

THE LUNAR LIBRARY OF THURINDISAR



A Fantasy Adventure for Character Levels 3-6

(Compatible with Old School Fantasy Games Including Labyrinth Lord™)

Alset the Mad has hired you to recover a tome thought to be lost forever. Trouble is, it's on the moon. Boldly set foot where no adventurer has gone before! Seek out strange life! Confront creatures and adversaries never seen on your world!

Includes adventure notes, pregenerated character sheets, five printable maps, map images suitable for online play, and a tokens page.



Labyrinth Lord
Compatible Product

FAR FROM EARTH

Need an adventure that's ready to play? This book provides just that, plus a chance for your party to travel where no adventurer has before.

Alset the Mad is willing to hire you to explore a lost library hidden on the moon. He'll transport you there and back, and you'll confront creatures never before seen by man or demi-human. You might even find some new allies or new civilizations along the way.

Here's what you get for your gold pieces:

- *a base town and local personalities*
- *new moon monsters*
- *pregenerated player characters (PC's)*
- *Five map images for use with a Virtual Tabletop*
- *Five printable large maps (color and black and white)*
- *printable tokens*

This adventure can be used with your favorite old school fantasy ruleset, retroclone, or retro-inspired game with little or no modifications. It can also be used with later editions with a little tweaking.



Gaming looks even sweeter from Sharp Mountain!

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THE LUNAR LIBRARY OF THURINDISAR



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THE LUNAR LIBRARY: INTRODUCTION

Welcome, and thanks for purchasing this product. You made my day, you rock, and you probably smell pretty good too.

This adventure is designed for use with your favorite old-school game, retroclone, or retro-inspired game. You should be able to use the stats in this adventure with little or no modification. Pre-generated characters are provided at the end of the adventure for your convenience. Print them, pass them out, and you're ready to go. Also, your players can use their own characters if you plan to weave this adventure into your current campaign.

In this adventure, the player characters (PC's) will encounter Alset the Mad, a local natural philosopher and part-time wizard. He will hire the party to travel to the moon to recover a tome long thought lost. (He'll provide the transportation and breathing spells, of course.) A base town is provided, but feel free to use your own if you have an ongoing campaign.

NOTES FOR THE GAME MASTER

Monsters: Full monster description blocks are provided for new monsters. A "to hit" chart is provided for your convenience.

Armor Class: Armor class is provided in both descending and ascending format. For example, if AC is listed as 8(12), 8 is descending, and 12 ascending.

Adjusting for Party Size: This adventure was designed for 4-6 players, assuming the major classes (fighter, magic user, cleric, and thief) are represented. For smaller parties, feel free to reduce the number of opponents. Also, Alset and Carverton, two main NPC's in this adventure may accompany the party if you like.

BEGINNING THE ADVENTURE

Players begin their adventure in the town of Adela. This bustling trade center lies at the crossing of a major river and the main road to the west. Local farmers, craftsmen, and hunters all ply their wares in the markets. Residents are used to seeing a wide variety of travelers, so this is a welcoming town for diverse adventuring parties.

INVOLVING THE PLAYERS: While in town, the party will receive word that a local wizard, Alset, is looking to hire a brave group of adventurers. Alset (sometimes called "Alset the Mad") lives in an observatory in the mountains just north and west of Adela.

If the player characters (PC's) are from Adela, they may receive word from Mayor Clifton DeGray. If this is a new campaign, the Mayor is an ideal NPC to use to send them off on missions. Some other possible motivations include:

- Rewards – Alset is rumored to be quite rich from his previous career as an adventurer. He may even have some magic items to offer the party.
- Personal Interest – Any magic-users or elves in your party may already know Alset. Perhaps they studied with him in the past and would be happy to assist him now.
- Relationships – Any human in the party might be related to Alset. He's *that* relative: the one who always need some help.
- Curiosity – Alset is rumored to send parties to exotic locales when he hires them. This could be your one chance for an adventure far, far away.

Your players may wish to ask around town or do some shopping before they set out. All mundane supplies and weapons are available in town, though custom armor or magic items and potions are not. If they want to visit the inn, the best is the Lost Goat Inn.

The Lost Goat Inn is a large and well-kept wooden building. The furniture is solid, but not fancy. Many hunting trophies hang on the wall. Upon entering, they will be directed to a table. The proprietor, Arnie Arneson will approach them after they place their order. Here is a description of Arneson and some of the other people in town. Feel free to move them wherever you need them. A rumor table follows the description of the townspeople.

Arnie Arneson – Arnie a chubby aging man with a white beard. He will ask the PC's if they are enjoying their meal, and will sit a bit to talk with them. He

loves to laugh, especially at his own jokes. (A number of them involve halflings being tossed by larger beings). If the players are friendly and civil to him, he will give them a good deal of information.

Crocetta – Crocetta is Arnie's sister-in-law and actually owns the Lost Goat Inn. (She bailed it out when Arnie almost lost it betting on owlbear races). She is about 45 years old, with coal-black hair and a perpetual scowl on her face. Players will have a hard time getting much information out of her unless they slide a few gold coins in her direction.

Muriel Oldmen – Muriel is the town apothecary, and spends many hours collecting herbs and plants for her medicines. She is in her 50's, but is still quite spry thanks to her frequent wanderings. She is cautious with strangers, but not unfriendly. If players explain their situation and perhaps agree to buy some medicines from her, she may be willing to give them information or directions. Her medicines are not true healing potions, but each PC can buy one vial of medicine that heals 1d4 points of damage.

Walter the Bald – Walter the Bald is a slender man in his mid-thirties. He had a brown beard and long, flowing brown hair. He is a hunter, and knows the local woods quite well. He will act as a guide, but only if they agree to pay him 100 gp. He is not mean or nasty, but will not agree to help them unless he is well paid.

Poppy Dan – Dan is the town blacksmith. He is a short, squat man with massive forearms. He is never without his pipe and squints a bit in one eye. He has many common weapons in stock, and can repair most armor in a day or two. Custom weapons and armor will take several weeks to fashion.

Mayor Clifton DeGray - Mayor DeGray has a short gray beard, a soft, gentle voice, and a vocabulary that indicates he's had some education. He is a rare politician: he cannot be bought. He takes an active interest in his town and will often send parties on quests that can help the town or serve some other noble purpose. He took the mayoral position reluctantly after the previous mayor died young.

ALSET'S RUMOR TABLE

- Alset lives alone and spends all of his time gazing into the heavens.
- He often orders strange and exotic chemicals and minerals for his experiments.
- He has been spied talking to a wooden statue in his house. That is why he is called "mad."
- He will sometimes hire orcs and goblins to do his bidding. (FALSE)
- He sometimes comes to town to sell items that have never been seen before on this world.
- Alset hires parties to steal these strange items. (FALSE)
- Anyone who enters Alset's home is never heard from again. (FALSE).
- He worships dark powers, which is why he lives away from town. (FALSE).

Once the party has made their purchases and talked to anyone they would like, it's time to travel to Alset's.

GM's Note: *If you are running this as a convention game, you can simply declare that they have been hired to help Alset and move directly to Part One.*

PART ONE: TRAVELLING TO THE OBSERVATORY

MAP 1: It is a full day's walk to Alset's observatory. The party will travel west on the main road. About 2 P.M. they will turn onto a much smaller, less travelled road. They will be gaining altitude as they walk, though it is gradual and not exhausting.

About 5 P.M. they will come across a campsite as shown on **Map 1**. It is quiet around the campsite and the fire pit is cool. No one seems to be around. The party will approach from **Area 1**.

The campsite is a trap, though the players don't know it yet. If any players enter or stick their heads (or other body parts) into the tent (**Area 2**), it will collapse on them, possibly knocking them into a ten foot pit that has been dug below the tent. Players should be allowed DEXTERITY check if they trigger the trap. On a successful check, they still fall into the pit, but the tent cushions them and they take no

damage. It is a full round action to climb out of the pit. If they fail the check, they take 1d6 points of damage from the fall.

Players who only peeked or poked around the tent must still make the DEXTERITY check. On a failed check they do not fall into the pit. However, they are entangled in the tent and it will take them a full round to free themselves. On a successful check, they were not entangled in the tent.

As soon as the tent collapses or at least three characters are within the campsite, four Stink Trolls and their two Unusually Sized Rodents (USR's) will attack. Their leader's name is Tarrask. He will urge on his fellow trolls, crying "Rich party! Good stuff! Kill!" (He's not a subtle fellow.)

The Stink Trolls will not fight to the death. GM's should check morale as normal. If any are captured, they will talk freely if there is even a hint that they will be kept alive. They will admit that although the often harass travelers, someone gave them specific information that adventuring parties might be passing through this area. They were approached by a strange glowing figure who asked them to harass their party. The figure provided a case of strange, but delicious, food to them as part of the bargain. Some of the trolls have bits the food. It is shaped into little bars, and smells of chocolate. It is harmless if any PC's wish to taste it.

The stink trolls have gold pieces (33 gp) stolen from travelers that they have waylaid here in the forest. They also have several small barrels of ale and rum, and some fine clothing (men's and women's) that they have stolen. **Area 3** is their kitchen midden and contains many bones.



STINK TROLL

Armor Class:	7 (13)
Hit Dice:	2* (9 hp)
Attacks:	1
Damage:	1d6 or weapon
Move:	120'(40')
No. Appearing:	1d10
Save As:	F2
Morale:	7
Treasure Type:	Few coins and knives
XP:	25

Stink Trolls are humanoids who stand about 4 and half to five feet tall. They typically weigh about 120 pounds and are covered with thick brown hair. Their faces, fingers and toes are not covered in hair, and are typically a light fleshy color. Their noses are large like a pickle and often red, a consequence of their fondness for beer, wine and other adult beverages.

They acquired their name because of their non-bathing lifestyle. They possess a foul reek that has a negative effect on any player character. Any character who finds itself within 10 feet of a Stink Troll must make a SAVING THROW vs. POISON or suffer a -2 penalty to attack rolls. They suffer this penalty while they remain within 10 feet of the Stink Troll. Moving farther away will negate the effect, but it begins again once they move back into range. The effects of the original saving throw lasts for 12 hours.

One out of every 8 Stink Trolls will be a chieftain of 4 hit dice (125 XP)

AC	9	8	7	6	5	4	3	2	1
To Hit	9	10	11	12	13	14	15	16	17

UNUSUALLY SIZED RODENT (USR)

Armor Class: 7 (13)
 Hit Dice: 2 (9 hp)
 Attacks: 1 bite
 Damage: 1d8
 Move: 180'(60')
 No. Appearing: 1d6
 Save As: F1
 Morale: 6
 Treasure Type: None
 XP: 20

Unusually Sized Rodents are just that: rats that are as long as a human is tall. They have a nasty bite and are quite fast.

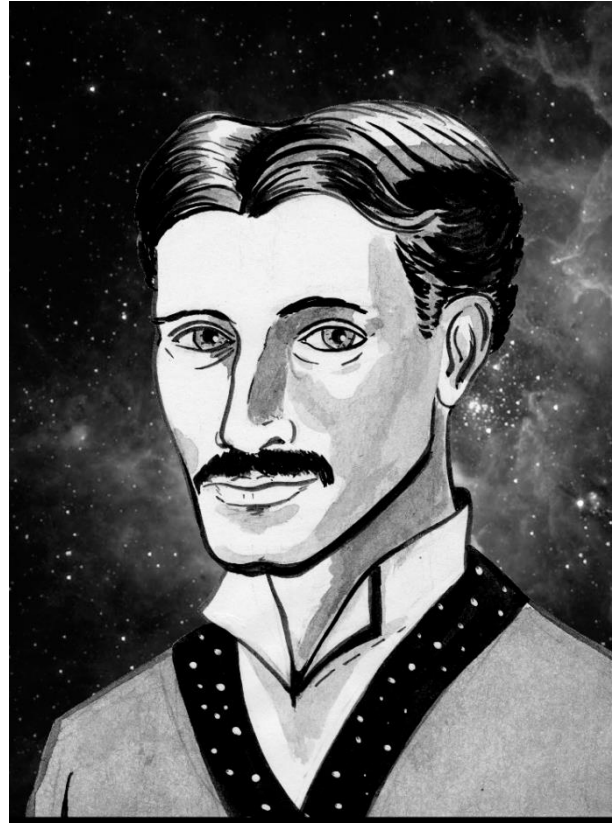
AC	9	8	7	6	5	4	3	2	1
To Hit	9	10	11	12	13	14	15	16	17

PART TWO: AT ALSET'S OBSERVATORY



Alset's home and observatory are set into the peak of a mountain. There is no external entrance to the observatory, so players will have to enter through the house. Alset himself will meet them at the door. He's

a tall, slender man well into his fifties. He sports a mustache and his hair is dark but graying at the temples. He always speaks softly and deliberately.



Alset the Mad

If any of the party knows Alset or is related to him, he will greet them fondly and usher everyone inside. If not, he will keep them at the doorway until he is sure they have peaceful intentions.

Once Alset is convinced that they party intends to take the job, he will lead them into the house to his library. The room is ringed with bookshelves, and books, maps and writing utensils litter the large central table. There are a number of chairs and stools available. Alset will clear a little space on the table and ask the party to sit. He'll then call out "Carverton, can you bring us some refreshments and then join us. I think we may have found the solution to your problem."

Shortly, a wooden man enters bearing a tray of drinks, glasses, and little cakes. He seems to be carved out of a single piece of wood, yet moves smoothly and gracefully. He is wearing clothing and shoes. Alset

thanks him for bringing the try, and introduces him as Carverton, his associate. He asks Carverton to sit and explain his situation.

Carverton explains that he is a member of the race known as the “Carven.” Unlike other constructs such as golems, they have free will and are capable of mental and emotional growth. They were created millennia ago by the powerful wizard Urezan, but many were lost over the centuries during noble quests. He believes that he is the last surviving member of his race. He now spends his time working with Alset. They both hope to discover the secret of animating other carved figures and perhaps creating a new family for Carverton. Alset sees it as the great magical challenge of his life. “And I believe I’ve found the key,” Alset interjects...

GM’s Note: At this point you may wish to pause to allow the players to ask questions. Just read ahead in this section and you’ll have the answers you need. This helps involve them and breaks up the exposition a bit.

Supposedly the spell was rediscovered centuries ago by a wizard named Thurindisar. However, Thurindisar was very secretive, afraid others would steal his spellbooks. Legend has it that he hid all of his books in a library accessible to only himself, perhaps even in another plane, or on another world.

After many long nights at the telescope, Alset and Carverton believe they have found the library. A building matching the legends of Thurindisar’s library is clearly visible on the moon. Alset believes this location would also appeal to Thurindisar, because the lack of air would prevent decay of the paper. He provides the party with a sketch showing the title that should appear on the book.

Alset offers the party a reward of 1000 gp per party member. Any other valuable items or magical items that the party recovers are theirs to keep. He even offers them the chance to assist him with the research once the spellbook is recovered. Carverton promises that the party will be remembered in the stories of his people for all time. (Alset can provide the party with other items such as a few scrolls with low-level magical or divine spells if the party seems reluctant.)

Each member of the party will be given a tonic that will allow them to breathe normally on the moon for 48 hours. They will also be provided with water and rations, and transportation to and from the moon. Alset gives each of them a small medallion with a ringed planet on it. When it is time to return, all they need do is clasp the medallion and mentally ask to be returned home. He also gives them a map to the library, saying that he will be able to get them to within a few miles of their destination. It’s not an exact science.

Alset and Carverton will lead the party through his house and into a rock tunnel. This takes them back to the observatory. On the top story of the observatory is a large telescope. Alset spends time adjusting the eyepieces, and then asks the party to stand in a circle that is inscribed on the floor. Astronomical symbols frame the circle.

He removes the cap from a large eyepiece on the telescope, and makes a few final turns of the knobs. A bright orange light shoots from the eyepiece and envelops the party. The players feel a strange tingle, like static electricity, over their bodies. Alset, Carverton, and the observatory all fade from view.

And they’re off!

GM’s NOTE: Carverton is a member of the construct race, the Carven. A character sheet is provided below if you wish to use him as a PC. Feel free to change his gender or name. As an NPC, he may accompany the party on this adventure. This is especially helpful in rounding out smaller parties.

The history of the Carven and their advancement charts are detailed in the supplement “THE CARVEN”, available from Sharp Mountain Games through drivethrurpg.com. Purchase of that supplement is NOT necessary to run this adventure.

If Alset is to accompany the party, simply use the Magic-User character sheet provided in Appendix 1. Adjust the spells to taste.



CARVEN 5					45 hp	AC 7 (13)				
STR	DEX	CON	INT	WIS	CHA					
12	13	14	16	10	8					
Saving Throws										
DR/P	MW	TTS	DB	Spells						
9	10	11	11	8						
Weapons (Ascending Attack Bonus = +3)										
Sword: +0 (1d8+1)										
Bow: +1 (1d6)										
Gear										
Leather Armor, Sword, Bow, Healing Potion										
To Hit										
AC	9	8	7	6	5	4	3	2	1	
Roll	9	10	11	12	13	14	15	16	17	
Special Abilities/Restrictions										
- Scout (50%) - Identify Potions (45%) - Limited Healing (½ hp for healing) - Flammable (Save vs. DB or 1d4 continuing DMG)										
Languages: Treant, Gnome										

PART THREE: APPROACHING THE LIBRARY

MAP 2: As the party appears on the lunar surface, they are greeted with a grey, lonely plain of rocks, sand and craters. The horizon seems to be too close and slightly curved. Above the sky is as black as night, and the stars don't twinkle.

The party appears at point "A" (for arrival) on **Map 2**. They are on top of a low rise, and a crater looms below. They will need to travel across or around the crater to reach the lunar library. The crater is about 40' deep, so a successful STRENGTH check is required to climb down to the crater floor or lunar surface. On a failed check, the character slipped and takes 1d6 damage. Using a rope provides a +2 bonus to the check.

As the party reaches the ground, the rock rollers will attack the party. These monsters will number one less than the party's size. If things are going poorly for the group, the Selenarians will appear from an opening in the base of the crater wall and help drive them away. They carry silvery metal rods about ten inches long that they aim towards the rock rollers. This weapon is explained in the Selenarians description.

ROCK ROLLERS

Armor Class:	4 (16)
Hit Dice:	4* (18 hp)
Attacks:	1 bite + special
Damage:	1d8
Move:	180'(60')
No. Appearing:	1d6
Save As:	F2
Morale:	7
Treasure Type:	None
XP:	125

Rock rollers are lunar creatures that resemble living boulders. They are mostly jaw, with jewel-like eyes. They are about the size of a full-grown human.

They hunt by hiding themselves high on a crater wall, and then rolling down at their intended prey. After a successful hit, the victim must make a DEXTERITY check. On a failed check, they are knocked to the ground winded. They take no damage, but must spend the next round standing up and catching their breath. They make not move or attack.

Rock rollers are immune to the spell *Charm*.

AC	9	8	7	6	5	4	3	2	1
To Hit	7	8	9	10	11	12	13	14	15

Since the Selenarians communicate by telepathy, the PC's will hear a calm voice inside their heads (think of HAL from "2001".) The voice will ask them who they are, why they are here, and if they are the cause of the trouble at Thurindisar's crater.



If the party is non-confrontational and cooperative, the Selenarians will lead them to their secret tunnels at the base of the crater. They will offer to take the party through the tunnels to the crater, avoiding any more attacks by rock rollers. The tunnels are lit by phosphorescent moss that grows on the wall. Occasionally, one of the Selenarians will break off a piece of the moss and eat it. They will offer some to the party. Though it has a metallic taste, it will restore 1d3 hit points of damage. It only has that effect once per day, though party members will be allowed to take enough for two more doses.

The Selenarians lead the party to a room off the tunnel that contains a stone table and stone benches. There they can sit and “talk.” The Selenarians explain that they are the major sentient race on the moon, and introduce themselves. Possible names include Utaakl, Adarab, and Otkin. They live deep underneath the surface of the moon, and helped Thurindisar to build his library. In exchange, he trained some of their people as magic-users. Recently, they saw a strange streak from the sky and felt vibrations in their deep tunnels. Shortly afterward, someone activated the shield that surrounds the lunar library crater.



SELENARIAN

Armor Class: 8 (12)
 Hit Dice: 2* (9 hp)
 Attacks: 1
 Damage: 1d6 or weapon
 Move: 120'(40')
 No. Appearing: 1d12
 Save As: F2
 Morale: 7
 Treasure Type: Some moon jewels (about 50 gp)
 XP: 20

Selenarians are the major sentient race on the moon. They are about 5' tall, slender, and have gray skin and large black eyes. They are hairless, and do not require air to breathe. In fact, a standard atmosphere is poisonous to them. They can communicate telepathically with any intelligent being, not matter their native language. They can understand either mental messages, or spoken words.

Selenarians are pacifists, and use a unique weapon best translated as a “stun tube.” It is described below

STUN TUBE: These weapons are silvery metal tubes about 10 to 12 inches long. They fire an invisible beam that does no damage. They are fired by making a ranged attack roll, and have a range of 40'. Any lunar creature hit with a stun tube must make a SAVING THROW vs PARALYSIS or be stunned for 1d4 rounds. Non-lunar creatures get a +2 bonus to their saving throw. The beam only affects living creatures, not opponents such as the undead or constructs. Each stun tube has five charges. They are non-magical and must be charged in special devices in Selenarian enclaves. While the Selenarians may lend out the tubes on rare occasions, they never part with the charging devices.

AC	9	8	7	6	5	4	3	2	1
To Hit	9	10	11	12	13	14	15	16	17

Their head magic-user, Chaya, went to investigate what was happening. However, he never returned. They are unable to mount a rescue mission, as they cannot breathe the air atmosphere that is inside the screen. Chaya was only able to prepare enough tonic to allow him to breathe before he left. The Selenarians will gladly take the party to the lunar library, and beg them to save Chaya if at all possible. If the party asks, the Selenarians will be willing to loan the party two of their stun tubes. They will stress that they only work on living creatures, and they are

unsure how they will affect living beings not from the moon. More detail is provided in the Selenarians' description.

If the party did not accompany the Selenarians, simply move along to the crater of the lunar library, **Map 3**.

Map 3; The party will now see the crater that holds the lunar library. The crater walls are about 10' tall and are gently sloped. They can be climbed easily and without the need for a dice roll. The first thing the PC's will notice is that there are thick metal posts ringing the crater. The posts are about 60' tall and between the posts is a milky, purple glow. The glow continues over the top of the crater as well. On the inside surface of each post (inside the glow) is a metal box with what seems to be glowing gems mounted into them. The boxes are mounted about 10 feet above the top of the crater rim.

The crater is approximately 300 feet in diameter, and the lunar library sits in the center. The library is a domed building about 40' tall with a large red window in the upper floor. The window is circular, and lights can be seen behind it. There is a two story observation tower in front of the library, and also a stone bench and table. The square labeled "O" is an outhouse.

*GM's Note: Should the party wish to try a rear entrance, you can still use **Map 3**. Simply cover the tower, bench, and main entrance. There is a rear entrance shown on **Map 4**. The encounter with the burrowing worms can occur on either side of the library.*

Any PC who attempts to cross the milky barrier must make a CONSTITUTION check. On a successful roll, they feel a sharp shock across their chest as they move through the barrier and into the crater. On a failed roll, they still make it through the barrier, but are badly affected. For the next ten minutes, they suffer a -2 penalty to all attack rolls and saving throws. Also, they will land hard on the ground, attracting the burrowing worms. The worms will surface one round after any PC falls through the barrier.

Inanimate objects such as stones or weapons are not affected by the shield. They will sail through the

barrier unimpeded. If the PC's wish to try to damage the boxes, they may attempt a ranged attack roll. The boxes have an AC of 17 and will stop functioning if they take 10 points of damage.

If the boxes are damaged, the milky barrier around the crater will disappear. A faint glow will still be visible around the library, though this will be safe to cross. (This is a failsafe to maintain air pressure with the library.) If the boxes are damaged, they will cease to glow. An examination of the boxes will reveal that there are no gems mounted on them, merely colored glass.

Once inside the crater, they will see the library about 50 yards away. The ground between the crater wall and the library is composed of fine sand. If the PC's decide to throw rocks, they will see ripples in the sand, as though something is moving underneath the sand.

Traversing the sand will definitely attract the burrowing worms. Cautious players may decide to throw objects first, and then make a run for it. In that case, give the players one round to run, and the initiative next round. The burrowing worms will definitely attack, and their description follows. One or two worms should be plenty.

If any slain burrowing worms are cut open, they will have lunar gems worth about 500 gp in their gullet.



BURROWING WORM

Armor Class: 5 (15)
 Hit Dice: 10** (45 hp)
 Attacks: 1 bite or 1 breath
 Damage: 1d8 or 2d6
 Move: 60'(40', burrowing)
 No. Appearing: 1-3
 Save As: F5
 Morale: 9
 Treasure Type: none
 XP: 2300

The burrowing worm is a huge, eyeless worm that lives underground. They can reach up to 50 feet in length, and detect the vibrations of those that walk across the soil above them. They surprise on a roll of 1-4 on a d6. The GM may allow suspicious characters to attempt a FIND SECRET DOORS roll or HEAR NOISE to see or hear their movements underground.

They have a hot breath weapon with a range of 20 feet. On a roll of 1-4 on a d6 they will use their bite. On a 5 or 6 they will use their breath weapon. Victims may make a SAVING THROW vs. DRAGON BREATH for half damage. Otherwise the Burrowing Worm's intense heat causes them pain.

If they roll a natural 20 on a bite attack, they will swallow their victim whole. This does not inflict the 1d8 damage from their teeth, but causes 1d6 points of damage per round until the victim is freed. The victim may be freed by inflicting 10 points of damage to the beast, either from within or without.

AC	9	8	7	6	5	4	3	2	1
To Hit	2	3	4	5	6	7	8	9	10

PART FOUR: LIBRARY (First Level)

Area 1: The main entrance to the library is a stone doorway ringed with planetary symbols. The stone door lies in pieces on the sand in front of the doorway, and faint red lights can be seen in the darkness inside the building.

The walls in the library are of a thick, concrete-like stone. Almost every wall has bookshelves built right into them. The shelves are overflowing with books and scrolls. Most are in ancient languages and will be indecipherable to the PC's.

*GM's Note: If the party has taken a beating, you may wish to allow them to find some clerical healing scrolls or potions. Scrolls or potions of **Cure Light Wounds** or even **Cure Serious Wounds** could be found in any room of the library that you desire.*

Inside the doorway is a hall leading to the open space in **Area 3**. There the guardian construct stands its watch. It will move to either **Area 1**. or **Area 2**. if it hears sufficient noise. It will call out: "State your mission for the Kaeladons immediately."

If the PC's attempt to bluff the construct, they will need to make 2 out of 3 CHARISMA checks. The GM is free to apply a +2 bonus for excellent roleplaying at their discretion. There results of the CHARISMA checks are summarized below:

Successes	Results
3	The party has convinced the guardian construct to let the pass.
2	The construct will let them pass, but decides to accompany them.
1 or 0	The construct will attack the party.

The construct will become suspicious if the party presses it for information ("But you are on a mission for them? You should know.") An additional CHARISMA check (and some fast talking) will be required to prevent the construct from attacking them.

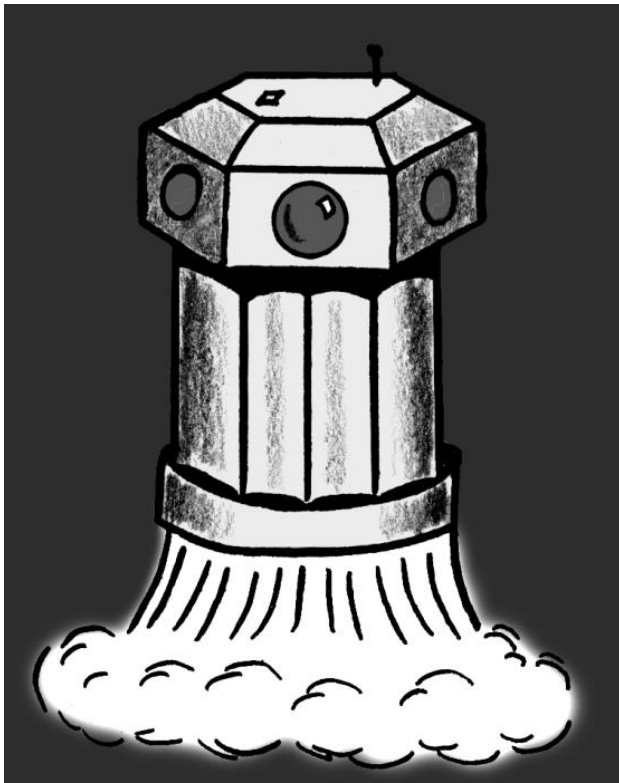
GUARDIAN CONSTRUCT

Armor Class: 4 (16)
 Hit Dice: 6* (27 hp)
 Attacks: 6 shots
 Damage: 1d6 (X6) or stun
 Move: 120'(40')
 No. Appearing: 1
 Save As: F3
 Morale: 12
 Treasure Type: None
 XP: 725

Guardian constructs are mechanical devices of some intelligence. They stand about 4 feet tall, resemble a pillar, and hover on a jet of gas. Their "head" is ringed with 6 glass globes that fire beams of damaging light. The beams may fire 360°, and the construct can choose to either do damage or try to stun its targets. On a successful hit, the victim must make a SAVING THROW vs. PARALYSIS or be stunned for 1d6 rounds.

Guardian constructs are immune to *Sleep*, *Charm*, and *Hold* spells.

AC	9	8	7	6	5	4	3	2	1
To Hit	5	6	7	8	9	10	11	12	13



Area 2: If the party wishes to scout around the perimeter of the library, they will discover a second entrance at **Area 2**. There is an unadorned stone door here that has an iron lock built into it. The door is locked. A successful OPEN LOCKS check will allow the door to swing inward quietly. They may then be able to surprise the guardian construct in **Area 3**. A successful OPEN DOORS check will make more noise, attracting the guardian construct in **Area 3**. The construct will be waiting for them and initiative should be rolled as normal.

Area 3: If the party has not already encountered it, the guardian construct will be located in this area.

Area 4: All interior doors are of wood, and are unlocked. If the PC's listen at the door to **Area 4**, they will hear a strong "burring" sound. Inside they will find a short, gray creature napping in the chair near the bed. The creature (an "Alien Thug," see below) has a strange weapon clutched in his hands. The "burring" sound is being caused by a boxlike device sitting on top of the wardrobe to the left of the door. It resembles the boxes on the posts that ring the crater, and produces a milky blue aura around the tall

wooden wardrobe. There is a light banging sound coming from inside the wardrobe.

Any PC who touches the aura must make an immediate CONSTITUTION check. As with the outside barrier, a failed check produces a -2 penalty to attack and saving throw rolls for the next 10 minutes. The door to the wardrobe is locked, so the device must be deactivated before the lock can be picked or busted open. It will turn off after taking 10 points of damage. A thief may also try a *Remove Traps* check. Any significant noise will awaken the alien thug who is sleeping in the chair. Even if the party is trying to be quiet, he will still awaken on a roll of 1 or 2 on a 1d6.

ALIEN THUG

Armor Class:	7 (13)
Hit Dice:	2* (9 hp)
Attacks:	1
Damage:	1d3 or weapon
Move:	90'(30')
No. Appearing:	1d6
Save As:	F2
Morale:	7
Treasure Type:	None
XP:	25

Alien thugs stand about 4 feet tall, and have rubbery reddish skin. Their thick skin helps them absorb blows, which gives them a natural armor class of 7(13). They prefer to use beam weapons that do 1d8 points of damage. If captured, this weapon may be used by player characters, but with a -2 penalty to a ranged attack roll. Weapons can hold ten charges.

They have the ability to stretch one of their arms at a time to a length of 10 feet. This counts as their movement action for that round. It grants them a +2 bonus on a melee attack the first time they use this ability. They may also use this ability in a non-combat situation.

AC	9	8	7	6	5	4	3	2	1
To Hit	9	10	11	12	13	14	15	16	17

The alien thug does not speak Common, and will try to yell to attract the other alien thugs from **Area 5** unless he is muffled, threatened, or dead).

If the wardrobe is opened, a young woman will topple out. She has short black hair and wears light-colored robes and boots. She will be quite grateful to the party, and immediately begin to search the room.

Under the bed she will find a sword hilt and hook it to her belt.

After retrieving her sword hilt, she will introduce herself of Theanna Ozar, Paladin of Space. She will explain that they are a warrior-mystic sect dedicated to bringing peace and justice to the galaxy. She is here because her order has information that the Kaeladons are searching for an ancient text. The Kaeladon are a race of fierce robotic creatures that have turned against their original programming. They now seek only to enslave all living races. Any races that will not be enslaved are destroyed. If found, this text might give them true life. With such life would come the ability to reproduce, and conquer the galaxy. "We have to stop them before it's too late. You may be our only hope," she concludes.

Along with her sword hilt, she has a pack with extra robes and personal items. She also has coins of a strange metal that she will give to the party if they ask. The coins are worth about 800 gp back home.

GM's Note: If you wish to use Theanna as a player character, a character sheet is presented on this page. Feel free to change the name and gender. Also, Theanna may accompany the party as an NPC. This may be especially helpful for small parties. However, if you don't want to do this, simply declare that she is too injured or weakened from her captivity.



PALADIN OF SPACE 5					30 hp	AC 5(15)			
STR	DEX	CON	INT	WIS	CHA				
13	12	10	12	13	12				
Saving Throws									
DR/P	MW	TTS	DB	Spells					
10	11	12	13	14					
Weapons (Ascending Attack Bonus = +4)									
Wave-Particle Sword: +1 (2d6)									
Gear									
Wave-Particle Sword, bag of tools, healing potion									
To Hit									
AC	9	8	7	6	5	4	3	2	1
Roll	7	8	9	10	11	12	13	14	15
Special Abilities									

UNERRING SHOT Once per day make one ranged shot or melee attack automatically. May be used even if blinded or blindfolded.

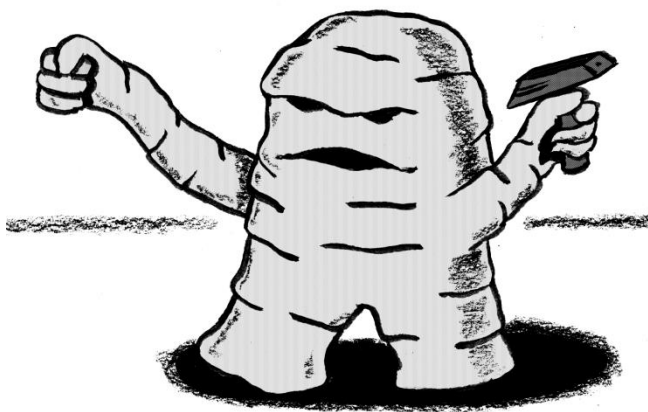
UNSEEN REACH Once per day, move an object or draw it into your hands. The object must be within 60’ and may weigh up to 100 pounds. Hands must be free and you can maintain the hold only if undisturbed.

If you throw things at an opponent, they must make DEXTERITY check or be knocked to the ground. They must spend their movement action the following round standing up. The DEXTERITY check is made if the Paladin of Space is trying to lift them off the ground. They may lift a human sized opponent 10’ off the ground.

Unseen Reach may also be used to choke an opponent. This results in one BURDEN for a non-lethal choke, and three BURDENS for a lethal action.

MINOR CHARM Once per day you may affect the mind of any human or human-like creature. They must be within 20’ or the charm will fade. The target gets to make a SAVING THROW VS. SPELLS. If they fail, they will believe whatever the Paladin tells them or obey very simple commands. They will not harm themselves or another being. Physical or magical attacks break the effect. The effect lasts for one hour. **You are immune to Charm spells.**

Area 5: This area served as Thurindisar's kitchen. There are two wooden cabinets, a stone stove, and a wooden table. Five alien thugs are in the kitchen enjoying strange food. They have a small device sitting on the stove that they put containers into. The containers emerge steaming, filled with some kind of salty noodles. The device may not be used as a weapon (unless the party wishes to throw it for 1d4 damage). There are a number of clear paper wrappers littering the floor.



The alien thugs will attack as soon as they become aware of the party. If more than half of them are killed, they will attempt to flee if possible. The alien thugs do not speak Common, though they will make pleading signs with their hands. It is up to the party whether to let them go, restrain them, or bring them to a quick end. Abbreviated stats for alien thugs are presented for your convenience below.

ALIEN THUG (2* HD)						9 hp AC 7(13)					
# At 1 (beam weapon), DMG 1d8, Save F2, ML 7											
<i>May stretch one arm 10 feet for a +2 to a melee attack on first use. Counts as a move action.</i>											
AC	9	8	7	6	5	4	3	2	1		
To Hit	9	10	11	12	13	14	15	16	17		

Area 6: The walls of this room are different than the rest of the library. They are smooth, and the floor is sunken ten feet. A walkway leads to a platform in the middle of the room. There is a side walkway on the platform that leads to **Area 7**. On the platform is a

podium with a large open book on it. Resting in book is a spyglass.

When a PC steps upon the walkway or platform stars and galaxies will begin to swirl around them. This can be disorienting, and anyone on the walkway must make a SAVING THROW vs. SPELLS. On a failed roll, they will be so dizzy that they are unable to walk. The effect ends if the PC steps out of the room. They may then be led across the walkway blindfolded or with their eyes tightly shut.

If anyone looks through the spyglass, the stars and galaxies will be greatly magnified. Adjusting the focus will allow the user to see solar systems and alien worlds. Further adjustment will even zoom in on creatures and beings. On a number of worlds, strange floating constructs will be seen. The sentient beings on those worlds live in squalor, spending most of their time in backbreaking labor.

The book beneath the spyglass is a guide to the heavens, detailing where advanced civilizations can be found. Alset would be quite interested in both of these items, and will pay an additional 5000 gp for them. Alternately, the PC's are welcome to keep them for themselves, or to sell at a later date.

Area 7: This room has been ransacked. Scrolls and books are scattered on the floor. The table has been overturned and the stools broken. There is a banging sound coming from the alcove in the south-west corner of the room. A stairwell leads upwards, and a faint red light can be seen at the top.

In the alcove, a smaller construct is flailing about. The construct stands about three and a half feet tall, and moves about on wheels. It has clearly been attacked, and one of its arms is lying on the floor behind it. Wires stick out from where the arm had been mounted. It wheels around in circles, making a beeping sound. It occasionally blurts out a few words such as "No", "Will not tell", and "Go away."

The construct may be restrained with a successful melee attack roll. On a failed roll, the PC must make a DEXTERITY check or take 1d4 points of damage from the flailing arm. If players wish to reconnect the lost arm, no roll is necessary. The wires are color coded. If they do not connect the wires in the proper

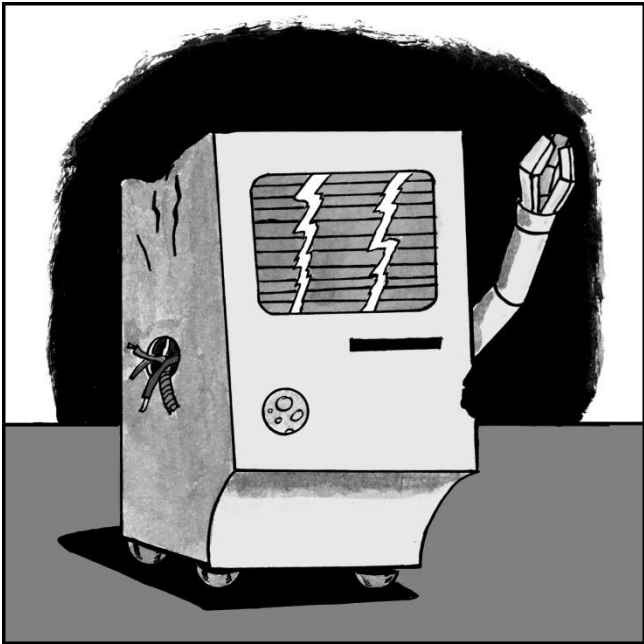
color codes, the construct will continue to flail about and another DEXTERITY check must be made.

Once the arm is reconnected, the construct will stop flailing and become lucid. It will introduce itself as Card Catalog, Thurindisar’s librarian. It speaks in a hushed whisper at all times. It was damaged when it would not reveal the location of the book on animating unliving matter. It remembers that there were three floating constructs, four thugs, and a captured Selenarian. He suspects they went upstairs but is not certain.

If a search is made of the room, or if Card Catalog is asked nicely, the party will uncover a clerical scroll (*Bless*), and magic-user spell (*Ventriloquism*), and a *Ring of Protection* that adds +1 to anyone’s armor class.

Card Catalog may be carried up the stairs if the party wishes. He would be willing to help drive the invaders out of the library, and abbreviated stats are presented below:

CARD CATALOG (1* HD)									
5 hp AC 6(14)									
# At 2, DMG 1d4/1d4, Save F1, ML 12									
AC	9	8	7	6	5	4	3	2	1
To Hit	10	11	12	13	14	15	16	17	18



Area 8: This area served as Thurindisar’s bathroom. It has a commode, sink, and a step up tub. The PC’s may obtain water from either the sink or the tub, as it is magically produced. Several towels and a bathrobe are on the floor near the tub.

Area 9: This room is lined with shelves as well. However, only about half the shelf space is devoted to books and scrolls. The rest is piled with tools, telescope parts, and astrolabes of various sizes and shapes. The floor is littered with hollow metal spheres. They range in size from about half a foot in diameter to three feet in diameter.

The ceiling in here is about 20 feet high and quite dark. It seems as though more spheres are circling above the party’s heads, moving in complex patterns of loops and ellipses. There are also some rough, rocky looking objects floating among the spheres.



The rocky objects are lunar bats and they will attack the party as soon as most of them are in the room. Their stats are presented below.

Also, if anyone wishes to throw the spheres at the creatures, treat it as a ranged attack. Assume they will cause 1d4 points of damage. On a natural 20, the ball will have impaled itself on the creature’s horn and it will no longer be able to attack. It will try to flee at that point.

A search of the room will turn up 4 fire opals worth 500 gp in total. It will also produce a scroll with the clerical spell *Striking* on it, and a potion of *Haste*. There are two doses of the potion in the bottle.

LUNAR ROCK BATS

Armor Class: 4 (16)
 Hit Dice: 2* (9 hp)
 Attacks: 1 stab
 Damage: 1d8
 Move: 150'(50')
 No. Appearing: 1d8
 Save As: F1
 Morale: 8
 Treasure Type: None
 XP: 25

Lunar rock bats are silicate creatures that resemble asteroids with a horn on the bottom of their bodies. They float by emitting a glowing gravity ray from gemlike growths on the sides of their bodies. Their rocky hide and floating ability gives them a respectable armor class.

They attack by dropping directly down on their prey. On a natural 20, the victim is impaled by the rock bat, doing 1d6 continuing damage until the rock bat is slain.

AC	9	8	7	6	5	4	3	2	1
To Hit	9	10	11	12	13	14	15	16	17

PART FIVE: LIBRARY (Second Level)

Area 1: This room was Thurindisar's alchemical laboratory. There are two stone statues here that stand on short pedestals. The statues are of Selenarians posed heroically. They are about four feet tall and the one on the right side of the room has been toppled to the ground and broken. There are three lab benches that are cluttered with glassware. Many of them contained the dried, oily residue of experiments long abandoned.

A search of the cabinets below the lab benches produces a number of wax-sealed bottles. Some of them are labelled as acids (aqua regia), bases, and flammable oils and alcohols. If the party wishes to use the acids and bases as weapons, assume they do 1d4 damage. Also, the victim must make a SAVING THROW vs POISON or take 1d3 continuing damage

for 6 rounds. The oil does no damage, but may be lit on fire.

There are steps that rise about 8 feet that lead up to **Area 2**.

Area 2: This is the uppermost room of the library. The ceiling is domed and rises over 20 feet. There are two sets of bookshelves on either side of the library. They run from floor to ceiling and are made of the same stonework as the walls. They cannot be toppled. There are also two movable ladders as shown on the map. In the front of the room is a huge red glass window. There is a platform (**Area 3**) that is raised about 8 feet in the air and is accessible by a ladder.

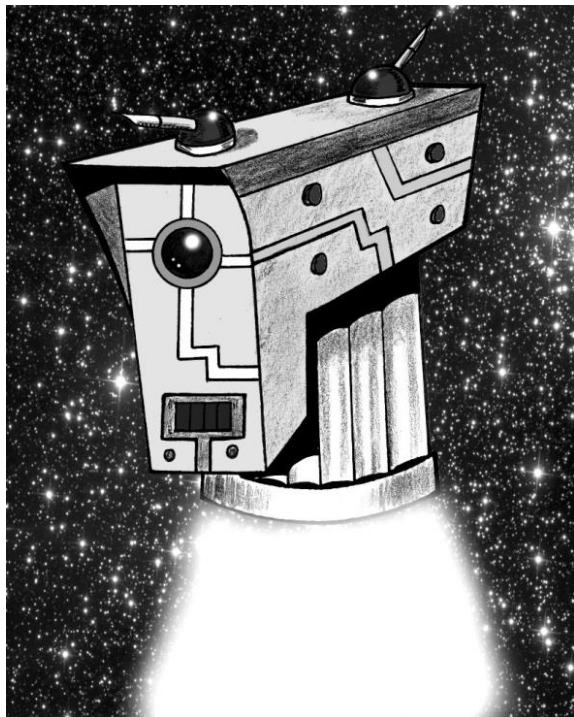
On the platform, a Selenarian is strapped to a chair. The window in the front of the room is focusing a bright beam of light on him, and he is writhing in pain. Inside the PC's heads, they hear a load moaning and groaning.

Floating around the room are three boxlike creatures, the Kaeladons. They speak with echoing voices. "Tell us how to use the spell. Tell us how to bring life, and your suffering can end," they say towards the Selenarian. A large maroon book is open on the floor at the base of the ladder. Also in the room are four more alien thugs.

As soon as the party is detected, the Kaeladons will emit metallic cries. "Attack! Kill them! We must not be denied!" Two of the Kaeladons and all four thugs will turn to engage the party. They will attempt ranged combat: it is up to the party to close for melee if they choose. The third Kaeladon will take up position on the platform, one gun firing at the party, the other trained on the captive Selenarian. If the Kaeladons are losing badly, it will threaten to kill the Selenarian unless it is allowed to escape.

The maroon book is Thurindisar's book with the needed spell. The Selenarian is the magic-user Chaya, and he will gladly allow the party to take the book. He does not know where the Kaeladon vessel is, so it would be difficult to pursue them across the lunar surface. He will want to return to his people immediately if possible. He certainly could use a good rest and some lunar moss.

KAELADON										
Armor Class:	5 (15)									
Hit Dice:	6* (27 hp)									
Attacks:	2									
Damage:	1d8/1d8									
Move:	150'(50')									
No. Appearing:	1d6									
Save As:	F6									
Morale:	10									
Treasure Type:	Spellbook									
XP:	500									
Kaeladons are intelligent constructs who have turned against their makers. They are boxlike beings about four feet tall who move on a jet of air. They can hover up to 15 feet in the air. They have two beam weapons mounted on the top of their heads and can fire 360°. The weapons can be set to damage opponents or to stun them. Victims hit by a stun blast must make a SAVING THROW vs. PARALYSIS or be stunned for 1d6 rounds. This is a favorite escape tactic of the Kaeladons. Kaeladons have an anti-gravity projector that they can use to lift objects up to 50 pounds. The Kaeladons hope to one day become living creatures. In this way, they can reproduce and conquer the universe that much faster.										
AC	9	8	7	6	5	4	3	2	1	
To Hit	4	5	6	7	8	9	10	11	12	



ALIEN THUG (2* HD)										9 hp AC 7(13)
# At 1 (beam weapon), DMG 1d8, Save F2, ML 7										
<i>May stretch one arm 10 feet for a +2 to a melee attack on first use. Counts as a move action.</i>										
AC	9	8	7	6	5	4	3	2	1	
To Hit	9	10	11	12	13	14	15	16	17	

PART SIX: CONCLUDING THE ADVENTURE

Concluding the Adventure: The other Selenarians will be waiting on the plain outside the lunar library. They will be very grateful if Chaya was saved, and will offer to take the party to their city for a feast. (However, most of their food tastes like the moss). Also, they will bring in a healer from the deep city to help the party with any wounds. Assume this returns the PC's to full hit points.

Upon returning to earth, Alset will of course pay them their reward. Carverton is very extremely grateful and will want to get to work right away to restore his people. Alset will speak well of the party to Mayor DeGray, giving them the opportunity to undertake more quests for the town of Adela.

Extending the Adventure: If GM's wish to extend the adventure, perhaps rare components are needed to fully complete the spell. This could involve a trip to exotic lands or even another plane. Luckily, Alset's telescope is perfect for this kind of travel.

Rare wood might be required to make more Carven. The party could negotiate a trade with a group of wood elves who live in forests containing this type of tree. However, the elves are having ogre troubles of their own. Perhaps the party would be able to help them with this in exchange for the rare wood?

After the Carven are restored, the party may escort them deep into the wilderness where they hope to make a new village. They can help protect them from bandits, wandering monsters, or even Kaeladons seeking revenge.

Best of luck in your gaming, and hope you enjoyed this adventure.

Appendix 1: PREGENERATED CHARACTERS

The pregenerated characters were created assuming 16,000 XP, which brings some to fourth level and some to fifth level. Also, maximum hit points were given for each character. Feel free to adjust that if you feel it is too generous.

CLERIC 5					30 hp	AC 6(14)			
STR	DEX	CON	INT	WIS	CHA				
14	8	10	12	16	13				
Saving Throws									
P/DR	MW	TTS	DB	Spells					
9	10	12	14	12					
Weapons (Ascending Attack Bonus = +3)									
Mace: +1 (1d6+1)									
Sling: -1 (1d4)									
Gear									
Chainmail, Mace, Sling, Holy Symbol, Holy Water, Healing Potion									
To Hit									
AC	9	8	7	6	5	4	3	2	1
Roll	8	9	10	11	12	13	14	15	16
Turn Undead									
Skeleton D	Zombie D	Ghoul T	Wight T	Wraith 7	Mummy 9	Spectre 11			
Spells									
First level (2/day)									
Second level (2/day)									

ELF 4						24 hp	AC 3(17)					
STR	DEX	CON	INT	WIS	CHA							
12	16	10	13	8	14							
Saving Throws												
P/DR	MW	TTS	DB	Spells								
10	11	11	13	12								
Weapons (Ascending Attack Bonus = +3)												
Sword: +0 (1d8)												
Bow: +2 (1d6)												
Gear												
Spellbook, Chainmail, Sword, Bow, Healing Potion												
To Hit												
AC	9	8	7	6	5	4	3	2	1			
Roll	8	9	10	11	12	13	14	15	16			
Special Abilities												
Infravision, Find secret doors (2/6), No ghoul paralysis												
Languages: <i>Elvish, Orc, Hobgoblin, Gnoll, Dragon</i>												
Spells												
First level (2/day): <i>Magic missile, Sleep</i>												
Second level (2/day): <i>Continual light, Invisibility</i>												

DWARF 4					36 hp	AC 5(15)			
STR	DEX	CON	INT	WIS	CHA				
16	12	14	10	13	8				
Saving Throws									
P/DR	MW	TTS	DB	Spells					
6	7	8	10	10					
Weapons (Ascending Attack Bonus = +3)									
2-handed Axe: +2 (1d8+2)									
Dagger: +2 (1d4+2)									
Dagger, thrown: +0 (1d4)									
Gear									
Chainmail, 2-handed axe, Dagger, Healing Potion									
To Hit									
AC	9	8	7	6	5	4	3	2	1
Roll	8	9	10	11	12	13	14	15	16
Special Abilities									
Infravision, Find traps and mining (2/6)									
Languages: Dwarvish, Gnomish, Kobold									

FIGHTER 5					45 hp	AC 4(16)				
STR	DEX	CON	INT	WIS	CHA					
16	13	14	12	10	8					
Saving Throws										
P/DR	MW	TTS	DB	Spells						
10	11	12	13	14						
Weapons (Ascending Attack Bonus = +3)										
2 handed sword: +2 (1d10+2)										
Bow: +1 (1d6)										
Gear										
Chainmail, 2 Handed sword, Bow, Healing Potion										
To Hit										
AC	9	8	7	6	5	4	3	2	1	
Roll	8	9	10	11	12	13	14	15	16	

HALFLING 5					30 hp	AC 4(16)			
<i>STR</i>	<i>DEX</i>	<i>CON</i>	<i>INT</i>	<i>WIS</i>	<i>CHA</i>				
8	14	10	12	16	13				
<i>Saving Throws</i>									
<i>P/DR</i>	<i>MW</i>	<i>TTS</i>	<i>DB</i>	<i>Spells</i>					
6	7	8	10	10					
<i>Weapons (Ascending Attack Bonus = +3)</i>									
Short sword: -1 (1d6-1)									
Bow: +1 (1d6)									
<i>Gear</i>									
Chainmail, Short sword, Bow, Marbles, Healing Potion									
<i>To Hit</i>									
AC	9	8	7	6	5	4	3	2	1
Roll	8	9	10	11	12	13	14	15	16
<i>Special Abilities</i>									
-2 AC (large opponents)									
Hide Outdoors (90%)									
Hide Indoors (33%)									

MAGIC USER 4				16 hp	AC 8 (12)				
<i>STR</i>	<i>DEX</i>	<i>CON</i>	<i>INT</i>	<i>WIS</i>	<i>CHA</i>				
8	13	10	16	12	14				
<i>Saving Throws</i>									
<i>P/DR</i>	<i>MW</i>	<i>TTS</i>	<i>DB</i>	<i>Spells</i>					
13	14	13	16	15					
<i>Weapons (Ascending Attack Bonus = +1)</i>									
Dagger: -1 (1d4)									
Dagger (thrown): +1 (1d4)									
<i>Gear</i>									
Spellbook, 3 Daggers, Healing Potion, Sweet Robes									
<i>To Hit</i>									
AC	9	8	7	6	5	4	3	2	1
Roll	10	11	12	13	14	15	16	17	18
<i>Spells</i>									
First level (2/day): <i>Magic missile, Charm person</i>									
Second level (2/day): <i>Web, Mirror Image</i>									
Languages: <i>Elvish, Dragon</i>									

THIEF 5				25 hp	AC 5(15)				
<i>STR</i>	<i>DEX</i>	<i>CON</i>	<i>INT</i>	<i>WIS</i>	<i>CHA</i>				
12	16	14	10	8	13				
<i>Saving Throws</i>									
<i>P/DR</i>	<i>MW</i>	<i>TTS</i>	<i>DB</i>	<i>Spells</i>					
12	13	11	14	13					
<i>Weapons (Ascending Attack Bonus = +3)</i>									
Short Sword: +0 (1d6)									
Dagger: +0 (1d4)									
Dagger, thrown: +3 (1d4)									
<i>Backstab</i> +4 to hit and double damage									
<i>Gear</i>									
Leather Armor, Short sword, 2 Daggers, Thieves tools, Healing Potion									
<i>To Hit</i>									
AC	9	8	7	6	5	4	3	2	1
Roll	8	9	10	11	12	13	14	15	16
<i>Thieves' Abilities</i>									
Open Locks (35%)			Climb (91%)						
Remove Traps (30%)			Hide in Shadows (30%)						
Pick Pockets (40%)			Hear Noise (50%)						
Move Silently (40%)									



The following additional pregenerated characters are from the supplement “**Additional Racial Classes for Basic and Expert Style Games**”, also published by Sharp Mountain Games and available on drivethrurpg.com.

DWARVEN CLERIC 5					40 hp	AC 6(14)			
STR	DEX	CON	INT	WIS	CHA				
14	8	10	12	16	13				
Saving Throws									
DR/P	MW	TTS	DB	Spells					
6	7	8	10	10					
Weapons (Ascending Attack Bonus = +3)									
Mace: +1 (1d6+1)									
Sling: -1 (1d4)									
Gear									
Chainmail, Mace, Sling, Holy Symbol, Holy Water, Healing Potion									
To Hit									
AC	9	8	7	6	5	4	3	2	1
Roll	8	9	10	11	12	13	14	15	16
Turn Undead									
Skeleton D	Zombie D	Ghoul T	Wight T	Wraith 7	Mummy 9	Spectre 11			
Spells									
First level (2/day)					Second level (2/day)				
Special Abilities									
Infravision									
Find traps and mining (2/6)									
Languages: Dwarvish, Gnomish, Kobold, Goblin									

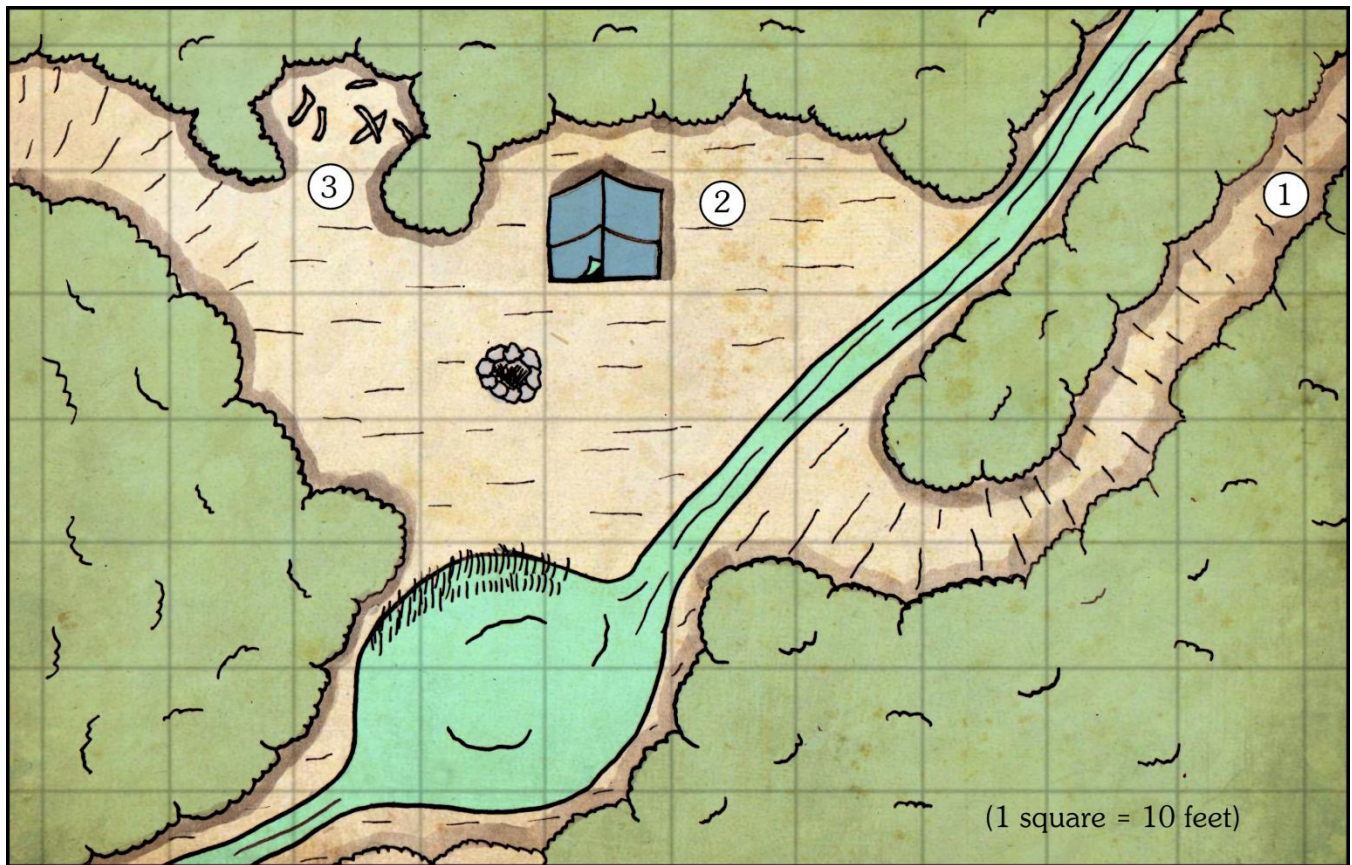


ELVEN FIGHTER 4						28 hp	AC 4(16)			
STR	DEX	CON	INT	WIS	CHA					
13	16	14	12	10	8					
Saving Throws										
DR/P	MW	TTS	DB	Spells						
11	12	12	14	14						
Weapons (Ascending Attack Bonus = +3)										
2 handed sword: +1 (1d10+1)										
Bow: +2 (1d6)										
Gear										
Chainmail, 2 Handed sword, Bow, Healing Potion										
To Hit										
AC	9	8	7	6	5	4	3	2	1	
Roll	8	9	10	11	12	13	14	15	16	
Special Abilities										
Infravision										
Find secret doors (2/6)										
No ghoull paralysis										
Languages: Elvish, Orc, Hobgoblin, Gnoll										

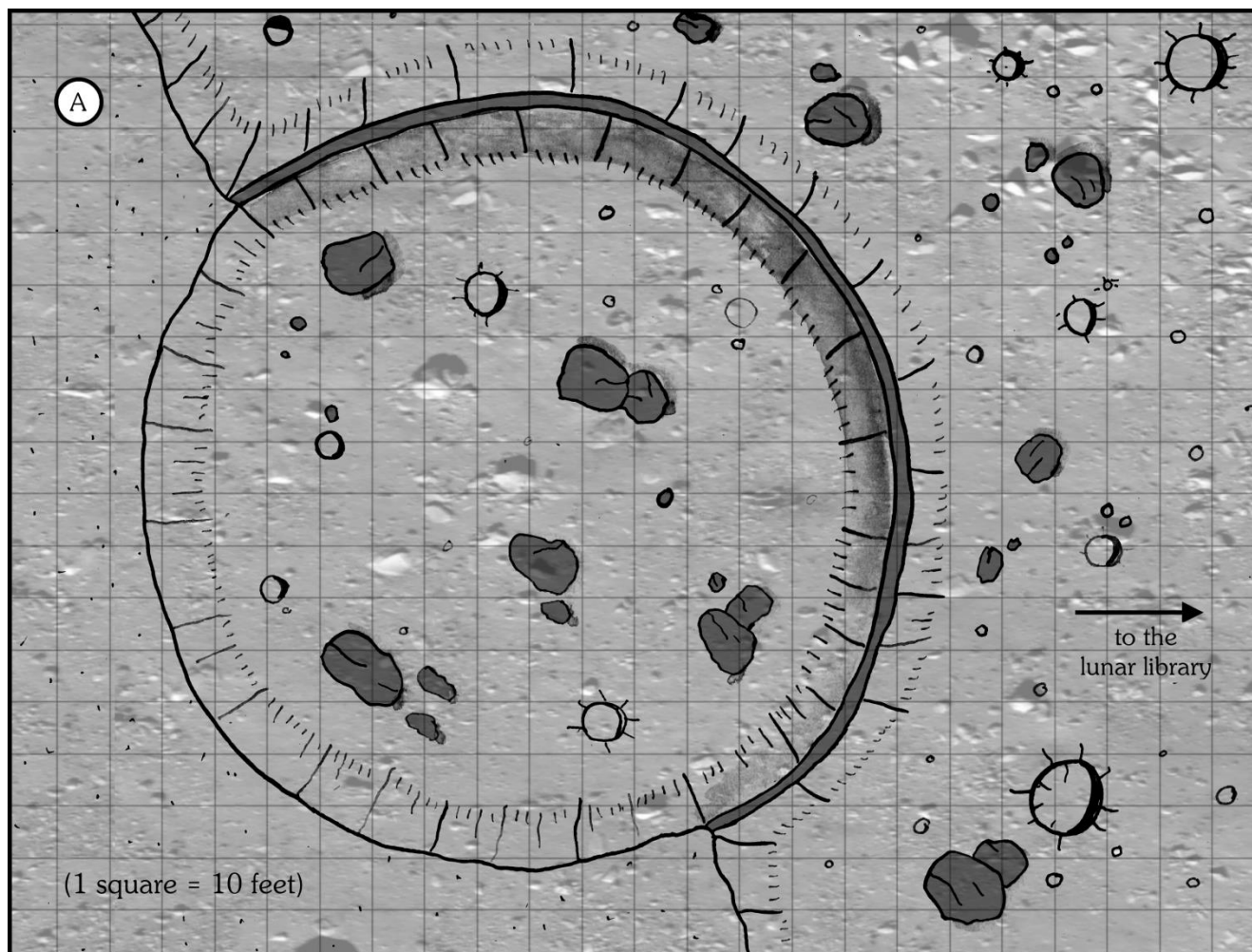
HALFLING THIEF 5					35 hp	AC 5(15)				
STR	DEX	CON	INT	WIS	CHA					
12	16	14	10	8	13					
Saving Throws										
DR/P	MW	TTS	DB	Spells						
6	7	8	10	10						
Weapons (Ascending Attack Bonus = +3)										
Short Sword: +0 (1d6)										
Dagger: +0 (1d4)										
Dagger, thrown: +3 (1d4)										
Backstab +4 to hit and double damage										
Gear										
Leather Armor, Short sword, 2 Daggers, Thieves tools, Healing Potion										
To Hit										
AC	9	8	7	6	5	4	3	2	1	
Roll	8	9	10	11	12	13	14	15	16	
Thieves' Abilities										
Open Locks (35%)					Climb (91%)					
Remove Traps (30%)					Hide in Shadows (53%)					
Pick Pockets (40%)					Hear Noise (50%)					
Move Silently (40%)										
Special Abilities										
-2 AC (large opponents), +1 ranged										
Hide Outdoors (90%)										
Hide Indoors (33%)										

Appendix 2: Color Maps

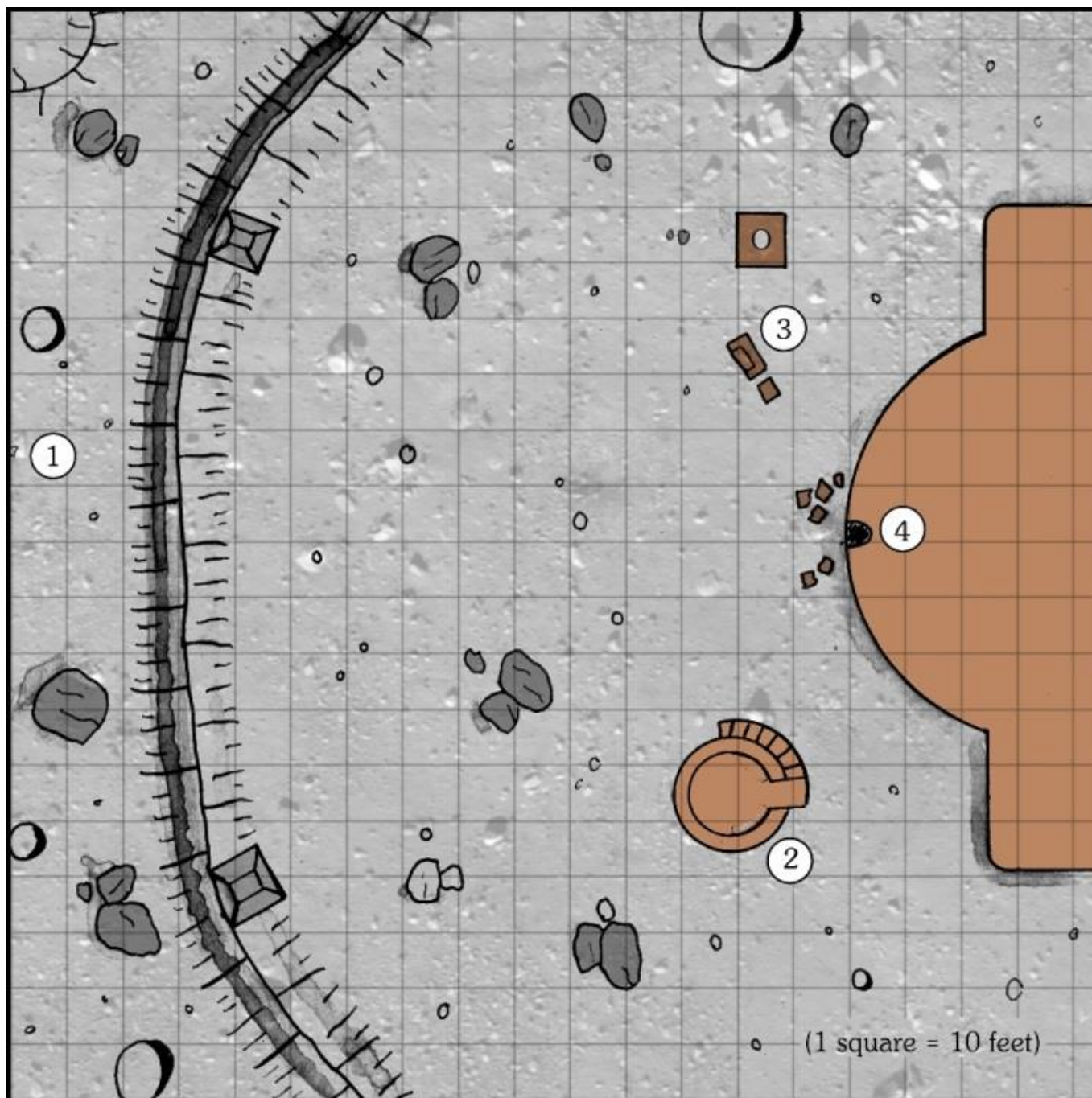
Map 1. The Campsite



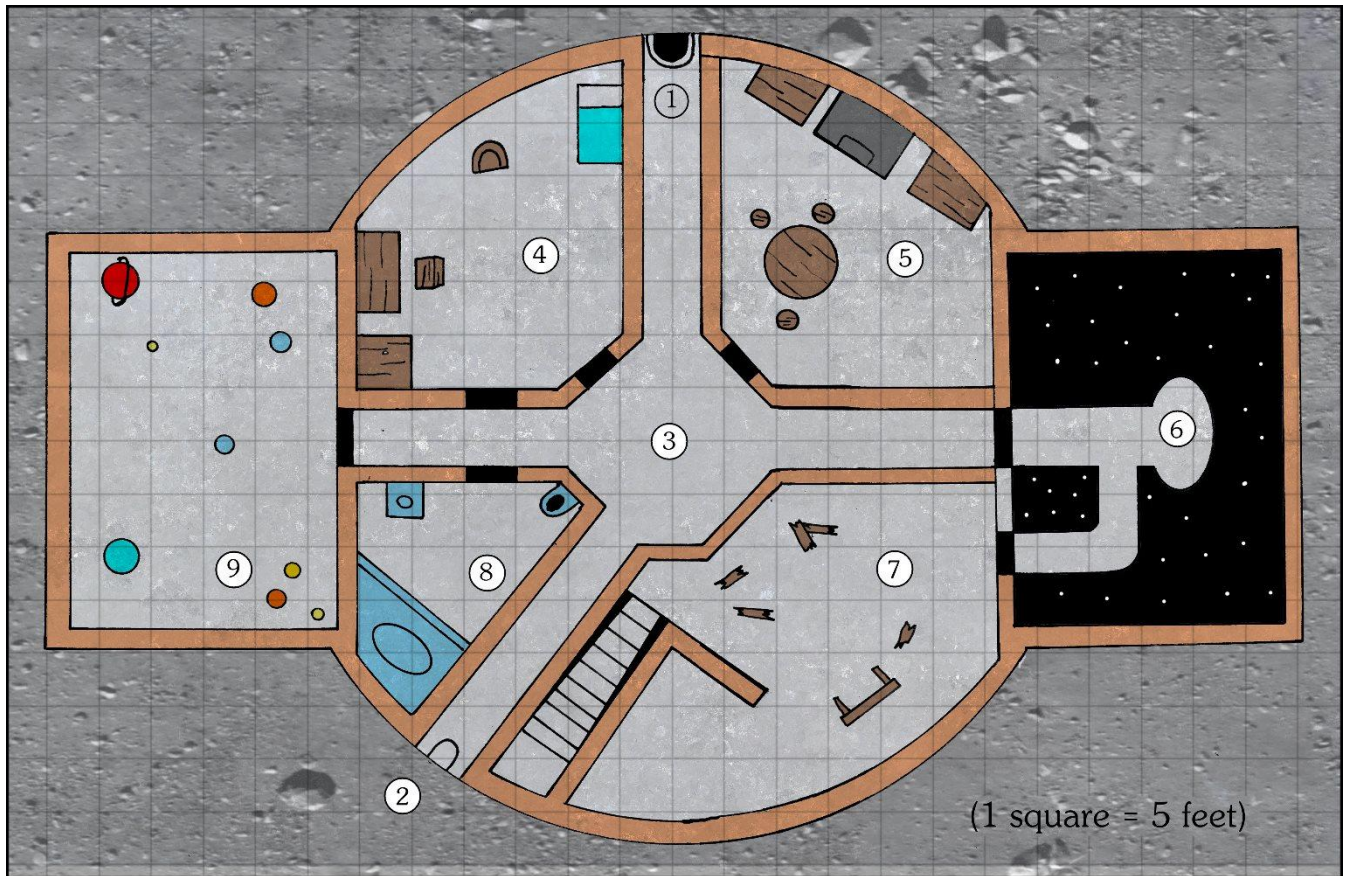
Map 2. Arriving on the moon



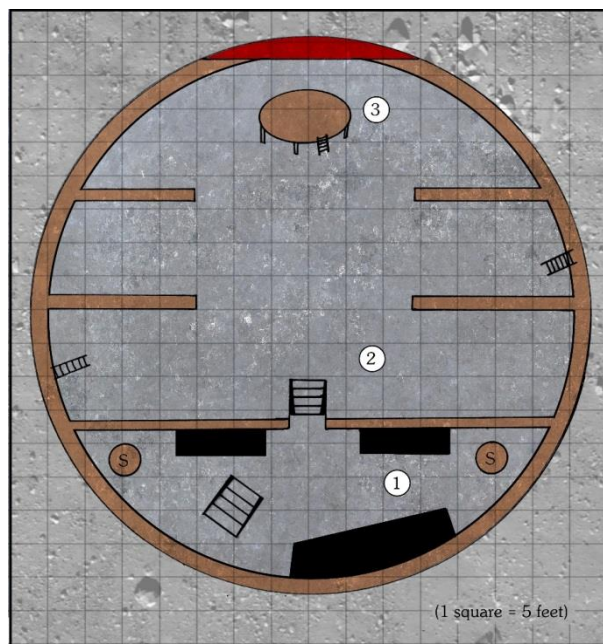
Map 3: The Library Crater



Map 4: Library (First Level)



Map 5: Library (Second Level)



Appendix 4: TOKENS PAGE



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