

I3

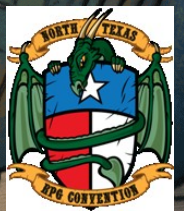
1
FIRST
EDITION

SOLO
MODULE

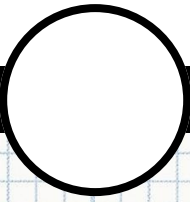
RUINS OF THE RED MOON



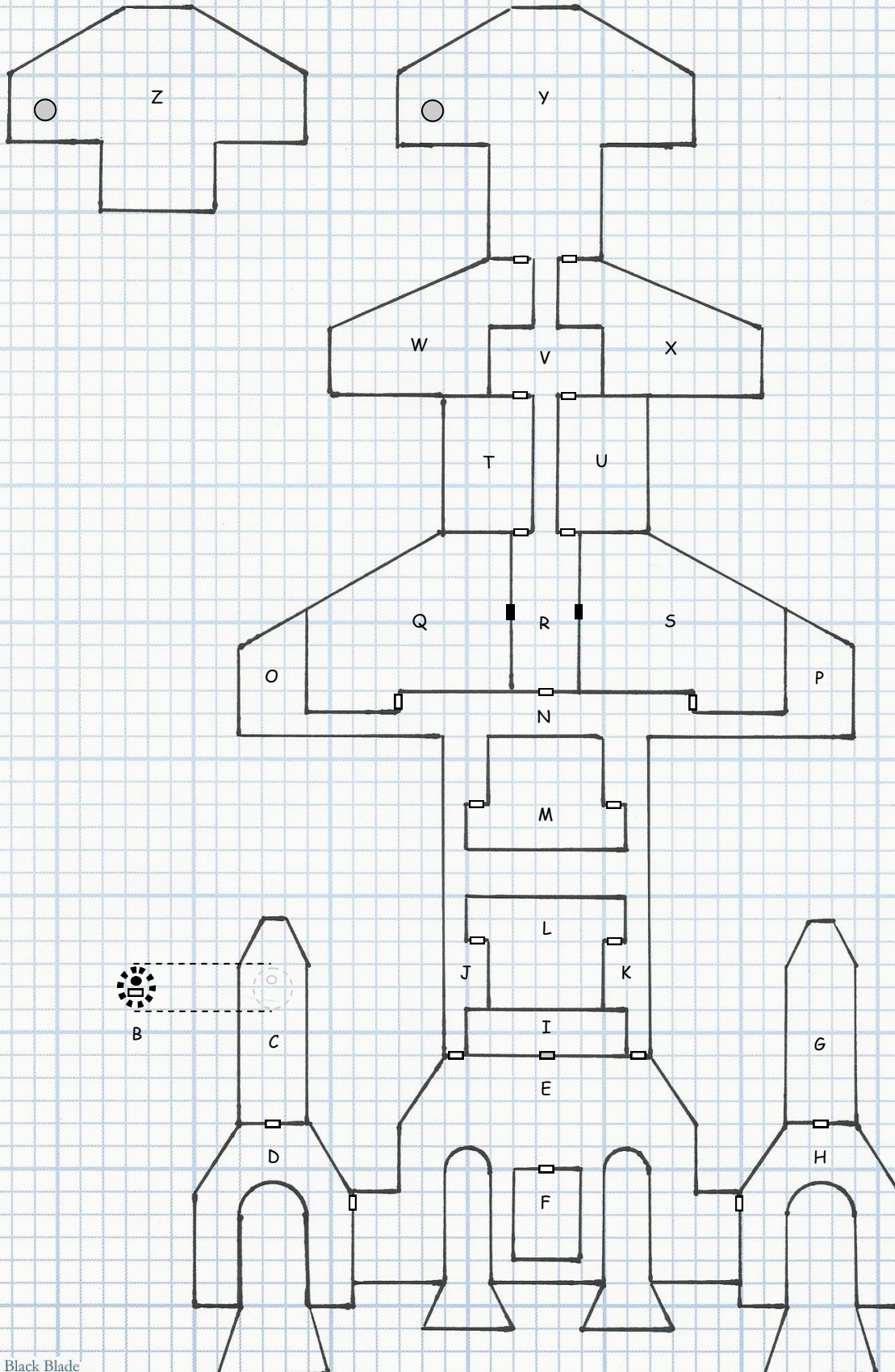
PACESSETTER
GAMES & SIMULATIONS

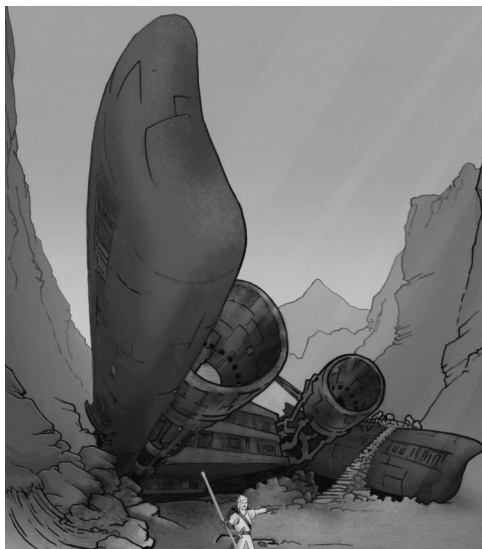


ntrpgcon.com



MAP ONE: THE RED MOON





Pacesetter Game & Simulations
2699 Katie Lane
Milford, Michigan 48380

pacesettergames.com

2010

First Printing, June 2014

Second Printing, March 2017

©2014, Pacesetter Games & Simulations

Ruins of the Red Moon

Contents

Introduction	4
Getting Started	5
Wandering Monster Table	6
New Monsters.....	40
New Magic Items.....	41
Master Map	Inside Cover

Credits

Designer: Bill Barsh

Illustrator: Chris Letzelter

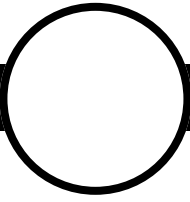
Author's Notes

Solo dungeons are nothing new in the world of RPGs and many companies have created numerous memorable adventures for the single player. And for as many companies that produced solo adventures, it seems there are an equal number of systems. Some worked and some did not. Yet, the demand for these products has always been very strong.

To that end, I have created the SoloSystem™ in order to play the First Edition Advanced Game in a solo game format. Previous products for the game have used invisible ink markers or red lens viewers. None of which worked particularly well. But playing without maps is not practical or preferable. After all, who doesn't like a good map? The problem has always been the same: how do you make mapping a dungeon viable in solo play without giving away the farm? My solution is to provide map segments for each encounter that become stitched together as you progress through the adventure. Not the easiest thing to do, but I think it adds to the fun. Of course, you are the ultimate judge of how well this system works. Let me know!

This module is the third in a six-part series of solo adventures that can be played as an on-going solo campaign (something else that has never been done before), or independently. This series starts with a second level character and will advance one level per module through seventh level. Your character will advance approximately one level per adventure. That may sound fast, and it is, but I think you will have some fun. The series will stop at seventh level, as at that point the game system becomes too "bulky" to make a solo adventure work smoothly. Of course, I may change my mind on this.

Again, I hope you have enjoyed this adventure and look forward to playing the next in the series.



Ruins of the Red Moon

Ruins of the Red Moon is a solo module for use with the First Edition Advanced game system and is fully compatible with the OSRIC rules system. This adventure uses the Pacesetter Games & Simulations SoloSystem™ for enhanced individual gaming. The scenario is designed for a single, fourth level player character (PC). Any character class may successfully navigate the dangers in this module.

The adventure starts with the PC making his way through a desolate mountain range. Late fall has given way to a frigid winter. Snow and freezing temperatures threaten the PC with death by exposure. A blizzard is near and the PC must find shelter to survive the night. As he enters yet another barren valley, a massive and strange structure blocks his path.

This module can be played as a solo dungeon as intended or run as a standard adventure module with a DM and single player or multiple players. If used with multiple player characters, the PC level range should be reduced to first level.

Each encounter in this adventure has an attached section letter. The section letter corresponds to that encounter's map location. Each encounter has a map section that is labeled with the appropriate section number. There is a master map matrix on the inside back cover. By placing each map section in the matching location on the master map matrix, the player can map as he moves through the adventure. The more encounters that are completed, the more the overall map is completed. A complete map is located on the inside front cover. As the player completes map sections, he can track his progress and he has yet to explore.

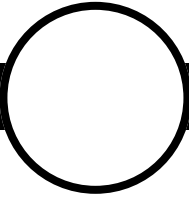
When your character enters a new section, there will be an introductory description for that area. When you finish reading the description, you will have one or more options. Read each option and determine the course of action you wish to follow. Each course of action has a reference letter and number corresponding to your PC's current location. For example, if you are at location AZ (there

is no location AZ in this module) and you are given two courses of action, they will be labeled AZ1 and AZ2. Simply look down the page (in section AZ) and go to either AZ1 or AZ2 depending on your choice.

Combat is handled like that of any regular gaming session. The only difference is that you as the player make all the die rolls. Actions of the monster (term used to describe any opponent of the PC) are generally described in each encounter. Monsters will, unless noted, fight to the death, but some may flee after certain parameters are met. Monsters that flee are removed from the adventure and the PC receives full experience for defeating that monster. Each monster is described with the customary statistic block. Additionally, all specific actions are included in the statistic block (i.e. monster will retreat if it sustains X or more damage). No monsters will surrender during the course of this adventure. A monster may be charmed; however, the monster has no information to convey to the PC.

The adventure booklet includes all of the encounters in this adventure listed in alphabetical order. Every encounter area has at least one page devoted to player description and action options. Please note that every letter of the alphabet has a described encounter area to include a map area. To avoid potential confusion each page only contains information for one encounter, though some encounters may take up more than one page.

In the event you require a character to play this adventure, several pre-generated characters can be found at pacesettergames.com. You will note that the pre-generated characters have equipment. Finally, in order to play this module you will need a fourth level character, though a third level character may be acceptable if it is a fighter-type or he has sufficient magical equipment. To play this adventure you will need paper, a sheet of graph paper (optional), and dice (and hopefully, some good luck). When you are ready, turn to **Section A** and start your adventure exploring the Ruins of the Red Moon.



Special SoloSystem™ rules

Because this is not standard dungeon module set for group play, there are some special rules governing play.

Mapping: You will want to map your character's progress by mapping the adventure as you start each encounter. Every encounter is located in a section of the overall map. The map sections are labeled with a letter identifier (A, B, C, etc). There are two master maps; one includes the sections with letter identifier, so you can locate the encounter(s) your character has completed, and a second map includes all information included in the adventure (DM's map; inside front cover). The DM's map should only be reviewed if you are having problems mapping. Reviewing it prior to completing the adventure will reduce the enjoyment of the solo adventure. **(Note: due to the complexity of this map, there is only a DM's Map).**

In most location encounters you will be provided with that area's map section. You can add it to your map at that time. Generally, you will receive one map section to add to your map. There are some locations that include two or more map sections and others are not complete until you move to another location within that same map section.

Resting in the Field: Your character may find it necessary to rest in the field. If your character rests at a detailed location (any lettered location), you must roll for wandering monsters a total of three times. Checks are at dusk, midnight and dawn. For purposes of this adventure, encountering wandering monsters during the rest period will not interfere with the benefits of resting (regaining hit points and spells).

Encumbrance: In this scenario there are no pack animals and your character will have to carry all of his equipment, supplies and treasure. It is important to track the weight carried. *Spoiler Alert:* When your character completes this adventure, he will never return.

NPCs, Hirelings, and others: Your character will not start this adventure with a hireling or henchman. There is opportunity to gain help during play. There are also opportunities for magic-users to charm an opponent. These NPCs should be handled as in a normal game.

Experience and Treasure: Experience points for defeating monsters are included in their statistic blocks. Any additional experience awarded in an encounter is included in the text description. Treasure is fully described in each encounter. Magic items are also indicated and in every case the character will know what they have found. This is simply a necessary mechanic in solo play.

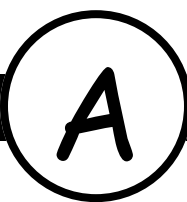
Character Death: Defeat is always a possibility. But the beauty of an RPG is that a new character is only a few dice rolls away. Begin where you left off or start fresh.

Adventure Points: Your character will start with a new "stat" called Adventure Points (AP). Your PC will have a number of APs equal to his character level: A fourth level character will start the game with an AP 4, or whatever he had remaining after playing the previous solo adventure. Each time you gain a level, you add an amount of APs equal to your new level. For example, a second level character starts with AP 2. He advances to third level and gains 3 APs. If he had not used any APs he would now have a total of AP 5. APs are not regenerated by rest. When used, they are gone until you gain more by level advancement.

APs are used as a mulligan. If your character **failed** a specific die roll, he can spend one AP to change the die roll to match the desired/required result. This can be done for saving throws, attack rolls, skill checks, find a secret door, etc. Also, an AP can be used to grant a **re-roll** at any time, such as damage rolls, hit point generation, etc. Furthermore, you can use an AP to alter a described result. For example, an encounter indicates two options based on your intelligence score (3-15, go to X, 16-18, go to Y). You can spend an AP to select either option regardless of your intelligence score. You may only spend one AP on a specific die roll; one bite at the apple.

In general, APs are used to improve a bad situation. Some encounters offer the opportunity to spend an AP to create an additional option for your PC. Spend them well.

Now turn to Section A on page 6 and start your adventure into the Ruins of the Red Moon.



VISIONS OF THE PAST — ADVENTURE START

The trek through the mountains has been grueling. It has weeks since you have seen anything resembling civilization. Crossing the seemingly endless mountain range was not an option but a requirement for your survival. Somehow, you must find a pass that will bring you out of barren land and back to the civilized lands. With every new valley, a new hope rises, but it is only dashed against towering cliffs of the endless mountains.

To make matters worse, winter has arrived. The air has turned chill, even down in the secluded valleys. Snow has fallen, though still light enough that your travel is not hindered. But a storm is coming and the temperature is dropping. Without shelter, you may not survive another day.

The mountains have closed in and a narrow gorge dictates your travel. As each turn approaches, hope elevates that a wooded valley will answer your silent prayers. Finally, exhausted from the day's travel and unmet anticipation, the gorge expands into a narrow valley.

This valley is as barren as the mountains and not a single tree grows in its narrow confines. But it is the dark grey structure that lies across the valley that consumes your attention. The building is the strangest structure you have ever seen. Massive sections are elevated off the ground and it appears smooth, albeit irregular in shape. No doors or window are evident though a set of stone stairs leads to the "roof" of the structure.

Start: When you are ready, go to **section B on page 7** and read the section description paragraph. **When moving through the adventure you must roll for wandering monsters each time you re-enter an area you have previously visited.** The **Wandering Monster Table** and additional instructions are located on the next page.

Wandering Monster Chart

Wandering monsters have no information regarding this adventure. If intelligent, they are simply raiders from the nearby mountains. During the day roll a 1d8 and if the result is an "8", a wandering monster has been encountered. At night, roll a 1d12 and a "12" indicates a wandering monster. Roll a 1d4 to determine monster type. If all the wandering monsters are encountered, no others will take their place. Simply, no wandering monster encounters are possible at that point and checks are not necessary.

Orc (1d2) AC 6; HD 1; hp 4 each # AT 1; Dmg spear 1d6; SA None; SD None; MV 9"; Size M; AL CE; THACO 18; EXP 10 +1/hp; Each orc carries 1d6 gp and 2d6 sp.

Wolf (1) AC 7; HD 2+2; hp 11; # AT 1; Dmg bite 1d4+1; SA None; SD None; MV 18"; Size M; AL N; THACO 16; EXP 35 +3/hp; wolf carry no treasure.

Hobgoblins (1d2) AC 5; HD 1+1; hp 6 each; # AT 1; Dmg Scimitar 1d8 or javelin (6) 1d6; SA None; SD None; MV 9"; Size M; AL LE; THACO 18; EXP 20 +2/hp; each hobgoblin carries 2d8 gp and 3d8 ep.

Elf (1) AC 5; HD 1+1; hp 6; # AT 1; Dmg long sword 1d8 or long bow 1d6; SA +1 to hit with bow/sword; SD None; MV 12"; Size M; AL NE; THACO 18; EXP 20 +2/hp; this evil elf carries 2d8 gp and 3d8 ep. He has 20 arrows.

B

TEMPLE OF STONE AND STEEL

With simply nowhere else to go, you have climbed the stone steps to the roof of the strangely constructed building. The wind and snow has increased in intensity and you can barely see 20 yards. The temperature is falling rapidly and unless you find shelter in the next few minutes, death will surely take you. Atop the building, ten stone columns, each approximately 10 feet tall and three feet in diameter, are placed in a ring around a circular tube of approximately the same dimensions. The tube is made of the same material as the structure - which appears to be some sort of metal. A single stone slab, the same size as the columns, lies on its side a few feet from the metal tube. The form of a man, clad red-colored armor from head to toe, lies on the slab.

Examine the stone columns, go to B1

Examine the armored figure, go to B2

Examine the circular tube, go to B3

Attempt to find a way across the roof of the structure to safety, go to B4

Descend the stairs and search for a way around the structure, go to B5

B1 Columns

Each of the columns have been roughly carved out of the same mountain stone used to build the stairs. While generally circular, each is very roughly carved - crudely, is the best description. Each column has a single identifiable etching within a six inch circle. You do not recognize any of the symbols.

Examine the armored figure, go to B2

Examine the circular tube, go to B3

Attempt to find a way across the roof of the structure to safety, go to B4

Descend the stairs and search for a way around the structure, go to B5

B2 The Ancient

The armored figure is the size of a normal man. Oddly, the falling snow dissolves immediately on the red metal. The armor is thin, appearing more like leather than steel, but it has a definite metallic surface. Only a large white bracelet, which covers most of the left forearm, and the white helmet are clearly more substantial. But most disturbing are the three, foot-long, slashes, that were clearly made by a razor-like claw.

Attempt to strip the armor, go to B8

Attempt to remove the helmet, go to B9

Attempt to remove the bracelet, go to B10

Return to B

B2 Tube

The circular column is made of steel, dark grey in color, yet the metal does not ring when struck. It has the texture of polished stone. A single seam runs the length of the column from top to bottom. To the right of the seam, at the mid point, another seam forms a six inch square. A circular seam, about the size of a coin, is set above the square.

Touch the square, go to B6

Touch the circle, go to B7

Return to B

B4 Blizzard

It is difficult to move across the structure as the snow has formed a sheets of ice across the surface. The wind has increased and the snow has created a near white out. Moving forward is arduous.

Continue to move along the structure, go to B12

Return to B

B

TEMPLE OF STONE AND STEEL

B5 The Valley

As you descend the final stone step, the storm intensifies radically. The wind howls and the snow is blinding. The temperature is now far below freezing.

Push through the storm in search of shelter, B12
Return to B

B6 The Square

On close inspection, the area within the square etching is a slightly lighter shade than the column. As you touch it, you immediately notice it is not cold to the touch, but almost warm. Regardless of how you touch, tap, or slide your fingers, the panel remains.

Return to B2

B7 The Circle

On close inspection, the area within the circle etching is a slightly lighter shade than the column. As you move to touch it, the circle suddenly glows for a short time. Three symbols appear in sequence.

Make an intelligence check.

Successful, go to B13

Failed, return to B

If you are wearing the helmet, go to B19

B8 Armor

The armor, which resembles leather armor, has a metallic feel - unbelievably similar to elfin chainmail. It is entirely red with exception of a white bracelet and helmet. Three horrific gashes, clearly inflicted by a taloned claw, are raked across the chest. Splintered ribs are visible as the wind ruffles the cloth-like armor. The armor covers the corpse from head to toe. However, a long seam runs the length of the front of the armor. A metal tab is clipped at the top of the seam.

Make an intelligence check.

Successful, go to B14

Failed, return to B

Remove the Bracelet, go to B10

Remove the Helmet, go to B9

B9 Helmet

The helmet slides off the corpse, but not easily. An elastic cloth is attached to the bottom of the helmet, which would fit snugly around your neck. The removal of the helmet reveals a skull, completely devoid of flesh and hair.

Put on the helmet, go to B15

Save helmet for later, return to B2*

Return to B

*Write down **B15** for reference when you choose to wear the helmet. You may do this at any time.

B10 Bracelet

The bracelet, clearly not part of the armor, slides off the gloved hand with some effort. Elastic bands contract around the forearm of the armored man, but expand when pulled. As you handle the bracelet the surface area of the top section glows a soft blue. Ten small circles appear in line above a long rectangular shape. Each of the circles features a symbol. More symbols appear within the rectangle, forming lines similar to written sentences. But within a few seconds, the glowing symbols fade. You cannot seem to get the bracelet to glow again.

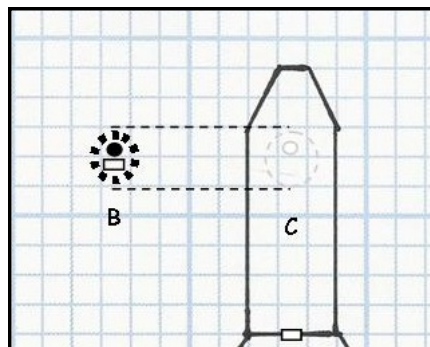
If you are wearing the helmet, go to B16

Wear the bracelet, go to B17

Save bracelet for later, return to B2*

Return to B

*Write down **B17** for reference when you choose to wear the bracelet. You may do this at any time.



B

TEMPLE OF STONE AND STEEL

B12 Frost Elemental

As you move deeper into the storm, the howling wind takes on a higher pitch. Out of the swirling snow, a spinning form takes form. Shards of ice and hundreds of hail stones spin within a man-sized vortex. Two, glowing, blue orbs - which are unmistakable eyes - glare at you through the blizzard. The form races toward you.

You are under attack. Roll for initiative and resolve combat.

If you defeat the Frost Elemental, go to B18
See page 5 if you are killed.

Frost Elemental AC 6; HD 2; Hp 12; #AT 1; Dmg touch or shard 1d3; SA frost touch: save vs. paralyzation or slowed (per spell) for 1d4 rounds plus 1 damage per round; SD Immune to cold damage; 2x damage from fire; MV 6"; AL NE; Thaco 16; EXP 65 +2 per hp.

B13 The Circle

As you study the symbol, you notice matching symbols have been carved into one of the columns. After three seconds, the glowing circle fades.

Examine the columns, go to B1
Return to B2

B14 Armor

You quickly discern that the tab can be pulled to open the seam. The skeleton within is easily removed. The bracelet and helmet are clearly separate pieces.

Clearly the armor has been damaged. It can be worn by any character class. It provides AC 8. It offers no protection if combined with any other armor.

Return to B8

B15 Helmet

The helmet slides over your head and the elastic neck band snugly wraps around your neck. You quickly realize the helmet is air tight, but somehow you can still breath freely. However, the cold air is not quite so cold now. The visor gives everything a fluorescent green tint, but you can see twice as far through the blizzard. See **New Magic Items** section; then return to B2.

B16 Bracelet

Staring down at the bracelet through the helmet, you can easily read the symbols. The symbols within the circles are simply numbers 0 through 9. The rectangular box on the bracelet indicates the helmet and bracelet are operating on reserve power and new power cells are required soon. Somehow, the bracelet is drawing power from the helmet.

Return to B

B17 Bracelet

If you are wearing the helmet, go to B16. Otherwise, the bracelet remains inactive. Return to B2.

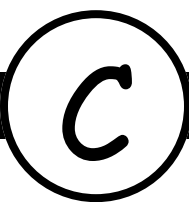
B18 Storm

The frost elemental dissipates and two blue stones fall to the ground. Each is a sapphire worth 50 gp. The storm is growing stronger and pushing further into the maelstrom will surely result in your death. Return to B.

B19 Circle

The symbols appear in sequence and using the helmet you see that the numbers 3-5-1 are displayed.

If you are wearing the bracelet, go to C
If you are not wearing the bracelet, go to B2



ENGINE ROOM TWO

Staring down at the bracelet you quickly discern that by touching the numbers 3-5-1 in sequence, something will happen. You decide that freezing to death is not an option and you depress the numbers on the bracelet. As you press the final number, the seam at the tube separates to form an opening. You step into the tube it closes behind you. Instantly, you feel motion downward, but it only lasts a few seconds and the tube opens again. Stepping out, you enter a large chamber. The room is dimly illuminated by a few, dim, glowing orbs placed systematically along the outer walls of the chamber. A quick scan of the chamber reveals an open portal to the south, while to the north, the darkness grows thicker.

Move to the open portal to the south, go to D1
Move to the north, go to C1
Investigate your general surroundings, go to C2

C1 Discovery

Moving deeper into the darkness, you wish you had a torch or lantern, and as soon as the thought enters your mind, a broad beam of light erupts from the top of your new helmet, illuminating a 10' wide and 30' long area to your front. But it is what the light reveals that is much more startling. A black creature with an armored torso and a snake-like lower body, is crouched at the edge of your light. The creature appears stunned by your light as it lets out a snake-like hiss.

Attack the creature, go to C3
Retreat, go to C8

C2 Strange Devices

The walls in this chamber stretch into the darkness above. From the floor to a height of approximately five feet, metal desks and cabinets line the entire wall. Each of the desks and cabinets are covered with small glowing buttons, switches and knobs. Circular disks covered with glass, not unlike a clock, are placed uniformly along the entire wall. Looking up, you strain to see in the darkness, but as the frustration builds, a beam of light erupts from the top of your helmet. The light, 10' wide and 30' long, fully illuminates the ceiling, which is 15' from the floor. Pipes of various size and color stretch from north to south. One of the desks is considerably larger than the rest.

Investigate the large desk, go to C4
Return to C

C3 Battle

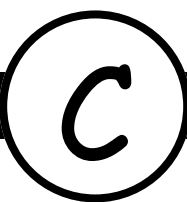
Your sudden appearance and quick attack has given you the initiative. You may attack first. Please see the **New Monster** section for more details on this new creature, the savage. Use the following stats to resolve combat. If you win, go to C5.

Savage (1) AC 5; HD 2; hp 11; # AT 1 or 2; Dmg 1d4+1 bite or 1d6 tail slash or 1d4 claw / 1d4 claw; SA acid spray; SD none; MV 12"; Size L; AL N; THACO 17; EXP 100 +3/hp

C4 Pictures

A wide, metal shelf sticks out of the wall at waist level. On the wall above the desk there are at least a dozen clock-like disks - some labeled with numbers and others letters. The desk is covered with buttons, switches and knobs. In the center of the desk a square piece of glass, about six feet long and three feet tall, stands erect, as if balanced on its edge.

Touch or manipulate a button, switch or knob, go to C6
Touch the glass panel, go to C7
Leave the area, go to C



ENGINE ROOM TWO

C5 Creature

The strange creature falls and lies still. Now that it is motionless, you see its form clearly. From the waist down, the monster is very snake-like with dark scales. Its torso is more man-like, although it is covered armored scales, which are black. The creature's head resembles a snake, but with some human features. In all, the thing is at least 12' long. Black blood oozes from the creature's wounds. As you survey the scene, your eye catches another form. The small, lifeless form is dark green in color, covered with small leaves and vines. It looks like a doll, but its mauled form indicates it was once a living creature. The tiny thing lies just a few feet from stacks of steel crates and wall lockers.

Search the savage for hidden items, go to C10

Inspect the green creature, go to C11

Examine the storage area, go C12

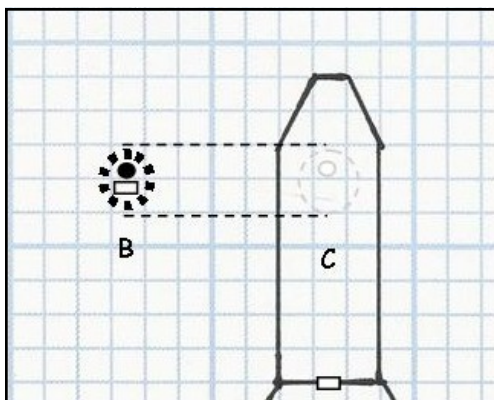
Return to C

C6 Courage

A large green button draws your focus as you scan the desk. You depress with an uncertain expectation and for a second nothing happens. Then the glass screen comes alive. Strange characters flash repeatedly, albeit slowly, on the glass. Your helmet quickly transforms the figures into recognizable letters; "Function not available. Restore master power." After a few flashes, the figures fade to black. Curious, you flip a red switch, but the same result occurs.

Touch the glass panel, go to C7

Leave the area, go to C



C7 Pictures and Words

With the touch of your finger, light flashes across the glass screen. The screen returns to black then an image fills the glass. The image is tube-shaped with a rounded edge at one side and the opposite side appearing as fan or fish tail. Smaller figures of various shapes and sizes glow either red or green, with most showing green. Words appear, as if labeling each area in corresponding color. Your helmet deciphers the words; fuel, fan, thruster, and other words are common on the screen. Most, even though translated in your language are unfamiliar.

Touch a green icon, go to C8

Touch a red icon, go to C9

Leave the area, go to C

C8 Green

As you touch the green figure, it expands in size, obscuring most of the previous image. Numbers flicker in boxes and the words, "System Normal," appear. From the south, you immediately here a loud humming sound - not unlike that of a bumblebee. More green boxes appear with strange words and numbers. The sound quickly ends. Touching any of them illicit the same response. Roll 1d8 to check for wandering monsters. An "8" indicates a wandering monster has entered your area. Resolve combat and return to this selection.

Touch a red icon, go to C9

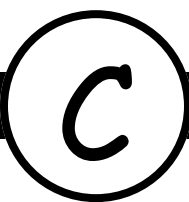
Leave the area, go to C

C9 Red

As you touch the red object, it expands in size, obscuring most of the previous image. Numbers flicker in boxes and the words, "Restore Master Power," appear. More red boxes appear with strange words and numbers. Touching any of them illicit the same response.

Touch a green icon, go to C4

Leave the area, go to C



ENGINE ROOM TWO

C10 It Burns

As you attempt to roll the creature over for a closer examination, some of its blood smears across your hand. Searing pain runs through your arm as your skin sizzles as if on fire. You suffer 1d2 damage. But as quickly as the acid burns your skin, it neutralizes. You may collect up to three potion bottles worth of the acid (if you have the containers). Make a dexterity check if you do so to determine if you splash yourself (1d2 damage). You may throw the acid potion bottle, or pour it, onto the target of your choice (combat rolls required as necessary). The potion will inflict 1d10 damage (savage's are immune to the damage). Otherwise, there is nothing of value on the corpse.

Return to C5

C13 Entry Code

The correct third number is "4". This follows the pattern of all the entry portals (i.e. original code 3-5-1; this code 6-8-4).

Return to I3

C11 Plantling

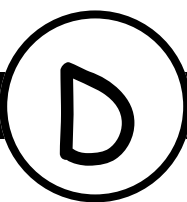
The small plantling - you can't think of anything else to call it - lies still in death. Green blood oozes from several deep slashes. While it resembles a miniature man, it is clearly a strange creature. You do not see any skin, but rather masses of twisted vines that create its form. Small leaves grow all over its body. Its cat-like face resembles that of a rose that has not bloomed.

Return to C5

C12

Stacked neatly are dozens of steel boxes and crates. All are secured to the floor by straps. Tall wall lockers line the walls. You see labels embedded into all the containers and lockers and while your helmet provides translation, you have no idea what most of the words mean. Searching through the containers, you discover they contain metal devices, wires, tubes, panels covered with silvery lines, other items that appear to be some sort of tool. Some of the items are made of a material that looks like metal, but has more of a wooden-like feel. While the things are fascinating, you cannot fathom their use.

Return to C5



STAR DRIVE TWO

This chamber, like the one you first discovered, has much of the same features. The walls, floor and ceiling are dark and metallic. Tubes of various colors and size, run along the ceiling and walls. A few lights are set along the walls, but cast a very dim light. Your helmet provides much more light. A massive, rounded form protrudes into the room from the south wall. It takes most of the space in the chamber. The form is covered with panels and lights that are either green, yellow, or red. As you move into the chamber another form takes shape at the edge of your light. A massive, armored figure, nearly 10' tall stands near the curved form in front of an open panel. Red lights flash from somewhere inside the panel. The armored figure stands motionless, and somewhat hunched over, its arms hanging limply. A very dim light enters the chamber from an open portal in the east wall.

Examine the armored figure, go to D2

Investigate the curved form, go to D3

Move through the open portal to the east, go to E

D1 The Light

Moving deeper into the darkness, you wish you had a torch or lantern, and as soon as the thought enters your mind, a broad beam of light erupts from the top of your new helmet, illuminating a 10' wide and 30' long area to your front.

Go to D

D2 Metal Giant

As you cautiously approach the figure, you see, like the rest of this strange place, it is dotted with dim lights. Most of the lights are on its helmet and all are green with one exception that is red. On closer inspection, the lights are buttons. You do not see any spot of flesh within the armor and what is exposed seems to be covered in a shiny black leather. Its hands are unarmored, but completely covered by the black material, which appears silk-like. A panel hangs open before the metal man.

Press the red button, go to D4

Investigate the open panel, go to D5

Attack the metal man, go to D6

Return to D

D3 Star Drive Two

The massive curved form, which at first appeared to be part of the chamber, is clearly something different. It is dotted with panels and while the rest of the chamber is metallic, this form has the appearance of canvas, only it is hard as stone. The panels, however, are metal. As you survey the entire form, you suddenly notice large red letters on the northern curved surface. Your helmet quickly translates them to read, "Star Drive Two." Moving along the formation, you realize one of the panels is not steel, but glass, not unlike the panel from the entry chamber.

Touch the glass panel, go to D9

Return to D

D4 Red Button

Depressing the button has no immediate effect. However, after couple seconds the metal man seems to shutter slightly and its lights flicker. A metallic voice erupts from the still motionless figure. You hear a strange language an cannot comprehend it. Then a soft female voice sounds within your helmet, "Emergency power cell depleted. Replace or engage master power." The metal man then returns to its inactive state.

Investigate the open panel, go to D5

Attack the metal man, go to D6

Try and talk back to your helmet, go to D7

Return to D

D

STAR DRIVE 2

D5 Guts

Within the panel you see a series of flexible tubes that glow green. However, one of the tubes glows red. The tubes run in every direction and some are connected to small metal boxes, while others simply continue beyond sight and reach.

Return to D

D6 Attack

You take your best shot at the armored figure and your weapon strikes with brute force. Sparks erupt from the metal man and a loud clang echoes through the chamber. Roll 1d8 to check for wandering monsters. An "8" indicates a wandering monster has entered your area. Resolve combat and return to this selection. The metal man does not move and it appears the damage you inflicted was minimal.

Continue to attack the armored figure, go to D8
Return to D

D7 Helena

You whisper, "Who is that?"

The female voice responds, "Helena Three. Restore master power, please." In shock, you have no immediate reply. The next thought enters your mind, but before you can sputter out the words, "*Are you in this helmet?*", the voice comes alive again.

"I am Helena Three. Restore master power. No functions available."

You ask more questions, but the response is always the same.

Return to D

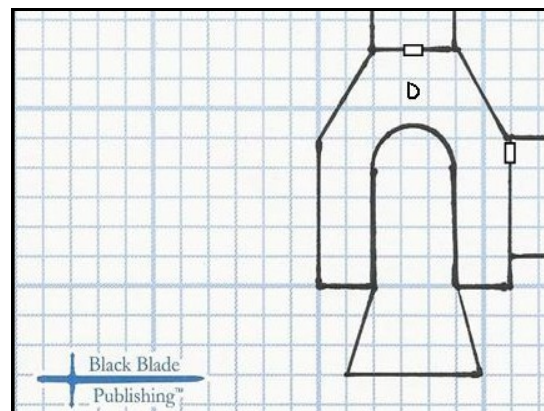
D8 Furious Attack

With focused determination, you attack the metal man with zeal. After several minutes, it falls to the ground, a few sparks shoot from its joints, and the lights on its helmet fade to black. You see no blood or gore. Only cut wires and shards of metal are the visible effects of your attack. The realization comes to you that the armored figure is not a man or creature, but some bizarre statue-like thing. It is mechanical. A few beads of sweat roll down your face when suddenly you hear stealthy footfalls. Consult the wandering monster table to see which creature has come to investigate your very loud actions. Roll 1d6 to determine surprise; you are surprised on a result of 1-3 on the 1d6. Resolve combat normally and return to D.

D9 Diagram

Touching the glass has an immediate effect. The entire surface flashes and slowly an image appears. It resembles the curved form in the room, but it is covered with green lights. A single, red light blinks near the northern curved end. You quickly realize you are looking at the form within this room and the red light is located near the armored man. You touch the red spot on the diagram and another image appears in the center of the glass panel. The words, "Replace optic cable B2GY-GA-X-T1," appears on the screen. After a few more seconds, the screen fades back to black.

Return to D



E

PULSE DRIVE

This chamber is enormous and its ceiling disappears into darkness above. You see five lights within the chamber, each at an open portal. A closed portal, in the center of the north wall is barely visible at the fringe of your helmet's light. Two 20' wide tubes, rounded at the northern end, project from the south wall. They appear very similar to the form you found in the previous chamber. A chamber, made completely of glass, is set between the tubes. Unlike the previous chambers, no other lights are visible anywhere in this room.

Enter glass chamber, go to F

Investigate closed portal, go to I1

Leave this chamber (*select location D, J, K, or H*)

Search this chamber, E1

E1 Search

Using the light on your helmet, you make a thorough search of this chamber. In the eastern section of the room, lying behind the second curved form, you discover a figure lying on the floor. It is dressed like the man you found on the slab outside in the snow. However, this figure appears to have been a woman. There is no helmet or gloves. The head and hands are nothing more than bones and skull. Remnants of long, red hair hang about the skull.

Search the corpse, go to E2

Return to E

E2 Cause of Death

A cursory inspection reveals the woman was attacked from behind. A two inch hole shows that her skull was punctured by a sharp object, possible a spear or something similar. Make an intelligence check.

Successful intelligence check, go to E3

Failed intelligence check, return to E

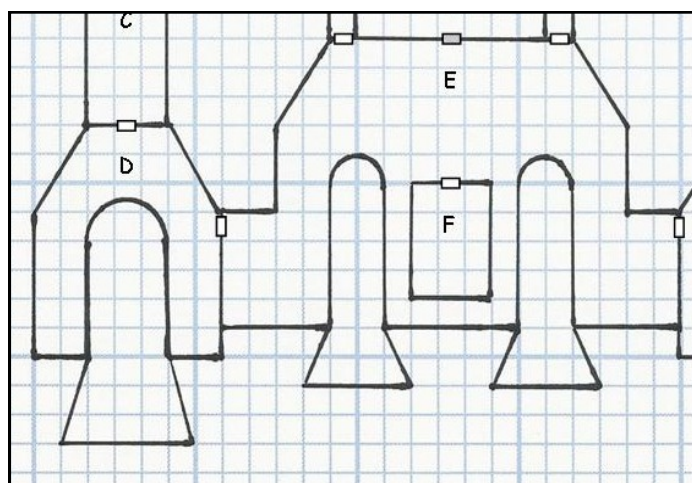
E3 Red Key

As you complete your appraisal of the dead woman, you realize her right hand was outstretched as if she was trying to reach something. Scanning about the corpse, nothing obvious comes to view. Then, your light touches upon something red lying against massive tube. It is a small, red stick that resembles an arrow shaft, only it is just a few inches long. You wonder what it could be when your helmet speaks.

"Escape pod access key,"

Return to E

Make a note that you possess a Red Key. You may need this item later in the adventure



F

TIMEJUMPER

Thick panels of glass form the walls and ceiling of this chamber. The entry portal has no door, but as you pass through, you feel a slight resistance in the air. Inside the chamber, the air is as cold as outside and you realize you cannot stay inside the chamber very long. A large desk, made completely of glass occupies the center of the chamber. Three black obelisks, covered with hundreds of green and red lights sit near the south wall. The obelisks are connected by translucent tubes, all of which softly glow with a yellow light.

If you wish to investigate desk, go to F1

If you wish to investigate the obelisks, go to F2

Return to D

F1 Locked

This desk is like the others you have seen in this building. It is covered with buttons, switches and knobs. A glass panel stands erect in the center of the desk. However, no lights glow on its surface and manipulating the controls or glass panel has no effect.

Return of F

F4 Thawed

When you exit the glass chamber with the frozen plantling, roll 1d2. You must track time from this point. The result of the die roll is the number of turns it takes for the plantling to thaw out. If you are carrying the plantling, go to F5 at the point in time the plantling thaws out. If you dropped the plantling outside F after you exited, go to F6.

F2 Obelisks

The black obelisks are all identical. Each is approximately five feet tall, three feet wide and two feet deep. Each is covered with red and green lights - all spaced in perfect patterns. Lights blink on and off in rhythmic pattern. You see no way to manipulate the devices. Make a wisdom check; if successful, go to F3. Otherwise, go back to F.

F3 Frozen

As you examine the strange obelisks, you notice something green lying in the shadows. As you shine your light on the thing, you see it is a small plant man. It is no more than a foot tall, though it appears curled up as if trying to stay warm in this frigid chamber.

Leave the chamber, return to D

Leave the chamber with the frozen plant man, go to F4

F5 Green Fury

Suddenly, and without warning, you feel something moving within your pack. You manage to drop the pack just as the flap opens and the plantling you were carrying emerges. At first, for just a second, it stands and stares at you as would a bright-eyed child. It reaches out with both arms - again, as a child looking for a hug. It is then you notice its fingers are tipped with black thorns. In a flash, the a thorn of each hand erupts and streams forth directly at you. Thin vines connect the thorny missiles to the plantling. Turn to page X for a complete description of this new monster. Resolve combat and return to your last location.

Plantling (1) AC 8; HD 1, hp 7; #AT 2; Dmg 1 point; SA poison; SD None; MV 12"; AL N; Thaco 18; Exp 25 +1/hp

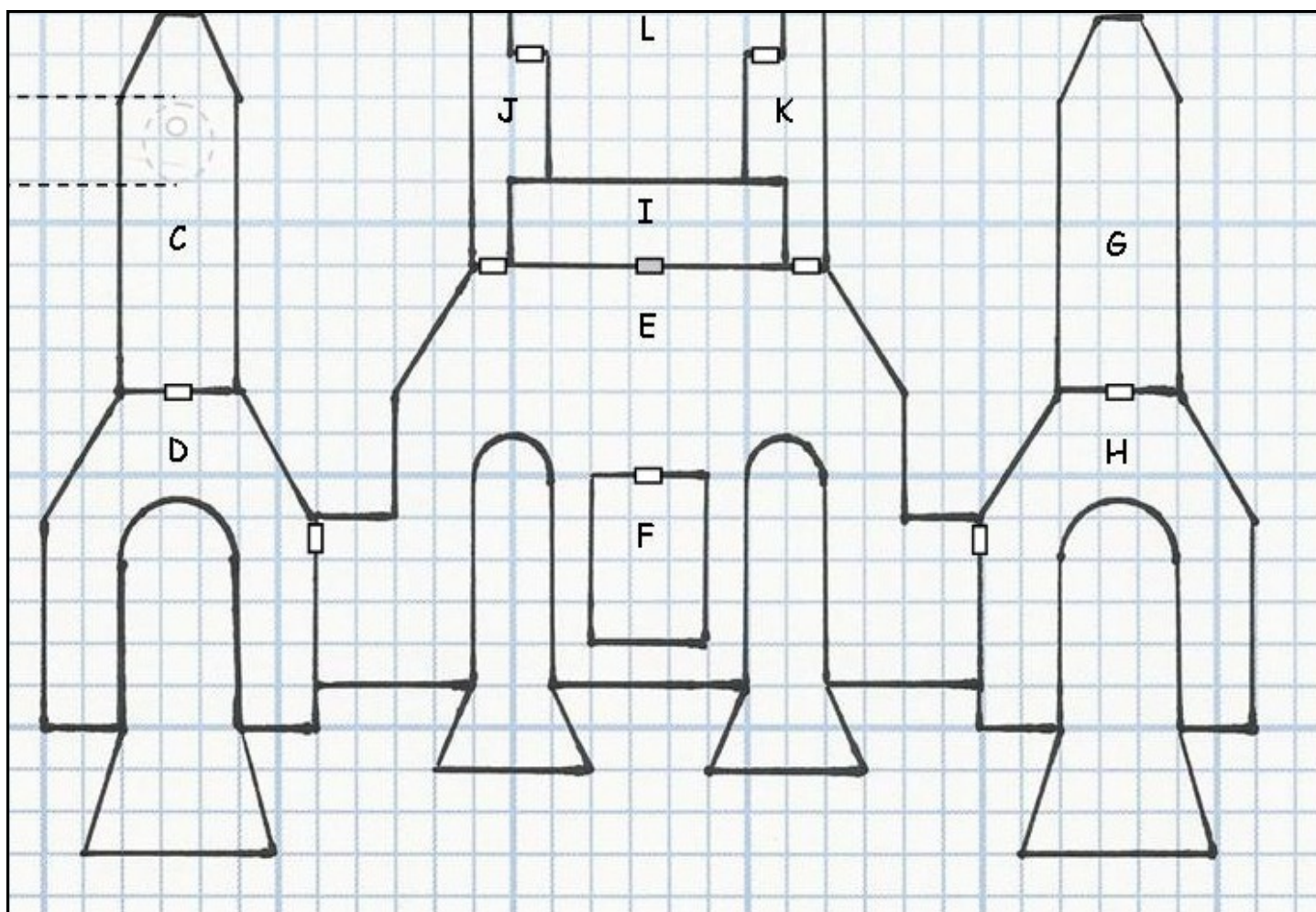
F5 What Was That?

The silence of the structure is suddenly broken by a short, high-pitched scream. You can't be sure, but it may have come from the area you recently visited. You think you may have evaded a nasty experience. Your character gains 150 experience points. Continue at your current location.

G

ENGINE ROOM TWO

This room is dimly illuminated by a few, dim, glowing orbs placed systematically along the outer walls of the chamber. Numerous metal crates and boxes are scattered about the chamber; clearly, they have broken loose from their tie-downs. Otherwise, the room is identical to the chamber you first entered. A search of the room reveals nothing useful. Using your helmet and bracelet, you can operate the entry portal - a steel door slides in place to close off the room. You may rest in this chamber with no risk of encountering a wandering monster.





STAR DRIVE ONE

This chamber is identical to one you have previously investigated. The walls, floor and ceiling are dark and metallic. Tubes of various colors and size, run along the ceiling and walls. A few lights are set along the walls, but cast a very dim light. Your helmet provides much more light. A massive, rounded tube protrudes into the room from the south wall. It takes most of the space in the chamber. Lying on the floor near the massive tube is an armored figure.

Examine the armored figure, go to H1

H1 Damaged

The figure, like the one you previously found, would be 10' tall if it was standing. However, no lights are visible and the entire form is completely dark. Make a wisdom check.

Successful wisdom check, go to H2

Failed check, return to H

H4 Power Cell

As you inspect the tube, you clearly make out some writing on the metal portion of its surface. The words "**Power Cell - Type A,**" are identified by your helmet. Make note that you possess a power cell. It will referenced at a later point in this adventure.

Return to H

H2 Decision

Your eye catches something out of place on the figure. A green tube, about the same shape as a scroll case, projects from the figures chest. It is clear that the tube will slide completely into the chest if pushed in place.

Push the tube in place, go to H3

Remove the tube and take it with you, go to H4

Return to H

H5 More Of The Same

Responding to the voice elicits the response, "Restore master power. No functions available." Regardless of the question, you receive the same response.

Return to H

H6 SD-1

You ask the figure what it is and it responds with a metallic voice, "SD-1. Please provide clearance."

Return to H

Attempt to answer SD-1, go to H8

H3 Energized

As soon as the tube is seated, green lights flash and then stay on. A soft, barely audible humming sound comes from various parts of the figure. Then the entire figure begins to move and it stands. It moves to the glass panel mounted on the curved tube. Several images flash on the screen and the massive figure deftly touches the glass several more times. It then turns to you. Your helmet buzzes for a second and then the female voice speaks, "Star Drive One operational. Reset master power." The armored figure stands motionless.

Respond to the voice, go to H5

Address the armored figure, go to H6

Attempt to remove the tube, go to H7

Return to H

H7 Not So Fast

As you reach for the tube, the armored figure grasps your arm. A metallic voice asks, "Please provide clearance."

Attempt to answer SD-1, go to H8

Attack the figure, go to H9



STAR DRIVE ONE

H8 A Good Answer

You search out for any reasonable reply. Your answer is met with a negative reply, "Incorrect. Remain in place for security team."

Attempt to leave, go to H10

Attack, go to H9

H9 Big But Slow

You may make the first attack as you have the initiative. The armored figure is slow to move and automatically win initiative each round. If at any time you wish to flee, the figure will get an attack of opportunity, but consult H11 for results. Treat this monster as an animated statue - although it is not magical. It cannot be affected by mind-based spells.

SD-1 (1) AC 6; HD 3, hp 15; #AT 1; Dmg 1d6; SA None; SD see above; MV 9"; AL N; Thaco 16; Exp 65 +3/hp

Attempt to leave, go to H10

If you win, go to H11

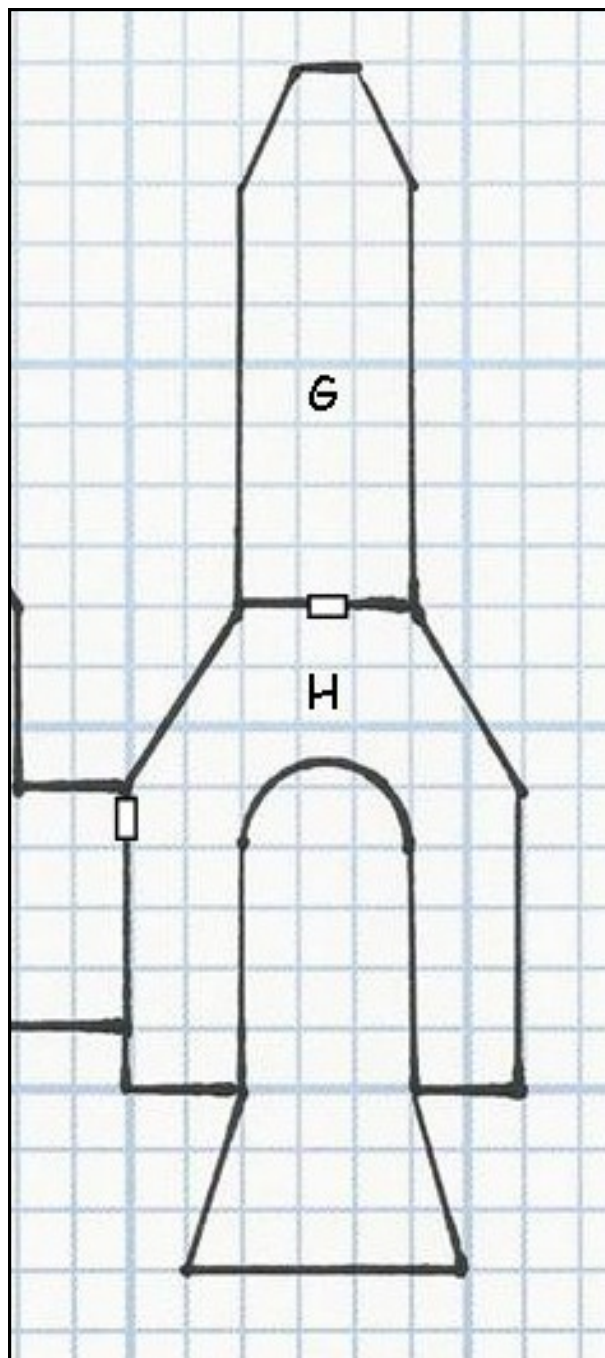
H10

The figure takes a swing at you as your retreat. It does not pursue you beyond this chamber. However, you clearly hear it speak, "Security alert. Intruder in Engineering." You do not hear any response.

Move to your next location

H11

With a crash, the armored figure falls. Make a charisma check. If successful, you have not damaged the power cell and you may remove it. Go to H4.



I

MAINTENANCE

Unlike the other portals you have come across, this one is closed. A metal door, hingeless and without handle, bars passage. A small glass panel is set in the wall next to the portal. As you approach, the panel flashes and 10 small circles appear, each filled with a number 0-9. Clearly, not unlike the tube that granted you entrance to this strange building, a code must be entered. As you stare at the numbers, your helmet identifies the first two numbers you must enter as 6 and 8. The third number seems scrambled and you will have to make a guess.

Select a number, go to I1

Leave this area, go to E

I1 Resolution

There are three methods you may elect to enter the final number. On a piece of paper, write down the numbers 0 - 9. Select, in order, which numbers you will try in sequence. Then roll a 1d10 to determine which number is the correct number. Follow the sequence you selected to see how many attempts it takes to get the correct number. You must go to I2 if you have one or more incorrect selections.

Alternatively, you can roll a d10 at the start and that is the correct number. You may then roll 1d10 to select a number at random. If it is the same number, you have the code and door opens. Repeat this process until the door opens. Duplicate numbers are re-rolled. As above, you must track the incorrect entries. When you select the proper entry code, go to I3.

The last method is to write down a number 0-9 and turn to page 12; C13. The correct number is noted. If your number matches, the door opens and you go to I3 and your character gains 200 experience points. Otherwise, this counts as an incorrect response and you must use the second method above to continue.

I2 Wandering Monster

Each time you enter the incorrect code, a chime sounds. Add the total amount of incorrect selections and roll on the wandering monster chart for each. No more than one wandering monster will appear, regardless of how many incorrect selections are made. You may move on to I3 at that time.

I3 Fire

As the portal opens, you instantly smell something acrid - not unlike an old campfire. Inside the chamber, which has no other exits, you see black scorch marks along the walls. The room is a mess with crates lying in disarray and all of them damaged by fire. Racks on the wall which appear to have held the same suit as the dead man on the surface, are also burned. There are two metal counters set along the north wall. Each looks to have held scroll-sized tubes, but all are burned and broken open. Next to the tubes are small silvery disks - the size of a coin. Each is set within a slot are partially exposed. A small light is located next to each disk. Of the six, four lights are red and two are green.

As you gaze upon the disks, a message appears on your helmet's visor. "Replace power cell." You take the disk and remove your helmet. On the back of the helmet you discover a small panel which opens easily and a silver disk hidden inside. You switch the disk with one from the panel that has a green light. Putting the helmet back on, another message appears, "100 percent power."

There is nothing else of value in this chamber. You may take the remaining power cell. There is nothing else of value in this chamber. Go to E.

J

CORRIDOR

A long and dark corridor leads away into the distance. There are no lights and you are at the mercy of your helmet's light. In the wider portions of the hall, you see strange furniture toppled over. There are chairs, coffee tables and sofas, but each is framed of curved metal and plush leather cushions. There are no sharp edges. Directly across from the alcove area you see large windows that allow you to see the raging blizzard outside. What is odd is that you saw no windows while you were outside. But what is clear is that you would surely die outside.

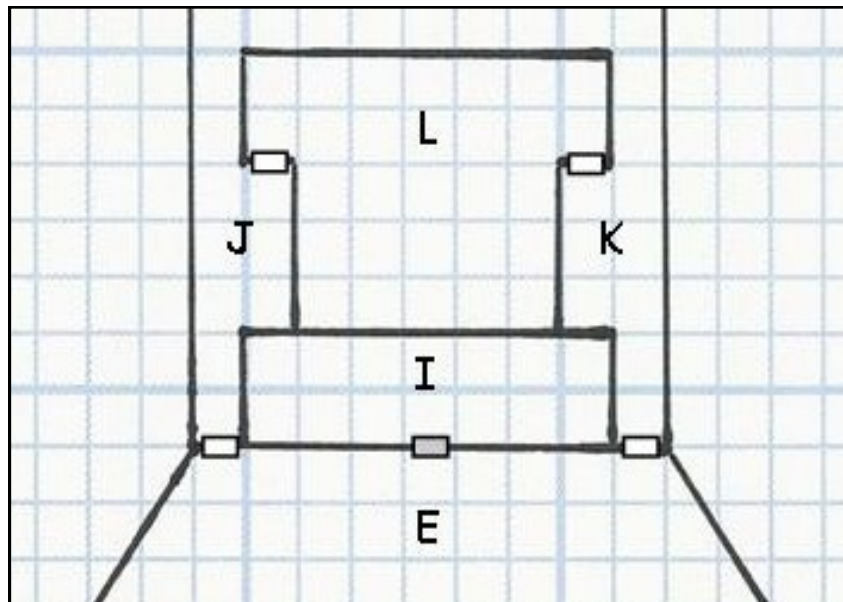
From this location you can enter E, L, M, K or N

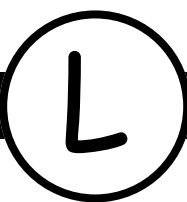
K

CORRIDOR

A long and dark corridor leads away into the distance. There are no lights and you are at the mercy of your helmet's light. In the wider portions of the hall, you see strange furniture toppled over. There are chairs, coffee tables and sofas, but each is framed of curved metal and plush leather cushions. There are no sharp edges. Directly across from the alcove area you see large windows that allow you to see the raging blizzard outside. What is odd is that you saw no windows while you were outside. But what is clear is that you would surely die outside.

From this location you can enter E, L, M, J or N





WATER

Unlike the other areas in the structure, you must step over a short threshold to enter this chamber. The entire floor area is covered with water. It appears to be very shallow as it remains below the entry thresholds. Looking up you see numerous steel tubes running along the ceiling. One of the tubes is broken. The tube is painted blue. Floating in the center of the room you see three fluorescent green spheres. Each of the spheres look to be wrapped by thin vines.

Wade over and obtain one of the vine spheres, go to L1

Use magic or some other ranged means to obtain a vine sphere, go to L2

L1 In Deep

As you shuffle along the floor to reach one of the spheres, you suddenly feel the floor slope away sharply. Make a dexterity check and go to L4 if you fail. If you succeed, you discover the entire center area of the room is open to some chamber below and it is full of water. Go back to L.

L2 Plant God

If you have a net, a rope with a sack, or some other similar device, you make several attempts to capture one of the floating spheres, and eventually you are successful (you gain 100 experience points). Spells like unseen servant will also let you recover one of the spheres. However, no sooner do you have the sphere than the water in the room begins to be disturbed and a squid-like creature breaks the surface. The creature is green and covered with vines and leaves that appear much like fish scales. It lashes out with four tentacles. Roll initiative and resolve combat normally. However, if the plant god sustains 15 hp of damage, it will retreat into the water-filled hold below and remain there for the duration of the adventure. If you survive, go to L5

Plant God (1) AC 7; HD 5, hp 30 #AT 4; Dmg 1d3 tentacle; SA None; SD None; MV 3" / 12"; SZ L; Thaco 15; EXP 250 +6/hp

L3 Fruit

The fruit has an exotic taste which is indeed similar to citrus. If you are injured, you recover 2d4+2 hit points if you consume the entire fruit. If you eat half, you heal 1d4 hit points. Unused fruit, that is peeled, will only last one day before drying out and losing its healing properties. The fruit is not magical.

L4 In Deep

Suddenly you slip and fall into what seems a bottomless pit of water. But you manage to grasp the edge of sloped floor, which has a bevel at its edge. As you pull yourself back from the brink, the water suddenly explodes behind you and sends your body hurling into the wall. As you recover, you see an enormous green creature, covered with vines and leaves that appear much like fish scales. It lashes out with four tentacles. Roll initiative and resolve combat normally. However, if the plant god sustains 15 hp of damage, it will retreat into the water-filled hold below and remain there for the duration of the adventure. If you survive, go to L5

Plant God (1) AC 7; HD 5, hp 30 #AT 4; Dmg 1d3 tentacle; SA None; SD None; MV 3" / 12"; SZ L; Thaco 15; EXP 250 +6/hp

L5 Plant Sphere

In your hands you hold a sphere that appears to be a ball of wound vines and leaves. It is no larger than an orange.

Attempt to peel the leaves away, go to L6
Save for later, make a note of this location and return here when you decide to investigate the sphere further.

L6 Peeled

The outer portion of the sphere peels away with some minor difficulty, and inside you find a red fruit - not unlike an orange. If you eat it go to L3. If you save it, return here to learn more later.



THE ZOO

This chamber is filled with large glass containers, all of which have been damaged to some degree. On closer inspection, the clear material you assumed was glass is something else entirely. It is not crystalline like glass, but almost soft. It seems more malleable and stronger. It is as if wood was made clear. The containers are all empty.

Search about the chamber, go to M1

M1 The Search

Moving through the room you find debris of strange material and metal. Among the detritus you find the bones of what appears to be small animals. Make an intelligence check. If successful, go to M2. Otherwise, return to M.

M2 Secret Cabinet

Your eye catches something of anomaly along the northern wall. A panel has a single word that your helmet translates as, "Emergency." You feel along the panel, looking for a catch or hidden handle, when your bracelet springs to life. A series of numbers flash across its surface, and the panel opens with a hiss. Inside you see two devices; one looks much like crossbow, but without the string or bow, while the other is a leather-like glove covered that is partially surrounded by a metal frame. Both have a single switch that glows red.

Investigate the hand-held device, go to M3

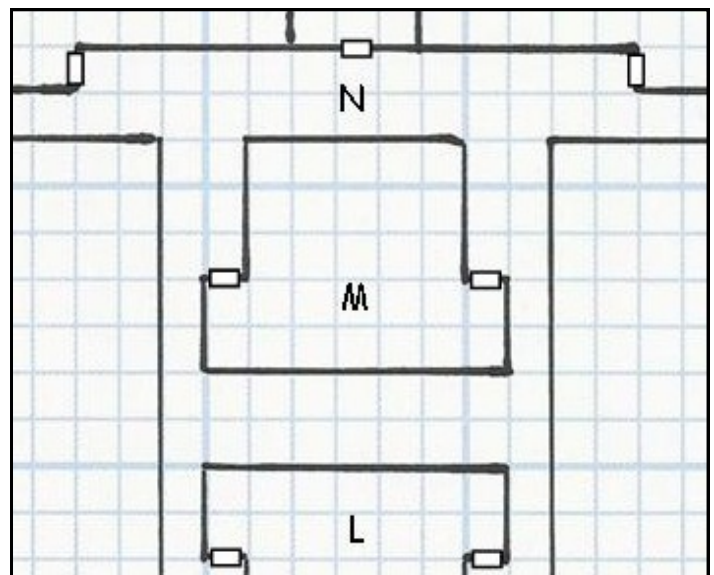
Investigate the gauntlet device, go to M4

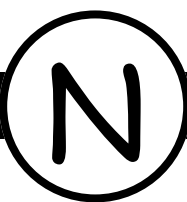
M3 Mark VII

As you grasp the device, your helmet displays a copy of it on the visor with the following notes, "Mark VII Plasma Side Arm: Fully charged, inactive." Other notes appear, most of which make little sense to you. Almost instinctively you grasp the weapon by the handle and depress the red button with your thumb; it turns green. A low humming sound is emitted from the weapon and grows in intensity for a few seconds before going quiet. See **New Magic Items** section for details on this weapon.

M4 Model 42

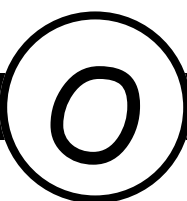
As you grasp the device, your helmet displays a copy of it on the visor with the following notes, "Stiener Model 42: Fully charged, inactive." Other notes appear, most of which make little sense to you. Almost instinctively you grasp the weapon by the handle and depress the red button with your thumb; it turns green. A low humming sound is emitted from the weapon and grows in intensity for a few seconds before going quiet. See **New Magic Items** section for details on this weapon.





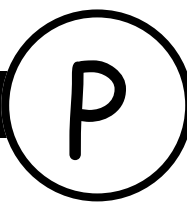
CROSSROADS

This wide corridor is soaked in darkness. There is no light coming from any direction. While all the portals leading from this area are open, those leading to location Q and S are blocked. Portal Q is covered by pieces of furniture and metal boxes, while portal S is draped with vines.



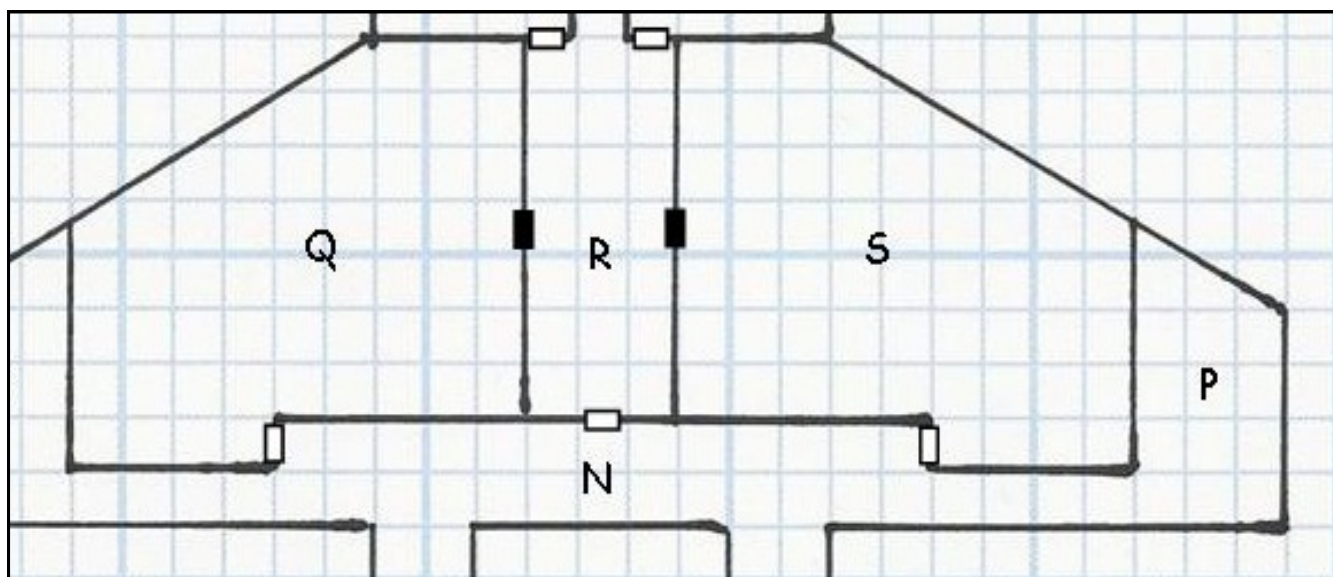
OBSERVATION DECK

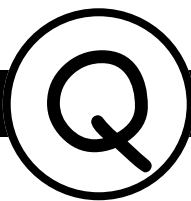
Both the west and north wall of this chamber are seemingly made completely of glass. You can see the blizzard raging outside, yet the glass is not cold. Chairs, tables and sofas are strewn about. The south wall is lined with six closets that are elongated and rounded. By simply touching a closet door, it swings open allowing access. There is barely room to stand within the closet and oddly there are no shelves.



OBSERVATION DECK

Both the east and north wall of this chamber are seemingly made completely of glass. You can see the blizzard raging outside, yet the glass is not cold. Chairs, tables and sofas are strewn about. The south wall is lined with six closets that are elongated and rounded. By simply touching a closet door, it swings open allowing access. There is barely room to stand within the closet and oddly there are no shelves.





SAVAGE NEST

At first glance, it appears that the entry portal to this area is completely barricaded. But there is a narrow gap that leads through the barrier. Make a dexterity check as you move through and enter the chamber.

If you made your dexterity check, go to Q1

If you failed your dexterity check, go to Q2

Q1 Nest

You carefully pick your way through the blockade only to be confronted by a chamber filled with even more crates, furniture and unrecognizable materials. The piles seem to be separated into four distinct groups. As you move into the chamber you suddenly hear a hissing sound coming from one of the debris piles. It is the sound of some monster or animal coming to life.

Exit the chamber quickly, go to Q3

Stand your ground, go to Q4

Q2 Swarm

With a resounding crash, pieces of the blockade slam to the floor. Turning forward you see four large piles of crates, furniture and unrecognizable materials. You hear and see movement from three of the piles.

Flee from this chamber, go to Q3

Stand your ground, go to Q5

Q3 The Chase

Move to your next location. Read the area introduction and then roll percentile dice. If you roll less than 50%, you are attacked by three savages (see Q6). If you move to location S, do not roll the percentile dice until you move to another location. You must roll percentile dice for each location you move to until the savages appear. The savages will appear automatically at the fourth location you select.

Q4 Savage Duel

A horrific black creature slithers out of the debris pile (see **New Monster** section for a detailed description). It is nearly 12' long and initially, through the shadows, you think it is a snake. But its torso is human-like, though armored, and its arms are scaled and end in claws. Its head is reptilian, though humanoid in general shape. It takes a brief second to stare at you and then it charges forth. Roll for initiative and conduct combat normally. The savage is 40' away at the start of combat. If you survive, go to Q7.

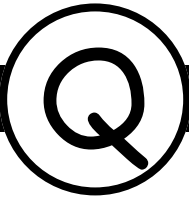
Savage, warrior (1) AC 4; HD 4; hp 19; # AT 1 or 2; Dmg 1d4+1 bite or 1d8 tail slash or 1d4+1 claw / 1d4+1 claw; SA acid spray; SD none; MV 12"; Size L; AL N; THACO 16; EXP 200 +5/hp

Q5 Outnumbered!

To your horror, three black creatures emerge from the debris piles. They are nearly 12' long and initially, through the shadows, you think they are snakes. But their torsos are human-like, though armored, and their arms are scaled and end in claws. The heads are reptilian, though humanoid in general shape. The three pause for the briefest second and then charge. You automatically win initiative. Each savage starts 40' away at the beginning of combat. If you survive, go to Q8. See **New Monster** section for a complete description.

Savage, warrior (1) AC 4; HD 4; hp 19; # AT 1 or 2; Dmg 1d4+1 bite or 1d8 tail slash or 1d4+1 claw / 1d4+1 claw; SA acid spray; SD none; MV 12"; Size L; AL N; THACO 16; EXP 200 +5/hp

Savage, drone (2) AC 5; HD 2; hp 10, 9; # AT 1 or 2; Dmg 1d4+1 bite or 1d6 tail slash or 1d4 claw / 1d4 claw; SA acid spray; SD none; MV 12"; Size L; AL N; THACO 17; EXP 100 +3/hp



SAVAGE NEST

Q6 Pursuit

You are not sure if the helmet has augmented your hearing but you hear something moving behind you. To your horror, three black creatures emerge from the darkness. They are nearly 12' long and initially, through the shadows, you think they are snakes. But their torsos are human-like, though armored, and their arms are scaled and end in claws. The heads are reptilian, though humanoid in general shape. The three pause for the briefest second and then charge. You automatically win initiative. Each savage starts 30' away at the beginning of combat. See **New Monster** section for a complete description. If you survive, continue the adventure as normal.

Savage, warrior (1) AC 4; HD 4; hp 19; # AT 1 or 2; Dmg 1d4+1 bite or 1d8 tail slash or 1d4+1 claw / 1d4+1 claw; SA acid spray; SD none; MV 12"; Size L; AL N; THACO 16; EXP 200 +5/hp

Savage, drone (2) AC 5; HD 2; hp 10, 9; # AT 1 or 2; Dmg 1d4+1 bite or 1d6 tail slash or 1d4 claw / 1d4 claw; SA acid spray; SD none; MV 12"; Size L; AL N; THACO 17; EXP 100 +3/hp

Q7 Intimidation

As the savage falls to the ground you notice two more of the creatures have come out of their nests. Both have watched the battle, but instead of attacking, they slither back into their debris piles.

Search the large debris pile (the savage you defeated), go to Q9

Search the debris where no movement was observed, go to Q10

Investigate the occupied nests, go to Q11

Q8 Spoils Of War

There are four debris piles, one is larger than the others, in this chamber.

Search the large debris pile, go to Q9

Search one of the three smaller debris piles, go to Q10

Q9 Treasure?

You manage to crawl into the debris pile. Within the pile is a small open area. Several bones, white and gnawed, lie on the floor. Pieces of soiled, white cloth are piled to form a nest. Amid the mess you uncover a belt made of some form of cloth that appears much sturdier than the toughest hide. Four, narrow metal boxes are attached to the belt. They have the look of a square pouch, but you see no way to open them. One of the metal boxes has a button on it. This is a belt of levitation (see **New Magic Items** section).

Q10 Strange Treasure

You manage to crawl into the debris pile. Within the pile is a small open area. Several bones, white and gnawed, lie on the floor. Pieces of soiled, white cloth are piled to form a nest. Roll 1d6 once on the following chart to see what you discover. There are three of these nests. Treat each the same.

1. Silver necklace of intricate design - 600 gp
2. Simple gold ring - 200 gp
3. One (1) **Power Cell - Type A** (fully charged)
4. Stienner Model 42: Fully charged, inactive
5. A gold star engraved with "SS HG Wells" - 1,000 gp
6. A mini-torch (see **New Magic Item** section)

Each of the nests will contain one item. Duplicates are not allowed.

Q11 Poking The Bull

As you near the occupied nest, you hear a hiss and a rush of movement. Both of the remaining savages rush to attack. Roll initiative and resolve combat. If you win, go to Q8.

Savage, drone (2) AC 5; HD 2; hp 10, 9; # AT 1 or 2; Dmg 1d4+1 bite or 1d6 tail slash or 1d4 claw / 1d4 claw; SA acid spray; SD none; MV 12"; Size L; AL N; THACO 17; EXP 100 +3/hp

R

NEUTRAL GROUND

A massive table occupies the center of this chamber. The legs of the table are anchored to the floor. There are no chairs to match the table. Oddly a large, circular piece of glass rests on the table, at its center. The glass is at least three feet in diameter and two inches thick. Spaced evenly around the entire table are square pads filled with buttons. Each button has a letter or number on its surface. The entrances to this room from the east and west are completely blocked by pieces of furniture, crates and other unrecognizable items. There are three portals to the north, each is closed.

Investigate the table, go to R1

Try the portal to location T, go to R2

Try the portal to location U, go to R3

Try the portal to location V, go to R4

R1 Blood

As you move around the table, you see that one of the panels is covered with what must be dried blood. It is very old. Unlike the other panels on the desk, a small black disk partially sticks out from a small opening.

Pull out the disk, go to R5

Push in the disk, go to R6

Return to R

R2 Broken

You approach the portal and see the numerical pad that are common throughout the building. You helmet identifies and bracelet identify the proper code and depress the appropriate buttons. The door does not open. The word, "Malfunction," appears on your helmets visor. Return to R.

R3 Broken

You approach the portal and see the numerical pad that are common throughout the building. You helmet identifies and bracelet identify the proper code and depress the appropriate buttons. The door does not open. The word, "Malfunction," appears on your helmets visor. Return to R.

R2 Broken

You approach the portal and see the numerical pad that are common throughout the building. You helmet identifies and bracelet identify the proper code and depress the appropriate buttons. The door opens. You may move onto location V

R5 MemDrive

As soon as you remove the coin-sized disk, a message appears on your visor: "MemDrive: J.E. Holmes." The message fades away. Return to R.

If you wish to re-insert the disk, go to R6.

R6 A Story

With a simple push, the disk clicks into place within the slot. Immediately, the glass circle begins to spin on the table. Bright white light projects upward from the glass and coalesces into several colors. Then it flashes and picture forms. But it is not quite a picture as it has a three dimensional shape. As the shock or the scene recedes you hear the figure in the picture speak. You also realize the picture is of a man standing at your exact location. However, you quickly notice there is no blood on the table and there are lights all around. The man is in a white uniform, not unlike the man you found outside the building.

"It has all gone wrong. The first few TimeJumper trials were successful, but something happened to the Serpens. After the last jump they went crazy. They attacked everyone they could catch. Arneson got out, but I am cut off from the life suits. That damned scientist, Williams, made a mistake in calibrating the jumper. My only chance is to get to Helena and..." The man pauses and turns. A shadow crosses his face and then a shower of blood. The picture fades and the glass goes dark. Return to R.

S

PLANTLINGS

A curtain of vines hang over the portal to this chamber. You slide the aside and enter. For brief second, your visor fogs over, but then clears. The chamber is very hot and you can feel sweat build up across your body. Vines and what looks like moss covers all the surfaces in the chamber including the walls and ceiling. There are four rows of low hanging tubes dripping with water. Scattered across the floor are what appear to be small green spheres that have been cracked open. Across the room, growing out of the moss, you see what look like huge green eggs. Instead of shells, the eggs are wrapped in vines and small leaves.

Inspect an egg, go to S1

Inspect the small, green spheres, go to S2

Inspect the hanging tubes, go to S4

S1 Pollination

As you carefully approach the giant egg, you suddenly see the thing move. You halt instinctively and raise your weapon. The top of the egg opens and golden flower emerges. It is one of the most beautiful plants you have ever seen. Your visor flashes red and the word, "Unknown Pathogen. Warning." flashes repeatedly. You must make a saving throw vs. poison (remember, you gain a +2 saving throw due to your helmet).

If you make your save, go to S3

If you fail your save, go to S5

S2 Green Fuel

You bend over to inspect the sphere and you notice it is not just lying on the ground. Tiny vines grow out of the moss and have penetrated the small sphere. You can see a small amount of red fruit within. The small vines have imbedded themselves into the remaining fruit. Go to S.

S3 Clear

For a moment your head swirls and fog fills your vision. You feel time stop but your heart pumps rapidly. Then it ends. Add one point to your prime requisite permanently. This effect can only occur once regardless of your exposure to more of these plants. Return To S.

S4 A Thorny Battle

You move among the hanging tubes and notice that clumps of vines hang in various locations. There are dozens of clumps, but most are small - smaller than a human hand. However, there are six that are the size of large ale keg. As you stare at the larger clumps, the bottoms open and six plantlings fall to the ground. They charge. You automatically win initiative. Conduct combat as normal.

Plantling (6) AC 8; HD 1, hp 7 each; #AT 2; Dmg 1 point; SA poison; SD None; MV 12"; AL N; Thaco 18; Exp 25 +1/hp

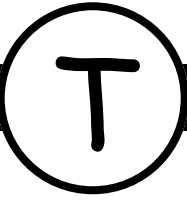
If you survive, return to S. The plants clumps are empty.

S4 Fog

For a moment your head swirls and fog fills your vision. You feel time stop but your heart pumps rapidly. Then it ends but a fog fills your brain. As you stumble about, six plantlings drop from above and attack. You suffer a -1 to all combat rolls (not saving throws).

Plantling (6) AC 8; HD 1, hp 7 each; #AT 2; Dmg 1 point; SA poison; SD None; MV 12"; AL N; Thaco 18; Exp 25 +1/hp

At the end of combat, assuming you survive, add one point to your prime requisite permanently. This effect can only occur once regardless of your exposure to more of these plants. Return To S.



A CUP OF JOSEPHINA

Large rectangular steel boxes line the entire east wall of this room. Each is slightly different in form but each has a glass panel mounted on its face. Of the 10 units only one has active lights. The west wall is completely lined with windows and you see the snow storm is still raging. There are a dozen small tables accompanied by chairs scattered about the room. A woman in a white uniform is sitting at one of the tables. She is slumped over the table.

Investigate the machine with lights, go to T1

Check on the woman at the table, go to T5

T1 Hold On A Second

If you investigate this machine as the first action in this chamber, go to T2. Otherwise, go to T4.

T2 Reflection!

Moving to the lighted machine, you see a word in the foreign language across the top of the frame. Your helmet translate the word: Coffee. You look at the glass panel and see what you understand to be various types of coffee, although you do not recognize any of the names. Then, the screen seems to flash. But it does not look any different as you concentrate your stare. Then you see it. There is a reflection on the glass. The woman is standing behind you!

Spinning around you are horrified to see her face is mummified. A massive tear runs down the front of vest. She launches herself at you in a clear attack. Roll initiative and conduct combat normally.

Cryptfiend AC 5; HD 3+1, hp 17; #AT 3; Dmg 1d6/1d6/1d4; SA Cause Disease; SD Undead, hit by silver or +1 magic weapons only; MV 90'; AL LE; Thaco 16; Exp 200 +4/hp

If you survive, go to S

T3 Good To The Last Drop

Steeling your nerve you take a sip from the mug. To your complete amazement, it is best tasting coffee you have ever had! You finish the cup and press the button for another mug, but the machine makes a wrenching sound and goes dark. You recover 1d3 hit points. Return to S.

T4 Cream Or Sugar

Moving to the lighted machine, you see a word in the foreign language across the top of the frame. Your helmet translate the word: Coffee. You look at the glass panel and see what you understand to be various types of coffee, although you do not recognize any of the names. Out of curiosity, you touch one of the buttons. Amazingly, you hear the a soft hum and a panel in front of the machine opens and reveals a mug filled with steaming black liquid.

Drink the liquid, go to T3

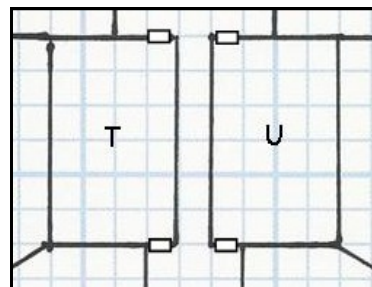
Return to S

T5 Undead!

As you approach the corpse you are shocked to see that it begins to move. It slowly rises and locks it hollow eye sockets on you. A massive tear runs down the front of vest. She launches herself at you in a clear attack. Roll initiative and conduct combat normally.

Cryptfiend* AC 5; HD 3+1, hp 17; #AT 3; Dmg 1d6/1d6/1d4; SA Cause Disease; SD Undead, hit by silver or +1 magic weapons only; MV 90'; AL LE; Thaco 16; Exp 200 +4/hp

*See **New Monster** section



U

NIGHTENGAL NINE

Entering this chamber you are surprised to see it is fully illuminated. Also, unlike the rest of this building, all the surfaces are painted white. There are three strange, couch-like, tables set in the center of the room. Metal cabinets line the west wall. A large, black, glass canister - four feet wide and six feet tall - is set among the cabinets. Long windows run the length of the east wall and you see the winter storm is still raging. At the far southern end of the room, four plain metal tables hold four, long black bags.

Investigate the one of the three cushioned tables, go to U1

Investigate the glass canister, go to U2

Check the large black bags, go to U3

U1 Delayed

If you investigate the cushioned tables as the first action in this chamber, go to U4. Otherwise, go to U5.

U2 Hold

If you investigate the canister as the first action in this chamber, go to U4. Otherwise, go to U6.

U3 Risen

As you approach the bags shift and four zombie-like creatures emerge. Unlike other zombies you have encountered, these are moving much faster. They are moving to attack you. Roll initiative (you receive a +2 bonus on the first round) and conduct combat as normal.

Pit Zombie* (4) AC 6; HD 1, hp 5 each; #AT 3; Dmg 1d2 claw / 1d2 claw / 1d4 bite; SA none; SD undead; MV 18"; SZ M; THACO 19; AL CE; EXP 35 +1/hp

* See **New Monster** section

U4 They Are Coming

As you move across the room, your attention fixed on your destination, you hear a soft sound. Suddenly four zombies are sprinting across the room. Roll for initiative and conduct combat normally.

Pit Zombie* (4) AC 6; HD 1, hp 5 each; #AT 3; Dmg 1d2 claw / 1d2 claw / 1d4 bite; SA none; SD undead; MV 18"; SZ M; THACO 19; AL CE; EXP 35 +1/hp

* See **New Monster** section

U5 MedCare

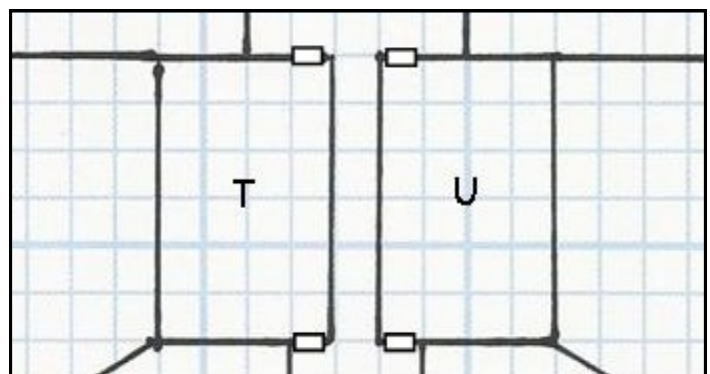
Each of the tables is numbered. They are completely cushioned and resemble a long chair or sofa, but their form is such that a human could lay slightly upright. A glass panel hangs above each table. Also, a strange U-shaped metal bar is hangs directly over each table. The bar is set within a track so that it can move along the table. Return to U.

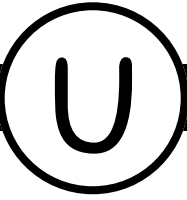
U6 Nightengale Nine

The large glass canister is smoked to be nearly black. You cannot see through the glass. A small metal panel is set in the middle of the canister. It is white with a solid red cross emblazoned within a blue circle.

Touch the red cross, go to U7

Return to U





NIGHTENGAL NINE

U7 A Woman In White

As your finger touches the cross, it glows bright red. The entire front of the canister opens. A woman in white steps out. You step back and get a better look. The woman is not human, but more like a living statue of metal.

"What is the nature of your injury?" asks the woman.

Ask her name, go to U8

Ask her for healing, go to U9

Ask her about this place, go to U12

U8 Nightengale Nine

"I am Nightengale Nine. Please state the nature of your injury and proceed to table one."

Move to table one, go to U10

U9 Nightengale Nine

"Please state the nature of your injury and proceed to table one."

Move to table one, go to U10

U10 The Table

The metal woman directs you to lie down on one of the cushioned tables.

"I am Nightengale Nine and everything will be fine," says the woman with a smile. As you get comfortable, the form of the table adjusts to your body proportions. You feel warmth come through the table and into your body. The large glass screen that hangs over the table lowers and Nightengale Nine brings it to life. Almost immediately a bright white light scans your body from head to toe.

"Starting procedure," says Nightengale Nine but this time her expression is more serious. A group of thin metal tentacles suddenly descends from the ceiling. One holds a small glass cylinder with a needle tip. It jabs it into your arm and everything goes black. Go to U11.

U11 Healed!

You awaken after what you think was a short time. But without being check a clock, you have no idea how long you were unconscious. What you do know is that all of your wounds have been healed (full hit points). Nightengale Nine notices that you are awake she moves to your bedside. With a smile she says, "All defects have been corrected. You may be on your way. Have a good day." With that, she returns to the glass canister. Return to U.

U12 Bridge

"You are in MedCare," replies the woman. "I am Nightengale Nine and if you require medical attention, please lie on a regeneration table and I will begin the procedure. For any other concerns, I direct you to the bridge and to Captain Ward.

Leave the room, go to V

Move to one of the tables, go to U10

V

THE SKULLS

Moving into this area you are shocked to see the entire floor is covered with skulls, several layers deep. Most are human but you clearly make out dwarf and elf skulls. There are also some humanoid skulls. All of the skulls have mark burned into their foreheads. It is some sort of symbol and this time your helmet cannot identify it. There is no way to walk through the room without disturbing the skulls.

If you have a method of flying (or levitation), you can proceed to Y.

If you try to walk through the room, go to V1

Pick up a skull without walking among them, go to V3

V1 Fear

As care as you can be, it is impossible to tread without touching the skulls. As your foot first touches several of them, images flash in your mind. You see a man with a sword gored to death by a minotaur. Then an elf is constricted to death by a giant serpent. A halfling is opening a chest when a piercer falls from the ceiling and pierces his back. The halfling stares in horror as the piercer bursts through his chest. The images are so real that you must make a saving throw vs. spell or flee in fear for 1d4 rounds. Your character will avoid entering chambers and stick to the halls. Roll 1d6 each round to determine if you have encountered a wandering monster. If the result is a 1-2 you have encountered a wandering monster. Conduct combat normally but you have a -2 to all attack rolls until the fear expires. You may return to this location and make another attempt to cross, go to V2.

V2 Idea!

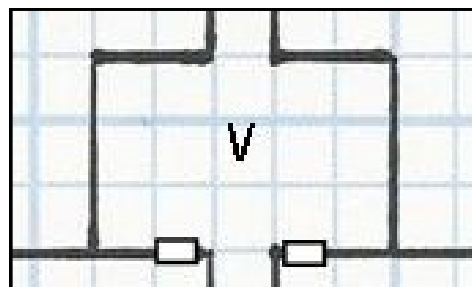
You stare at the expanse of skulls and girt yourself for another attempt to cross the room. You look up to say a quick prayer. It is then you see the tubes that run along the ceiling throughout the building. If you have visited location T or U, you may go and gather a chair so that you can reach the tubes.

Even on a chair, you must leap upward to grasp a tube. Make a strength check at +2 bonus. If you are successful, you may arrive at location Y. If you fail, you must save vs. spell (this time at -2 penalty) or run in fear for 1d6 rounds. Roll 1d6 each round to determine if you have encountered a wandering monster. If the result is a 1-2 you have encountered a wandering monster. Conduct combat normally but you have a -2 to all attack rolls until the fear expires. You may return to this location and make another attempt to cross, go to V2.

V3 Horror

No sooner do you grasp the skull that a vision flashes into your mind. A human wizard is running down a dark corridor. His face is etched in fear. Out of the darkness behind him a giant metal insect, not unlike a mosquito, yet ten times larger, barely misses striking the wizard in the head. The wizard turns down a side passage and enters a small room with a balcony - the wizard is in a tall structure and a hundred feet above the ground. He turns to retrace his steps when a fiendish red panther with bat wings enters the room. Its yellow eyes cast beams of light that coalesce around the mage. The wizard casts a spell and three glowing missiles streak toward the panther, but before they strike, the missiles simply fade into nothing. Then another metal mosquito flies from behind the panther toward the wizard. This time it strikes him in his chest. The mage stumbles backward and tumbles over the railing.

You must make a saving throw vs. spell or flee in fear for 1d4 rounds. Your character will avoid entering chambers and stick to the halls. Roll 1d6 each round to determine if you have encountered a wandering monster. If the result is a 1-2 you have encountered a wandering monster. Conduct combat normally but you have a -2 to all attack rolls until the fear expires. You may return to this location and make another attempt to cross, go to V2.





LABORATORY ALPHA

This room is in shambles. Debris is scattered everywhere including metal furniture, cabinets and damaged canisters of all sizes. The floor is stained various colors amid broken glass. Blast marks - presumably from sort of fire - dot the wall in various locations. The full length windows along the west and north wall are also dotted with the same scorching, but the windows appear undamaged. Outside, the winter storm continues to rage.

Search the room, go to W1

W1 Bottle

You move through the room carefully and diligently search for anything of value. After a short time you come to the conclusion that a horrific battle took place in this room. Then you see a small glass bottle filled with a bright blue liquid. The bottle is twice the size of a standard potion bottle. It is sealed with a glass top that twists into place - it is of the highest craftsmanship (and worth 100 gp).

Take a drink of the blue liquid, go to W2

Dip your finger in the liquid, go to W3

Pour some of the liquid on the floor, go to W4

W2 A Sip

You twist off the glass cap and take a sniff, but to no avail. The liquid has no odor. Bringing the glass to your lips you feel searing pain and suddenly the world is on fire. The pain is incredible but you manage to avoid the onrushing acid - only a minor bit of the acid fumes hit your lips. You suffer 1d3 damage. The bottle still holds two doses of the acid - you can fill two potion bottles. A single dose will inflict 3d4 points of damage if splashed on a single target. If an area is targeted, the acid will splash all within a 10' radius for 1d4 damage to each creature in the area of affect. One dose of acid will burn through any metal material (up to one inch).

Return to W.

W3 A Touch

You twist off the glass cap and take a sniff, but to no avail. The liquid has no odor. You tip the bottle slightly and a few drops land on your hand. If you are wearing gauntlets, the acid burns through and inflicts 1d2 damage. If you are not wearing gloves or something similar, you suffer 1d3 damage. The bottle still holds two doses of the acid - you can fill two potion bottles. A single dose will inflict 3d4 points of damage if splashed on a single target. If an area is targeted, the acid will splash all within a 10' radius for 1d4 damage to each creature in the area of affect. One dose of acid will burn through any metal material (up to one inch).

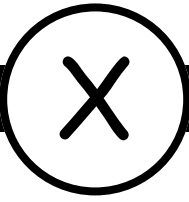
Return to W.

W4 A Drip

You twist off the glass cap and take a sniff, but to no avail. The liquid has no odor. With a slight tilt, you let one drop of the liquid fall onto a metal cabinet. The liquid strikes the metal and burns through in a flash. You flip over the cabinet and see the acid burned through the it completely. The floor beneath the cabinet is undamaged, and you notice it is not metal, but something made of a dense fiber. The bottle still holds two doses of the acid - you can fill two potion bottles. A single dose will inflict 3d4 points of damage if splashed on a single target. If an area is targeted, the acid will splash all within a 10' radius for 1d4 damage to each creature in the area of affect. One dose of acid will burn through any metal material (up to one inch).

Return to W.

See Map on Next Page



LABORATORY BRAVO

Your helmet illuminates this dark chamber. This room is scorched from floor to ceiling. Whatever was once in this chamber has been blasted to pieces and the debris is pushed against all the outer walls. From the burn marks, it is clear something exploded near the center of the room. The full-length windows in the east and north walls are still intact and undamaged, although debris lies on the floor in front of the windows. The snow storm rages outside.

Conduct a thorough search of the chamber, go to X1
Search center area of the chamber, go to X2

X1 A Victim

Moving through the chamber you cannot locate anything of value, or much less recognize. Then something catches your attention. An outline against the west wall takes on the vague shape of a human figure. Beneath the burn marks are some strange markings your helmet is having trouble deciphering. You notice something glints against your light at the feet of the scorched outline.

Pick up the item on the floor, go to X3
Study the glyphs beneath the burn marks, go to X4

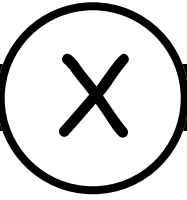
X2 Something Missing

Oddly, in the center of the chamber, in a perfect circle, there are no burn marks. The circle is three feet in diameter. It is as if something simply vanished during the explosion. Return to X.

X3 Out Of Place

You bend down and scrape away some ash and small pieces of debris to reveal a gem-encrusted, silver key. It is something keenly out of place in this building as it is something you recognize as dwarven. The tiny ruins are unmistakably dwarven and your helmet cannot translate them. But you recall the name - *Silverfire Key*. You slip the key in pouch. As you consider the impact of finding the key a shadow crosses your light. Looking up you see the scorched figure detach itself from the wall. The ashes at the feet of the image rise from the floor and coalesce around the figure. A pair of flaming eyes blaze to life. A palpable heat radiates from the ashen figure. The thing lashes out with a flaming claw. Roll for initiative but you suffer a -2 penalty on the first round. Conduct combat normally and go to X5.

Ashen* (1) AC 6; HD 3, hp 12; #AT 1; Dmg 1d6+1 flame lash; SA burning hands for 3 hp damage; SD undead; MV 12"; SZ M; THACO 16; AL CE; EXP 125 +4/hp



LABORATORY BETA

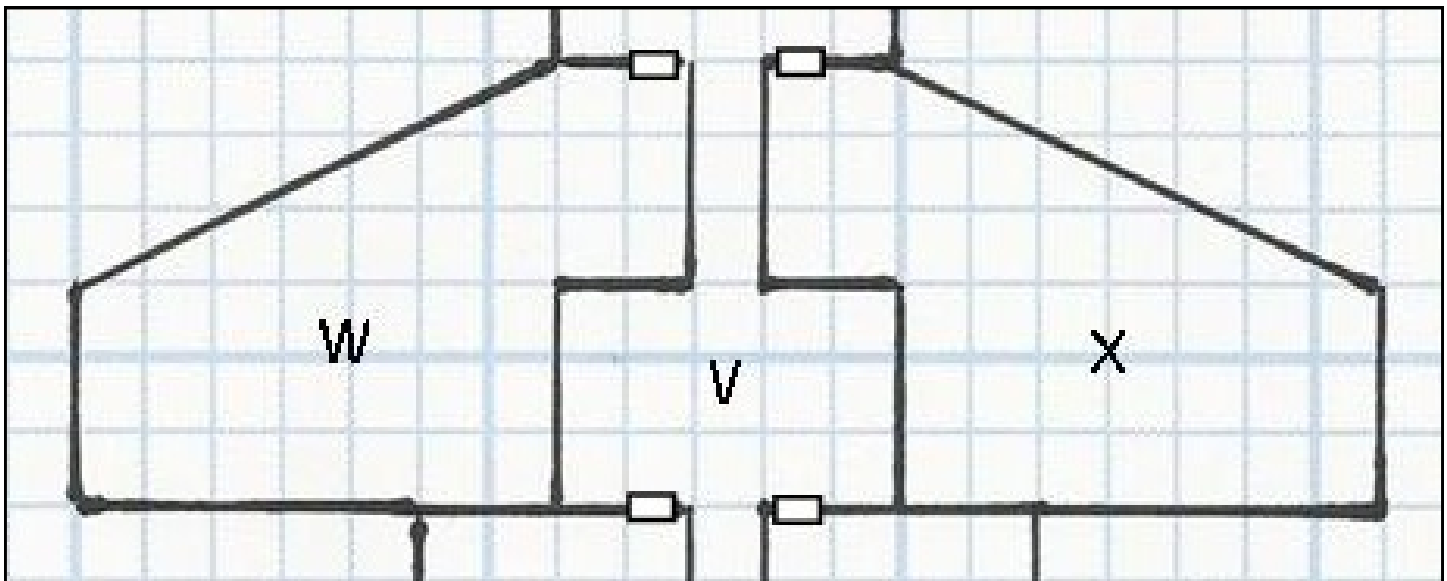
X4 Runes

Studying the strange letters you are having difficulty identifying the characters. The helmet scans the writing but no translation appears on the visor. As you move closer, a few of the characters spark your memory. The letters are dwarfish but the writing is anything but. The style is intricate and flowing - not unlike an elf, but it somehow feels darker. After a few minutes, you manage to identify enough of the letters to read the message: Here died Coren Stonefire. In flames, of course. As you consider the message, a shadow crosses your light. Looking up you see the scorched figure detach itself from the wall. The ashes at the feet of the image rise from the floor and coalesce around the figure. A pair of flaming eyes blaze to life. A palpable heat radiates from the ashen figure. The thing lashes out with a flaming claw. Roll for initiative but you suffer a -2 penalty on the first round. Conduct combat normally and go to X5.

Ashen* (1) AC 6; HD 3, hp 12; #AT 1; Dmg 1d6+1 flame lash; SA burning hands for 3 hp damage; SD undead; MV 12"; SZ M; THACO 16; AL CE; EXP 125 +4/hp

X5 Silverfire

The creature is defeated and a wispy cloud of ash falls to the floor lightly. You remember the key and remove it from the pouch. It is called a *Silverfire Key* (see **New Magic Item** section). They were given to blood relatives of the last king of the great silver mine - Anhastar. The keys could be used to unlock the secret vaults hidden deep within the mine. But when the dwarves dug too deep they found something that should not have been found. Anhastar fell to a the very evil it had hidden for centuries. The dwarves scattered across the world and most of the keys simply disappeared. You know there is more to the key, but for now, your memory is unclear.



Y

ALMOST INSTANT REPLAY

Just twenty feet into this long chamber you come an abrupt halt. The entire area is suddenly bathed in light. Then in a flash it is dark again. A spinning vortex of blackness appears a short distance ahead of you. Two figures step through the vortex, their cloaks snapping in response the whirling wind. Oddly, you feel no movement of air or sound. The two men move forward cautiously, each wearing a menagerie of light wounds. The dwarf wields a massive axe while the human carries a flail that glows a soft yellow. They move directly toward you, but it is obvious they do not see you. You can see them whisper to one another, but no sound comes to your ears. The two pass directly through you, as if they are aspirations. You turn to see them enter location X. Instinctively, you follow the pair. From the entry portal you see the two move through a room filled with tables, cabinets and other furniture you cannot identify. The pair split up and stalk through the chamber. Clearly they are searching for something, though their expressions are of that of wonder and confusion. They are as amazed by this place as are you. The dwarf bumps a table and several glass jars, filled with brightly color liquids, crash to the floor. The dwarf touches the liquid with his axe and then the chamber explodes in a brilliant blue light. As the smoke clears you see the human rise to his feet. Over the next few moments you see the human whisper a prayer over the ashes of what remains of the dwarf. The man then exits the room and returns toward the vortex. As he nears the void, you see a trio of ghouls emerge. The man, his back turned to you, lifts his free hand toward the ghouls and a brilliant flash of green light envelops the ghouls and they burn in a green fire before falling to the ground. The man leaps past the fallen ghouls and into the void just as it vanishes. And then you are standing in the dark again.

Investigate location X, go to X
Move forward, go to Y1

Y1 Three

As you move forward, to where you think the vortex raged, you see three forms lying on the floor at the edge of your light. Moving closer the entire chamber takes on its shape and you see there are no exits. The east, west and north walls are full length windows - the winter storm continues to rage. A five foot diameter dais, no more than three inches tall, is set in the floor in the western area of the chamber. The three figures on floor appear to be humanoid in general shape, but each is badly burned.

Investigate the dais, go to Y2
Inspect the corpses, go to Y3

Y2 Bridge

As you step on the dais, it glows a soft white light. Your helmet springs to life and you see one word flash on the visor: Bridge.

Say "bridge," go to Z
Exit the dais, go to Y1

Y3 Shades of Ghoul

Moving among the charred remains you can see they were once ghouls. The vampiric teeth and clawed hands are dead giveaways. Prodding the corpses results in no movement and no visible treasure. As you ready yourself to move away black, fog-like wisps circle each corpse. The wisps take shape and vaguely resemble the ghouls that still lie on the floor. Roll for initiative, although you gain a +2 advantage this round as the wisps take final form. Conduct combat as normal.

Shade Ghoul* (3) AC 6; HD 2-2; Hp 10, 8, 6; #AT 3; Dmg 1d2 claw / 1d2 claw / 1d4 bite; SA Minor Paralyzation; SD Undead; MV 9"; AL CE; Thaco 20; EXP 65 +2 per hp.

*See **New Monster** section

See Map on Page 39

Z

BRIDGE

No sooner does the word “bridge” exit your mouth than the dais begins to rise off the floor. It moves rapidly and as you look up, a voice in your head begs you to jump. But as the dais approaches the ceiling, a circular indentation - the same size of the dais - opens and you pass through. You are in a chamber much like the one you just left, only this one is smaller. The chamber is completely dark. Full length windows line the walls although the now familiar desks, glass screens and metal cabinets break up sections. A metal chair, with button-covered armrests is set in the center of the room. The chair faces directly north as does the human female occupying it! She nearly covered with a tight-fitting red colored armor. Her face is stark white and then you notice her eyes are closed. After a few seconds, the word “Main” appears on your visor.

Conduct a thorough review of the chamber, go to Z1
Approach the woman and try to awaken her, go to Z2
Say the word “main”, go to Z3

Z1 Restore

Moving around the chamber you see it resembles other locations throughout the building. The desks are covered with buttons, switches and dials. Glass panels are set throughout. Against the south wall of the chamber, a short metal cabinet is covered with a glass case. There are no buttons or switches. Beneath the glass case you see a circular tube that descends into the cabinet. The tube is empty. Make an intelligence check with a +2 bonus. If you make the check, go to Z4. Otherwise, select from below.

Try and open the glass case, go to Z5
Make a closer inspection of the cabinet, go to Z6
Return to Z

Z2 Sleep Mode

The woman appears to be sleeping, but you see no movement of her chest. The entire room is completely silent. As you inspect the perfect form of the woman, you notice that there is something unreal about her. It is as if she were a statue - ideally carved - and somehow a perfect representation of a human woman. Cautiously, but with irresistible curiosity, you touch her face. To the touch she is ice cold and skin feels more like metal than flesh. The woman remains unmoving. Return to Z.

Z3 Main

As you say the word, the dais again moves, but this time downward. After a few seconds the dais has descended to its original location at Y. Go to Y.

Z4 Main Power Restored

Staring at the tube, you recall the message you received while inspecting this building; “restore main power.” You withdraw the item your helmet identified as **Power Cell - Type A**. Its shape is a perfect fit for the tube. Flipping up the glass panel, you insert the power cell and it easily slides and locks into place. Immediately, the chamber is bathed in light and you hear muted sounds that have varied pitch - but all sounding somewhat like the buzzing of a bee. A moment later a shudder shakes the entire building and you nearly lose your balance. A very distant roar sends vibrations through the chamber. Unmistakably, you know the entire structure has shifted and moved.

Remove the power cell, go to Z7
Wait for something to happen, go to Z8

Z5 Something Familiar

The glass opens easily but it is what you see in its reflection that catches your eye. Behind the cabinet you see a metal canister. It is similar to the one you already carry - **Power Cell - Type A**. go to Z4.

See Map on Page 39

Z

THE END OF THE ROAD

Z6 Recall

Inspecting the case you discern some writing on its surface. Something has caused discoloration and it is faded, but your helmet manages to display the words: Power Cell - Type A. As you mouth the words, an image of the device appears on your visor. It is similar to the one you already carry - **Power Cell - Type A**. Go to Z4.

Z7 Too Late

Reaching into the cabinet, you grasp the top of the power cell. But as your fingers tighten around the cylinder you are blasted with a bolt of energy. You suffer 2d6 damage (save vs. dragon breath for half damage). Return to Z.

Z8 Helena

As the building continues to shudder you turn to the woman in the chair. In what should be a shocking moment, but has recently become the norm, you see the woman move. She stands and turns to face you.

"I am Helena. You are not a member of the crew and I take it you are indigenous to this world. I see you have discovered some of our technology and you have made excellent use of those resources. The ship is reset and the engines are again providing power. In just a few minutes the ship, along with everything it carries, will leave this world. Unless you prefer to leave your home world, I suggest you leave immediately. You must utilize one of the emergency escape pods. The *Envirohelm* you wear will guide you as I have uploaded the route. You have many questions, but no time. As you make your way from the ship, I will upload what I can to the *Envirohelm*. Simply access the memory - by commanding recent playback - and the *Envirohelm* will play the message. When you reach the escape pod, your helmet will connect with the pod's navigation system. You must concentrate on your destination - you hold the key."

Helena finishes and turns her attention to the glass screens that have come to life. You quickly scan the displays and see that the building you have entered is something much different. Helena called it a ship, and indeed it must be something of the sort - but built to ply the skies and you see it is rising above the raging winter storm and climbing above the mountains. You race for the dais and command it to descend. The helmet is guiding you to either location O or P. As the dais reaches the lower level, you leap and land in a run. But as you do so, a spinning black vortex appears - exactly as that in the vision you witnessed when you first entered this chamber.

Enter the vortex, go to Z9

Continue on to the escape pod, go to Z10 (You may only choose this option if you secured the **Red Key** (E3); otherwise, you must enter the vortex as the **Red Key** unlocks the escape pod.)

Z9 Cryptstalker

Entering the black vortex you are chilled to the bone. For a brief moment you feel as if your life is draining away. Then you break through the void and fall onto a stone floor. Your helmet's light illuminates the area. The vortex disappears and you stand. You stand in a massive corridor lined with intricately carved pillars. To your front, just beyond your light, sickly yellow eyes glow in the darkness. Then more pairs of eyes join the first. A low chorus of growls breaks the silence.

"Defiler," comes a nightmarish voice, "welcome to the Sanctum of the Silver Slayer!"

(Go to page **Conclusion** on page 39; your character gains 1,500 experience points for completing the adventure)

Z10 Cryptstalker

Stepping into the rounded closet, you recall what Helena said about a key. You withdraw the Silverfire Key and an image of the Anhastar comes to mind. While you have never been to the mine, you have seen paintings of the mythical place. Suddenly, you feel a shock of movement. It is as if you are in free fall. After a few minutes there is a jarring crash and you crawl out of the tight canister. You are on a mountain top ledge and before you stand partially opened portals of silver-laced granite. From within you hear a voice.

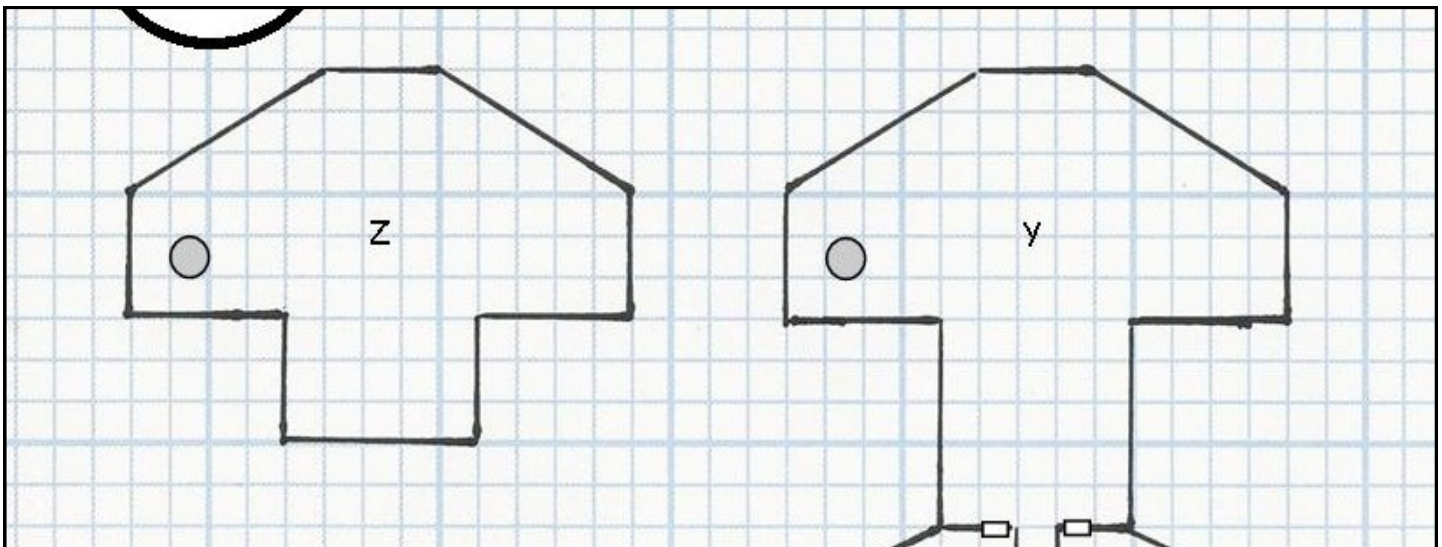
"Defiler, welcome to the Sanctum of the Silver Slayer!"

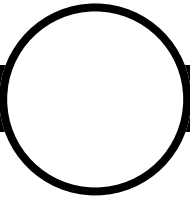
(Go to page **Conclusion** on page 39; your character gains 1,500 experience points for completing the adventure)

CONCLUSION

Saga of the Red Moon

In the far distant future, mankind is nearing extinction. A strange disease, woven into the very DNA of every human being is eradicating the species. There is no cure and hope is quickly fading. Salvation must be found in the past - before the disease infected the DNA of humans. But time travel - although discovered - is deadly to the human body. Only a very few can survive a single time jump and even fewer have survived two jumps. None have lived through three. Also, the timejumper device is unstable and inconsistent. Tests were needed to improve the device and one such test was to jump a star ship and its crew. The Red Moon was the first such test. Immediately upon jumping the Red Moon suffered an explosion near the main engine rooms and it was forced to land on the planet - something that was to be avoided. The ship landed and as the crew moved to make repairs they discovered their drones - an alien race of passive creatures that could withstand time travel - had mutated into blood-thirsty savages. Only one crew member managed to exit the ship, but he was mortally wounded and died quickly. In the chaos, the Red Moon's main power was deactivated in an attempt to imprison the savage drones within several compartments. But the attempt failed and the ship dormant for years. A group of barbarians discovered the ship and the dead crewman. They worshipped the ship as the home of their gods and built a makeshift temple on the vessel. But as time moved on, so did the barbarians and the ship remained hidden within the isolated valley. Unless someone could enter the ship and restore power, the Red Moon would never fly again and mankind would be doomed.





NEW MONSTERS

Savage Drone

Savage drones are alien creatures that perform tasks for their master, which is generally a android (type Red Queen). These creatures have low intelligence and do not speak or have language, though a Red Queen can telepathically communicate with them. Amongst themselves, they can communicate basic instructions and actions through a “hissing” sound. An outer skeleton of bone plates covers most of their body. They are near black in color. The lower half of their body is snake-like, while the upper portion is humanoid with two arms, a neck, and head. They have razor sharp claws (1d4 damage) for hands and their heads are slightly reptilian, but like their body, it is covered with a hard carapace. The creature’s tail ends in a sharp blade (1d6 damage). A drone can attack with both claws or its tail or a bite. Savage drones may also spray acid (spitting) for 1d8 damage three times per day.

Cryptfiend

When a cryptstalker slays any demi-human or humanoid, the slain creature will rise as a cryptfiend one turn after it is killed. The cryptfiend is a form of undead and generally appear as a zombie version of whatever they were in true life. However, they are much stronger and have slight intelligence. Cryptfiends are given a task, typically to guard a tomb. Cryptfiends possess the same attack form and hit dice as they did in life. Defensively, cryptfiends can only be struck by silver or magic weapons and are unaffected by *sleep*, *charm* and *hold* spells. They are turned as a ghast in all cases. The touch of a cryptfiend causes immediate infection of a powerful disease (save vs. poison to avoid). The disease will affect the victim within 1d6 rounds of contact. The disease drains the victim of 1d3 hp per round for 1d4 rounds and then burns out (the disease is not cumulative). Additionally, the victim suffers -4 to all combat rolls including all saving throws. The victim’s AC is also increased by +4 for the duration of the disease. Diseased characters that attempt to cast a spell must make an intelligence (for magic users) or wisdom (for clerics/druids) check at -4 to successfully cast their spell. Any who touch an afflicted character must make a saving throw vs. poison or they will also become afflicted (for a 1d4 rounds). A *remove disease* spell immediately stops further effects including transfer to the spell caster. Cryptfiends move slightly slower than most creatures and suffer a -2 to their initiative checks.

Frost Elemental

These lesser elementals roam the prime material plane in search of victims to slay. Unlike more powerful elementals, a frost elemental must remain in wintery or freezing conditions. It simply cannot survive in temperatures greater than freezing. They appear much like vortex of spinning ice and snow (generally 5-10’ in height). They have bright blue eyes which are clearly identifiable. The abhor all living creatures and attack on sight. Frost elementals are often under the control of white dragons, frost giants, etc.

Plantling

These small creatures are not native to the world, but the accidental creation of an experiment aboard the star ship Red Moon. They appear as humanoid-type creatures, but they are completely plant-based. They are very small - usually one foot tall. Plantlings are grown from seed pods that grow from a vine-like plant. These creatures have only one desire and that is to bring water and food to their vine. Food is often in the form of other living creatures.

Pit Zombie

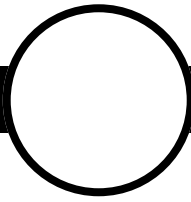
Pit zombies are similar in appearance to normal zombies with the exception they are always dead elves. These foul undead were the result of a hundreds of elf prisoners left underground to perish in the Prison Vault of Balir. A pit zombie has less hit dice than a standard zombie but it is more than twice as fast. Pit zombies attack with two claw-like hands and a bite. They are ravenous creatures and attack any living things they can catch. While minimally intelligent, they do harbor an extreme hatred of dwarves and they will attack them over and above any other creature. Pit zombies receive a +1 bonus to hit dwarves. These undead are immune to charm and sleep effects. They are turned as standard zombies. If an elf is killed by a pit zombie, it will rise as a pit zombie in two rounds.

Ashen

When a creature is incinerated in a flash of fire or explosion there is chance its spirit survives - albeit twisted and evil. These undead remain at the location of the death and attempt to destroy any they encounter. They typically wield a fiery whip that inflicts 1d6+1 damage. An ashen may also cast burn hands three times per day for 3 hp damage.

Shade Ghoul

A ghoul that is destroyed by the turning power of cleric has a 10% chance of rising again as a shade ghoul - which is a weaker version of its former self. Their paralyzation has a duration of one round and targets save at +4.



NEW MAGIC ITEMS

Envirohelmet

This helmet is made of a material that cannot be found anywhere on the planet. It is smooth with a glass visor that is black in color - the wearer can see out, but none can see in! An elastic cloth fits snugly around the wearer's neck and air enters the helmet through gill-like vents on its side. The helmet has several abilities - that while appear magical - radiate no magic whatsoever. The wearer can command, at will, a light to shine forward (10' wide x 60' long). When the light is not used, the wearer has a modified infravision, but all heat sources are colored green. At night, and outside of a structure, the wearer can see as if he were in daylight with a range of 120'. Underground, the vision limit is 60'. The wearer also saves vs. poison gas at +2. Finally, the wearer can breath under water indefinitely.

Value: 3,000 gp

Mark VII Plasma Side Arm

This weapon appears a to be a cross between a drow hand crossbow and a wand. By depressing the trigger, the weapon fires a blast of red energy, similar to a small bolt of lightning. The weapon can only target one creature per round. A blast from the weapon inflicts 4d6 damage with a save vs. spell for half damage. The damage is fire-based. The weapon can fire 30 times before it requires charging - which can only be accomplished on the Red Moon (which is now gone). The wielder must make an attack roll to hit at +4.

Value: 2,000 gp

Stiener Model 42

This weapon closely resembles the Mark VII, but it is slightly longer and more intricate. When fired, a green burst of energy shoots forward. It can only target one opponent. Living targets (animals, humanoids, insects, etc.) must save vs. paralyzation or be paralyzed for 2d4 turns. The wielder must make an attack roll at +4 to hit. The weapon can be used 20 times before it runs out of charges.

Value: 2,000 gp

Mini Torch

This silver cylinder is about half the size of a scroll tube. A red button ignites a short 4" flame. The mini torch illuminates an area 10' in diameter. It can also burn through up to three inches of metal at a rate of one foot per round. The mini torch has enough fuel to run for 50 rounds. It cannot be refueled.

Value: 2,000 gp

Silverfire Key

These special keys were crafted by the last king of Anhastar - a massive dwarven silver mine and city. The keys were given to each member of the royal family. Each key was a master key and open the vaults deep within the dwarven royal palace. When the king finally died, he left no direct heirs and those relatives that had keys quickly fell into disagreement. Disagreement turned into civil war and that is when Anhastar came under attack by a demon and its minions. The dwarves fled and Anhastar was abandoned. None have dared enter the halls in more than 100 years. These keys have the added magical ability to cast a *knock* spell once per day.

Value: 1,000 gp

I1 Grave of the Green Flame is completed under version 1.0 of the Open Game License and the System Reference Document by permission from Wizards of the Coast, Inc. Additional printings will incorporate final versions of the license and document.

Designation of Product Identity: The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License (version 1.0): Any and all Pacesetter Games & Simulations logos and identifying marks and trade dress; all proper nouns, monster names, NPC names, geographic terms, capitalized terms, artwork, maps, symbols, descriptions, digital graphic art, and illustrations, as well as any Basic /Expert Dungeon Adventure logos and identifying marks and trade dress; all proper nouns, monster names, NPC names, geographic terms, capitalized terms, artwork, maps, symbols, descriptions, digital graphic art, and illustrations, except such elements that already appear in the System Reference Document.

Designation of Open Content: Subject to the Product Identity designation above, all NPC, creature, and trap statistic blocks are designated as Open Game Content, as well as spell names, weapon statistics, and other elements that are derived from the System Reference Document. No art or illustration is open content.

Some portions of this book which are delineated Open Game Content originate from the System Reference Document and are copyright 1999, 2000 Wizards of the Coast, Inc. The remainder of these Open Game Content portions of this book are hereby added to Open Game Content and, if so used, should bear the copyright notice "First Edition Advanced Game Adventure: Grave of the Green Flame. Copyright Pacesetter Games & Simulations 2011. Contact at pacesettergames.com."

Grave of the Green Flame is © 2011 Pacesetter Games & Simulations.

Dungeons & Dragons® and Wizards of the Coast® are Registered Trademarks of Wizards of the Coast, Inc., and are used with Permission. Open Game Content may only be used under and in the terms of the Open Game License.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains

a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

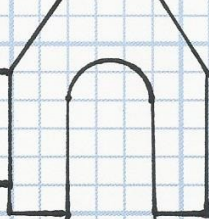
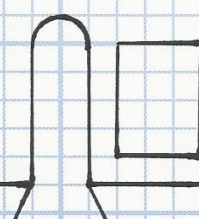
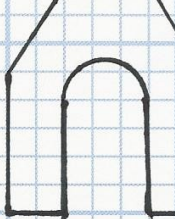
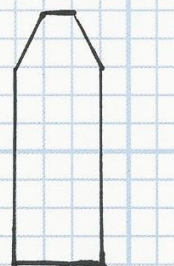
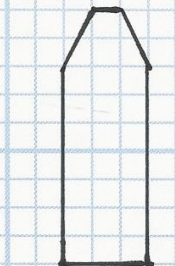
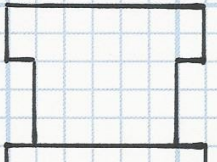
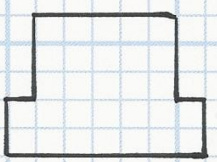
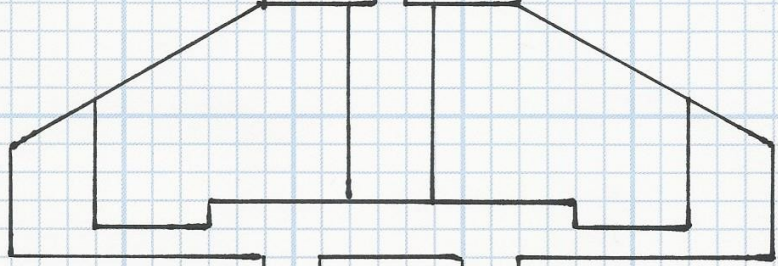
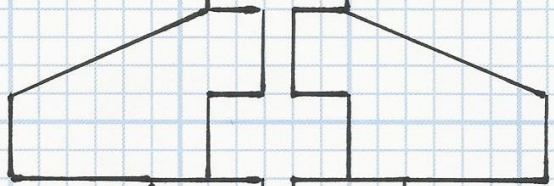
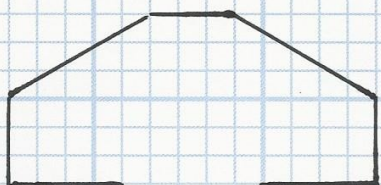
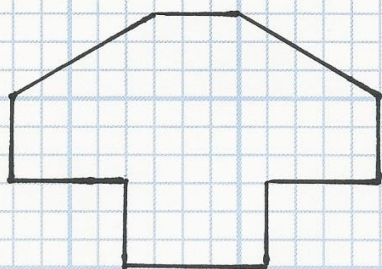
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

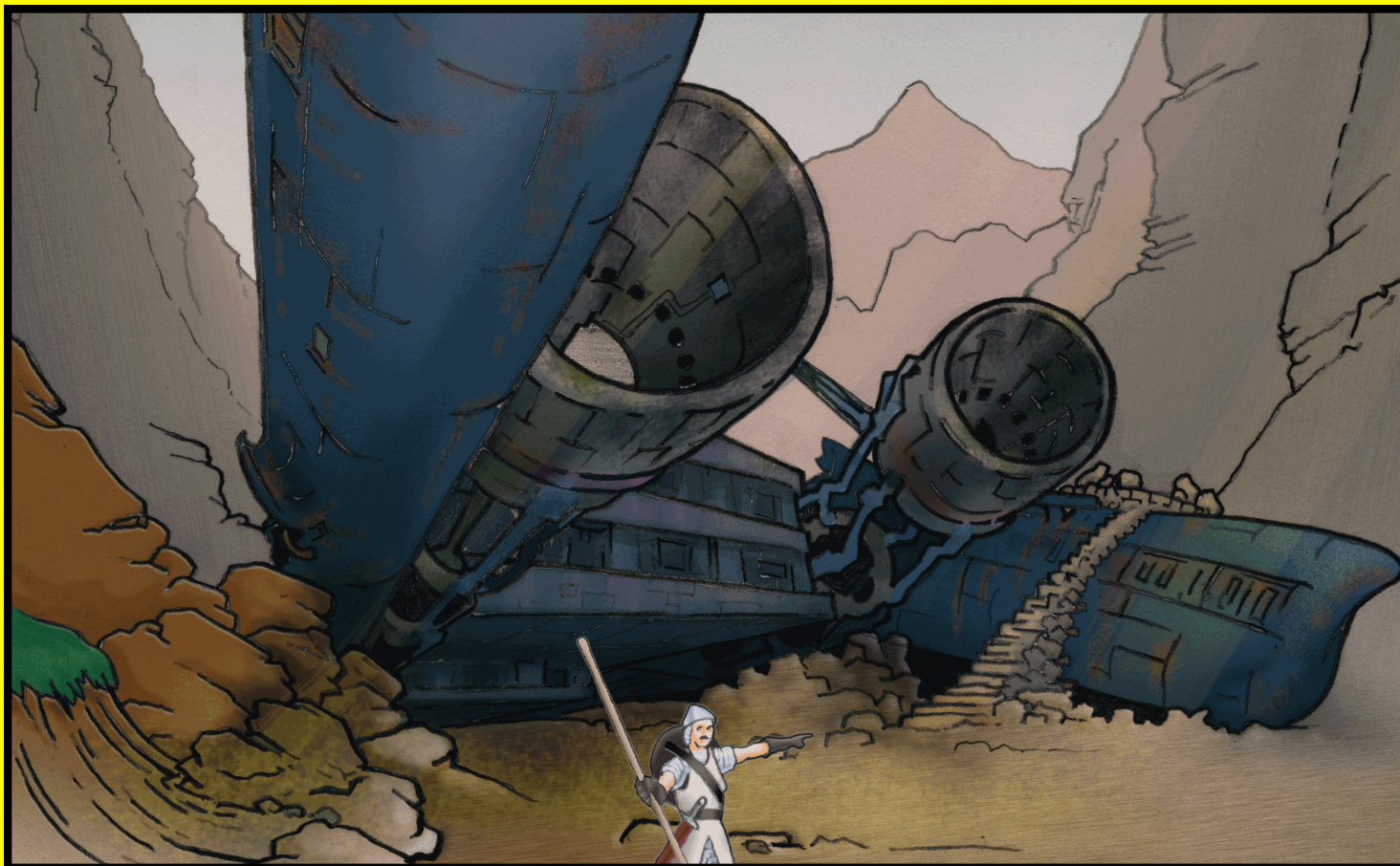
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE
Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.





Ruins of the Red Moon is a solo module for use with the First Edition Advanced game system and is fully compatible with the OSRIC rules system. This adventure uses the Pacesetter Games & Simulations SoloSystem™ for enhanced individual gaming. The scenario is designed for a single, fourth level player character (PC). Any character class may successfully navigate the dangers in this module.

The adventure starts with the PC making his way through a desolate mountain range. Late fall has given way to a frigid winter. Snow and freezing temperatures threaten the PC with death by exposure. A blizzard is near and the PC must find shelter to survive the night. As he enters yet another barren valley, a massive and strange structure blocks his path.

This module can be played as a solo dungeon as intended or run as a standard adventure module with a DM and single player or multiple players. If used with multiple player characters, the PC level range should be reduced to first level.



Pacesetter Game & Simulations
2699 Katie Lane
Milford, Michigan 48380

Pacesettergames.com

2010
©2014, Pacesetter Games & Simulations
\$14.00