Type A Spherical Earth)

AQ: medium red (foul)

SL: dark blue (inc.)

AT: medium orange (moderate)

This 70-foot-diameter sphere appears to be made of smooth black glass. It moves in a slow clockwise orbit around the pyramid sun.

The sphere is actually a spelljamming ship that was repaired by Yshaa of Lukkum (see encounter 5). Yshaa came to this part of Shadowspace to track down the source of the disruption that caused the planets to freeze and flatten. To save fuel, Yshaa put the ship into slow orbit around the sun while he collected samples and made observations. Unfortunately, one of the samples Yshaa collected was an immature krajen; having never seen such a creature before, Yshaa was unaware of the risk. The creature eventually attacked and killed Yshaa. As it continued to grow, it destroyed the interior of the ship. But because the krajen has been unable to free itself

Mandar's Lore: "Ever see a cockroach on your ship? They say that for every cockroach you actually lay eyes on, there's 500 more hidden in the walls."

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from the ship, it remains trapped inside while the ship continues its orbit.

Because of its size and color, the ship is very difficult to see; if the PCs happen to be in the same hex as the ship, there is a small (10%) chance that a PC might notice sunlight glinting from its surface. Most likely, the PCs find Yshaa's ship as a result of Diss's directions (encounter 3, area D). Yshaa's ship orbits at a speed of 100 yards per round, and the PCs should have little trouble intercepting it.

Yshaa's ship is featureless, except for a thin indentation around the circumference where the two halves of the ship have been sealed together. If the PCs listen closely, they hear a thumping sound inside Yshaa's ship, as if some creature or object is bumping against the inner wall.

Unless a PC uses *passwall* or a similar method of entering Yshaa's ship (in which case, the PC discovers the foul air inside, described below, and is attacked immediately by the krajen), the party has to open it. The two halves of Yshaa's ship are sealed by a *wizard lock*, as if cast by a 3rd-level mage (this locking feature is part of the ship's original design). If the PCs negate the *wizard lock*, the top of the ship flips open. Otherwise, if the PCs inflict 75 points of damage against AC 0, the ship cracks open (the krajen trapped inside can't maneuver well enough to smack its tentacles against the wall and crack the ship open).

If the PCs open Yshaa's ship, the krajen bursts free. The enraged 50-foot-long creature attacks the PCs' ship, attempting to crush it with its central tentacle. It uses its smaller tentacles to paralyze and destroy any characters it can reach. If the krajen loses half its hit points, it releases the ship and attempts to escape.

After the PCs deal with the krajen, they may examine Yshaa's ship. The walls of the ship resemble one-way mirrors; characters outside the ship can't see through the walls, but from inside the ship the walls are as clear as window glass.

The interior of Yshaa's ship is a jumble of shattered wood, twisted metal, and other debris. Any PC making a successful Intelligence check realizes that

the ship is a spelljamming vessel, powered by chemical propellants. The ship is now completely inoperable.

For every ten rounds a PC spends searching through the debris, he finds one of the following objects:

- A crushed humanoid skeleton. The torso is about half the size of a normal human, the legs twice as long. If the PCs have been to Lukkum (encounter 5), they recognize this as an odux skeleton. (It used to be Yshaa.)
- A silver bracelet with eight turquoise stones. The bracelet belonged to Yshaa. The krajen ripped it from his arm and flung it away. Its value is 600 gp.
- Fragments of a glass globe. A web of small copper tubes is attached to one of the larger fragments. This was a magical device for generating fresh oxygen. Any PC making a successful Intelligence check identifies its function. The device can't be repaired.
- A 5-foot-long silver tube, filled with glass fragments. This was a powerful telescope, identifiable by any PC making a successful Intelligence check. The scope can't be repaired, but the silver tube is worth 150 gp.
- A leather notebook. This is Yshaa's journal. Studying the notebook reveals three interesting passages:

1. The author is concerned about the well-being of his countrymen, a race called the odux who live on the planet Lukkum. "My people are dying. They are counting on me for relief. For their sake, I must discover what has disrupted our sphere." (He never did.)

2. The author noted a bright light flashing yellow and red originating from the second planet from the sun. "Does the light signify intelligent life? I must investigate." (Yshaa never had the chance. See encounter 15 for the source of the flashing light.)

3. The author believed the pyramid sun is a portal "much the same as the orange pools on many of the planets. I must investigate." (He never did.) "I do not believe the heat of the sun poses a threat." (He's right.)

Sall Juroph (5th-level human warrior): Int 16; AL LG; AC 8; MV 6 (reduced due to injury); hp 29; THACO 16; #AT 1; Dmg 1-4 (knife); SZ M; ML 15; XP 120.

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15. Delless (Type C Flat Earth)

AQ: pink (fresh)

SL: light blue (positive)

AT: medium orange (moderate)

This flat world appears to be entirely desert, an endless series of rolling hills of brown sand, punctuated with clusters of yellow vegetation and mountainous piles of black ash. Strings of fluffy clouds lace the sky. Most of them are as white as cotton, but a few are sprinkled with black blotches.

Centered on the top of the planet is a pool of orange light, several miles in diameter. Near the edge of the bottom of the planet, a bright light flashes on and off, spraying beams of alternating red and yellow light miles into space in random directions.

General Features

Physical Description. Delless is a world of fine brown sand. Before the sun's transformation, the planet was a smooth sphere. Having since collapsed in on itself, the surface is now wrinkled with chains of hills and valleys. Delless is 130 miles in diameter and about 10 miles thick. Temperatures average 85 degrees F.

Ecological Notes. The dominant life form on Delless is a 3-inch-long beetle called the cloud roach. Except for their size, cloud roaches resemble normal cockroaches. About one of every million roaches is a 70-foot-long queen. The only roaches capable of giving birth, the queens reproduce asexually. A newly-hatched cloud roach reaches maturity in 24 hours and dies of old age in about a week. Queens live about a month.

Cloud roaches have no permanent lairs, instead spending most of their time sleeping on the clouds that hover over the planet. The roaches subsist on the yellow cacti plants (see below), which provide them with both food and water. When food is scarce, the roaches feed on each other.

Before the sun's transformation, Empunatus

brought air from Pajjax (encounter 13) which acted as a fertility drug for the queen roaches, causing them to lay tens of thousands of eggs almost daily. Because of their short life spans, roach corpses piled up in staggering quantities. Empunatus regularly gathered the corpses and took them to Myyn (encounter 17), where they were used to fertilize crops. Unlike the other planets of Shadowspace, Delless in a sense has benefitted from the sun's transformation, as the subsequent decrease in the roach population has resulted in less competition for food and living space.

Landing Notes. The PCs may land anywhere on the surface of the planet.

Arrival

Exploring the Atmosphere. Delless's atmosphere is dry and stale, but breathable. The air is thick with fluffy clouds, ranging in size from a few feet in diameter to several hundred feet. If the PCs examine any of the clouds, they find them to be slightly cool to the touch and as dense as cotton. Heavy objects sink slightly in the clouds; a typical ship sinks 1d2+1 feet, a typical character walking on a cloud sinks as if stepping in soft snow and is slowed to half his normal movement rate.

About 15% of the clouds are tinged with black blotches. Closer examination reveals the blotches to be sleeping swarms of cloud roaches (to determine the size of typical swarm roll 1d100 and multiply the result by 100). The PCs aren't at risk so long as they leave the swarms alone. However, if the PCs attack or otherwise disturb a swarm, the roaches rise as one and soar at the PCs, wings buzzing and mandibles clacking. The swarm moves at a rate of FI 18 (C). A swarm does no damage to a ship, but any character in contact with a swarm has an 80% chance per round of suffering 1d4 points of damage from bites. Each point of damage inflicted on a swarm (swarms have an AC of 8) kills 1d10 roaches. Smoke or fire scatters the swarm. If half the swarm is killed, the survivors flee to another cloud. Otherwise, the swarm pursues until the PCs leave the planet or elude the swarm for 10 rounds.

Queen cloud roach (giant cockroach): Int low; AL N; AC 2; MV 12, FI 30 (C); HD 12; hp 70; THAC0 9; #AT 1; Dmg 3-30; ML 9; XP 2,000.

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Exploring the Surface. The clusters of yellow vegetation are fields of cactus-like plants averaging 10 feet tall. The needles are as soft as rubber, and the stalks have the texture of soft sponge. The roots of the plants run hundreds of yards deep, drawing water from the center of the planet. If the PCs break off a chunk of a plant, they can wring out about a cup of fresh water per 6-inch-cubic chunk. The plants are edible, tasting like pumpkin.

The black mountains are actually piles of roach corpses. The roaches are instinctively drawn to such piles when their deaths are imminent. There is nothing of interest in the corpse piles.

The orange light fills a 5-mile-diameter circle at the bottom of a pit about 200 feet deep. The orange light exerts a slight tug, comparable to the force of a gentle breeze, to suck debris into the pit; the orange pool functions as a refuse portal, similar to the portal on Lukkum (encounter 5). Any character standing within 5 feet of the edge of the pit has a 5% chance of falling in (and being teleported to Sohhoras).

If the PCs investigate the source of the flashing light, proceed to the "Crystal Outpost" section.

Crystal Outpost

On the bottom of the planet, a few miles from the edge, sits a 100' × 80' × 20' building made of opaque yellow crystal. A 100' metal tower rises from the top of the building, a glass prism attached to the top. Beams of red and yellow light flash from the prism.

As the PCs' ship nears, a door in the front of the building opens, and an elderly human male limps out, steadying himself with a wooden cane. He motions for the PCs to land their ship next to the building. The man is unarmed and appears to be harmless.

The man waits patiently for the PCs to approach. He looks to be at least 70 years old, gaunt and feeble, wearing ragged cotton pants and no shirt. A shock of white hair droops over his eyes, which he continually brushes away. He looks weary and grim.

"Visitors," he says gruffly. "But the wrong kind. Not what I was hoping for." The man stares absently into the heavens, then returns his gaze to the PCs. He

smiles, and his features soften. "Forgive me. Been a long time since I had any company, and I forgot my manners. Name's Sall Juroph. From Gorros. You don't look much like pirates or murderers, so I guess it's safe to invite you in."

Sall turns to go back inside the building, motioning for the PCs to follow. Mandar nudges the nearest PC and whispers, "I've heard of Gorros. A bunch of stuffed shirts live there. All they do is study."

Before entering the building, Sall pauses and sniffs the air. "I'd know that vanilla smell anywhere. You must have hummerflies aboard." If Tolivin is with the party, the aide says nothing in reply. "We used to use them here, too," continues Sall. "Used them to deliver messages. Amazing creatures. All you got to do is talk at them, and their little bodies fill up with sound. When they fly home, you can listen to the message. Amazing." If the PCs ask Tolivin why he failed to mention this property of hummerflies, Tolivin mumbles that he forgot. "Uh, important I thought not . . . inconsequential, really."

Conversation with Sall

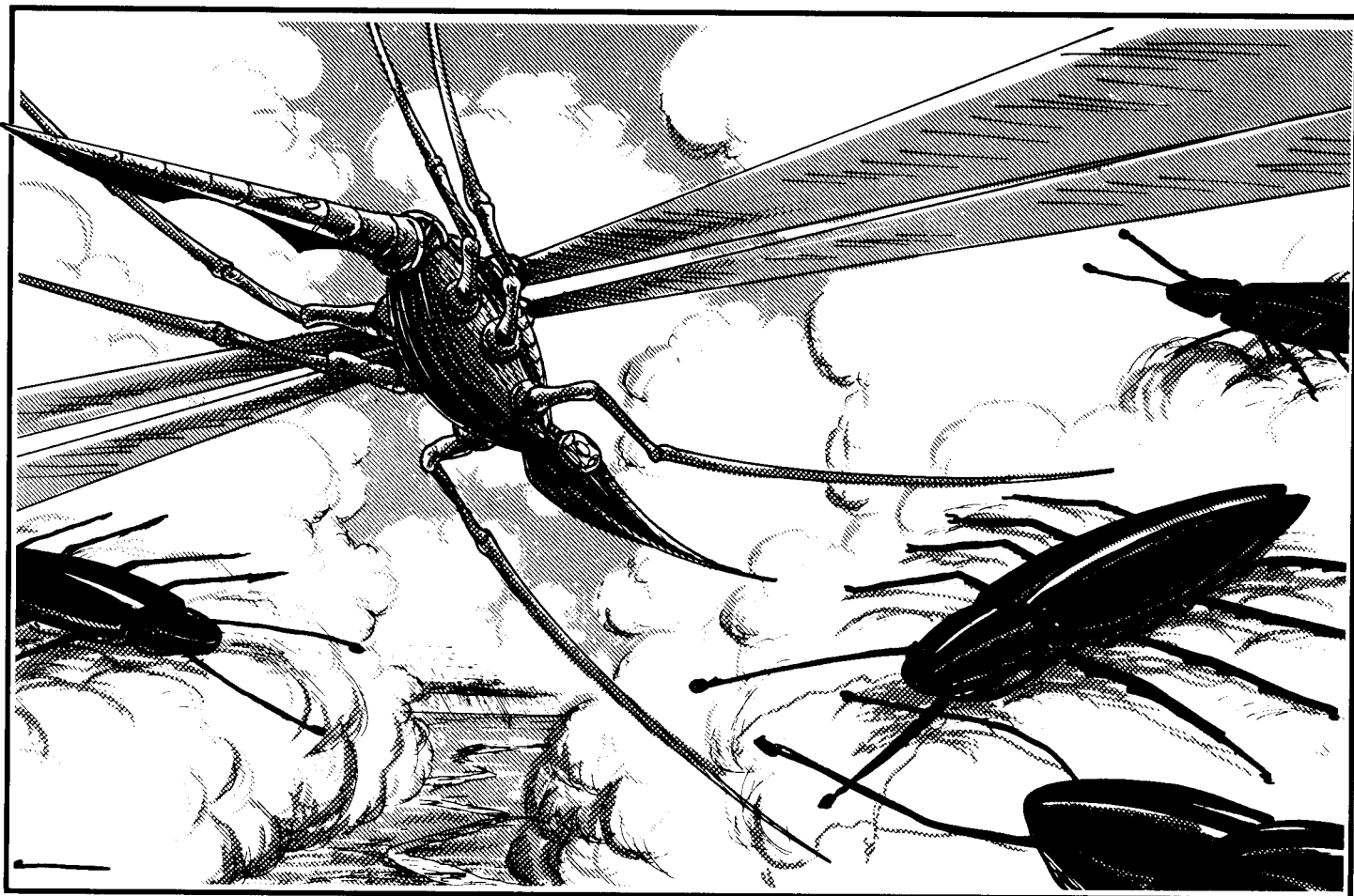
The interior of the building resembles a laboratory. Long shelves line the walls, filled with flasks and bottles of variously colored powders and liquids. Stacks of parchments, books, and notes clutter a huge crystal desk. Leather straps secure a 7-foot-long cockroach head (actually, the head of a queen cloud roach) to a crystal table, which also contains several scalpels, probes, and other dissection tools. In one corner of the lab are dozens of cages containing grasshoppers, butterflies, and other insects.

Sall ushers the PCs to a small crystal table, offering them empty crates to use as seats. He sets a plate of what looks like orange bread on the table. "Truich stalks," he explains. "They grow all over the planet. Look like cacti." He pops a piece in his mouth. "Quite good. Help yourself."

Sall sits on a crate, brushing his hair out of his eyes. "Probably didn't expect to find a place like this all the way out here, did you?" He laughs. "I better explain."

Sall says that about 30 years ago, he and two

Mandar's Lore: "Baby cockroaches are near-sighted. If you're more than three feet away, they can't see you. But they can probably smell you."



dozen colleagues left Gorros on a scientific expedition. "All of us were scientists, each with his own specialty. Mine is entomology." They planned to collect data on animals and plants in unexplored regions of space. "We picked a good place to start," he says, referring to Shadowspace. "Completely uncharted. A scientist's dream."

As one of the group's leaders, Sall decided they should establish their base on Delless. They set up the portable lab they'd brought with them and went to work. About a month later, half of the scientists took the group's vessel, a galleon, to Tryggyt, the innermost planet (encounter 16). They promised to return in two weeks. "That was 25 years ago. Still waiting to hear from them."

Stranded on Delless, Sall and his colleagues set up a signal tower, hoping to attract the attention of someone to rescue them. "Never happened," Sall says bitterly. "We were left alone to fend for ourselves." Over the years, Sall's colleagues gradually died off from accidents or old age. "I'm the only one left. It's been just me for about nine years. I've had time to get a lot of work done."

Sall answers any of the PCs' questions, as follows. If the PCs don't ask the right questions, Sall volunteers any information the DM thinks the PCs should have.

Do you know anything about a witchlight key?
"Never heard of it."

Have you ever seen a red celestial body? "Before my colleagues and I set up shop here, we took a look at every planet in this sphere. I can tell you for sure that there isn't a red planet or any red body of any kind."

Is there anything else you can tell us about Shadowspace? Sall says that a geologist in his group was convinced that the planets weren't always flat. "He said they used to be as round as balls. All of them." The same geologist also thought that the planets were once much warmer than they are now. The group's astronomer believed that the planets weren't always stationary, and once orbited around the sun.

Based on the theories of the astronomer and the geologist, combined with speculations of Sall's other colleagues, Sall has developed an elaborate theory concerning the ecology of Shadowspace (paraphrase the "Rise of Shadowspace" section of the "DM's Background" at the beginning of this chapter). Sall doesn't know that the sun was originally red, nor does he know what caused the changes in Shadowspace (he has none of the information in the "Fall of Shadowspace" section).

What can you tell us about the insects here? Sall explains about the cloud roaches, as detailed in the "Ecological Notes" section above (omitting the information pertaining to Empunatus and the situation of the roaches prior to the sun's transformation.)

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An encounter with a queen cloud roach that occurred a month after Sall's arrival on Delless accounts for his crippled leg.

Do you want us to get you out of here? Sall thanks them but declines, saying that he intends to stay on Delless and finish his work. "Someday, someone will discover what I've done. Besides, I want to die here with my colleagues."

Sall's Offer

When the PCs have finished their questions, Sall says he has a proposition for them. "I need your ship," he says. "And I need you, too." Sall says that though he's studied many corpses of queen cloud roaches, he's never had the opportunity to study a living specimen. "There are crucial measurements to be made," he says. "Without them, my data is incomplete, and my work will be flawed." Specifically, he says that he believes the queen's body shrinks somewhat after it dies. He wants to measure a living queen's antenna, the space between its eyes, and the spot on its wing, then compare the measurements with those of a queen corpse. He already has the corpse data. He wants the PCs to take him on their ship to a cloud where a queen is resting and help him with the measurements. Sall assures them that there is no danger so long as they don't disturb the queen.

"I don't expect your ship and your time for free," he says. "I am willing to pay." Sall has no money, but says he can "pay" them with information. "The information is based on my colleagues' last communication from Tryggyt. I guarantee you will find it most interesting." He refuses to give any details.

If the PCs decline to help, Sall is disappointed but respects their decision; proceed to the "Leaving Delless" section below. If the PCs agree, Sall suggests that they leave immediately. "I know just where to find a queen. She sleeps almost all the time, but you never know when she might get hungry." Proceed to the "Measuring the Queen" section.

Measuring the Queen

Once aboard the PCs' ship, Sall leads the party to a 300-foot-long cloud about 10 miles away from the

crystal building, about a mile from the surface of the planet. Nestled in the center of the cloud, fast asleep, is an insect resembling an 80-foot-long cockroach; this is the queen cloud roach.

Sall proposes they use the methods described below to make the measurements. If the PCs have any better suggestions, Sall goes along with them. Except as described below, the PCs are safe if they don't wake up the queen by attacking her, making loud noises, or otherwise disturbing her.

If the queen is disturbed, it takes 1d4 rounds for her to completely awaken, during which time the PCs can prepare for battle or run for their lives. Once awake, the queen angrily attacks everything in sight with her crunching mandibles, beginning with the PCs' ship. The queen continues to attack until the ship and all of the characters on board are destroyed, the ship leaves the planet, or the PCs elude the queen for 20 rounds, at which time she returns to her cloud.

Antenna Measurement. Sall suggests they stretch a measuring tape along one of the queen's protruding antenna, getting as close to the queen as they can. Unless the PCs intentionally nudge the queen (which awakens her), this technique is perfectly safe.

The antenna is 12 feet long.

Eye Space Measurement. Sall says that he and one PC (of the party's choice) must stand on the creature's back to make this measurement; the PC holds the measuring tape next to one eyeball, then Sall stretches the tape across the creature's head to the other eye. If the PC steps cautiously and moves slowly (no more than $\frac{1}{3}$ of his normal movement rate), the queen won't wake up (though she snorts a little, and her legs twitch). If in the DM's opinion, the PC isn't being careful, the queen wakes up and attacks. Note that a PC who flies or similarly avoids coming in contact with the queen has no chance of waking it.

The space between the eyes is 7 and $\frac{1}{2}$ feet.

Wing Spot. To measure the spot on the queen's wing, a group of PCs whose Strength total exceeds 30 needs to lift the creature's wing sheath and hold it up; it's not necessary for the PCs to stand on the creature's back to lift the sheath. While the PCs hold

Mandar's Lore: "Did you know that an adult rat can squeeze through a hole about the size of an eye socket of a human skull?"

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the sheath, Sall measures the spot. All participating PCs must make a successful Strength check; if even one PC fails his check, the sheath slips and the queen begins to wake up.

Clever PCs might come up with a safer way to measure the wing spot. For instance, a PC in *wraithform* could slip beneath the creature's wing sheath and use his hands to measure the spot with no risk at all.

The width of the spot is two feet.

Leaving Delless

Reward. After the encounter with the queen, Sall invites the PCs back to his crystal building. If the PCs failed to get all three measurements, Sall thanks them for trying, but refuses to give them the information about Tryggyt. "A deal is a deal."

If the PCs helped Sall get all three measurements, Sall compares the data with a page of notes at his desk. "Just as I suspected," he says. "In death, the queen's body shrinks about seven percent."

Sall then gives the PCs the promised information. "In their final message from Tryggyt," he says, "my colleagues told of a remarkable discovery. Apparently, Tryggyt was once home to a race of intelligent reptiles. My colleagues discovered what they believed to be an underground reptilian shrine. The shrine contained a piece of reptilian artwork that my friends described as 'startling'. They gave no details of the artwork, but they did reveal its location." Sall tells the PCs that the shrine is located in a cavern on an island on the eastern side of the bottom of the planet. White lilies surround the island.

Swarming Sky. Sall suggests that the PCs spend the night with him and leave the planet in the morning. "The roaches are very active this time of the day," he says. "You risk attack if you leave now." If the PCs look outside, they notice swarms of roaches darkening the sky, awakening for the day's feeding. If the PCs ignore Sall's warning and leave anyway, there is a 90% chance they are attacked by a roach swarm, as described in the "Exploring the Atmosphere" section above.

If the PCs stay the night, they can either sleep in

their ship (the roaches won't attack a ship on the ground) or in Sall's building.

Special Encounter. This encounter occurs only if the PCs spend the night on Delless, and Tolivin has not been exposed as the scro spy.

When the PCs awaken, they discover that Sall is dead. If they examine the body, they find a glob of liquid on the back of his neck. The liquid is as thick as honey and smells like mint.

The liquid is poison from one of Tolivin's pink-spotted toads (see the "Toad Trouble" section of Chapter One). Nervous after Sall's revelation about the hummerflies, and fearing that Sall might reveal more incriminating information, Tolivin murdered Sall during the night with a poison toad. If the PCs confront Tolivin about the murder, he denies any responsibility. The toad hopped out of the building, and is unlikely to be found.

16. Tryggyt (Type C Flat Earth)

AQ: pink (fresh)

SL: medium blue (negative)

AT: medium orange (moderate)

Vast oceans of still black water cover about half of this flat planet. The rest of the planet consists of irregularly sized green islands creased with deep valleys.

General Features.

Physical Description. Tryggyt is a vast swamp of shallow, fetid oceans and lushly vegetated wetlands. Formerly a spherical planet, Tryggyt collapsed when the sun transformed. The wetlands were pushed in on themselves, creating deep valleys and a few chains of rippling hills, but otherwise, the terrain suffered no significant damage. Tryggyt is about 220 miles in diameter and 25 miles thick. Temperatures average 90 degrees F.

Ecological Notes. Unlike most of the other planets, Tryggyt has no refuse portal. Instead, Empunatus scooped up areas of debris-filled water and took them to Kiffin (encounter 12). Since the sun's trans-

Crocodile: Int animal; AL N; AC 3; MV 6, Sw 12; HD 3; hp 21; THACO 16; #AT 2; Dmg 2-8/1-12; SD -2 penalty to opponent's attack roll; SZ L; ML 9; XP 65

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formation, the waters of Tryggyt have become extremely polluted, reeking of rot and thick with sewage.

Empunatus brought no materials to Tryggyt. However, the planet's cold-blooded creatures depended on the warmth of the sun to keep their body temperatures constant. When the sun transformed and cooled, most of Tryggyt's creatures died. The cooler temperatures proved especially deadly to the shisix, a race of intelligent serpent men who dwelled in the caverns inside the planet. Unable to tolerate the temperature drop, the shisix died agonizing deaths, resulting in the eventual extinction of the entire race. When Tryggyt collapsed in on itself, nearly all vestiges of the shisix's underground civilization were destroyed.

Landing Notes. The PCs can safely land on any of the planet's green islands.

Arrival

The first thing the PCs are likely to notice when they enter Tryggyt's atmosphere is the planet's overwhelming stench, which smells like a mixture of rotting vegetation and decaying fish, made worse by the heat and high humidity. All characters must make a Constitution check; those who fail feel nauseous throughout their stay on Tryggyt, making all attack rolls and ability checks with a -1 penalty. (All of the rabbit crewmen are automatically sickened by the air and have to remain in their cabins, too sick to move.)

The islands are lush with green and brown weeds that grow as high as 10 feet, along with small groves of willow and cypress trees. The island itself is made of dried peat. Mosquitoes and other insects buzz idly, ignoring the PCs (the PCs risk no damage from the insects). A small blue lizard darts beneath a clump of weeds as the PCs pass. A black snake winds its way up the high branch of a cypress tree.

The water is dark green and salty. The stench of decay is especially potent. Water lilies, cattails, and carpets of algae grow freely in the water, and rotting remains of small fish and rodents bob near the shore lines. Water depth averages 5d4 feet. Any character

who drinks the water intentionally or accidentally (for instance, if he falls in and inhales a mouthful) must save vs. poison or suffer 1d2 points of damage.

There is little of interest on this planet. If you like, check for a Tryggyt Random Encounter (see below) every two hours the PCs explore an island.

If Sall (from encounter 15) sent the PCs to this planet, the PCs find the island surrounded by white lilies with no trouble; proceed to the "Island of White Lilies" section below. Without Sall's directions, PCs aren't likely to find this island; however, if they're carefully exploring the eastern side of bottom of the planet (for instance, if they're within 200 hundred yards or so of the surface, traveling no faster than 100 yards per round), point out the island to them. If they decide to explore it, proceed to the following section.

Island of White Lilies

On the eastern side of the bottom of the planet is a 100-yard-diameter island surrounded by white lilies. If the PCs land and explore the island, they discover the wreckage of a galleon, nearly submerged off the island's western shore. (This is the ship belonging to Sall's colleagues; see encounter 15 for details.) There's not much left of the galleon except rusted metal and rotted wood; the ship is inoperable and beyond repair. If the PCs poke through the debris, they discover a dozen human skeletons; these are the remains of Sall's colleagues. There is no treasure, nor any other items of interest.

A small hill rises from the shore next to the galleon. A circular passage, about 10 feet in diameter, opens in the side of the hill. Snake skulls have been imbedded in the stone surrounding the opening. The skulls have been painted red, yellow, green, and other bright colors.

The passage leads to an underground shrine constructed eons ago by the now-extinct shisix. If the PCs enter the passage, proceed to the Map Key.

Map Key

Refer to the Tryggyt detail map.

General Features. The subterranean passages are

White algae (aquatic rot grubs): Int non; AL N; AC 9; MV Sw 1/2; HD 1 hp per grub; THACO nil; #AT 0; Dmg nil; SA if victim touches grub, he must apply flame to the wound (suffering 1d6 points of damage per application) or be subjected to cure disease; if the victim goes untreated, the algae burrows to his heart and kills him in 1d3 turns; SD destroyed by cold-based attacks; SZ T; ML 5; XP 650 per colony

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made of packed earth and reek of rotting fish and decaying vegetation. Unless specified otherwise in the Map Key, the passages average 10 feet in diameter. Florescent fungi, similar to that on Sohhoras (encounter 4), grows on the walls and provides illumination, but the green light is dim, allowing normal vision only to a distance of 5 feet.

Except for area A, dark green water fills all passages and caverns to a depth of about 3 feet. To avoid drowning, characters shorter than 3 feet tall must swim, be carried by a taller companion, or find some other way to stay above the surface. Because of the water and the mushy bottoms of the passages, walking characters have their normal movement rates reduced by $\frac{1}{3}$.

The sides of the passages are slick with slime. Small holes, averaging 6d2 inches in diameter, open in the passage walls at irregular intervals. The holes lead to small tunnels winding deep into the earth. The tunnels serve as lairs for snakes and rats.

Tryggyt Random Encounters. Whenever the party enters an area marked with an X on the map, roll 1d10 and consult the following table; run the indicated encounter immediately. At your discretion, you may increase or decrease the frequency, or eliminate these encounters altogether.

D10

Roll Result

- | | |
|---|--|
| 1 | An animal shriek echoes in the distance, followed by violent splashing, then silence. (A snake or a crocodile has ambushed and swallowed a large rat.) |
| 2 | A pack of 2d8 rats swim by the PCs. If the PCs get out of the pack's way (for instance, by huddling against the wall), the rats ignore them. If the PCs disturb the rats in any way, the rats attack for 1d4 rounds, then swim to safety. Rats (2d4): Int animal; AL N; AC 7; MV 15, Sw 6; HD 1/4; hp 1; THAC0 20; #AT 1; Dmg 1; SZ T; ML 4; XP 7. |
| 3 | The same as encounter 2, except 1d4 5-foot-long black snakes swim by. Snakes (1d4): Int animal; AL N; AC 6; MV 12, Sw 12; HD 2 + 1; hp 14; THAC0 19; #AT 1; Dmg 1; SA poison |

(victim must save vs. poison, or suffer an extra 3d4 points of damage; onset time is 1d6 rounds); SZ S; ML 8; XP 175.

4. Characters in the water feel small creatures brushing past their legs. The sensation persists for 1d4 rounds. A school of foot-long fish, resembling green catfish, is the source of the sensation. If the PCs don't attack or otherwise disturb the school, there is no risk to the PCs. But if the PCs disturb any of the fish, the school makes one attack against each character in the water, nipping with their sharp teeth. The school attacks as a 5 HD monster; a successful attack causes 1d2 points of damage. (An individual fish's statistics: AC 9; MV Sw 18; 1 hp.)

5-10 No encounter.

A. Mud Slope. This 100-foot-long passage slopes into the earth at a 45-degree angle. The passage is lined with mud, making walking difficult. Characters making their way down the passage must make two successful Dexterity checks to avoid slipping and falling (with the DM's permission, thieves may use their climb walls score and make a single check, and characters with Mountaineering proficiency may make a single proficiency check). If a character falls, he tumbles to the bottom of the slope and lands in the water-filled passage; he suffers 3d6 points of damage if he failed both checks, or 1d6 points of damage if he failed only one check. A character tumbling to the bottom must also make a successful save vs. poison or suffer an additional 1d2 points of damage from inhaling the rancid water.

B. Intersection. When the PCs first enter this intersection, they hear a loud splash coming from the direction of area C, followed in succession by two more identical splashes. Then all is silent.

The splashes came from three crocodiles in area C. The crocodiles immediately submerge, intending to stalk the party and attack later. If the PCs investigate the source of the splashes and enter the passage leading to area C, the crocodiles surface and attack, attempting to drag random characters underwater and bite with their powerful jaws and lash with their

Giant water snake: Int animal; AL N; AC 5; MV 9, Sw 12; HD 6 + 1; hp 40; THAC0 15; #AT 1; Dmg 1-4 (bite); SA if first hit is successful, victim is constricted, automatically suffering 2d4 points of damage in following rounds; victim can free himself with successful open door roll (at - 1 penalty); anyone attempting to free victim by hacking at snake has a 20% chance of striking victim instead; SZ L; ML 9; XP 650

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tails. The ravenous crocodiles fight to the death.

If the PCs don't investigate the source of the splashes, the crocodiles remain underwater, silently swimming behind the party about 20 feet distant. The creatures surface and attack when the PCs least expect it; for instance, they might attack when the PCs are occupied with another hazard (such as the debris in area E). The DM decides the time of the crocodile attack, but because the crocodiles are hungry and won't wait indefinitely, the attack most likely occurs before the PCs move east of area J.

C. Crocodile Lair. This shelf of slimy earth rises about a foot from the surface of the water and fills the north half of this chamber. It contains nothing of interest, except a nest of small stones and rotting weeds; among the clutter in the nest are two human skeletons, the remains of two of Sall's colleagues who were victims of the crocodiles.

D. Tunnel. The ceiling of the passage lowers to 3 feet; the next 10 feet of passage is completely filled with water. To continue, the PCs have to swim underwater through the tunnel. The ceiling of the passage rises to its normal height at the south end of the tunnel.

E. Blocked Passage. Large chunks of rocks have fallen from the ceiling, completely blocking this passage. It takes one PC an hour to clear away a man-sized hole in the blockage; two PCs can clear the passage in a half hour, three PCs can do it in 20 minutes, and so on.

F. White Algae. A layer of what appears to be white algae completely covers the surface of this 10-foot-long section of the passage. If the PCs watch the algae closely, they see that it moves slightly.

The algae is actually a form of aquatic rot grub. Most attacks against the algae are useless; individual algae are too small to be attacked with swords or other weapons, fire or heat won't affect the water-soaked creatures, and they're immune to poisons. The algae can't be pushed aside to make a clear path; the algae immediately regroups to fill the passage as before. Cold-based attacks, however, make the algae brittle, and they sink to the bottom of the passage.

The PCs suffer no risk from the algae if they swim under it or otherwise avoid coming in contact with it. If a PC touches the algae with his bare skin, the algae burrow into his flesh (like normal rot grubs). The victim must immediately apply flame to the wound (suffering 1d6 points of damage per application) or be subjected to a *cure disease* spell; any flame application or a *cure disease* spell kills all of the algae on a victim. If the victim goes untreated, the algae burrows to his heart and kills him in 1d3 turns. Unlike normal rot grubs, the algae rot grubs secrete no anesthetic; a victim is immediately aware that the algae are burrowing into his skin.

G. Pit. This passage drops off to a depth of 10 feet (making the water depth in this section 13 feet). If the PCs are moving carefully, feeling their way along the bottom of the passage with their feet or a staff, they notice the drop-off. But if a PC is moving carelessly, he has a 30% chance of slipping on the edge of the pit and falling into the water. If he falls, he must make a successful save vs. poison or suffer 1d2 points of damage from inhaling the fetid water. PCs who don't fall in can swim across this passage at no risk.

H. Tunnel. This is identical to area D.

I. Pit. This is identical to area G.

J. Fish Hatchery. This 70-foot-diameter cavern is filled with water to a depth of 10 feet. The distance from the surface to the ceiling is 8 feet. Hundreds of foot-long fish, resembling green catfish, fill the pool (these are same as the fish described in Tryggyt Random Encounter 4 above). Thousands of tiny black fish eggs line the bottom.

A 5-foot-wide rock ledge completely surrounds the pool. Hundreds of rats (like the Tryggyt Random Encounter 2 rats) are perched in the ledges, trying to scoop fish from the water; the rats won't enter the water, fearing being eaten by the fish. Neither the rats nor the fish leave the chamber.

If a PC moves around the rock ledge, the rats gather their courage and attack him in 1d2 rounds. The rats attack as a pack, making one attack per round as a 3 HD monster. There are too many rats for the PCs to kill—replacements continually pour out of

Snake-head hydra (eight heads): Int semi; AL N; AC 5; MV 9, Sw 12; HD 8; hp 64; THAC0 12; #AT 8; Dmg 1-4; SA four heads have poisonous bite (victim must save vs. poison or suffer 3d4 points of damage), other four heads can spit poison at one victim within 30 feet (victim must save vs. poison or suffer 2d4 points of damage); SZ G; ML 10; XP 3,000

Chapter Three: Odux, Sall, and Shisix

holes in the wall—but they're afraid of fire. Any PC holding a torch or other fire source is safe from rat attacks; a particularly impressive fire display, such as a *fireball* explosion, causes all the rats in this cavern to retreat into their holes for 2d4 rounds.

If a PC enters the pool, the fish attack as a school, nipping with their sharp teeth. Each PC is confronted with a separate school, which attacks as a 5 HD monster with AC 8; each successful attack causes 2d4 points of damage. If a PC inflicts 20 points of damage against a school, it temporarily withdraws, resuming the attack 1d4 rounds later.

K. Alcove Guardians. A shelf of slimy rock rises about a foot above the surface on either side of the passage; the rock alcoves are about 10 feet in diameter with 6-foot ceilings. A giant water snake, pure black with dull yellow eyes, is coiled in each alcove. When the PCs approach, both snakes rise like cobras, swaying and hissing. If the PCs don't attack, the snakes do nothing but hiss and sway. If the PCs attack or molest them, the snakes slither into the water, attempting to encoil and bite. The snakes do not pursue; if the PCs leave the area, the snakes return to their alcoves.

L. Storeroom. The shisix used this 40-foot-diameter chamber as a storeroom. It's filled with about 3 feet of water; the ceiling is 8 feet from the water's surface. A ledge along the south wall contains five 3-foot-tall clay jugs and a pair of small chests made of stone. The jugs contain dried paint in various colors (green, red, yellow, blue, and violet), used to decorate the shrine chamber (area M), as well as the shisix themselves. The chests contain the dried skins of snakes and other reptiles, dyed red, blue, and other bright colors (the shisix used the skins as currency).

If the PCs examine the east section of the room, they discover about a dozen skeletons lying in the mud at the bottom of the pool. The skeletons are about 4 feet tall; the bodies are humanoid, the heads are like serpent skulls (these are the remains of shisix who accidentally died during religious services; see area M).

M. Shrine Chamber. This 150-foot-diameter chamber is filled with a pool of water, about 3 feet deep. The ceiling extends 25 feet from the pool's surface. A stone disk, about 20 feet in diameter, rises from the center of the room, about 4 feet above the pool. Dust covers the stone disk, obscuring the images beneath, which are vaguely visible as blotches of bright color.

Colorful, meticulously rendered paintings cover the walls of the room. The paintings depict scale-covered humanoids with the heads of serpents. The humanoids' flesh is dark blue, covered with geometric designs in green, red, and other bright colors. The humanoids clutch fistfuls of wriggling black snakes,

lifting them high overhead. (The paintings depict a shisix religious ceremony, a dance with snakes in homage to the sun, its planets, and its stars, which the shisix worshipped as gods. The snakes occasionally bit the shisix during the ceremonies; dead shisix were dumped in area L.)

Snake bones line the bottom of the chamber, making walking difficult; PCs on foot move in the chamber at $\frac{2}{3}$ of their normal movement rates.

Within 1d4 rounds after the PCs enter this chamber, eight 10-foot-long serpents rise from area N, breaking the surface of the water, writhing and hissing. Half the serpents are dark green, the rest are yellow. The serpents are actually the heads of a snake-head hydra, which lives in a 20-foot-deep pit (area N) and guards the chamber. The hydra's body remains submerged; let the PCs initially assume that they're fighting regular serpents.

The hydra fights to the death, though it does not leave the chamber. The green heads have poisonous bites; the yellow heads can spit poison. The hydra suffers no movement penalty when moving on the snake bones on the bottom of the pool.

PCs moving carelessly risk slipping on the edge of the area N pit, just as they did in the area G pit.

Within 1d4 rounds after the hydra emerges, the snakes from area K slither into the water (assuming they're still alive) and head for area M. The snakes join the hydra in attacking the PCs. The snakes fight to the death, but won't pursue the PCs west of area K.

If the PCs defeat the snakes and the hydra, they can clear the dust off the stone disk in the center of the chamber and examine the painting beneath. The painting is a colorful rendition of Shadowspace, complete with all planets and constellations. Two notable elements of the painting:

- all of the planets are spherical.
- the pyramid sun is bright red.

17. Myyn (Type C Regularly Shaped Fire)

AQ: purple (inc.)

SL: dark blue (inc.)

AT: dark orange (hot)

The pyramid sun is bright green, about 1,000 miles per side. Within three hexes of the sun, the temperature rises to about 100 degrees F., not enough to damage the PCs or their ship, but enough to make them worry about going any closer. They have nothing to fear; when the PCs' ship comes within two hexes of the sun, it enters an invisible portal and instantly disappears.

Proceed to Chapter Four.

Chapter Four: Utok and the Inaii



In this chapter, the PCs explore Myyn, the world inside Shadowspace's pyramid sun. Refer to the Myyn Map (on the DM's color map).

The adventure continues with the encounter "Into the Sun," which is located on the following page.

Goals

The PCs should retrieve the witchlight key—either by negotiating with the pegasus-like inaii (if they arrested Tolivin as the scro spy before beginning this chapter), or by duking it out with the scro (if the PCs haven't arrested Tolivin).

About Myyn

The world Myyn comprises the four inner triangular faces of the pyramid sun. Each of Myyn's surfaces is about 300 miles per side. The sun around it is composed of four faces of green flame, 1,000 miles per side. More green flames fill the space between Myyn's walls and the outer pyramid.

Though each inner face has distinctive terrain and landmarks, all faces share these features:

Gravity. Each face has its own gravity plane, pulling "down"; that is, toward the surface, just like a regular planet. When a ship (or character) moves between two faces, the new gravity zone exerts a slight pull to reorient the ship (or creature) "upright" rela-

tive to the new surface; therefore, traveling between faces poses no special problems or risks.

Atmosphere. The air throughout Myyn is clean and breathable.

Night and Day. All faces experience a regular night and day cycle, with 12 hours of darkness alternating with 12 hours of daylight. The green flames (see Face 4, area A) are responsible for this cycle.

Temperature. Daytime temperatures average 80 degrees F. At night, the temperature falls about 15 degrees.

About the Inaii

The inaii are intelligent winged horses resembling pegasi. They are Myyn's dominant race, with a total population of about 70,000. Inaii differ from normal pegasi, which are described in the *Monstrous Compendium*, in the following ways:

- Most inaii aren't as smart as normal pegasi, with Intelligence ratings averaging about 7.
- The alignment of inaii is Lawful Neutral.
- Inaii can't be tamed, nor do they serve persons of Good (or any other) alignment.
- Inaii eggs have no special value.
- Inaii can neither *detect good* nor *detect evil*.
- Inaii feed only on chollo plants (see the Map Key for details).

The inaii's personality also differs significantly

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from that of normal pegasi. Inaii are lazy, self-indulgent, and indifferent to the welfare of others. They are naive, even a bit stupid, lacking any interest in arts or sciences. Inaii enjoy sleeping, eating, gossiping. They also enjoy simple games, such as flying races, tag, and hide and seek. Their obsession with cleanliness borders on the pathological, and they soak themselves in lakes for hours on end. They find combat distasteful. The inaii worship Utok (see Face 4, area B), but they're lackadaisical about their convictions and have no formal services, other than an occasional mumbled prayer.

Inaii are organized into three groups. Statistics for each group are given in the black boxes at the bottoms of the pages in this chapter.

Herd Leaders. There are 500 herd leaders, who make all decisions for the inaii. The herd leaders belong to the same extended family. They are distinguished by their red hooves and brown-spotted white coats. Herd leaders are plumper, slower, and more intelligent than the general populace.

General Populace. Numbering about 65,000, they follow the decisions of the herd leaders unquestioningly. They have white hooves and pure white coats.

Divine Constables. Representing the strongest males, these 5,000 inaii are selected from the general populace by the herd leaders. The divine constables serve as a police force, settling arguments among the populace and guarding the idol of Utok (Face 4, area B). Despite the title, constables have no special powers; however, their sharp hooves (honed on the whetstone cliffs; Face 1, area D) inflict more damage (+1) than other inaii's. Like the general populace, the constables obey the orders of the herd leaders. Divine constables have white coats and blue hooves.

Into the Sun

Read the following after the PCs' ship has disappeared into the pyramid sun's portal (most likely from encounter 17 in Chapter Three).

Is this paradise? A moment ago, you were surrounded by the blackness of space, heading toward a flaming green sun. Now, you're at rest in a meadow of wildflowers, in a place as warm and bright as a spring day. White clouds drift lazily across the sky. A gentle breeze carries the sweet fragrance of violets and roses, mixed with the aroma of fresh strawberries.

But this isn't just a bucolic scene. As you gaze across a chain of rolling green hills, you realize that you're inside an immense chamber shaped like a pyramid, each face perhaps 300 miles long. There is no horizon; instead hills and mountains hang above you, spreading wider as they recede. The drifting clouds alternately obscure and reveal this inverted terrain. Angling off to your right, another face flickers with green flames, similar to those of the pyramid sun. Yellow groves stretch at a dizzying slant to your left.

A flock of winged creatures soars in the distance. One of the creatures leaves the flock, swooping in your direction, revealing itself as a magnificent white stallion with immense feathered wings. The creature circles once, then returns to its flock, vanishing into the clouds.

The PC's ship has landed in area A of Face 1 (see the Map Key below). If the PCs have already arrested Tolivin, proceed to "Exploring Myyn." If they haven't arrested Tolivin, go to the "Traitor Revealed."

Note to the DM: The "Traitor Revealed" section assumes the scro have preceded the PCs into Myyn by at least 24 hours, meaning Tolivin managed to tell the scro at least one day ago (via hummerfly) that the witchlight key is located in Myyn. If this couldn't have happened in your version of the adventure (for instance, if Tolivin has been unconscious for the previous week), then head to the "Exploring Myyn" section, even if the PCs haven't arrested Tolivin. The PCs may arrest Tolivin later, but they won't get credit for the arrest in the Epilogue at the end of the adventure. (As far as the elven executive council is concerned, Tolivin gave too much information to the

DM's Note: Concepts such as "north" and "south" have no meaning for the residents of Myyn; compass directions in the text are for the DM's convenience only.

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scro; the council doesn't feel a special reward for his arrest is warranted.)

Exploring Myyn

After their arrival, the PCs may explore the various faces of Myyn, either on foot or by ship. The ship can land safely in any clear area, as shown on the map.

Proceed to the "Official Reception" section when one of the following conditions occurs:

- The PCs use dramatic displays of force (such as repeatedly blasting *lightning bolts* or *fireballs* at any Myyn landmark) to attract attention to themselves.
- In the DM's opinion, the PCs have seen as much of Myyn as they need to see.
- The DM senses the PCs are bored or frustrated and are ready to move on.

Inaii Reaction

Inaii wander everywhere, grazing in the groves, snoozing in the meadows, racing each other through the skies. Occasionally, a divine constable flies by to check out the party, then soars away. The inaii aren't particularly afraid of the PCs, but generally avoid them, viewing the party as carriers of dirt and germs; physical contact with a PC requires a dip in a pond to wash off the filth.

The inaii don't care about the PCs' problems, have no interest in who they are or where they came from, and know nothing about the witchlight key. The inaii hope that by ignoring the PCs, they can convince the intruders to go away and leave them alone. If the PCs attack an inaii, he defends himself with his hooves and teeth, escaping at the earliest opportunity. If necessary, a sizeable number of divine constables arrive to break up the fight and convince the PCs that aggression can get them nowhere.

If the PCs are polite and keep their distance, an inaii reluctantly talks to them. A typical inaii speaks in a high voice, with the diction and intelligence of a 10-year-old child. It responds with answers of one or two words, eager to end the conversation as soon as possible. The inaii identifies the various features of

Myyn as indicated below ("Inaii ID"). It has no additional information for the PCs, responding to other questions with "That's dumb," "Leave me alone," or "You smell bad."

Common Features, All Four Faces

Clear Areas

Ships can land anywhere in these areas of rolling hills, green grass, and wild flowers.

Fields

Tall grass, high weeds, colorful butterflies, and nothing of interest.

Ponds

These freshwater ponds average 10d2 feet deep. Schools of tiny goldfish swim freely in the ponds. Aside from a yellowish tinge and a slight aroma and taste of mint, the water is normal. (Inaii ID: "Water, stupid.")

Perch Forests

These forests consist of leafless trees, 100-200 feet tall, with white bark. Inaii enjoy perching in the high branches, contentedly watching the world go by. Mice, squirrels, and other small animals scamper playfully among the trees. (Inaii ID: "Trees for sitting.")

Yellow Groves

Plants resembling 20-foot-tall bamboo shoots grow thickly in these groves. The stalks are bright yellow and about 3 feet in diameter. They smell strongly of strawberries. The plants, called chollo, are the sole food source for the inaii. In any given grove, dozens of inaii munch away on the chollo. One chollo plant supplies a month's worth of food for one inaii. There are untold thousands of these plants growing in groves all across Myyn. The PCs may sample the chollo if they like; the plants are delicious and filling, tasting like ripe strawberries. (Inaii ID: "Chollo. Food.")

If the PCs examine a chollo grove closely, they

Inaii, herd leaders (pegasus): Int average; AL LN; AC 6; MV 18, Fl 36 (C); HD 4; hp 28; THACO 17; #AT 3; Dmg 1-8/1-8/1-3; SA can attack opponent from behind to inflict 2d6 points of damage (but can't use any other attacks that round); can dive at opponents from 50 feet or higher to use hoof attacks; each attack roll is +1 and does double damage; SZ L; ML 8; XP 175

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may make two interesting discoveries.

First Discovery. Patches of bare ground are randomly distributed among the chollo groves. Any PC with the Agriculture proficiency (or any PC making a successful Intelligence check) determines the bare soil is identical to soil elsewhere in the grove, perfectly suitable for healthy plants; there's no obvious reason why chollo shouldn't be growing here.

Second Discovery. Most of the chollo have one or two dark brown spheres hanging from the top. The spheres are 1 foot in diameter and resemble coconuts. Any PC with the Agriculture proficiency (or any PC making a successful Intelligence check) determines that each sphere is actually a seed, capable of generating a single new chollo plant. The seeds fall from the trees, roll a few feet before coming to a stop, then eventually take root in the soil. The seeds are edible, but tough and sour. If the PCs further study the grove, they determine that 40% of the chollo have one seed, 25% have two seeds, and 35% have no seeds.

Note to the DM. The irregular distribution of seeds is a result of the transformed sun. In the old days, the yellow chollo produced upwards of a dozen seeds each. Now, the chollo aren't reproducing fast enough to replace themselves, which can be verified by calculating the number of seeds produced by a typical group of plants. For example, a grove of 100 chollo produces only 90 seeds, not enough to replenish the grove.

Because of the profuse number of groves, it will take decades, perhaps centuries, for the inaii to suffer in any significant way from the chollo depletion, although there are already bare patches of ground where chollo used to grow, but don't anymore (see the "First Discovery" above). Note, however, future generations of inaii are in big trouble, since it's only a matter of time before the yellow chollo die out altogether. The current generation of inaii don't realize this (though some of the herd leaders do; see the "Purple Groves" section below).

It's not important for the PCs to figure this out right away; in fact, it's unlikely they find anything particularly interesting about the yellow chollo

groves before they meet the Fellowship of the Red Sun ("Audience with the Fellowship" below).

Purple Groves

Purple chollo, similar to the yellow chollo, fill these small groves. The purple chollo smell strongly of bananas. Unlike the yellow groves, these are tightly packed with plants; there are no patches of bare ground. All of the purple chollo have at least two seeds at the top, and some have as many as a dozen (PCs can identify the seeds as described in the "Yellow Grove" section). No inaii are found in any of these groves, since they believe the purple chollo are poisonous. (Inaii ID: "Poison!")

Despite what the inaii believe, the purple chollo plants are nonpoisonous and delicious, tasting like bananas, sweeter and juicier than the yellow chollo. The purple chollo seeds are also quite tasty, tender, and sweet. If the PCs offer a purple chollo plant to an inaii, the inaii shrieks in terror and flies away as fast as he can.

Note to the DM: The herd leaders promote and encourage the idea that the purple chollo are poisonous, a falsehood unquestioningly accepted as fact by the general populace and divine constables. That the purple chollo are not only edible but more nutritious and better tasting than the yellow chollo is a closely guarded secret among the herd leaders. The transformed sun didn't affect the purple chollo's seed production; therefore, the herd leaders are assured of a steady food supply for generations to come. The leaders suspect that shortages of yellow chollo may occur in the future, but they aren't particularly concerned; the general populace has to fend for itself.

As with the "Yellow Groves" information above, the PCs are more likely to realize the implications of the purple chollo after meeting the Fellowship of the Red Sun (in the "Audience with the Fellowship" section).

Special Encounter

Most of the events of this chapter require investigation and negotiation rather than violent confronta-

Inaii, general populace (pegasus): Int low; AL LN; AC 6; MV 24, FI 48 (C); HD 4; hp 25; THAC0 17; #AT 3; Dmg 1-8/1-8/1-3; SA can attack opponent from behind to inflict 2d6 points of damage (but can't use any other attacks that round); can dive at opponents from 50 feet or higher to use hoof attacks; each attack roll is +2 and does double damage; SZ L; ML 9; XP 175

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tion. If your PCs are "itching for" a fight, feel free to run this encounter anytime.

A flock of 2d8 divine constables drop from the sky and surround the party. Young and arrogant, these constables are eager to prove their skills as protectors of the general populace. The constables demand to know the party's business in Mynn. Regardless of the party's response, the constables snort that their answers aren't good enough. "You think you're tough? We'll show you who's tough."

The constables close on the party, attacking with their hooves and teeth. Any constable who loses half his hit points also loses his taste for combat and flies away. If half the group flies away, the remainder also withdraw, regardless of how much damage they've suffered. If the PCs chase them down, the frightened constables apologize and ask for mercy. The constables have no information for the party.

Map Key

Face 1

A. Arrival Area. All objects entering the invisible portal surrounding the pyramid sun (see encounter 17, Chapter Three) are instantly transported to this meadow of wildflowers.

B. Exit Portal. This 5-mile-diameter pool of yellow light fills a shallow valley. Any objects or characters entering the pool are instantly transported to a random location on the edge of the invisible portal surrounding the pyramid sun (encounter 17, Chapter Three). Re-entering the invisible portal (which is within arm's reach) instantly transports the character or object to area A. (Inaii ID, said with a smirk: "Use it and find out.")

C. Refuse Portal. This portal resembles area B, except the light is orange. It functions like the Lukkum refuse portal (encounter 5, Chapter Three); any object or character entering the portal is instantly transported to Sohhoras (encounter 4, Chapter Three). The inaii dump all their waste here, including the bodies of dead inaii. (Inaii ID: "Garbage dump.")

D. Whetstone Cliffs. Scuffs and scratches cover these stoney white cliffs, where newly appointed di-

vine constables sharpen their hooves to fine points. (Inaii ID: "For the constables.")

E. Mud Pits. A different color of mud fills each of these shallow pits: one blue, one white, one red. Inaii dip their hooves in the mud, which hardens to protect their hooves like horseshoes. The colors also distinguish the various social classes; blue is for divine constables, white is for the general populace, and red is for the herd leaders. The mud has no value or special benefits for the PCs. (Inaii ID: "Hoof covering.")

Face 2

A. Rubble Piles. These circular piles of small stones average 10d3 feet high and 50d2 yards in diameter. Prior to the sun's transformation, these were clear areas where Empunatus dumped mountains of roach corpses from Delless (encounter 15, Chapter Three). The inaii fertilized the chollo fields with the corpses. But following the transformation, fertilization was no longer necessary, and the inaii covered these areas with stones so they wouldn't have to look at them anymore. Though current generations of inaii no longer remember what the rubble piles represent, they associate the piles with filth and never go near them. (Inaii ID: "Dirty filth.")

If the PCs spend a few hours scrounging among the rocks, they discover a few petrified roach corpses. If the party has been to Delless, any PC making a successful Intelligence check determines that the corpses are similar to the insects on Delless.

B. Seed Pits. This is a collection of empty pits, averaging 20 feet wide and 10 feet deep. In the old days, before the chollo fields were self-perpetuating, the inaii stored surplus chollo seeds here as insurance against bad harvests. Current generations don't remember how the pits were used. (Inaii ID: "Empty holes.")

If the PCs dig through the dirt at the bottom of a pit for a few hours, they discover a few pieces of shell resembling coconut fragments; if they've been to a yellow or purple chollo field, any PC making a successful Intelligence check identifies them as fragments of chollo seeds.

Inaii, divine constable (pegasus): Int low; AL LN; AC 6; MV 24, FI 48 (C); HD 5; hp 25; THAC0 15; #AT 3; Dmg 2-12/2-12/1-3; SA can attack opponent from behind to inflict 3d6 points of damage (but can't use any other attacks that round); can dive at opponents from 50 feet or higher to use hoof attacks; each attack roll is +3 and does double damage; SZ L; ML 11; XP 270

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Face 3

A. General Populace Residences. The inaii general populace, including off-duty divine constables, live in these ranges of low hills. Each family, consisting of about a dozen or so members, makes its home in a small valley. Crude roofs made of bushes and tree branches provide shelter from the sun and rain. There are always thousands of inaii in these hills, sleeping, eating, and playing. They collect no treasure, nor do they create art or craft objects; there is nothing of interest for the party. (Inaii ID: "Homes.")

B. Herd Leader Residences. The herd leaders and their families live in this mountain range. Their lairs are somewhat more luxurious than those of the general populace; each family has its own cave and private water pool. Most of the 500 herd leaders can be found in these mountains, engaged in activities similar to the general populace. There is nothing of interest for the party. (Inaii ID: "Leaders' homes.")

C. Natural Amphitheater. A broad plateau is located in the highest portion of the mountain range. North of the plateau is an immense curved stone cliff, which amplifies the voice of any speaker standing before it, enabling the speaker to be heard clearly a hundred yards away. The herd leaders hold meetings in this area; otherwise, it is usually deserted. (Inaii ID: "Meeting place.")

Face 4

A. Green Flames. Long fingers of flickering green flame rise from these areas, which resemble the outer surface of the pyramid sun. The magical flames are only about 80 degrees F., posing no risk to the characters. The flames also have a physical substance; falling in the flames is like landing in a soft bed of feathers.

The green flames moderate Mynn's temperature, and regulate gentle rainstorms, which occur like clockwork once every two weeks. The flames also provide nourishment for the yellow and purple chollo; the inaii don't have to maintain the crops. In the old days, the flames were red, the weather was erratic, and the crops required constant care, including the application of roach fertilizer brought by Em-

punatus. The vast majority of inaii have no idea that their world was once different. (Inaii ID: "Warm fire.")

B. Utok Idol. This is a 100-yard-tall red granite statue of Utok (see the "DM's Background" in Chapter Three for more about Utok). The statue resembles a humanoid male with a pair of immense feathered wings sprouting from his back and a horse's head with a broad, comical grin.

Wide beams of green light shine from the idol's eyes into the green flames (A). The beams are responsible for transforming the red flames to green, which in turn caused the pyramid sun to change from red to green, resulting in the devastation of Shadowspace. The beams aren't harmful—a PC can stand in front of one, feeling nothing but a tingle—but their energy can penetrate any substance, making it impossible to block the beams from reaching the flames. Even the power of a *wish* does nothing but reduce the intensity of the beams by an insignificant amount. The idol itself is AC 1 and is 90% magic resistant. Should the PCs inflict 200 points of damage against the statue, it crumbles and falls, but the "heart" (described below) and the eyeballs hover in place, suspended in midair and continuing to broadcast beams. (Inaii ID: "The god Utok.")

Secured to the idol's chest is a diamond-shaped object about 10 feet wide. The object appears to be made of undulating silver jelly. It pulsates like a heart, sounding like a low drum beat. The beats are audible a mile away.

This object is the witchlight key, which provides power to the idol, enabling it to generate its eye beams. The key is magically secured to the idol; only the touch of a herd leader can remove it. Even the power of a *wish* does nothing but loosen it slightly. As long as it's secured to the statue, the key is as insubstantial as an *illusion*.

If removed by a herd leader, the key acquires the texture of soft clay; it weighs only about 25 pounds and has AC -5, 20 hp, and 90% magic resistance. Removed from the idol, the key continues to throb like a heart, but its beats are no longer audible. (Inaii ID: "Utok's heart.")

Over a thousand divine constables always lounge

Excerpt from *My Life in Space: the Military Philosophy of Admiral Fensten Gry*: "Regardless of the provocation, citizens are never as anxious to go to war as their leaders."

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within a few hundred yards of the idol, circling the sky or grazing in a nearby field. The constables remain alert for any intruders who might threaten the idol or the key. Make it clear to the PCs that enough constables are available to thwart any direct attacks against the idol.

With the exception of the elder herd leaders, none of the inaii understands the relationship of the key to the color of the sun, nor are they aware of the effects of the key on the rest of Shadowspace.

Official Reception

The party draws the attention of a flock of 50 herd leaders, who drop from the sky and gently land on a nearby hill. The herd leaders approach the party in a friendly manner, eyeing them curiously. One of the flock identifies himself as “Ussuf, a leader of my people.” Unlike the general populace, Ussuf speaks in complete sentences and is noticeably brighter, on par with a typical adult human. He asks the PCs their business in Myyn. If the PCs decline to speak with the herd leaders, they shrug and fly away, hoping the party eventually leaves Myyn of its own accord; proceed to “Audience with the Fellowship” below.

If the PCs ask about the witchlight key, Ussuf asks for a description, then says, “Ah, I know it well. You speak of the heart of Utok.” If the PCs explain their quest, or ask for assistance of any kind, Ussuf listens politely but impassively, then suggests the PCs present their case to an assembly of all the herd leaders. He gives them directions to the amphitheater (Face 3, area C), telling them they can address the herd leaders first thing in the morning. Until then, the PCs are free to explore Myyn, “although I don’t think there’s much here to interest you and your kind.” The herd leaders have no other information for the PCs; they take to the air, vanishing into the clouds.

The PCs may spend the day any way they wish; the time passes uneventfully. If they go to the amphitheater the next morning, proceed to the “Petitioning the Herd Leaders” section. If not, go to the “Audi-

ence with the Fellowship” section.

Petitioning the Herd Leaders

When the PCs arrive at the amphitheater (Face 3, area C), they find Ussuf waiting for them near the curved stone cliff, along with a few of the herd leaders who met the PCs the day before. Hundreds of herd leaders have assembled in the grassy fields that sprawl before the stone cliff. Though a few of the herd leaders stare at the PCs expectantly, most are idly licking their coats, laughing at the young leaders wrestling in the grass, or sleeping soundly.

Ussuf tells the PCs to talk as long as they want, assuring them that their voices will carry to all of the herd leaders. Any or all of the PCs are free to speak, as determined by the party. “Just let me know when you’re done,” Ussuf says, and backs away.

The PCs’ voices boom like thunder, echoing off the curved stone cliff. Several herd leaders in the crowd yawn during the PCs’ speech; some fall asleep. If the PCs ask questions, the herd leaders look at them blankly; Ussuf urges the PCs to continue speaking. “We don’t have questions and answers in this forum. Just make your point and tell me when you’re finished.”

Results

What happens when the PCs finish depends on what they’ve talked about.

If the PCs Don’t Discuss the Witchlight Key

The herd leaders have no interest in whatever the PCs have to say; the herd leaders are oblivious to the PCs’ problems and concerns. After the PCs wrap up, a leader calls from the crowd, “Is that it?” Ussuf thanks the leaders for coming. He also thanks the PCs, wishes them well, then flies away himself; having given the PCs a chance to speak their minds, the leaders assume that now the intruders will go away.

Mandar’s Lore: “To horse traders, the most important part of a horse is its feet. Without good feet, a horse isn’t much good for anything but dog food.”

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If the PCs Discuss the Witchlight Key

To obtain the witchlight key, the PCs most likely have to enlist the herd leaders' cooperation. This isn't easy. If the PCs tell about the devastation of Shadowspace, or otherwise appeal to the herd leaders' altruism, the effort fails dismally; the herd leaders don't care about anyone or anything other than themselves. Likewise, since the herd leaders have little interest in treasure or other material possessions, efforts to negotiate a trade also fail. (Make an exception if the PCs offer a genuinely spectacular trade, such as a magical item for each of 50 herd leader families. An approach similar to the one taken by the scro—described in the "Traitor Revealed" section below—may also work.)

Three approaches are likely to convince the leaders to help the PCs get the key. Note that the PCs may need to experience the "Audience with the Fellowship" section below before they have enough information to attempt the second or third approach.

1. Threaten Them with Violence. The leaders aren't easily intimidated, but if the PCs come up with an especially impressive threat (in the DM's opinion), they agree to help the PCs get the key.

The DM should be demanding. Don't accept a threat that's half-baked ("We'll send 20 ships to blow you up. Or maybe 1,000"), poorly conceived ("We'll find a way to shut off your sun, and you'll freeze to death"), or patently absurd ("If you don't give in, we'll stand up here and keep talking until we bore you all to death"). An effective threat should be detailed, imaginative, and frightening. ("You should know that we saved the life of a radiant dragon last year. The dragon was choking on a pegasus—he'd eaten a dozen that day and they were getting hard to swallow. He owes us a favor. He has a big family, and they're all hungry. I've got part of his spirit inside this silver ring. I can summon him in a second.") Perhaps they can find a creative use for the *dragon flag*.

2. Expose the Secret of the Yellow Chollo. If the PCs have figured out that the yellow chollo aren't replenishing themselves (because of the reduced number of seeds; see the "Yellow Groves" section of the Map Key) and tell the leaders, the inaii become nervous. The leaders don't particularly care about the general populace, but fear the populace may revolt if they learn their food supply is at risk. The leaders will do anything to keep this quiet, including helping the PCs get the key.

But to convince the leaders, the PCs have to offer hard evidence; otherwise, the leaders won't take the PCs seriously. The DM should insist the PCs explain the situation in detail, perhaps using a numerical example similar to the one given in the "Yellow Groves" section.

3. Expose the Secret of the Purple Chollo. The PCs may have figured out that the herd leaders manufactured the myth that the purple chollo is poisonous to reserve these crops for themselves. If confronted with this accusation, the leaders panic; the general populace is certain to revolt if word gets out. The leaders offer to help the PCs obtain the witchlight key if they promise not to tell the general populace about the purple chollo.

Again, the DM should insist that the PCs present compelling evidence to support their accusation. For instance, they may have a witness who has seen a herd leader eat the chollo (as a result of the "Audience with the Fellowship" section below). They may have brought a purple chollo plant with them to eat in front of the assembled leaders, dramatically demonstrating that the purple plants aren't poisonous.

The PCs might point out the difference in seed production between the yellow and purple chollo and explain the implications (the purple chollo are self-perpetuating; the yellow aren't).

What Next?

If the PCs fail to convince the herd leaders to help them obtain the key, the leaders send them on their way. Proceed to the "Audience with the Fellowship" section below.

If the PCs convince the herd leaders, about 50 leaders rise from the audience and approach Ussuf. They gather a few yards from the PC to discuss their options. The discussion is quite heated, and PCs who listen carefully may be able to overhear bits and pieces.

Several of the leaders object to turning over the key. "Maybe the aliens are bluffing." A few leaders suggest killing the PCs, but this idea is considered dangerous; "Who knows if more aliens will follow? And they're very powerful. Did you see their boat?"

Use this roleplaying opportunity to enliven the negotiations—how fast do the PCs fly off the handle when overhearing debate about their own murders? What can they do in the face of such overwhelming odds? Play up the tension. Make 'em sweat. Reward grace under pressure with more enthusiasm, or respect, or cooperation, from the leaders.

Ultimately, the leaders reluctantly decide they have no choice but to cooperate. Go to the "Obtaining the Key" section.

Audience with the Fellowship

Following the party's address to the herd leaders,

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a dozen general populace inaii approach. They ask to speak privately with the PCs. These inaii seem friendly but nervous. Their grizzled coats are flecked with gray, and their eyes are tired; they appear older than most inaii the PCs have encountered so far.

Ignoring the Fellowship

If the PCs decline to speak with these inaii, the inaii fly away; the encounter is over. The PCs are free to continue exploring Myyn; if they come up with a new approach to convince the herd leaders, run the “Petitioning the Herd Leaders” section again. If they are wandering clueless and bored, it’s time for the scro to show up. The next time the party enters Face 1, go to the “Traitor Revealed” section.

Befriending the Fellowship

If the PCs agree to speak with the grizzled inaii, the group introduce themselves as members of a secret society called the Fellowship of the Red Sun. They show the PCs the bottoms of their hooves; a triangle has been etched into each hoof and colored red with mud (the PCs may have discovered the remains of a Fellowship member on Sohhoras; see Chapter Three, encounter 4).

The Fellowship inaii are no brighter than the other inaii, but they are much friendlier and more earnest. The spokesman, an elderly inaii named Tirus, says that he and his companions were impressed with the PCs’ speech to the herd leaders. (If the PCs haven’t yet spoken to the leaders, the Fellowship has been secretly observing the party and has decided that they share a common interest.) Tirus explains that the Fellowship wants Myyn to be rid of Utok and his heart and is dedicated to returning Myyn to the good old days of the red sun. “Inaii were better in those days. They had to work for their food. It made them stronger and smarter. Maybe we can be strong and smart again someday.”

The Fellowship learned about the red sun from legends told by their grandparents. “The legends have passed though our families for generations.

Would you like to hear them?” Tirus can tell the story of Empunatus, Utok, and the red sun (paraphrase the information under “Fall of Shadowspace” in Chapter Three.)

Tirus believes that removing the heart from Utok will change the flames (Face 4, area A) from green back to red, and initiate a return to the old days—a time when the weather was less reliable, Empunatus brought insect corpses to fertilize the crops, and the inaii had to raise and harvest the chollo crops themselves.

“Unfortunately,” says Tirus, “only the herd leaders can remove the idol’s heart. But we will help you any way we can.” He invites the party’s questions.

Questioning the Fellowship

The Fellowship answers the party’s questions as follows. The DM may have the Fellowship volunteer any information he feels the party should have.

What do you know about the witchlight: key? The witchlight marauder? Tirus knows nothing of these things.

What exactly is the ____? If the PCs ask about any location described in the Map Key, Tirus explains its function in general terms. He doesn’t know the secrets of the purple or yellow chollo (see “Notes to the DM” in their respective entries), nor does he know the significance of the rubble piles or seed pits (Face 2, areas A and B).

Who are the inaii with the brown spots? The blue hooves? Tirus explains the social order (as described under “About the Inaii”) and the function of the mud pits (Face 1, area E).

Can we attack the leaders or the idol? “Impossible. There are too many divine constables.” (He’s right.)

Is there any way to rally the other inaii to our cause? “They don’t want change. They’re lazy and stupid. They don’t believe us, anyway.” (The other inaii regard the Fellowship as aging crackpots.)

Will you talk to the herd leaders for us? “No use. They won’t listen to us.” (Correct.)

How can we get the key? “You have to convince

Mandar’s Lore: “You can tell a horse is bad-tempered if he goes for your teeth when he kicks you from behind.”

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the herd leaders. It's the only way." (He's probably right.)

Questioning the Party

When the PCs finish their questions, Tirus has some questions of his own. "You are smart and have been to many places. Maybe you can answer some questions for us."

First, Tirus says he's noticed a few areas in the yellow chollo fields are barren. "How could this be?" he wonders. "The herd leaders assured us that the yellow chollo fields would always be plentiful, yet there are empty spots in the fields. Is there something wrong with the soil? Are the gods punishing us?"

The PCs may have noticed such barren areas themselves; if not, Tirus takes them to a nearby field and shows them (see "Yellow Groves" above). Tirus isn't bright enough to understand the relationship between the number of seeds and the eventual depletion of the yellow chollo; the PCs have to figure this out themselves, and then explain the relationship to the inaii.

Tirus is stunned and horrified. "If the general populace ever learned of this, they'd surely panic!" (The party's attempts to share this with the general populace fall on deaf ears, but the herd leaders may be more receptive; see the "Petitioning the Herd Leaders" section.)

Second, Tirus says he's spotted herd leaders eating the purple chollo. "It was very late. No one else was around. I couldn't believe my eyes, so I went back the next night. There they were again! Why would our leaders eat poison? Are they despondent? Insane?" The PCs won't see the leaders eat purple chollo now—the leaders are too sneaky—but Tirus takes them to the nearest purple chollo field and shows them that several plants bear inaii teeth marks. Of course, the purple chollo aren't really poisonous (see the "Purple Groves" entry in the Map Key) which the PCs can demonstrate to the wide-eyed Fellowship by eating some themselves. With gentle persuasion, the PCs may be able to convince Tirus to take a bite; he'll do so with eyes closed, ex-

pecting to drop dead.

Tirus is amazed and baffled that the purple plants are safe to eat. "What happened? Did the gods take the poison away?" (It won't occur to the Fellowship that the herd leaders have been lying to them, but if the PCs figure this out themselves, the information may help them recover the key; see the "Petitioning the Herd Leaders" section.)

Now What?

The Fellowship can't do anything else for the party; they wish them luck, then fly away. If the PCs want to speak with the herd leaders again, they can flag down any passing leader and arrange a meeting the next morning; run the "Petitioning the Herd Leaders" encounter again. Otherwise, the adventure continues as described in the "Ignoring the Fellowship" section above.

Obtaining the Key

If the PCs convince the herd leaders to help them get the key, a flock of about a dozen leaders accompany the PCs to the Utok idol (Face 4, area B). Two leaders fly to the silver diamond in Utok's chest and gently dislodge it. Utok's eye beams disappear, and the green flames (area A) begin to sizzle and spark, frightening the hordes of divine constables who've been nervously circling overhead. The leaders reassure the constables, telling them that "we are at the dawn a new age. This is the, uh . . . will of the gods."

No sooner do the leaders give the key to the PCs than the sky darkens and the rumble of thunder fills the air. Lightning crackles across the clouds and rain begins to pour, lightly at first, then in torrents. Any PC making a successful Intelligence check realizes this is no more than an ordinary thunderstorm, albeit a strong one. As the wind begins to roar, a leader shouts at the PCs, "You better hurry. Our citizens are starting to get nervous." (The removal of the key disrupted the normally stable weather in Myyn, causing the first thunderstorm in generations.)

The general populace has never experienced such

Mandar's Lore: "If a horse is interested in what you have to say, he tends to hold his head up."

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violent weather. They begin to panic; most dart for cover, and some soar through the clouds in random directions, shrieking for the rain to stop. Several flocks of angry constables follow the PCs, convinced that the party is responsible. The leaders do their best to calm the inaii, but their efforts are in vain.

About 15 minutes after the storm begins, an inaii flock swoops from the sky and attacks a random PC. Treat the flock as a 10 HD monster; a successful attack inflicts 3d8 points of damage. A PC actively defending himself suffers half damage; a PC who is *invisible* or taking similar defensive precautions has no chance of being attacked. Only one flock attack is made per round; that is, only one PC in the party is attacked per round. Attacking a flock is futile; there are simply too many inaii for the party to deal with effectively. The attacks persist until the PCs' ship leaves through the exit portal (Face 1, area C); the inaii don't follow the PCs through the portal.

Proceed to the "Aftermath" section.

Traitor Revealed

Just south of the exit portal (Face 1, area B), thousands of inaii are gathered on a grassy plain, surrounding a spelljamming craft resembling a scorpion; PCs who participated in the previous adventure, *Goblins' Return*, can recognize it as a scorpion ship. As the PCs get closer, they see a 6-foot-tall goblinoid standing on the ship's hull. He has a dull gray hide, a blunt snout, and an eye patch covering his left eye. PCs who participated in *Goblins' Return* recognize Morkitar, a scro warpriest of exceptional skill and cunning (see Appendix for statistics).

About two dozen smaller goblinoids, dressed in military uniforms, wield scimitars and short swords in his retinue (scro warriors; see the Appendix for details). A hundred or so herd leaders wait patiently in line before Morkitar, who is distributing silver necklaces strung with chunks of copper, quartz, and other metals and minerals. The air is thick with divine constables, hovering protectively around the goblinoids and herd leaders. Thousands of inaii (general popu-

lace) watch the proceedings from a distance, relaxing in the grass and sitting in perch trees.

Near Morkitar and his aides, about a dozen constables guard a diamond-shaped object about 10 feet wide, which appears to be silver jelly. It beats like a heart. (This is the witchlight key.)

The constables watch the PCs closely for any sign of aggression. If the party takes any violent action against Morkitar, the scro, or any of the inaii, a flock of constables immediately intervenes. Reinforcements are available in sufficient number to discourage the party from continuing their attacks.

As soon as the PCs make their presence known, Morkitar makes his way through the crowd and approaches them, heavily guarded by scro and constables. He eyes the PCs up and down, then sneers, "Too late, elf-loving scum. The witchlight key is mine." Morkitar then shouts, "Tolivin! Come!" Tolivin runs to Morkitar's side. "Well done, comrade," the scro chortles. "I knew they'd be too stupid to find you out." Tolivin grins broadly.

Morkitar turns away from the PCs, his arm around Tolivin. Morkitar refuses to negotiate with the PCs; scro and inaii bodyguards ensure his safety as he and his crew return to the scorpion ship to resume passing out necklaces.

Note to the DM: When Morkitar and the scro arrived in Myyn yesterday, they demanded an audience with the herd leaders and insisted that the leaders hand over the witchlight key. Intimidating the leaders didn't work, so Morkitar chose to buy them off, offering every leader an "amulet of invincibility," a magical item Morkitar claimed would give them eternal life and protect them from all harm. As a gesture of good faith, Morkitar gave Ussuf the first amulet, then demonstrated its power by thrusting a lit torch into Ussuf's face. Ussuf was unharmed. The impressed leaders agreed to the deal.

Earlier this morning, the leaders removed the key from the Utok idol and brought it to the scorpion ship, promising to turn it over once all the leaders had their amulets. The key's removal caused thunderstorms lasting for several hours (as described in the "Obtaining the Key" section above), but the lead-

Scro crewman: Int high; AL LE; AC 4; MV 9 (12); HD 3; hp 17; THACO 18; #AT 1; Dmg 1-8 (scimitar) or 1-6 (short sword); SA armor spikes (1d4 points of damage to any victim the scro smashes against); SZ M; ML 15; XP 270

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ers soothed the panicked populace by telling them that the scro were messengers from Utok and all would be well.

In fact, Morkitar is tricking the leaders. The amulet given to Ussuf is similar to a *ring of fire resistance* and has no other protective properties. The remaining amulets are all fakes, made of florescent stones and other mineral chunks; they have no magical properties whatsoever.

Exposing the Scro

The PCs have two hours to prevent the scro from escaping from Myyn with the witchlight key. At the end of that time, Morkitar has finished handing out the amulets; the leaders then turn over the key, and Morkitar leaves for the Gamaro Base.

The scro and the constables prevent the PCs from taking the key by force. The methods described in the "Petitioning the Herd Leaders" section above are also useless; with their "magic" amulets, the leaders feel they have nothing to fear from the PCs, or from a revolt of the general populace.

The most likely way to thwart Morkitar is to convince the herd leaders the amulets are phony. Any leader proudly shows off his amulet to the PCs if asked, though he won't remove it from his neck. The PCs can expose the fake amulets by asking a leader to submit to a test; for example, allowing a PC to poke him with a sword. Of course, a PC may forego permission and attack a leader by surprise, perhaps tossing a stone at him. The leader, of course, feels the pain just inflicted. The leader asks to repeat the test, which results in more pain. Suspicious leaders then bite and kick each other to test their amulets; the results are the same.

If the PCs Expose the Phony Amulets. The leaders demand an explanation from Morkitar. Morkitar mumbles excuses while quietly ordering his troops aboard ship; he has no desire to face the inaii's wrath. At the earliest opportunity, the scorpion retreats into the exit portal and disappears.

The constables prevent the PCs from attacking Morkitar and his ship; the inaii have no desire for a

bloody battle on their territory. (This head start means the scorpion escapes the PCs, should they pursue.) Once the scorpion is gone, the constables replace the key in the Utok idol. The inaii resume their normal activities, ignoring the PCs, hoping they go away of their own accord.

Go to the "Exploring Myyn" section earlier in this chapter; the PCs are now free to attempt to get the key themselves.

If the PCs Don't Expose the Phony Amulets. In two hours, the leaders hand over the key. Morkitar and the scro exit Myyn via the portal, with hundreds of constables preventing the PCs from interfering; the scorpion has enough of a head start to keep the PCs from catching up with them.

The PCs are now free to explore Myyn, though it won't do them much good. When the PCs leave Myyn, proceed to the "Aftermath" section.

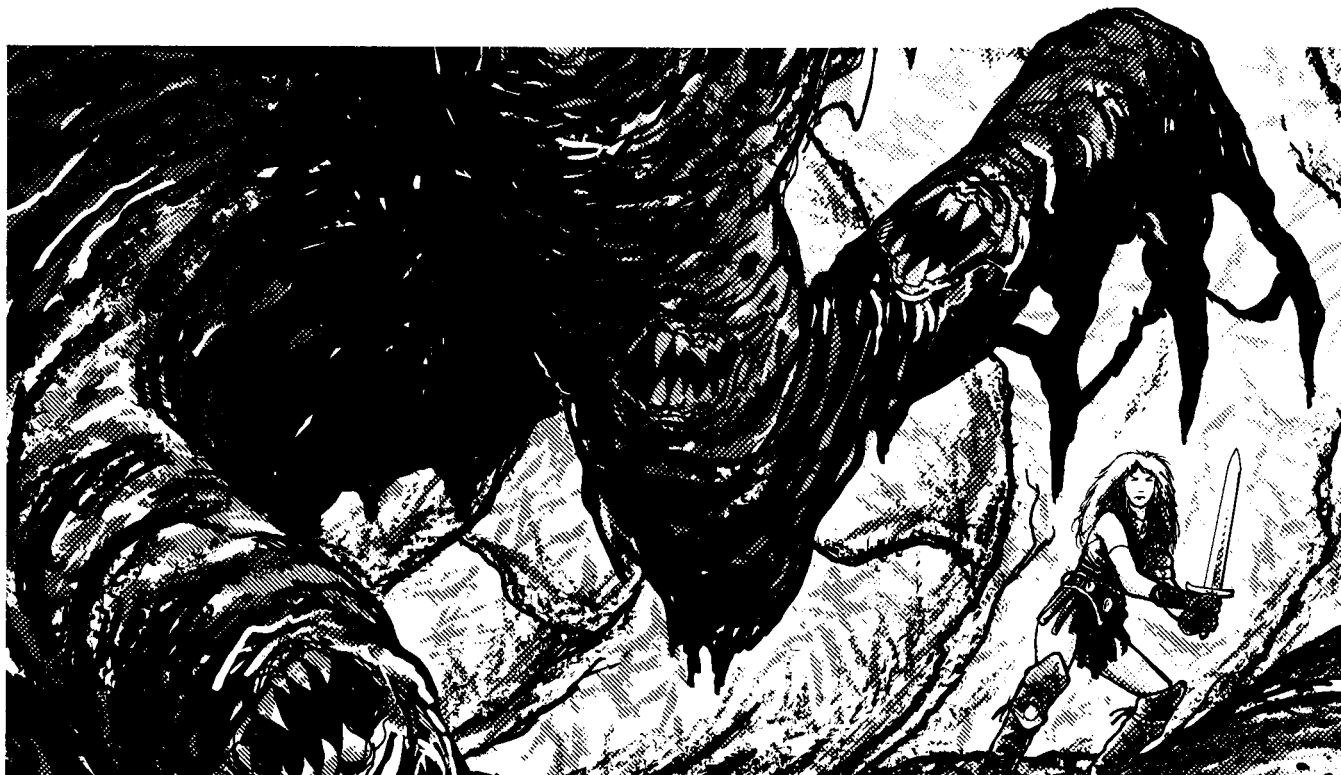
Aftermath

When the PCs leave Myyn through the exit portal (Face 1, area C), they notice the green flames of the pyramid sun are already flecked with red. Should the PCs return to Shadowspace in the future, they may also discover the following changes:

- The pyramid sun is now completely red.
- The planets have swollen to their original spherical shapes and have resumed orbit around the sun. (The plants on the shattered chunks of Ivussus—Chapter Three, encounter 6—are now growing, their roots already entwining the chunks together. Eventually, the planet reshapes itself into a sphere.)
- Empunatus is active, carrying vital materials between the planets.
- In Myyn, the inaii are developing agricultural techniques similar to those of their ancestors, enabling them to plant, fertilize, and harvest the chollo crops without the aid of the Utok idol. They're getting along fine.

Excerpt from My Life in Space: the Military Philosophy of Admiral Fensten Gry: "The outcome of a war makes no difference to the dead soldiers."

Chapter Five: Morkitar and the Marauder



This chapter features the final confrontation at the Gamaro Base in Moragspace, a crystal sphere dominated by the scro and their allies. Use the Gamaro Base Map (on the DM's color map). The tactical hex map from the SPELLJAMMER™ boxed set may also be helpful.

The adventure continues with the "Approaching Gamaro" section below.

Goals

If the PCs have the witchlight key, they need to activate the dormant witchlight marauder in the Gamaro Base. If the PCs don't have the key, they can attempt to defeat the scro who've taken control of the marauder.

Note to the DM: In this chapter, distances measured in hexes refer to the scale on the tactical map in the SPELLJAMMER boxed set.

About Moragspace

Moragspace is a small crystal sphere that once comprised a set of flourishing planets in orbit around a flat sun. But centuries of conflict and hostile monsters have taken their toll on the sphere. Nothing remains of the planets but broken fragments and chunks of rock. Few natives still survive. Moragspace is bleak, empty, and quiet.

About the Gamaro Base

The Gamaro Base consists of the shell and skeleton of a gamaroid, a gigantic turtle-like creature (those interested in gamaroids should consult the ninth volume of the *Monstrous Compendium*). The base covers a four-hex area (2 × 2 in a diamond pattern); its air envelope extends 7,500 feet from front to back and 1,500 feet top to bottom. The shell of the base is 100 feet thick, as tough as stone.

If your party played *Goblins' Return*, they'll know how much damage they did to Gamaro. The following description outlines the destruction of the base—eliminate any "overkill" if the PCs did a thorough job in their previous mission.

The base was once home to hundreds of scro and their allies, along with a sizeable scro spelljamming fleet. Recently, however, on-going feuds among the various factions erupted into an all-out war, climaxing with the introduction of a deadly fungus whose spores killed virtually every living thing in the base, including the hobgoblins who released it. The survivors abandoned the base, taking everything of value with them. The killer fungi subsequently died out.

A few dedicated troops—including those led by the warpriest Morkitar—continued the search for the witchlight key. Meanwhile, the base itself lay in ruins, the witchlight marauder still dormant inside. Though the base is unguarded, Morkitar is comfort-

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able that the marauder is safe; without the witchlight key, activating the marauder is impossible.

Approaching Gamaro

After the PCs leave Myyn (at the end of the previous chapter), they may exit Shadowspace by passing through the crystal sphere; note that if they don't leave by the clear opening (see Chapter Three, encounter 2, area C), they risk a shadow attack. After leaving Shadowspace, the PCs enter the phlogiston. The trip to Moragspace lasts 1d4 + 5 days. This leg of the journey is without incident.

Passing through a crystal sphere, the PCs enter the bleakness of Moragspace. Following the directions of Silanos, they soon approach the carcass of an immense turtle-like creature hovering in space; this is the Gamaro Base, identifiable from Silanos's description (or the PCs' previous adventure). The base is in bad shape; wisps of smoke rise from the top, the walls are dented and cracked, and the "head" section is crushed and bent beyond recognition.

If the PCs have the witchlight key, proceed to the "Map Key" section. If the PCs don't have the key, go to the "In the Hands of the Scro" section.

Map Key

Use the Gamaro Base Map (on the color map).

The PCs must now enter the Gamaro Base to locate the dormant witchlight marauder. The war among the factions left the base in ruins. Most of the chambers and passages have collapsed or are obstructed with debris. The forward bay, which corresponded to the turtle's mouth, has collapsed; the base's only entry way is the aft bay (area 1).

The map details the only accessible areas in the base. Those with the Gamaro Base Map from *Goblins' Return* can get an idea of the extent of the damage by comparing the two maps: area 1 corresponds to area 15 on the *Goblins' Return* map, area 2 to area 13, and area 3 to area 10b.

Thwarted in his efforts to recover the witchlight key, the scro warpriest Morkitar is waiting in a scorpion ship with two dozen scro for the arrival of the PCs (see Appendix for information about Morkitar, the scro, and the scorpion ship). The ship lurks inside a crevasse atop the base, out of sight.

1. Aft Bay

This was the main docking bay for the Gamaro Base warships. The east side of the bay consisted of enormous steel doors that could be rolled into place

to keep out intruders, but these doors have been reduced to scrap metal, leaving a hole about 200 feet in diameter. The PCs may leave their ship inside the bay while they explore the rest of the base.

The enormous chamber has a ceiling over 300 feet tall and enough room to house nearly a hundred ships. The remains of some of these ships litter the floor. PCs who examine the debris find twisted and scorched pieces of scorpion ships, hammerships, and galleons, along with dozens of scro, ogre, kobold, and hobgoblin corpses. Pink dust covers a few of the corpses; the dust is the remains of the fungus that ravaged the base. Anyone touching the dust must make a successful saving throw vs. poison or suffer 1d4 points of damage.

None of the ships are salvageable. There is nothing of value in the debris.

Doors on the north and south walls lead to various storerooms and dormitories, but the corridors behind these doors are filled with debris. Small rockfalls prove the kobold holes that once riddled the south wall have also collapsed. The west door hangs by its hinges, and leads to area 2.

2. Main Traverse

The scro kept secondary and tertiary marauders in special cages in this room, experimenting with them as shock troops. The ceiling is 200 feet high. Like area 1, the room is now filled with corpses and debris; a few of the corpses are covered with pink dust (see the area 1 description). The north and south doors lead to inaccessible rubble-filled corridors. There is nothing of value in this room; all of the marauders are gone (except one; see area 2D).

A ladder on the west wall leads to a 50-foot-wide balcony that winds around the circumference of the room. The balcony contains debris and corpses, and nothing of interest.

A. Cages. These 40' × 40' cages were designed to hold the secondary marauders. Some have been reduced to twisted scrap metal. All are empty.

B. Portable Cage. Almost as large as the area A cages, this cage was designed to transport marauders from one location to another. It is intact but empty. The door has been ripped off its hinges.

C. Warpriest Room. The door to this room has been ripped off. Warpriests kept spell components and reference books here. It is now filled with rubble; aside from a dust-covered pair of scro corpses, there is nothing of interest.

D. Storage. Like that in area C, the door to this room is gone. The room is filled with metal poles (used to repair cages and prod marauders) and shattered barrels (used to hold water). A living secondary

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witchlight marauder, who escaped from the portable cage (area 2), lurks here.

When a PC comes within 100 feet of this area, the secondary marauder lurches from the room and attacks, spitting acid at the nearest character. It intends to kill the entire party with its claws, teeth, and acid. It pursues to area 1 or 3, easily smashing down the doors, but it does not leave the base.

E. Double Doors. These doors are 40 feet wide and 30 feet high. Despite their size, they are easy to open; any character making a successful Strength roll opens them, two or more characters working together open them automatically.

3. Witchlight Chamber

This spherical room has a 300-foot-high ceiling. The floor is an immense bowl, surrounded by a 50-foot-wide ledge. The west doorway leads to an inaccessible corridor filled with debris.

An immense slug-like creature fills the bowl in the floor, rising above the ledge, blocking line of sight across the chamber. The stench, like that of rotting flesh, is nearly overpowering.

The creature is the dormant witchlight marauder, identical to Silanos's painting in Chapter One.

Activating the Marauder

To activate the dormant marauder, the PCs must touch the witchlight key to the marauder's body. As soon as they do, the key begins to sink inside the marauder, passing harmlessly through its body as if the key were made of light. When the key has disappeared inside the marauder, the marauder begins to shudder and jerk. A moment later, a crack opens in the marauder's back, and a 30-foot-diameter object eases out; the object looks like an iron heart, beating silently about once per minute. Suddenly, the heart blasts from the crack, smashing through the ceiling (and into the base's air envelope), then coming to an abrupt stop about 200 yards straight up, hovering in place. The crack in the marauder's back vanishes, and an aura of violet light envelopes the marauder.

The creature opens its eyes, but doesn't move.

If the PCs peer through the hole in the ceiling, they can see that the hovering object is also surrounded by a violet aura; the light is so strong that it can be seen 500 yards away.

The iron heart is identical to the one Iki saw in a vision in Chapter Three (the "Chilling Vision" section of "Day One in Shadowspace").

About the Iron Heart

The iron heart is, in fact, the marauder's actual heart, which has been replaced by the witchlight key. The iron heart always hovers 200 yards directly over the marauder's head, regardless of any intervening barriers (such as a ceiling). If the marauder is destroyed, the heart disintegrates. Conversely, if the heart is destroyed, the marauder is immediately reduced to zero hit points and crumbles to dust. (The witchlight key also disappears if the marauder is destroyed). The iron heart has an AC of 0 and 50 hit points. Each successful attack on the heart, regardless of the damage inflicted, causes the marauder to shudder and screech; the marauder is unable to move or attack on the following round.

Controlling the Marauder

Once the key is absorbed into the marauder's body, the marauder responds to all mental commands of any character with whom it is in physical contact (for instance, the character might ride on the monster's back). If more than one character is in contact with the marauder, the creature responds to the character with the highest Int. If no character is in contact with it, the marauder hovers in place.

Removing the witchlight key from the marauder and replacing the iron heart requires a series of complex spells devised by the creators of the key; these spells are unavailable to the PCs (though a *wish* could also remove the key).

The marauder attacks with its main mouth (the secondary mouths aren't functional in the creature's current state) and moves as directed by the control-

Character-controlled Primary Witchlight Marauder (must be activated by witchlight key; see text for details): Int non; AL N; AC - 5; MV 18, Fl 30 (C) (if a character capable of spelljamming is controlling the marauder, marauder moves like a spelljamming vessel using a major helm); HD 15; hp 101; THACO 5; #AT 1; Dmg 5d12; SZ G; ML not applicable; XP 12,000.

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ling character. Thanks to the special properties of the witchlight key, the marauder can fly at a rate of Fl 30 (C); if a character capable of spelljamming is controlling the marauder, the monster moves like a spelljamming vessel using a major helm. A character gains immediate knowledge of all of these abilities when he touches the marauder; however, he must figure out for himself the information in the "About the Iron Heart" section above.

The marauder drags enough air along with it to last a single human-sized character for one day.

Leaving the Base

The marauder must exit the base by passing through the east walls of the witchlight chamber (area 3) and the main traverse (area 2); the active marauder, under command from the controlling character, can easily break down these walls. Once the marauder reaches the aft bay (area 1), it can leave the base under its own power, or the PCs can attach the marauder to a spelljamming ship and tow it behind them.

Ambush

The iron heart blasting through the top of the base alerted the hidden Morkitar. The scorpion ship is waiting just outside the aft port (area 1) for the PCs' ship to appear.

As soon as either the character-controlled marauder or PCs' ship exits the base, the scorpion ship swoops in and attacks. Morkitar intends to destroy the PCs and steal the marauder. If the marauder is character-controlled, Morkitar directs his attacks against the character (or characters) aboard the marauder, making an occasional attack against the PCs' ship to keep them off-balance.

If the PCs are towing the creature, all attacks are directed against the PCs' ship; Morkitar intends to disable the PCs' ship, kill all the PCs, then steal the marauder. The scorpion attacks with its ballista, catapults, and ram claws; Morkitar and his crew don't board the PCs' ship, but if they destroy all characters

riding the marauder, Morkitar attempts to board the monster and control it himself. If Morkitar wins control of the marauder, he uses it to continue his attacks against the PCs.

Special Events

The first of the following events occurs on the first round after Morkitar begins his attack; the second event occurs on the sixth round. The DM may have these events occur sooner or later if he chooses.

Event One. If the marauder is character-controlled, it lurches to a stop; exposure to wild-space after centuries of dormancy has temporally disabled it. Nothing the character can do causes the monster to move; it is frozen in place, hovering in mid-air. The marauder functions normally in 1d4 + 1 rounds. If the PCs are towing the marauder instead of controlling it, this event has no effect.

Event Two. The conflict at the base has drawn the attention of a black wasp ship bearing the crude image of a lizard man's head; this is a ship of the Spawn of Ziross, similar to the ships described in Chapter Two (it has a major helm, a crew of 10 including a Spawn shaman captain, and a heavy ballista). The shaman has determined that the iron heart is an offense to Ziross and intends to destroy it.

The wasp moves within two hexes of the heart, and makes a ballista attack against the heart once every four rounds. Successful attacks against the heart have the effects described in the "About the Iron Heart" section above. So obsessed are the Spawn that they ignore any attacks from the PCs, directing all their energies against the heart. The Spawn and the scorpion ship also ignore each other.

If the wasp loses more than half its hit points, it retreats, soaring away as fast as it can; the shaman interprets the damage to his ship as a sign from Ziross that the Spawn must withdraw.

Ending the Battle

Morkitar does not negotiate with the PCs, nor does he accept their surrender; he intends to destroy them

DM's Note: If you choose to add treasure to the debris in the Gamaro Base, assume that for each hour of searching, a PC finds one of the following: a bag of 22 gp, a wheel lock pistol, a short sword, a black pearl worth 120 gp, or a dagger +1.

Chapter Five: Morkitar and the Marauder

all. The scorpion pursues the PCs if they attempt to flee and also follows them into the aft bay if necessary, to continue the battle inside the base. If the marauder is destroyed, Morkitar continues to fight, holding the PCs responsible for the destruction of his prize.

If the scorpion is on the verge of breaking up (for instance, if it has been reduced to fewer than 5 hull points), Morkitar surrenders; the PCs may take him and his crew as prisoners, or do whatever they like with them. Morkitar may surrender sooner if the PCs have been attacking with the marauder; as soon as the monster inflicts a total of 10 hull points (100 hit points) against the scorpion, Morkitar and the crew panic and surrender, regardless of whether their ship is yet on the verge of breaking up.

If PCs are defeated and Morkitar takes control of the marauder, proceed to the “Evil Triumphant” section below. If the PCs defeat Morkitar and the scorpion—or if they manage to elude the scorpion and flee—go to “Return to the *Constellation*.”

In the Hands of the Scro

Morkitar has used the witchlight key to activate the witchlight marauder (as described in the “Activating the Marauder” section above). He is in control of the monster, riding on its back. He and the marauder are hovering outside the Gamaro Base, about a hundred feet above the center of the top of the base. Suspended in space about 200 yards above the huge creature is a 30-foot-diameter object resembling an iron heart, surrounded by an aura of bright violet light (the object is the marauder’s actual heart; see the “About the Iron Heart” section above). Morkitar knows all about controlling the marauder (as described in the “Controlling the Marauder” section) but he is unaware of the relationship between the hovering iron heart and the well-being of the monster (see the “About the Iron Heart” section).

A scorpion ship rests on the top of the base, near Morkitar and the marauder. A warpriest is at the helm of the ship (use the same statistics as Morkitar), ready for orders from Morkitar.

Morkitar has sent word to the scro fleet that he’s found the key and activated the marauder. The fleet is on their way to what’s left of the Gamaro Base and will arrive in about an hour. The fleet consists of dozens of scorpions, squids, and various other spell-jamming vessels; the DM may have the fleet arrive earlier or later if he chooses.

Approach of the PCs

When the PCs approach the base, they see the hov-

ering iron heart; the heart is identical to the one Iki saw in a vision in Chapter Three (the “Chilling Vision” section of “Day One in Shadowspace”).

As soon as the PCs attack or otherwise make their presence known, Morkitar and the marauder retreat to the safety of the aft bay (area 1). The scorpion attempts to intercept the PCs, attacking with its ballista, catapults, and ram claws.

If the PCs are outside the base, they can’t attack Morkitar and the marauder through the aft bay door; Morkitar is too well hidden. If the PCs enter the aft bay, the scorpion follows them in and continues its assault, concentrating on ram claw attacks. Morkitar joins the attack, ordering the marauder to bite the PCs’ ship.

If the PCs remain outside the base and direct any attacks against the hovering iron heart, Morkitar and the marauder leave the bay as soon as the heart suffers any damage. Morkitar and the monster join the scorpion in attacking the PCs. (Morkitar is too proud to flee the base, determined to destroy the PCs who threaten his prize.)

Resolution

The battle plays out as described in the “Ending the Battle” section above. However, as long as Morkitar retains possession of the marauder, he won’t pursue if the PCs retreat. If the PCs withdraw from the base, Morkitar steers the creature into the safety of the aft bay to wait for the fleet, while the scorpion stands guard outside the aft bay door.

If the PCs destroy the heart and the marauder crumbles to dust, Morkitar falls to whatever surface is below him (if there’s no surface below him, Morkitar hovers in space). If Morkitar survives the fall (unable to reach his *potion of flying* in time, he suffers 1d6 points of damage for each 10 feet he falls (for a maximum of 20d6 points of damage); the scorpion ship picks him up at the earliest opportunity.

Morkitar does not surrender so long as he has possession of the marauder. If the PCs take possession of the monster, or if they destroy it, Morkitar may surrender as described in “Ending the Battle.”

When the fleet arrives, make it clear to the PCs that they don’t have a chance against such an awesome armada. If they act quickly, they may escape. The PCs have 10 rounds to flee once they see the fleet approach; the fleet won’t pursue. Otherwise, if the PCs linger in the area, the fleet surrounds them. The fleet has no interest in negotiation or surrender; they destroy the PC’s ship and all characters aboard.

If PCs are defeated and Morkitar retains control of the marauder, proceed to the “Evil Triumphant” section below. If the PCs defeat Morkitar and his forces,

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give up and retreat, or flee at the approach of the scro fleet, go to "Return to the *Constellation*."

Evil Triumphant

In the weeks following the PCs' humiliation at the Gamaro Base, the scro use the witchlight marauder to embark on a terror spree against vulnerable elven strongholds. Fortunately, the terror spree is short-lived, thanks to a squabble between Morkitar and his superior officers as to who should retain control of the marauder. Morkitar angrily destroys the monster's iron heart (which also destroys the creature), then goes into hiding before the officers have the chance to execute him. Still, the marauder attacks result in hundreds of elven deaths and extensive destruction. Perhaps worst of all, it makes the renewal of the Unhuman Wars a possibility.

Return to the Constellation

If the PCs hid their ship after encountering the deadwood sargasso in Chapter Two, they may pick it up on their way back to the *Constellation*; the ship is now fully functional. Whether the PCs return to the *Constellation* in their own ship or in the Golden Warrior, Mandar bids them farewell once he's assured of their safety. Mandar declines to join them on the *Constellation*; "I've got shows booked, and I'm way behind schedule." He thanks them for the exciting experience, then soars away.

Once the PCs return to the *Constellation*, they're taken to a special session of the executive council where Silanos questions them in detail about their mission. At the end of the debriefing, Silanos presents the PCs with the following awards, depending on their level of success:

If the PCs Returned with the Marauder. Silanos praises the PCs for their courage and resourcefulness. Silanos awards the party with either a squid ship or a hammership (the party's choice), equipped with a major helm and all standard armaments. Additionally, Silanos presents each PC with a Medal of

Esteem, a silver chain with a star-shaped diamond ornament (value: 5,000 gp.)

If the PCs Destroyed the Marauder. Though the council is disappointed, they console themselves with the fact that the marauder is out of the scro's hands. Silanos presents each PCs with a Medal of Esteem, described above, but they don't get the ship.

If the Scro Have the Marauder. The council is angry, muttering whether to penalize the PCs for their failure. Silanos soothes the council, assuring them that the PCs did the best they could. "If you must assign blame, then blame me. I made a poor choice." The PCs earn no reward.

If the PCs Arrested Tolivin. Regardless of whether the PCs brought back the marauder, Silanos presents them with a reward of 20,000 gp to divide among themselves for exposing Tolivin.

If the PCs Made a False Arrest. If the PCs made any false arrests—even if they made multiple arrests, including the guilty Tolivin—the council is outraged. "This is a travesty of elven justice," declares one of the council members, demanding punishment. Regardless of whether the PCs returned with the marauder, the council fines each PC 5,000 gp and sentences them to six months of hard labor aboard the *Constellation*. If the PCs feel the sentence is too severe, they may make an immediate appeal. If the PCs present a compelling case for making a false arrest (that is, if the DM decides they've made a compelling case), the fine is reduced to 500 gp each and the hard labor is suspended; any PC who can't pay his fine is sentenced to one month's hard labor.

Aftermath

In the weeks ahead, word reaches the scro that the elves are in control of an active witchlight marauder. The fearful scro drastically cut back on their military excursions, even offering to begin negotiations with the elves. The elves eventually destroy the marauder, deciding the creature is too dangerous.

DM's Note: If the PCs have no need for the squid ship or hammership Silanos awards them for completing the mission, a local merchant offers to buy the ship for 40,000 gp. The PCs can divide the money among themselves as they see fit.

Appendix

New Magical Items

Scope of Celestial Analysis

This device resembles a foot-long brass tube. By peering through the tube at a planet, star, or other celestial body, the user learns general information about the body being observed.

A ring around the middle of the tube can be rotated to lock in any one of three different lenses. Each lens is a different color and provides different information, determined by the tint of the image in the lens. The observed body must be within 1,000 miles for the *scope* to function.

Each reading has a 90% chance of success; if the reading is unsuccessful (a roll of 1 on a 1d10), the lens appears black. If the DM wishes to withhold information from the PCs, he may determine that any successful reading is Inconclusive. An Inconclusive result means that because of unusual weather patterns, magical interference, or other factors, the reading has revealed no meaningful information.

Red Air Quality (AQ) Lens. The red AQ lens gives a general indication of the breathability of the body's atmosphere.

- Pink Tint: The atmosphere is fresh and completely breathable.

- Medium Red Tint: The atmosphere is foul, thin, or similarly difficult to breathe. Air-breathing characters and creatures must make all attack rolls and ability checks at a -2 penalty while operating in this atmosphere.

- Dark Red Tint: The atmosphere is deadly and unbreathable; air-breathing characters must make a saving throw vs. poison each turn or fall unconscious. A second failed saving throw means death.

- Purple Tint: Inconclusive.

Yellow Ambient Temperature (AT) Lens. The yellow AT lens gives a general indication of the body's average temperature. (Note that temperature variants may persist in specific locations; for instance, a planet giving a Medium Orange reading may also have polar ice caps and scorching deserts, though the average temperature of the planet is moderate.)

- Light Orange Tint: The average temperature is below zero degrees F.

- Medium Orange Tint: The average temperature is between zero degrees F and 100 degrees F.

- Dark Orange Tint: The average temperature is above 100 degrees F.

- Brown Tint: Inconclusive.

Blue Sentient Life Lens. The blue SL lens tells the user if any sentient life (defined here as Low intelligence and above) exists on the body. The reading gives no indication of the type of life or the number of sentient creatures; for instance, the presence of a single orc on a planet is enough to cause a Positive reading. If the celestial body has only magical creatures or creatures of extraplanar origin, such as zombies or elementals, the reading is Inconclusive. (When the DM is in doubt, the reading is Inconclusive).

- Light Blue: Positive.

- Medium Blue: Negative.

- Dark Blue: Inconclusive.

XP Value: 1,500

Dragon Flag

This 3-foot-square black cloth bears the outline of a dragon. When not in use, it is rolled into a tube and stored in a special ivory case. When unrolled and displayed on a spelljamming ship, usually on a mast, it causes the entire ship to appear as an immense three-headed multi-colored dragon, spewing fire and clawing at the air. The effect is purely *illusionary*, and the *dragon flag* is commonly used to scare away predators and pirates. Because the illusion is entirely visual, without benefit of sound or smell, sophisticated observers aren't likely to be fooled for very long. The effect is subject to all the normal restrictions of an illusion, including normal chances of detection.

The *dragon flag* can be used for one hour per day. If it is not stored in its ivory case between uses, it permanently loses its enchantment.

XP Value: 1,000

Excerpt from *My Life in Space: the Military Philosophy of Admiral Fensten Gry*: "No one has yet developed a system of government that offers its citizens an absolute guarantee of peace."

Appendix

Selected NPCs

Silanos

14th-level elf warrior: Int 16; AL CG; AC 5 (10); MV 6 (reduced due to injury); HD 9 + 15; hp 51; THACO 7; #AT 1; Dmg 1-6 (short sword); SA +1 to hit with bow or sword; SD as per elf; MR 90% resistance to *sleep* and all *charm* spells; SZ M; ML 13; XP 420.

Silanos is a dedicated and courageous elf who has served on the *Constellation*, a mighty elven armada, for almost all of his adult life. Rising steadily through the ranks, he now functions as chief advisor to the Grand Admiral.

Silanos is barely five feet tall, with flowing white hair and bright green eyes. His lean body is bent with age, though his face is smooth, and his features betray little of his true age. He walks with a limp, the result of an injury suffered in a youthful skirmish with a drunken lizard man. He wears long velvet robes, black and gray, that conceal chain mail armor. He carries a short sword tucked into a leather belt.

Silanos is utterly dedicated to the elven cause, determined that the elves maintain their supremacy in space. Unlike many elves, Silanos seems especially comfortable with humans, no doubt due to his four years spent in a human military base as part of an exchange program. He is honest, trustworthy, and even-tempered. He is proficient in Navigation and Weaponsmithing.

Morkitar

Scro warpriest (5th level multiclass wizard/priest): Int 14; AL LE; AC 4(8); MV 9(12); HD 6; hp 30; THACO 14 (sword), 15 (starwheel); #AT 2; Dmg 1-8 + 1 (sword), 1d4 (starwheel); SA special; MR 10%; SZ M; ML 15; XP 270.

Morkitar is a battle-scarred scro warpriest, violent and hot-tempered. He is nearly 6 feet high, thickly muscled, with large yellow teeth and a blunt snout. His hide is dull gray. A patch covers his left eye, a

reminder of a fight with an elf a decade ago. His studded armor is black with silver stars.

The starwheel he carries is a wheel lock pistol, as described in the *Concordance of Arcane Space*. Additionally, he carries a *sword of wounding*, *iron bands of bilarro*, *ring of protection +2*, *potion of extra healing*, and a *potion of flying*. In combat, Morkitar typically fires his pistol for the first attack, then uses his sword. If necessary, he supplements these attacks with his *bands of bilarro*. He is proficient in Blind-fighting, Reading/Writing, Running, Endurance, and Rope Use.

Morkitar usually memorizes the following spells: (wizard) *charm person*, *chill touch*, *magic missile*, *wizard mark*, *knock*, *web*, *lightning bolt*; (priest) *cure light wounds*, *protection from good*, *curse*, *silence*, *wyvern watch*, *hold person*, *dispel magic*.

New Ships

Peddleship

Built By:	Elves
Used Primarily By:	Elves, humans
Tonnage:	Special
Hull Points:	1
Crew:	1/2
Maneuver Class:	B
Landing—Land:	Yes
Landing—Water:	Yes
Armor Rating:	8
Saves As:	Metal
Power Type:	Special
Ship's Rating:	Special
Standard Armament:	None
Cargo:	1/2 ton
Keel Length:	7'
Beam Length:	4'

Description

The peddleship is an experimental craft that converts physical energy into spelljamming energy for limited periods. A peddleship resembles a small

Mandar's Lore: "If you plan to sell your ship, you'll get more money if you paint it gold or red."

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canoe made of copper, capable of seating two passengers; one seat is in front of the craft, the second directly behind it. Below each seat is a set of foot pedals. By pumping the pedals as hard as they can, the passengers enable the peddleship to move through wildspace as a spelljamming vessel.

To operate a peddleship, a single passenger must have a Strength score of at least 13. If two passengers are peddling, their combined Strength scores must equal or exceed 13. Each point of Strength of the peddling passengers above 12 determines the peddleship's SR. For instance, if one passenger is peddling and his Strength is 14, the peddleship has an SR of 2. If two passengers are peddling and their combined Strengths equal 16, the peddleship has an SR of 4. In no case can a peddleship's SR exceed 6.

A peddleship uses tactical movement only (500 yards, or one hex, per SR point per round), even when it isn't within the gravity field of another large body. Therefore, a peddleship is useless for traveling between planets or other long distances, and is more suited as an emergency vessel or exploratory craft.

The passenger in the front seat controls the movement of the peddleship. If the passenger (or passengers) stop peddling, the ship comes to an immediate halt. When the peddling resumes, the ship continues to move.

A passenger who is peddling can't cast spells, fire weapons, or take any other actions (besides speaking) while the ship is moving. Therefore, during a combat round, the ship can either move, or its passenger (or passengers) can use weapons, cast spells, or take other actions. However, if there are two passengers in the ship and only the front passenger is peddling (that is, if the front passenger has a Strength of 13 or more), the non-peddling passenger is free to take any normal actions.

Because of the ship's special nature, its Tonnage rating is inconsequential. A peddleship carries enough air to supply a two-person crew for an hour.

A peddleship operates for only one hour each week. The time may be divided into several shorter periods over several days; for instance, it may be operated for 15 minutes on Day 1, 20 minutes on Day

2, and so on until it reaches its hour limit for the week.

Golden Warrior

Built By:	Humans, lizard men, gnomes, various others
Used Primarily By:	Humans
Tonnage:	40
Hull Points:	40
Crew:	12/30
Maneuver Class:	D
Landing—Land:	Yes
Landing—Water:	No
Armor Rating:	7
Saves As:	Thin wood
Power Type:	Major helm
Ship's Rating:	By helmsman
Standard Armament:	1 Medium catapult Crew: 3 Piercing ram
Cargo:	12 tons
Keel Length:	150'
Beam Length:	20'

Description

The Golden Warrior is a one-of-a-kind ship owned by the Amazing Mandar, an amiable mage who uses the vessel for staging magic shows. The ship can also haul cargo when show business is slow.

Unable to fund the construction of a customized ship, Mandar added modifications to the Golden Warrior as he's been able to afford them, gradually piecing the Warrior together from sections of other ships. Though many of these cannibalized parts have been customized beyond recognition, still identifiable are the landing gear (from a dragonfly), the aft fin and temple deck (from a dragonship), and the weapons deck (from a wasp).

Features of the Warrior

Figurehead. This is a large wooden carving of the Mandar's head, complete with goatee and moustache. The figurehead's lengthy nose functions as a

Mandar's Lore: "It costs more to paint a ship's mast than it does to buy a new one."

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piercing ram. The mouth is hinged to reveal a calliope inside. A crew person operates the calliope by turning a crank. The music can be heard up to a 100 yards distant when the mouth is open.

Top Hat Helm Elevator. Just behind the figurehead is a large structure resembling an inverted top hat. The helm rests on a platform at the bottom of the hat. When two crew members operate a large crank at the base of the hat, the platform rises to the brim and locks in place, allowing Mandar to make a suitably dramatic appearance when he's spelljamming the ship. To discourage hijackers, the helm is custom-designed to fit the contours of Mandar's body. The helm responds only to a person of Mandar's exact shape.

Stage. The section of the temple deck originally used as a shrine has been enlarged and customized into a small theater, complete with curtain, stage, and seating for an audience of 75. On either side of the stage are two large ceramic pots connected to pipes leading to a furnace below. The furnace burns a special powder that creates a non-toxic white smoke. Smoke rises from the pots and drifts over the stage, creating an eerie effect for Mandar's performances.

Mandar can also use the furnace to generate a special defense for the ship. If the furnace is turned up all the way, smoke billows from the pots to eventually conceal the entire ship in a white cloud, a process taking 20 rounds to complete. The cloud persists for an hour. The cloud can be dissipated by a strong wind or its equivalent.

The fog obscures all normal sight beyond 10 feet. Note that the cloud's usefulness as a defensive measure is debatable, since crew members and other characters on the ship can't see through the cloud either, making navigation and missile fire very difficult.

Open Air Garden. On the upper deck is a large garden filled with unusual vegetables and flowers, all chosen for their ability to flourish in star light. The garden maintains fresh air for the Golden Warrior for a full six months (instead of the normal four); the air around the ship is fouled from the beginning of the

seventh month until the end of the twelfth.

Main Fin. The main fin has been fitted with glass spheres enchanted with *continual light* spells. The spheres spell THE AMAZING MANDAR'S OLD TIME MAGICAL MYSTERY FUN SHOW.

Main Cargo Hold. This hold on the lower deck has a large trapdoor fitted with a series of pulleys. When the trapdoor opens, the pulleys are used to lower a platform down to a distance of 100 feet, making the loading and unloading of cargo much easier.

Winch. Mandar sometimes picks up a few extra gold pieces by towing barges and disabled vessels. The winch consists of a large wheel, a 500-yard rope, about 6 inches thick (5 points of damage to sever), and a grappling hook. The grappling hook must be attached manually to the towed vessel; Mandar uses a *carpet of flying* to transport the hook and rope. Four crew members operate the winch by turning large cranks.

Ammunition Storeroom. Recently, Mandar bought 20 barrels of flash powder, a less potent version of smoke powder. Mandar planned to use the flash powder as a special effect in his performances, but the substance proved to be too dangerous. Mandar now uses it as ammunition for his catapult (he also has an ample supply of catapult stones). When a barrel strikes a ship or other target, it explodes in a bright flash, inflicting 1d6 points of heat damage on every character within a 10-foot-radius, and also inflicting 1d6 points of damage on the hull (it does not, however, start a fire, unless it happens to strike an oil-soaked area or similarly flammable object). Additionally, all characters within 50 feet of the explosion have a 50% chance of being blinded for 2d4 + 1 rounds; during that time, an affected character has his attack and saving throws reduced by 4, and his Armor Class worsened by 4.

Hobgoblin Scorpion Ship

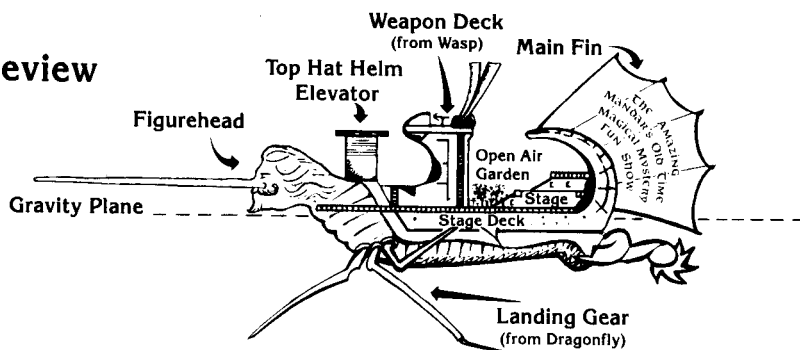
Built By:	Orcs, scro
Used Primarily By:	Orcs, hobgoblins, scro
Tonnage:	60
Hull Points:	60

Excerpt from *My Life in Space: the Military Philosophy of Admiral Fensten Gry*: "Societies that elevate war to an art form do so at the expense of literature, music, and other genuine art forms."

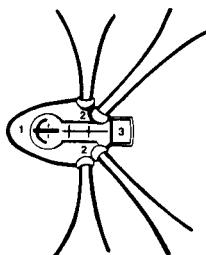
Appendix

Golden Warrior

Sideview



Weapons Deck



Weapons' Deck

1. Catapult
2. Wing Pivots (not functional)
3. Ladder to Stage Deck

Stage Deck

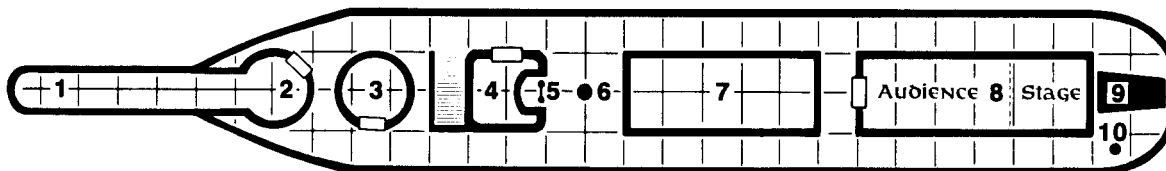
1. Nose Ram
2. Figurehead
3. Top Hat Helm Elevator
4. Ammunition Storeroom
5. Ladder to Weapons Deck
6. Main Mast
7. Open Air Garden
8. Stage
9. Main Fin
10. Winch

Crew Deck

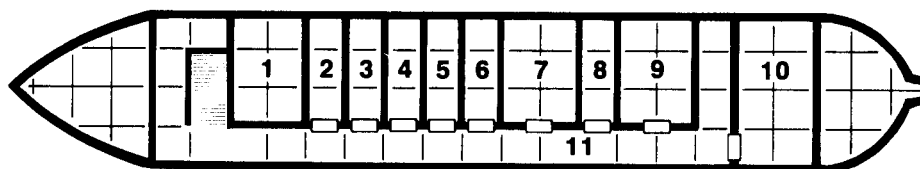
1. Storage
- 2-8. Crew Quarters
9. Captain's Quarters
10. Main Cargo Hold

One Square = 5 Feet

Stage Deck

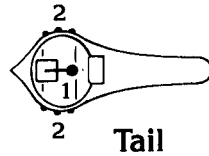


Crew Deck

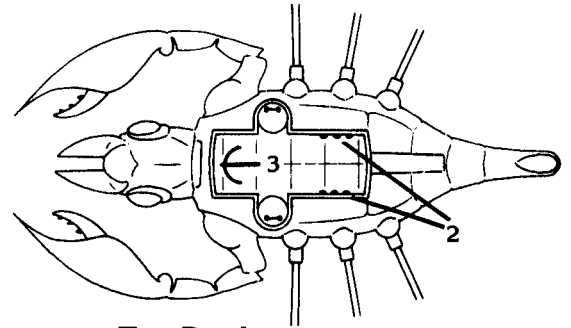


SCORPION SHIP

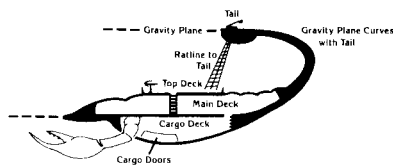
1. Catapult
2. Ratline Connections
3. Ballista
4. Helm
5. Crew Room
6. Galley/Sleeping Quarters
7. Lockers/Storage
8. Claw Machinery
9. Main Cargo
10. Ammunition/Bilges
11. Overhead Cargo Doors



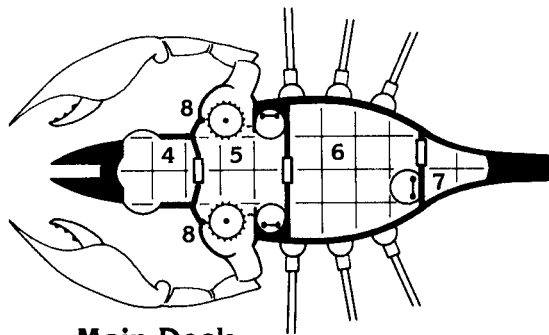
Tail



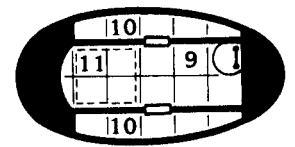
Top Deck



Side View



Main Deck



Cargo Deck
(Reverse Gravity From
Upper Decks)

One Square = 5 Feet

Crew:	6/60
Maneuver Class:	C
Landing—Land:	Yes
Landing—Water:	No
Armor Rating:	4
Saves As:	Metal
Power Type:	Lifejammer, major helm or minor helm
Ship's Rating:	Per helmsman
Standard Armament:	1 Medium ballista 2 Heavy catapults (on tail) Crew: 5 each 2 Ram claws
Cargo:	12 tons
Keel Length:	75'
Beam Length:	20'

Description

This ship design once belonged to the orcs. When the remnants of the race fled from the disaster of the first Unhuman War, they did so in these ships. But the branch of orcs that eventually developed into the scro turned their backs upon the scorpion ship. When the scro decided to launch a new war, they gave this ship design to the hobgoblins as a gift.

Belatedly recognizing the usefulness of the scorpion ship as a war machine, the scro have begun to reclaim the technology for themselves. Though

scorpion ships are still mainly used by hobgoblins and orcs, scro-filled scorpions are becoming more common.

This ship's only purpose is war. A crew of 24 is sufficient to keep all of its weapons loaded and operating. The scorpion is especially efficient at ramming and grappling enemy ships.

The legs can be folded beneath the belly of the ship. In this position, the claws hang lower than any other part of the ship. This allows the scorpion to make flyby passes on enemy vessels and use its claws to sever rigging and break small masts.

Hummerfly

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Flock
ACTIVE TIME:	Any
DIET:	See below
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2-20
ARMOR CLASS:	5
MOVEMENT:	See below
HIT DICE:	1 + 1
THACO:	19
NO. OF ATTACKS:	See below
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Teleport
MAGIC RESISTANCE:	Nil
SIZE:	T (6" long)
MORALE:	Irregular (6)
XP VALUE:	120

The hummerfly is a docile insectoid creature whose pleasant sound and sweet aroma makes it a welcome presence in most civilized areas. Clever spacefarers also take advantage of the hummerfly's sound-eating ability to transport messages across the vast distances of wildspace.

A hummerfly's body resembles a string of rubbery purple beads, each bead about a half-inch in diameter. Two pair of hinged metallic wings, each about a foot long, extend from its back. When the hummerfly is at rest, it folds its wings into tight packets, flush against its body. Two spindly legs ending in suckers enable the resting hummerfly to attach itself to any smooth surface. When resting, a hummerfly's whiskers vibrate continuously, creating a soothing lute-like hum.

The creature's head is the size of a plump grape. A spherical mouth opens in the center of its head, and two black eyes at the end of short stalks rise from the top. Inch-long whiskers, similar to those of cats, grow on either side of the head.

The hummerfly has a body odor that smells like fresh vanilla. The aroma of a single hummerfly can keep the air sweet in a 10' x 10' room.

Combat: The hummerfly shuns combat. When threatened, a hummerfly withdraws, flying away as fast as it can. Its normal movement rate is Fl 6 (B), but if it has the space to fly in a straight line for three uninterrupted rounds, it can reach a speed of Fl 36. Once it reaches this speed, a hummerfly is able to *teleport without error* for an unlimited distance. After *teleporting*, the hummerfly instantly resumes its normal Fl 6 speed, but if it has the space to accelerate, it can *teleport* again. It can repeat this process indefinitely.

If a hummerfly is cornered or its eggs are threatened, it vibrates its whiskers to create a high-pitched shriek. All creatures within a 20-foot radius who fail to make a successful saving throw vs. paralysis are stunned for 2d4 rounds and become deaf for 1d2 hours, suffering a -1 penalty to surprise during that time (affected spellcasters have a 20% chance of failure when casting a spell with a verbal component).

Habitat/Society: Hummerflies have no formal lairs or nests. Instead, they spend their time clinging to various ceilings, mountainsides, and other smooth surfaces. Since hummerflies subsist on sound waves (see below), they prefer locations that are active and noisy, such as a classroom or a factory. Homebodies in the strictest sense, hummerflies never voluntarily stray from within 100 yards of the nest.



The hummerfly has a life span of about ten years. During the last month of its natural life, the hummerfly abandons its lifelong home and *teleports* to a randomly chosen location, perhaps millions of miles away. There, it lays 2d4 eggs, which hatch a few weeks later. In this way, the hummerfly population has spread throughout the multiverse.

Docile and friendly, the hummerfly is comfortable around all non-violent creatures and has a special affinity for humanoid. A hummerfly passively allows a humanoid with whom it is familiar to pluck it from its resting place and attach it elsewhere. Housekeepers, for instance, often move hummerflies from room to room to freshen the house.

Ecology: The hummerfly does not breathe, nor does it require water or organic food. Instead, the hummerfly derives all nourishment from sound waves. The hummerfly sleeps for approximately 15 minutes once per day, and during this time, its mouth opens to absorb all of the sound in the immediate area. The body bead just below its head swells to about two inches in diameter as it fills with sound. When the hummerfly awakens, it "feeds" on the trapped sound waves throughout the day, which reverberate repeatedly inside the swollen body bead. If a person holds the hummerfly against his ear, he can hear the trapped sounds inside.

Spacefarers sometimes take advantage of the hummerfly's feeding habits to send messages over long distances. For instance, if a hummerfly is removed from its natural habitat, a spacefarer might wait until the hummerfly is asleep, then speak a message near the creature's body. The sound of the words is absorbed into the hummerfly's body bead. If the spacefarer releases the hummerfly when it awakens, the hummerfly instinctively returns home. Once it arrives, a companion of the spacefarer can hold the hummerfly to his ear and hear the spacefarer's message reverberating inside the body bead.

A hummerfly deprived of sound eventually dies of starvation. If it is not exposed to sounds for more than two consecutive days, it loses hit points at the rate of 1d4 per day.

Witchlight Marauder

	PRIMARY	SECONDARY
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Very Rare	Very Rare
ORGANIZATION:	Solitary	Horde
ACTIVE TIME:	Diurnal	Night
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Low (5-7)	Low (7)
TREASURE:	Nil	Nil
ALIGNMENT:	Chaotic Evil	Chaotic Evil
NO. APPEARING:	1-3	2-20
ARMOR CLASS:	-5	0
MOVEMENT:	9	48
HIT DICE:	15	8
THACO:	5	13
NO. OF ATTACKS:	7	8
DAMAGE/ATTACK:	3-18(x6)/5-60	2-12(x6)/3-18/2-20
SPECIAL ATTACKS:	See below	Spit acid
SPECIAL DEFENSES:	See below	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	G (200-300')	H (20' tall)
MORALE:	Fearless (19-20)	Elite (13-14)
XP VALUE:	12,000	6,000



Orc shamans created the witchlight marauders during the escalation of the first Unhuman Wars to "counter ruthless elf aggression," as one surviving orc scroll reads. In truth, the marauders were shock troops, organic first-strike weapons meant to devastate entire elven planets. Their efficiency as killing machines was made all the more terrible by their quick breeding cycle.

When the defeated orcs withdrew at the end of the Unhuman Wars, some found a new home and made a new beginning, eventually developing into a new race called the scro. Scraps of the spells and rituals for controlling the witchlight marauders survived from those times and are now held by the scro.

Combat: The slug-like primary marauders are as dangerous as they are enormous, dwarfing even venerable red dragons. Everything in the marauder's path—plants, animals, city walls, mountains—is food for the beast's cavernous central maw. Secondary mouths sprout to gobble up prey on either side of the beast's path. All food makes its way to the blast-furnace gut, producing poison gas and more witchlight marauders.

As the marauder gorges itself, it periodically ejects secondary marauders. These smaller (20' tall) killers wield six poisonous metallic talons (2d6 damage each; save vs. poison or suffer an additional 1d10 points of damage), steel teeth (3d6), and a sweeping spiked tail (2d10). The secondaries also spit an acid jet (1d8 damage per round, 30' range), and can climb nearly any surface with their gripping feet. These monsters detect the scent of elven blood and destroy anything that comes between them and their prey.

Habitat/Society: After a week's "foraging" the primary marauder burrows deep underground and establishes a lair. In the two weeks that follow, guarded by secondaries, the primary splits like an amoeba into two primary marauders. The cycle continues until the marauders run out of food, either prey or each other.

Primary marauders are mainly active during the day, though they have been known to attack at night in food-rich environments. Secondary marauders are nocturnal. They move and hunt at night, and sleep during the day. All marauders live only to feed, though the secondaries pass up even an easy meal to get at an elf.

Ecology: Witchlight marauders are destructive to any ecosystem. A single primary marauder, left unmolested, can reduce a planet to barren rock in a single year. This assumes normal growth and spawning of other marauders.

The unnatural biology of the marauders is not designed for a long life. An active primary marauder lives about 20 years. The secondaries live only about five years.

Though it is commonly believed that the elves eradicated all of these doomsday creatures, apparently a few marauders have survived, some by encapsulation in *time-stop* fields, others made dormant by various arcane spells and rituals. Some active marauders may still wander the starlanes. If an adventuring party were to find one of these organic time bombs, it would behoove them to leave the area immediately.

Other Varieties: Other marauder varieties include tertiaries (4' tall berserkers with sword blades in place of hands, spawned from secondary marauders), space marauders (1,000' long reptilian horrors that travel through wildspace on sails spun from special organs), and remote feeders (550' diameter flying gullets that engulf matter from other planets, then return to the mother space marauder to provide her with additional nourishment). These creatures are described in detail in the ninth volume of the *Monstrous Compendium*.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Highly (13-14)
TREASURE:	Z (J, K, M, Q)
ALIGNMENT:	Lawful Evil
NO. APPEARING:	30-120
ARMOR CLASS:	4 (8)
MOVEMENT:	9 (12)
HIT DICE:	3
THACO:	18
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6 or by weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	10%
SIZE:	M to L (5'-8' tall)
MORALE:	Elite (15)
XP VALUE:	270
Sergeant/guard (4 HD):	420
Captain/bodyguard (6 HD):	975
Warpriest (5 HD):	975
Almighty leader (8 HD):	2000



The highly militaristic scro are a violent goblinoid race that has appeared only recently. The continued expansion of the scro ensures that spacefarers will see much more of them.

The scro resemble muscle-bound orcs, fully armored and armed to the teeth. Though the scro have the characteristic pig-like snout of the orcs, they stand proud and tall. Their high foreheads resemble those of humans. Scro have large canine teeth that they sharpen to fine points; they decorate their teeth and ears with tribal mini-totems. Scro eyes appear human, but they glow a sickly phosphorescent green in dim light. Hide color includes slate gray, burnt orange, light tan, moss green, jet black, and in rare cases, albino white.

Scro armor is well-oiled, well-maintained studded leather with each stud filed to a sharp point.

The scro speak an obscure variant of the orcish tongue. Curiously, some speak fluent elvish, for they have obsessively preserved the language of their worst enemies. When the scro slaughter their elven enemies, they take pleasure in taunting the victims in their own tongue.

Combat: The scro live for combat. They have raised it to an art form in their society. Well-disciplined, they fight efficiently in any environment. Scro actually obey most of the civilized rules of warfare, avoiding, for instance, attacking messengers or truce-bearers.

For every four scro, there is one sergeant. For every ten scro, there is one captain and one warpriest. Only the largest gatherings of scro include an Almighty Leader.

Typically, Scro use the following weapons: long sword and dagger (15% of the time), scimitar (10%), arquebus and hand axe (25%), arquebus and starwheel (5%), spear and hand axe (15%), polearm and dagger (10%), short bow and short sword (15%), and crossbow and battle axe (5%). Captains and bodyguards may also possess a wheel lock pistol (75% chance). Almighty Leaders almost always carry a wheel lock pistol. Warpriests (multi-classed 5th level cleric/mages) have one weapon with an enchantment between +2 and +4, plus 1d4 miscellaneous magical items useable by priests and wizards.

Sergeants and warpriests make three melee attacks every

two rounds. Captains and Almighty Leaders make two melee attacks per round. These attacks are useable only with melee weapons or fists, not missile weapons or firearms.

The vast majority (95%) of scro warriors specialize in unarmed combat, which gives them two punches per round at +1 to hit, doing 1d3 points of damage per punch, plus Strength bonuses. (Most adult scro have a least Strength 16 and Constitution 15.) Additionally, some (30%) scro use a spiked leather glove that does an extra point of damage in unarmed combat attacks.

Scro armor spikes cause 1d4 points of damage to any foe whom a scro smashes against. Particularly nasty scro coat their armor's studs and spikes with a Type D poison (5% chance); the poison's onset is one round and does 30 points of damage (save vs. poison for 2d6 points of damage).

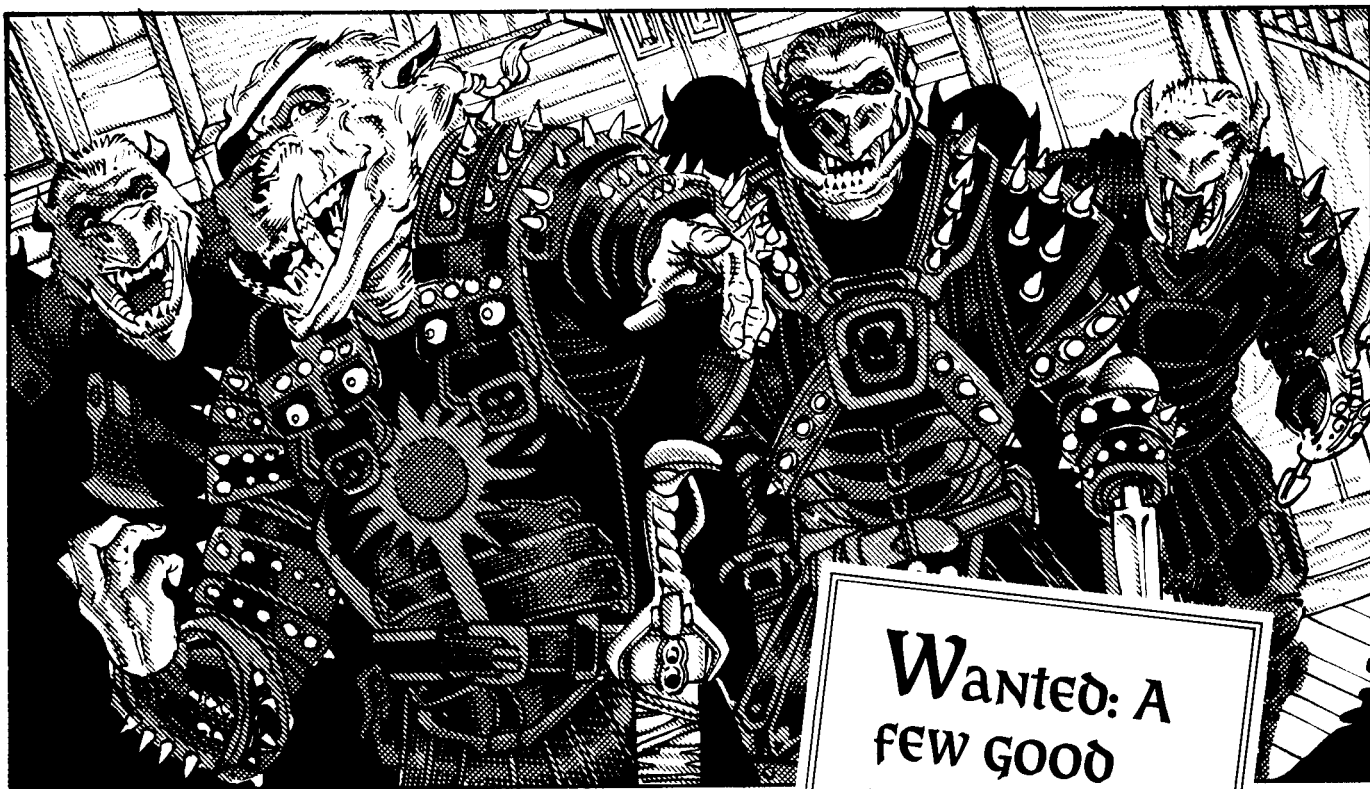
If all else fails, a scro bites with its powerful teeth for 1d3 damage. Direct sunlight does not affect scro combat ability.

Habitat/Society: Scro soldiers train in non-weapon proficiencies and normally have three of these skills: Armorer, Blindfighting, Endurance, Land-Based Riding, Reading/Writing, Rope Use, Running, Tracking, and Weaponsmithing. Sergeants have four of these proficiencies; captains have five; warpriests have four, plus Healing, Herbalism, Religion, and Spellcraft.

Ecology: Like their orcish forebears, scro are fecund. They produce litters of 1d4 + 1 offspring, most with an excellent chance of survival beyond infancy. Unlike their orcish ancestors, the scro live an average of 80 years.

Warpriests: Warpriests are 5th level, multi-class wizard/priests. High-ranking members of the temple hierarchy can attain higher levels. They have access to the following spheres: all, charm, combat, elemental, guardian, healing, protection, summoning. Warpriests have the granted powers to *command undead* at will. Additionally, they use the THACO table (but no other tables) of the warrior class rather than the wizard or priest THACO tables.

A PARTY TO REMEMBER!



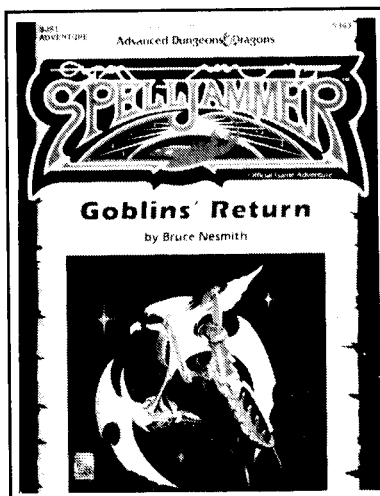
Wanted: A
FEW GOOD
MEN to spoil
the GOBLINS'
plans ...

The Unhuman War is about to return with a vengeance. Incensed by defeat and expulsion from the Known Spheres, the goblins are planning a surprise party for the elves ... and it's been a few hundred years in the making.

Centuries ago, the goblinkin were purged from the Known Spheres. Driven to the depths of space, their legions of orcs, hobgoblins, kobolds, bugbears and ogres have plotted their revenge, and their day of reckoning is about to arrive. And considering the destruction they're plotting, *revenge* is an understatement.

So the elves are in a fix. Needless to say, they're looking for a few good *volunteers* to infiltrate an orc base and steal

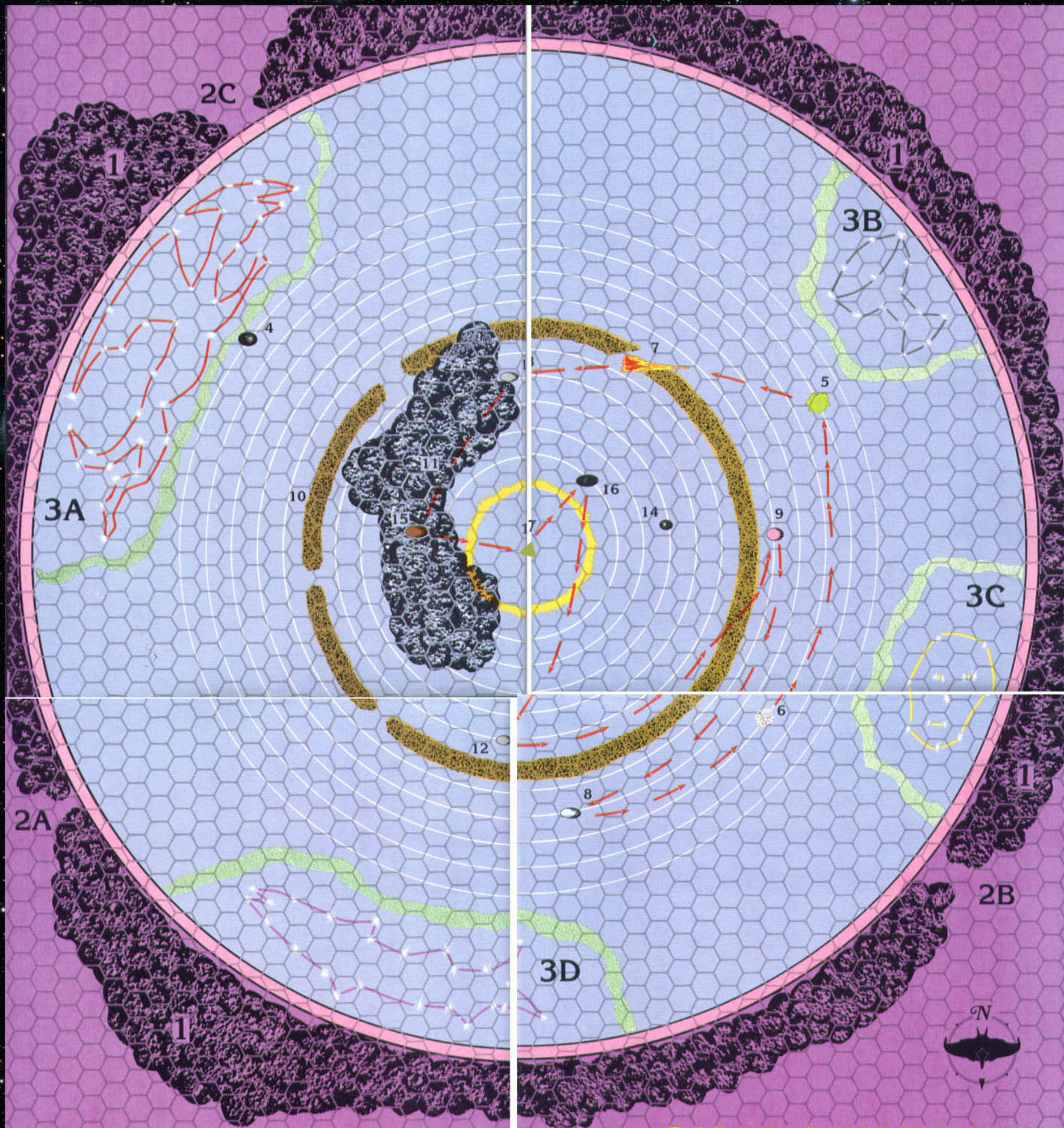
their war plans. Sound familiar?



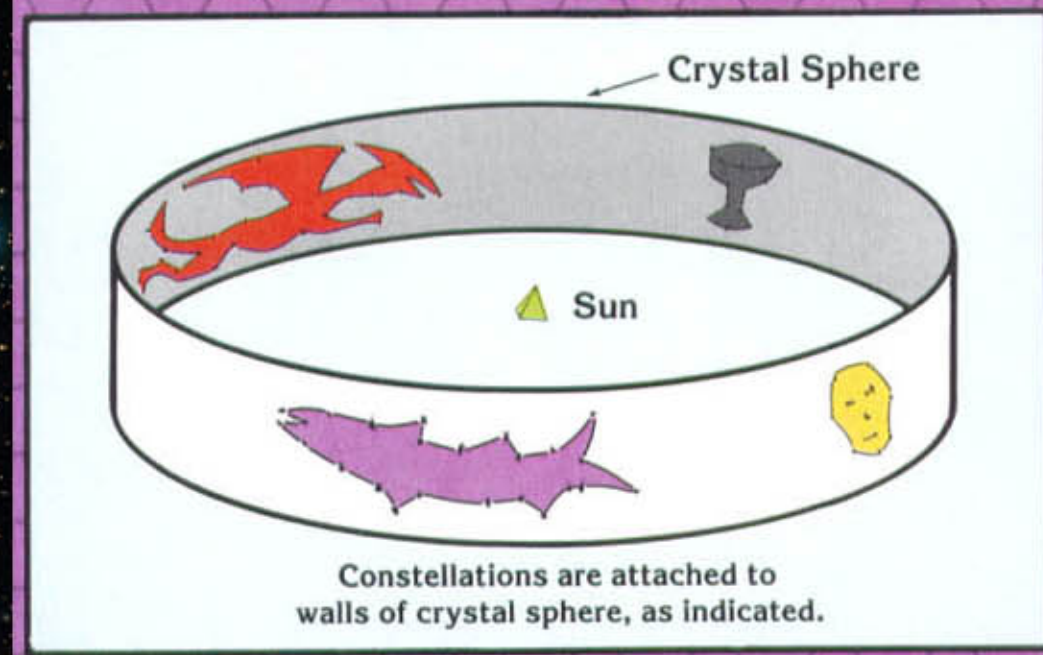
Can you help the Elven Armada stop the massive war fleet? Your PCs can become heroes or bite the bullet trying.

Find **Goblins' Return** on sale at book and hobby stores everywhere. It's the first of an exciting two-part module series set in the second Unhuman War. It can also be linked with **Heart of the Enemy**.





SHADOWSPACE



- | | | |
|--------------------|-------------------|-------------|
| Invisible Portal | Comet | Mist |
| Activity Zone | Black Clouds | Debris |
| Orbital Path | Shattered World | Stars |
| Cycle of Empunatus | Disc-shaped World | Pyramid Sun |
| Crystal Sphere | | |
- One Hex = 2,000 Miles

Sohhoras (Encounter 4, Chapter Three)

Side View of Planet
(see text for dimensions of chambers and passages)

Top View of Planet (Area A)

Orange Light	Stone
Sliding Panel	Sludge
Hills	Opening
Normal Passage	
Difficult Passage	
Narrow Passage	

One Square = 5 Miles

Gamaro Base (Chapter Five)

Destroyed Entry

One Square = 100 Feet

Area 2

Rubble
Door
Ladder
Barred Cage

One Square = 20 Feet

Yshaa's Valley (Encounter 5, Chapter Three)

Mountain	Door
Scorched Area	Hills
Landslide Area	Grass

One Square = 20 Feet

Wirrit (Encounter 9, Chapter Three)

Pink Mist
Brown Mist
Orange Light

One Square = 10 Miles

Tryggyt (Encounter 16, Chapter Three)

Stone Disc	Algae
Encounter Check	Tunnel
Muddy Incline	Alcove
Water-filled Area	Pit
	Blockage

One Square = 10 Feet

Myyn (Chapter Four)

Mountains	Rubble
Clear Areas	Idol
Perch Forest	Pits
Yellow Groves	Portal
Purple Groves	Mud Pit
Green Flames	Pond
Fields/Meadows	Hills

One Square = 20 Miles



Heart of the Enemy

by Rick Swan

A little information is a very frightening thing.

Hundreds of years ago, the elves and the goblinkin fought for control of known space in the Unhuman War. Though the elves won that first campaign, they know the goblinkin are clamoring for a rematch. Recently the elves commissioned a few good adventurers to infiltrate the base of a new race of advanced orcs known as the scro. They were hoping to gain information on their enemies' numbers and plans.

The news they found was far worse.

The scro have discovered a weapon of awesome destruction, one that can lay waste to entire worlds. But the key to unlock its power lies lost and forgotten.

Even now the scro are searching for it. When they find it, they will wreak destruction and revenge on the inhabited planets.

The elves are looking for an adventuring team who can win this desperate race, and find the key first. Your PCs may be the only thing that stands between known space and doom.

Heart of the Enemy is a 96-page adventure set in the Second Unhuman War. The second of a two-part series, it can either be linked with the previous *Goblins' Return* or it can be played as a stand-alone adventure.

Heart of the Enemy is designed for four to six characters of levels 8-11.

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