

CRYSTAL BARRIER

A Dragons
Adventure
by Cory Glaberson

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**ADVANCED
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**Battle with Blue Dragons.
Interdimensional travel to
The Land Beyond.**

CRYSTAL BARRIER

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Crystal Barrier

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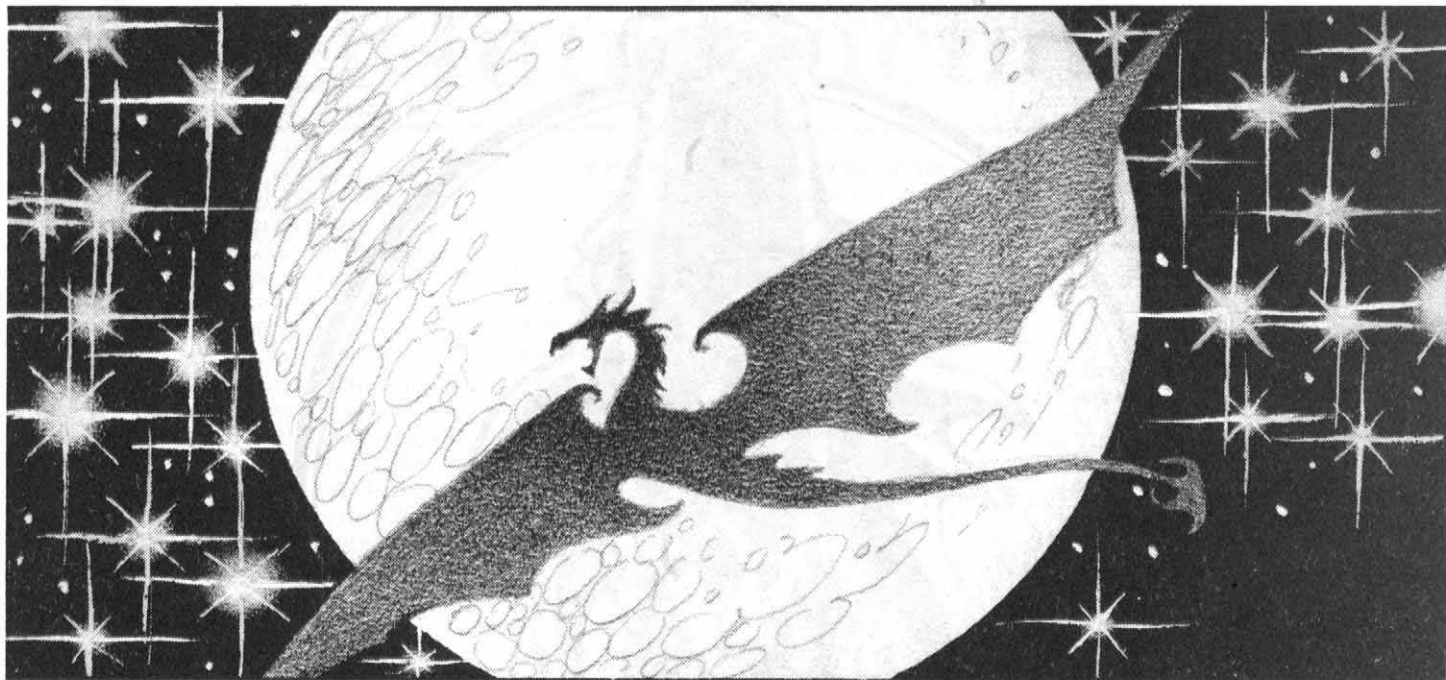
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General Introduction

Once again, a band of adventurers finds itself defending the Dragons of the Dragonlands. The summons, this time, comes from a very unusual source, one that the adventurers will not meet until the end of their adventure. This unusual adventure will change the destiny of all who live in the Dragonlands.

The Dragonlands is a huge land mass far to the north of the human settlements. It is ruled by Dragons. The thousands of Dragons that live in this land are grouped into 12 clans. A complete and detailed description on the Dragonlands can be found in the sourcebook *Dragons*. This adventure takes place within the same country, but it is not necessary to own a copy of *Dragons* to play this adventure.

The Civil War

The Dragon clans are at war. For the first time in history, Dragon fights Dragon. The Dragons are split between supporters of the Monarchy (the royalists) and those that want to govern their own lands without interference from the King's court (the republicans). The raiding and ambushes that marked the beginning of the war soon gave way to pitched battles between scores of Dragons. As chronicled in the sourcebook *Dragons* the royalist forces led by the evil Blue Dragons of the north (the Nord-Drackon) were preparing to destroy a republican army. They were gathering quantities of a special paralyzing powder made from dried phandroot plant. The phandroot cannot be grown on this planet. There is only one place to grow the root, the Land Beyond the Crystal Barrier.

Centuries ago, during the "Golden Days," the Crystal Barrier was an interdimensional transporter for the Dragons. Walking through the Barrier, a creature finds himself in a land of mist and light, from which he can travel to any place in the universe—if he knows how.

The Barrier appears in only one place in the Dragonlands and it looks like a wall of fog streaked with golden lightning. For decades, passage through the Barrier was unrestricted, but one day a disaster occurred. Dragon traders in the Land Beyond contracted a disease so virulent that no magic or medicine could cure it. The plague soon spread to all corners of the Dragonlands and the resident Dragons were faced with extinction. A cure was finally found and the plague was stopped. The survivors found a way to seal the Barrier. A key, shaped like a tuning fork, turns the mist into a crystalline hardness no metal or magic can penetrate. The Land Beyond, with its nightmares, was sealed off forever. Or so it seemed.

The evil Blue Dragons opened the Crystal Barrier in order to find phandroot and those who turn it into the deadly powder. In *Dragons*, a group of human adventurers was asked to sneak into the temple which held the Crystal Barrier and close it using one of the few remaining keys. Soon after, the noble republican Dragons launched a daring attack and retook the sacred temple. Now the Barrier is denied to the royalists.

The setback at the Crystal Barrier forced the evil royalist Dragons to rethink their plans. The great battle depended on using large quantities of the paralyzing phandroot. Without the drug, the Blue Dragons'

allies refused to fight. The royalists had only enough phandroot to paralyze a small number of Dragons.

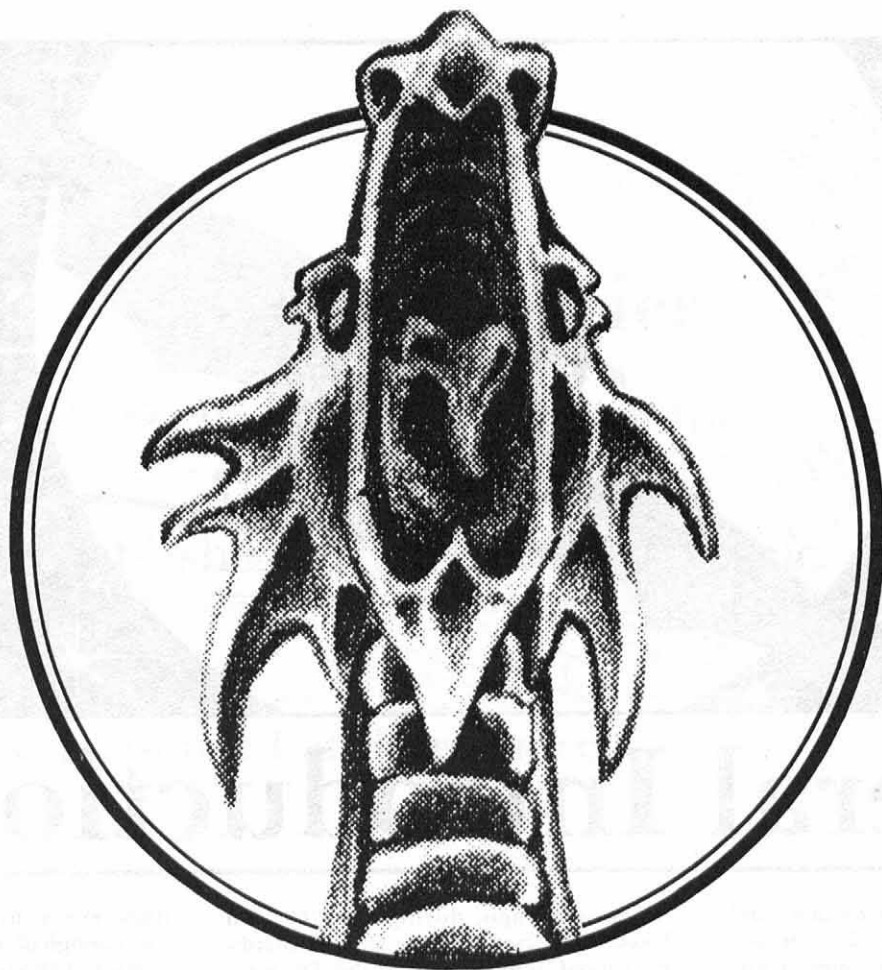
The republicans were just as worried as the royalists. They had no idea how much phandroot the royalists had stockpiled. All over the country, small bands of their forces had been ambushed and killed with the accursed powder. The republicans could no longer cross the barrier to search for weapons to use against their foes.

Both sides searched for an opening, a weakness to exploit. The war was a stalemate.

In desperation, the republican Dragons pooled their magic and sent out a cry to their lost king: the first, original Dragon Lord, the Kaban-la-ri. It was Kaban-la-ri who originally united the clans against the other races; it was Kaban-la-ri who picked the northern continent for the Dragonlands; he gave the clans their laws, their culture, and their sense of pride.

It seemed there was no answer, except, the night of the plea, some of the Platinum Dragon Priests saw the silhouette of a large Dragon with a human rider. The silhouette, which seemed to float against the white disc of the moon, was seen by many that night, from areas thousands of miles apart. Most of them dismissed the event. Some did not. To those that believed came a dream which told them to prepare for the coming for the Kaban-la-ri. It also told them to prepare for a group of human outlanders. These men and women, the dream explained, would save the Dragonlands from the worst of the bloodletting.

And so the adventure begins.



GM Introduction

The adventurers have all been hand-picked by the returning Dragon Lord to complete this mission. Each has a special talent that could prove useful in the coming adventure. The most important adventurer is the Magic User, for reasons explained below.

After the adventurers agree to join the Dragon Lord, they will be transported to a small glen inside the Dragonlands. There they will meet T'roche, an aging priest who saw and believed the vision of the Dragon Lord returning. T'roche will lead the players to the Crystal Barrier which lies in a temple atop the Sacred Mountain.

Once through the barrier, the party will find a strange land. The Land Beyond is an endless white-surfaced plain, dotted here and there with doorways of all sizes and shapes. In this bizarre landscape, Dragons will also be waiting. These Dragons are the survivors of a Royalist expedition, trapped in the Land Beyond when the Crystal Barrier was sealed. These Dragons will be diseased and horribly disfigured, but should provide a tough fight for the adventurers. The Dragons will also provide a clue about which portal will lead them to the correct planet, the one which holds their mission.

At this point, T'Roche will tell the party the rest of the mission. T'roche will explain that the Dragon Lord's soul is in two parts. One is free, the other is trapped by a powerful Mage who lives on a distant planet. This is where the party must go. The mage is a powerful Necromancer, an evil creature of incredible power. Yet the party must free the Dragon Lord. T'Roche will bless the party and wish them luck, but he will come no further. Only the party can continue.

The planet of the Necromancer is cursed with a plague of time. Time is completely out of sequence in this land and the adventurers must try to pick a path through the shifting timelines to the Necromancer's castle. The Necromancer is guarded by hundreds of his undead creations. He has also imported many different dragon-like animals to protect him against the 12 clans.

The Necromancer will toy with the party, trying to scope out their weaknesses and strengths. His actions will be restrained, almost as if he fears scaring off the Player Characters. Furthermore, there will be some freak accidents which help the Player Characters. These accidents or coincidences might seem suspicious to some Players. They are meant to be so.

Finally, after crossing the Time Desert, the characters should face the Necromancer's stronghold. The Necromancer's fortress is completely impregnable, but the Time plague offers a way for the party to enter it. They can wait until the time shifts thousands of years into the future of the planet. At this point, the Castle will be an abandoned ruin. Then the party can simply wait until the time shifts back. Attempts to storm the castle will be very costly for the adventurers.

Once inside, the characters will come face to face with the Necromancer. He will be protecting the soul of the Dragon Lord. In this climactic battle, the Necromancer will reveal a great secret: he is actually the future self of the party's own Magic User. His death has been foretold and could not be resisted. The freak accidents merely proved that the prophecy would come true. Nothing could stop his destiny to be killed by his own hand.

After he dies, the party can easily free the Dragon Lord's soul. The Dragon Lord will transport them back to the Dragonlands. The Dragon Lord can then work to heal the rift between the Dragons, but no easy solutions will appear. The party will be handsomely rewarded and praised.

Player Introductions

The Game Master should photocopy or tear out the individual Player introductions and pass them out. It is best to hand out the introductions the day before the adventure begins. Be sure to keep a copy of the Player Characters' statistics.

If the Players prefer to use their own group of characters, read the Group Introduction instead. You might want to give the Characters certain special powers. One Character in the group should be very good against Undead creatures; another should be very strong. Your Magic User is central to the plot line. Without him, the Characters cannot defeat the Necromancer. Therefore it is essential that he remains alive.

Group Introduction

Read aloud to the Players if they are using their own Characters:

Your party rode for two days, trying to track down the stories of the horrid man-beasts that were ravaging the countryside, but nothing was found. The trail, if there was a trail, was as cold as a ghoul's touch. Following the king's instructions, the party ventured deep into the heavily-forested Noem mountains. But progress was stopped by the collapse of a bridge that once spanned a deep chasm.

"Of all stupid wild goose chases!" bellows the leader of the party. "Curse the province for sending us on this godforsaken trip to nowhere! And curse my own foolishness for accepting the mission."

"And curse the man who gave us this wine," snorts another member of the party, pouring the amber liquid on the ground.

"And the man who tightened these leg-gings," growls a third, trying to rub a spot beneath his shining armor.

The leader swings his horse about to face his men. Leaning on the stirrup, he unfastens his helmet and squints up at the sun.

"Well," he says, "what do we do now?"

"How about a helping a noble knight in distress?" asks an unfamiliar voice behind him. The other members of the party are as startled as the leader. The voice comes out of thin air. A blast of cold wind blows over the party, frightening horses and riders alike.

"Magic!" cries someone.

The leader fumbles with his helmet while eyeing the mage—who seems not at all surprised. Just then a cold wind rattles the trees.

"Mage!" the leader cries. "What manner of enchantment is this?"

The magic user strokes his chin. "Well, I'm not sure really. It could be . . . No, there would be a distinct smell of fish."

Another blast of frigid wind breaks across the group. Then the air shimmers and a man covered in dark robes appears. He floats over the chasm. In his right hand he holds a pulsating black orb.

With a flick of his wrist, he casts the orb at the party. Its black substance quickly expands until it blocks out the view of the man in dark robes.

"Wizarrrrd!" cries the leader as he and his compatriots are winked out of existence.

The Next Moment . . .

(Beginning the adventure)

GM ONLY

No matter where you started, either reading the individual or the group introduction, the party is unhurt. They are traveling through the void of interdimensional space.

After you have passed out the individual encounters or read the group encounter aloud, stop. Fold your hands and smile. Say nothing for at least three minutes.

As the Characters leave the interdimensional space, read the following aloud:

With a hard thump you land upon a grassy hill. At first everything is blurred and you have an dry sandy sensation in your mouth. It appears to be a soft summer's day. You are surrounded by trusted compatriots.

A valley, stretches out below you. Far to the north is a range of rounded mountains covered with forest. Atop the hill is a lone tree, which seems to be festooned with colored baubles and beads. Asleep beneath the tree is an old man. He is snoring softly.

* * *

The old man is the party's guide. He has enchanted the tree to wake him if anyone steps within two feet of the branches. If a party member does approach the sleeping man, a small bird will fly from one branch, land on the old man's shoulder and peck at his ear. This will wake the old man up. He will stand up, bracing himself on the tree, and look the party over. Ignoring any questions, he will begin to speak. He speaks a dialect of common found only in the Dragonlands.

* * *

Read aloud to the Players:

"So yee finally come. Gut, tired I was of waitin' for yee. Chosen, yee are. Chosen to work the word of our Lord. Chosen to stand against an evil that thou and thine are threatened. Chosen for yee brains, and muscle, and courage, and for yee love of the good and the fair."

The old man reaches up and pulls a backpack out of the branches of the tree. He

uncorks a bottle and offers it to you to clear the awful sensation from your mouths. The green liquid is tart and refreshing.

"Time we be off. Ana-tem not allowed to roam after dark. We to Fort Pelam go."

* * *

The old man's name is T'roche. He is a priest. Ana-tem are foreigners. Fort Pelam is at the base of the Sacred Mountain.

T'roche, Skill 8 Cleric

ST: 10, IT: 13, IN: 18

SM: 10, DX: 9, AP: 15

Spells: 5/5/4/3

T'roche is an old man who needs a staff to stand up. His voice wavers when he is angry or excited.

T'roche is the party's guide. A few days ago, he received a vision from the Dragon Lord which charged him with waiting for a Southland party that would come and help the cause of freedom and peace. T'roche was to watch over the party and bring them to Fort Pelam, a military colony near the Sacred Mountain.

Characters

The pregenerated Characters listed here can be used for this adventure, or you can use your own Characters. If the Players use their own Characters, the special abilities of the pregenerated characters should be given to each of them as a gift. If they complete all three missions successfully, they will be able to keep their powers. Otherwise, the powers will dissipate. The five introductions below should be photocopied passed out to each Player. If you are using your own Characters, read instead the group introduction. The statistics for each Character are listed at the end of his/her introduction.

Cleric

Blood, you can taste it in your mouth. That last blow from the zombie caught you just under the chin. The blood seeps back into your veins quickly as the regeneration heals the ruptured veins.

You stand, still a bit uneasy, and scan the scene. Pieces of undead still twitch where they fell. You reach into your pack and take out some holy water. Saying a short prayer, you sprinkle the water over the bodies. Instantly, the bodies start to shrivel, black smoke rises from the corpses; nothing is left except ash.

"Very good," says a masculine voice behind you.

You spin around, one hand on your silver stake, the other gripping the straps of your shield. The voice belongs to a big,

dark man. You cannot see his face in the darkness of the passageway.

"Forgive me for appearing to you so suddenly," says the man, before you have a chance to speak. "I am looking for one who calls himself Harperson."

"I am Harperson," you say guardedly.

"Yes, the resemblance is striking. You look remarkably like your father."

"You know my father?"

"I know many things," says the man. "I know your torment, I know the life you have been forced to lead. I know of the hatred between a son and a father."

"I asked if you knew my father?" You want an answer, not games.

The man comes closer, but, beyond the hem of his hood, there is just a black area where his face should be. With one fluid motion, he reaches under his cloak and pulls out a gem. In the dim light of the corridor, it burns with a pale blue inner light.

"I am in need of your services," says the man. "I know that you are no ordinary adventurer. You are special."

"I have no need of gems," you say, growing impatient. "Tell me what you know of my father."

"No more than the wind knows, boy, but if you come with me I will find him for you."

You cannot be sure whether or not the man is telling the truth. You can always tell the truth in a man's eyes, goes the old proverb, but if you can't see his eyes . . .

"I will find my father on my own," you say, looking to see what his reaction will be.

"Ah, well," says the man. "I will see you again." He waves his arm, causing you to duck. When you look up, he is gone.

Strange, very strange. You start back for the long trip to the surface. You check your map and go down the long corridor, then past the three doors, take a right at the next intersection, and . . . wait, something's wrong. Instead of a small stairwell and another corridor, it's just a wall with a door. Did you take a wrong turn? No, the map is quite clear. Damn . . .

Well, you might as well try the door.

Harperson, Skill 8 Cleric

ST: 15, IT: 11, IN: 16

SM: 17, DX: 12, AP: 15

HTK: 50, AC: 0

Align: Lawful/Good

THACO: 16

Weapons and Armor: +2 Shield, Plate Armor, +1 throwing hammer, sacrificial dagger (non-magical), Red Pearl (3 HTK) of Healing once per day, +1 staff (wooden-tipped with iron).

Special Items: Holy Symbol, Silver Stake

Spells: 3/3/3/2

Special Abilities:

a. Regenerate 1 HTK per round

b. Energy Levels cannot be drained from him by undead

c. Infravision (as elf or dwarf)

d. Polymorph into White Dove or Dog once per day (this takes one round to accomplish).

e. Speak to Dogs (as per Speak to Animal spell) twice per day.

f. +4 saving throw against Paralysis, Cold-based attacks, electricity, and Fear.

Side Effects:

a. May never be raised from the dead. If he is killed, his soul is instantly dissipated.

b. May be turned by Evil Priest (Cleric of skill 10 or higher) with no save.

c. Duty sworn to eliminate all vampires—may not let vampire live.

History: Harperson still searches for his father and wishes to destroy him. His father is a cunning, murderous vampire, who is allied with the most foul and sinister creatures of the night. Harperson will never be fully satisfied until his father has been destroyed.

Father's name: Asmod Harper

Whereabouts: unknown

Cleric description: Harperson is a tall man, 6'3", with blue eyes and fair hair. His skin is weathered and hard as leather. He is right-handed.

Harperson is an Anti-Vampire. His father, a Vampire, mated with a normal, human woman. When Harperson was born, he was evil like his father, but a patriarch performed an exorcism on the boy and shifted the unformed mind of the boy. Harperson was not only turned away from evil, but was transformed into a crusader for good. The patriarch took the boy to a monastery, where he grew strong and practiced his new-found abilities.

Experience: 115,000

Fighter

The chain bites deeply into your neck. That scum above you is pulling it tight again! You twist around. He screams insults at you in his whiny language. "The same to you!" you think. You feel a flash of pain as the foreman lashes you.

"Move, you freak!" he bellows. "Move, before I have your guts for garters!"

With a sigh, you lift the heavy load again, balancing it on your broad back. For the hundredth time today you wonder how you got yourself into such a situation: slave labor on the docks of this stinking human town. Once you were a proud warrior of a great race. Now you are only a slave.

Deep in the hold of the merchant ship, you let the barrel drop to the floor. "That's a heavy load," says a voice behind you.

You turn around, half expecting to feel the foreman's lash. Instead you see a huge man, covered by a dark robe. His face is hidden by the shadows of the hold.

"Are you the one they call 'Strong-as-a-Bull'?"

"That is my slave name," you say. "My given name is Sal-anda. I am a Tanarian."

"Yes, that is obvious," says the man. "There are not many humans who are seven feet tall and bright green. Or who have four arms."

"What is it that you want? My master will be waiting for me."

"Sal-anda, I want nothing from you, but you might want something from me."

"What could I want from humans?" you say, walking past the cloaked figure.

"Your freedom," says the man quietly.

You stop, not comprehending what he says for a long time. When you are finally able to speak, you say, "In Tanar, we value our freedom highly. If you can free me, I will follow you."

"Then come to me," says the man. You take one step and your chains fall from you as if they were tissue. The man raises his arm and you see a black hole opening before you.

"Step in," says the man, motioning toward the hole. Just then your foreman enters the hatchway

"Shag your green . . ." he begins, then stops. You step into the void; your skin prickles at the momentary sensation of searing cold.

"Zounds!" exclaims the incredulous foreman as the black hole slowly fades.

Sal-anda, Skill 6 Fighter

IT: 14, IN: 10, SM: 17

ST: 19, (+3 to hit, +7 to damage)

DX: 11, AP: 9, Att: 2

HTK: 60, AC: 9

Align: Lawful/Neutral

THACO: 13

Weapons and Armor: none

Carrying Capacity: 4,500

Special Items: none

Special Abilities: Throws rocks 12" for 1D12 HTK of damage; Bends bars at 100% chance. Sal-anda also has the power to triple his strength once per day. This gives him an effective strength of 24 (the strength of a Storm Giant). He can maintain this strength for as many melee rounds as his fighting skill level (6).

Note: Sal-anda may not use weapons while his strength is increased, unless they are specially made for very strong individuals.

Sal-anda is a Tanarian, a race of green, red, or black giants that inhabit the southern plains. They are fierce warriors and proud of their glittering cities and extensive merchant fleet. They are stronger than humans, and usually more intelligent. Tanarians have large oval eyes with slit pupils. Their heads and shoulders have a light covering of brown or black hair. Tanarians hate humans and rarely work closely with them.

Sal-anda is grateful to the man who freed him and will cooperate with the others on the quest. He is, however, prone to be hot-headed.

#	Arrow	Description
4	Blast Arrows (2/100)	+1D4 damage from blast. Needs lung of Lung Fish.
2	Net Arrows (5/50)	Create a 5'x5' net. All those under this net must save vs. their Dexterity or be held fast by the net. Victims can break free of the net in 20 melee rounds minus their strength.
2	Sun Burst Arrows (8/100)	Extremely bright burst of light that lasts one segment. All those within 50' of arrow must save vs. Spell or be blinded for 1 turn. To make arrows, must be enchanted by Mage of skill 4 or higher.
6	Sulphur Arrows (1/20)	Act as flaming arrows, causing +1D4 HTK of burn damage. Also, in enclosed areas give off a cloud of noxious smoke. Must save vs. Poison or -3 to hit for 1D10 melee rounds.
3	Grappling Hook (3/50)	Hooked arrows have 100' of elven Arrows rope attached. Elven rope is thin, light, and easily packed. It can hold 400 lbs. at a time.
5	Whistle Arrows (1/10)	Whistle arrows emit a high-pitched shrill sound. Creatures of animal or lower intelligence that hear the sound must save vs. Spell or flee in fear.
6	Silver-Tipped Arrows with the cross of St. Stephen (unique-irreplaceable)	These holy arrows are +2 to hit undead and cause double damage. Once they strike an evil being, whether living or undead, they lose all power.
2	Acid Arrows (10/500)	These two arrows are made by acing a thin vial of acid down the middle of the shaft. The arrow causes an additional 2D4 HTK of damage the first round of contact, 1D6 HTK of damage the second round and 1D4 HTK of damage the third. One use per arrow
5	+1 Arrows	These magical arrows are +1 to hit and damage.
2	+2 Arrows	These magical arrows are +2 to hit and damage.
2	+3 Arrows	These magical arrows are +3 to hit and damage.
1	Arrow of the Master (unique-irreplaceable)	Astron's master said that in this arrow is Astron's destiny and that Astron should not nock it until he is sure he is ready. Astron has yet to nock the arrow.

Fighter/Archer

For three days, black smoke fouled the eastern sky. For three days you've pushed your horse, praying that the fire will not reach your home before you do. Now the high ridge obscures the smoke.

You remember the day you left, the official from the elven king who arrived on the leg of his giant Hawk and the sweet parting kiss of Alyass. Your mouth goes dry; if Alyass is harmed . . .

No time to think, you must get home. You're close now. The air is filled with black cinders and you can barely see 10 feet in front of you. Your horse is excited, jittery. Neither of you has ever seen smoke this thick. You decide to follow the river up-trail. Another bad sign: the water is warm. A burning log floats by. The fire is very close. Alyass, may God protect you.

At a bend in the river, you must wade in to avoid the burning forest. You can hardly see, you cup your hands to take a drink of the warm water. Before you drink, you look at the water in your hands. It is pink. Blood! Oh God, blood!

You urge your horse around the bend. With a gasp, you stop. The river is filled with bodies. They float past you silently.

Your horse rears up in the water. You try to calm him, but you can hardly breathe. The smoke is choking you. You can feel your horse slip in the mud on the river bottom. As he goes down, you pull your arrows and quiver free.

Alone, covered with blood and mud, you stagger to the charred remains of the town. The air has the over-sweet smell of burnt flesh.

You go home. There is nothing left but the burnt stumps of your tree house. Alyass is gone. Why, why, you think. What has happened?

There is a noise behind you. You turn around and in one swift motion, you nock an arrow. A little boy, hardly 10 years old, cries and hides his head. He is covered with soot. Releasing the tension on your bow string, you walk over to him.

"What happened, boy?" you ask, trying unsuccessfully to be gentle. "W-what . . . Where are all the people?"

The boy curls up in a ball and moans. Tears streak the soot on his face. You lean closer and stroke his head. "Tell me what happened," you say softly.

"They came and burned everything," the boy whimpers. "They burned the houses and the people and pushed the bodies into the river." He is crying hard now.

"Who are they?" you ask.

The boy only cries; you reach out and grab him.

"Who are they?" you scream at the child.

"Dragons!" says a strong, masculine voice from behind you. You turn around, fumbling for an arrow. Behind you stands a tall man, completely covered by a black robe. He seems to be almost a part of the pervasive smoke.

"Who are you?"

"I am a friend," the robed man replies.

"Did you see what happened?"

"Yes, and I've seen before what can happen to a village attacked by Dragons!"

You feel utterly defeated. Dragons, how can you fight Dragons? You look up at the man. The young boy has moved over to him and is crying softly at his feet.

"Tell me," you begin, hoping against hope, "do you know what happened to my wife Alyass, the woman who lived here?"

The man in the robe is silent for a long time. "Some people were taken as slaves. She might be with them."

A pure light of hope fills your breast. Yes, she might still be alive.

"I need your help," says the man. "Follow me and we will look for your wife."

There is much more here than meets the eye, you think, but there is no choice now. The man holds out his hand. It is large and strong. When you take it, you are enveloped in a sudden blackness.

Astron, Elf, Skill 8 Fighter

ST: 15, IT: 14, IN: 13

SM: 13, DX: 18, AP: 16

HTK: 42, AC: 4

Align: Lawful/Good

THACO: 14 (9 with missile weapon)

Weapons and Armor: +2 bow, 40 arrow quiver (see special section below), 9 shirrukens ("throwing stars"), +1 leather armor, short sword.

Special Items: (see below)

Special Abilities: (see below)

Elven Abilities:

a. 90% resistance to sleep and charm spells

b. 60' Infravision

c. Detect secret doors

d. Surprise on roll of 1-4 (1-2 if door must be opened)

Master Archer abilities:

+5 to hit with any type of bow.

He is proficient with all bows, being +3 to hit for any missile weapon. This bonus increases by 1 for every two skill levels Astron attains. For instance, at skill 10, he will be +6 to hit with a bow.

Astron may also fashion his own missile weapons from materials at hand. There is a 50% chance (+5% per skill level) that he can draw his bow in wooded or populated areas. Other areas figure accordingly. He may also shoot two arrows simultaneously.

Astron has a 10% (+2% per skill level) chance of telling whether a missile weapon is magical, what its properties

are, and if it is cursed (he might not know the type of curse).

Astron has a selection of special arrows in his quiver (see below). Following the name of the arrow are two numbers in parenthesis. These are the cost in days and the gp cost to make each arrow. Any special items used are listed in the description.

Astron also has another quiver of ten arrows. These are all plain steel-tipped arrows for hunting and sport.

Astron can make other types of special arrows than those listed. Using the above arrows, times, and costs as a guideline, Astron should work with the Game Master to create different arrows.

Description: When Astron was young, he studied under the greatest Bowman who ever lived, an elf named Nathan. Nathan taught the young boy all the skills and tricks outlined above. Astron prefers the bow and arrow to any other weapon.

Astron has all the powers of elven Player Characters. He is a good man and a loving husband. He will gladly give his life to save his wife. He is also a cunning and capable fighter. He is an expert with the bow and has devoted most of his time to developing his archery skills.

Magic User

"Master Master!" cries the midget.

You look up from your studies to regard the little man. Feeney the midget was a "present" from one of your associates, one you didn't trust. The small man hesitates in the doorway. He is forbidden to enter the room, but whatever news he has, it emboldens him to take a step into your sanctuary.

"Yes, what is it?" you say, looking over your glasses and trying not to show your curiosity. Immediately Feeney withdraws his foot and bows very low.

"Something has arrived by courier, Master."

"What is it?"

The midget does a little dance, once again, bowing until his hat scrapes the flagstones.

"I do not know, Master," he whines. "I would never, ever think of opening a package addressed to you. I am much too honest to do that."

"Yes, well," you say as you rise, "lets go see what it is."

"It" is a crate made from rough wood, fitted together with pegs. You examine the outside carefully. Some of the pegs have been pried apart and pushed back together. "So the little bugger has been at it, already," you think.

Feeney is at your shoulder. When you look at him he smiles like a choirboy.

"Get me a crowbar," you order.

"Yes, master!" squeaks the midget as he scurries to the basement. The crowbar isn't

necessary. You can pry the crate apart with your hands. Inside, the crate is packed with straw. You can't tell if the packing has been disturbed, you just hope your servant hasn't stolen the instructions.

You reach in and feel around. Nothing. Using your dagger as a lever, you pry the top off and start throwing the straw all over the floor. First you uncover a tiny scrap of parchment. Moments later, you hit something heavy. It is a small metal chest, the top of which is ornately scribed.

"Oooh, magic!" cries Feeney. In his hand he carries the now-useless crowbar.

"I don't want to be disturbed!" you cry, palming the parchment. Picking up the chest, you stride into your sanctuary.

You unfold the piece of parchment and read:

Radu Gaston's Destiny

Your destiny lies chained
To the evil blackness of a desperate world.
Your destiny is to blame
And your future lies unfurled.

Face to face you must your future meet
And twist the knife with your own hand.
No man but you can defeat
The evil you've become beyond the sand.
So it has been decreed by those immortal
And so it shall be true.
Your destiny lies beyond the crystal portal
Do not hesitate or this day you shall rue.

Magic? Message? Trap? Or perhaps a joke. The chest lies mute on your work table. "Whatever it is, I'm bound to find out," you think. You reach into your cloak and pull out a vial that contains an owl feather and a pearl dissolved in wine. Then you go to a fish tank by the window and catch a small fish. Holding the miniature carp tightly in your hand you begin the incantation. You drink the wine concoction. You hold the carp by its tail over your mouth.

"I always hate this part," you think as you swallow the fish.

"Identify yourself!" You speak to the chest while rubbing its sides. At first nothing happens, then a small dot of blackness appears at the edges of your consciousness. You try to let go of the chest, but it is too late. The blackness grows, blotting out everything.

"Curse," you think just before you become unconscious, "I knew this would happen."

Radu Gaston, Human, Skill 8 Magic User

ST: 12, IT: 18, IN: 15

SM: 15, DX: 12, AP: 10

HTK: 20, AC: 6

Align: Lawful/Good

THACO: 19

Spells: 4/3/3/2

Magic Items: Sphere of waterbreathing (individual plus all who can hang on)

Ring of Feather Fall

Wand of Fireballs (6D6) 30 charges

Bracers of Armor Class 6

+1 Magic Dagger

Scroll of Dispel Magic (from Skill 11 Mage)

Scroll of CloudKill

Scroll of Wall of Iron

Potion of Clairaudience

Spell books: Do **not** include these spells: Friends, Mending, Message, Rope Trick, Shatter, Blink, Feign Death, Suggestion, Confusion, Fire Shield, Fire Charm, Plant Growth, Wall of Ice.

Radu Gaston also has a magical garnet stone with this symbol inscribed on the side:



This is his family crest and the ring is a family heirloom.

Description: Radu Gaston could be called a careful wizard. He has survived the death of six different adventuring parties and is slightly paranoid. He figures that the law of averages is running out on him so he retired from adventuring. Being the only survivor made him very wealthy. He has over 100,000 gold pieces tucked away at home. He didn't bring any of this money with him. Radu's recent all-consuming passion is the study of flight. When he was whisked away for the coming adventure, he was in the middle of research to create a Ring of Flying.

Fighter/Ship Captain

"Hold the line!" bellows the Officer of the Wheel. The ship rolls into an oncoming wave. The spray strikes the tarpaulin pulled over you and your boarding party. It would not be right for the merchant ship to guess too soon the surprise you have planned.

"She's turning away, Captain, Ma'am!" comes the call. The merchant captain must be nervous at the speed of your frigate and the height of your waterline. His ship should be deep in the water, fat with bolts of silks, amphoras of oils, and bales of skins and cotton. A rich prize for your lean crew.

There is no longer any need for pretense. You throw off the tarp and draw your sword.

"Signalman, release the true colors!" you call out above the roar of the waves. Down go the innocent merchant signals and up comes your personal flag, a black hawk on a blood red background. You can picture the merchant captain's face, now that he realizes he is about to be separated from his cargo by Reatea and her frigate, the Frolic.

The chase is on, but the lumbering merchant ship, weighed down with its own gold, is no match for your sleek vessel. Mercilessly, you close in to boarding range. Your men are ready, even a bit too eager.

Closing in now, you can see that the ship is filled gunwale to gunwale with stacks of cargo. Ah, this is a glorious day!

"Boom!" The Frolic lurches to starboard like a drunken sailor. Men go sprawling over the decks.

"Boom!" Another blow. From above, some unfortunate in the rigging crew loses his balance and plunges, screaming, to his death.

"What's happening!" you yell to the Officer of the Wheel.

"It's a trap!" you hear someone call. The lumbering merchant ship has thrown off its tarpaulins to reveal three banks of catapults and ballistae. As you watch, scores of archers climb its rigging and three mounted Wyverns fly off its stern. Down goes the innocent sky blue flag of a merchant ship and up comes the gold and blue imperial banner.

"Curse you, that's not fair!" you call out to your opponent. Then you stop and look up at the heavens. "May you hear my plea, Hera," you whisper.

A flaming bale of cotton, reeking of kerosene, strikes the sail above your head. The sail bursts into flame. The boarding party has scattered. Just then, arrows begin to strike the deck like drops of rain. It is time to flee.

You go below to collect your personal items, especially the Ring of Water Breathing. You have a feeling that you'll need it.

"Boom, Boom!" The ship shudders under the attack. The door to your cabin is wrenched open. Something's wrong. Kneeling by your bunk is John Wilson, or Scrag to the few friends he has left alive.

"Back to your post, slime!" you snarl at the man. He just smiles and rises to meet you, drawing his dagger at the same time.

"Now, I don't want to hurt you none, missy, but you know as well as I that this bucket is dead. It's everyone for hisself." The big man strikes at you clumsily, but you just lean into his swing and jam your short sword into his belly. The steel scrapes against a metal surface. He is wearing a breast plate!

The man backhands you and you reel with the pain. You are fighting to retain consciousness, but your sight is rimmed with darkness.

"Now missy shouldn't be angry with poor ol' John Wilson." Suddenly, your vision clears and you can see the big ugly face and leering, broken-toothed smile.

"Use The Voice," you seem to hear. "Hera, I need 'The Voice,'" you plead silently. You open your mouth and let it come out.

Scrag is thrown across the room, screaming and writhing, half his face gone.

The water in the hall has begun to rush on to the floor. Where is the ring?

"I have it," says a voice behind you. You see a tall man, covered by a gray cloak. His



face is in shadow.

"Give it to me," you hiss, "Or else." you nod toward John Wilson

The robed man laughs. "No, no, once a day is your limit." He flashes to ring. "I'll give you the ring if you come with me."

You look around. Above you the heat of the fires has blistered the paint. Below you, the cold waters of the Imperial sea have already reached your ankles.

"Do you want to wait until it's up to your neck?" says the man.

You look at the figure.

"What the heck," you say, "give me the ring and I'll come with you."

"Good," says the man. He tosses the ring to you, but you never know if you caught it because you are suddenly engulfed in blackness.

Reatea, Human,

Skill 5 Fighter/Skill 8 Thief

ST: 15, IT: 14, IN: 17

SM: 14, DX: 16, AP: 17

HTK: 26, AC: 7

Align: Neutral/Neutral

THACO: 16

Weapons and Armor: Reatea has a +1 Short Sword and +1 Leather Armor which helps her float. She also has a Ring of Waterbreathing and a Scroll with a Control Weather spell (although she can't use it herself).

Special Items: none

Special Abilities: Cast a Commune spell once per day and ask 5 questions

Use 'The Voice' once per day in times of extreme distress. 'The Voice' is also known as The Voice of Hera and it is a horrible, rasping sound that is so terrifying that any intelligent male creature within earshot (5 feet) must save vs. Magic or take 2D10 HTK of damage. Save for half damage.

Weapons and Armor: +1 short sword and +1 leather armor which helps her float. She also has a Ring of Water Breathing and a Scroll with a Control Weather spell (although she can't use it herself).

Thieving Percentages:

Pickpockets.....	65%
Open Locks	62%
Find/Remove Traps.....	55%
Move Silently.....	62%
Hide in shadows.....	49%
Hear noise	25%
Climb walls	96%
Read languages	40%

Description: Reatea is a strong, willful woman, used to having her own way and having men obey her commands. She is a natural leader and a cunning warrior. She also has the uncanny ability to be at the right place at the right time to steal fortunes. Her abilities come from her close association with the Greek goddess Hera. The goddess gives her many audiences during the year and tells her many things. She also has given Reatea the ability to use 'The Voice' as protection from attack.

Reatea was born out of wedlock and the religious order of Hera's followers wanted to kill the couple, but Hera allowed them to live as long as their first born child was given to Hera in sacrifice. The couple mournfully agreed. They brought the child to the temple. There the priestess carried the child to the altar and prepared to kill her. But Hera's heart softened and she stayed the execution. Since then she has taken a personal hand in raising Reatea and treats her as one of her own children.

Fort Pelam

Read to the Players:

The tents and towers of Fort Pelam are sprawled along the river. Your party quickly marches up to the fort, a huge military establishment at the base of a thick mountain (see map). The fort is filled with men and Dragons, all busily working and drilling. Above, a flight of five Dragons with riders swoops close. T'roche waves them away. They hesitate for a moment, then wheel lazily to the left and disappear behind an outcropping.

"Expected at Rattan's tent are we," says T'Roche. "Quicken your pace! Idleness is a refuge of weak minds, and the holiday of fools."

You are led to a huge tent placed squarely in the center of the camp. It is festooned with the banners and flags of various units. As you approach the entrance, a horn blows and a man dressed in riding leathers steps out of a side entrance.

"Over here!" he calls. "Ana-tem are not allowed to enter through the main gate."

* * *

GM NOTE: All Dragons demand respect, but the leaders of the rebellion demand fealty. Dragons will expect any humans to keep their eyes downcast throughout any meeting and not to speak unless they are spoken to. If this condition is breached, T'roche will warn the characters to keep their place.

One clear sign of fealty is the salute humans give to the Dragon leaders. A humanoid must bend one knee, keep his head bowed, and raise his hand with the fingers spread. The greeting is always "Stay thy Breath, Great One." For T'roche and other native humans, this greeting is second nature. They will use it automatically. If the Players follow suit, the Dragon Leader, Rattan, will think favorably of them. Players who actually strike the pose and say the words should be given a 500 experience point award for good role-playing. If the Players are disrespectful of the Dragon Lord customs, they should get nothing.

The Audience

Read to the Players:

The tent is dark and smoky. The few lights cannot fill the giant space with any real light. The giant bulk of a Bronze Dragon is hidden in the twilight. You barely see it until you are almost upon the huge beast.

Automatically, T'roche and the rider give a sign of fealty to the Dragon. He ignores them and concentrates his attention on your faces. After awhile, he speaks in a raspy whisper:

"You Ana-tem have been picked by some unseen force for an unknown mission. A quest. I will not pretend to know why you were picked. I only know where you are to go." The Dragon shifts his bulk. You see he is sitting on a huge pile of gold coins. "The Dragonlands are at war. We have fought the evil Blue and Red Dragons. We have crushed the foul Greens. We have protected our own and the humans as well. But now we are threatened. Threatened by a . . . a flower!"

He spat the last word out. The Dragon turns to some unseen servant. "Bring in Ringle!" Instantly a canvas flap is thrown open and the sunlight explodes into the smoky chamber. There is the creaking of wheels and then something incredible is rolled into the tent. A huge Brassine Dragon, at least 30 feet long, is strapped to a cart. The Brassine is completely frozen, as if in mid-flight. Its wings are extended, muscles flexed, the head is tucked to reduce the wind shear, the eyes are wild with some unguessed emotion.

"The Blue Dragons have discovered a potent powder, derived from the buds of a flower named phandroot," explains Rattan. "The powder paralyzes the Dragon. Only a Dragon. Even a small whiff will do this to our strongest warriors."

Rattan gently strokes the side of the frozen Dragon.

"The effects are permanent, but the frozen Dragon does not die unless he falls from the sky or is later attacked by an enemy. No, he keeps on living, like a prisoner in his own body. It is a horrible non-death."

Rattan leans his huge head close to your faces. "There is only one place where phandroot grows. It is not a plant native to this world. It exists on a world beyond the Crystal Barrier. You must help us. Go past the Crystal Barrier and into the Land Beyond. Find the maker of this drug. Kill him, destroy his stockpiles."

With that, Rattan turns away, saying, "The audience is over. T'roche will fill in the details."

As you leave, you see a tear roll off the chin of the paralyzed Dragon.

* * *

The Players should have a lot of questions at this point. Feel free to use the section entitled *The Civil War* and the section *The Land Beyond* to answer these questions. Let the Players build up a picture of their mission slowly and on their own.

T'roche will arrange for any camping and traveling needs the Players might want for their Characters. Horses and other pack animals will not go through the Crystal Barrier. Since they must leave quickly, specially-made or difficult-to-obtain provisions cannot be provided.

If the Characters have been respectful to Dragons, have concealed their more powerful and magical weapons (see Rules), and have not stolen anything, T'roche will offer the Player Characters a scroll with ten clerical spells on it. The Players may pick any ten clerical or druidic spells up to 4th level. The scroll itself is magical and anyone can activate the spells as long as they are of Lawful/Good alignment. All scroll spells are generated as if cast by a Skill 12 cleric or druid. When the party feels satisfied with its provisions, go on to the next section.

The Crystal Barrier

Read to the Players:

T'roche brings you to the chamber of the Crystal Barrier. He is carrying a small engraved box that is inlaid with gold. You all travel on the backs of Dragons. There is a strong guard of Bronze and Brass Dragons in the chambers above the Crystal Barrier. Three Dragons come with you into the Crystal Barrier room. The Dragons all look very old and distinguished, no ordinary honor guard. The Barrier itself looks like white marble flecked with gold and quartz. T'roche opens the box and hands you a slim tuning fork.

"Ana-tem not loose tuning fork. It be your only way to come to Dragonlands back." T'roche turns to the three Dragons. He kneels and gives the proper form of obeisance. "Lord Dragon, please bear with thy unworthy servants and impart to us your knowledge."

T'roche stands and faces you. "Dragons are from the old merchant guild," he says. "They know stories about Land Beyond. You may questions ask, but do not push. These are Kraat-Kings and great fighters."

* * *

The Players may ask six questions. If they are respectful and give the appropriate forms of fealty and respect (see Fort Pelam), they may ask 10 questions. Do not tell the party how many questions they have, but make it clear that the Dragons are impatient and proud. They will say, "We do not have much time to waste with Ana-tem. I will answer only a few questions." and "Hurry up. We do not have time to waste with Ana-tem." (Practically spit out that last word.)

The Land Beyond

GM NOTE: Use the information below to answer questions about the Land Beyond.

* * *



"The Land Beyond is found between Shadow and Darkness, between mist and rain, between flame and heat. 'It is the land of windows and doors,' my father used to say, 'and the land of mist and light. It is a land in which one can easily be lost.'"

"It is a land where the normal laws of magic do not apply. Things can go opposite of what you want. Clerics will find it hard to contact their gods. Magical weapons and spells have been known to fail and even lose their power permanently."

"Exiles from our world have been sent there from time to time. They are dangerous, evil Dragons. They are looking for revenge."

"If you die in the Land Beyond, your soul may never leave the land. You cannot be raised from the dead no matter how powerful the magic. Not even a wish can free a creature from the Land Beyond."

* * *

All of the information here is true. See the next section for the effects on magic.

Rules

T'roche will teach the group the basics of Dragon Rider ethics which means enforcing the following rules:

Magic: The first and primary rule is that all magic items must be well hidden. Any Dragon has a 20% chance of spotting a character's magic item per round—if it is not well hidden. If a Dragon demands a magic item, the character must hand it over or the Dragon will fly into a rage.

Armor: Characters must not wear bone or horned armor. Magical metal armor that glows must be removed in the presence of a Dragon (he will demand it).

Weapons: No large spears, pikes, etc. can be used by anyone. All archers will be viewed with suspicion.

Books, wines, and any obvious gold or jewelry will draw attention. There is a 20% chance per melee round that a Dragon will demand the item.

T'roche will do his best to diffuse any situation, usually by giving in to the Dragon. However, if the Characters remain adamant, the priest has a 35% chance of convincing a Dragon to take another item (picked by the Characters).

he produces another tuning fork. A light rap against the stone produces a soft tone. It hangs in the air for a second, then the stone turns to smoke and the frozen river of the Crystal Barrier begins to flow. The sight is strangely beautiful and disturbing at the same time. A wind, smelling of cinnamon and licorice, wafts over you.

"Ana-tem show courage," says T'roche as he climbs down the steps and over to you. "True in Spirit, yee are. True to Kaban-la-ri, true to self. I bless yee and give thee one last charm." T'roche opens his box and takes out a dagger. "Yon dagger is magic," he says, trying to hide its obvious green glow from the three Dragons in the room. "Very old is the metal and the maker is long since dust. But in yee hands it will help find phandroot. Dagger will glow red if near phandroot."

As you watch you see the dagger suddenly glow a brilliant red. T'roche looks up, surprised, and points silently at the Crystal Barrier.

Just as suddenly, you realize that the three Dragon Kraat-Kings are not moving. They are paralyzed. In the next moment, the head of a pale Blue Dragon appears from out of the milky white cloud of the Barrier.

* * *

The Characters are in for a fight. A band of Blue Dragons was caught on the other side of the Crystal Barrier when the Barrier was last closed. They have waited patiently near the entrance until now, guarding a large shipment of phandroot. When the Barrier opened, they began a prearranged plan of attack (see map).

The attack by the small force of Blues is uncoordinated. The three right by the Barrier will attack, one coming through the opening each melee round. The last two Blues will wait 1D10 melee rounds each before attacking. See the Crystal Gate map on page 14 for their placement.

Dragon Stats:

Dragons in the Dragonlands are different than the standard Dragons found in other lands. They can develop special attacks and magical abilities. They also have a new statistic called EGO, which measures how vain the Dragon is. Because of these differences, the Dragons in this adventure might be a little different and require more preparation and set-up time than normal.

At the end of each listing is a small paragraph on how each Blue Dragon will attack.

Brod

Skill 4 Young Adult Blue Dragon

ST: 19 (+3 To Hit, +4 to damage),

IT: 12, IN: 11

SM: 12, AP: 11, EGO: 13

HTK: 41 (6D8), AC: 4

MV: 6"/20", Att: 4, DM: 1-8, 1-8 (claw),

1-6 (tail), 3-24 (bite)

Align: Chaotic/Evil

Size: Huge

THACO: 10

Breath Weapon: Flame Cone: 80' x 20' (5 charges at 6D8 HTK)

Poison Spit: 100' Range

Specials: (7) Tail Attack

Magic Resistance: 40%

Brod is a relatively typical Blue Dragon Warrior. He is the first Dragon to stick his head through the Crystal Gate. The GM should roll a normal chance for surprising the party. Since he is first Dragon to attack, he will automatically breathe fire on the party. Because of his magic resistance, Brod is fearless of magic users.

He will use his flame attack only once because he wants to taste the blood of the adventurers. Blue Dragons become a darker shade of blue as they drink the blood of their victims. All of these Dragons are the palest sky blue and very hungry for blood.

Tomaseen

Skill 2 Blue Dragon Youth

ST: 17 (+1 to hit)

IT: 6, IN: 5

SM: 12, AP: 16, EGO: 5

HTK: 18 (4D8), AC: 6

MV: 6"/20", Att: 3, DM: 1-8, 1-8 (claws), 3-24 (bite)

THACO: 11

Breath Weapon: Flame Cone: 80' x 20' (4 charges at 4D8 HTK)

Poison Spit: 100' Range

Specials: (3) +3 to hit

Tomaseen is a wholly unremarkable fighter and dumb to boot. He has very few skills, except his native abilities, and very few preconceptions about himself. He is the second Dragon to fly out of the Crystal Barrier. There is a 25% chance he will attack one of the frozen Dragons instead of the party on this round. After that, he will realize his mistake and attack the party. He will not use his flame attack unless his Hits to Kill are reduced by 50%.

Lairn

Skill 3 Young Adult Blue Dragon

ST: 19 (+3 To Hit, +4 to damage)

IT: 17, IN: 16

SM: 8, AP: 11, EGO: 17

HTK: 21 (6D8), AC: 2

MV: 6"/20", Att: 3, DM: 1-8, 1-8 (claws), 3-24 (bite)

THACO: 10

Breath Weapon: Flame Cone: 80' x 20' (5 charges at 6D8 HTK)

Poison Spit: 100' Range

Specials: (5) Decrease Armor Class x2

Roar

Treasure Lore

Find Traps

Lairn is an intelligent Dragon with a lot of specialized skills useful for his previous mission. When he attacks, he will first use his Roar (see GM NOTE), then attack with flame breath three times, unless he is physically attacked by the Player Characters. At this point, he will retreat and fight with the two Dragons that are still in their nests. If three Dragons are killed before he is, Lairn must roll higher than his EGO or flee.

T'roche's Goodbye

GM NOTE: After the party has finished asking questions, T'roche will move to the Crystal Barrier.

Read to the Players:

T'roche slowly climbs up to the Crystal Barrier. Reaching into the engraved box,

GM NOTE: A Dragon's Roar is a powerful bellow that can be heard many miles in all directions. Developed and trained, the Roar can be used to intimidate and scare opponents. All those who hear a Roar must save vs. their Insight or immediately lose initiative on the first round of combat with the roaring Dragon. Furthermore, all opponents must make an additional save vs. Insight or flee in panic for 1D6 melee rounds. Animals save vs. Magic. These rolls must be made every time a Dragon Roars. A Dragon may Roar as many times per day as he has points of EGO. Dragons may not fight or use Breath Weapons during a melee round in which they are roaring.

Scutt

Skill 4 Mature Adult Blue Dragon

ST: 11, IT: 11, IN: 18

SM: 12, AP: 17, EGO: 12

HTK: 36 (9D8), AC: 0

MV: 6"/20", Att: 3, DM: 1-6, 1-6 (claws), 2-16 (bite)

THACO: 12

Breath Weapon: Flame Cone: 80' x 20' (3 charges at 6D8 HTK)

Poison Spit: 100' Range

Specials: (7) Decrease Armor Class x2

Scent Gland attack

Ordinary Magic Use

Elemental Magic Use

Magic resistance (10%)

Due to a childhood disease, Scutt never grew to full stature (note the changes in damage in his statistics). He is not a good fighter for a Dragon of his experience and he gets sick when he uses his Breath Weapon. To compensate, Scutt learned magic. During the fight, he will wait until the Characters go through the Barrier and then cast his spells. He will stay in his nest and cast spells.

Scent Gland Attack: This attack replaces any one normal attack. The Dragon can spray a stream of concentrated scent so powerful that it causes dizziness and even unconsciousness. The spray has a range of 120'. When struck, a creature must save vs. Poison or be overcome. Roll on chart below for the scent's effect:

Die Roll (1D8)	Result
1-3	Coughing and choking for 1D10 melee rounds (-2 to hit and damage)
4-5	Blinded for 1D4 rounds (-4 to hit and damage)
6-7	Entangled in sticky web that acts as a Web spell as cast by a Skill 5 mage.
8	Knocked unconscious for 1D10 turns.

Spells: Charm Person, Charm Monster, Mirror Image, Darkness. (All spells activated as if cast by a Skill 10 mage. May be cast as many times as the Dragon wishes.) Haste (will use only if forced to flee), Call Lightning.

This Dragon has also learned a few spells from the Necromancer. For descriptions of the spells see the Necromancer section of this adventure. Since he is enamored by these spells, he will use these first.

Wall of Bones, Dance of Death, Pain Blast. The Dragon will be able to use these spells only once per day.

Mannth

Skill 4 Mature Adult Blue Dragon

ST: 21 (+4 to hit, +5 to Damage)

IT: 12, IN: 15

SM: 11, AP: 17, EGO: 15

HTK: 50 (9D8), AC: 2

MV: 6"/20", Att: 4, DM: 1-8, 1-8 (Claws), 3-24 (bite), 1-6 (tail)

THACO: 6

Breath Weapon: Flame Cone: 80' x 20' (4 charges at 6D8 HTK)

Poison Spit: 100' Range

Specials: (7) +2 to Hit

Increase Strength to 21

Tail attack: May not be used on first melee round of attack

Wing Buffet: Man-sized opponents must save vs. Dexterity or be knocked over for 1D4 rounds and may not attack on round they are knocked down.

Mannth is the leader of the expedition. He carries five five-pound bags of the paralyzing phandroot dust on him.

The contents of each sack can paralyze 100 Dragons. If three of his comrades have been caught or killed, he will attempt to flee through the Sacred Mountain. Mannth will not attack if he is allowed to flee. Mannth will wait 1D10 rounds before going through the Barrier. When he appears, describe him as a "huge blue, wrapped in a bulging blue tunic." This should be enough of a clue to alert the Players. The bags have an Armor Class of 6. If struck, one will break open and freeze all the Dragons in the room.

Pet:

Duraan the Gnoll

AC: 5, HTK: 8 (2D8)

MV: 9", Align: Chaotic/Evil

IT: Low

Att: 1, Dm: 1-20 (shotgun: see below)

THACO: 20

The gnoll is Mannth's pet. He will stay in the nest and wait for the Player Characters to come through into the Land Beyond. One quirk of the Land Beyond is that gunpowder and high-tech weaponry will work. The Dragons know this and, though they would never use the equipment, Mannth supplied his gnoll pet with a high powered, double-action, pump shotgun with solid slug cartridges. The gnoll has ten shots. Roll 1D6 to see how many he will fire per round.

Because the gnoll is inexperienced with the weapon, his Thaco is 20. Damage is 1-20 HTK.

T'Roche's Sayings

T'roche is fond of aphorisms. He uses them to instruct and to insult. Below are his most common ones. The GM should try to use these when appropriate.

Greed:

"Greed: It coils itself around the heart like a serpent."

On the Dragon Lord (Kaban-la-ri):

"Dragon Lord is Truth and light is his shadow."

"Dragon Lord is a circle everywhere and a circumference nowhere."

"The Dragon Lord is not one thing because he is, and another thing because he is just: with Him to be just and to be the Dragon Lord are one and the same."

Insults:

"You can tell when a fool speaks, he grinds much and produces little."

"Anger is a wind that blows out the lamp of the mind."

"Joy is a fruit you Ana-tem (foreigners) eat green."

"The man has not so much brain as ear-wax."

"You are not only dull, you cause dullness in others!"

Evil:

"Evil is not being; it is a hole in being, a lack. That is why there is no absolute evil. Evil can exist only in what is itself good."

"Evil springs from weakness."

"Evil is a fact not to be explained away, but to be accepted; and accepted not to be endured, but to be conquered. It is a challenge to our courage."

Miscellaneous:

"There are more ways to the top of a tree than to sit on an acorn."

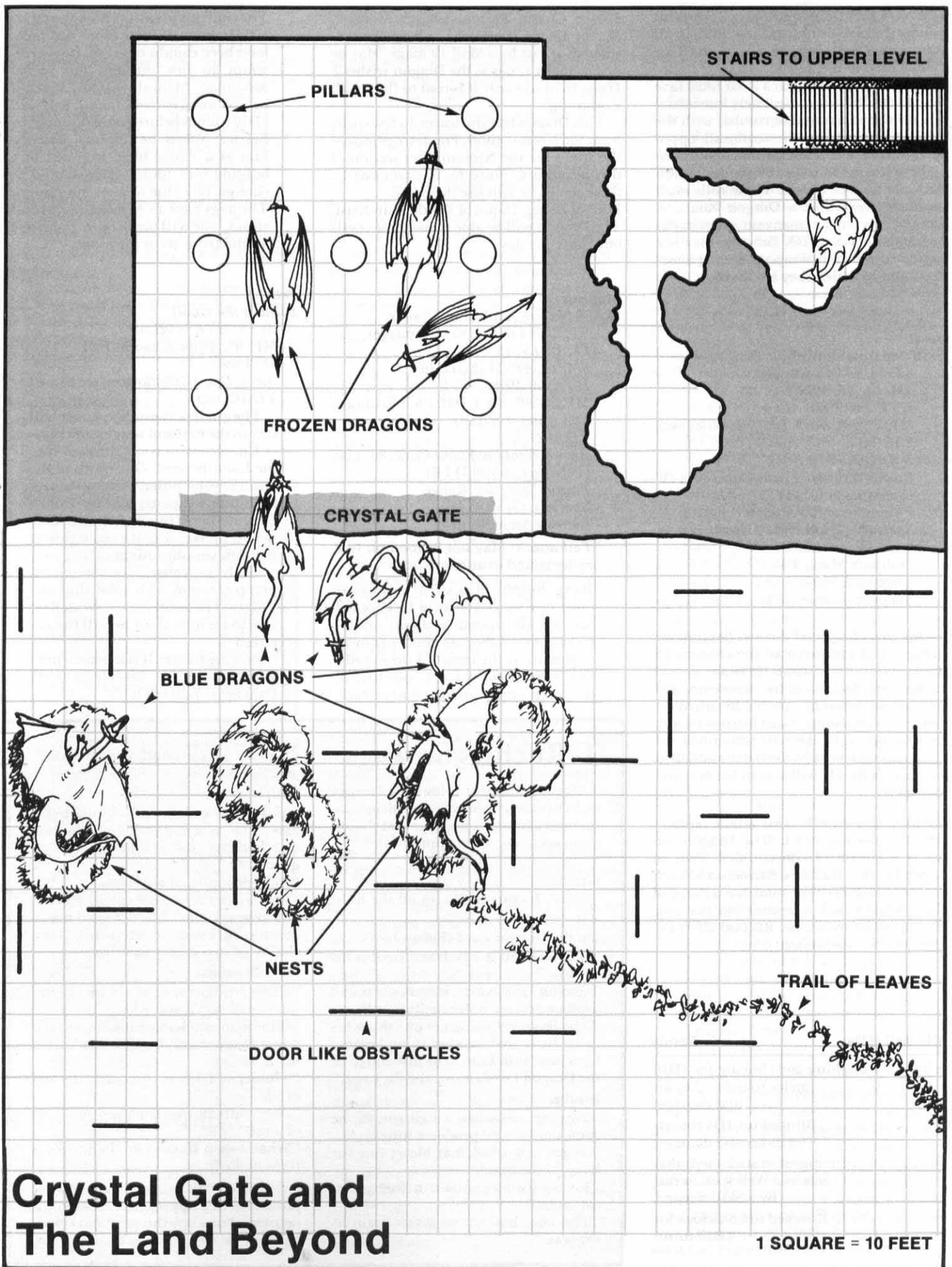
"Wine is an unreliable emissary: I sent it down to my stomach and it went up to my head."

"The act of dying is also one of the acts of life."

"Don't burn down your house to get rid of a rat."

"What a man likes to do, he thinks is right to do."

The GM is encouraged to toss in these phrases at any appropriate moment. It helps to photocopy this page and keep it handy.



The Land Beyond

Read the following to the Players after their Characters have defeated or run off the Blue Dragons and entered through the Crystal Barrier. Note that the doorways cannot be harmed by any method including Wishes.

* * *

It is hard to make sense of what you see on the other side of the Barrier. Your mind refuses to accept the bizarre sight. Impossible. Alien. Instinctively you close your eyes and put your mind in neutral. But it doesn't matter. When you open your eyes, it's the same sight.

Imagine a land of seamless white marble that rides up to the horizon and continues into the sky. The sky is filled with white clouds, unmoving and dense.

There are millions of doorways here, scattered about, haphazard, not attached to any sign of a building. There are doors of all sorts and sizes: portculli, stone archways, massive bronze church portals, sun-blistered wooden Dutch doors, a tent flap waving in the breeze, a delicate pair of french doors in a shaft of golden light, arched entrances to gothic mansions next to cave openings next to a full size barbican from a castle. Rising up directly in front of you is a torii from a shinto temple. On and on, as far as you can see there are doors, weather-beaten, moldering, monumental, grilled, stout, unpretentious, flamboyant, doors.

* * *

Exploring the area just behind the Crystal Barrier, the Player Characters will find the nests of the Blue Dragons. The nests are made from plant life that is obviously alien to the native terrain. The nests contain about 10,000 gold pieces in gems and jewels and a +3 dagger. They also contain another 10 pounds of phandroot dust. Be sure to tell them that the dagger T'roche gave them glows red in this vicinity. They will also find the gnoll if they have not already encountered him. If the gnoll is not killed, he can be a useful source of information.

Gnoll's Information: (Talk in a whining voice, this gnoll has been broken by his master.)

"Pleeeez do not kill this little gnoll, Masters. Pleeeez!! I will be good, good little gnoll am I, good little gnoll!"

* * *

The gnoll will tell the Characters that half of the party of Blue Dragons went into one of the portals, but he was not allowed to go and stayed here with his master. When they came back, all of the Dragons who went had contracted a horrible disease. The healthy Blues, fearing for their lives, took the phandroot and drove away the weakened, diseased creatures, who are lurking out in the mists right now. The gnoll will swear he knows which portal is the correct one, but he is lying. He is not stupid, he will pretend to think very hard and search the area, but he doesn't have any idea which is the portal to the Necromancer's planet.

The gnoll has one more piece of information. He will tell the archer that a group of elven slaves was brought to the Necromancer in exchange for the phandroot. One of the slaves is a woman that fits the description of the archer's wife.

At the first opportunity, the gnoll will try to steal the +3 dagger or some similar weapon and flee. He will always refer to himself as "this good little gnoll."

The Right Door

The Characters should use the dagger T'roche gave them to find the right door. They can follow a faint trail of phandroot that was spilled when it was brought from the Necromancer's planet. The map shows this trail. Whenever the Characters pass over the powder, their dagger will glow red. Other magical means can be used as well. If the Players gain the confidence of the diseased Blue Dragons (see next encounter), the Dragons can show them the way. If the party becomes hopelessly confused, have T'roche make the connection about the trail and the dagger.

If the party tries to go through another opening, they will enter one of a billion different worlds. So, the moment the Characters try to enter a wrong doorway, have the robed man who brought them to the Dragonlands appear, laughing and shaking his head. T'roche will immediately drop to his knees and hide his eyes. The robed man is the Dragon Lord. He will point to the right doorway then disappear.

The Diseased Dragon

Read to the Players:

The end of the trail of leaves is a shattered oak door. Carved on the door is this symbol.



T'roche will say:

"Thou should recognize it. It is the family crest of the Magic User."

* * *

GM NOTE: Depending on who your magic user is, this clue might change. But whatever is carved on the door, it should be identifiable with the magic user in the party.

Before they touch the door, tell the Players their Characters smell something horrible, like old garbage mixed with sulphur. Tell them they hear a low moan and then a hiss. If the gnoll is with the party, he will squeal and try to run away. From behind one of the doorways, a shape emerges.

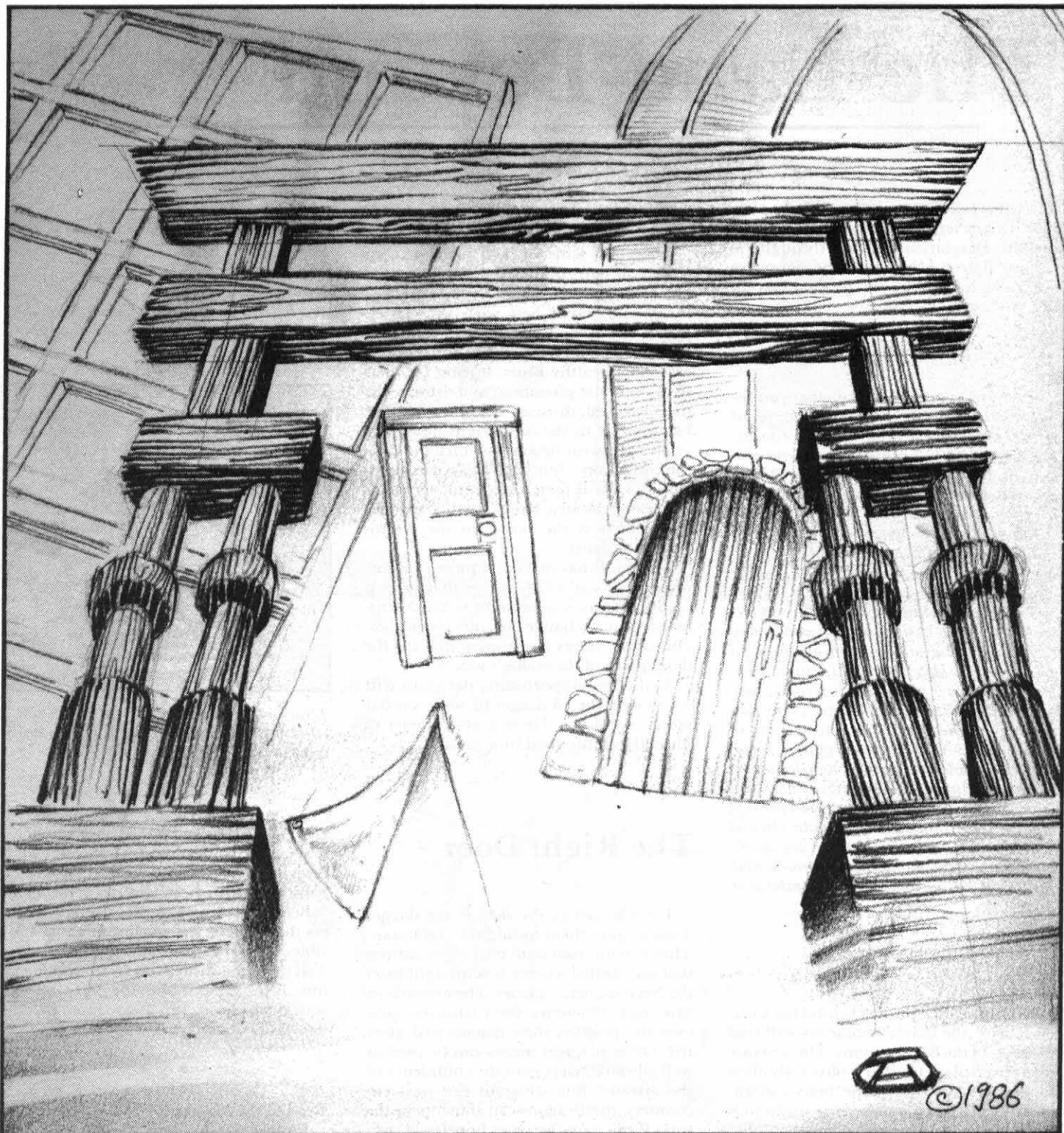
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Read to the Players:

From behind a door, a giant pale blue shape drags itself into view. It is a mass of swollen flesh, sores, and blisters. It turns its head toward you and stares with one half-closed eye. "Kill me," it rasps.

* * *

This is one of the Blues who caught the unknown disease and is dying. He knows which door to enter to find the Necromancer's planet. He also knows where the Necromancer's castle is located.



The Characters can kill him or try to cure him. If they do either, another diseased Dragon will try to attack with surprise the moment they reach the first sick Blue. The second dragon is quite insane and cannot help the party.

Diseased Blue

AC: 9, *HTK:* 12 (9D8)

MV: 3", *Align:* n.a.

Intelligence: Insane

Att: 1, *Dm:* 2-24 (see below)

THACO: 12

Special(s): The diseased Blue's body

is filled with horrible toxins that have bloated his body and turned his life juices into acid. If struck, these bodily juices will spray out and strike anyone within 20' of the Dragon. Damage by the acid is 1-20 HTK. Characters may save vs. Dragon Breath and take half damage. Those wearing plate or chain mail get a +2 to the save.

The first Dragon can be cured for only a short time, since the disease is resistant to magical spells. If treated kindly by the Players, he will tell

them the door he went through and warn them of the following things:

- a. The Necromancer has an army of powerful undead servants.
- b. The Necromancer lives in an almost impregnable tower beyond the Time Desert.
- c. The Necromancer has additional guardians including some Dragon-like creatures.

Killing the second diseased Blue is as hard as killing the first. Anyone within 20' is subject to an acid attack. The second Dragon has only 5 HTK.

Necromancer's Planet

The Player Characters must go through the correct doorway to enter this planet. The dagger will glow red until they enter the doorway. Then it will turn back to its normal dull green glow. Once they are through the doorway, read the following aloud:

* * *

Read to the Players:

You feel like something is crawling up your spine from the inside. It feels as if it crawls up your body until it reaches your head. There it expands and pushes against your brain. You are suddenly aware of your eyes, tongue, and teeth. Are they yours? Something bright flashes across your field of vision. You can almost recognize it. Silence, then a rushing noise, then silence. You want to speak, but you cannot.

You are in a broad river valley. It seems to be early morning. There is a mist covering the ground. The doorway is still there. Lightning strikes in the mountains to the north. You see the flash, but hear nothing. To the south, the valley continues, apparently, to the sea. To the east and west, the sides of the valley are hidden in the mist.

T'roche reaches into his box and takes out a scroll. He speaks a few words from the scroll then raises his hands over his head. A few more murmured words then silence. You all wait for the old priest to explain himself. Finally he looks up.

"I thought for sure that would work," he says.

Suddenly, a bolt of lightning streaks down from the heavens and strikes T'roche squarely on the head. He is jerked up by the force of the bolt. The energy doesn't disperse but seems to penetrate T'roche completely.

With an unearthly pale glow, T'roche stands before you, his eyes rolled back into his head, his hands jerking and twitching. He opens his mouth to speak and sparks fly out.

"I'm sorry to deceive you," says T'roche in a voice at once alien and familiar. It is not T'roche's normal voice, but you know these mellow tones to be the voice of the robed man who sent you on this quest, the one T'roche calls the Kaban-la-ri.

"I'm afraid the deception was necessary. The truth would have been to hazardous to us all. Now I must tell you of your real mission. It is not to destroy the maker of phandroot. It is to free me, or at least part of me which is held captive in the Necromancer's castle. I cannot regain my status until I am whole again."

For a moment, the blue lightning wavers and T'roche falls to the ground gasping. Then the electricity increases in intensity and T'roche jerks to attention.

"Be quick, my friends, for I will be undone in a fortnight. Only 20 days stand between me and oblivion."

The blue lightning disappears from around T'roche and the old man drops to his knees, exhausted.

* * *

GM NOTE: T'roche knows no more of the mission than the Player Characters. If he is asked, T'roche will say:

"Didn't our Lourn give his brethern directions? Well Kaban-la-ri was never good at filling in the details."

The party is free to explore the land and can head in any direction (see the Overview map on page 19).

Traveling

GM Only: The Necromancer's planet is cursed with a plague of time. Time has gone wild on the planet. Instead of going steadily forward, it falls backward into the past and leaps ahead into the future. There is no warning about an approaching time shift. The shifts occur with the rising of the sun each morning. The new era will last until the next sunrise. You will find descriptions of each of the six different eras below. Some time eras affect magic and other items. You will need to refer to this section often.

Era 1

Description: The Necromancer's planet is new. No roads, villages, castles, or other "unnatural" features, including the Necromancer's castle, have been built. Everything is new and fresh. The mountains have ragged, sharp peaks. Some of them still smolder with volcanic activity. The sun is bright yellow. The forests have no tall trees but are dense with foliage. The river Partha is just a stream.

Game Effects: All technology, including gunpowder and electricity work. All magical or clerical spells have a 25% chance of outright failure.

Era 2

Description: Villages have appeared though there are no people anywhere to be seen. There are no roads across the mountains. The mountain peaks are covered with snow. All volcanic activity has stopped. The weather is cool and crisp. The river Partha is a full-fledged river.

Game Effects: Technology still works, but has a 25% chance of failure. There is a 5% chance that magical and clerical spells will fail.

Era 3

Description: Cities have appeared. The mountain peaks look more rounded. A road has been built to the Time Desert. The sun has a slight orange tint to it and it is larger in the sky. The days seem longer and hotter. The broad river Partha has cut a deep gorge between its banks. The forests have grown into deep dark sanctuaries. Many of the trees are very old and they block the sun. The river Partha has dwindled into a stream in the middle of a wide valley.

Game Effects: Gunpowder doesn't work. Labor saving devices must be wind, water, or human/animal-powered to work. There are no restrictions on magic.

Era 4

Description: The mountains and the cities are crumbling. The villages look old and worn down. The sun is bright orange and quite large in the sky. The heat is unbearable. Vegetation has grown sparse. The forests are dying from lack of water. The river Partha is gone.

Game Effects: Same as time era 3.

Era 5

Description: Winds blow constantly. They carry a gritty sand that gets into everything. The mountains are worn down to large hills. The cities, villages, and the Necromancer's castle are in ruins. The forests and the river Partha are gone. The sun is huge, filling almost half the sky with an orange glow. It never really grows dark at night. The heat is like a body blow.

Game Effects: Magic starts to disappear, there is a 10% chance any spell will fail. Because of the heat, all characters who attempt to travel during the day must save vs. their Stamina or take 1-10 HTK of damage (and be unable to travel for one full day afterward).

Era 6

Description: The winds have increased in strength and worn everything down. There are no mountains, cities, villages, rivers or forests, just the constant violence of the blowing winds. The orange sun fills the entire sky. It is hard to tell when sunset begins.

Game Effects: Magic fails 40% of the time. Technology will work. The winds make it impossible to move. Any attempt will force the marchers to save versus their Stamina with a +4 penalty to the die roll. All who fail the save take 1-12 HTK of damage and cannot travel for one full day afterward. **Do not roll for any encounters during this era** (see Sequence of Play).

The Characters will find all sorts of gold,

strange artifacts, expensive art items and other treasures if they search the cities and villages of the Necromancer's planet (when they exist). But like the rest of the world, these artifacts will change with the planet. Therefore, a gold coin found in the city of Salaria in Era 3 will turn to a lump of gold-bearing rock in Era 1 and will crumble into dust in Era 6. There is no save for this effect. Items taken off the planet will remain in the incarnation of their last Era.

Sequence of Play

The GM should make three rolls at the beginning of each day on the planet. First he should roll 1D6 to determine the planet's Era. The Players will be a bit disorientated as they try to explore this ever-changing world. Next, roll 1D20 to see which encounter occurs. Note that the Necromancer's castle has its own special encounter chart. Finally, roll 1D12 to determine the time of day the encounter occurs. Each point on the die corresponds to a two hour span. Note that some encounters are restricted to daylight hours only; others can occur at any time.

The Overview Map

Traveling quickly, but not pushing themselves, the party can travel one hexagonal space per day. These spaces are called hexes. There are two modifiers to the one hex per day rule:

1. Each time the party enters a mountain hex, they must roll 1D20. If they roll less than 17, they are stuck on the same hex for the entire day. They can continue traveling the next day.
2. While traveling on a road, Player Characters may move 2 hexes per day. This rate includes mountain travel.

The Players can push their Characters to move faster. Characters can double their movement speed for one turn. At the end of the turn, each Character must save vs. his Stamina (see Ability Rolls section in How to Use this Book). If the roll fails, the Character is exhausted and suffers these results:

1. He/she may not move for two days,
2. -4 to hit and damage die rolls,
3. -4 to saving throws in all encounters for those two days.

Characters can be pushed only on alternate days. Magical spells like Cure Wounds and Cure Disease will not affect exhaustion, however a Limited Wish, Full Wish, Raise Dead Fully, or Restoration spell will remove the effects of fatigue.

Map Key

The letters on the map correspond to the following explanations.

- a. The starting point for the Player Characters. The area is always covered with mist because it is a bowl-shaped depression that

was caused when a meteor struck the planet many thousands of years ago. The meteor also brought the doorway to the Land Beyond.

b. The Necromancer's castle. This is the Player Characters' destination. The castle is detailed in its own set of maps. The Kaban-la-ri is held captive in this castle.

c. The Time Desert. The desert is filled with monsters. Even without them, the area is forbidding. As the Player Characters walk through it, the sun and heat do not dry up their water. The climate makes them grow older. See the Time Desert section for more details.

d. The city of Salaria. The city, like the rest of the planet, changes from an empty field beside the tiny river Partha to a village to a sprawling metropolis to a decayed ruin. Finally there is nothing but a wind-blasted plain. The Player Characters never encounter any people in the city.

e. Villages. The changes in the village's appearance parallel the rest of the planet and depend on the Time era.

Encounters

There are two types of encounters in this section. The first group is random encounters that are determined by the following chart. The second type is triggered encounters that happen when the Player Characters enter particular hexes on the Overview Map on page 19. The triggered events are numbered 1-4.

Random encounters are not rolled while the Characters are on a "triggered" encounter hex.

Random Encounters

Roll once per day on the following chart. Then roll 1D12 to determine the time of day or night the encounter occurs.

1-2	 No encounter
3-6	 Dragons
7-9	 Medallion Zombies
10-12	 MEN
13	 Time Storm
14-17	 Clues
18-19	 Undead
20	 The Necromancer (may happen only once)

Encounter Explanations

Dragons. The Players encounter one of the Dragon Guardians employed by the Necromancer. Roll a 1D6 to determine which Dragon. Each Dragon is unique and only one will appear.

Die Roll	Dragon
1	 Iron Dragon
2	 Guardian Dragon
3	 Chaos Dragon
4	 Swamp Dragon
5	 Storm Dragon
6	 Dragonlisk

The statistics and explanations of these Dragons are on page 27. These Dragons defend the Necromancer. They will stop and challenge the party, since they have been told to look for them. Each Dragon will have a detailed description of the party.

Medallion Zombies: These are the front line troops of the Necromancer. See page 29 for an explanation of their statistics. 1D20 Medallion Zombies will appear, bent on destroying the party. The usual tactic is to get the party to attack a small frontal force, then strike from behind and the sides. The Zombies love battle and will laugh hideously when they attack. Try to get the idea across to the Players that the Zombies love to battle.

MEN

MEN

AC: 2, HTK: (7D8)

MV: 24", Align: Chaotic/Neutral

Intelligence: Semi

Att: 1, Dm: 1D10 plus Special (see below)

THACO: 13

MEN are just that, human beings afflicted with the horrible time plague. When the disease struck, each human merged with all his relatives. Each family line of hundreds of individuals melded into one man-sized creature. The effect was immediate homicidal insanity. Only one MAN will appear at a time.

MEN's faces are constantly changing because the different personalities and body types of the human family are constantly thrown to the surface reality. The face of a MAN is a boiling, changing, conglomeration of different noses, chins, ears, eyes and face shapes. One moment it has a baby's eyes, an old man's wrinkled brow and a young woman's lips. The next second the face has changed to some other configuration. Sometimes a single face breaks through the chaos and can actually speak a word or two before submerging into the mass of faces.

A MAN will automatically attack anything it sees, making a screeching CRY. MEN never attack with surprise. If one strikes, it can do a lot of damage, due to the combined strength of so many people. A successful strike also infects the new host with the disease. The disease first tries to align its new host body with the surrounding changing world. The person is cast slightly into the new reality of the Time plague. The effects are as follows:

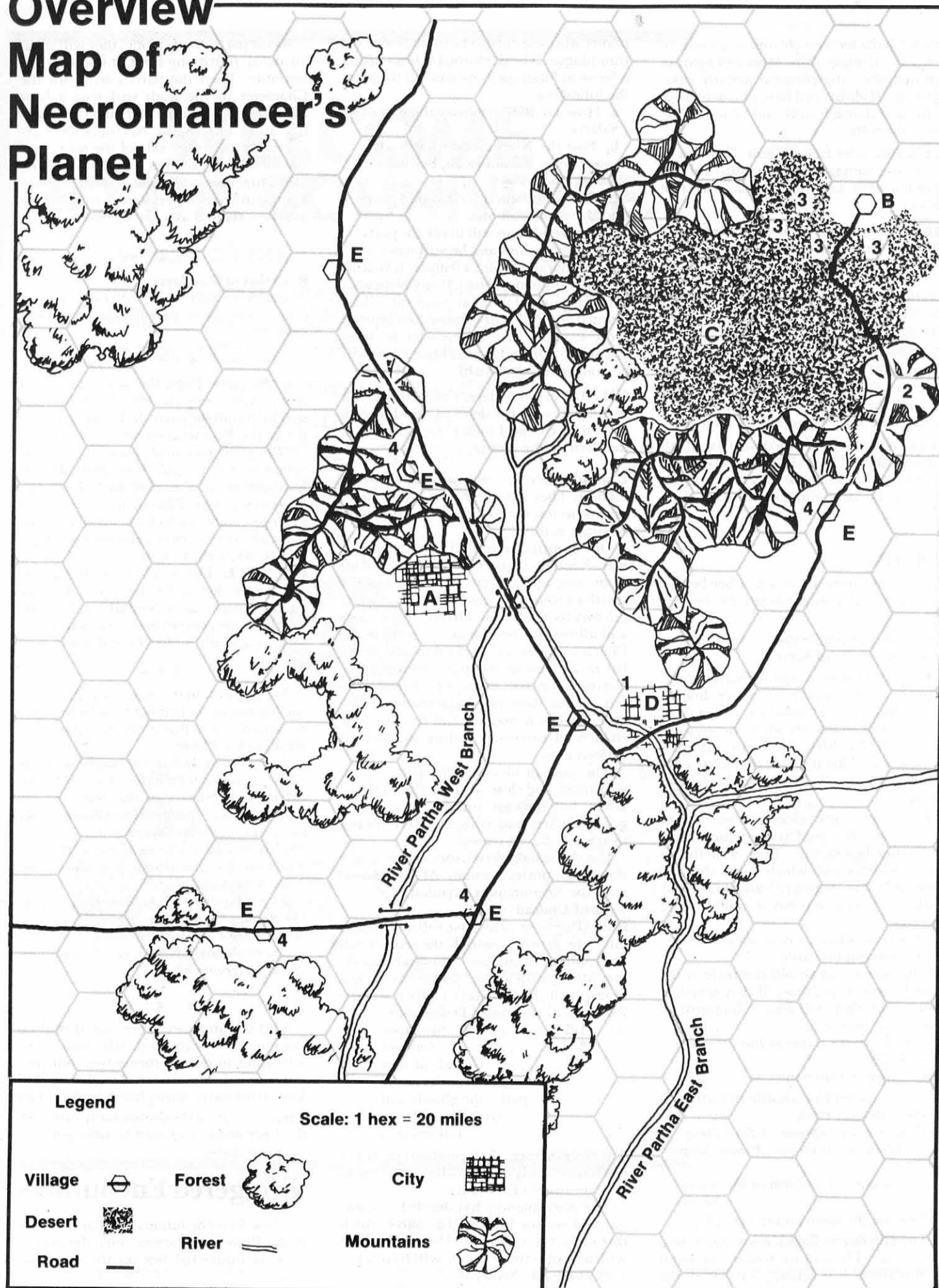
As the time eras change around the Player Characters, so will the age of the victim struck by a MAN.

Era 1. Heal 1D20 HTK of damage, character becomes childish and immature.

Era 2. Character acts his normal age.

Era 3. Character feels older, but his statistics are unchanged.

Overview Map of Necromancer's Planet



Era 4. Character feels old and worn out. -1 to hit and damage rolls. Must roll against Stamina after any physical activity (like fighting). If ability roll fails, character is -2 to hit and damage rolls and -2 to saving throw die rolls.

Era 5. Character feels ancient. Fights at -4 to hit and damage die rolls. Must roll vs. Stamina after any physical activity (see above).

Era 6. Character feels too old to fight, cast spells, or move. Must be carried.

The disease can be overcome with a Restoration or Raise Dead Fully spell. Leaving the Necromancer's planet will cancel the effects.

Time Storm: These storms are comprised of powerful winds with lightning and cold hard rain. Characters who attempt to march through the storm must roll higher than 10 on 1D20 in order to move from their hex.

Clues: Whenever this encounter is rolled, the GM should roll 1D8 and consult the following list. Each clue may happen only once. If the same number is rolled more than once, re-roll.

Roll 1D8

1. Characters come across a weather-beaten road sign that points toward the nearest village.

2. Characters stumble over a road sign that points to the city of Salaria.

3. Characters come across a decayed once-human form. Caught on a tree branch above the form is a medallion with a skull on it. If the characters have encountered Medallion Zombies, they will instantly recognize it. This is a clue that taking off the medallion will destroy the Medallion Zombies.

4. Characters see a ruined cottage. If they investigate, they find stone mason tools and other belongings. They will find a diary, one entry of which states that the "Dark evil one" wants to build a castle far to the northwest, but has trouble finding workers.

This is an obvious clue about the Necromancer and his castle.

5. Characters find an old campsite of the Blue Dragon expedition. If they search it thoroughly they will find a fragment of parchment that says:

"Search out the statue in the city. Ask for the Dar . . ."

(see Triggered encounter #1)

6. The characters find a bottle and within it a note. The note reads:

"Help! we are captives of Blue Dragons. Help us, someone. Please help us!"

(signed) *The Elves of the South Shore*

These are the elven archer's people.

7. The Characters find a stone statue of a woodsman. The statue is without pedestal or engraving. It is actually a native of the

planet who was turned to stone before the time plague. If he is returned to flesh (using a Stone to Flesh spell), he can tell the party the following:

a. How far they are from the city of Salaria.

b. That the Necromancer has built a tower far to the northeast, beyond the mountains

c. The Necromancer is creating a powerful army of zombies.

The woodsman will thank the party for releasing him and he will leave.

8. The Characters find a temple. It is dedicated to the goddess Hera. If any Hera worshipper stands at the altar, he or she will be granted one Full Wish. One wish is granted every 10 years (if the Character is clever enough to wait for another Era, he/she will be granted another wish).

GM NOTE: If the Player Characters do not include Reatea, the deity in this last clue should be changed to one associated with the cleric in the group.

Undead. These are followers of the Necromancer. They have been sent out in small groups to test the party. The normal plan of attack is this:

One group of undead will bar the party's way. Another, smaller group will stand off to the side and observe. A member of the smaller group will always carry a special orb over its head. This orb records the scene and allows the Necromancer to study the Characters' powers. The GM should keep a list of all powers the party uses, for the Necromancer will attempt to defend himself against these (see Necromancer's castle). The orb is magical and has the same chances of success or failure as spells in various Eras.

The undead blocking the party's path will attack and close with the Player Characters, but they are under orders to just goad the party into using their powers, not to actually hurt anyone.

Use the standard statistics found in the standard monster manuals. All the undead wear the Necromancer's symbol.

Type of Undead

Roll 1D6 twice. The first roll will determine the type of undead, the second roll determines the number of undead appearing. Multiply the second die roll by 10. For example, if the GM rolls a 2 then a 3, the Players will encounter 30 skeletons.

1-2 Skeletons

3-4 Zombies

5-6 Ghouls (if they paralyze the entire party, the ghouls will leave, they will not kill anyone)

The Necromancer. This random encounter can happen only once. Rolling 20 a second time means No Encounter.

The Necromancer has decided to come out and see for himself this party which threatens his existence. He will appear with a large retinue and he will have a few tricks to insure his safety.

As the party travels along, they will smell an awful, putrifying scent. It is almost unbearable. Then the party's scout (or the Character in the lead) will spot a low-hanging mist over the path and surrounding area. This is the Necromancer's retinue. On the other side of the mist, over 100 Medallion Zombies crowd around one glittering, bejeweled man. The man wears a golden reproduction of the Necromancer's symbol as a mask.

* * *

Read this to the Players:

"Come here, my friends! Yes, I can see you! Come over here and let me greet you properly!"

* * *

If the party flees, the same scene will repeat itself, only the Medallion Zombies will surround the party. If the party stays to listen, the Necromancer will continue:

"I'm glad you could join us. Yes, let me take a look at you all. Very good. Marvelous specimens. You'll all make fine additions to my army. That is, of course, unless I can persuade you to leave my planet this instant? No? I sense resistance in your minds. Ah, well, so be it."

GM NOTE: This is not actually the Necromancer. He is hiding some distance away, dressed as a Medallion Zombie, watching the proceedings. The man in the robes is actually a Medallion Zombie.

* * *

At this point in the encounter, just when the Necromancer is about to order his army to attack, something strange happens:

Read to the Players:

There is a great burst of smoke near one of the Medallion Zombies. A small, comical demon appears in the center of the cloud, looks at the Medallion Zombie, and calls out, "Master Necromancer? Is that you? Why, I hardly recognize you. Why are you dressed as one of your Medallion Zombies? What's going on?"

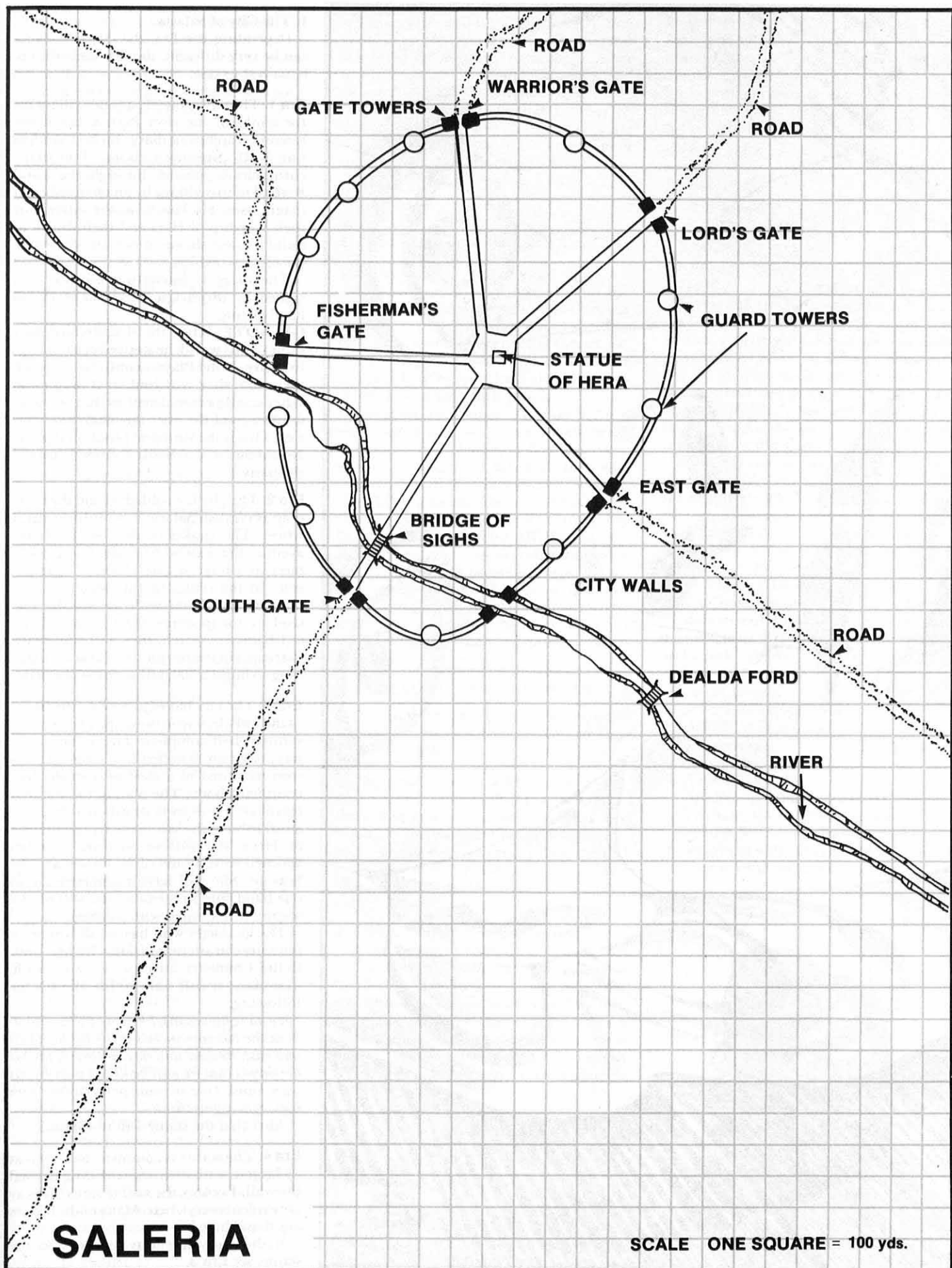
The "Zombie" looks horrified, first at the demon, then at the party. Uttering a small "eek" he drops a small ball. The moment the ball drops, the "Zombie" instantly teleports away.

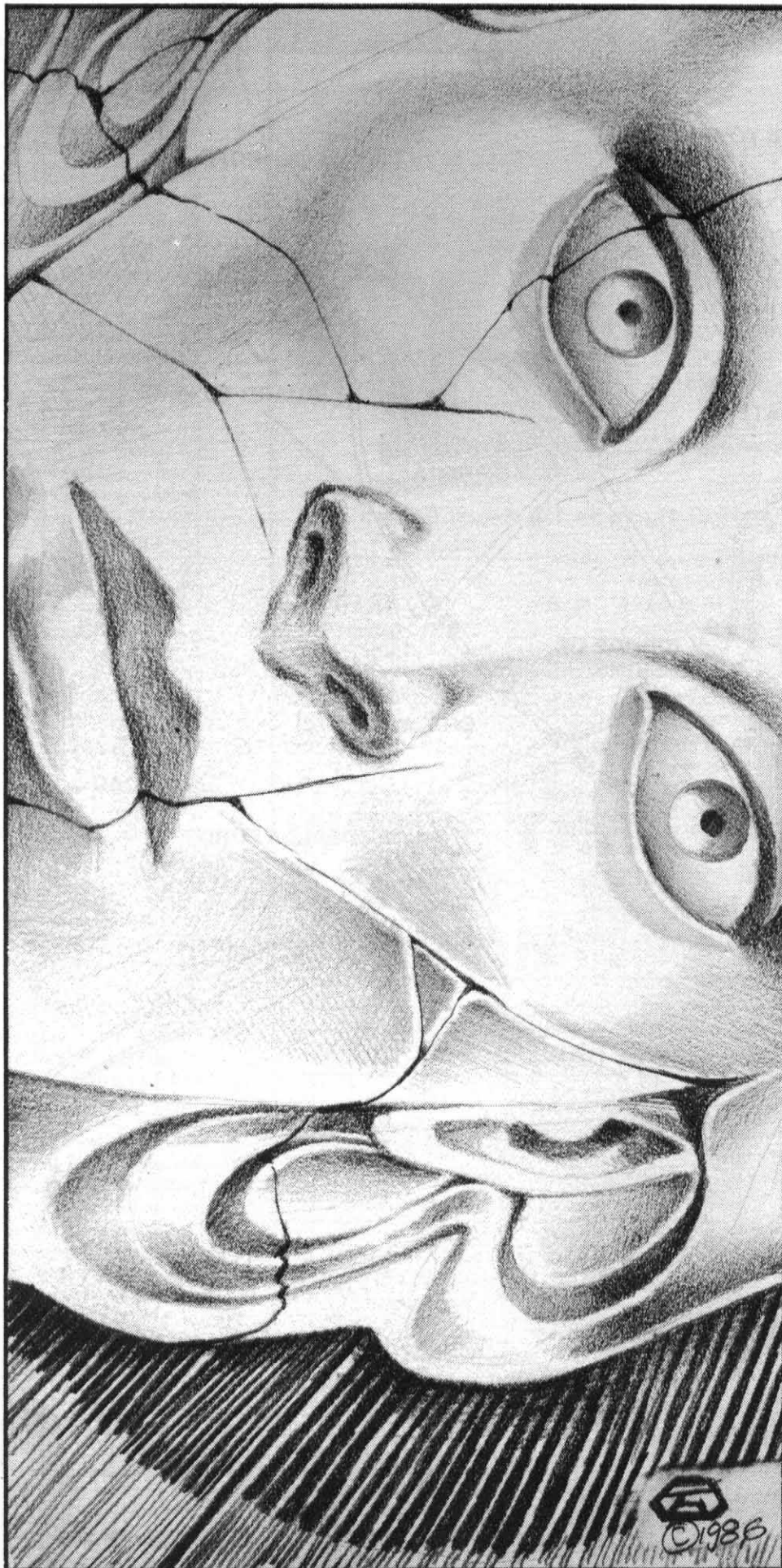
* * *

Without an attack order, the Medallion Zombies will begin to march away. They will fight to defend themselves, but they will leave if unmolested. The demon will look at the party, shrug his shoulders, then teleport away. If the demon is captured, see the Necromancer's Castle section (page 34) for his statistics

Triggered Encounters

These four encounters will happen only if the Player Characters enter the appropriately numbered hex on the Overview Map.





1. The City of Salaria.

Depending the Era, the city of Salaria can be very different, though some things remain the same.

Era 1. The city is merely a small village on the banks of the river Partha, but if the town is searched, a diary can be found in one well-appointed room. The diary chronicles a journey through the Land Beyond to this village by an obviously evil magic user. He laughs at the citizens for their worship of Hera and their dream to build a giant shrine to her (or whomever the cleric worships).

The diary is interesting because it is signed by the magic user and is in his handwriting.

GM NOTE: When the Necromancer first came to this world, he stopped at this fledgling city. If the Players continue to search the room, they will find spell books and other small personal articles that are exact duplicates of the ones the magic user carries. This is the strongest proof yet that the Necromancer is actually the magic user of the party

Era 2. The city is established and the basic plan is created. Salaria is built like a great wheel. The spokes of the wheel are five avenues that extend from the five gates to meet in a huge square almost a mile per side. In the center of this huge meeting place is a pedestal with the words: The Goddess (or appropriate deity). If the Player Characters search, they will find plans that explain the people of Salaria are planning to build a 300' tall statue of the deity.

Era 3. The city has expanded to the limits of the wall drawn on the map. The gigantic statue is half complete. The statue's huge face, with an exalted but severe expression, is stored in a shed next to the half completed body. The plan of the statue is classical. The deity is seated on a throne in a full robe. If the statue is a representation of Hera, she will be wearing a crown adorned with figures of the Graces and the Seasons. She will have a pomegranate in one hand, and in the other she will hold a sceptre surmounted with a cuckoo.

The character who has an affinity with the deity can attempt to talk with her/him. If the Character attempts to talk to the giant face, it will come to life and say the following:

"My daughter (son), I know of your quest. Seek the Necromancer's castle to the north and east. Beware and be comforted, for his destiny is that he will be killed only by his own hand. One in your party knows him better than you think."

After that the statue will not speak.

Era 4. The statue is complete. Salaria is at its largest, with districts extending beyond the wall. Even so, the visible signs of decay are evident everywhere. Many of the houses are abandoned.

If the party attempts to speak to the statue, see **Era 3**.

Era 5. The central city is still inhabited, but the outer districts are abandoned. The city is in serious decline. The statue is worn, but still towers over the rest of the city. Speaking or praying to the statue will have the same effect as in **Era 3**.

Era 6. The city is a total ruin, barely distinguishable in the blowing wind. The statue has collapsed, but a portion of the head and shoulder still stand upright. As with **Eras 3, 4, and 5** the statue will speak.

Encounter Two

The Pass

This is where the Necromancer's front line defenses begin. In this section of the pass, the path narrows to a cut between two steep mountain faces. The path is man-made and does not exist in Era 1, which makes this area of mountain impossible to traverse during that time. The party must wait for another Era to move through this pass.

In other Eras, see the map on the following page. In this encounter, the Player Characters follow the path to this point. Then describe this scene:

* * *

Read to the Players:

The path narrows to a zig-zag cut between two steep mountain faces. At one point you see a building completely blocking the path. You can see figures on the building.

There are 20 Medallion Zombies on the gatehouse (see Gatehouse Map, page 25). All are armed with short bows and rifles. Six zombies work the two ballistae and the two heavy machine guns placed on the tower. One zombie is detailed to strike the gong which summons the Storm Dragon (75% of the time) or the Chaos Dragon (25% of the time) within 1D10 melee rounds, as well as the Guardian Dragon which nests 150' behind the tower.

If the Players have already met and dealt with any one of the Dragons, other Dragons can be substituted. For stats on Medallion Zombies and Dragons, see the appropriate section (pages 27-29).

The Medallion Zombies are ever alert and cannot be surprised. If the gong is sounded, reinforcements of 20 more Medallion Zombies will reach the gate in 1D10 melee rounds.

There is a way to avoid this entire battle. There is a hidden tunnel that bypasses the encampment. Normally the Player Characters will have no chance of finding this opening, but because of the force of destiny, one Player Character (GM's choice, but usually one who usually has no chance of finding secret doors.) will accidentally lean against a rock, depressing a switch which reveals the tunnel.

This event should happen after any plans have been made by the Players, but before they are officially executed. In other words, the Players have to fight against the momentum of their own plans to gain the easy way out. On the other hand, if the GM feels his characters have had too easy a time of it, he can dispense with the secret tunnel entirely and have the party battle their way through the pass.

Encounter Three

The Elven party

This encounter may happen only the first time any hex with the number three is entered. A party of elves, guarded by 15 Medallion Zombies, is crossing the wastes. The party spies the procession and must decide to help or ignore the elves (see map on the second page following).

The elves are all male. They are pulling huge carts filled with some rough hewn limestone. The Medallion Zombies carry whips and spears. If attacked, they will threaten to kill the elves and at the same time blow a horn. The alarm has a 65% chance of summoning one of the surviving Dragon guardians within 1D10 turns.

The elves are very weak and cannot move quickly. They will be an easy target for the reinforcing Dragon. If released and protected from other attacks, or if the elven archer is a member of the party, the elves will provide the following information:

- The Necromancer's castle is a giant trap, designed to kill all those who enter it.
 - Every night, two or three of their number are taken to be sacrificed in a cavern deep under the castle.
 - The castle looks different every day. Sometimes it is huge and impressive, sometimes it is smaller and less mighty. Every night, all the slaves are taken deep underground to a natural cavern and chained there until well after daybreak. Sometimes no one comes into the cavern for a day or two.
 - All the female elves have been forced to wait on the Necromancer.
- The Elves will want to join the party and free their people. In their current state, they will be nothing but a liability to the party. If the elven archer is not with the party, a save must be rolled vs. the highest Appeal among the adventurers or the elves will follow along and thereby ruin any plans of sneaking into the castle.

Encounter Four

The Necromancer's Trap

This encounter will happen only once, the first time the Player Characters enter a hex with the number 4 in it. There the

Players will find a village (regardless of the Era). The village, like all settlements the Player Characters enter, appears deserted. Smoke curls from the chimney of one of the huts. In that hut, an old woman is cooking. If she is alerted to the party's presence, the old woman will say:

"Who is there, who is it! Please, sir, do not hurt me. I am only an old blind woman. Please, sir!"

* * *

The old woman will radiate evil if checked. She is a demon, summoned to destroy the Player Characters. She will offer the Characters something to eat, insisting that they share the warmth of their company with a lonely old woman. But before any of the Player Characters can taste a mouthful of the food, a random player character (GM's choice) will notice that the soup pot is in the center of a pentagram drawn in the dirt floor.

The GM can announce this to the group, but he should refuse to let anyone else speak until the Player whose Character noticed the pentagram has a chance to say something. If the Player stammers and hesitates, each Player Character except his must save vs. Poison or fall ill on the floor. If the Player yells out a warning, all the Player Characters are saved. At this instant, the demon will throw aside the old woman disguise, cast a Darkness spell in the hut and attack (see map on page 25).

Type III Demon

AC: -4, HTK: 45 (10D8)

MV: 9", Align: Chaotic/Evil

IT: Average

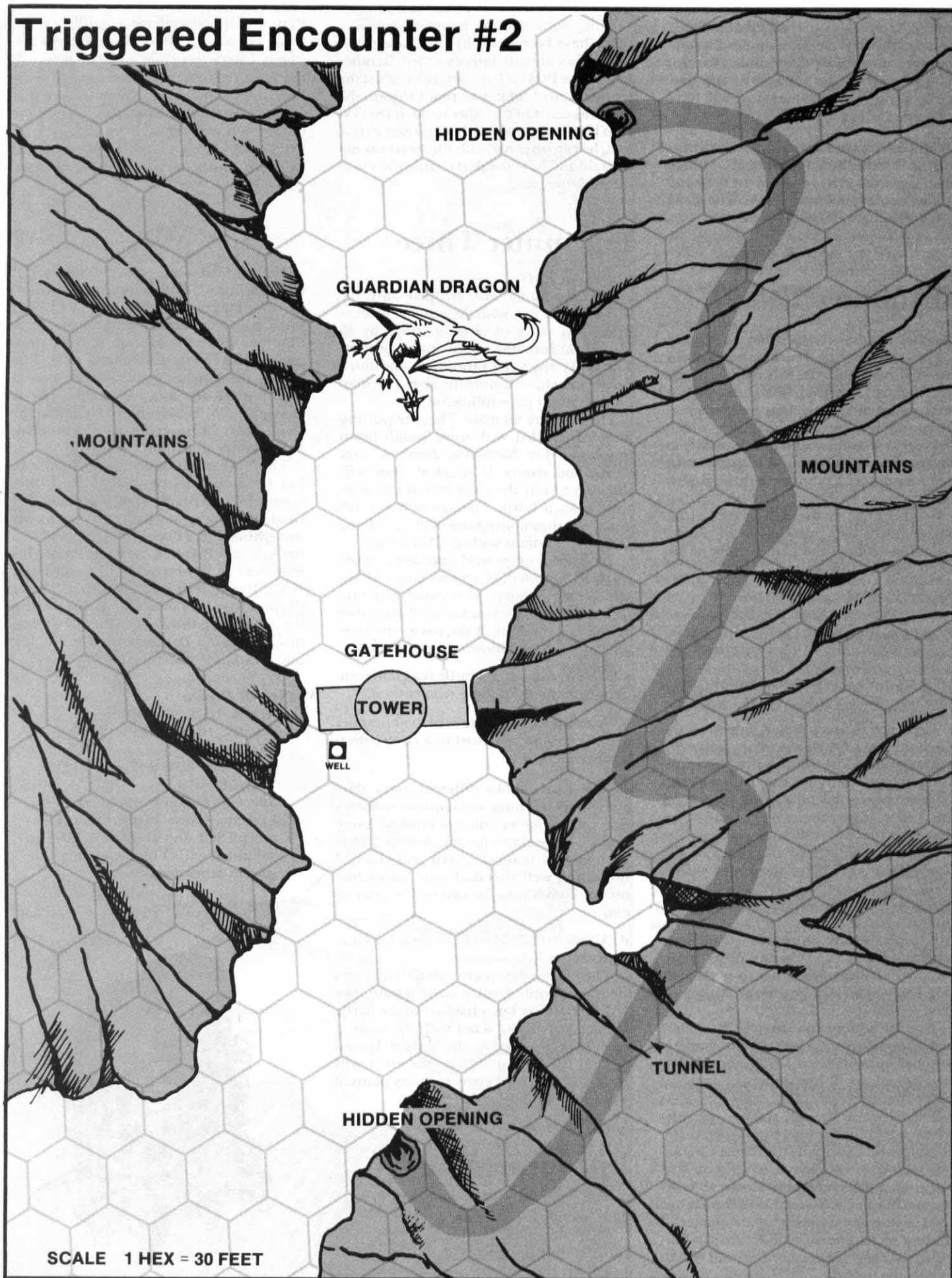
Att: 5, Dm: 2-12, 2-12, 1-3

THACO: 10

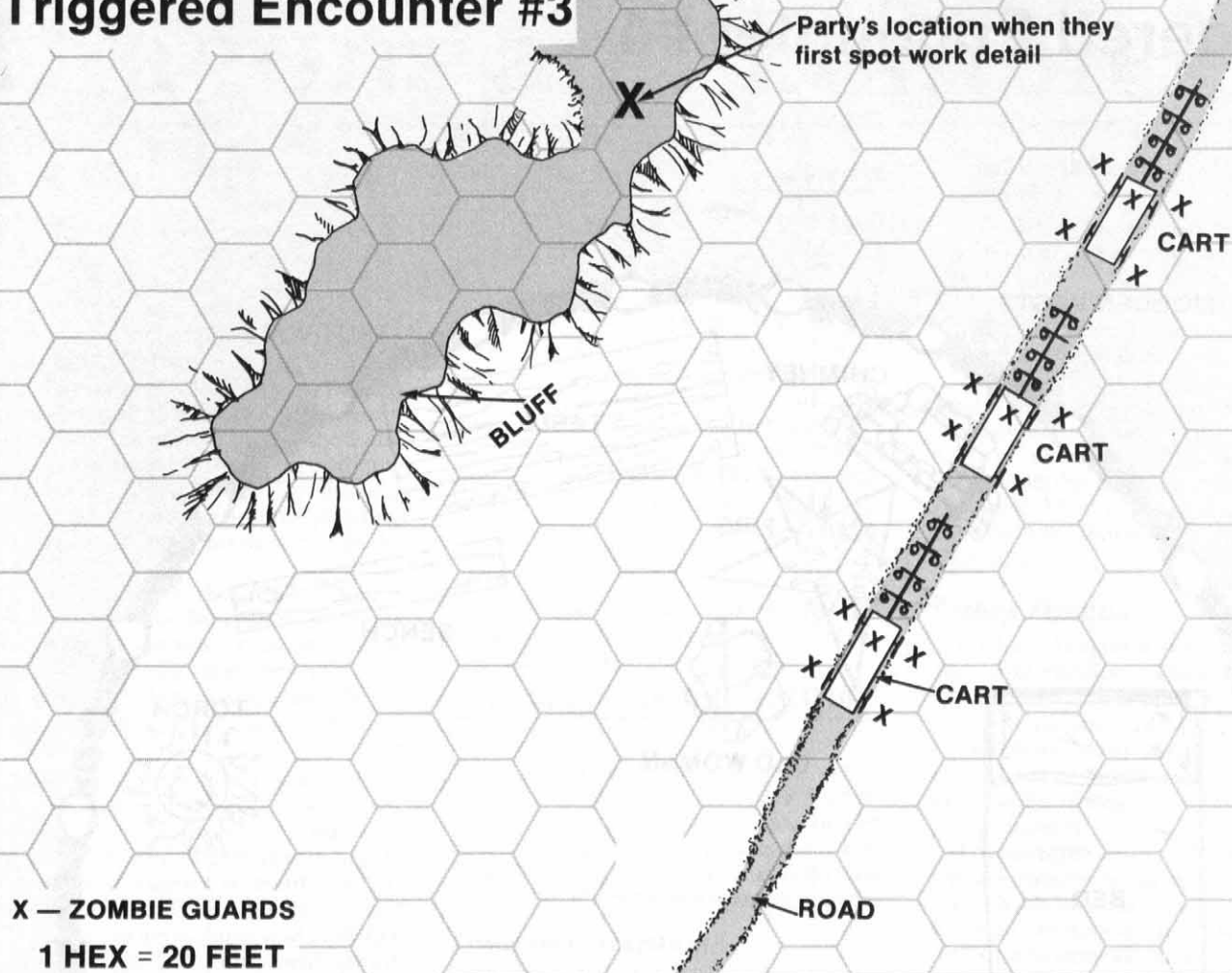
Special(s): Cause Darkness, Fear, Levitate, Cause Pyrotechnics, Polymorph Self, and Telekinese 4,000 gp weight at will. This demon may not gate in other demons.



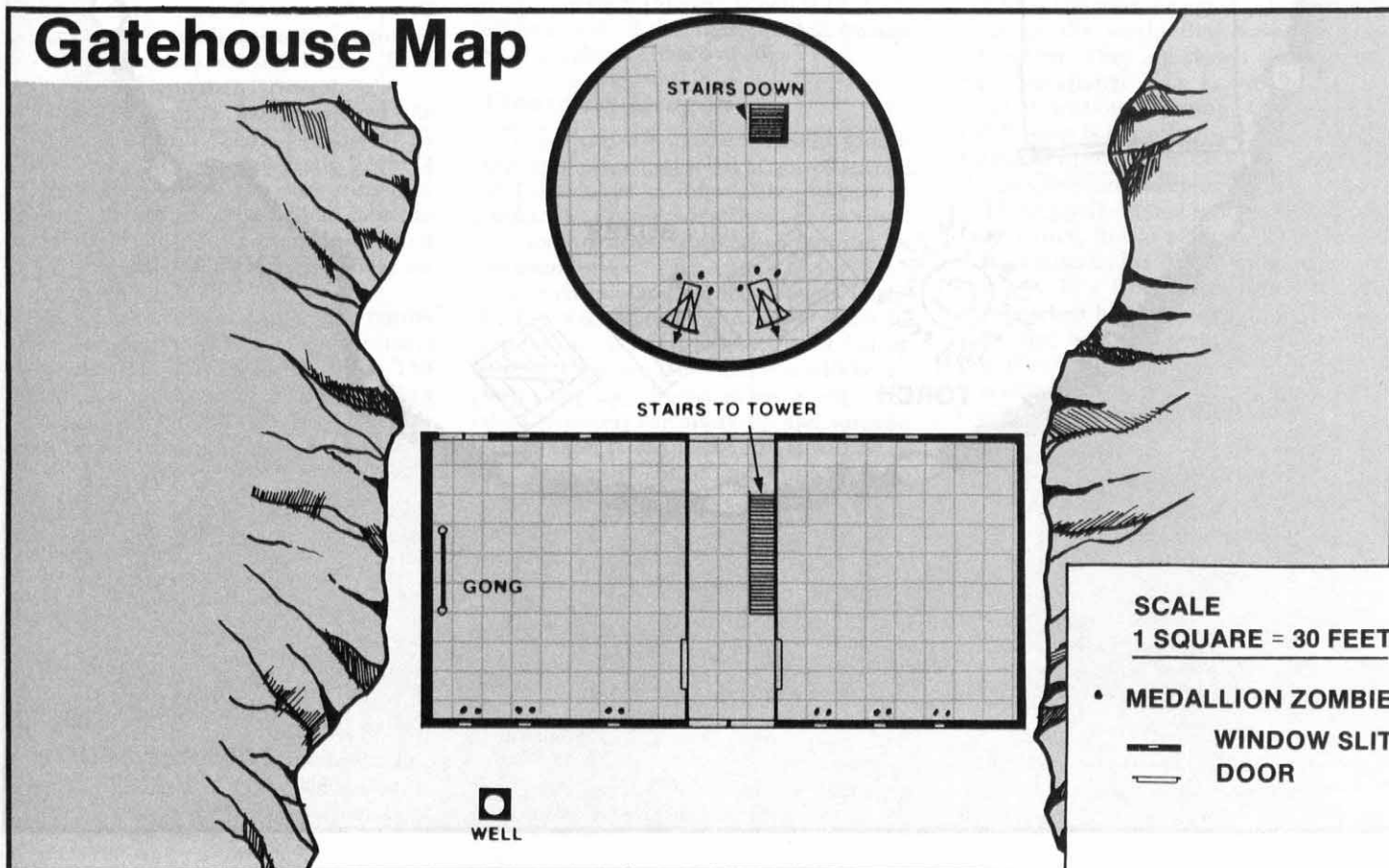
Triggered Encounter #2



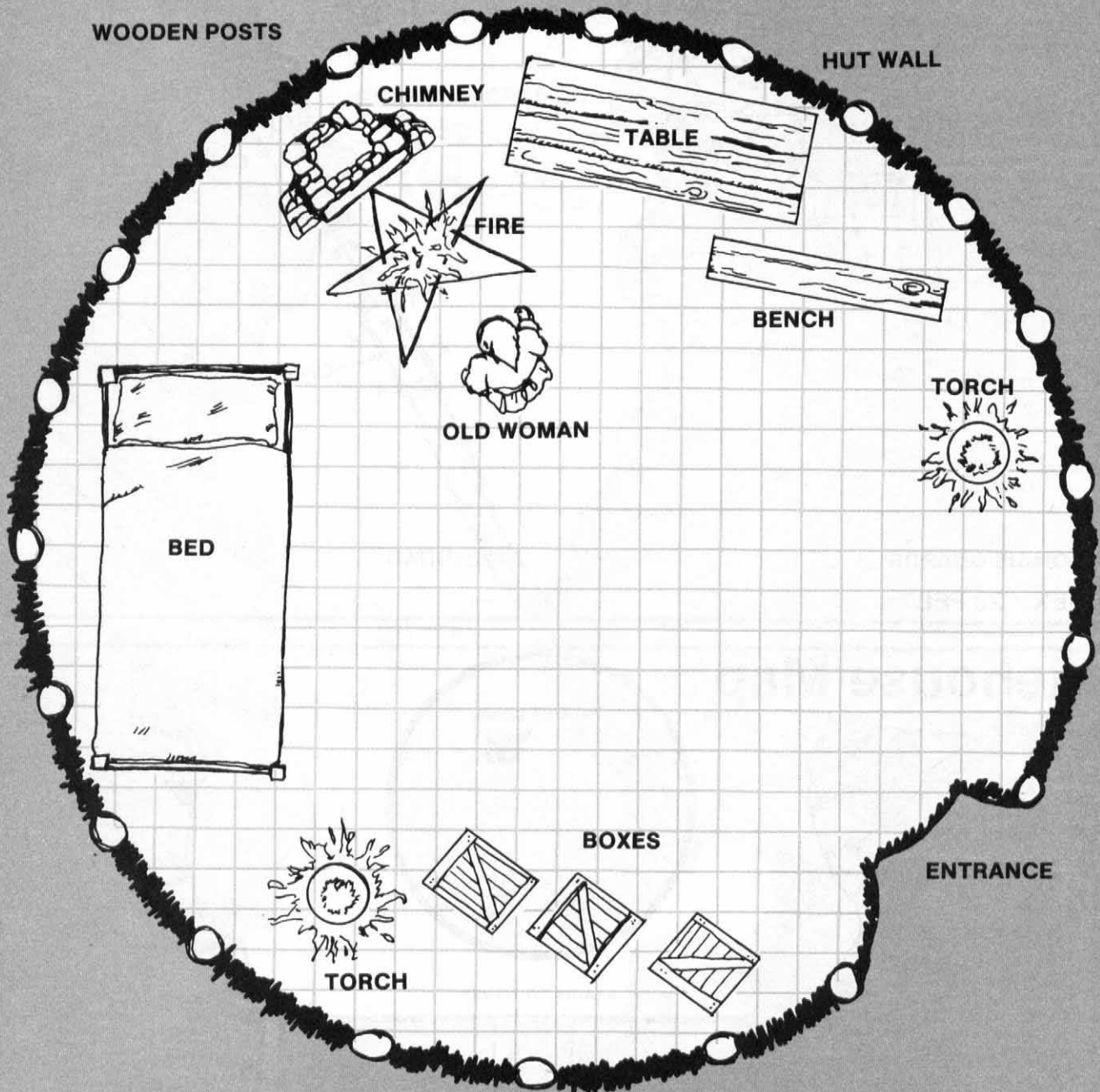
Triggered Encounter #3



Gatehouse Map



Triggered Encounter #4



1 SQUARE = 1 FOOT

Dragons and Zombies

Iron Dragon

Banished to the Land Beyond, the Dragons guarding the Necromancer's castle are filled with bitterness and regret. They long for revenge but at the same time they long to be accepted by the Dragon clans. Once, these Dragons all lived in the Dragonlands, but they were banished and thrown through the Barrier into the Land Beyond. Since time does not pass normally in the Land Beyond, the Dragons survived until the Necromancer found them. He brought them to his land with the promise of setting each up as the head of his own clan in the Dragonlands.

To this end, they work for the Necromancer. Most of the Dragons do not trust him and the Characters can use this suspicion to sway the Dragons to their side. Each Dragon has a different suspicion. If the players can figure out the suspicion, they can gain a new ally.

This isn't a true Dragon. It is a machine created by a dwarven wizard named Ironback. It is made of iron and steel and is run by 12 dwarves. The 12 dwarves are highly trained and act together when they are inside the machine. Only outside the machine do the dwarves argue and feud like normal dwarven folk. They will always hesitate when they are forced to make a decision. This is their weakness. They will argue and dicker with each other, ignoring any other actions except self-defense. They will always defend their "Dragon."

The Necromancer has convinced the dwarves to defend Salaria because of its strategic importance to his castle. Eight of the dwarves agree, but the dissenting four are quite dissatisfied. If the Characters can convince the dwarves to defend some other area, they will leave and open the way for the Characters.

The Dragon is like a huge gray battleship, though certain of its outside features (ears, claws) are brass and copper. The "beast" moves with a ponderous gait, like a dinosaur. It cannot fly. Although it is slow moving, its attacks are fast and deadly.

Iron Dragon

AC: 3, HTK: 250
MV: 6", Align: n.a.
IT: Low, EGO: n.a.
Att: 10, Dm: (see below)
Size: L
Weight: 8 tons
THACO: 14

Damage to the Iron Dragon.

As the Iron Dragon is damaged, it will begin to lose some of its functions. For every 25 HTK of damage it sustains, roll 1D10 and consult the following chart:

Die Roll (1D10) Result

1.....	Lose 1" of movement
2.....	Lose Flame Breath
3.....	Lose one claw attack
4.....	Lose bite attack
5.....	Open hatch to inside
6.....	Lose 1" of movement
7.....	Lose one dart attack
8.....	Lose tail attack
9.....	Electrical short. All people inside Dragon take 1D4 HTK of damage
10.....	Critical hit, Roll twice on table, ignoring 10.

The "Dragon" can attack three times per round. Roll 1D10 and consult the following chart to determine the attacks.

Dragon Attacks (roll on 1D10)

1.....	Bite 1-12
2.....	Flame breath for 1-20 (90' cone)
3.....	Claw for 1D8
4.....	Claw for 1D8
5.....	Tail attack for 1D6
6-10.....	Dart attacks for 1D4 (darts fly from panels in body)

Dwarven Statistics:

The Dwarves all have average statistics except for their Intellect which is 15. They all have 6 HTK and fight on their own as Skill 2 fighters (Thaco of 20).

Guardian Dragon

This Dragon is so obsessed with guarding its treasure that it has acquired special abilities to detect thieves and robbers. It looks like an ordinary Dragon, except it has long delicate whiskers to monitor its surroundings.

The particular Guardian Dragon found by the Necromancer is worried about its reputation. It has a nasty habit of falling asleep (there is a 95% chance it will be asleep when the Characters encounter it). If the Characters can sneak up and surprise the Dragon (1 chance in 20), it will be so embarrassed it will do anything to keep from revealing its failure.

Guardian Dragon

AC: 2, HTK: 56 (10D8)
MV: 12"/24", Align: Neutral/Neutral
IT: High
EGO: 18
Att: 4, Dm: 1D4 (claw x 2),
2-24 (bite), 2-24 (fire breath)
Size: L
Weight: 4 tons
THACO: 14
Special(s): A Guardian Dragon can
use these powers at will: Detect Invis-

ible, Detect Illusion, Detect Magic,
Detect Evil/Good.

A Guardian Dragon sleeps very lightly. Any normal creature that passes too close will instantly waken the Dragon. A thief must subtract 75% from his chance to Move Silently and Hide in Shadows when passing within 100 yards of a Guardian Dragon.

Because they are such light sleepers, the Guardian Dragons secrete a light, but thoroughly disagreeable-smelling gas which keeps all normal woodland animals a mile away from the Dragon. Even insects hate the smell. There is a 25% a human or dwarf can detect the subtle odor, 75% for an elf or shire folk.

Chaos Dragon

A Chaos Dragon is massively powerful and unpredictable. They are so prone to mutation that one can never be sure what powers an individual Chaos Dragon will have. Many of them are deformed and sport two heads, two pair of wings, extra limbs, strange coloration, even extra eyes or nostrils.

To determine the mutations, the GM can use the mutation tables in the *Dragons* sourcebook or create his own. Extremely powerful mutations like eyes that turn creatures to stone or extra breath weapons are very rare.

Chaos Dragons are among the few creatures in the world that have no fixed alignment. They are always Chaotic, but they can change from Lawful to Evil to Neutral without warning. One moment the Dragon is happily crunching on half-lings, the next it is giving all its treasure to the survivors and weeping loudly.

These sudden mood swings can happen at any time, but as a Chaos Dragon matures, events in his life affect his transformations. If a Dragon smelled a type of flower when he last went into a Chaotic/Evil rage, he might well fly into another rage if he smells it again. For the Dragon in this adventure these are the things that will trigger his changes in alignment:

Evil Cues

The word: "Assassin,"
The sight of a glowing sword,
The smell of burning wood,
The word: "Surprise."

Lawful Cues

The word: "Help,"
The smell of flowers,
The sight of cooked food,
Stroking the back of the Dragon's ears.

The Dragon doesn't realize that these are his cues to change alignment, but he does know that the sight of food and stroking

his ears will calm him down. If these cues are ever in conflict, the last cue will prevail, though it will take 1D10 rounds for the change to take effect.

Chaos Dragon

AC: 1, HTK: 90 (15D8)

MV: 12"/20", Align: Chaotic (see above)

IT: Average

EGO: 3

Att: 4, Dm: 1-12 x2 (claw), 6-60 (bite), 6-60 (Breath)

THACO: 12

Special(s): Special: Chaos Dragons often have strange breath weapons in place of the normal fire breath. A few suggestions of possible alternatives are listed below.

Disintegration Gas: acts as a ray of disintegration in cloud form. Cloud is 10' x 10' and floats at 20' per melee round. The Dragon can control the cloud by blowing on it. It can puff out 5 clouds per day. Each cloud lasts 5 + 1D20 melee rounds.

Stoning Gas: acts like Flesh to Stone spell in cloud form. Same statistics as Disintegration Gas cloud.

Spores: Dragon breathes out a mass of spores in a 20' x 20' cloud up to 40' from the Dragon. The victims must save vs. Poison or they breathe in the spores which attach to their lungs. The victims are incapacitated for 20 melee rounds minus their individual Staminas. When recovered, victims are infected and will lose one point of Stamina per day until dead. A Remove Curse or Cure Disease from a cleric will stop the Stamina drain for one day, but it will not kill the infection. Only a Cure disease or Neutralize Poison from a Druid will work permanently.

Chaos: Some especially powerful Chaos Dragons can reach within themselves and pour out pure Chaos. This breath weapon is a colorless, odorless attack in the shape of a cone 90' long, 10' at the "point" and 50' at the "base." The opponents see the Dragon hissing at them, nothing more. One melee round later, however, any creature within the cone must save vs. Magic or act as if struck by a Confusion spell. The effects last for 24 melee rounds minus the Intellect of the victim.

Confusion effects:

Die Roll	Action
01-10	Wander away
11-60	Stand confused
61-80	Attack nearest creature
81-00	Attack Dragon

Swamp Dragon

The foul odor of decaying matter is perfume to this huge barrel-shaped Dragon. A

Swamp Dragon lives in wetlands and river basins and anywhere else where the vegetation is thick and heavy with moisture. A Swamp Dragon flies by inhaling the rising swamp gas and filling huge gas pockets inside its body. Like a blimp, the Dragon floats in the air, using its wings and wide ears to steer itself.

The swamp gas it inhales is very flammable and the Dragon uses this to good effect. The flame it exhales is intense and causes great damage.

The Swamp Dragon in the Necromancer's hire is dissatisfied with its quarters, which are too clean for its liking. If it is offered a truly horrible place to live, it will join the party.

Swamp Dragon

AC: 2, HTK: 30 (6D8)

MV: 6"/12", Align: Neutral/Evil

Intelligence: High

Att: 2, Dm: DM: 1-10 (bite), 6-60 (Breath fire)

Size: L

Weight: 1,000 lbs

THACO: 16

Special(s): For every 5 HTK of damage, the Dragon will lose 3" of its flight speed (due to escaping gas). If killed, there is a 40% chance the Swamp Dragon will explode, causing 6-60 HTK of damage in a 50' foot radius around the body. If the Dragon is killed by fire or electrical spell, there is a 100% chance the body will explode.

Other powers:

Stinking cloud: as spell, four times per day

Create Mist of Obscurement: 60' x 60' mist surrounds Dragon. In swamp-like conditions, the Dragon is totally concealed and acts as if invisible. If Characters enter the cloud, they will not be able to see, but the Swamp Dragon can detect them easily and may attack even while it is concealed.

Dancing Lights: Swamp Dragons create this spell using swamp gas. They use it to lure victims into their mists to attack.

Storm Dragon

A Storm Dragon lives on the highest mountaintops and seeks the great thunder storms as they travel over the land. The black and gray Dragon flies inside the blackest clouds and irritates the storm. The storm looses its lightning bolts at the Dragon, who absorbs the energy.

Storm Dragons are solitary creatures with quick tempers. They often become enraged over the most minor argument. As they get angrier, their color darkens. The Storm Dragon under the sway of the Necromancer is upset at the quality of the storms in this world. If coaxed, this grumbling can easily turn into full scale rage at the Necromancer.

Storm Dragon

AC: -1, HTK: 79 (12D8)

MV: 24"/48", Align: Chaotic/Neutral

IT: Average

EGO: 9

Att: 6, Dm: DM: 1-10 (bite), 6-60 (Breath fire)

Size: L

Weight: 8 tons

THACO: 9

Special(s): Storm Dragons are so fast, they receive a +1 to all initiative rolls. Also they have the following powers:

- Control Weather once per week,
- Immune to all lightning-based attacks,
- May attack with 2 lightning bolts of 1-12 HTK of damage each instead of one bolt of 3-30 HTK.
- 95% invisible in clouds and 75% invisible in heavy fog (treat like a thief's Hide in Shadow).

Dragonlisk

This horrible cross between a Basilisk and a Dragon was created by an evil wizard. When the Dragons heard of the thing, they mounted an expedition against the wizard, razed his tower and all the villages within 30 miles, and threw this abomination into the Land Beyond.

The Dragonlisk has character traits of both species. It has eight legs and a horn on its nose like a basilisk, but it is much larger and its anatomy is more Dragon-like. It has the hypnotic gaze of a basilisk and some of the flight powers of a Dragon.

The Necromancer's Dragonlisk loves riddles. If the characters can tell him a riddle he cannot answer, he will often grant a small favor or boon.

Dragonlisk

AC: 2, HTK: 45 (9D8)

MV: 9", Align: Neutral/Evil

IT: Average

EGO: 15

Att: 2, Dm: 1-20 (bite), 1D10 (Fire)

Breath: 40' cone)

Size: L

Weight: 4 tons

THACO: 12

Special(s): Paralysis gaze, Levitation.

The gaze of a Dragonlisk is not as powerful as that of a Basilisk. It only paralyzes its victims instead of turning them into stone. The paralysis is permanent, but can be broken with a Dispel Magic or Remove Curse. A save vs. Paralyzation is applicable if the victim was trying to shield his eyes from the gaze. The Dragonlisk's gaze does not penetrate into the astral or ethereal planes of existence.

The Dragonlisk can levitate up to 200' high for 20 melee rounds per day.

Medallion Zombies

One of the Necromancer's greatest powers is the creation of Medallion Zombies. These creatures look like normal zombies, but each individual undead is magically and mentally linked to every other Medallion Zombie. The Medallion Zombies act as a single unit, each one gaining strength and power as their overall number increases. Thus the statistics of Medallion Zombies change as their number increases or decreases.

The focus of the link between all the zombies is the Medallion each wears around its neck. The Medallion must be made of silver, copper, and gold. Each must be set with at least one semi-precious stone. The Medallion by itself is worth 1,000 gp to evil Characters and 100 gp to Good Alignment characters. If the Medallion is ever taken off the zombie, the Medallion Zombie will instantly collapse into a pile of ashes.

Results of Medallion linking

Medallion Zombies actually start out weaker than normal zombies, but as more and more zombies are created, all the zombies grow stronger, larger, and more intelligent. The zombies do not have to be close to each other for the increase in statistics to occur. The zombies can be anywhere, even on different planes of existence, and still benefit from their brethren.

There are five Medallion Zombie "thresholds." At each of these, an increase in statistics occurs. Coincidentally, these five thresholds correspond to the first five Eras of the Necromancer's Planet.

Total Number of Zombies: 1-100

Era 1 (this adventure only)

AC: 9, HTK: 1 (1D8)

MV: 6", Align: Chaotic/Evil

IT: Non

Att: 1, Dm: 1-4

THACO: 20

Special(s): immune to sleep, charm, hold, and cold-based spells. Always strike last in combat. Turn as Skeletons.

Description: These look and act like typical slow-moving, relentless zombies.

Total Number of Zombies: 101-200

Era 2 (this adventure only)

AC: 7, HTK: 8 (2D8)

MV: 6", Align: Chaotic/Evil

IT: Semi-

Att: 1, Dm: by weapon type, -2 to damage to a minimum of 1 HTK of damage.

THACO: 16

Special(s): Immune to sleep, charm, hold, and cold-based spells. Always strike last in combat. Turn as zombies.

Description: The zombies develop slowly. They are slightly better

fighters. Many zombies on this level carry weapons, but do not know how to best use them.

Total Number of Zombies: 201-400

Era 3 (this adventure only)

AC: 6, HTK: 12 (2D8)

MV: 8", Align: Chaotic/Evil

IT: Low

Att: 1, Dm: 1-8

THACO: 16

Special(s): Immune to sleep, charm, hold, and cold-based spells. Normal initiative in combat. Turn as Ghouls.

Description: The zombies can now think. They can be sent on missions by themselves, and they can use more complicated weapons like bows and siege engines. Their Armor Class has risen, due to a slight displacer effect around their bodies. The AC goes back to 8 if the field is dispelled by a Dispel Magic spell.

Total Number of Zombies: 401-600

Era 4 (this adventure only)

AC: 5, HTK: 17 (3D8)

MV: 9", Align: Chaotic/Evil

IT: Average

Att: 1, Dm: 1-10

THACO: 16

Special(s): Immune to sleep, charm, hold, and cold-based spells. Normal initiative in combat. Turn as Shadows.



Description: These zombies do not look like regular undead. They are now the equals of normal humans in intellect and they are physically stronger. They can be trusted to lead other undead into battle and some of them can be used as clerks and supply officers. zombies at this level have a 50% chance of speaking common.

Total Number of Zombies: 601-1000

Era 5 (this adventure only)

AC: 5, HTK: 19 (4D8)

MV: 12", Align: Chaotic/Evil

IT: high

Att: 1, Dm: 1-10

THACO: 15

Special(s): Immune to sleep, charm, hold, and cold-based spells.+1 to initiative in a fight. Turn as Wights.

Description: At this level, a zombie troop is a formidable unit. They are good fighters, fearless in battle and have high morale. This is the maximum statistic level the Medallion Zombie can reach. All zombies at this level can speak common.

Medallion Zombies do not exist in Era 6. A Medallion Zombie's Statistics will immediately be reduced if the number of the Medallion Zombies is reduced. In other words, the more Medallion Zombies are killed, the easier they are to kill.

The Evil Magic User

Roshman the Black

Necromancer (Master of Death)

ST: 05, IT: 18, IN: 12

SM: 05, DX: 12, AP: 10

HTK: 12, AC: 9

Att: 1, Dm: 1-10

Align: Lawful/Evil

THACO: 19

Weapons and Armor: +1 dagger, .44 automatic pistol (1-10 damage; fires six shots).

Magic Items:

Sphere of Annihilation: The sphere is an encased piece of the negative material plane taken from an area called the Vortex. When thrown on a hard surface, the brittle anti-magic casing shatters and the piece of the Vortex is released on the normal plane of existence. The Vortex is at the heart of the negative material plane and sucks all life levels into it, within a radius of three miles. Any living thing within that range must save vs. Magic each melee round or lose one life level. The piece of the Vortex lasts until there are no life levels around it; it then disappears. The magic of the sphere can only be blocked by a Full Wish spell.

Spells: Roshmon has been experimenting with many new spells and he tries to use them exclusively. Therefore he limits his spell use to only a few spells (see Spell Use). It is also assumed that he can study and learn any non-attack magic user spell up to level 4. Attack spells like Fireball and Lightning Bolt need an understanding of the forces of nature that a Necromancer can never obtain.

Roshmon's Spells

Roshmon may cast one of each of these spells per day. An asterisk next to the spell indicates he may cast that spell twice per day (see Spell Explanations for descriptions of the spells).

Level One Spells

1. Silence
2. *Speak with Dead
3. *Command
4. Summon Rats
5. Ghoul Touch
6. *Screaming Skull
7. Shadow Drain

Level Two Spells

1. Feign Death
2. Shadowself
3. Hopelessness
4. Protection from Undead 10'r
5. Undead Summoning
6. Wraithcloak
7. Pain Blast
8. Animate Undead

Level Three Spells

1. Evil Eye
2. Wall of Bones
3. Wall of Blood
4. Mists of Discord
5. Create Shadows

Level Four Spells

1. Create Flesh Golem
2. Gaseous Form

Roshman is the future self of the magic-using character in the party. With the pre-generated group of characters this is Radu-Gaston. This history must be changed to fit the personal dynamics of your own group.

The dark side of magic is always more powerful than the light. This power seduced many, including Radu-Gaston. Radu was once a powerful servant of the good forces. He went on many adventures, destroyed many evil creatures, and amassed an enormous fortune.

As he grew more powerful in the service of the forces of light, however, he was called on to sacrifice more and more of his time, his wealth, and his happiness. Radu became jealous of others who did not sacrifice their lives to the good fight. He was contemptuous of those who chose to fill their time with the petty concerns of raising a family, creating a community, or simply enjoying life. He became as sour and hard as a dried olive.

His transformation did not go unnoticed. Those closest to him tried to help, but Radu had a special form of white-hot hatred for those he thought pitied him. All attempts to soften the wizard only drove him closer to madness and to the dark side.

One day Radu just disappeared. No one knows why he left, but some speculate that some little incident happened that snapped his resolve and sent him plunging into the depths of evil. He resurfaced ten years later as the Necromancer Roshmon and, after a few adventures, he discovered a portal into the Land Beyond. There he built a great castle and filled it with his undead followers. Using the castle as a base, he destroyed the time stream of his planet and cursed it with the plague of time.

The incident that sent Radu on the path of evil still burns in the soul of the Necromancer. While out wandering near his

family home, he came across a cave. It was the burial place of an ancient race of people. Radu immediately set out to explore it. Deep within the cave was a locked, barred chamber. With the resolve of any long-time adventurer, Radu spoke the word of power for a Knock spell and entered.

He didn't find anything he expected inside. The natural cave was vast and low-ceilinged. He could feel a slight wind brush his face. Radu smiled. "Wasted a good Knock spell," He thought. "Nothing but an empty chamber." When Radu laughed, he found the secret of the cave.

Sounds, from any source, that are produced within this special cave are bounced back and forth by the strangely shaped walls of the chamber. The sounds are mangled and changed until they become hideous, dark, bitter versions of themselves. Radu's laugh was thrown back at him distorted into an awful cackle.

Radu was fascinated by the cave. No matter how sharp an edge he put on his words, the cave would somehow grind them finer. Radu began spending all his time in the cave, sitting on the cold stone floor.

Gradually, the cave became more important to him than the love of good. He turned his back on the divine light and welcomed the blackness into his soul.

The Necromancer

This evil magician is one of the most powerful foes an adventuring party can face. Necromancers are master creators and mages. They weave spells of incredible power and can cast them over thousands of miles; they delve into the most vile worlds of Evil and Chaos; they pursue the essential secrets of the dark side of the universe. Yet, though their magic and influence are powerful, they themselves will not last long in a face to face confrontation. They have intentionally weakened themselves in order to gain the knowledge of the greatest evil.

A Necromancer's most absorbing concern is the creation of obedient undead. Necromancers are surrounded by legions of skeletons and zombies. They lure ghosts and ghouls with promises of human children. They deal with the lords of the undead realms to provide more creatures for their armies. They can create many types of undead and modify them for specific purposes. Furthermore, they are constantly researching the dark arts to find ways to strengthen and expand their control over their deathless brood.

GM NOTE: A Necromancer grows in power, just like any human magician.

Since Necromancers are so evil, they can be played only as Non-Player Characters by the GM.

Necromancers' Powers

There are five stages of a Necromancer's power. At each stage, the Necromancer changes in appearance, gains some powers and loses others. The five classes are:

Taster of Death
Eater of Souls
Lover of Horror
Master of Death
Perverter of Life

Taster of Death

A Necromancer begins his training by renouncing all good things and good principles. He must embrace the most awful philosophy of which he can dream, living in filth and disease, betraying his friends, stealing, and studying the dark arts.

A Taster of Death soon begins taking on the pale skin and slow-measured gaze of a man who has seen much horror in his life. Touches of red develop around the novice's eyes and his voice becomes more melodious. Many trainees falter at this stage and they are soon killed for practice by other Necromancers.

The Taster of Death learns to create simple zombies and help in the creation of higher level Necromancer's own undead (see Spell Use). They also gain the following:

- a. Permanent Infravision
- b. Increase Appeal by two
- c. Immune to all forms of Fear spells

Spells: 2 Level one spells

Eater of Souls

After a few years (GM's discretion), the apprentice changes. The darkness and corruption have penetrated his soul. The developing Necromancer can now experience the blackest evil without going insane. His appearance changes as well. His voice grows raspy, his fingers grow bony and his canine teeth lengthen. Most important, an Eater of Souls loses his shadow. Necromancers at this stage are surrounded by a dark halo. The game effects are as follows (in addition to the above powers):

- a. Immune to ghost, shadow, or ghoul's touch and the stench of a ghost.
- b. Hide in Shadows and Move Silently 60%.
- c. Lose 6 points of Appeal (may not go below 0)
- d. Increase Intellect by one (1).

Spells: 2/2

Lover of Horror

This is the first stage at which a student can truly be called a Necromancer. At this point in his instruction, a Necromancer has learned all but the most secret of the black arts. He must now make the ultimate sacrifice. From now on a Necromancer will lose Hits to Kill as he gains knowledge, instead of gaining them. As the Necromancer becomes more powerful, he gives up his life essence. He no longer needs instruction; he can make his own way in the world. Many Necromancers never rise above this class. The cost is too high.

The eyes of the Lover of Horror turn completely red and seem to glow with a fierce inner light. His hair turns white and brittle. Necromancers at this stage never laugh (even at the misfortune of others) without experiencing extreme agony.

- a. Increase Intellect by one (1)
- b. Lost 1D10 HTK (May not be reduced below 1 HTK)
- c. Immune to Vampire's charm.

Spells: 4/4/2

Master of Death

Masters of Death often have apprentice Necromancers to help them. They create strongholds deep within desolate mountains or primeval forests. There they begin to build their armies of undead. Not many Masters of Death appear in the world for they shun the "stench of life." Eventually, they create large undead followings and attempt to conquer the surrounding area. They are rarely defeated. The Master of Death gains the following:

- a. May increase Intellect by one (1) for each point of HTK sacrificed
- b. Life drain powers of undead work at half effectiveness on a Master of Death.
- c. May turn undead like a cleric of Skill level 10.

Spells: 8/8/4/2

Perverter of Life

Perverter of Life is the highest class to which a Necromancer can aspire. A Perverter of Life (called Perverter by his minions) will attempt to increase his power by raiding and destroying settlements around him. A Perverter will want as many undead in his army as possible. Perverters are completely paranoid and think everyone is out to kill them for their secrets. They will build elaborate traps into their castles and seek to protect themselves, to the detriment of their other aims. Any sign of disloyalty or insubordination by live human staff will be punished instantly and horribly.

A constant stink of corruption and rot hangs about the person of the Perverter. It is something others can never get used to. Many Perverters of Life use exotic and

powerful perfumes, but they cannot totally erase the stench.

A Perverter's additional Powers are:

- a. May increase Intellect by one (1) for each point of HTK sacrificed
- b. Life drain powers of undead do not work on Perverters.
- c. May turn undead like a cleric of Skill level 15
- d. Lose 1D4 points of Appeal (to a minimum of 1)
- e. Lose 1D10 HTK (may not have more than 20 or less than 1 HTK left).

Spells: 10/10/10/5/3/1

General Notes on Necromancers

1. Necromancers hate all illusion powers and will never learn or use illusion magic. They have a -2 to saves vs. illusion magic.
2. Necromancers can use wands, books, staffs, and miscellaneous magic as long as the items are not associated with Lawful/Good alignment or any great force of life. For instance, they will never use a Rod of Resurrection or a Staff of Healing.
3. Like other magic using characters, Necromancers must use spell components and may only memorize their allotted number of spells per day. Necromancers are uniformly fussy about spell components and only use the best. All costs for spell components are doubled for Necromancers.
4. Necromancers can cast only a few attack spells. They trust that their creations will protect them. Necromancers prefer to act from a great distance and they rarely enter combat on their own.
5. Like all magic users, Necromancers cannot wear armor and cast magic. Nor may they use any weapons except for a thin dagger they call a *Skate*. This dagger cannot be thrown. It only causes 1D2 HTK of damage and cannot be enchanted.

Spell Use

Necromancers are essentially magic users and know many spells that the common magic user knows. Necromancers know very few attack spells that cause damage. They can learn control spells like Charm, Sleep, and Hold Person. All normal spells a Necromancer learns are cast and act exactly the same way as a normal magic user or cleric spell with one exception. No matter what stage a Necromancer has reached, he will always cast his spells as if he were a Skill 10 magic user. All durations, areas of effect, number of Hit Dice, and other variables are calculated as if they were cast by a Skill 10 mage.

Each Necromancer adds to this list his own versions of spells. The list below is only an example of the types of spells a Necromancer might possess.

Level One Spells

1. Silence
2. Speak with Dead
3. (2) Command
4. Summon Rats
5. Ghoul Touch
6. Screaming Skull
7. Shadow Drain

Level Two Spells

1. Feign Death
2. Shadowself
3. Hopelessness
4. Protection from Undead 10'r
5. Undead Summoning I
6. Wraithcloak
7. Pain Blast
8. Animate Undead

Level Three Spells

1. Evil Eye
2. Wall of Bones
3. Wall of Blood
4. Mists of Discord

Level Four

1. Create Flesh Golem
2. Gaseous Form

Ghoul Touch: The Necromancer can paralyze a victim as a ghoul. A save vs. Paralysis is applicable. The victim is paralyzed for 4 + 1D20 rounds. The Necromancer must touch the victim.

Casting Time: 1 segment.

Verbal, Somatic components.

Duration: 10 rounds

Screaming Skull: This spell creates a warning device for the Necromancer. A real skull from an intelligent creature must be used. The Necromancer can set the skull to be activated under certain conditions or sets of conditions. For example: the presence of wolves or movement in a certain area. Once activated, the skull will emit flames, sulphurous smoke, and an ear-splitting screech.

The Necromancer will hear this scream within 500 yards of the skull, even if he is behind doors or asleep. A Silence spell will automatically stop the screaming skull. All Skill 1 or 2 characters who hear this spell must save vs. Magic or be Scared (see Scare spell).

Casting Time: 1 Turn.

Verbal, Somatic, Material components.

Duration: Special

Shadow Drain: The Necromancer can drain Strength points from victims as a Shadow. 1D10 Strength points are drained temporarily from the victim each time the Necromancer touches him and the victim fails his save vs. Death Magic (during the spell's duration). Strength points are regained at a rate of one per hour.

If all the Strength points are drained from a victim, he will become a Shadow under the command of a Necromancer. Even under this awful curse, the life force of the victim can still be saved. If a Remove Curse and a Strength spell are cast on the Shadow within one week of the transformation, the victim will return to his old self (permanent loss in Strength of one [1]).

GM NOTE A Necromancer can command no more than 30 shadows at a time. If this number is exceeded, the shadow creature will flee into the night.

Casting Time: 1 segment.

Verbal and Somatic components.

Duration: 10 rounds.

Level Two Spells

Feign Death: Works exactly like magic user's Feign Death spell, but with an important addition. The Necromancer may also take on the appearance of a decayed or mummified corpse. This is not an illusion and there is a 05% chance that the decayed look will leave some unpleasant after-effect like a skeletal hand or a rotted look on the face (GM discretion).

Casting Time: 7 segments.

Verbal, Somatic, Material Components.

Duration: 10 Turns

Shadowself After casting this spell, the Necromancer takes on all the powers and abil-

ities of a shadow. All clothes, weapons, magic items must be left behind while the Necromancer is in shadow form. While in this form the Necromancer cannot speak or cast any magic. Powers include: Armor Class to 7, Chill Touch of 2-5 HTK of damage, Strength Drain of 1 point, 90% invisibility unless under strong light, immune to Sleep, Charm and Hold spells and cold-based attacks +1 or better weapons needed to hit

All other shadows the Necromancer encounters while in this form will be charmed (no save) until the Necromancer reverts to normal form.

To cast this spell, the Necromancer needs a small bit of black cloth.

Casting Time: 2 segments.

Somatic, Material components.

Duration: 20 rounds

Hopelessness: This spell is one of the most insidious the Necromancer can use and the hardest to detect. The Necromancer begins talking to his opponents, telling them how hopeless and useless are their actions. For every melee round the Necromancer is allowed to talk, all Characters that can hear him must save vs. Magic to attempt any action that round (actions include, fighting, moving toward or away from the Necromancer, casting any spell, etc.) If they fail this save, they must stop any action and continue to listen to him.

If the Characters stop their actions voluntarily and listen to him, they also will fall under the spell (no save). After three rounds, any Character who has attempted an action and failed, or who has voluntarily listened to the Necromancer must save vs. Magic at -3. Failure to save means that the character is overcome with hopelessness and will not attempt an action for 1D10 turns, unless he is directly attacked. In this case, he will defend himself but not strike back.

Casting Time: 1 segment.

Somatic component.

Duration: Special

Protection from Undead: Creates a 10' circle through which no undead may pass, no matter what form the undead takes. Vampires and the like can attempt to charm someone inside the circle and lure him out. Undead thrown up against the circle will take 1D20 HTK of damage and will bounce away.

Casting Time: 1 segment.

Somatic component.

Duration: Special

Wraithcloak With this spell, a Necromancer can take a specially-prepared fur cloak and wrap himself in it. He will instantly be surrounded by an intense energy field generated from the negative material plane of existence. The field is black with streaks of lightning and sudden bursts of yellow light. The necromancer can see through this field and may move about normally.

Anyone touched by the field will suffer 1-12 HTK of damage (half if save vs. Death Magic is successful). All items made in the

Spell Explanations

Level One Spells

Silence: This spell works just like the clerical spell (it lasts for 20 rounds). However, if cast as an attack at just one target, there is a 5% chance the silence will be permanent and will need a Dispel Magic or Remove Curse to lift.

Speak with Dead: This spell works just like the clerical spell, with the exception that any Necromancer can speak with any dead up to 100 years after its death, for 3 turns, and can ask 5 questions of the dead creature. Also, even undead creatures can be forced to speak using this spell (though they get a save vs. Magic).

Command. Works like clerical spell of same name, except it also works on all types of undead.

Summon Rats: Summons 4-40 giant rats. Rats must be present within a 5-mile radius from the Necromancer. They will make a beeline for Necromancer, no matter where he goes, as long as he stays within 5 miles of the rats. There is a 10% chance 1D10 wererats show up as well. Normal rats can show up in place of giant rats at a 10 to 1 replacement rate.

The spell is Verbal and Material, using a giant rat's foot or finger to activate the enchantment. Casting time is 3 segments and the Rats will stay with the Necromancer for 20 rounds.

Casting Time: 8 segments.

Verbal, Somatic, Material components.

Duration: 10 Turns.

prime material plane must save vs. Crushing Blow or be destroyed if they touch the plane, including any item the wearer of the cloak might want to pick up.

The Wraithcloak permits the Necromancer to walk safely walk through any prime material substance, including deep water, lava, steam, mountains, etc, as long as they are not sheathed in lead or have any lead-bearing stone within them.

Note that movement is always the normal movement of the Necromancer, even when walking "down" into a mountain. Even Wizard-locked rooms may be entered using this cloak.

One side-effect of the cloak can be very dangerous. Forcing the negative material into the prime material releases a huge burst of colored light into the astral plane. Demons, Aerial Servants, Air Elementals, Intellect Devourers, Invisible Stalkers, Thought Eaters, Phase Spiders, and other like creatures will be attracted by this light and may attack the user of the Wraithcloak. There is a 5% chance this will occur.

Casting Time: 1 segment.

Somatic component.

Duration: Special

Pain Blast A cone of pain 5' at the base and 40' at the end extends from the Necromancer's fingertips for 60'. Anyone within the cone must save vs. Poison or be wracked with excruciating pain for 20 rounds minus his Stamina. Characters so affected may not fight or cast spells. The Necromancer may choose to limit his attack to just one person. In this case, the range is 120'. Non-humanoid creatures also suffer pain, but they save against the attack with a +3 to their save.

Casting Time: 2 segments.

Verbal, Somatic, Components.

Duration: 1 round.

Animate Dead: Like the clerical spell of the same name, a Necromancer can animate simple skeletons and zombies. Each class of Necromancer may animate 10 zombies or skeletons per his class. For example, a Master of Death (class 4) may animate 40 skeletons at a time. Other than simple skeletons, this spell also allows the Necromancer to create one Medallion Zombie per day (see Medallion Zombies).

Casting Time: 1 Turn.

Verbal, Somatic, Material components.

Duration: permanent.

Level Three Spells

Wall of Bones A Wall of Bones spell creates a thick wall of humanoid bones 10 game inches square. The Wall is animated and can repair damaged sections by moving pieces of itself into gaps. The wall has 100 HTK and an Armor Class of 5. Damage must exceed 100 HTK before the wall will fall. Cold and fire based spells do only half damage to the wall.

The wall will attack anyone, friend or foe, who stands within 30'. Bone projec-

tiles will fire out of the wall at the rate of 10 per melee round. They have a THACO of 20 and cause 1-4 HTK of damage each. Also, anyone within 5' of the wall will be attacked by an arm or leg which suddenly leaps out to kick or strangle the victim. These attacks have a THACO of 15 and cause 1D10 HTK of damage. The number of attacks is equal to the number of victims.

The material component of a wall of bone is a animated skeleton.

Casting Time: 5 segments.

Verbal, Somatic, Material components.

Duration: 30 rounds

Wall of Blood: Pronouncing the word of power for this spell creates 100 square feet of red blood formed into a free flowing shape that can fit any contour. The Blood Wall is firm to the touch. If punctured, it will instantly reseal itself and take no damage. The wall can take no damage from physical attacks, nor can it be pushed over or crawled under. There are only two sure ways around the wall. One is by magic (like a Passwall or Dispell Magic). A second method is using fire to "boil" the wall away. Any fire-based attack will reduce the duration of the wall by 1 round for each level of spell or die of damage. For instance a 10D6 Fireball will reduce the duration of a Wall of Blood by 10 rounds. As the duration of the wall shortens, the Blood Wall will become hot to the touch and turn a darker color.

The material component for a Wall of Blood is a drop or two of the caster's own blood.

Casting Time: 5 segments.

Verbal, Somatic, Material components.

Duration: 30 rounds



Mists of Discord: The Mists of Discord can fill a 100 square foot area. The colorless, odorless mist is undetectable, except for items that glow in the presence of magic.

Every round a Character breathes in the mist, the GM should secretly roll against the character's Insight. If the save attempt fails, the Character will get more and more irritable. The GM should tell his Players that their Characters are getting angry with the current situation, no matter how favorable it seems.

Each round a Character stays within the mist and fails his Insight Check, he can do nothing but argue, even if his life is threatened. He will argue with monsters trying to eat him or with a wall if no one is present.

Characters who make their saves have a 20% chance of realizing that the discord is created by magic. Characters must save every round the spell is in effect.

Material component of this spell is a needle stuck under the fingernail of the caster.

Casting Time: 9 segments.

Verbal, Somatic, Material components.

Duration: 30 rounds

Evil Eye: The Evil Eye spell is a long range attack in which the Necromancer invades the dreams of a victim and tries to drive him insane. The spell can work from any distance up to 1,000 miles away. The victim must be asleep for the spell to work. The victim dreams of a horrible eye staring down at him. The image is so disturbing that the character must save against his Insight or lose any benefit from sleep. No spells can be gained, no natural healing can take place. The victim will suffer 1D8 HTK of damage every time he fails his saving throw. As the days progress, the Necromancer will cast the spell over and over until the victim is dead. When he awakens, the victim will be jumpy and irritable and will constantly scratch his hands and rub his eyes.

Material component for this spell is a crystal ball, though it is not used up in the spell.

Casting Time: 3 turns.

Verbal, Somatic, Material components.

Duration: 1 turn

Level Four Spells

Create Flesh Golem: The Necromancer may create only one Flesh Golem at a time. They are the same as the Flesh Golems in the standard rule books. The Material components for this spell are extremely expensive. Roll 4D20 and multiply by a thousand for the base cost.

For statistics of a Flesh Golem see the standard rule books

Casting Time: 3 weeks.

Verbal, Somatic, Material components.

Duration: permanent

Gaseous Form: The spell affects the Necromancer's body and personal possessions as per a potion of Gaseous Form.

Necromancer's Castle

Eventually, the adventurers should realize they must get to the Necromancer's castle. They should be able to follow the clues laid out in this adventure, but if the Players are still confused about their mission or the whereabouts of the castle, they should have the following encounter on day 15 of their trek:

* * *

Read to the Players:

As you march, (GM: pick a random Player Character) notices something shiny in the dirt. It looks like a bottle, but something is moving inside it.

When they examine the bottle closely they see:

There is a little man inside the bottle. He is wearing green trousers, a green vest and a green coat. He is also wearing a brown derby and carrying a tiny silver-headed cane. He is jumping up and down, trying to get your attention.

Read aloud after the Characters open the bottle:

The little man grows quickly in size to about two feet tall. Brushing his clothes and shaking his head he says:

"Oy Vay, vat a lousy time dat vas. I should have gone to Miami mit mine brother Harry, but no . . . I had to take on vun more customer. Oh Boy vat a mistek." The little man stops for a second and looks at the party. "Okay vich vun uf you let me oud uf da bottle? You? Okay, so you choos, a week-end in Atlantic city for two including vun floor show and \$100 dollars in chips, act now und get a set of polyester and nylon luggage mit matching carry ons, vallets and [cough and hack loudly], s'cuse me, key chains, or vun correct and absolute answer to any vun question mit 100% guarantee, from the high courts of Olympus and Nirvana, already. Vell, vat vun you vant?"

* * *

The Players can still ask a few questions, like who are you and what are you doing in the bottle. There is no penalty for these questions. (Say: "So. Mebbe you're expecting someone famous? This magical sprite stuff is big, so who's to say I can't get a liddle uf the gravy too?")

The little man is a leprechaun, though a strange eastern European version. Leprechauns in his world sell franchises to the highest bidder and this little man's family bought him into the business. Freeing him from his imprisonment allowed the party the preceding choices which should get them on the right track. After the party asks

the questions of the leprechaun, be sure to tell them enough to get them on the right track. If they are too far away to reach the castle, the leprechaun will offer to teleport them to the edge of the Time Desert for one precious magic item. This item should be one really important to the group (GM discretion); this is the penalty for missing all the clues.

If the leprechaun is attacked or threatened in any way he will disappear instantly, never to return.

Reaching the Castle

Like everything else on the Necromancer's planet, the Necromancer's castle will change along with the age of the planet. This is the great weakness of his defenses. They are only complete for Time eras 3 and 4; in Time eras 2 and 5 they are incomplete; and in Time eras 1 and 6 they are barely existent. So, though the castle may seem impregnable, the Players need only to wait for its defenses to change.

The smart group will wait until the castle changes, then attack. If the party insists on attacking the castle during Time eras 3 and 4, they will probably be destroyed or captured. The caverns beneath the castle were formed naturally and the Necromancer uses them to jail his off-planet slaves and to entrap the Dragon Lord, the Kabanla-ri. These defenses never change and are detailed later. The map on the following page shows the castle and its defenses at the greatest strength. The following Time era descriptions note the changes to this basic set up.

Eras at the Castle

Era 1. The keep in the center of the castle complex is the only feature standing. Four slim towers around the top of the keep are carved in the shape of screaming skulls, and when the wind blows through them, they emit low moans. The following forces are at hand to defend the castle. See below for statistics:

50 Medallion Zombies (see Era 1 statistics)
100 regular Zombies
100 Skeletons
10 Ghouls
1 Wight

All of these forces will fight until they are destroyed to keep the Players from entering the keep. They will attack relentlessly, even in a hopeless situation.

Era 2. The castle complex is built. The outer wall is 80' tall and studded with jagged glass to prevent climbing (-25% to climb walls). The towers are 120' tall and have no windows. The inner curtain wall is only 40' tall; its towers are 60' tall. The inner wall towers have arrow slits along their lengths. This wall and its towers cannot be seen from the outside. The keep sits atop a 50' mound. It can be seen over the main outer wall, even though it is only 70' tall. The Keep's windows are barred.

Each outer wall tower contains a single ballista and 20 Medallion Zombies. The castle will always be prepared for battle and the sentries will be alert. Chances of sneaking into the Keep are 10% for the whole party and 25% for a silent party of thieves and the like.

Forces:

200 Medallion Zombies (Time Era 2 statistics)
150 regular Zombies
100 Skeletons
20 Wights
12 Wraiths

The guards will try to force the Player Characters into a defensive position, using sheer force of numbers, then send in the wraiths and wights to finish the job. If the party spends more than 10 melee rounds in any one place, higher level undead will always attack in groups of 5 or more.

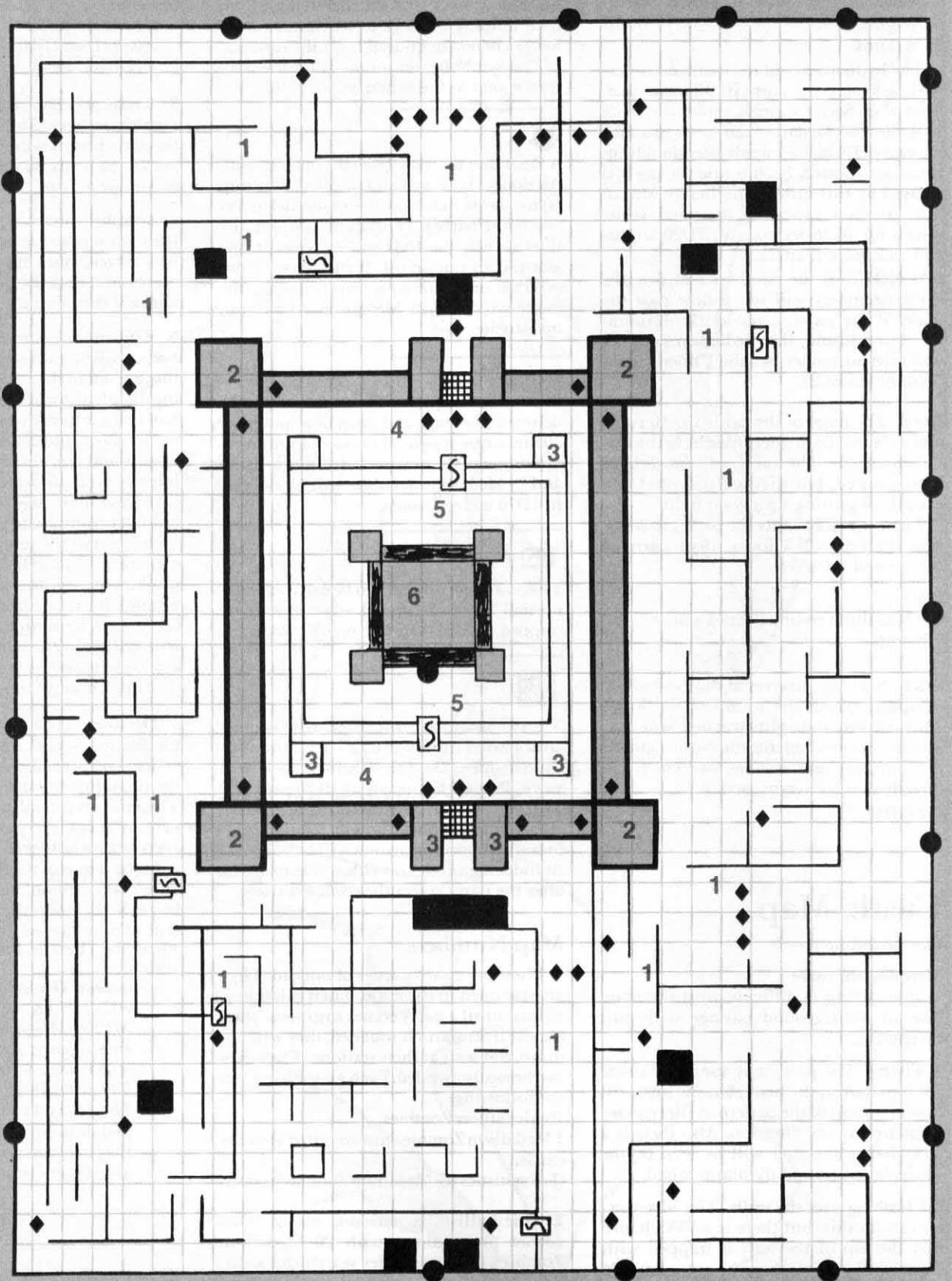
Eras 3 and 4. The castle complex and maze are complete. The Player Characters will hear the Necromancer's castle long before they see it. The tops of the towers are carved like screaming skulls. As the wind blows through them, they emit low throaty moans like sick men in pain. This noise can be heard for many miles.

As the Player Characters travel on, their first glimpse should be of a castle floating on a low cloud. Closer inspection will reveal that the cloud is actually an ever-present mist that obscures the slope. Another wall surrounds the castle about a mile from the keep and seems to contain the fog. Hidden under the murky vapor is a maze of walls and doorways, designed to frustrate any attacker. Magically-charged, the cloud also negates any magically-acquired flying ability over both the maze and the castle. Only natural flyers can approach the castle from the air.

The party must navigate the maze before entering the castle area. See map explanations for full details.

Forces:

450 Medallion Zombies (Era 4 statistics)



◆	SILENT ALARM
●	DOOR
◻	SECRET DOOR
▣	PORTCULLIS

1 SQUARE = 20 YARDS

Castle

100 Skeletons
30 Wights
10 Wraiths

The battle tactics of the castle defenders will be to trap the party in the maze then destroy it. Secret tunnels under the maze will allow 25 Medallion Zombies to attack the party 1D6 melee rounds after the adventurers are spotted. Each round the party is delayed by this group, another 10 Medallion Zombies appear. If the party is detained for 10 melee rounds, 2D20 wights and wraiths will attack.

GM NOTE: If the party tries to flee, the castle defenders will not follow past the maze. If the party is obviously outnumbered and losing, the Medallion Zombies will offer surrender (see the Underground Section, Room 2).

Era 5. The maze of the castle lies in ruins and a cleared path goes straight to the castle's main gate. The forces of the castle have been reduced, but they are still alert and capable of putting up a good fight.

There is a 10% chance the party can sneak into the keep (25% for a silent party of thieves and the like).

Forces:
840 Medallion zombies (Era 5 statistics)
5 Wights

Era 6. Nothing survives of the great castle complex, except the stump of the Keep. This cracked and split structure still protects the caverns underneath. No one guards this entrance and anyone may enter. Go directly to the Caverns section.
No forces

Castle Map

(See preceding page)

Mapping the maze

Since flying is difficult, treat the maze like an underground passage with two exceptions.

1. Flying. The party may use any natural fliers to look at the maze, but the mist still obscures most of the pattern. A flier can see 5 squares in any direction. Also there is a 50% chance the flier will be seen by the castle defenders and the alarm raised.

2. Climbing over the walls. The adventurers can do this, but there is a 75% chance that the top of the wall is trapped with alarms. The mist obscures any view. Be sure to roll everyone's wall climbing percentage.

3. Diversions. The undead defenders in the castle and maze are susceptible to diversions inside the maze walls. One way to deplete the forces in the castle is to set off a lot of alarms that attract many groups of

undead. Always send the first undead from their holding formation (see number 5 below). Then take undead from the towers,

The symbols and numbers on the map correspond to the explanations below.



A Door into the maze from the outside wall. All doors are locked and trapped. The trap is an alarm that tells the castle defenders where the party is. The alarm is silent. If a thief detects the trap and removes it, the alarm does not go off. If the alarm is not detected or the remove trap roll fails, the castle will send 25 Medallion Zombies to investigate.



Silent alarm square. These alarms can be detected like traps and must be removed by a thief or by magic. If crossed without removing, an alarm is sounded in the castle and 25 Medallion Zombies will investigate in 1D10 melee rounds.



This is a secret door. It can be detected like a normal secret door. All secret doors are trapped with alarms like regular doors.



The two main gates into the castle are portcullis barred from within. They cannot be picked open, though a Knock spell will work. Past each gate is a small 20 yard x 20 yard area which is used as a killing ground. At all times 20 Medallion or regular Zombies with bows and arrows will be stationed in hidden galleries on either side to attack after the party enters the confined space.

Map Numbers

1. These are guard parties of undead. They are stationed in the maze. Their mission is to wait until a party comes into view, then attack. If an alarm is sounded, they will not move, but wait at their stations. Thus they can be easily avoided. Each guard party has the following:

10 Medallion Zombies

1 Medallion Zombie with an orb to alert the castle.

(For statistics see Medallion Zombie Section)

2. One ballista is stationed on top each corner tower along with 20 Medallion Zombies. These zombies search the walls. The Medallion Zombies are all wearing sunglasses which allow them to magically see through the fog. They will be searching for the party. See percentage chances of detection in the Eras at the Castle section. Once an alarm is set off, they will attack using their ballista. The ballista can fire once every melee round.

Ballista

AC: 4, HTK: 50

Att: 1, Dm: 1D20

THACO: 20

3. These towers each have 5 Medallion Zombie archers. They will not fire unless the party breaches the outer wall. They will search the walls for the party and alert other zombie groups.

4. A mobile attack squad consisting of at least ten wights or wraiths. These groups will attack, once the lower level undead corner and trap the group. They will also attack if they spot the group on their own.

5. The inner courtyard surrounding the keep is filled with undead. All the undead that are not in the towers will be here standing in silent formation, two feet apart. It will be an impressive and daunting sight to see so many undead ready to fight. All the wights and wraiths, along with 250 lower level undead are scattered throughout the castle and maze (see numbers 1 through 4). Subtract from the total forces available in each Era and the remainder will be in the courtyard. This will usually mean that 350 zombies are at the ready. Also subtract 25 zombies for each alarm given. These zombies might be behind the group, but they will not be in the courtyard. Ten zombie guards will always be stationed in front of the single door to the keep.

6. The Keep. This four story structure is left unguarded. It contains the Necromancer's apartments and laboratories. Plans to make the phandroot dust are in plain view here. The zombies defending the walls will enter here to attack the party. The door to the keep cannot be locked (except with magic).

In the center of the first floor is the statue of a giant demon. It is squatting over a huge chest. This is the guardian of the Caverns. The statue will come to life the moment the chest is touched. The demon's stats are:

Guardian Demon

AC: 2, HTK: 60 (10D8)

MV: 2", Align: n.a.

Intelligence: Average

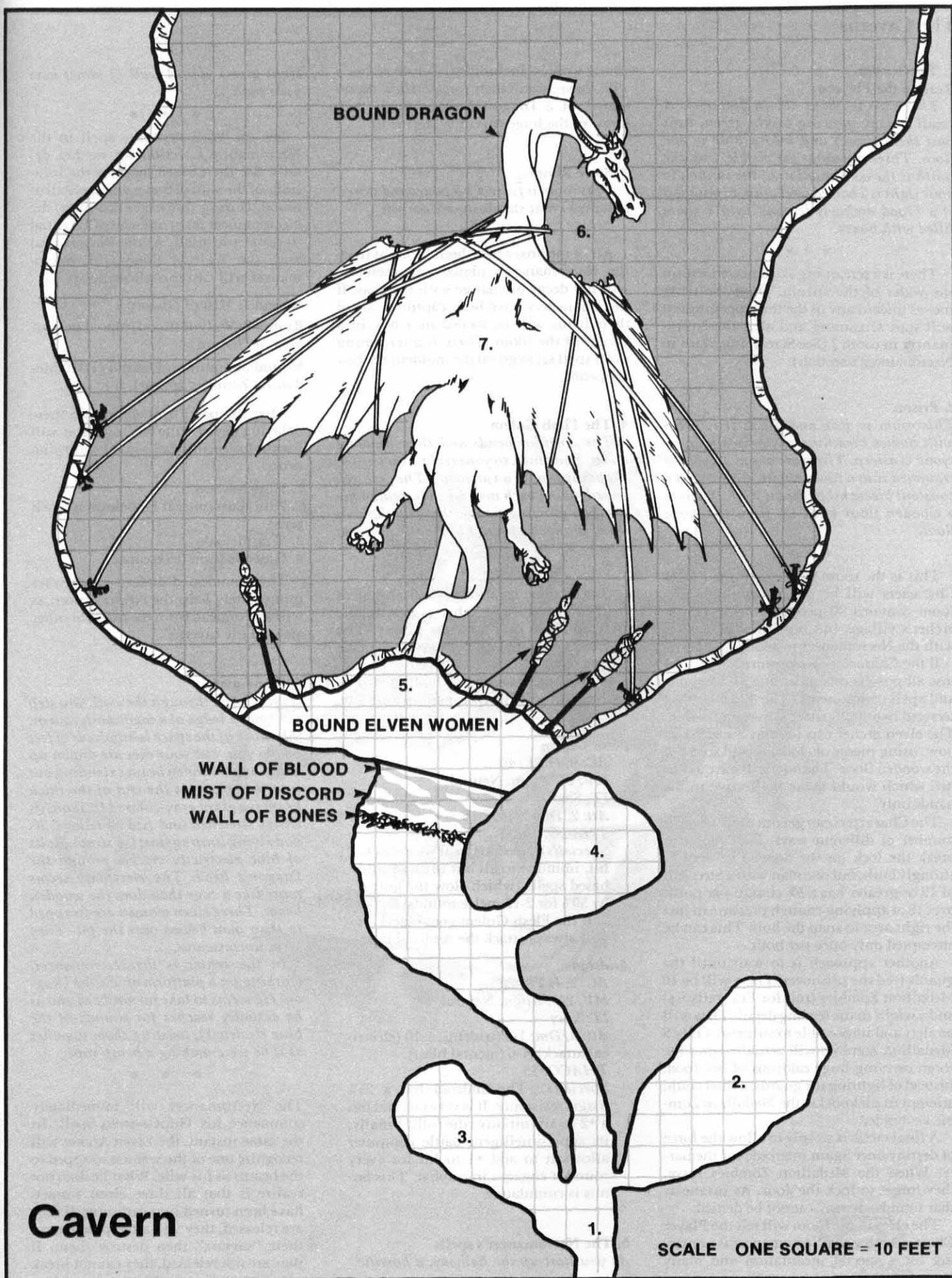
Att: 1, Dm: 1-10

THACO: 10

Special(s): The guardian can be stopped dead by yelling out the name of the party's magic user. The guardian always moves and fights last.

Entering the caverns

Beneath the chest is a stairway to the caverns. the zombies in the castle will follow the Players into the caverns and continue attacking. Also note that if the encounter happens during Era 1, there are no stairs down to the caverns.



The Caverns

1. The Stream

Read to the Players:

This cave is about 30' in diameter. A small stream, glowing bright green, runs past the stairway and into a hole in the floor. Three openings are visible: one due north is the continuation of the tunnel, to your right is a barred steel door, to your left is a broad archway leading into a room filled with boxes.

* * *

There is a screaming skull placed within the water of the stream. Once the party moves toward any of the three openings, it will start screaming and alert the Necromancer in room 7 (See Screaming Skull in Necromancer's section).

2. Prison

This room is dark and quiet. It is filled with bodies breathing rhythmically. Everyone is asleep. There are about 40 people crammed into a room about 50'x50', but a constant breeze keeps the air fresh. There is a wooden floor built up from the stone floor.

* * *

This is the room into which the Player Characters will be put if captured. The room contains 40 people from the elven archer's village, but not his wife, who is with the Necromancer in room 7.

If the Characters are captured, they will lose all possessions including all weapons and spell components. The 40 elves have secreted two small silver knives and a club. The elven archer can fashion a makeshift bow, using pieces of clothing and strips of the wooden floor. The bow will have a -7 to hit, which would make it effective in his hands only.

The Characters can get out of the room a number of different ways. First they can break the lock on the door. The door is strongly built, but one man with a Strength of 19 or greater has a 5% chance per point over 18 of applying enough pressure in just the right area to snap the bolt. This can be attempted only once per hour.

Another approach is to wait until the guards feed the prisoners. There will be 10 Medallion Zombies (roll for Era statistics) and a wight in the feeding detail. They will be alert and impossible to surprise. Only 5 Medallion Zombies will actually enter the room carrying huge caldrons of hot food. Instead of fighting the guards, a thief could attempt to pickpocket the Medallion Zombie keyholder.

A final tactic is simply to allow the force of destiny once again intercede for the party. When the Medallion Zombies leave, they forget to lock the door. As insane as that sounds, destiny cannot be denied.

The elves in the room will tell the Player Characters that the Necromancer is preparing for a special incantation and many

young women, including the elven archer's wife, have been taken for sacrifice. None knows of a Dragon Lord, though they know of the huge cavern to the north.

3. Store Room

This room is filled with boxes and stores. A locked chest stands in one corner.

* * *

All of the boxes have been brought from the Necromancer's planet and therefore will not decay or change with the Eras. If the Characters have been captured, all of their items will be locked in a box in a corner of the room. There is a screaming skull spell set to go off the moment the box is opened.

4. The Flesh Golem

The corridor bends and then becomes wider. Suddenly, to your right, you see two shapes appear in an archway. They are two naked males, each over seven feet tall. One wields a glowing sword; the other holds a three-pronged spear. They both move to attack.

* * *

One of these creations is a flesh golem (with a sword). The other is a synthetic android made in a far-away galaxy. The android will not work if the attack is made during Era's 2, 3, or 4. Otherwise, its resilient operating systems are unaffected. The flesh golem will always function normally.

Flesh Golem

AC: 9, HTK: 40
MV: 8", Align: Neutral
IT: Semi-
Att: 2, Dm: 2-16, 2-16
THACO: 10

Special(s): Need magical weapons to hit, immune to all but fire and cold based spells (which slow the golem by 50% for 2-12 melee rounds).

If the Flesh Golem goes berserk, it will always attack the Android first.

Android

AC: 2, HTK: 20
MV: 24", Align: Neutral
IT: Very
Att: 3, Dm: 1-8 (trident), 1-10 (electrical attack), 1-6 (mental blast)
THACO: 15

Special(s): The android has a 25% magic resistance. It is very fast and has a +2 to all initiative die rolls. Finally, its super-intelligent battle computer allows it to add +1 to hit for every round it engages in combat. This bonus is cumulative.

5. The Necromancer's spells

As you start up the hallway, a horrific

sight greets you: A wall of bones bars your path.

* * *

See the Wall of Bones spell in the Necromancer's section for further details. See the Cavern map for the locations of the wall of bones and the wall of blood. During this next encounter, the Necromancer takes time out of his ritual to protect himself. As the Players deal with the Wall of Bones, the Necromancer will cast the following spells:

Round 1: Mist of Discord,

Round 2: Wall of Blood (placed behind Mist of Discord),

Round 3: Summon Undead (1D20 Medallion Zombies appear).

After the party breaks through these delaying devices, the Necromancer will use the following spells in the following order:

1. Hopelessness,
2. Pain Blast (only if Hopelessness spell fails),
3. Wraithcloak,
4. Gaseous form (to escape).

The Summoned undead will always immediately help the Necromancer, as will any undead from the castle or other areas of the caverns

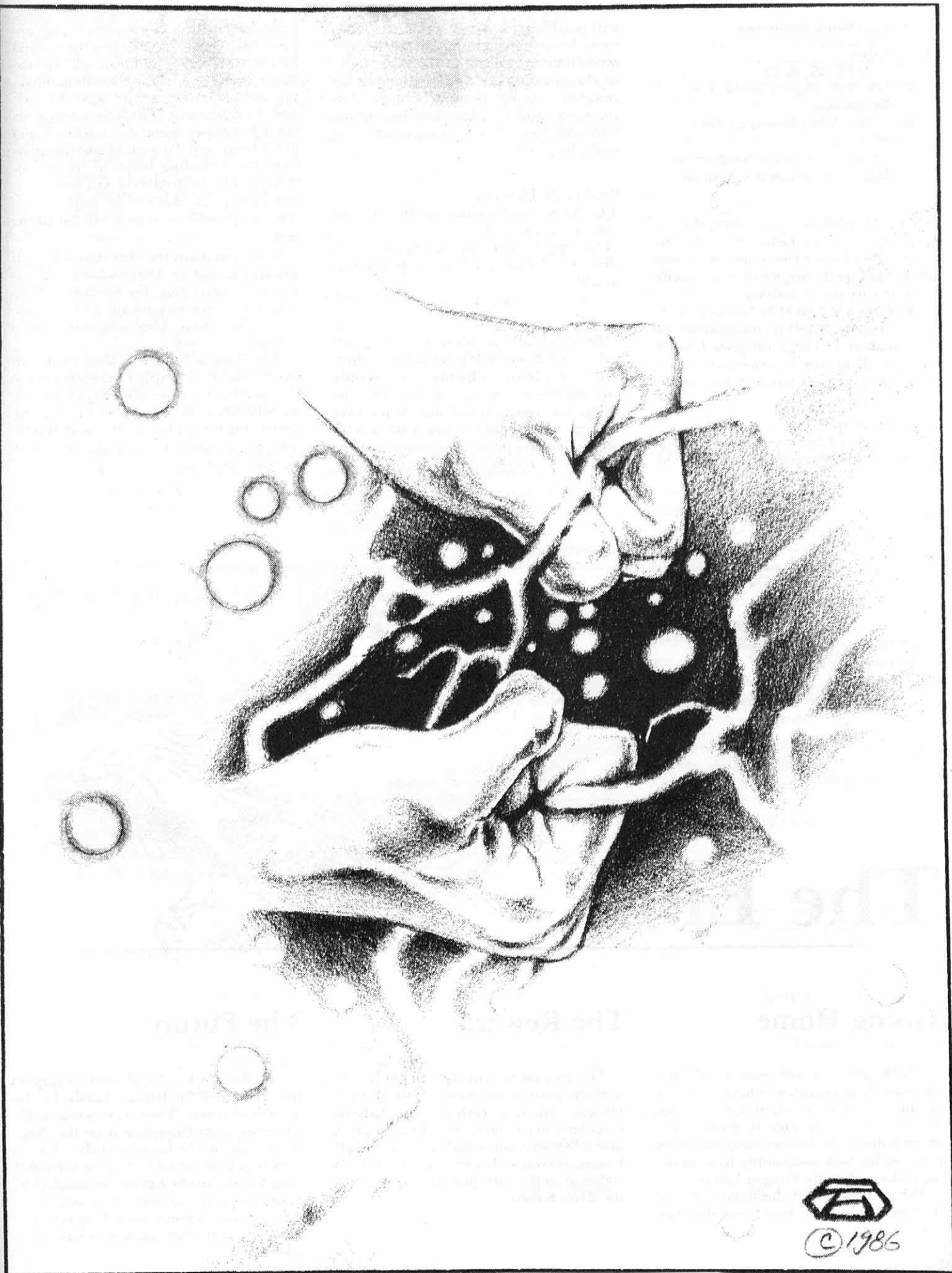
6. The Cavern

As you break through the wall, you step out onto a ledge of a mammoth cavern. The floor of the space is hundreds of feet below you, but your eyes are drawn up to the huge wooden beam extending out into the space. At the end of the thick beam is a giant gray-colored Dragon, its wings stretched and tied to tethers, its body lying limp against the straps. Bolts of blue electricity crackle around the Dragon's head. The electricity seems more like a cage than does the wooden beam. Three elven women are strapped to their own beams over the pit. They seem unconscious.

In the center is the Necromancer, working on a platform above the Dragon. He seems to take no notice of you as he casually reaches for strands of the blue electricity, twisting them together as if he were making a hemp rope.

* * *

The Necromancer will immediately commence his Hopelessness spell. In the same instant, the Elven Archer will recognize one of the women strapped to the beams as his wife. What he does not realize is that all three elven women have been turned into vampires. If they are released, they will attempt to charm their "saviors" then destroy them. If they are not released, they cannot break




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the magical bonds themselves.

(3) *Vampires*

AC: 1, HTK: 35, 38, 29

MV: 12"/18", Align: Chaotic/Evil

IT: Exceptional

Att: 1, Dm: 5-10 plus energy drain

THACO: 13

Special(s): +1 or better weapons to hit, Drain 2 life levels per successful hit.

If the Hopelessness spell fails, the Necromancer will immediately gather up some of the blue electricity and attack with a Pain Blast spell using the electricity as the medium to deliver the attack.

IMPORTANT NOTE: No spell or attack can actually kill or incapacitate the Necromancer. His HTK can go to 1 and he can lose all his spells, but he cannot die until the magic user kills him face to face.

7. The Final Spell

If the Player Characters begin to defeat the Necromancer's guards and traps, he

will panic and convert himself to gaseous form. Remember to bring out any leftover Medallion Zombies from the castle fight. At this point, as the party approaches his position atop the Dragon Lord, the Necromancer will turn back into his normal form and draw a dark, glowing sphere from under his cloak.

Read to the Players:

The Necromancer holds up the orb and calls out to the party:

"One step further, my friends and I will drop this Orb of Annihilation and destroy us all!"

* * *

He means it. The orb will obliterate all life within 20 miles. It is the magical equivalent of a Neutron Bomb. There is only one way to stop the Necromancer; have the magic user face him and stare him down. No one will be able to touch the Necromancer at this point. The destiny of the Necromancer, to be killed by his own hand,

must be fulfilled. If the magic user approaches himself, he will sense the fear and hatred in the eyes of his future self. Tell the magic user Player that his hands are shaking and beads of sweat roll down his face. Tell the magic user he feels tightness in his chest that grows tighter the closer he comes to his future self. He should take the globe from the trembling hands of the Necromancer. The Necromancer will say:

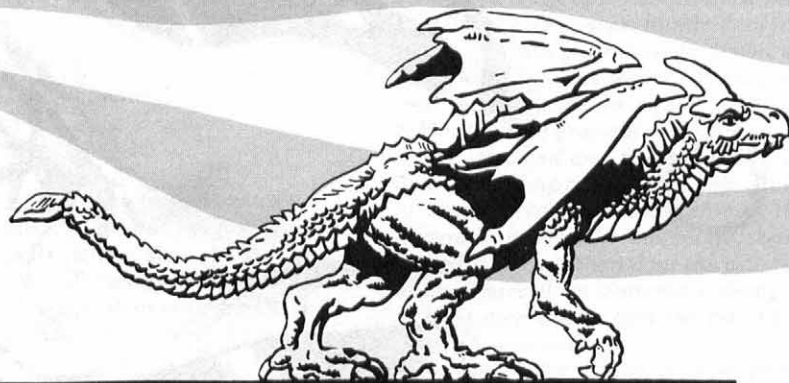
"Make it quick, don't let me suffer."

The magic user must then kill his future self.

With that done, the blue electricity will disappear and the Dragon Lord will visibly sigh with relief. The Medallion Zombies will stop attacking and will act confused and listless. They will only fight to defend themselves.

The Dragon Lord will snap his bonds easily, and float gently in the vastness of the Cavern. Then, without any real effort, he will blow off the top of the Cavern, destroying the castle, and fly into the night. The party can climb out of the Cavern through the hole.

The End



Going Home

The Dragon Lord will return to the party and offer them a quick way home. He will be able to restore the elven archer's wife, but he will not be able to replace any drained life levels. He can carry the entire party on his back and simply fly into the night sky back to the Dragon Lands.

The party will find themselves back at the Sacred Mountain, three weeks after they left.

The Reward

The greatest reward the Dragons could give the party is the status of becoming a Dragon. Therefore each surviving adventurer becomes a "honorary" Dragon. he is also given an estate with 500 acres, a small house, servants, horses, cattle, fishing rights, and other amenities anywhere along the River Kaban.

The Future

The Dragon Lord will work to stop to the violence of the Dragon Lands, but he must work subtly. The only way to heal the rift between the Dragons is to get the Dragons to agree to live harmoniously. There is no way anyone can force Dragons to change their minds. In the future, he might call upon the party to perform missions for him. In the reference work *Dragons* there are many plots that can be developed into adventures.

How To Use This Book

Conventions include the "D" abbreviation for "die" or "dice." 1D20 means roll one 20-sided die; 1D100 (or D%) means roll two 10-sided dice sequentially, generating a percentage or number between 01 and 00 (00 is read as 100); 3D6 means roll three 6-sided dice and add the results to get the sum.

Value assumes, with medieval level of civilization, that the value of one gold piece is about \$20 in 1985 U.S. dollars. An income of 20 gold pieces (or gp) would be a very profitable day for a merchant, but 5-10 gold pieces is a more likely sum for a day's effort. Hirelings' wages are usually 10 gp per day per Skill level which raises dramatically with jobs that are preceived to be dangerous.

Armor Class works on a scale where a lower number is better. A character with no armor has AC: 10. A shield adds one step to make it AC: 9; chain mail is AC: 5; plate and shield is AC: 2.

THACO is a convenient statistic meaning "To Hit Armor Class 0." When you know the number required to score a successful hit with a D20 (or multiply by 5 to get the percentage chance of success).

For example, if Erik's THACO is 16, and the target is wearing chain mail with no shield (AC: 5), Erik needs to roll 11 on a D20 ($16-5 = 11$), or a 55 or less on a D% ($11 \times 5\% = 55\%$).

Characteristics (or Attributes, Ability Scores, or Statistics) are derived from 3D6. The lowest score for a human is 3 and the highest score is a 18 (00).

Saving Throws decide how you are affected by spells, poisons, etc. You are often required to roll a certain number of a D20 and if you succeed, the effects of the attack on your character are reduced or negated. Remember, for normal saving throws you must roll **equal to or greater than** the saving throw number to succeed.

Ability Rolls on your character's abilities or Statistics work much like saving throws. On certain occasions, your character will be directed to "save against" a basic Ability statistic.

For example, if you want to detect a lie or get further information, you may have to save on a die roll against the statistic of Insight (IN).

Roll a D20 for all saves against Ability Scores. If the number is **equal to or lower than** the Ability Score, you make your save and can tell if a person is lying or notice an important clue.

Ability rolls are often modified. If you are instructed to make an IN roll at +3, you add 3 to the die roll. For example, if your IN is 12 and you roll a 10, you still fail to save ($10+3 = 13$).

Maps: All important adventure maps are usually gathered at the end of (or middle of) an adventure and not scattered throughout the book. See Table of Contents for page number.

Reading The Entries

Each of the entries in this book has two sections. What the GM reads to the players is printed in *italic type*. This portion of the text is followed by three asterisks, as follows:

* * *

The portion of the text that tells what the GM should know is printed in regular (Roman) type.

Any information that is of special interest to the GM in conducting the adventure will be indicated by the words **GM NOTE**.

Example:

11 CASCADE *Entrance to Cavern Level II*

A small waterfall flows from a hole in the center of the ceiling. It feeds a stream that cuts through the cave and flows down the passageway to the east.

* * *

The hole in the ceiling is about 8' in diameter and it leads up vertically. The rush of falling water is not sufficient to impede a climbing attempt.

NOTE: This hole in the ceiling is the only access to Cavern Level II.

In some cases, the party will confront more than one opponent in a cave or room. When this happens, the number of attacking opponents will be shown in parenthesis before the opponents' name or monster type, as in this example:

(6) **Dire Wolves**

AC: 6, HTK: 22 each (3D8+3)

M: 18",

AL: Neutral, IT: Semi

Att: 1, Dm: 2-8

THACO: 16

Size: M

Abbreviations

AC..... Armor Class
HTK..... Hits To Kill
M... Movement in feet per melee round
/#"..... Flying Speed
//#"..... Swimming Speed
AL..... Alignment
Att..... Attacks per melee round
Dm..... Damage per attack
THACO..... To Hit Armor Class 0

Special..... Special attacks or defenses
ST..... Strength
IT..... Intellect
IN..... Insight
DX..... Dexterity
SM..... Stamina
AP..... Appeal
gp..... gold pieces
sp..... silver pieces

4/2/1..... Spells per level of spell
ft..... feet
EP..... Experience Points
Mage..... Magic User
GM..... Game Master
TIME:
Segments..... 6 seconds
Melee Round... 10 segments; 1 minute
Turn... 10 melee rounds; 10 minutes

“For the first time . . .

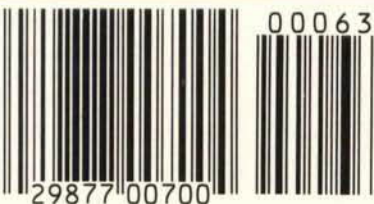
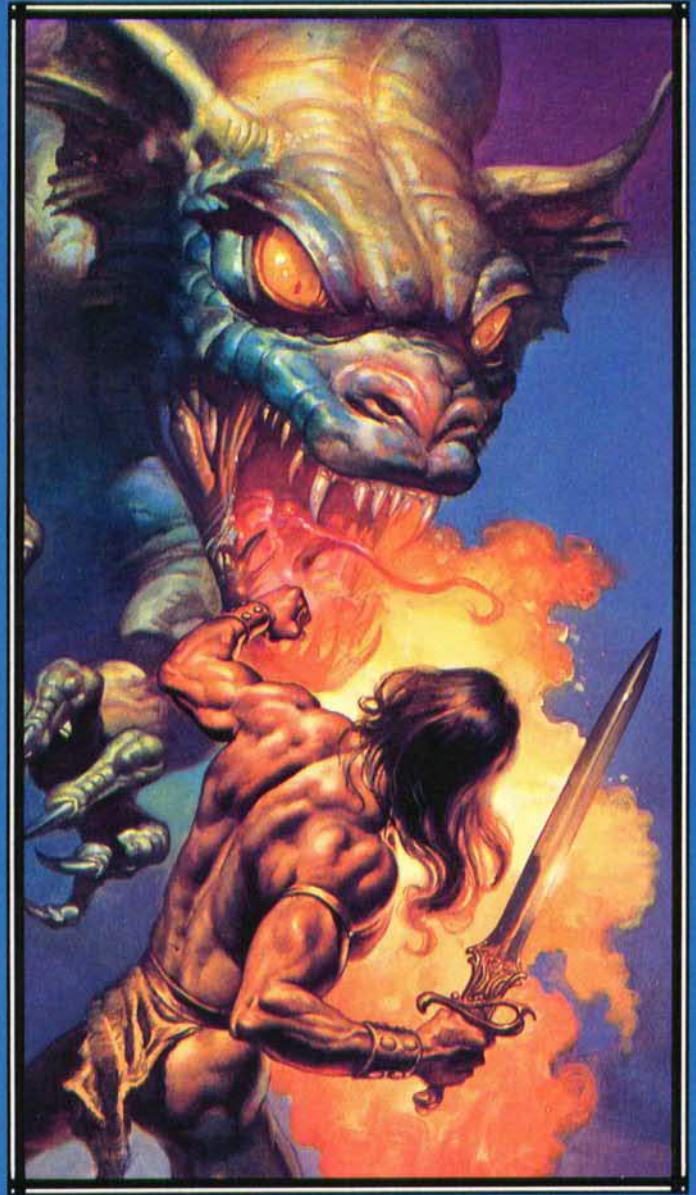
Dragon fights Dragon”

and the outcome is uncertain. The Dragons’ brutal civil war has been costly for both sides and the Blue Dragons will stop at nothing to win.

Their Ultimate Weapon,

a paralyzing drug called phandroot, has been decimating the opposing forces. Now an ominous hooded figure appears to a group of adventurers and summons them into the fray. Their actions will

Change the Destiny of The Dragonlands.



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