

DUNGEONS & DRAGONS®

Master Game Adventure

Into the Maelstrom

by Bruce and Beatrice Heard



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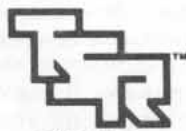
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INTRODUCTION

Into the Maelstrom must be played with the D&D® Master Set rules. Four to eight characters of levels 25 to 30 should join the adventure. For the best results, the party should have a minimum of 150 levels at the beginning of the game.

As soon as the party is ready to start the adventure, give them the Players' Map on the outside cover. DM Map 1 on page 3 is for your reference. It is identical to the Players' Map except for the island of Alphaks.

Norwold, early Winter:

On a dark and gloomy morning, a cold billowing fog rose over deserted fields and hamlets of Norwold. This pestilence carries the smell of poison and death. Its unnatural gray swirls cover everything, choking all life that is exposed for more than a day. This foul wind has ravaged the northern realms for three weeks. Peasants tell tales of horrible rains that burn, leaving dry and barren soil. Neighboring realms totter and epidemics threaten the cities. Famine-stricken peasant communities flee southward into the hands of ruthless bandits. Woe and chaos spread among the population.

King Ericall's Court, Council of Norwold:

"Your Royal Majesty, we cannot wait much longer. Baron Norlan of Qeodhar has renewed his ultimatum. Your subjects are slowly perishing from his demonic fumes, and the realm is now on the verge of panic. We must accept his demands of allegiance or meet our doom."

"Never! We shall not surrender to this bold and evil blackmail! Baron Norlan is a mere puppet of another power. And I will unveil he who is behind the plot."

"But Your Majesty, we may very well run into the might of Alpathia, or worse, Thyatis. A war could utterly ravage what now remains of our land."

"So be it! The poisonous fog isn't any better, and surrendering as slaves might be worse. Norwold is no prey for petty vultures, and those plotting to tread our soil must move forward and pay the full cost for their despicable treachery. My loyal lords, may our forces on land and at sea be raised at once, and let us face destiny with the pride and honor that is ours! Sail to Qeodhar and show this miserable lordling the price of his impudence! Then we shall see!"

Dungeon Master Background

The Barony of Qeodhar, a small isle across the northernmost ocean of Alpathia, is not responsible for the poisonous winds destroying the PC's lands. The baron is unaware of this occurrence. The culprit is an ancient and utterly powerful creature named Alphaks. He sent the ultimatum to Norwold, in the name of Baron Norlan of Qeodhar, in order to make King Ericall of Norwold believe the baron is responsible for the killing fog.

Alphaks is a chaotic Immortal who plans to force Alpathia and Thyatis into a major conflict to bring their doom, as well as woe and destruction upon the rest of mankind. His plan is to trick Norwold into attacking Qeodhar, a dominion under the fealty of Alpathia. An Alpathian intervention against Norwold will certainly provoke an involvement of Thyatis, the rival of Alpathia.

Centuries ago, Alphaks was a despotic Alpathian emperor. His own subjects betrayed him, causing a disastrous revolt that nearly destroyed the Alpathian civilization. After reaching Immortality, he finally returned for revenge. Through a gate he opened from the plane of earth, he created a mountain in the Alpathian sea. From the top, it appears to be a normal volcano spewing forth gray-green fumes. These are the fumes that have spread over the land. However, the mountain contains no lava, but rather a two-way vortex to a Plane of Death. The fumes are created by the mixing of the two alien atmospheres.

Alphaks' recent arrival on this world has caught the attention of two other major Immortals, Koryis and Vanya, who have already started a quasi-divine challenge over the fate of several nations. Though their intervention has never been noticed by mortals, they indeed manipulate events to achieve their own particular goals.

The Immortals' Plot

All three Immortals have specific reasons for intervening. They will oppose or support the player characters' armada, in order to satisfy their spiritual goals and gain power in their respective spheres of power.

They have specific goals to achieve which are explained in each section of the adventure. Upon reaching their goals, the Immortals score points that determine the dominating Immortal at the end of the adventure.

Koryis, Patron of Peace and Prosperity

Koryis is a Lawful temporal from the sphere of Thought. He opposes wars and vio-

lence. He wants to prevent Alphaks from reaching his goals and to maintain peace. He first tries to prevent the party from meeting Norlan, the Baron of Qeodhar. Alphaks' plans are obvious and Koryis wants to avoid a long and bloody war.

Vanya, Patroness of War and Conquerors

Vanya is a Neutral temporal from the sphere of Time. She is solely interested in history, glory, and heroism. She naturally is on the side of the conquerors; whether they are right or wrong does not matter. She tends to turn against her followers if they are defeated, then support the other side as her new champions. In the course of the adventure, she often changes her positions. To balance the forces of the spheres, she alternatively supports Alphaks or Koryis.

Alphaks, Patron of Chaos and Revenge

Alphaks is a chaotic temporal from the sphere of Death. After he was abandoned on another world, he managed to continue his ascension to Immortality. Now that his immediate needs have been satisfied, he decided it is time to seek revenge.

He plans to provoke a major conflict between Alpathia and Thyatis in order to destroy his much hated descendants, and to spread chaos and destruction among the entire world. His goal is to trick Norwold into invading Qeodhar, as described in the DM's Notes. He is aware of the baron's treachery and knows this will precipitate a violent conflict between the two empires.

Background on Qeodhar, Alpathia, and Thyatis

Alpathia is the oldest empire of the world. It is located on a massive island off the eastern coast of Norwold. The empire built its power on a solid foundation of magic, with no less than a thousand wizards ruling the empire's council.

Thyatis is much younger than Alpathia. This empire has spread rapidly and now encompasses several large islands off the southern coast of the continent.

Both empires have been rivals for a long time, particularly over the control of Norwold dominions. It has no importance which force controls the region. Although they seek total independence, the local lords know that if the two civilizations clash, the major battles will be fought on their land, spreading death and poverty. Such a war must be avoided at any cost.

The Baron Norlan of Qeodhar was a minor ally of the Alpathian empire, however, his plot to marry an imperial princess failed and

since then, he has decided to secretly switch camps and swear allegiance to Thincol the Brave, emperor of Thyatis. However, Norlan does not intend to attack Norwold. He is unaware of Alphaks' mountain and the death fog.

More background information on the two empires and Norwold can be found in adventure CM1, *Test of the Warlords*.

Raising a Fleet

King Ericall of Norwold decided to attack Qeodhar and ordered troops and fleets to assemble. The player characters are summoned to the Royal Court of Norwold, in the citadel of Alpha. They are to join the fleet, either as heroes or as commanders, and sail to the Barony of Qeodhar. Their mission is to invade the barony and bring Norlan back to Norwold, dead or alive. Inform the players of the king's suspicions about Norlan's motives and the council's fears of war with either Thyatis or Alpathia. If the mission is successful, the party and NPC commanders (if any) are promised a generous monetary reward as well as some nobility concessions. This is up to the DM, according to the campaign.

Once a war fleet is raised and the PCs fully prepare for war, go to Chapter 1 and start the adventure.

If the adventure is to be part of a campaign, player characters could already be rulers of dominions. They are welcome to use their characters' land and naval forces, however, make sure the players' fleets are of sufficient strengths for this adventure. Since this expedition takes (game) months, if not years, to complete, expect casualties and attrition. Therefore, the following minimums are advised from the beginning:

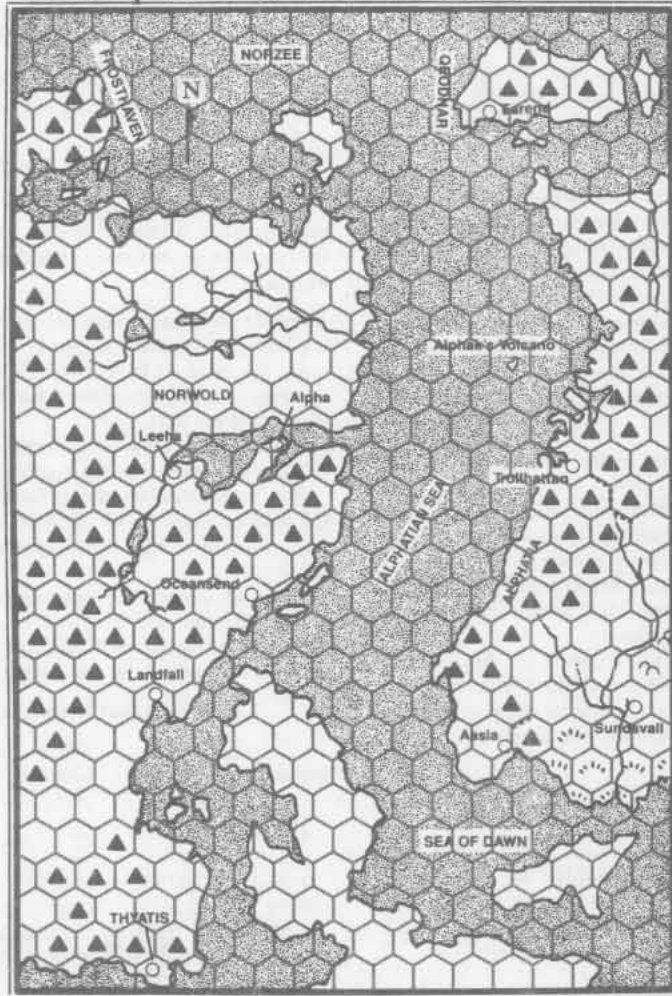
Army: at least 4,000 men able to fight (troop class = fair or better, for a total of 8,000 levels or HD of creatures).

Fleet: any fleet able to transport the army (and mounts if any). Galleys equipped with ramming devices and artillery are desirable.

If the party is low-level or has few in fleets and armies, feel free to use prerolled characters as NPCs, or some of the fleets suggested in the Prerolled Characters section, to supplement the party's forces.

If the PCs have no fleet at all, they may be appointed commanders of the prerolled fleet, or act as heroes, with no military authority. Assign one squadron to each player character that chooses to be a commander. Appoint extra players as deputy commanders. The

DM-Map #1 - SEA OF ALPHATIA



MAP KEY

	Mountains		Lake
	Hills		Ocean/Sea
	Marshes		Mountain Pass
	River		City

Scale: 1 hex = 150 miles

commanders may gather on a flag ship.

Once the party's fleet leaves its port, the fleets cannot be added to or modified. Destroyed ships that legitimately belong to a PC may not be replaced by a prerolled fleet once the adventure has started.

Prerolled Fleets: Fleet 1 is a multipurpose force. Fleet 2 is a major task force which primary use is offensive. It should be supported by a convoy containing supplies for the troop if the fleet leaves for a long campaign. Fleet 3 is a less disciplined invasion force. However, it can be used independently on land or at sea, since the crew can act either as sailors or fighting troops. Fleet 4 is a convoy type, with less offensive or defensive power, but more

cargo capacity and speed. It transports either troops, mounts, supplies, weapons, prisoners, or treasure.

Monster and Random Encounter Tables

Whenever a specific creature is mentioned in the adventure, refer to the tables appearing on the inside of the adventure cover. Random Encounters are also located on the outside cover. Each column on this table corresponds to a chapter of the adventure. The chances and frequencies of Random Encounters are explained at the beginning of each section.

INTRODUCTION

The Sea Machine

Many naval battles may occur during this adventure. Run them according to the War Machine rules, but with the following modifications:

A fleet is composed of ships, sailors, rowers, and marine troops. The role of the ships, aside from being a transport, is to carry artillery, or devices able to sink other ships. Sailors do not normally fight, except to defend their vessel against boarding; as far as this adventure is concerned, rowers never fight (unless they are seamen). Marines board and seize enemy ships, or disembark to attack land objectives.

Different battle ratings should be determined to evaluate the full power of ships and their troops. The following steps are suggested to get an acceptable result.

Step 1: Determine the marines' Battle Rating (BR) in each force.

Step 2: Determine the sailors' Basic Force Rating (BFR), ignoring Equipment and Special Troop Factors. Ignore rowers, unless they are not needed to control the ship and able to fight. Determine the total Hull Points (HP) of each type of ship in the fleets.

Step 3: Determine the ships' BR, starting from the sailors BFR (see step 2). Use the modifiers below. Each time a condition applies, add one tenth of the original BFR as a bonus.

Galleys:

- if 20% of fleet's total Hull Points are galleys
- if 50% of fleet's total HP are galleys
- if 80% of fleet's total HP are galleys

Artillery:

- if 20% of vessels have artillery
- if 50% of vessels have artillery

Ramming Device:

- if 20% of vessels have a ramming or crushing device
- if 50% of vessels have a ramming or crushing device

Magical:

- if 1% of fleet's total Hull Points are magically enchanted
- if 20% of fleet's total HP are magically enchanted
- if 100% of fleet's total HP are magically enchanted

Flying:

- if 1% of fleet's total HP can maneuver in a 3-dimensional space*
- if 20% of fleet's total HP can maneuver in a 3-dimensional space*
- if 100% of fleet's total HP can maneuver in a 3-dimensional space*

(*) Applies to fleets able to fly, move underwater, or maneuver in another plane.

Speed:

- if the fleet has an average speed of 150 ft/round
- if the fleet has an average speed of 300 ft/round

p. rowers are seamen (not slaves, or condemned prisoners)

Penalty (reduce BFR instead, if):

- rowers* are less than 1/2 their original numbers
- sailors* are less than 1/2 their original numbers

(*) Cannot use rowers if reduced to less than 1/4 their original numbers. A ship cannot use its sails if sailors are reduced to less than 1/4 of their numbers.

Step 4: Make an average of both BRs (by adding both and dividing by two). The total indicates the final FLEET BR. Then determine separate combat modifiers for the fighting troops and the fleet.

For troops: base the ratio on the marines' total HD or levels rather than the number of creatures.

For the ships/sailors, determine the ratio from the total number of HP involved in each force (the sailors/rowers are then considered as part of the ship).

Make an average of both combat modifiers (as above) and add it to the fleet/troop BR. Resolve the combat with normal War Machine rules, using instead the table below.

Naval Combat Result Table

Difference	Ship	Extra	
	Damage W:L	Casualties W:L	Fatigue W:L
1-8	0:5%	—	N:N
9-15	0:10%	—	N:N
16-24	5%:15%	0:10%	N:M
25-30	5%:20%	0:20%	N:M
31-38	5%:25%	1/2X:20%	M:S
39-50	10%:30%	1/2X:30%	M:S
51-63	10%:35%	X:40%	N:N
64-80	15%:40%	0:30%	N:N
81-90	15%:50%	X:50%	N:M
91-100	20%:60%	X:60%	M:M
101-120	20%:70%	1/2X:50%	M:S
121-150	25%:80%	0:30%	N:S
151 +	25%:90%	1/2X:70%	N:SU

W: Winner, L: Loser

% = The percent casualties, in HP for ships, in HD or levels for creatures.

X, 1/2X = the winner suffers the same amount or 1/2 the loser's casualties (in HD or levels).

N = The force is not fatigued.

M = The force is moderately fatigued.

S = The force is seriously fatigued.

F = The force flees to its original port.

U = Remaining ships surrender to winner.

How to Use the Chart

Step 5: Determine the damage the ships receive (Ship Damage). Force A chooses what types of ships are affected in fleet B, up to the total of damaged HP. Ship Damage may be equally divided among different types of ships. Fleet B chooses which specific ships within the given types

are affected in its own force. Repeat procedure if fleet A has Ship Damage as well. Unallocated Hull Points of damage are ignored. For purposes of combat, damaged ships are considered lost with their passengers.

Step 6: The winner captures up to 1/4 of the opponent's lost ships; their passengers take 50% casualties and surrender. To keep a seized ship, the winner must dispatch a minimum of 12 sailors and/or marines to maintain order on board. Otherwise, the winner must either free or destroy the captured ship.

Step 7: Determine Extra Casualties for the troops (marines, sailors, rowers) on undamaged ships. Extra Casualties are evenly applied to each type of troop, rounded down.

Step 8: Determine Fatigue effects on marines, sailors, and rowers. Two consecutive "M" results are equivalent to a "Seriously Fatigued" status. An "S" result for a fleet halves the galleys' oar speed.

The losing force always withdraws. No winner should ever suffer more than twice the loser's destroyed HP. Seized ships are not considered damaged. Ignore excess HP of damage.

Likewise, the loser should never suffer more than 10 times the winner's HP of damage. This is to limit the effects of a suicidal attack from a small Elite force.

Recovering Losses

The winning force (or one remaining in the area after battle) may recover up to 1/3 its damaged HP or troop casualties (wounded, unconscious, or disorganized troops, men at sea). Recovery of ships is determined in HP rather than in number of ships.

Recovered ships are treated as 10 Hull-Point wrecks (out-of-combat) until repaired in port. Those ships must be the type of vessels sunk during battle. If the amount of recoverable HP is insufficient to allow one ship to be salvaged (at full HP strength), then the ship cannot be recovered.

The characters have a chance to hire some prisoners into their own fleet. For each group of 50 prisoners of Chaotic or Neutral alignment (other than elite troops or monster types), roll 1d20, and apply the proposing character's Charisma bonus/penalty. With a modified score of 18 or higher, the group of prisoners joins the party's ranks. Otherwise, the party may freely use them as slave rowers in their galleys.

Ex-prisoners have a 60% chance of deserting in any port. However, after three months aboard, treat the ex-prisoners as regular sailors/troops. It is normally not advised to have ships solely manned by recent ex-prisoners.

Any sail ship can contain twice as many prisoners as a normal shipload of marines. If desired, any ship may contain 5-10 extra prisoners in their bilge. Allow the player characters to hire mercenary troops and sailors in friendly ports to make up for their troop casualties.

Chapter 1: INTO THE MAELSTROM

Encounter Setting

The party's fleet leaves one of the ports in Norwold, sailing northeast. The sky is overcast and a moderate breeze blows from the east. A day after their departure, the gray fog dissipates as the winds increase. If the party returns to their port, the fog rises again, until the fleet sets sail again to invade Farend, the major city of Qeodhar.

For random encounters, use the first column of the Random Encounters table on the inside of cover. Such encounters should occur once per day when the time seems appropriate. Avoid them if the party's fleet has already taken heavy damages.

This section functions as a programmed adventure. Based on what the party manages to do, a different sequence of encounters may occur. After each encounter, write down the points allocated to the winning immortal. When the fleet finally enters the maelstrom, read the Aftermath section at the end of this chapter.

Immortals' Goals

Koryis: hastily attempts to prevent contact between the party's fleet and the Baron, since that would increase the chances for war. Koryis cannot affect Alphaks' volcano, but hopes to discourage him by causing the fleet to return to its original port.

Vanya: expects the party to conquer the barony of Qeodhar. For the time being, Koryis is her main opponent.

Alphaks: his goal is to cause the party to meet the Baron. When the party is at sea, Alphaks closes the portal, ending the fumes so his island cannot be discovered.

Encounter Key

The following encounter must be played first, anytime the armada leaves Norwold. Read the text below to the players:

1. The Heralds of Peace

The low sun of northern summer glistens on the crest of the waves, between large ice-floes. As the ships sail by, occasional communities of seals basking on the ice dive into the frigid green water. The brisk, cold wind blows swirls of snow off huge icebergs. The mountains of ice tower majestically over the armada.

Suddenly, three huge white lizard-like creatures rise from behind the ice pack, roaring like a thousand thunders. Awe and absolute terror spread among the men.

The creatures are ancient and huge dragons. Koryis has magically enchanted them to inspire absolute panic in anything with 5 HD/levels or less. If the party is very powerful, give the dragons a 75% Anti-Magic resistance. The dragons' orders are to stop the fleet and cause it to turn back to its port.

Seeing the dragons, all the ships with no PCs on board are 80% likely to sail back home (roll percentile dice for each group of 5 ships). The others remain under the orders of their commanders. As long as the three dragons are there, the PCs do not succeed in rallying the fugitives. On board the PCs' ships, the crew attempts to abandon the ships (roll 1-2 on 1d10) or run into the cargo hold to shamelessly hide in barrels or crates (roll 3-6 on 1d10), or remain at their fighting quarters. Make one such check for each group of 20 men on board the PCs' ships.

During the confusion, the PCs may disembark on the icebergs or remain on their ships. While the storm is in effect, no spell-casting is possible because of the rolling and pitching of the ships. PCs may flee, attack, or talk to the dragons. If the party persists in sailing past them with their remaining ships, the dragons start flapping their wings over the water to create an artificial storm. Then each dragon uses its breath weapon against a ship under the rain to cover it with ice and frost (PCs take only half damage from this form of attack). Frozen ships form ice floes and are immobilized; the others are slowed to 1/4 their speed if they sail toward any dragon. The strong winds have a 10% chance per round of causing 1d4 ships to collide with icebergs, inflicting 5d20 HP of damage. They do not fly away until they or the characters are defeated.

If the party attempts to parley or surrender during the storm, the dragons stop their attack (if attacking) and land on icebergs. They do not indicate who sent them, but instead, reveal the following:

"This mighty fleet must return to its port at once and wait until the wrath of the gods is appeased. The force of arms will not save your tormented land, but instead precipitates an even worse fate. If the rulers care at all for their people, they must obey the ultimatum, and Justice will take its course in the end."

The dragons then wait until the fleet returns to its port, or attack as described above if the fleet tries to sail past them. They ignore further questions.

The fleeing ships stop an hour after they left the dragon's area, waiting for the PCs to

return. If after 24 hours the PCs haven't returned, the ships then set sail to their port.

If the party returns home, the King abruptly refuses the dragons' alternative. Once again, the fog rises over the land, spreading death and panic. The council sends the fleet back, after greatly humiliating the party.

If the PCs are the major rulers of Norwold, they may abdicate now, in which case nothing happens. Baron Norlan had nothing to do with this situation and probably believes that Norwold's letter of abdication is a grotesque farce from one of his younger nobles in Farend. But the fog in Norwold gets thicker and deadlier every day. Magic may be used to decide what must be done, and all indications are that the fleet must sail again.

At any time the fleet returns to the icebergs, the dragons reappear and attempt to cause the fleet to retreat again. If the PCs attempt to bypass the dragon's area (at least 150 miles away from the previous encounter), run encounter 3, A Sudden Gale. If the dragons are defeated or the party sailed past them, run encounter 2, Meeting the Baron.

Victory Points for Immortals

If encounter 2 is the next encounter, Vanya scores 5 points.

If encounter 3 is the next encounter, Alphaks scores 3 points.

If the ruling lords attempted to abdicate, Koryis scores 3 points.

2. Meeting the Baron

Choose one of the party's squadron at random for this encounter. Only one should have time to intervene.

The night is silent, regularly interrupted by the ships' bows cutting through the swells. The lanterns of the fleet slowly wink in the night fog.

As the watch is about to change, ships are sighted to the starboard, the sails full. You can barely make out the arms but they appear to be those of Qeodhar on their sails.

The baron is returning to Farend from Sundsvall, the imperial capital of Alphatia. The imperial princess has secretly fled the capital with her lover, the Baron Norlan. As sights see the party's fleet flying Norwold's pennants, the baron panics, thinking his secret allegiance with Thyatis and the presence of the princess have been discovered. Hoping to surprise, he immediately orders to break through the other fleet, hoping to disorganize it and disappear into the night fog. Fleeing is not of benefit, so Norlan decides to head for Farend.

Chapter 1: INTO THE MAELSTROM



Norlan can be captured only if all his fleet surrenders. Otherwise, his ships have an 80% chance of disappearing into the fog. If this fails, the party's fleet may pursue them. The hunt lasts for 1-6 hours. During the hunt, the party has a 10% chance of catching and engaging the remaining ships.

If Norlan has not been caught by the end of the hunt, he escapes with the remnants of his fleet to Farend. The next encounter should then be encounter 5, Clash at Farend. The fog dissipates in the morning.

Norlan's Merchant Fleet

10 Small Sail Ships: 60 HP each, Artillery

Troop Class: Good Fleet Class: Good

Av. BR: 111

Av. Speed: 150'/round

Total HP: 600

Sailors: 100

Marines:

250 (500 HD) Men in fleet: 350

Marines: 50% long bows, AC4, level 2 fighters.

Troops: Chaotic.

Ships' load: fine woods, spices, grain, 30 war horses and heavy cavalry equipment.

Cargo value: 12,000 gp.

Commander: Baron Norlan; officers on board, 4th level fighters.

Norlan, Baron of Qeodhar, Kjavik of Norzee: F15; AL C; In 13, Wi 10, Ch 12.

Personal treasure on board: 5,000 gp, sword + 4, chain mail + 3, ring of human control.

Norlan is a brave fighter, however, his many years of fealty to Alphatia have taught him how to conceal his real motivations and feelings. He'd rather act cowardly if that would give him an advantage, however, he will react violently if Mariella, his secret lover, is in danger.

Mariella, alias Hyldeborg, Princess of Alphatia: Normal Human; AC9; hp 3; AL C.

No personal treasure is on board, except a medallion proving her identity.

Mariella is an attractive but rebellious and haughty character. She does not reveal her real identity unless the baron's life is at stake, or unless she is treated as a person of inferior social status.

If the baron is captured, he falls to the characters' knees and pretends to beg for mercy, pleading that "a blind and hopeless love forced him to commit this act of treachery!"

If the party mentions the ultimatum, Norlan immediately realizes the party was not after the princess. In this case, he does not reveal the real identity of Mariella, and vehemently denies any involvement with the poison fog and the ultimatum. Norlan claims that he has been framed by some jealous heir in Farend. After regaining his dignity, he demands to be released since the party has no reason to imprison him.

If the baron is executed or imprisoned, run encounter 4, The Messenger.

If Mariella and Norlan are released and mercy shown to his men, a conflict is avoided. Norlan avoids any further publicity. The party's fleets may then set sail to Norwold. The next encounter should be encounter 6, The Mouth of Oblivion.

Victory Points for Immortals

If encounter 4 is next, Alphaks scores 3 points.

If encounter 5 is next, Vanya scores 5 points.

If encounter 6 is next, Koryis scores 8 points.

3. A Sudden Gale

From out of the southeast, masses of low threatening black clouds roll over the ocean. Men rush about, battering the hatches and bracing the equipment. The pennants violently flap in the winds as the ships rock on the swelling waves.

Suspecting the party's fleet of aborting its mission, Alphaks creates a storm in an attempt to blow the fleet to the northeast, directly toward Farend.

Treat the elements as "Gale or Storm" (Expert rules, pp. 43-44). The party's fleet may run before the storm, or attempt to break free.

If the party decides to avoid the storm, a *control weather* or *wish* spell enables one fleet to break free of the high winds without any further damage. If the fleet is not divided into separate squadrons, then, each spell frees approximately 1/4 of the ships. The others only have the option of sailing through the storm. Treat as described below.

The party may sail ahead of the gale (or within the storm) to reach their destination faster. Normal sail ships may do so at no cost, but the galleys must use their sails. Galleys (1-20%) may be destroyed in the storm and

considered irrecoverable. The storm rages until the fleets reach Qeodhar. All men on board are considered "Seriously Fatigued" for Sea Machine purposes, but the fleet moves toward Qeodhar at triple normal speed. The fleet ends up 50 miles off the southwest coast of Qeodhar.

If all the party's ships break free of the storm, run encounter 2, Meeting the Baron. For the ships reaching Qeodhar, run encounter 5, Clash at Farend. The other ships sailing toward Farend without other encounters. The fleet at Qeodhar may withdraw until the rest of their force arrives.

Victory Points for Immortals

If encounter 2 is next, Koryis scores 2 points.

If encounter 5 is next, Alphaks scores 3 points and Vanya scores 5.

If the fleets are separated, record scores as above, adding 3 more to Alphaks'.

4. The Messenger

A dark silhouette materializes before the bow of your ship. Its face is hidden beneath a hood. A low voice rumbles, "You have challenged my heralds, and now the fate of nations is even more at stake. You have one very special passenger you must never talk about, for that would cause the destruction of your people. For now, there is nothing I may do to prevent your imminent fate. When the seas below and the sky turns purple, beware of the Maul of the Storm."

Soon after these last words, the shadow disappears and two marines sound the alarm at the stern of the ship.

The figure is an image of Koryis. He has just warned the party of their descent into the maelstrom (see encounter 6).

As the encounter is played out, Mariella (and the Baron, if still alive) disappears from their quarters. They have been taken away by Koryis to hide Norwold's involvement in this affair. All memory of this incident is erased from their memories. If alive, the Baron is returned to Farend, and Mariella to the imperial court.

Run encounter 6 next, The Mouth of Oblivion. Koryis scores 5 points. If the baron is dead, Alphaks scores 2 points.

5. Clash at Farend

When the PCs' ships reach Qeodhar, five large galleys leave port in the hex containing Farend. They are part of the city defense.

Their strategy is to engage one of the party's fleet before it can land on the beach. If encounter 2 has been played, then Norlan's merchant ships that have escaped their previous battle join the galleys.

The other coastal hexes of Qeodhar are not defended. If the party decides to attack another hex than Farend, they may disembark freely and maneuver on land.

The southern side of Qeodhar (four hexes) benefits from a rare micro-climate permitted by the proximity of high mountains, a warm ocean stream coming from the east, and a profusion of hot water springs. The northern side of Qeodhar is affected by a semi-permanent polar climate.

The city is not fortified. A 1,000-man militia (Troop class Fair, level 2 fighters, BR 75) defends the city, not counting the galleys. See encounter 2 for more information on Norlan.

Attacking Land Objectives

Any fleet that does not win an initial attack against a land objective must withdraw, its surviving troops remaining on board. The loser cannot recover troops lost during a failed landing, unless the objective is captured later. Once the initial attack against a land target succeeds, the troops may maneuver normally on the isle. If there are no defenders in the hex chosen by the attackers, disembarking automatically succeeds.

Norlan's Home Fleet

5 Large Galleys: 110 HP each, Artillery Ram
Troop Class: Good Fleet Class: Good
Av. BR: 120 Av. Speed: 120'/round
Total Hull Points: 550
Seamen: 950 (1,900 HD)

Seamen: 50% long bows, AC4, level 2 fighters. Each ship carries 190 seamen, 180 of whom are rowing, 10 others acting as sailors. They are all able to fight.

Troops: Chaotic.

Commander: Baron Norlan; officers on board, level 4 fighters.

If Norlan is executed or captured, play encounter 4, The Messenger. If the party fails to invade the isle, or if Norlan is released and mercy shown to his men, play encounter 6, The Mouth of Oblivion.

Victory Points for Immortals

If encounter 4 is next, Vanya scores 3 points.

If Norlan is released, Koryis scores 6 points.

If the invasion fails, Alphaks scores 3 points.

6. The Mouth of Oblivion

Slowly, the fleet comes to a complete halt and starts backing up. Crewmen are rushing about the ship and the rowers' drums increase their beat.

The sky has turned purple and a frightening roar thunders behind you. With horror you realize your vessels are dragged toward a huge gaping whirlpool. Your crews raise all sails and row at maximum strength. Finally, the ships slowly move out of the colossal currents. But suddenly the sinkhole widens and moves behind the ships!

Already some vessels begin to circle around the gigantic maelstrom. In an instant, the entire fleet is caught in the swirls of dark green water. There is great confusion on board. Despite the stunning rumble and the cold darkness from the deep of the sea, a vision appears at the bottom of the maelstrom...an opening...night, stars, perhaps an escape. But in this moment of terror, your shattered minds refuse this insane vision, and unconsciousness finally prevails.

Do not allow the party any other alternative when this encounter is played. Send all the characters and their forces down into the maelstrom at the same time.

Vanya opened a huge gate that actually communicates with another part of this galaxy. She reserves a more glorious fate for her champions in a distant world waiting to be conquered. The maelstrom ends this section. Go to Chapter 2. None of the immortals gain any points here.

Aftermath

If Koryis scores the most points in this section, he heals 50-100% of the marines' and sailors' casualties. The men are found clinging to debris, drifting near the party's ships, in the other world. They do not remember what happened.

If Vanya scores the most points, a brave character in the party, preferably a fighter of Neutral alignment, is granted a *rod of victory*. While the PC is unconscious in the maelstrom, the vision of a beautiful female warrior appears in a dream and says, "Thy have done well my hero! Take thine reward, and to further my might, bestow its powers in the name of Vanya!" Upon waking, the character realizes the rod is solidly strapped to his belt.

If Alphaks scores the most points, the party does not gain anything and the two other Immortals reduce their scores by 5 points each.

In case of a tie, nothing happens. Save the final total each immortal scored; they are used at the end of the adventure for determining the Immortal that rewards the party and perhaps open a way to Immortality.

Chapter 2: FLIGHT TO THE STAR KINGDOMS

Encounter Setting

Use DM Map 6 for this chapter. The party has just crossed Vanya's maelstrom into this area of the galaxy. Once the party finishes encounter 1, The Ice Storm, the fleet appears to be floating in the sky, dark and dotted with stars. There is no sea to sail on, nor land below. In fact, they float in the space between planets but the atmosphere is breathable.

The party has entered the ancient empire the Alpathians abandoned. Many centuries ago, the Alpathians ruled a planet in this area. However, they were divided into two factions affiliated to a specific school of magic. One was based on the Element of Air, the other, ruled by the Paragon Alphaks, worshipped the Element of Fire. The followers of Air once opened a gate to fill this area of space with air. It is now enclosed in a huge bubble of breathable air.

Humiliated, Alphaks started a war against the followers of Air. The schools of Fire and Air waged a crippling war that ravaged their entire world. About to be destroyed by Alphaks' fire minions, the school of Air fled the planet shortly before unleashing their last weapon, a spell of utter power that disintegrated the planet. It was thought Alphaks died, but he survived and exiled himself in another and even more distant region. Swearing he would one day revenge, he betrayed his normal inclination toward the Sphere of Energy and attained immortality within the Sphere of Death. As for the surviving Alpathians, some of them colonized smaller worlds in the area, and the followers of Air settled on a quiet and remote world surrounded with an air atmosphere. It is the PCs' world where once again the Alpathians built their great empire of magic. The most powerful secrets of arcane have been lost, but Alpathia remains a fearsome realm by human standards.

The party must explore this part of the sky to find their way home. In the process, they discover information on the three Immortals and Alphaks' goals. Play the various encounters in the order given, or as instructed at the end of each encounter. Once per day check for a random encounter, or when it is the most appropriate. An encounter occurs on a score of 1-6 on 1d10. Use the second column of the Random Encounters table on the inside cover.

Immortals' Goals

Any time a temporal reaches a score of 15 points (or a multiple of 15), he may intervene during the party's adventure. Several types of interventions are listed at the end of this

section. Play the intervention when it seems most appropriate.

Koryis: may help the party during this adventure if they avoid violence and destruction (see interventions). Otherwise, he ignores the PCs.

Vanya: expects the party to prove their courage at every opportunity. If this is the case, she might help the party in a different way (see interventions).

Alphaks: is worried about the party's presence in his ex-empire. He desires only their quickest and most violent destruction. He opposes Vanya's plan to unveil Alpathia's origins (and his) to the party (see interventions).

Properties of This World

There is no particular gravity in the void, except one generated by large masses. Any non-living body of 20,000 cn of weight or more generates an attraction. Anything else that is not subjected to a gravity floats in the dark void, drifting away in the direction of the solar winds.

For Example: Passengers on a ship are attracted to the deck. Someone jumping from the top of the mast would crash on the deck below. A ship that lost all its Hull Points because of damage collapses from its own gravity (wrecks may be recovered). The ships are attracted to larger celestial bodies, such as planets or asteroids, unless they use some kind of propulsion (special or magical oars, pulling creatures, sails that catch the solar winds, magic). A human-size creature cannot "swim" away from another large object's gravity.

Ships that are not adapted to this environment cannot willingly gain or lose altitude, except as a result of attraction. Such adaptation would include large wings or similar horizontal stabilizers. A pulling creature can easily help change the altitude of a ship (rocs, dragons). Artificial wings are easily made from wooden beams and sails. A strong wind or pulling creatures enable ships to propel a ship from the surface of an attracting world.

If the party maneuvers at less than 10,000 feet from a large celestial body, the ships start drifting toward its surface. Magic, strong winds, or pulling creatures are sufficient to main course immediately to avoid a catastrophe. If an unadapted fleet descends to 5,000 feet of altitude, then the course cannot be reversed and it crashes on the attracting surface in 2d4 turns. Any creature less than 6 HD levels automatically dies in the catastrophe and all the ships are destroyed. More powerful creatures must make a successful Saving Throw vs. Breath Weapon at -5 or die. Survivors remain with 1d10 hp left.

If the players do not discover how to control their ship's course, then they should find various methods in encounter 2, Paradise Island.

Encounter Key

1. The Ice Storm

When you regain consciousness, the sound of a storm replaces the inhuman roar of the maelstrom. The ships are still spinning, however, a violent storm of ice, snow and sleet prevents anyone from doing anything more than finding cover.

All the water drained through the maelstrom froze in the cold air of the void. It creates an ice storm over the entire fleet. Have the players roll a Saving Throw vs. Spells for each of their ships. The ships save as a fighter of the passenger's average level. For each saving throw failed, the ships suffer 30% casualties because of the storm. Otherwise, the losses are 10%.

The storm lasts for 20 minutes before it dissipates. Only then do the passengers realize they have entered another world.

The light has gone. So has the ocean's madness. Only a frightening silent void remains above and below the ships. In the dark, some distant stars twinkle, each of a different color and bme as a full moon of your homeland. The air is cold and some strange wind flutters through the torn remains of the sails.

All the ships had their sails ripped by the storm, and the galleys are unable to move with their regular oars. The fleet drifts with the wind and is stranded on the site of encounter 2, Paradise Island.

2. Paradise Island

In the way of the drifting fleet, a large circular platform is sighted, floating motionless. Strangely, a glowing sphere of light surrounds the entire platform. It appears to be an island covered with a thick forest, and surrounded by several miles of sea. At the outer rim of the platform, it seems like waves are breaking on an invisible beach.

The first galleys to reach the waves realize it is possible to safely navigate on the sea and tow the other vessels in the direction of the isle. The platform has its own blue sky which obscures the rest of the void. The air near

the island is warmer and the smell of the forest more evident.

Hundreds of natives wearing loin cloths, colorful robes, feathers, and flowers run down the beach, waving at the fleet. Muscular natives push dozens of large, winged canoes into the water and already, men paddle toward the ships, keeping strange feathered oars above the water. Younger men and women dive into the blue water and swim behind the canoes.

Large baskets of fruit and heaps of multicolored flowers fill the canoes. None of the natives bear any visible weapons.

The natives greeting the armada are friendly and peaceful. There are 1,500 of them on the isle. They throw flowers and garlands on the ships, offering baskets of fruits (zzonga).

Though the natives are friendly and have no hostile intentions, they do represent a danger for the crews. They are zzonga-eaters. The zzonga, a large strawberry-like fruit, robs them of ambition to do anything more demanding than an occasional feast. After eating zzongas, one forgets all about his friends, and becomes content to remain the rest of his days living an easy life and nibbling zzongas.

Despite eventual contrary orders, 5d20 crews sneak away from their ships to enjoy the pleasures of the isle. They do not return. After investigating, the PCs realize what happened to them. PCs eating the plant must make a successful Saving Throw vs. Poison at -6 or suffer the same effects.

If the characters gave immediate permission to disembark, 63-90% (3d10 + 60) of the sailors, seamen, and marines also become intoxicated. The party must then order the rest of the crew to return to the ships and prepare rescue squads to bring the victims back on board. All the victims must be tied up or locked up. Otherwise they try to return to the island. The rescue parties are able to retrieve the following percentage of losses: roll 1d6; 1 = 50%, 2-4 = 75%, 5-6 = 100%. Add 5% to the result, per conscious PC in the rescue parties. The remaining victims hide in the forest and cannot be found. If the percentage is greater than 100%, the extra natives are prisoners.

The intoxication lasts 1d4 days if the victims are prevented from eating zzonga fruits. However, even if the PCs search all the vessels themselves, some hidden loads of zzonga may remain on board. Occasionally during the course of the adventure, a ship or two

may start drifting and not answer orders, their crew intoxicated by the infamous plant. Some undisciplined crew may even grow some on board and smuggle them throughout the adventure.

By observing the natives' canoes, the party can understand how to modify their ships so they are easily controllable in the void. The long oars of their canoes end with large vegetal feathers and their sails are made of a strong weblike fabric. The feathers grow on trees in the local jungle and the webs are woven by colonies of small harmless spiders. The party discovers those items if they explore the land. They are needed to outfit the fleet so it can leave the island.

If the rest of the island is explored, the party finds large statues on the side of a bare hill, representing tall slim men wearing long robes or armor. Some designs can be found on their rings or shields, representing several old Alphatian families' armorial bearings.

When the survivors of ancient Alphatia fled, they stopped for a time on this island and left the statues as a monument of their passing, and as a navigational sign. The natives of the island are descendants of the prisoners the Alphatians abandoned on the island before they left.

The characters can gain no other information on this island since the occupants are oblivious to whatever is happening in their part of the sky. When the fleet leaves, the wind blows in the direction of encounter 3, The Isle of the Eye.

Victory Points for Immortals

If the party attacks the natives, Vanya scores 5 points.

If the party loses more than 30% of their men, Alphaks scores 5 points.

If none of the above is applicable, Koryis scores 5 points.

3. The Isle of the Eye

A huge rock appears in your way, surrounded by a sphere of light. It seems like a dry, rocky asteroid, with some vegetation in several valleys on the top. A multitude of jagged stones ring the rock, leaving a narrow 200-foot long passage to a small creek.

The fleet can safely approach the rock only by flying between the series of jagged stones floating near the rock. Moving at half speed, 1d6 ships take 1d10 HP of damage before they reach the creek. Triple the number of damaged ships if moving at full speed. Up to

20 ships may stay there, while the rest of the fleet anchors at larger immobile rocks, 800 feet away from the outer ring. A rocky ledge leading to the top can be reached from the creek of the island.

Before disembarking, the officers on board remind the PCs of the risk of sending regular troops ahead in unknown lands. The party's powers would be more suited to this type of action if disastrous consequences such as on the Paradise Island are to be avoided. If forced to go, the marines show an obvious discontent. None of them return. If the party decides to go, a 20-man escort follows them.

After a few hours of search, the party finds the mouth of a huge cavern. Read the following to the players.

The cave contains a monster-sized bed, covered with mounds of straw. Everything in the cave has gigantic proportions; forks and knives as big as an arm, a chest as big as a skiff. At the opposite side of the cave is an empty wooden corral. As you observe the area, a flock of huge sheep enters the cave, each of them taller than a normal man. Behind them, you can hear heavy breathing getting closer.

The chest contains millions of copper pieces bearing the face of Alphaks and the words "Alphatia Above All - Emperor Alphaks I."

The cavern belongs to a giant beholder. A few moments after the party entered the cave, the creature arrives with a large flock of sheep. It enters and uses its *telekinesis* powers to roll a monumental stone slab in front of the exit. The stone weighs five tons, and is 10 feet thick.

The creature is a 10-foot high gargantuan beholder. The range of all its magical powers is multiplied by 5. The beholder can lift up to 50,000 cn with its *telekinesis*, and cause 2d6 Hull Points of damage with its disintegrating stalk, if attacking ships. Otherwise, its other powers are unchanged. The sheep are harmless, but are of a gargantuan size as well. The party has few places to hide, so the creature quickly discovers them. If a marine escort is present, the creature raises a soldier and eats him on the spot.

The creature then attacks the rest of the party, attempting to push each of them into a 20-foot-deep pit. Its *telekinesis* may lift 2d6 characters per round and drop them into the pit. Once all the characters are trapped, the beholder covers the pit with a large stone. Every day, at sunrise, the beholder opens the pit and pulls out 1d4 men, choosing marines or NPCs first for breakfast. The beholder is



gone for the rest of the day. If the party finds a way out, they are able to return to their ships. Otherwise, the party may attack the beholder every time it opens the pit. If the creature feels it is losing the fight, it attempts to flee, removing the stone at the entrance. The party is then free to return to the ships.

If the party has not slain the creature, it comes to the ledge with three more giant beholders, and attacks the ships at the when the party starts to sail away from the creek. They do not pursue the party beyond the ring of rocks.

If the party escapes, a beholder casts a *curse* spell on the fleet, bestowing upon it the hatred of its creator, Alphaks. The player characters should hear the contents of the curse and the name "Alphaks."

If all the party's ships in the creek are destroyed, the beholders leave, ignoring any survivors. The bulk of the fleet then sends skiffs to retrieve them. When the fleet sets sail, the winds blow to the site of encounter 4a, The Keeper of the Sky Winds.

Victory Points for Immortals

If the party attacked and defeated the first beholder, Vanya scores 5 points.

If the party escapes without losing ships, Koryis scores 5 points.

If the party lost ships in the creek, and the beholders have not been defeated, Alphaks scores 5 points.

4a. The Keeper of the Sky Winds

Across from your path lies a large silver cloud blocking the way, hundreds of miles tall and wide. On the top of the cloud stands a large glowing tower.

The silver cloud is the land of the Keeper of the Sky Winds. He is an immortal lawful creature whose sole function is to control the winds of this part of the sky. He is immune to any physical or magical attacks from the party.

The characters have no problem reaching the cloud, anchoring their vessels nearby, and setting foot on the silver swirls. The consistency of the cloud is soft, but it is possible to walk on its surface.

When the party reaches the base of the tower, read the following to the players.

A brass door at the bottom of the tower opens and a man dressed in long white robes appears. After studying the party for a few moments, he raises one hand and says, "Welcome to my kingdom, noble travelers. I am King Leosus, the master of

these clouds. You have sailed for many days and you have seen many places. Honor my abode and rest on my world until the winds are favorable to your destination."

The keeper, King Leosus, gladly welcomes the party's men on his cloud. He offers food and shelter for as long as the party desires to remain on the cloud. King Leosus has the power to shape the clouds into large caves, beds, and tables. He befriends the party and tries to help them. He knows some information he reveals only if the party asks specific questions.

1. He knows that a great empire once ruled this area, but since then, they have destroyed themselves.

2. He remembers that Alphaks was their last emperor, and that his people betrayed him. He was utterly evil. Leosus does not know anything about the beholders. They did not exist at the time of the Alphantian empire.

3. He belongs to the Sphere of Air, and Koryis is his master. Koryis currently is involved in some quarrel with other immortals over the fate of another world. If the characters describe "The Messenger" (see encounter 4 in Chapter 1), he reveals that this is one of Koryis' many forms.

4. There is a place across the void which has the ability to send lost voyagers back to their homeland. It seems to be like a dense fog.

If the party asks for directions to reach this fog, he gives them a large leather bag. It contains all the foul winds that would prevent the party from returning home. Thus, the wind now blowing is the one that finally pushes the fleet to this far place. Leosus explains that they are in a distant region, far away from their home world if they ask. They have been trapped here by the whim of Koryis' enemies. Leosus knows nothing more.

If King Leosus is ever attacked, he disappears as well as does his tower, only to return when the party has left.

Along the way, the party may stop in various lands to replenish their food supplies. Read encounter 4b, and run encounter 5 next, The Gentle Giantess.

Victory Points for Immortals

If the party avoids the cloud, Alphaks scores 5 points.

If the party gets the bag of air, Koryis scores 5 points.

Vanya scores nothing in this encounter.

4b. Returning to the Keeper of the Winds

Whenever the bag of air is opened, which may occur upon Alphaks' intervention, or because of a crew under the influence of zsonga, all the foul winds escape and blow the fleet back directly to this encounter. After understanding the causes that forced the bag opened, King Leosus realizes that the party is up against powerful immortals. Not wishing to get involved, he refuses to do anything more for the party and asks them to leave the cloud at once. King Leosus disappears with his tower, and the clouds slowly dissipate.

From this point, the winds blow the fleet to any encounter the characters avoided. If none were missed, the fleet is blown to encounter 10, The Great Sea in The Sky.

5. The Gentle Giantess

Several hundred feet ahead, a large flat cloud drifts in the sky. Sitting on it, her legs swaying in the void below, is a giantess, waving at the party's ships. If the party gets closer, she calls for help.

The creature is a female cloud giant. She and all her brothers are much larger than their normal kind so treat them as gargantuan monsters.

The giantess wears a *ring of mind barrier* that saved her from Alphaks' control (see next encounter). She is a sweet, enjoyable creature who desires no harm to the party. Her name is Kenatha. She was sleeping near the shore of her cloudland when the cloud broke off and drifted away. When she awoke, she found herself alone and lost a long way from home. She begs the party to tow her back home. Her father is the King of the Cloudland and would certainly reward the party if they brought her back. She proposes to blow some wind into the party's sails until they get to the Cloudland. If the party accepts, she gives directions to her home.

Once there, she invites the party to come ashore and meet her father. If the party refuses, she seems disappointed, but does not prevent the party from leaving. Play encounter 7 next.

If the party accepts, they all go to the King's palace deeper into the cloudland. Play encounter 6 next.

Victory Points for Immortals

If the party abandoned the giantess on her cloud, Alphaks scores 5 points.

If the party tows the giantess to the cloudlands and then decides to leave immediately, Koryis scores 5 points.

If the party decides to follow the giantess to her father's palace, Vanya scores 5 points.

Chapter 2: FLIGHT TO THE STAR KINGDOMS

6. The Palace of the Cloud Giants

Several hundred yards away from your ships, you follow Kenatha as she steps onto a huge stairway leading down into the clouds. Thunderous voices echo in the hallway below, singing and laughing loudly.

Shortly after, you enter a large hall where a dozen of Kenatha's mates are having a feast. She walks directly to one at the center of a long table who is wearing a crown. He raises his hands and asks for silence. Kenatha introduces the party.

The king suddenly takes a huge fork and tries to spear the fattest looking character. At once, the giants rush the party, claiming their share of dessert, as Kenatha hopelessly attempts to stop them.

The giants in this encounter are gargantuan cloud giants. They do not listen to Kenatha, their hunger for fresh meat overcoming their kindness. Their sudden reaction is caused by Alphaks who is trying to avenge his beholder sons. Kenatha is not affected because of her *ring of mind barrier*. The party must fight their way out or defeat the giants, with the help of Kenatha. One *dispel magic* spell frees one giant who ignores the party but immediately defends Kenatha against the other giants.

If the party is defeated, captured characters are eaten. The other giants reach the ships at the moment the fleet tries to evade. Each giant has a dozen huge harpoons they hurl toward the ships. Each successful hit inflicts 2-40 (2d20) Hull Points of damage and kills 1d20 normal men on board. As they get out of range, the ships may use their artillery against the giants.

If the party wins, Kenatha apologizes for her kin's bad manners. She grabs a handful of treasure from her father's pocket and gives it to the party. It contains 10,000 pp, a *magic sword +5*, a *wand of negation*, a *staff of harming*, and a large *flying carpet*. She then escorts the party back to their ship and bids them farewell. Run encounter 7 next, The Isle of the Turkeys.

Soon after leaving, it is noticed that the food supplies on board are severely depleted, some of it because of negligence from careless zzinga-intoxicated crew.

Victory Points for Immortals

If the party defeats the giants, Vanya scores 5 points.

If the party flees, abandoning characters behind them, Alphaks scores 5 points.

Koryis scores nothing in this encounter.

7. The Isle of the Turkeys

You see the familiar shape of a sky island in your path. It is very small, perhaps 10 miles in diameter at most. The sea surrounding the island extends 50 miles from the beaches.

The isle is similar to Paradise Island. It is inhabited by a powerful magic-user, Kersy, who *polymorphs* people into animals, especially turkeys. She lives in a cave concealed on the flank of a small mountain.

If the characters explore the isle, they should not find the cavern right away, however, it becomes obvious that there are many turkeys everywhere on the isle. In the PCs' absence and despite eventual orders to remain on board, several officers disembark with their crew. To avoid agitation on board, they organize lead teams to get much-needed food, repair wood, and fresh water. Many (5d20) do not come back. The PC's are informed of the missing men when they return.

The party may set up a rescue team and leave to find the missing men. If Koryis has a sufficient score (15 or more), he may intervene now (see interventions at the end of this section), as the party crosses the forest near the cavern. About an hour from the beach, they should discover Kersy's cavern.

At the entrance of the cavern, sitting on a rock, an incredibly beautiful maiden greets your arrival. She stands and motions you to follow her in.

The maiden is Kersy, a temporal in mortal form. She is of Neutral alignment, and close to the Sphere of Earth. Though her mortal form is one of a 30th level magic-user, she has special powers she uses when she encounters men or humanoid creatures on her domain.

If they follow her or not, the visitors must roll a Saving Throw vs. Spells at -10 or be *charmed*. A second roll is then necessary since Kersy uses a gaze weapon that *polymorphs* other creatures. Her *gaze* can affect any number of creatures looking at her. If a player states his character is not looking at Kersy, he is not affected. Victims are usually turned into turkeys, however, she may choose another form. During the adventure, Kersy can use any spell described in the rules (one per round).

If anyone threatens Kersy with a weapon, she surrenders and promises not to harm anyone with the PCs. She restores the characters' original form and offers hospitality to the party. She says the missing crew are wan-

dering in the forest as turkeys, and she will turn them back into men as soon as the party manages to recover them, if she is asked.

Meanwhile, the rest of the crew has been hunting turkey to resupply their ships. In the absence of the PCs, they have started a great feast. For each hour the PCs are gone, 1d10 of the missing crew perish as a main course of the banquet. The troops may fill the ships with extra supplies of turkeys or fruit, repair damage, and get some rest.

The PCs believe they are permitted to stay in Kersy's cave for as long as they wish. It is a small comfortable abode.

Kersy (30th level magic-user): AC 9; hp 60; MV 40' (120'); AT 1 *gaze* or spell casting; D *charm* + *polymorph* others, or spells; Save MU 30; AL N; St 9, In 18, Wi 17, Dx 14, Co 14, Ch 19. No magic items or weapons.

If the party stays to let the crews rest, Kersy advises them to sail to the Underworld, where they should meet the soul of the ancient monk Theyraz (or of a missing PC). The soul, wearing a long red, hooded robe, tells the party what dangers to avoid before they can return to their homeland. Kersy tells the characters to do the following once they reach the Shrine of Death (encounters 8a.-8d.):

"Dig a small trench and fill it with libations of milk, honey and barley meal. Bring a young ram and a black ewe to the altar. Restrain the other dead spirits from having their share of the offering, until the proper spirit arrives."

There is a 50% chance that the fleet may have the two animals. If none are available, Kersy offers to create them, smiling kindly at two marines standing nearby.

The party may wait 1d10 days more, until a favorable wind blows to the Underworld gate. If the party reveals their mission to the troops or their officers, the men refuse to go. They declare that they will wait one month for the party to return on Kersy's island. Then they will set sail to the mists King Leosus mentioned. However, one small sail ship with a few men agrees to go to the Underworld with the player characters.

Victory Points for Immortals

If the party destroys Kersy, Vanya scores 5 points.

If the party befriends Kersy, Koryis scores 5 points.

If the party lost 40 men or more on this island, Alphaks scores 1 point.

If the party leaves before Kersy mentions the journey to the underworld, play encounter 11 next, *The Voice of Death*.

8a-d. Journey to the Underworld

8a. The Black Gate

Far ahead of your route, an odd black spot, so dark it appears in the night, rips the sky open. Small electric blue lightning surrounds the gap. As you get closer, the wind rises, colder, blowing small stones and dust into the darkness.

The gate is not directly connected to the Sphere of Entropy, but to an intermediate plane. The party may safely enter or exit the gate.

8b. The Keeper of the Underworld

Slowly, a black sea appears under the hull of your ship as you plunge deeper into this world of darkness. About 300 feet in front of your ship appears another ship, a black longship with its sails taken in and its oars motionless.

The Keeper of the Underworld, a roaring demon (see *New Monsters*), commands the longship and a crew of 80 shadows. The longship remains motionless if the party sails in its direction. If so, the demon says the following:

"I am the Keeper of the Underworld. Leave your ship, for from here, only this black vessel can sail to your destination."

The demon has been instructed to trap the party in this plane. The demon lies. It tries to convince the PCs to order their ship back to the gate. If this happens, it ferries the PCs for 1 cp each to Shrine of Death and leaves them stranded.

If the party attempts to avoid contact with the longship, the demon immediately tries to intercept them. Whipping its shadows to hurry them up, the longship catches up and the demon launches its boarding attack against the party and the sailors. The demon may use *slow* spell-like powers to affect the crew, and ultimately the PCs during the melee. Its ship is magical and can move at 200 feet per round in this plane. It is considered to be AC2 and has 200 HP.

If the party destroys the demon, the shadows disappear in the darkness and do not return. The characters can then sail the longship to the desired location, and return safely to the gate. If

the party uses the longship beyond the gate, it moves only 90'/round (sail speed).

8c. The Shrine of Death

Rising out of the dull black water, a small island of dark earth appears. It is no more than 90 feet in diameter. In the middle stands an altar in front of a round pit dug into the earth. The sides of the pit are covered with a glistening black, greasy slime. Stalks ooze up to the outer rim of the pit, and crawl back down, releasing a nauseating stench of death and decay.

If the party arrived with the demon, they are stranded on the island and the longship sails away, unless the party attacks and destroys the demon.

The pit opens directly to the Sphere of Death, which explains why the pit isn't flooded. Anyone touching the slime in the pit loses one level of experience. Those entering the Sphere of Death are considered dead.

If the party does what Kersy described, various undead creatures appear from the pit. All of them attempt to drink from the trench unless the party holds them at bay with their swords. The creatures do not attack the party, but instead, they try to creep between the party to reach the blood trench. One hp of damage causes an undead to back off and hesitate for 2 more rounds. It takes 12 rounds for one creature to consume the trench's contents. If the number of rounds plus the number of undead total 6 or more (six undeads during 1 round, or one during 6 rounds, etc.), the meal is spoiled and the desired spirit does not appear.

The arrival of the desired spirit takes 3d4 rounds during which 1d8 other creatures emerge from the pit. The clerics have their normal chances of turning them, however, none of the undead can be destroyed this way. Turned undead simply return to the pit. Determine each creature appearing on the table below.

1d20	Creatures Appearing
1	Wight
2-3	Wraith
4-10	Spectre
11-13	Phantom (Apparition)
14-17	Haunt (Ghost)
18-20	Spirit (Revenant)

The soul the characters expect appears as a Lawful ghost, wearing a long red, hooded robe. It immediately drinks the milk and honey. It then reveals the following to the party.

"Hear me now, my friends, for your path is difficult and many forces oppose your endeavours.

"Alphaks has become immortal after betraying his primary philosophy. He is the one who desires the destruction of mankind in your homeland. He is the one who plots vengeance against his kin. Beware of his wrath, for you have drawn upon yourselves his eternal hatred for offending his son, the giant eye.

"If you survive his desire for your deaths, you may return to Norwold, alone, in a foreign ship. Do not harm Vanya's sheep on the isle of Tharl. Her revenge would be as awesome as Alphaks'!"

The ghost then heads back to the pit. If a cleric uses a *raise dead fully* or equivalent spell on the ghost, the undead form is destroyed and the remains of the former mortal body appear on the bare earth. The corpse can then be normally raised. If the ghost is not one of the PCs, use the following statistics for the NPC.

Theyraz (14th level Mystic): AC -4; HD 14****; AT 4 fist/foot; D 5d6x4; Save F14; M 10; AL L; St 14; In 14; Wi 15; Dx 17; Co 16; Ch 13. No magic items, no equipment.

When the conversation ends, the presence of living men on the island triggers jealousy and hate in the ranks of the undead. The characters must flee or be attacked by 1d4 + 4 undead, chosen at random. They do not follow the party beyond 300 feet of the pit. The others crawl about the trench to get their share of milk and honey.

If the party is stranded, they must flee or fight hordes of undead pouring from the pit. The party can flee using the *flying carpet* (if they acquired it in encounter 6), or spells such as *fly*, *teleportation*, or *gate*. The water surrounding the isle is poisonous to touch (Saving Throw vs. Poison at -5 or die). Otherwise, either Vanya or Koryis may intervene, if they have an intervention left to be played (see page 21). Either could provide transportation (such as an undersea boat—see *Companion rules*; however it should not be able to submerge in this plane).

Victory Points for Immortals

If the party destroyed or neutralized the demon, Vanya scores 5 points.

If the party has no way of leaving the Shrine of Death, Alphaks scores 5 points.

If the party can leave on their own and successfully *raised* the body of the lawful ghost, Koryis scores 5 points.

Chapter 2: FLIGHT TO THE STAR KINGDOMS

Time moves much slower in the underworld, compared to the prime material plane. Since the party left Kersy's island, six months have passed. If ships were waiting at the gate or on Kersy's island, they are now gone. Play encounter 8d next.

8d. Return to Kersy's Island

When the party returns, the winds blow them to Kersy's island. The PCs discover their fleet is gone. Kersy is surprised and happy to see the characters. She explains that they have been gone for six months and no one expected them to return.

She offers her hospitality again, for as long as the party wants to stay. During that time, the party may build a raft or a small sailboat if their other ship has been destroyed. As time passes, Kersy warns them of dangers lying in their way:

"First, you must sail on the great flat sea that lies between here and three small kingdoms. Avoiding the sea is not advised since you would face the wandering rocks. They exist in most of the breathable space of this sky. Their speed is incredible and they kill whatever they hit.

"There is only one area that can be crossed to reach the other side. The region is infested with monsters. Their singing is deadly and no one must listen to their voices.

"Beyond, in a dangerous strait, lurk two horrid monsters. One dwells under the water. Keep away from its whirlpool. The other hides in a mountain and always attacks by surprise. No one has ever been able to observe any of them, so I cannot help you more.

"Perhaps the people of the three kingdoms can help you find what you seek."

Play encounter 9 next, The Great Sea in the Sky. The players may choose their course then.

9. The Great Sea in the Sky

Beyond the remaining space ahead of you extends a titanic horizontal spiral of water, spreading several curving arms on its outer rim. The center forms a great flat sea that seems navigable. As usual, the center sea is covered with a dome of light and heat, as though it were a separate world.

Several miles above and beneath the great spiral, as well as on both sides, extends an endless region filled with vast floating clusters of rough stones churning and crashing together.

If the party chooses to sail on the sea, they

have no trouble reaching the water and sailing toward the center of the spiral. If the party attempts to sail in the empty space between the flat spiral and the stones, the spiral's current pulls the ships back to the great sea. No amount of magic or wind prevents this from occurring.

If the party attempts to pass "under" the sea spiral, the ship hits the liquid surface upside down and sinks through it to reappear floating on the other side. Characters clinging to the ship easily survive, however, the others must be able to swim to follow the ship. Heavily armored characters remain between the two surfaces and drown if not rescued. Once the party sails on the upper surface of the great spiral, run encounter 11.

If the party chooses to cross the crushing stones, run encounter 10.

Immortals do not score points during this encounter.

10. The Wandering Rocks

A multitude of jagged rocks floats in the dark sky, endlessly filling the void. Occasionally, a spherical flaming stone dashes in between, bumping into another rock and shattering it. Thousands of small razor sharp shards then ricochet in all directions, like deadly daggers.

This region of the void is filled with asteroids and small meteorites. If the party decides to venture through them, they do not have any difficulties avoiding the motionless asteroids. However, once every hour, a meteorite is likely to hit the ship (hit roll as fighter level 1, normal ship's AC) or, if it misses, has a 10% chance of hitting a nearby asteroid.

The ship takes 5d6 HP of damage (impact and fire) each time a meteorite hits it. See Special Attacks rules on fire, page 26 of the Master Players Book. All damages to ships are treated as Hull Points.

If the meteorite hits an asteroid, the ship takes 5 HP of damage and all the passengers, whether inside or exposed on the deck must make a Saving Throw vs. Spells at -5. If the saving throw fails, the victim suffers 5d10 points of damage. If it succeeds, damages are halved. The shards penetrate the hull as though it were paper.

The journey across the wandering stones takes 2d4 days. If the party successfully crosses that area, play encounter 15. If the ship is destroyed, the party drifts back to Kersy's Island, eventually taking more damage from the shards.

Victory Points for Immortals

If the party's ship is destroyed, Alphaks scores 5 points.

If the party successfully crosses the wandering rocks, Vanya scores 5 points.

If the party finally chooses the other way, Koryis scores 5 points.

11. The Voice of Death

This encounter occurs in one of the two hexes numbered 11 on "The Great Spiral Map."

The wind has been slowly dying for one full day. The surface of the sea is now as smooth as oil. The heat and the silence are more oppressing with every hour.

You have observed strange eddies and bubbles popping out of the glassy surface. The few bubbles become a multitude when the entire sea around the ship starts bubbling as though it were boiling.

If the characters listen, they hear strange notes and voices each time a bubble bursts. The bubbles and the voices are created by sea hags (see Masters Set). The hags' songs and pleas reach their maximum intensity when the sea literally boils. Some characters hear voices of their King or Koryis if they have already met him, warning them that the sea is an illusion and the only way back home is to dive into the sea. Some zzonga-intoxicated crew could unplug their ears to listen to the songs, causing their own doom and their ship to drift aimlessly.

Any character with unplugged ears at that time dives into the water and is dragged down by the hags (no saving throw). The victim is totally unconscious and unable to fight or cast spells. The creatures devour the victim unless he is rescued. PCs with plugged ears may attack the sea hags if they find a way to breath. The victims are free once all the sea hags are killed or neutralized.

There are 20 sea hags 50 feet below the ship. They attack anything swimming, however, they do not pursue the ship beyond 300 feet of this spot. At 150 feet below is their lair, an old ship wreck containing 50,000 gp, masses of various skeletons, and rusty equipment. The creatures use huge conches to create the bubbles and to amplify their songs. The shells are not magical.

Victory Points for Immortals

If the party destroys all the hags, Vanya scores 5 points.

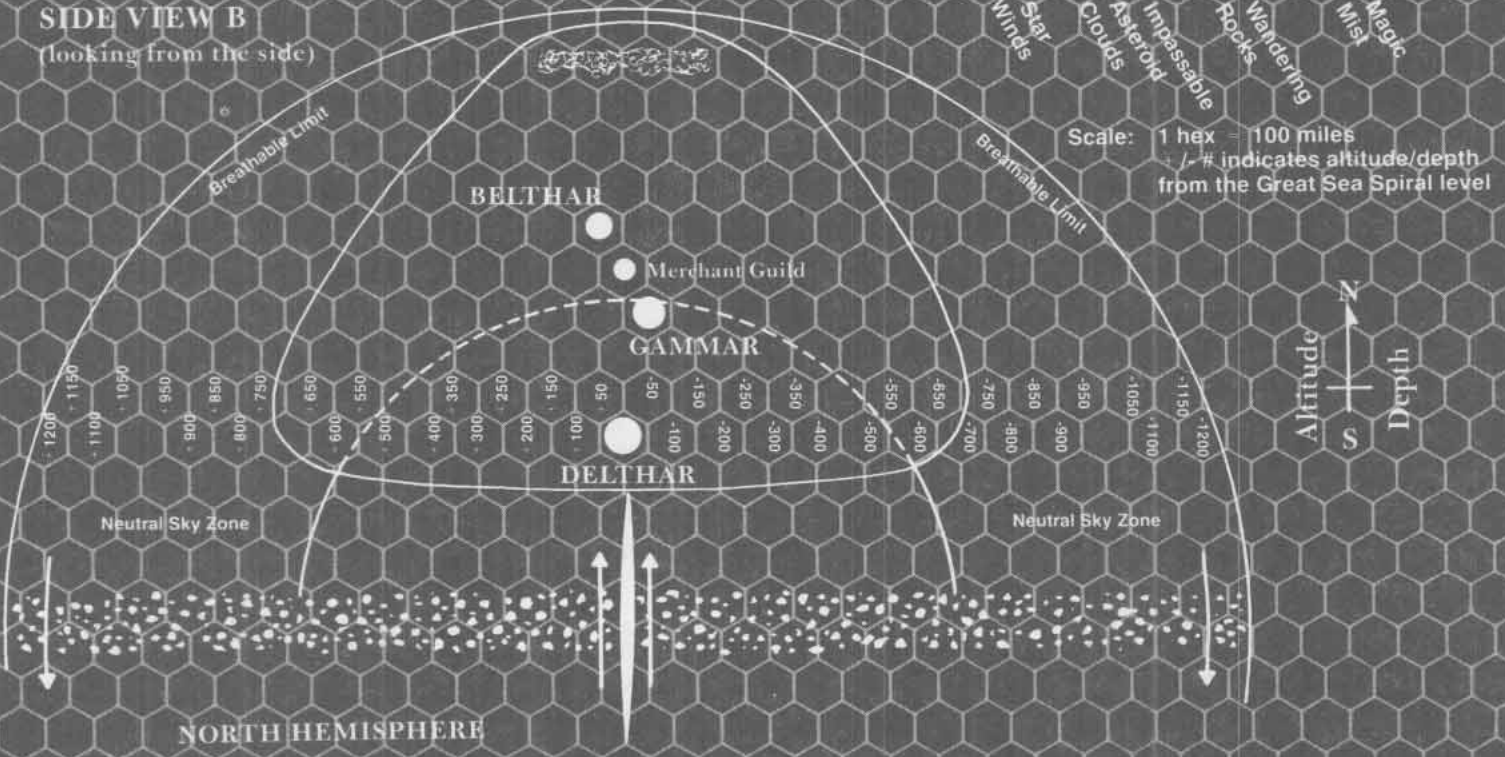
If the party sails past the hags, ignoring their songs, Koryis scores 5 points.

If the party loses any of their members and are unable to raise them (they abandoned them or lost their clerics), Alphaks scores 5 points.

Run encounter 12 next, Whirlpool and Stone Jaws.

DM MAP #2 - STAR KINGDOMS AERIAL BOUNDARIES

SIDE VIEW B
(looking from the side)

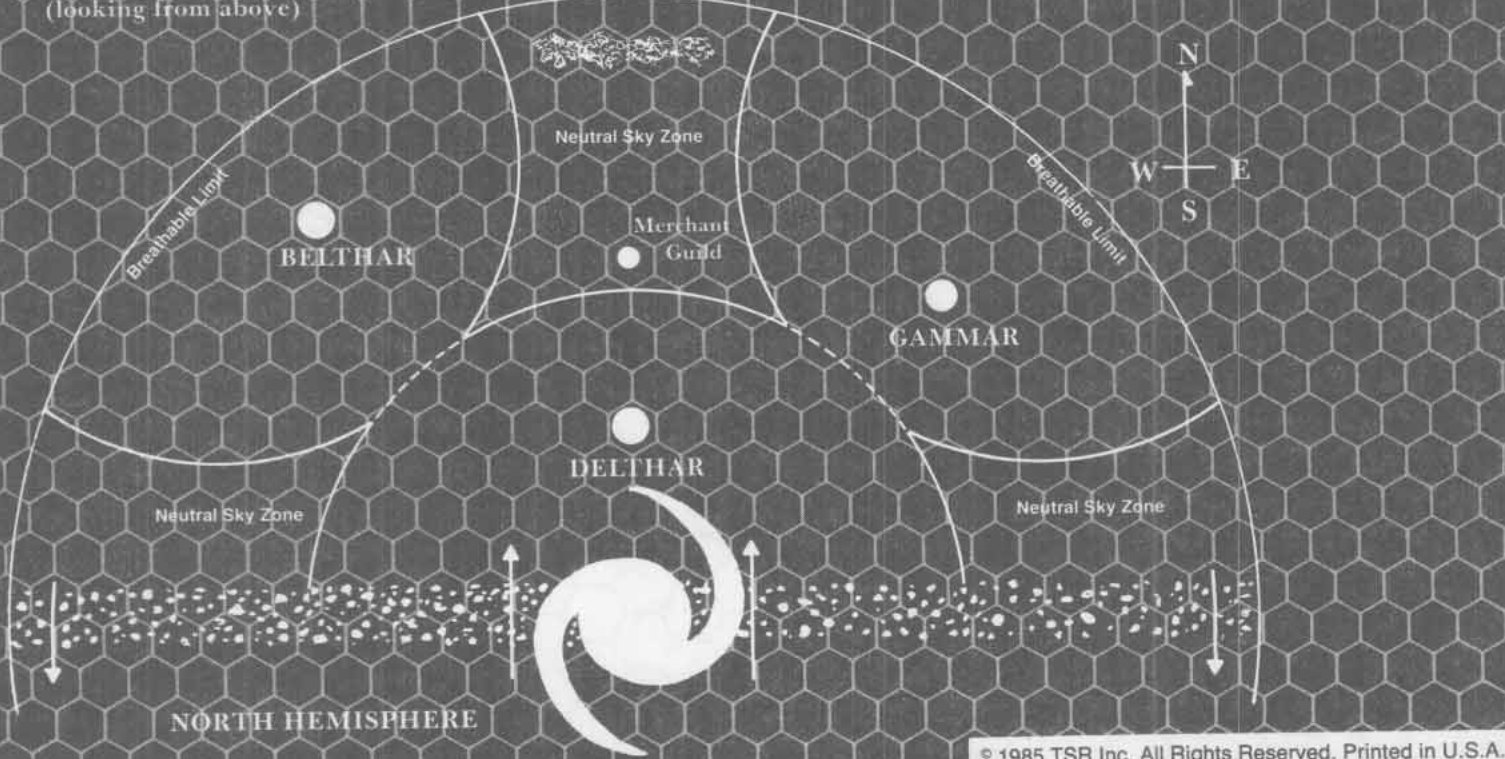


MAP KEY

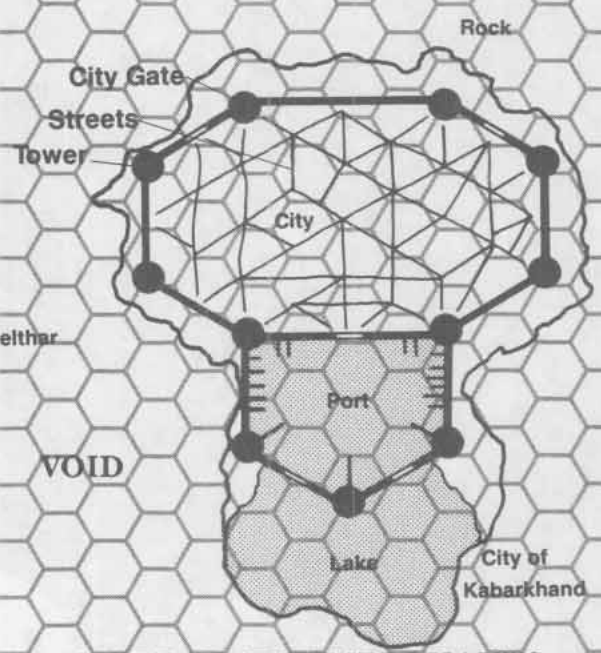
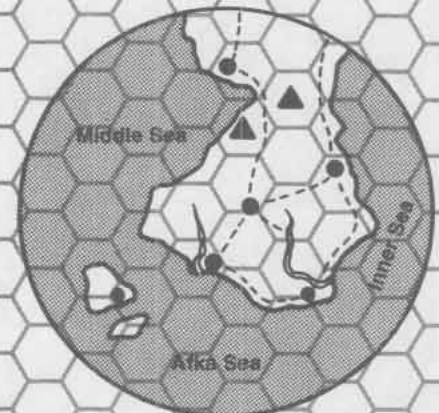
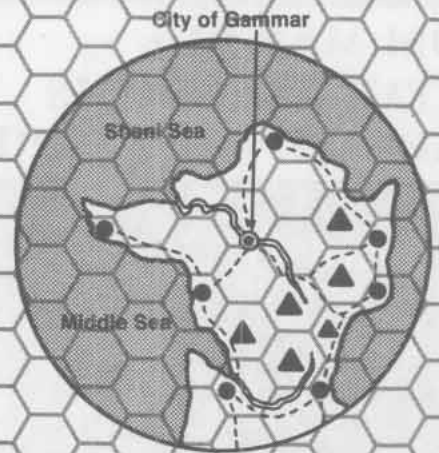
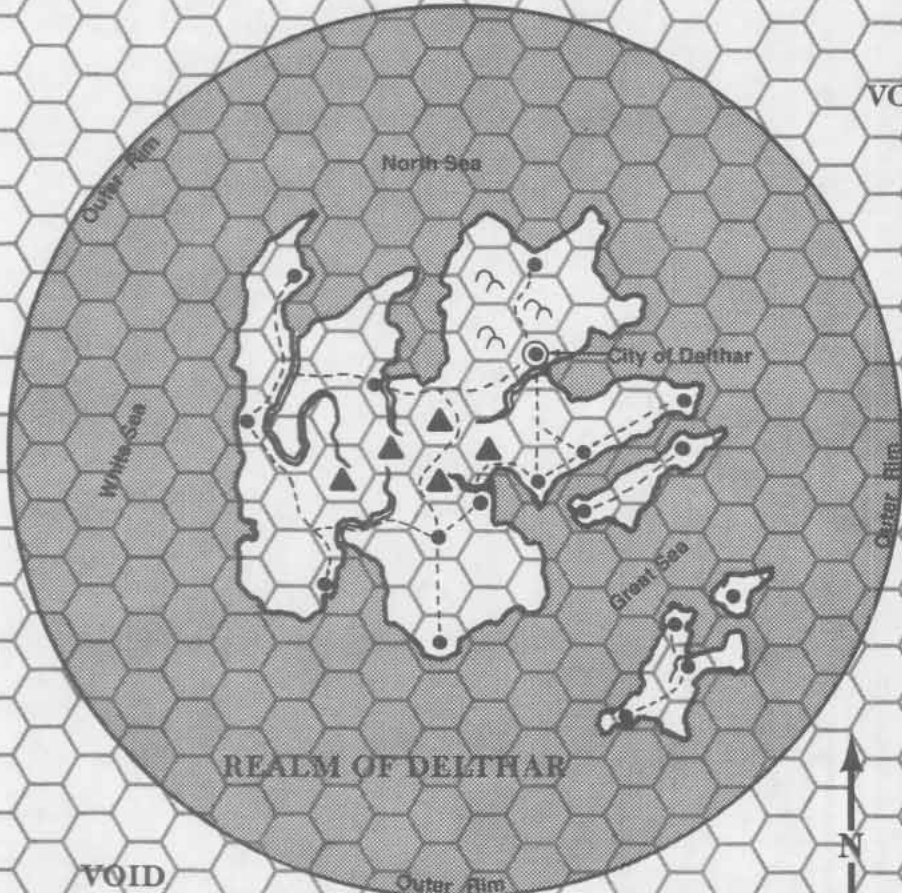
- ← Winds
- ☁ Clouds
- ✳ Asteroid
- ⊘ Impassable
- ⬤ Rocks
- ⬤ Wandering
- ⬤ Mist
- ⬤ Magic

Scale: 1 hex = 100 miles
+ / # indicates altitude/depth from the Great Sea Spiral level

TOP VIEW A
(looking from above)



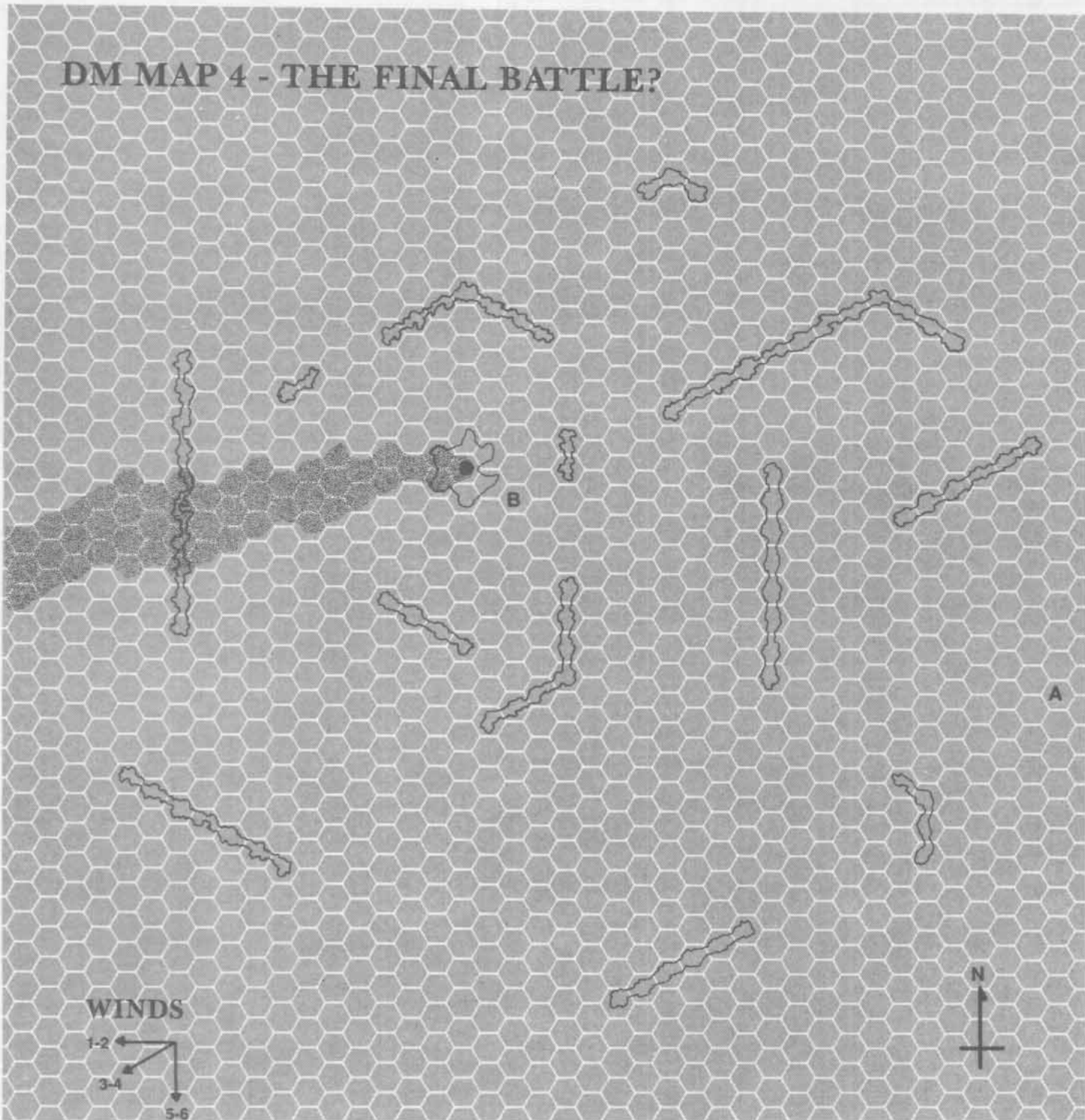
DM MAP 3 - STAR KINGDOMS



GUILD OF THE MERCHANTS

Scale: 1 hex = 1 mile

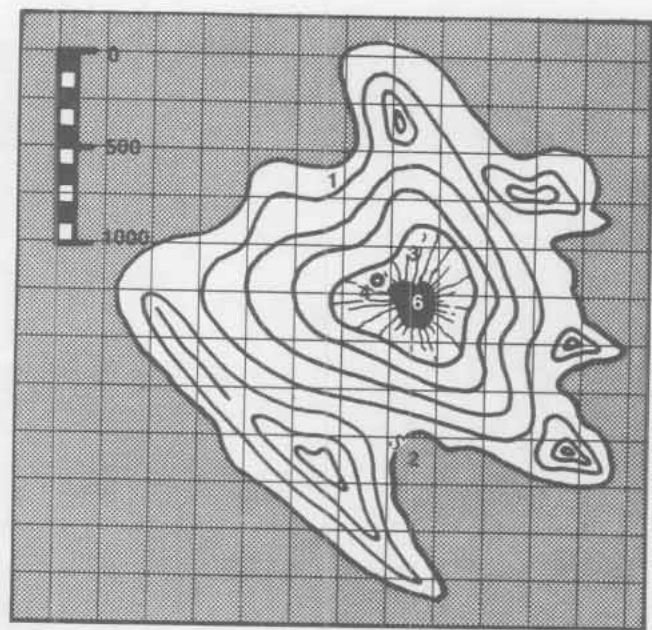
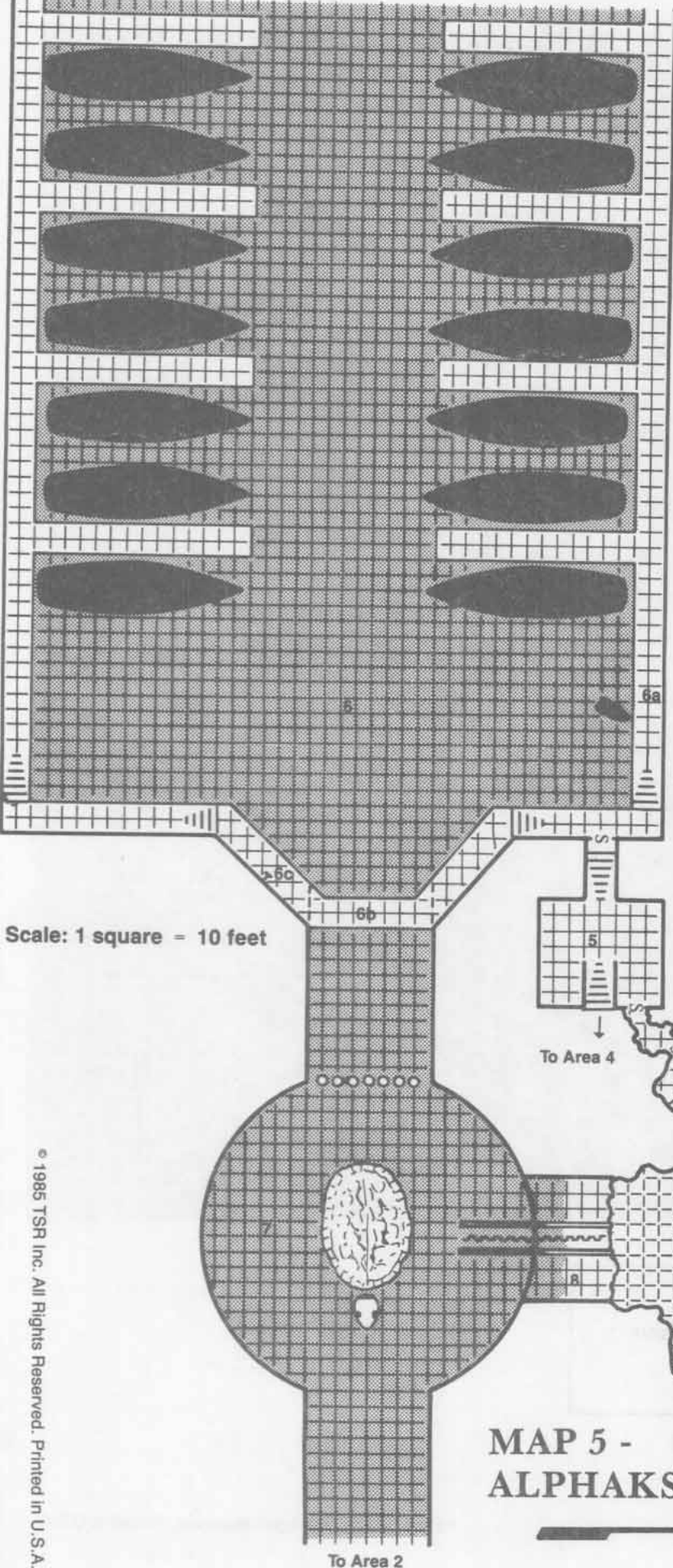
DM MAP 4 - THE FINAL BATTLE?



MAP KEY

	Poison Fog
	Alphaks' Volcano
	Reef

Scale: 1 hex = 1/4 mile



Scale: 1 square - 250 feet



Scale: 1 square = 10 feet

MAP KEY

- Secret Door
- Pillar
- Magic Mirror
- Iron Portcullis
- Hourglass
- Water
- Stairs
- Iron Portcullis

MAP 5 -
ALPHAKS' VOLCANO



12. Whirlpool and Stone Jaws

Near the center of the sea spiral, two coasts form a narrow strait a half mile wide.

Sheer vertical cliffs overlook the sea as far as the coast can be seen. On the west side of the strait, a large whirlpool probably marking the center of the spiral, drains roaring blue waters into a dark opening. A narrow path, no more than 100 feet wide, exists between the bottom of the east cliff and the edge of the whirlpool where the current is weaker.

If the party attempts to land elsewhere and climb the cliffs, they discover that the land is a bare, dry rocky desert. From both sides of the strait, the desert extends to the outer rim of the spiral where it crumbles into rough stones. There, they become wandering rocks, floating in the sky.

The temperature in the desert is over 100 degrees Fahrenheit, and no water exists on its surface. Every 10 turns in this desert, some explosive gas leaks from under the rocks, creating an explosion at contact with air. Each explosion is equivalent to a 10d6 fire ball and has a 50% chance of affecting the party. The party should be allowed to find a few wrecks to build a raft.

This entire sea on which the party is sailing was once created by the Alphasians when they opened vortices from the Elemental Plane of Water. The desert is all that remains of Alphaks' world. His rivals destroyed it and left only the huge spiral of water and rocks. Since then, creatures of the other plane inverted this vortex and closed all others. The waters are gushing back to where they came from. At that rate, however it will take several centuries before the sea totally disappears. Anyone sucked into the whirlpool enters the Elemental Plane of Water (encounter 13). This is one of the "monsters" Kersy mentioned earlier.

The other monster hides in a cavern above the narrow pass in the eastern cliff. At first the creature looks like huge stone columns carved in the cliff. It can surprise ships sailing below on its first attack. It is able to cast one *illusion* spell per day to distract its victims. During this encounter, the illusion is of a large multi-headed dragon flying toward the fleet from the west cliff.

The creature is a giant hydra (treat as a gargantuan equivalent). It has only six heads; however, each head has 128 hit points. One head inflicts 4-40 (4d10) points of damage to a PC or NPC, or, it grabs 1d6 normal men off the ship's deck. The only way to kill the creature is to cut all its heads off. As the PCs' ship passes below, two

of the heads bite the stern and aft of the ship to stop it, and the four others attack the passengers. Once the party has freed the ship from the hydra's hold, it takes 2 more rounds to sail out of range of the heads.

The giant hydra has a treasure containing 10,000 pp and a *bastard sword* +2, +5 vs. demons. It is engraved with runes that say, "The Strength of Vanya Protects the Conquerors."

The sword, of Neutral alignment, is intelligent and speaks Common, Elf, any water elemental languages, and Storm Giant. It *reads magic* and can *detect invisible*, *detect creatures* from the Sphere of Death, and teleport back to Vanya if its bearer is destroyed or killed.

The sword knows Vanya's nature and purposes but only reveals them if the party scores over 25 points for Vanya in this chapter. It does not reveal anything else, however it does tend to direct its owner toward Alphaks, thus through the Magic Mists, a region on the opposite side of this world (see Chapter 3) and to Alphaks' mountain.

Victory Points for Immortals

If the party fails to cross the strait, and/or shuts the gate to the Plane of Water, Alphaks scores 5 points.

If the party successfully crosses the strait without losing any crew members, or without destroying the giant hydra, Koryis scores 5 points.

If the party destroys the hydra, Vanya scores 5 points.

If the party crosses the strait, either on land or on ship, go to encounter 14. By the time the party's fleet crosses the sea spiral, the food supplies on board should be seriously reduced. If the party fails to cross the strait, they drift into the Elemental Plane of Water. Then run encounter 13 next.

13. The Plane of Water

Since the party entered through a vortex, they are now made of water. They do not need breathing devices to survive in this dimension. The PCs cannot go up the vortex because of strong currents.

For every round the party remains in this plane, the party has a 10% chance of encountering 3d10 water elementals. They slowly circle around the party for a turn, observing them with their cold gray eyes before they decide to parley. If the party attacks them, they have no chance to return to the strait other than a *wish* spell or their undersea boat (if it was provided earlier by an Immortal).

Vanya, closely related to the Plane of Water, has sent these creatures to help the party return to the strait and cross it safely.

The creatures are able to invert the vortex for a limited time.

During their conversation with the party, the creatures may reveal they are followers of Vanya. They say she is a powerful temporal of the Sphere of Time, and the patron of Conquerors. She is busy right now dealing with a possible war in another world, however, they say they been ordered to help the party. If the party shows the *rod of victory* (see Chapter 1), the creatures say that Vanya had the same one once.

Victory Points for Immortals

If the party attacks the creatures, Alphaks scores 5 points.

If the party discovers the nature of Vanya, she scores 5 points.

If the party leaves this plane by their own means, Koryis scores 5 points.

Go to encounter 14 next, Vanya's Flock.

14. Vanya's Flock

The trip to this area should take long enough so the party runs low on food supplies. The sea currents in this area of the spiral are awesome and storms are common. However, despite rough waters, the party should reach this encounter without excess casualties or damage to the fleet. Meanwhile, Alphaks foils any attempt to use magic in order to make food (except *zsongas*) in the form of contamination, pests, *zsonga*, or fungi. The Chaotic temporal is trying to starve the party so they attack Vanya's sheep. When they arrive at the site of the encounter, read the following.

After a long and difficult navigation against opposing currents, you reach a small island near the other end of the sea spiral. It is partially covered with an oak forest. Between the beach and the trees extends a wide hilly area, covered with thick green grass. Dozens of sheep peacefully graze in front of the trees.

If crew members still remain, they refuse to weigh anchor before supplies are stocked in the ship or on the raft. They wait until the PCs are busy exploring the forest or fishing elsewhere to attack the animals and make a feast.

Run encounter 15 next.

Victory Points for Immortals

If the sheep have been harmed, and/or the crew rebels against the party, Alphaks scores 5 points.

If the sheep are not harmed and the party avoids a mutiny, Koryis scores 5 points.

Vanya does not score points in this encounter.

Chapter 2: FLIGHT TO THE STAR KINGDOMS



15. An Immortal's Storm

Play this encounter as soon as the party leaves the island.

The sky turns black and the sails violently flap in the winds. Ground swells rock the vessel, as huge rolling waves appear roaring at the horizon. The storm grows more violent every second until horrendous waves smash the vessel to pieces.

The storm is caused either by Vanya whose sheep have been harmed, or by Alphaks because the party crossed the great spiral sea.

The party may not control the storm since it is created by an immortal. As revenge, the immortal destroys the party's ships and drowns any remaining crew. The party may survive by clinging to debris or broken masts.

For a few days, they drift into the void, finally leaving the great spiral sea. Run encounter 16 next.

The immortal responsible for the storm automatically scores 5 points in this encounter. If Vanya has been irritated by the death of her sheep, or if she has scored 20 points or less in this chapter, she turns against the party. From now on, her interventions are aimed at the destruction of the adventurers, until the party proves worthy by performing some glorious act, explained in Chapter 3.

16. The Delthan Outpost

After the violent storm has destroyed your last hope of returning home, the roaring winds of the void toss you near a small

platform. It seems like a man-made construction, with a stone observation tower. An unknown flag flutters above the tower. You faintly hear the sound of a horn when a small but sturdy skiff appears from behind the tower, braving the rough winds to come to your rescue. Seven men sit inside, one at the rear, holding the rudder.

The men are part of the Delthan's garrison. Their mission is to guard this part of the sky and rescue survivors from the great spiral sea. There are 20 men, all 5th level lawful fighters plus a Lieutenant. His name is Yorrick. He is a 20th level fighter, a paladin commissioned by his superiors to hold the tower.

Yorrick (20th level fighter): AC -2; hp 150; AT 1 sword; D 1d8 + 5; Save F20; ML 11; AL L; St 18, In 12, Wi 15, Dx 13, Co 16, Ch 17.

Magic Items: *bastard sword* +2, *greater talisman of elemental travel*, *plate mail* +3 of ethereality.

Spells Available:

Level 1: Light (x2)

Level 2: Bless, Speak with Animals

Level 3: Striking

When the rescuers bring the party back to the tower, Yorrick offers food and rest to the survivors. The tower is constructed simply, with a small pier behind the tower, a main hall at the lower level, and a dormitory at the intermediate level. The last floor opens on the roof, where guards constantly observe the sky. Every three months, several Delthan vessels stop at the tower to change the garrison, get their reports, and bring new supplies. More information is available on the Delthans, Belthans, and Gammarians in Chapter 3.

The Delthans are worried about a large fleet that sailed past their tower a few days before. They sent a messenger to warn their king. They think it was a Gammarian fleet on its way to attack Delthar. If it was, a new war will surely begin. The description of the ships corresponds to the party's fleet. If Yorrick discovers the party has something to do with that fleet, he immediately orders them arrested, on the charge of espionage. Any resistance provokes a fight to the death with the Delthan garrison.

If the party asks about Delthar, Yorrick replies it is their kingdom. He indicates its approximate direction but warns there are two other realms, Belthar and Gammar. A fragile truce exists between them and frictions are common. Regulations prevent him

from giving more details to strangers. However, Yorrick suggests the party use one of his small sailships if they want to leave.

They will be granted shelter in the port of Delthar if they bear the peace flag. From there they can meet the city authorities and explain their problem. If the party has nothing to hide, help will probably be offered. Yorrick gives the party a written permit to sail in Delthan skies.

Victory Points for Immortals

If the party decides to wait for the next Delthan ship, Alphaks scores 5 points.

If the party attacks and seizes the tower, Vanya scores 5 points.

If the party thanks Yorrick and sails on immediately, Koryis scores 5 points.

If the party waits for the next Delthan ship, go to the Aftermath section at the end of this chapter. The next encounter then occurs in Chapter 3.

If the party immediately leaves the tower, run encounter 17.

17. The Return of the Armada

The shapes of sails appear at the horizon, navigating toward you, full speed astern. Dozens of ships, ranging from sail ships to galleys and longships, spread out in a wide combat line.

The ships belong to the party's armada. As a precaution, they assume combat formation when they see the party's vessel. When they get close enough to recognize the party, they welcome them back to the armada.

When the fleet left Kersy's island, Koryis intervened and opened a path between the wandering rocks. Koryis could do so because Alphaks was occupied with the player characters in the Sphere of Death.

After crossing the wandering rocks, with the help of Vanya, Koryis stopped the fleet in a time trap. Beyond vague dreams, none of the men realize exactly what has happened. The party is now ahead of the ships' course. The fleet recuperates the PCs on its way to the Star Kingdoms (see Chapter 3).

In his hurry to find the mist region King Leosus described, the substitute fleet commander ignored the tower's signals. To his knowledge, the fleet has not met anybody else. Unless the PCs actually attack the fleet, Koryis scores 5 points.

Immortals' Interventions

Every time one immortal scores 15 points (or a multiple of 15) within this section, that

immortal may intervene to help or cause trouble to the party. Those interventions may be played at the moment chosen by the DM, when time seems most appropriate.

Koryis: Koryis usually intervenes to help the party, either healing them, *raising fully* a lost character, or repairing their ship. One of Koryis' possible interventions occurs just before the party encounters Kersy for the first time (see encounter 7). If this happens, read the following to the players:

A handsome glowing man materializes in your path, and says, "Welcome, my sons. As I had foreseen, you have not escaped your fate. However, I must warn you again of the dangers and rewards awaiting beyond this forest. Look near your path, and pluck the blue flowers. Eat their roots for they will protect you against a sorceress' powers. Force her to swear loyalty and she will become your ally."

The apparition fades and the natural life of the forest reawakens, as though you woke from a dream.

If the party obeys the advice, none of Kersy's powers can affect them.

Koryis may also intervene if the party is stranded at the Shrine of Death (see encounter 8c). In that case, read the following to the players:

A bridge of white light flashes from the shore to the direction of the gate. The undead creatures cover their faces and immediately retreat back into the pit. A voice suddenly booms, "Leave Alphaks' antechamber. Your path has come too close to his lair. Follow the bridge and return to the free sky."

Vanya: She normally intervenes to help the party. Save one intervention until the party reaches the Shrine of Death. If they are stranded, read the preceding encounter.

Otherwise, her most common intervention is to raise one of the bravest character's statistics one point. She normally chooses one statistic in this order of preference: Strength, Charisma, Dexterity, or Constitution. She never causes a statistic to be raised higher than 18.

If Vanya turns against the party (her sheep have been harmed or her score is less than 25 in this chapter), her future interventions oppose the party during Chapter 3. If, once again, the party proves by their actions to be worthy of her protection, she is appeased and forgives them.

Alphaks: Alphaks always opposes the party. Since the adventurers go against all of his plots, chances are Alphaks has fewer chances to intervene than the two other temporals.

Alphaks must intervene at least once before the party reaches the great sea spiral. If at that time Alphaks does not have 15 points yet, he intervenes anyway, but he loses all the points he scored in this chapter, up to encounter 9.

Alphaks' first intervention against the party is to tear up their wind bag (see encounter 4a). He does so by *teleporting* a reverter near the bag. This happens when the characters least expect the encounter. It then rips the bag open and attacks the party as all of the foul winds turn against their ships. The storm blows the party and any accompanying ships back to encounter 3b.

Otherwise, Alphaks intervenes with various curses such as:

All the party saves at -5 until the end of the adventure.

All the appointed commanders in the fleet are treated as if their Charisma was 5 points lower. This affects only the reaction of the troops and sailors in the fleet. Orders may not always be obeyed, desertion may occur, mutinies, or chaos on board. This holds true until Alphaks is destroyed.

All the food on board rots one hour after it is created or stocked into the ships. All magical attempts to create food are immediately foiled.

Those curses may not be dispelled, except by Alphaks himself or another temporal.

Aftermath

If Koryis scores the most points in this chapter, all of the curses Alphaks may have bestowed upon the party are removed.

If Vanya scored the most points, two possibilities may occur. If she is still friendly, she creates a spirit of heroism within the troops. All of the fleets and troops increase their Battle Rating 20 points. If on the contrary, she has been irritated by the party's acts, she instead reduces the Battle Ratings 20 points. This holds true until Alphaks is destroyed.

If unfortunately Alphaks has the highest score, an incurable rotting disease decimates 50% of the troops, sailors, rowers and seamen still existing in the fleet.

In case of a tie, nothing happens. Add up the two scores each temporal generated during the two last chapters and save the result for the end of the adventure. The results help determine which temporal becomes the dominating one at the end.

Chapter 3: FOR THE GLORY OF THE WARLORDS

Encounter Setting

The PCs' goal in this chapter is to reach the Magic Mist on the opposite side. Crossing with their fleet provokes reactions throughout the region. The PCs must either ally or defeat the various powers in this region to reach the Mist.

Three roughly hemispherical realms occupy this part of the sky. When the party arrives, a fragile truce is in existence, however, any unexpected event may cause a conflict. These petty realms have survived their many wars because of the length of a siege warfare and the reluctance of the powerful Guild of Merchants to get involved.

The arrival of the party's armada provokes a significant reaction. Let the players handle all of the forces on their side, including their new allies, without letting them abuse the privilege (capital cities do not send their home garrisons to war).

When moving in the Star Kingdoms, use Map 2A. Map 2B should only be used to visualize the party's position if they change their altitude. All three worlds and the Merchant Guild are approximately at the same level, so the players may ignore the three-dimensional movement if they find it too complicated. Use DM Map 3 when the party reaches one of the Star Kingdoms.

After the PCs reach their goal, the Magic Mists, read the Aftermath section at the end of this chapter. Allying or conquering realms may generate extra troops for the next chapter, Back into the Maelstrom.

Delthar

This realm occupies a huge island similar to Paradise Island. Most of the country is covered with rich farmlands with several villages located at key points. Their economy is based on agriculture. It is sufficient to feed the population and some products are traded to outside realms. The population, called Flatlanders, reaches 50,000 people; 30% are located in or near the capital city.

A powerful church council and a king rule Delthar. The religious order is Lawful and backs the cause of paladinhood. The land is currently under the control of King Korwald, one of the finest examples of what a knight stands for. If anything happens to the king, the church takes over, until a proper knight of the order becomes king (there is no royal descentance).

King Korwald (33th level paladin): AC -5/-10; F3 5; hp 110; AT 1 bastard sword; D 1d6 + 2 (1d6 + 7); Save F33; ML 11; AL L; St 17; Wi 16, In 13, Dx 12, Co 14, Ch 16

Magic Items: *plate armor +4, shield +2, bastard sword +5* defending. Other items are at the discretion of the DM.

An elite body guard of paladins protects King Korwald at all times:

10 Royal Bodyguards (10th level fighters): AC -4; F10; hp 70; MV 90'(30'); AT 1 two-handed sword/longbow; D 3-12/1-6; Save F10; AL L

Delthar Forces

The holy realm has dozens of small towers floating in the sky (see encounter 16, previous chapter). Delthar is the capital city of the holy realm. It is strongly fortified and defended by the following garrison.

Force: Delthar's Guard BR: 165

Leader: King Korwald

Location: Within 3 hexes of Delthar

No. Troops: 3,250 (4,550 HD with mounts)
Type: 650 longbowmen, 200 artilleryists, 1,100 swordsmen/pikemen, 650 horsemen, 650 cleric adepts.

If the land is invaded, some of the population can be raised to defend their homeland:

Force: Church's Militia BR: 74

Leader: Sir Haarlow, 18th level fighter

Location: any land hex in Delthar

No. Troops: 4,000 (4,800 HD)

Type: 3,200 peasants with crude weapons, 800 cleric adepts

The port in the capital city of Delthar holds their war fleet. It defends the city, intercepts invading forces, or carries invasions against other lands.

Force: Delthar War Fleet

Battle Rating: 184 Av. Speed: 123'/rd

Fleet Class: Ex. Troop Class: Ex.

3 Lg. Galleys: 120 HP each, Artillery Ram.

8 Sm. Galleys: 100 HP each, Artillery Ram.

6 Flat Tops*: 180 HP each

3 Troop Transports: 150 HP each

Total Hull Points: 2,930

Marines: 910 (2,120 HD, including mounts)

Sailors: 320 Rowers: 1,020

Men in Fleet: 2,250 (300 hippogriffs)

Marines: 30% long bow, level 1, AC4

All marines on small galleys are level 2 clerics. BR on land is 192.

Flat Tops: each carries 50 marines mounted on hippogriffs, included in the global

marine force in this fleet.

Troop Transports: each carries 100 marines.

Commander: the leader has a Leadership

Factor of 78, and has trained 3 weeks with his men. All troops are Lawful.

(*) Flat Tops are equivalent to large Troop Transports, with large flat platforms on their stern and aft enabling flying cavalry to take off easily. However, that type of ship moves only 90 feet per round, instead of 120.

If the party arrives in Delthar without their fleet, shelter in the fortified port is granted. When the party's armada discovers the presence of a powerful realm, they come to a halt and parley. For political reasons, Delthar authorities refuse their passage across Delthar sky territory, and demand they turn back. If the party does not return to their fleet, the substitute commander orders the armada to attack Delthar's fleet and attempts to sail past their realm. From that point, the king offers a reward for the capture of the PCs, now considered enemies. They must secretly flee Delthar and regain their fleet as soon as possible.

If the party returns to their fleet, they resume command and choose their next course of action. The party may attack Delthar, or avoid them, in which case they would sail toward one of the other territories. To attack Delthar, the party's fleet must first sail onto its sea because of the gravity force. One of the three sky territories must be crossed to reach the mist area. The realms extends to the breathable limits of the sky.

If the PCs' fleet has been totally destroyed before this chapter, the party may gain the king's sympathy by saying they are on a quest against Alphaks. The king would then offer them a ship so they can pursue their adventure. With a single ship, the party may reach the Magic Mists directly (see end of this chapter) without intervention from Gammar or Belthar.

Belthar and Gammar immediately ally against Delthar. Spy reports of a large unidentified fleet anchored near Delthar cause the two other nations to believe the religious realm is plotting an invasion. If the party's fleet sails past Delthar, Belthar and Gammar. Only after this does Delthar permit the armada to cross their aerial space.

Belthar

Belthar occupies the top surface of a planet shard. From a distance, it appears to be a long rough cone of rock, with a semi-spherical surface, opposite the pointed end. High mountains and numerous green valleys

Chapter 3: FOR THE GLORY OF THE WARLORDS

cover the land. Rivers reaching the rim of this world gush down into the void, several miles below. Vast masses of clouds form and slowly rise back to the sky above Belthar.

Most of the villages are on top of steep slopes, on the sides of mountains. The economy is based on mining and underground resources. A great deal is traded to other nations. Agriculture is barely able to support the population and Belthar sometimes relies on Delthan or Gammarian food. The population reaches 150,000 people and 15,000 dwarves.

Belthar is a republic representing most activities (military, religious, magic, etc.). Their society is based on Neutral concepts of life and do not normally support a particular philosophy other than their freedom. Belthar is represented by the General Secretary of the Republic, Lord Rawn-Driz.

G.S.R. Lord Rawn-Driz (28th level thief): AC 3; hp 65; AT 1 normal sword; D 1-6 + 4; Save T28; M 9; AL N; St 12; In 15; Wi 12; Dx 17; Co 15; Ch 10

Magic Items: *ring of protection* +3, *long sword* +3 of *deceiving*, *amulet of protection* vs. *ESP* and *crystal balls*. Other items are at the discretion of the DM.

Rawn-Driz secretly is the master of the Thieves' Guild in Belthar. Up to 500 thieves of various levels in the country work under his orders.

Belthar Forces

Belthar is the capital city of the republic. Most of the city is buried inside a mountain, at the center of Belthar. The only part that remains visible is a cluster of 50 high towers on the mountain side. At least 8,000 people live below. The city has the following garrison.

Force: Belthar Republican Guard BR: 97
Leader: Lord Rawn-Driz
Location: Within 5 hexes of Belthar
No. Troops: 3,800 (3,800 HD)
Type: 200 longbowmen, 300 artillerymen, 2,000 swordsmen, 1,300 dwarves.

If the mountain ranges are invaded, the local population can be raised to defend their homeland:

Force: Belthar Republican Militia BR: 78
Leader: Lord Brifnlz, 12th level Dwarf
Location: Any mountain hex in Belthar
No. Troops: 8,000 (8,000 HD)
Type: 6,200 peasants with crude weapons, 1,800 dwarves with axes and crossbows.

A secret cavern holds the Belthar war fleet. It is used the same way the Delthans do.

Force: Belthar War Fleet
Battle Rating: 172 Av. Speed: 300'/rd
Fleet Class: Good Troop Class: Good

30 Sm. Galleys: 90 HP each, Artillery

Total Hull Points: 2,700
Seamen: 2,100 (2,370 HD, including dragons*)
Men in Fleet: 2,100, 30 blue dragons

Seamen: 20% long bow, level 1 fighters, AC6. BR on land is 137.

Galleys: each is pulled by a small blue dragon. Troops may act as rowers with their magical oars if their pulling dragon is dead. The dragons may use their breath weapon.

Commander: the leader has a Leadership Factor of 65, and has trained 2 weeks with his men. All troops are Neutral.

(*) The dragons' tactic is to land on enemy vessels to attack passengers and to allow friendly troops to perform boarding attacks. They are as much a part of the fleet as of the fighting troops (marines).

Events

If the party defeats the Belthar war fleet once, the republic's authorities agree to parley. If the party agrees to sign a separate peace treaty and not attack them further, then Belthar breaks its coalition with Gammar. The party's fleet may then leave. Otherwise, the Belthans seek revenge with the help of Gammarians. Soon the party realizes that the rest of the Belthar area is impassable without a full knowledge of the asteroid clusters. The only way to gain Belthar cooperation is to invade them.

Only Belthar navigators know the few channels to cross the asteroids safely, but that is a State secret. If the party invades their capital, Belthar surrenders and gives up the vital navigation maps. The Thieves' Guild then organizes a guerrilla movement until the party leaves or they are destroyed. The party's troops lose 1d20 men per day vs. 1d6 for the Thieves' Guild.

Gammar

Gammar is a tiny spherical planet, no more than 80 miles in diameter, with a variety of terrain types. The economy is well-developed, selling agricultural goods, mining, special crafts, and art. A population of 30,000 thrives in this country. A dozen

smaller islands are scattered within the Gammarian air-space.

Gammar is an authoritarian magocracy devoted to Chaos. One powerful wizard assisted by a few lesser mages control the country. The current ruling wizard, His Radiance Halzunthram, is plotting the destruction of Delthar in order to exert a firmer political control within the Star Kingdoms. However, his government is plagued with internal frictions and rivalries between schools of magic.

His Radiance Halzunthram (35th level magic-user): AC 3; hp 70; AT 1 dagger; D 1-4 + 2; Save MU35; M 8; AL C; St 11; In 18; Wi 16; Dx 12; Co 12; Ch 17
Magic Items: *ring of protection* +5, *dagger* +2 of *draining*, *amulet of protection* vs. *ESP* and *crystal balls*, *staff of fire element*. Other items are at the discretion of the DM.

Gammarian Forces

To reach Gammar, invaders would have to sail onto any sea of the planet, and reach the coast. Gammar, the capital city, can be reached sailing up the Shain river. Gammar is fortified and 10,000 people normally live within its walls, including the following garrison:

Force: Gammarian Elite Phalanxes BR: 207
Leader: His Radiance Halzunthram
Location: Within 5 hexes of Gammar
No. Troops: 2,000 (7,200 HD with mounts)
Type: 400 mounted longbowmen, 100 artillerymen, 500 swordsmen, 1,000 magic-users (all troops are level 3).

If the land is attacked, the following force may be raised against the invader:

Force: Gammarian Hordes BR: 100
Leader: Lord Yrnsteph, 20th level MU
Location: any hex in Gammar
No. Troops: 2,000 (2,200 HD)
Type: 1,900 peasants with crude weapons, 100 3rd level magic-users.

Gammarian Fleet: Shark-Pack Battle Formation

Battle Rating: 273 Av. Speed: 120'/rd
Fleet Class: Elite Troop Class: Elite

5 Phaseships(*): 50 HP each
(Each is equipped with a *crystal ball* to be able to navigate while in phase.)

Total Hull Points: 250
Crew: 30 (175 HD)

Chapter 3: FOR THE GLORY OF THE WARLORDS

Crew: Level 5 Fighters, AC 8; fight as normal troops if boarded. BR on land 207.

Phaseships: Unless the ship is destroyed, the crew never suffers (extra) casualties. Skysharks engaged in a Sea Machine combat take triple damage in Hull Points.

Commander: the leader has a Leadership Factor of 55, and has trained 5 weeks with his men.

(*) See New Monsters Section on the skysharks. Gammar has 3 shark-pack squadrons.

Events

If the party defeats Gammar, Belthar (if still free) sends its fleet to intercept the party. They attack as the party leaves for the Magic Mists. Gammar forces never surrender, and fight until the last man is destroyed.

Gammar normally does not use their skysharks in open confrontations. Those ships are designed to operate as spies or against vulnerable forces. The third shark-pack is never available for a major (Sea-Machine) battle since it is spread out in the Star Kingdoms. The two others remain near the planet for its defense and as an early warning system. The skysharks can fly above any land without restriction. They intervene only if the capital city is threatened. Only then would they fight a major naval encounter.

Guild of the Merchants

The Guild of Merchants is a large city enclosed in a fortress, on top of a small rock. It is major commercial port where most of the guild's business must pass through. The city is incredibly wealthy. The Thieves' Guild of Belthar has an important branch in the city. The population is around 15,000 people.

A guild of merchants controls Kabarkhand, along with most of the trade between the three other realms. Up to 50 wealthy families own this place and create all the laws.

Guild's Forces: Though it is fortified, the city is poorly defended.

Force: Kabarkhand's Warden BR: 97
Leader: Merchant Prince Mohamed Abdulaziz Zhawat-El-Sh'razz XIV, normal man.
Location: city's walls
No. Troops: 1,500 (1,500 HD)
Type: 1,300 archers/swordsmen, 200 artillerymen.

Merchant Guild

Battle Rating: 153 Av. Speed: 142'/rd
Fleet Class: Ex. Troop Class: Elite

36 Sm. Sail Ships: 60 HP each
12 Lg. Sail Ships: 160 HP each, Artillery

Total Hull Points: 4,080
Sailors: 600 Marines: 240 (480 HD)
Men in Fleet: 840

Marines: F2, AC 4; 50% long bows.
BR on land 176.

Ship Loads: 5 marines per ship plus 500-3,000 (1d6 x 500) gp worth of merchandise on small vessels. Larger ones carry up to 1,500-9,000 (3d6 x 500) gp in goods.

Commander: the leader has a Leadership Factor of 50, and has maximum training with his men. Troops are Neutral in majority.

Events

For its defense, the guild relies on its treaties of mutual assistance with the three other realms. If Kabarkhand is attacked by one of the realms, the other two are compelled to come to its rescue. If the attacker is an outsider, all three realms must unite against the invader and crush it. If two realms ally against another, the voting power is in favor of the coalition, meaning that they may request the help of the guild to transport their troops. In exchange for these rights, the guild may freely trade and transport any merchandise between the three realms.

The party's fleet is always denied entrance to the port. Otherwise, the Merchant Guild ignores the armada, as long as they do not attack the city or their ships. The guild is aware of the presence of the Magic Mists and sometimes use them for trading with other worlds. This is a State secret.

Sky Raiders

At least once in the game, have the pirates attack one of the party's fleets. They operate from the asteroids in the Delthan air space. The pirates have a lair that is equivalent to Kabarkhand (in appearance and by military standards), but called Tortuga. It is said to contain hundreds of gp. Only pirates know where it is. If the party decides to attack it, they must interrogate prisoners to find its location. They have only a 1% chance per 10 prisoners of finding a navigator. The navigator does not willingly reveal the secret, however, it should not be impossible for the players to get the information.

The pirate lair should contain 2d6x100,000 gp and a treaty signed between them and Gammar about a possible attack on Belthar. If the party manages to bring that back to Belthar and offer their help to deal with the threat, Belthar

and the Merchant Guild should then turn against Gammar and ally with the party.

Pirate Fleet

Battle Rating: 71 Av. Speed: 150'/rd
Fleet Class: Below Av.
Troop Class: Below Av.

50 Sm. Sail Ships: 80 HP each, Artillery

Total Hull Points: 4,000
Pirates: 1,500 (1,500 HD)

Pirates: HD 1; AC 7; BR on land 53.

Ship Loads: 30 pirates, each who can be used as sailors or fighters, plus (1d6 x 200) gp worth of treasure.

Commander: the leader has a Leadership Factor of 40, and has negligible training with his men. Troops are Chaotic in majority.

The Magic Mists

This area is located opposite the great sea spiral, near the breathable limit of the Star Kingdoms. It looks like clouds of star dust. The gateway is triggered by the thoughts of the characters or commanders in charge of a fleet. When the ships reach the other side of the fog, they instead appear at the area thought of, or desired. In the case of the party, the magical effect is distorted by the immortals observing the armada. Once the party sails across the fog, they appear in the Alphantian Sea, in their own world, near Alphaks' volcano.

Aftermath

Victory Points for Immortals

Koryis: scores 20 points for each realm that the characters ally with.

Vanya: scores 20 points for each realm the party successfully invades.

Alphaks: scores 20 points for each realm the party actually destroys (local army reduced more than 80%).

If Koryis wins this chapter, 50% of all casualties in the PCs' armada and allied forces, including ships, are restored to life. While the fleet is in the Magic Mist, the destroyed ships, and their crew, appear first as ghosts, then materialize totally. None of these crew remember what happened.

If Vanya wins, the allied or conquered population treat the PCs as heroes and demand they become rulers of their lands.

If Alphaks wins, he scores 20 points more.

In case of a stalemate, nothing happens. Add this chapter's scores to the previous totals and note the results for future use.

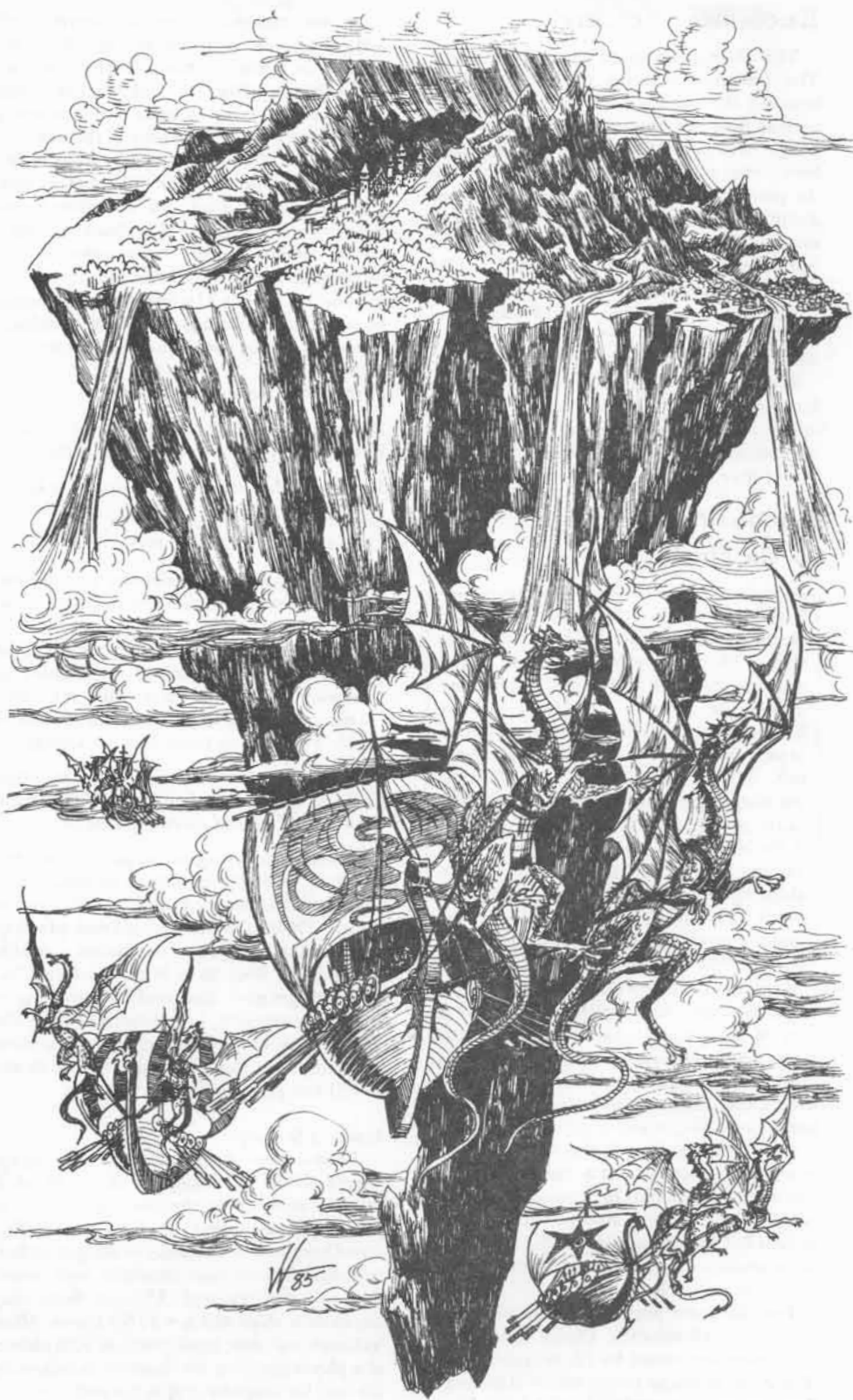
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The three realms and the guild are the only survivors of the ancient war against Alphaks. Gammar is the descendant of the faction opposed to the evil emperor. The story on their bloody war against Alphaks still clearly appears in their records and legends. If the party invades them, they are given a Holy Flask containing some of Alphaks' dried blood. Within 10 feet of the flask, Alphaks has only a 30% Anti-Magic resistance. The pirates are descendants of Alphaks' faction. Since the great war, they have lived in the asteroids, attacking the other realms on occasional raids.

If the party allies with any one realm and successfully removes the threat against it, they agree to send half their (original) fleet along with the party. They would do so only if it is to destroy Alphaks.

If the party actually occupies a realm (or the Merchants Guild), they may commandeer the loser's fleet for an expedition against Alphaks.

If the party defeats the pirates' fleet at least once, the Guild agrees to send one third of their fleet along with the party's expedition.



Chapter 4: BACK INTO THE MAELSTROM

Encounter Setting

This chapter is divided into three sections. The first part involves the naval conflict between the party's armada and Alphaks' undead fleet. As soon as the party crosses the Magic Mist in the Star Kingdoms, Alphaks' fleet comes out of his mountain to intercept the party. Regardless if the party is defeated during the ensuing battle, the PCs can explore Alphaks' mountain. Read the boxed text in section A, and run the battle. Use DM Map 4 for this encounter.

The second part covers the exploration of Alphaks' mountain, the dungeon below, its destruction and the party's return home.

Finally, the Epilogue determines which Immortal wins, along with the party's reward or demise. Because of the direct involvement of Alphaks in this chapter, neither Koryis nor Vanya may intervene directly.

Encounter Key

A. The Final Battle?

Slowly, the star mist clears and you feel the familiar pitching of the sea below the ships. The fresh salty winds are back, swelling the sails. The red sun is low above the horizon, partially hidden behind a large conical mountain. From its crater, large clouds of gray fumes swirl out, slowly drifting west. The sickening yet alarmingly familiar smell reminds you of the poison over Norwold.

Suddenly, the look-out signals sails coming from the mountain. Silently, black ships cut through the waves, forming a battle line. Already, the alarm is sounded and the crews crank up their artillery.

Knowing the party crossed the mists back to the Alphantian sea, Alphaks summoned the fleet of the underworld. It is an awesome force, made of thousands of undead creatures sailing ironclads, large galleys covered with a dark metal. Their mission is to destroy the party's armada, at any cost.

At the beginning of the encounter, the wind blows from the east at normal strength. The party's fleets start the encounter within 3 hexes of area A, the ironclads, within 3 hexes of area B. One fleet occupies 1 full hex in battle formation. Combat occurs when two fleets occupy the same hex.

For movement purposes, each battle round is equal to 15 minutes. Divide the average movement per round by 12, rounded down. The result indicates the numbers of hexes the fleet can move in one battle round. Once two

fleets are engaged in combat, secretly roll 3d4; the result indicates the length of the combat in battle rounds. Resolve combats normally according to the Sea Machine rules; fleeing or withdrawing units may not attack other fleets for the remainder of the day.

Have the PCs role play part of the battle, such as the boarding or the sinking of an ironclad during the clash, or a well-executed maneuver. The ship the PCs choose to attack should contain the fleet commander. If PCs accomplish heroic feats, their fleets' BR or modifiers in the Sea Machine resolution should be accordingly modified. Let the PCs unleash all their power or lose the battle as heroes.

Force: The Dreadnoughts of Death

Battle Rating: 214 Av. Speed: 180'/rd
Fleet Class: Elite Troop Class: Elite

120 Ironclads*: 200 HP each, Artillery Ram.

Total Hull Points: 24,000

Undead: 12,000 (21,480 HD)

Undead per ship: 50 skeletons, 20 zombies, 15 ghouls, 7 wights, 5 wraiths, 3 spectres. BR on land is 156.

Commander: lich, Leadership Factor: 60. If the fleet is divided to match the number of enemy fleets, the extra units are commanded by druj spirits, with a Leadership of 45. The training factor does not change.

(*) Ironclads: Treat the ironclads as Large Galleys, except that they have 180-220 Hull Points, 180'/round speed, and AC 2.

Ironclads are magical ships that are not normally available in human worlds. These have been summoned from the Sphere of Death. Their hulls are covered with plates of black metal (AC 2), and enchanted to enable the ships to float on a liquid surface. The ironclads are also capable of maneuvering in another dimension, or in worlds like the one described in the previous chapter. It is their magical power that also enables them to sail at 180 feet per round.

Undead Strategy

Their orders are to intercept and engage enemy vessels. All undead fleets are aware of the reefs surrounding the mountain and try to trap the opponents in them. Each ship crossing a reef hex has a 60% chance of being stranded. Affected ships remain immobile until towed and properly repaired. Undead fleets may attack those ships with a +20 BR bonus. Allow a chance (roll using Intelligence, or 95% chance if a player indicates his character is observing the sea) for the party to spot the reefs.

Fatigue, routs, and the poison fog blowing

westerly do not affect the undead. If a party's fleet withdraws or attempts to flee, the ironclads pursue it until one of the two fleets is destroyed. Undead do not take prisoners, seize enemy vessels, or recover any of their own losses in ships or creatures. Human fleets fighting in the poison fog fight with a -20 BR penalty. Ships that are stranded there for more than a day are destroyed.

If an ironclad squadron is defeated, treat all the undead on board captured ships or wrecks as destroyed. Captured ships may be used as described in the Sea Machine system, with a normal number of rowers. Defeated squadrons withdraw to the underground port to replace their casualties in creatures (see area 6 below) which takes 2d4 hours, and then return to combat.

Considering the superior strength of the undead hordes, there is little chance the party's armada will survive. However, the more damage the PCs and their fleets inflict on the Ironclads, the more XPs the party should get. In any case, allow the party to survive by hiding among wrecks or floating debris, until they are washed ashore Alphaks' mountain. At the end of the battle, the ironclads sail back behind the mountain where the party cannot see them (see area 2 in section B).

If the party manages to destroy the undead fleet, then they may freely land on the mountain shores. If the players decide to return to Norwold instead, remind them the poison mist is blowing in that direction and that it must be neutralized. If that is not enough to convince them, Alphaks causes the poison fog to drift toward the PC's fleets, leaving them only the option of securing their ships and crews behind the isle, near area 2. Koryis' face could also appear among the clouds telling the PCs that if they go further in that direction, their men will perish in the fog, and all hope will be lost for Norwold.

B. The Mountain of Death

1. Alphaks' Mountain

This dry rocky mountain is bare of vegetation. A narrow path leaves the shore, rounding the base of the crater. There is no visible activity.

Use DM Map 5 for this encounter. Random encounters may occur anywhere on the surface of the mountain. Studying the tracks in the dirt should reveal a small path to area 4. Inside the dungeon, random encounters may only occur in area 4, 6, and 9. Random encounters occur once every hour with a roll of 1-2 on a d6.

2. The Secret Gate

A narrow ledge goes down to the water level, where a large secret passage connects with the undead's underground port. The large portal appears as a rocky cliff, however, the stone feels chilly there. It can only be opened with a *knock* spell, or by applying at least 70 points of Strength.

When the gate is opened, read the following to the players:

A fair portion of the doors remains beneath the surface of the water. A foul rotting smell blows out of the cavern passage extending beyond, into the darkness. The vault is so high it would allow the passage of a large ship.

Opening the secret gate has an 80% chance of alerting its guardian, a dragon turtle (see area 7). In that case the party has no chance of surprising it when enters that area.

3. The Crater

You have reached the ridge of the mountain, and a vast gloomy crater now extends below. From a black opening at the bottom, large swirls of stinking fumes blow out into the sky, obscuring your vision.

The fumes are the same ones that are poisoning Norwold. The party discovers this immediately. For every hour the party members stay in the fumes, each loses 1 point of Constitution (recoverable after a day of rest, or with a *neutralize poison* spell).

If the party climbs/flyes down into the black opening, they reach area 9, The Mouth of Death. Otherwise, allow the party to find the entrance.

4. The Entrance

A rough round entrance opens on a large stairwell descending into darkness. Above the opening is a human-size skull carved into the mountain stone. Its eyes are glowing red and thin fumes stream from its mouth.

The head is a trap that can be deactivated with a *dispel magic* spell. Otherwise, a 10d6 fireball blows up in the entrance, every two rounds, as long as a living creature remains at less than 30 feet from the entrance. Beyond the entrance are stairs leading down to area 5.

If not magically dispelled, the skull's eyes enable Alphaks to observe the passage, at any

time of day. If Alphaks lost the battle, he is aware of the party's presence on this isle. Otherwise, he is not looking. He can cast any spell, one per round, directly from area 11, against anyone approaching.

5. The Charnel Pit

The stairs abruptly end at the center of a large square room, 40 feet away from an exit on the west side. The floor is a creeping mass of rotting members, heads, and other fleshy or bony material that beggars human description. The dreadful stench nearly prevents anyone from breathing. Unnameable horrors already crawl out, stretching their arms and clawing in your direction.

The pit contains 640 zombies, 128 ghouls, 6 wraiths, and one spectre, all stacked on the floor of this room. They attack anyone attempting to cross the room. The spectre and the wraiths only attack characters flying above the zombies.

Each 10-foot-square area one character crosses, 10 zombies and 2 ghouls attempt to crawl over the trespasser. Unless they are flying, characters cannot move more than 1 square each round. Furthermore, only one character at a time can enter one square because of the creeping crowd of undead. The zombies and ghouls do not pursue living creatures beyond the secret door leading to area 6, however, the wraiths and the spectre will. No turning attempts work in this room.

A small secret passage on the east wall connects into area 9a. It opens with a push.

6. The Underground Port

A huge cavern extends west of your location, as far as you can see in the semi-darkness. It appears to be a huge port, with iron ships, stone piers and a dark unrippled water. A 20-foot-wide passage rounds the cavern, climbing above a large opening on the east side. Spheres of feeble blue light hang from the vault above the water.

The spheres are continual lights. This area is the dreadnoughts' base. If the party destroyed the undead fleet, only 1d4 ironclads should still be there. Otherwise, all the ironclads that survived the naval battle are at their piers. The undead are returned to the vortex in area 9 after each battle.

If Alphaks is aware of the party's presence, two apparitions attack them. One remains hidden in the closest ship until the party thinks they are dealing with only one crea-

ture. A secret portal in the northeast corner connects with area 9a.

6a. Row Boat

This simple craft is used to check the hulls of the dreadnoughts after combat. The party may use it to explore the passage to area 7.

6b. The Upper Gallery

The passage climbs up above the canal to area 7, overlooking the port. Several slits open on the east wall, enabling an observation of the canal to area 7, The False Island.

6c. The Mechanism

A large crank extends from the wall. It is used to open or close the portcullis in area 7, The False Island. Cranking up the portcullis alerts the dragon turtle, if it has not been destroyed yet. It swims into the port and attempts to surprise the party. If someone pays attention to ripples in the water, he notices the dragon turtle.

7. The False Island

This round cavern is filled with a dark and calm water. The middle is occupied by two small islands. A huge portcullis blocks the passage on the opposite side of the cavern.

The two islands are the head and the back of a dragon turtle. It immediately attacks those climbing on it or tampering with the portcullis or the secret panel (area 8). The mechanism to open the portcullis is located in area 6c.

A 12-foot-wide secret panel opens on area 8, on the north side of the cavern. The water near the portal is shallow and the PCs may brace against the rails beneath the water, to push the portal open. They need a combined Strength of 70 or better to push it open. If the party examines the rails, they also see a thick steel chain and a cart similar to those used to pull ships onto dry docks.

The passage to the east of the cavern connects with area 2, The Secret Gate.

8. The Dry Dock

The floor in this roughly rectangular area is slightly slanted. The southern half is covered with water. The room contains nothing more than a set of rails and a thick metal chain extending from the northern wall down to the other side, under the water.

The rails extend into area 7, through a small opening under the southern secret panel. It may be pushed open with a combined Strength of 50 or more.

Chapter 4: BACK INTO THE MAELSTROM

The rails are used to haul the ironclads into and out of the vortex in area 9. The cart in area 7 is pulled up the rails by the chains from a mechanism located in area 9a. The secret panel in area 9 may be opened like the southern one, however, pushing characters must roll a Dexterity check to avoid falling into the vortex as the panel opens.

9. The Mouth of Death

This appears to be the bottom of the mountain's crater. The mouth of the volcano is nothing more than an opening into oblivion. There is no lava, but an aura of cold air with thick fumes blowing out.

The opening is over 200 feet in diameter and its walls are coated with a shining black ooze crawling with disgusting stalks and tentacles. There are three narrow ledges on the west, north, and east sides. There are no other exits.

Because of the fumes, eyesight is limited to 50 feet. The opening is a vortex into the Sphere of Death. Anyone entering that world is considered lost for the remainder of this adventure. Touching the slimy ebony ectoplasm causes the loss of one level of experience per round. The ooze is capable of creating 1d6 stalks per round (each lasts 1d4 rounds). They attack (as 10HD creatures) any living flesh within 10 feet of the hole, or 20 feet above the opening. When they hit a character, he must roll a Strength check to avoid being pulled 1d20 feet below, into the ectoplasm. A character clinging to the slime, trying to climb back to the ledge, is dragged 15 feet deeper per round until he climbs out, is rescued, or totally drained of energy.

The vortex cannot be closed unless the party tampers with the artifact in area 11, The Hourglass of Time.

Ledge 9a.

The mechanism opening the two secret portals to area 7, and controlling the dry dock rails is located on this ledge. When the portals are opened, and if the dragon turtle has not been destroyed, it crawls up the rails and uses its breath attacks against the party. It then retreats back to area 7.

Ledge 9b.

A secret passage in the north wall connects with area 10, The Corridor of Death. It opens with simple pressure.

The corridor beyond is trapped with a strong permanent magical wind. Any character caught in front of the entrance must roll less than his Strength or be blown into the

ooze, 2d20 feet below into the vortex. Following the heaviest character in the party and holding on a rope enables the party to reach the other end safely.

Ledge 9c.

This ledge is trapped with a large spring device. Anyone stepping on it must roll less than his Dexterity or be thrown into the vortex. If the character has no flying abilities or was not attached to a rope, he plummets down into the Sphere of Death.

10. The Corridor of Death

You are standing on a narrow ledge, approximately 15 feet above a thick fog, at the beginning of a large tube-like hallway. Ten feet ahead of you, levitating in mid-air is a square glowing slab of unidentifiable material. Beyond, the fog rises up to the circular vault, blocking any sight.

Any magic used here has only a 1% chance of functioning per level of the caster within this area. This does not include magic items.

There are seven such floating squares across the fog. To jump on each of them and reach the other side of the passage, each character must roll under his Dexterity. Failure means the character falls into the pit below. It is filled with ectoplasm from the vortex. Anyone who falls into the pit and fails a Strength check, is sucked into a chute connected to the vortex in area 9. The next round, the victim is allowed a second Strength check at the other end of the chute to crawl back up to areas 9a or 9b. Climbing up takes another round.

Only one character at a time may step on a square. The square levitates for one more round when someone stands on it, after which it starts sinking. The square reaches the bottom of the pit after 3 rounds. Unoccupied squares return to their original location.

At the other end of the passage is a huge stone hand sticking out of the wall, with a round black dot on its palm. It radiates a permanent *silence* spell that includes the last floating square. Only characters who stand on the hand see the dot. Those who observe it for more than a round apparently "faint" (no save) and are sent into area 11 in astral form. Secretly inform involved players what happened. Those who step on the dot are *teleported* with their gear into area 11. The *teleportation* only works one way.

11. The Hourglass of Time

Read the following to the players whose characters are in astral form.

You see the rest of the party standing on a similar hand, but facing the wall instead of the room. On the opposite side stands a 10-foot-tall hourglass with white sand flowing down and turning black at the bottom. Two large windows to the sides of the room overlook the sea 3,000 feet below.

In the center of the room stands an old man smiling at you: "Welcome, mortals! Finally, you have reached the end of your epic journey. You have served my purposes well. Now it is time for your reward, at last!"

The characters in astral form appear as small spheres of light levitating in the room. They can only communicate mentally between themselves. The other characters are unaware of their true nature. The DM must be careful not to betray the identity of the spheres. Characters in astral form may attack and cast spells against Alphaks normally, the attacks performed from the Astral Plane. They are otherwise totally immaterial.

Vanya originally gave the hourglass to Alphaks. It is a powerful artifact able to keep the large vortex open. Only Vanya can destroy it. If the party causes the sand to flow from black to white (by turning the hourglass upside down or levitating the sand up), the vortex is inverted and the island self-destructs 20 melee rounds from this point. The room then shudders and starts to crumble. The characters may step out through one of the magical mirrors (the window illusions) on the side walls to the sea near the mountain (see encounter 12). It takes 50 points of Strength or powerful magic to move the hourglass.

The man in the room is Alphaks' mortal form, a roaring demon in human shape. See the New Monsters section about the creatures. If the party refuses to join him for the cause of Chaos, he turns into a roaring demon and attacks the party (in physical and astral forms). Alphaks may cast any spell described in the rules up to the limits of his Mind Power (see New Monsters section). For each round the hourglass is inverted, Alphaks takes 5 points of damage. If he is reduced to 1/4 his original hit points, he *teleports* back into the Sphere of Entropy. Alphaks takes full damage from the sword of demon slaying and his anti-magic is reduced to 30% within 30 feet from the Holy Flask (the party may have acquired these items earlier in the adventure).

Once Alphaks has fled, the characters in astral form are returned to their bodies remaining on the hand in area 10. They can now teleport back into room 11 in physical form.

12. Back Into the Maelstrom

Once the party steps out through one of the magical mirrors or area 11, read the following:

You cling to debris floating in the sea from the last battle. A tremendous earthquake shakes the mountain and it suddenly sinks into a huge maelstrom. In horror, you realize you are being dragged into it. Suddenly, everything stops in a blinding flash. The sea is calm, and the mountain is gone. Several hundred feet from your location, a ship bearing the colors of Qeodhar slowly approaches.

The hourglass destroyed the island (along with any surviving fleet) and has returned to Vanya. In order to save the party, she trapped them in a short time warp that brought the party back to when the adventure started, except that Alphaks is banished from this plane. No one besides the party will ever know what has actually happened, Norwold is as prosperous as usual and the party's armada (and other forces) are back safely in their respective ports, since the expedition never occurred!

For the same reasons, the Baron Norlan does not know the party yet, and drops them in a port of their choice after he saves them from the cold northern sea. Baron Norlan is on his way to Alpathia to meet Mariella. If the party manages to convince him (one way or another) to leave the princess and return to Farend, they should gain an extra bonus in XP. Alphaks plan is then totally foiled and the party has accomplished their epic mission.

This completes the underworld's prophecy that the party will return home, alone and on a foreign ship...

C. Epilogue

If Alphaks fled his mountain or has been destroyed, Koryis scores 20 victory points (and Alphaks automatically loses).

If the party destroyed the undead fleet during the naval battle, Vanya scores 20 points.

If Alphaks defeats the party in the dungeon, he scores 40 points.

Add up all the victory points the immortals scored in this adventure to determine which one has the highest total. Then choose the following corresponding entry.

Koryis: Brings back to life all dead characters and those who fell into the Sphere of Entropy, and bestows upon the characters' dominions an unprecedented prosperity (treat as Ideal conditions for 10 years, unless the character mismanages his dominion). Each party members gains 20,000 XP and, if desired, Koryis contacts all the Lawful characters in the party and indicates to them that they may start their quest to Immortality for the Sphere of Thought.

Vanya: Each character gains 20,000 XP and is granted 1 extra ability point. Any lost levels are immediately restored. A messenger may contact them and let them know Vanya also grants them a divine force they may call upon during any war. The force is available only once per character and contains 50 dragons from the Wyrmssteeth range (BR = 503). Vanya may contact the Neutral characters in the party and indicate that they may start their quest to Immortality for the Sphere of Time.

Alphaks: Surviving characters, if any, gain only the XP generated during the adventure. Norwold is ravaged, and weakened to the point all the dominions become rebellious. Taking advantage of this sudden weakness, Thyatis invades Norwold. Another party may be created to deal with Alphaks during another quest, in another world, at another time.

New Monster

Roaring Demon

Armor Class:	-5
Hit Dice:	16 *****
Alphaks	hp: 110
Power Points:	180
Move:	60'(20')
Flying:	150'(50')
Attacks:	1 sword/1 whip at +3
Damage:	1-10 + 3/1-2 + 3 or special
No Appearing:	1/(Unique)*
Save As:	MU 16/(MU 36)*
Anti-Magic:	80% within 5 feet
Morale:	12
Alignment:	Chaotic
XP Value:	11,750/(15,000)

* Alphaks' special statistics.

The roaring demon, Alphaks, is a creature of the Sphere of Death. Upon attaining his temporality, Alphaks became such a demon in addition to retaining his magic-user abilities. Alphaks is one of his many names. This fearsome demon has a human body, though large (12 feet tall in demon form). Sharp horns protrude one foot from either side of its forehead, and huge leathery bat wings rise from its back.

Mind Power: All of the demon's special powers are created via its Mind Power. This includes the capacity to create spell-like effects from mental abilities. Only one effect per round can be so created, even while the demon is physically attacked or is moving. Mind power requires the use of power points (PP) that can only be restored by rest (never magically), up to 1 point per turn when the demon sleeps. Alphaks can cast any spell (other than those powers specifi-

cally described for demons) at 36th level of magic-use, but that costs him double the spell level in PP (for example, a fire ball would cost him 6 PP).

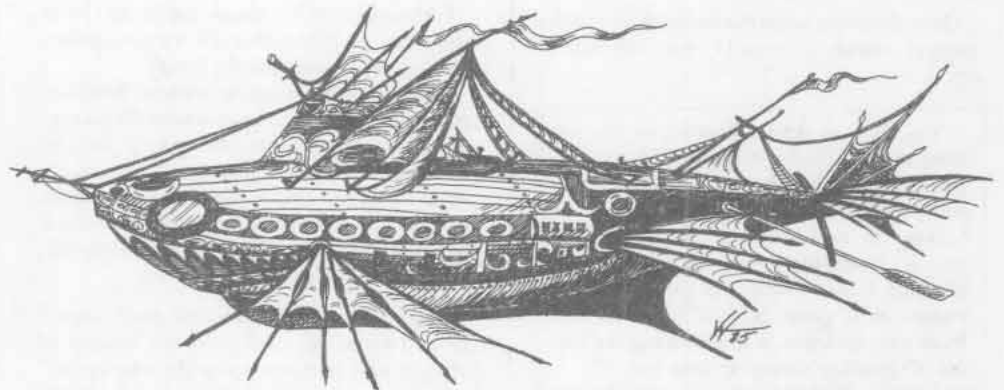
The demon has the following abilities: *speak to any living or non-living creature* (1 PP); *control undead* as a 32 HD undead* (1 PP/HD); 120' infravision; *enter/exit astral and ethereal planes* 1/day (9 PP); *regenerate* 1 hp per hour (1 PP/hp); immune to all mind reading, disease, aging, death rays, and energy drains; and *teleport* without errors (within the prime material plane, 6PP; or from or back to its outer plane, 9PP). (*) Alphaks may control his undead servants within a 100 mile radius.

The demon does not need air, water, or food to survive since it is an immortal creature. Only magical weapons with a +2 bonus or better can affect it. Anytime dice is rolled for damage against it, the result is always the lowest possible score. For example, on 2d4, the damage is automatically limited to 2 points. Holy water thrown on a demon enrages it to the point it charges the culprit.

Treat Alphaks' physical abilities as St 18, In 20, Wi 15, Dx 17, Co 18, Ch 19/0. To mortals, the roaring demon appears loathsome, except if it chooses to assume a form more attractive to humans. All physical attacks should reflect the strength of the demon (+3 to hit and to damage).

Alphaks is a reasonable creature who rarely attacks by surprise, preferring to allow the victims a chance to surrender (totally and unconditionally, of course). If the victim does

NEW VESSEL



not surrender, Alphaks usually roars to summon its two special weapons (7 power points), a two-handed *sword of slicing +5, +10 vs. humans*, and a *whip of draining* with the same bonuses. Both weapons appear in the demon's hands. If the demon drops them, they vanish, returning to the demon's plane. The demon can use both weapons one-handed at the same time.

If Alphaks is "killed," its body dissolves and its Chaotic soul returns to the Sphere of Death. If the demon survives or if it flees to its plane, several weeks later it mercilessly stalks the party until they are all dead or bound to its will. If this happens, Alphaks becomes a Celestial.

Phaseships ("Skysharks")

Miles/Day: 70	Hull Points: 40-60
Feet/Round: 120	Armor Class: 8 (or NA)
Crew: 6 men	Cargo Hold: 10,000 cn
Rowers: none	Artillery: 2 ballistas
Marines: none	Ramming: none
Sp. Ability: phasing	Propulsion: Magic

The phaseship has the approximate shape of a shark, with large fins at the rear and below, and a bent tube extending from the top. It averages 40-60 feet long.

This vessel is able to phase out of the prime material plane, thus becoming invisible to normal ships, and immune to normal physical contacts. The hull of the ship is permanently *enchanted* for that effect. It can remain in phase for 6 hours per day. The bane of the ships is the *warp wood* spell which destroys the ability to phase out (Save vs. Spell as F10). A *dispel magic* cast at the time the ship phases out cancels that ability for one round.

Special permanent *fly* spells cast on its bow enable the skyshark to maneuver in the sky. Three metal plates with powerful *levitation* abilities are also located under the ship. This type of vessel is unable to maneuver in a liquid environment (unless phased out). A *dispel magic* cast on the bow would cause the vessel to drift for one round. The enchantments required to create such vessels are not available to player characters.

To attack, the skyshark must phase back into the prime material plane. Round portholes open at the front, enabling two heavy ballistas to fire against enemy vessels. Treat them as catapults except that javelin tips are *enchantment* to explode when they hit a hard surface, inflicting 5d6 HP of damage.

The skyshark's commander sits in a small turret fitted with a long narrow tube able to penetrate the prime material plane while the ship is phased out. The commander uses it to observe potential victims without being spotted. Some commanders will cast an *invisibility* spell on the tube. It may be retracted into the vessel.

The crew are easily recognizable with their black leather jackets, flat caps, and harsh Gammarian accent. Five crewmen are in charge of the security on board, artillery pieces, on controlling the ship's speed and direction. For this type of vessel, the standard crew is:

- 1 commander, 10th level magic-user
- 5 crewmen (artillerist, sailors, marines)

Up to 5 extra passengers or prisoners may huddle in the back of the ship, over and above the 10,000 cn capacity of the cargo hold.

Gammer has 3 squadrons of 5 phaseships, called "shark-packs." Their usual tactic is to spot a target with a *crystal ball* and ambush it. They concentrate their fire on one ship for one or two rounds, and then phase out to withdraw, ignoring the battle result. It takes one full round to phase in or out. In a main battle, shark-packs never capture ships or prisoners. Commanders usually blow up their disabled skyshark to avoid their capture.

Occasionally, a lonely "shark" on a spy mission may be encountered. They are known to attack isolated merchant vessels.

If a shark-pack is ever committed against another fleet in a Sea Machine combat, the sky-sharks cannot inflict more than 10 times their value in Hull Points to the losing fleet. Even if the shark-pack wins the combat, chances are it will be totally destroyed as a result of normal naval combat attritions.

PREROLLED FLEETS

Task Force One:

Oceansend Combat Squadron

Battle Rating: 102 Av. Speed: 127'/rd
Fleet Class: Good Troop Class: Good

4 Lg. Galleys: 120 HP each, Artillery Ram.
5 Sm. Galleys: 80 HP each, Ram.
10 Lg. Sail Ships: 150 HP each.

Total Hull Points: 2,380

Marines: 350 (700 HD)

Sailors: 200 Rowers: 1,020

Men in Fleet: 1,570

Marines: 20% long bow, level 2, AC4; BR on land is 103, may be mounted (see Fleet Four.

Sail Ships: carry supplies, equipment and 5 marines each.

Commander: if not a PC, the leader has a Leadership Factor of 45, and has trained 5 weeks with his men.

Task Force Two:

Royal Assault Squadron

Battle Rating: 180 Av. Speed: 133'/rd
Fleet Class: Excellent Troop Class: Elite

1 War Galley: 150 HP each, Artillery Ram.
6 Lg. Galleys: 130 HP each, Artillery Ram.
15 Sm. Galleys: 80 HP each, Artillery Ram.
2 Troop Transports: 140 HP each, Artillery

Total Hull Points: 2,410

Marines: 875 (1,750 HD)

Sailors: 340 Rowers: 2,280

Men in Fleet: 3,495

Marines: 20% long bow, level 2, AC4, BR on land 166

Troop Transports: carry 200 level 2 elves, 100% long bow, spell casting, AC4. They are part of the marine force.

Commander: if not a PC, the leader has a Leadership Factor of 60, and has trained 10 weeks with his men.

Task Force Three:

Norwold Invasion Squadron

Battle Rating: 106 Av. Speed: 150'/rd
Fleet Class: Good Troop Class: Good

30 Longships: 70 HP each

Total Hull Points: 2,100

Seamen: 2,250 (6,750 HD)

Men in Fleet: 2,250

Seamen: may be used indifferently as marines and rowers; AC6, 3rd level barbarian fighters. BR on land 96.

Commander: if not a PC, the leader has a Leadership Factor of 65, and has trained 1 week with his men.

Task Force Four:

Fleet Support Squadron

Battle Rating: 105 Av. Speed: 150'/rd
Fleet Class: Good Troop Class: Average

15 Sm. Galleys: 100 HP each, Artillery Ram.
30 Sm. Sail Ships: 90 HP each, Artillery

Total Hull Points: 4,200

Seamen: 1,350 (1,350 HD)

Men in Fleet: 1,350

Seamen: level 1 fighters, AC6, BR on land 77. Each galley carries 70 seamen, 60 as rowers, 10 as sailors. They are all capable of fighting.

Sail Ships: carry supplies, weapons, 300 light war horses and cavalry equipment, 10 seamen on each ship, a 30,000 gp fund for purchases, hiring, repairs, port taxes.

Commander: if not a PC, the leader has a Leadership Factor of 45, and has trained 5 weeks with his men.

PREROLLED CHARACTERS

If your players do not have high-level characters, you may use the prerolled characters. Encourage the players to add personality to these descriptions. Only the minimum equipment and armor has been listed for these characters. Make sure that each has the following:

- 500,000 gp in gems, jewelry, or coins
- 6-12 potions
- 1-3 magical rings
- 2-5 miscellaneous magic items
- 1-4 loyal henchmen (if the player wants them)

When necessary, use dice to determine how many of the above items a character has. A random roll on the magic items list in the D&D® Basic, Expert, or Companion rules should determine the extra magical equipment.

Fergus the Justifier

Lawful 28th level paladin

Strength	15	Dexterity	17
Intelligence	7	Constitution	14
Wisdom	13	Charisma	10

Armor Class -5 Hit Points 95

Weapons: *sword +3; longbow +2; 20 arrows +1*

Armor: *plate mail +3; shield +2*

Equipment: *flying carpet*

Spells: 3 level 1, 3 level 2, 3 level 3, 2 level 4

Fergus is a wandering warrior from the kingdom of Vestland. He has traveled most of the civilized lands, and has made a substantial fortune. He established his own barony in the Great Land Rush, and swore fealty to Geoffrey's church. After Geoffrey received an urgent summons from the king, Fergus decided to leave his barony in the hands of his capable seneschal, and join Geoffrey.

Geoffrey of Heldann

Lawful 28th level cleric

Strength	10	Dexterity	11
Intelligence	10	Constitution	17
Wisdom	15	Charisma	9

Armor Class -4 Hit Points 85

Weapons: *mace +3, +5 vs. undead*

Armor: *plate mail +3; shield +3*

Equipment: *scarab of protection*

Spells: 8 level 1, 8 level 2, 7 level 3, 7 level 4, 1 level 5, 6 level 6, 5 level 7

Geoffrey has spent most of his career helping the poor and the sick in his native Heldann Freeholds. Because of the constant challenge and growing evil, he left his ancestral home for the new lands of Norwold. He has been summoned by King Ericall to join the battle fleet.

Geoffrey is a serious, intense character. An awesome force to behold in battle, he is capable of great tenderness and kindness in times of peace. He spends much time quietly meditating by himself.

Weston the Tall

Neutral 28th level thief

Strength	12	Dexterity	16
Intelligence	7	Constitution	9
Wisdom	16	Charisma	15

Armor Class 0 Hit Points 70

Weapons: *sword +3; two daggers +2; long bow +2; 20 +1 arrows*

Armor: *leather armor +3; ring of protection +2*

Equipment: *ring of spell turning*

Weston the tall is a well-traveled adventurer. He has seen most cities and lands in the civilized world. He has a habit of arriving in a new area with a full purse and high expectations, only to leave a month or two later, just ahead of a pack of city guards and irate merchants. He hasn't been quite so successful running a dominion either, but his purse is still full and the locals aren't ready to hang him yet.

Quillan Elm-Grower

Lawful 10th level elf

Strength	10	Dexterity	18
Intelligence	13	Constitution	11
Wisdom	12	Charisma	9

Armor Class -8 Hit Points 31

Weapons: *sword +2; longbow +3; 10 arrows +2; 5 arrows +4*

Armor: *chain mail +4; shield +3; ring of protection +2*

Equipment: *elven cloak and boots*

XP: 2,800,000

Spells: 5 level 1, 4 level 2, 3 level 3, 2 level 4, 1 level 5

Quillan, originally from the forest of Alfheim, came to Norwold looking for excitement and his northern kinfolk. He has suc-

cessfully accomplished all he set to, and has carved himself a niche in one of the northern elven communities. He has returned to human lands from time to time and occasionally carries important messages to the king of Norwold. He also keeps in touch with his human friends, and has become especially interested in the advanced combat techniques his friends have developed.

Brogahn of the Steppes

Lawful 28th level knight

Strength	15	Dexterity	11
Intelligence	9	Constitution	16
Wisdom	15	Charisma	7

Armor Class -4 Hit Points 90

Weapons: *war hammer +3; short bow +1; 10 arrows +2; dagger +1*

Armor: *plate mail +4; shield +2*

Equipment: *ring of telekinesis*

Brogahn is an imposing figure with broad shoulders, a scowling face, and a huge black beard. When he realized that the warlike council of his native Ethengar Khanate was beginning to view him as a threat, Brogahn set out for Norwold. He has found that carving a barony out of the wilderness is difficult, but he prizes his relative independence. Curiosity rather than fealty has brought him to the court of King Ericall.

Claransa the Seer

Lawful 28th level magic-user

Strength	13	Dexterity	11
Intelligence	17	Constitution	14
Wisdom	11	Charisma	11

Armor Class 5 Hit Points 50

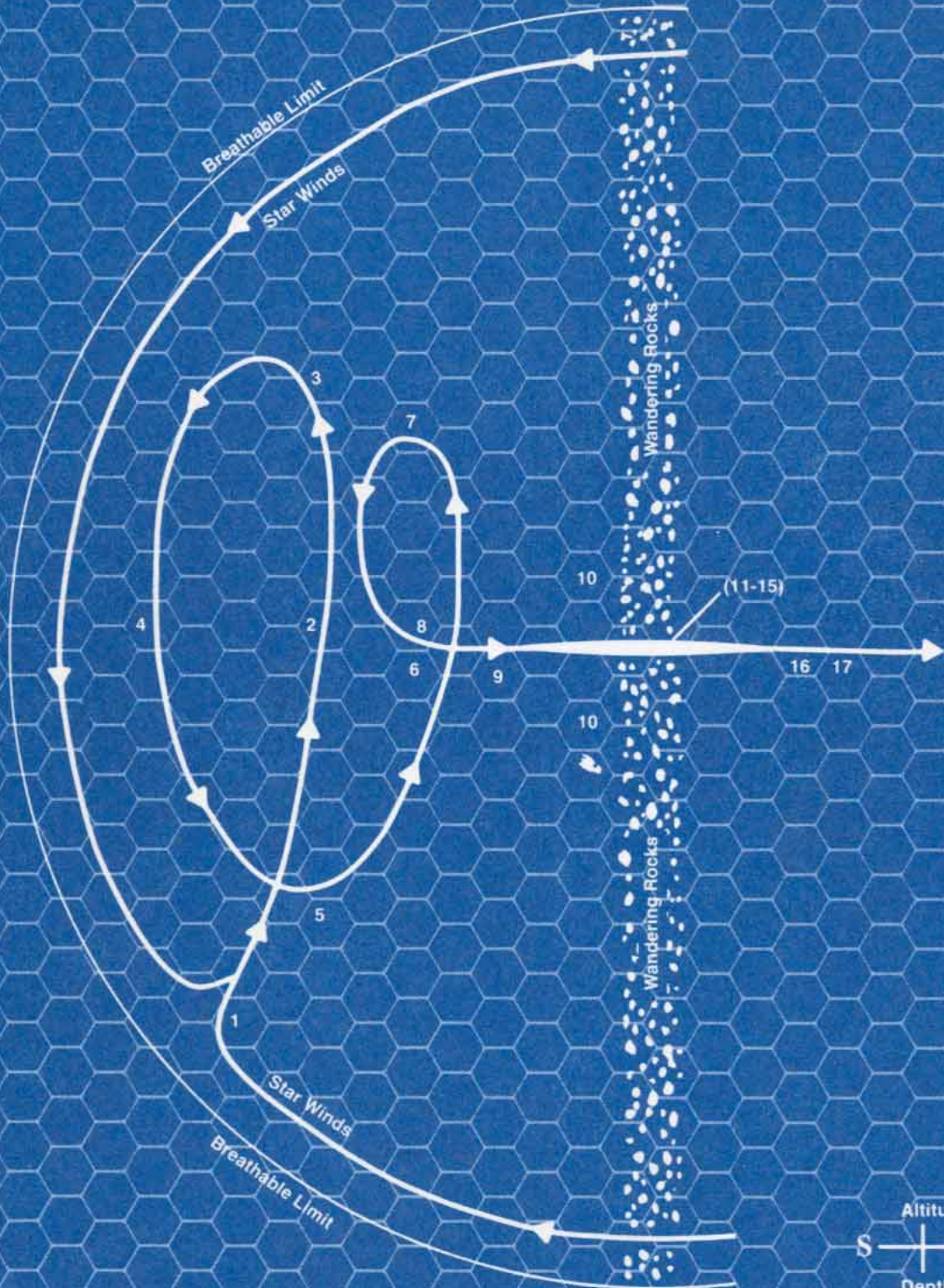
Weapons: *two daggers +4; staff of wizardry*
Armor: *ring of protection +2; displacer cloak*

Equipment: *ring of spell storing*

Spells: 8 level 1, 8 level 2, 7 level 3, 6 level 4, 6 level 5, 6 level 6, 6 level 7, 5 level 8, 4 level 9

Claransa wasted no time setting up a personal library and laboratory once settled in Norwold. Her responsibilities as a wizard and administrator have kept her busy since the founding of her new home. Even so, when the king summoned, she left at once. Besides, Claransa secretly misses the adventuring life.

DIMENSIONAL GUIDE TO THE STAR KINGDOMS



Scale: 1 hex = 100 miles

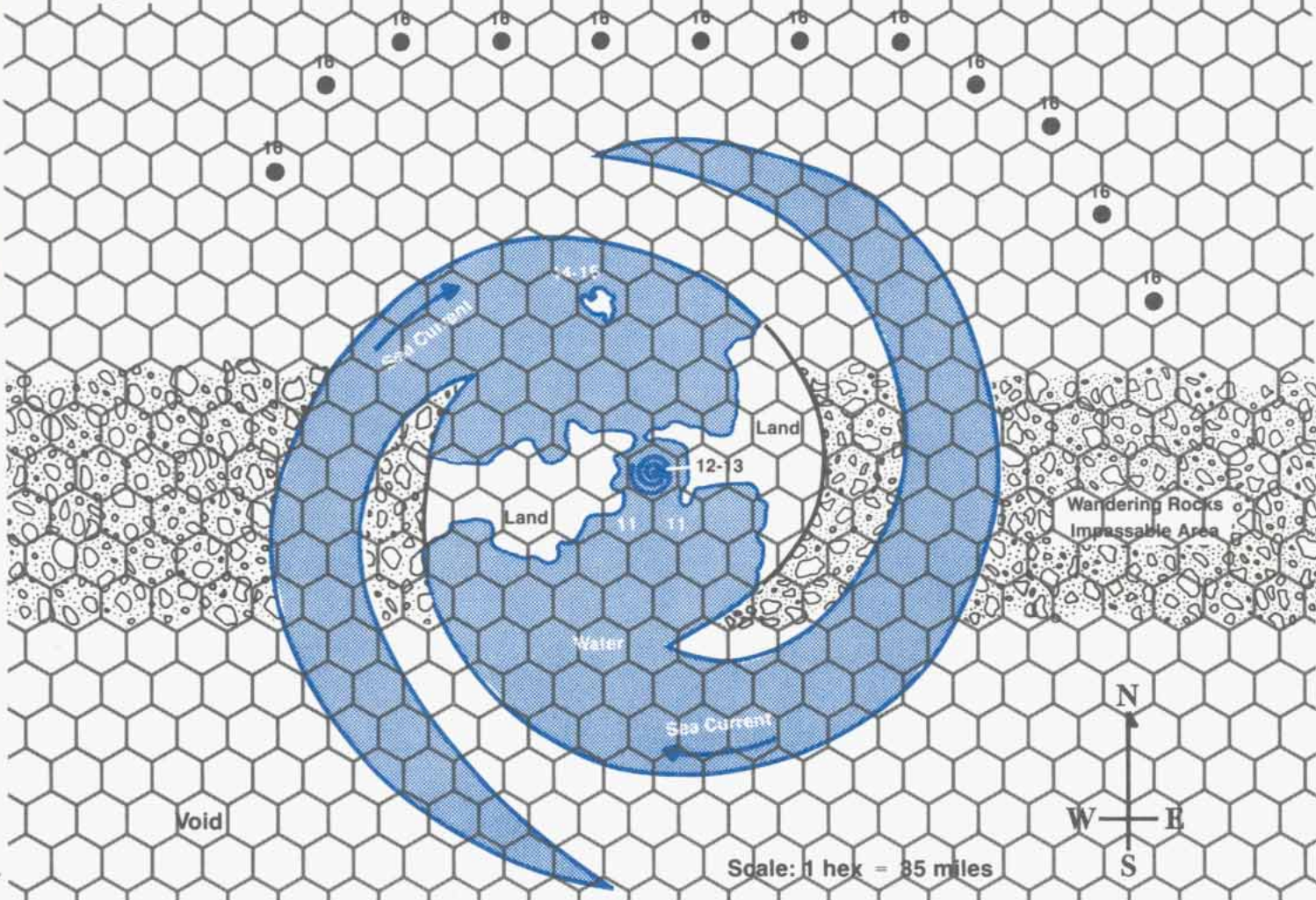
SOUTHERN HEMISPHERE

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THE GREAT SEA SPIRAL

17

Top View



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NAVAL COMBAT RESULT TABLE

Difference	Ship Damage W:L	Extra Casualties W:L	Fatigue W:L
1-8	0:5%	—	N:N
9-15	0:10%	—	N:N
16-24	5%:15%	0:10%	N:M
25-30	5%:20%	0:20%	N:M
31-38	5%:25%	1/2X:20%	M:S
39-50	10%:30%	1/2X:30%	M:S
51-63	10%:35%	X:40%	N:Nf
64-80	15%:40%	0:30%	N:Nf
81-90	15%:50%	X:50%	N:Mf
91-100	20%:60%	X:60%	M:Mf
101-120	20%:70%	1/2X:50%	M:Sf
121-150	25%:80%	0:30%	N:Sf
151+	25%:90%	1/2X:70%	N:Su

W: Winner

L: Loser

- % = The percent casualties, in Hull Points for Ships, in HD or Levels for creatures.
- X, 1/2X = The winner suffers the same amount or 1/2 the loser's casualties (in HD/levels).
- N = The force is not fatigued.
- M = The force is moderately fatigued.
- S = The force is seriously fatigued.
- F = The force flees to its original port or to a safe place.
- U = Remaining ships surrender to winner.

COMBINED MONSTERS STATISTICS CHART

NAME	AC	HD	hp	AT	D	MV	AL	THACO	BOOK	SA	SD
Apparition*	0	10***	45	2	3-8/3-8	180'(60')	C	10	Comp.	Yes	Yes
Beholder, Giant	-4,-3,-2	88(7*)	400	1	8-64	60'(20')	C	1	Comp.	Yes	Yes
Cloud Giant, Huge	4	104*	468	1	24d6	240'(80')	N	2	X./C.	Yes	No
Dolphin	5	3*	14	1	2-8	180'(60')	L	17	Comp.	No	No
Dragon, Blue	0	9**	40	3	Special	90'(30')	N	11	Exp.	Yes	No
Dragon, White	-1	15****	120	6	Special	150'(50')	N	8	Comp.	Yes	No
Dragon Turtle	-2	30*	240	3	1-8/1-8/10-60	360'(120')	C	2	Comp.	Yes	No
Druj**	-4	14****	63	1(4)	Special	90'(30')	C	8	Comp.	Yes	Yes
Ghost**	-2	14****	63	2	Special	90'(30')	Var.	8	Comp.	Yes	Yes
Ghoul	6	2*	9	3	1-3/1-3/1-3	90'(30')	C	18	Basic	Yes	Yes
Giant Rock	0	36	162	3	3-18/3-18/8-48	480'(160')	L	2	Exp.	No	No
Hippogriff	5	3+1	15	3	1-6/1-6/1-10	180'(60')	N	16	Exp.	No	No
Hydra, Giant	5	96	768	6	4-40 x 6	360'(120')	C	2	X./C.	Yes	No
Killer Whale	6	6	27	1	2-20	240'(80')	N	14	Comp.	No	No
Lich*	0	30	180	1	Special	90'(30')	C	2	Mast.	Yes	Yes
Zzonga-Eater	9	1/2	2	NA	None	90'(30')	Var.	—	—	No	No
Revenant**	-3	18****	81	3	2-8/2-8/3-6	120'(40')	C	6	Comp.	Yes	Yes
Reverer	-4	10*	75	1	Special	180'(60')	C	10	Mast.	Yes	No
Roaring Demon**	-5	16(9*)	96	2	Special	60'(20')	C	7	New M.	Yes	Yes
Sea Hag	4	8***	36	3	Special	150'(50')	C	12	New M.	Yes	No
Shadow*	7	2+2*	11	1	1-4 + Special	120'(40')	C	17	Basic	Yes	Yes
Skeleton	7	1	5	1	1-6	150'(50')	C	19	Basic	No	Yes
Spectre	2	6**	36	1	108 + Special	300'(100')	C	14	Exp.	Yes	Yes
Sperm Whale	6	36*	162	1	3-60	180'(60')	N	2	Comp.	Yes	No
Water Elemental*	-2	16	72	1	3-24	90'(30')	N	7	Exp.	No	No
Water Termites	5	4	18	1	1-6	180'(60')	N	15	Exp.	No	No
Wight	5	3*	14	1	Special	120'(40')	C	17	Basic	Yes	No
Wraith*	3	4**	18	1	Special	240'(80')	C	16	Exp.	Yes	Yes
Zombie	8	2	9	1	1-8	90'(30')	C	18	Basic	No	Yes

(7*), (9*) indicates 7 or 9 asterisks after the creature's HD.

RANDOM ENCOUNTERS CHART

Alphatian Sea	Star Kingdoms South Hem.	North Hem.	Alphaks' Mountain	Encounters
—	—	—	01-20	Apparition (1-2)
01-30	01-10**	—	—	Dolphin (1-20)
—	11-20	01-30	—	Dragon, Blue (1-6)
31-35	21-35	31-35	—	Dragon, White (1-2)
36-40	36-40	—	21-30*	Dragon Turtle (1)
—	—	—	31-35	Druj (1)
—	—	—	36-50	Ghost (1-2)
—	—	—	51-80	Ghoul Patrol (30)
—	41-45	36-40	—	Giant Rocs (2-12)
—	—	41-60	—	Guild's Fleet
—	46-50	61-65	—	Hippogriff (1-12)
41-65	—	—	—	Killer Whale (1-6)
—	—	66-80	—	Pirate Fleet
—	—	—	81-90	Revenant (1-4)
—	51-70	81-90	—	Skyshark (1-4)
—	—	—	91-00	Spectre (1-6)
66-70	71-75**	—	—	Sperm Whale (1-6)
71-75	76-80**	—	—	Water Termites (2d4/ship)
76-85	81-85**	—	—	Water Elemental (2-8)
86-00	86-95	91-98	—	Weather Change
—	96-00	99-00	—	Immortal Help***

* within 100 feet from the beach





** In the Great Spiral Sea in the Star Kingdoms

*** the party gains some information or some clue about an obscure point

PLAYERS MAP



MAP KEY

	Mountains		Lakes
	Hills		Sea
	Marshes		Mountain Pass
	Rivers		City

SCALE: 1 hex = 150 miles



Master Game Adventure

Into the Maelstrom

by Bruce and Beatrice Heard

Alphatia, the most ancient empire, land of arcane and obscure secrets. It has grown for centuries and its might now overshadows the cauldron of civilization. Some say the Alphatians come from elsewhere, but no one knows for sure.

Beyond the scope of mortals broods an evil mastermind, still in darkness. Once a betrayed emperor of ancient Alphatia, now an entity of the Sphere of Entropy, he seeks revenge on the greatest empire and on the race of man. His plots brought a deathly fog on all of Norwold. Perhaps it will extend to the southern nations.

The matter is grave, so much that lords of the spheres have now to show their might. For them, it is time for mortals to intervene. Man defends his cause for him to earn divine favor.

A great armada has been raised and able commanders must be found. Prove your worth, and the eternal portals of the spheres may open for you.

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

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