

FEZ VTM

Wizard's Betrayal

By James Robert
and Len Bland

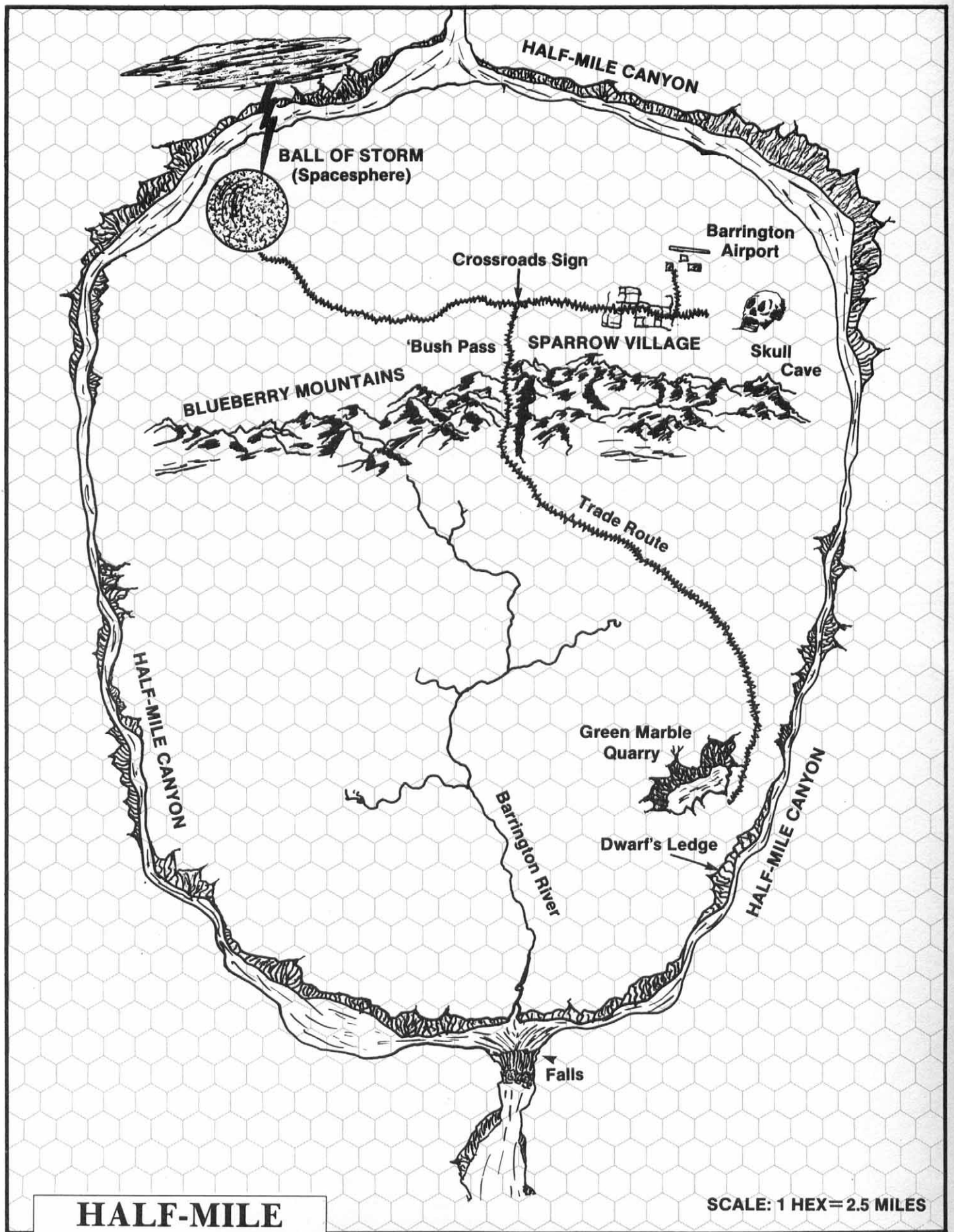


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**Technological Characters
Lost in Fez'sTM World!
Rules for the use of Blasters**



HALF-MILE PLATEAU

SCALE: 1 HEX = 2.5 MILES

Wizard's Betrayal

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Fez V: Wizard's Betrayal

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GAMEMASTER INTRODUCTION

THE FEZ ADVENTURES

Role-playing, puzzle-solving, and imagination: these are characteristics of the Fez series. These adventures feature Fez, the Wizard of Time Travel. Each story involves a different set of Characters who must solve riddles and fulfill ancient prophecies.

In the first three adventures Fez, while avoiding paradoxes, uses his time travel skills to aid the party. Nonetheless, in each of these adventures, Fez makes a serious error from which the final three adventures result.

Scarsnout, the dragon who terrorized Fez's beloved Valley of Trees, is killed in *Fez I: Wizard's Vale*. To defeat Scarsnout, Fez needs a powerful gem, which is acquired in *Fez III: Angry Wizard*. In order to secure this gem Fez obtains the services of the demon Mephistopheles. The story of how Mephistopheles becomes Fez's servant is told in *Fez II: The Contract*.

Following the acquisition of the gem, Fez fails to release Mephistopheles from his bondage. The demon wreaks havoc on Fez and is involved in the troubles that befall the wizard.

ADVENTURE BACKGROUND

Three million years ago, on a planet three million light years away, a spherical spaceprobe begins a mission to seek a suitable planet for its makers, an alien race known as Masters. That journey ends on the Plateau above Half-Mile Canyon.

The probe, known as the Space-sphere, is capable of killing all of the planet's life forms with radiation. Once the planet's surface is radioactive, the probe will establish an ecology suitable for the Masters.

The program in charge of the probe's computer is: STERILIZE TERRAIN, ZERO: REGENERATE MODE; also known as STO:RM or "STORM". STORM is programmed to warn of its intentions and test for sentient life. It will only sterilize the planet if no life forms pass the test.

First, STORM makes its power known. A robot named Warrior is released to Fez's father, but there are

enough strange creatures here that no one thinks the robot odd. STORM manufactures several other marvelous technological devices, the most famous of which is Storm's Sword (see *Wizard's Vale* and *Wizard's Revenge*). In this magical world no one recognizes these devices as technological.

Second, STORM warns that it is dangerous. STORM gives radioactive metal to dwarves who live on the plateau. When the dwarves are harmed they leave the plateau without realizing how dangerous STORM is.

As a final warning, STORM directs Droids to pollute the river around the plateau. Soon monsters and plant life die. A Tree Giant remembers that Fez's father once entered the Spacesphere. The Giant journeys to Fez's home and seeks his aid.

Fez travels to the Spacesphere with Mephistopheles and Little Jane (from *The Contract*). At Sparrow Village Fez finds the prophecies of Kejoki and discovers that the prophet foresaw the destruction of the planet. The prophecies warn that a wizard must use a special spell to delay the scheduled destruction until "aliens" arrive to save the world. Kejoki predicts that this wizard will be thrice betrayed.

Knowing he must enter the Spacesphere (known locally as "the Ball of Storm"), Fez sends a message for aid to his friend, the Bard Robbe. Additionally, he asks Little Jane to remain on the Plateau and lead the "aliens" to him when they arrive. Then Fez investigates the Spacesphere. When Warrior, Fez's Robot servant, approaches the space probe, STORM directs the Robot to leave Fez's service. It begins its primary purpose of deploying radioactive bombs across the planet's surface: the first betrayal.

Once Fez is trapped in the Spacesphere, the demon Mephistopheles becomes unmanageable: the second betrayal. Jane makes a bargain. In exchange for the demon's protection, she will tell Mephistopheles rather than Fez should she learn of aliens on the plateau: the final betrayal.

When Fez enters the space probe, he seeks STORM's timing device. There he casts a Half Time Rate spell daily (see *Fez IV* for spell's description), which causes the probe's clock (and,

hence, the program preparing the destruction of the planet) to run at half pace. Had Fez not done this, STORM would have set off its bombs long before our adventure begins.

Fez spends twelve lonely years inside the STORM Spacesphere. During this time he grieves knowing that one of his friends betrayed him. He also knows that he is losing control of Mephistopheles. These troubles, combined with the aging effects of his Half Time Rate spell, are wearing Fez down.

THE "ALIENS" ARRIVE

The adventure begins aboard a Confederation spaceship. The ship is damaged beyond repair when it comes out of a "hyper-space jump" too close to a black hole. A second jump fails. The ship heads helplessly on a collision course with the planet.

Eight crew members (the Player Characters) are selected for a mission to preserve the ship's records so that this disaster will never occur again.

The ship's computer warns that nuclear bombs are about to destroy the planet. The party must prevent this from happening in order to accomplish their primary mission of preserving the ship's records, and so the party must enter the Spacesphere.

When the dwarves left the plateau, they sealed the entrance to the Spacesphere with five locks, the "keys" to which are hidden in five skulls. The party must find these keys to enter the Spacesphere. Kejoki's prophecies, told to the party through the Bard Robbe, outline the tale of the keys.

Once the party is inside, STORM tests their nerve, skill, cleverness, and fighting abilities. The final test is a "Generic Riddle," which STORM uses as a test for sentient beings.

STORM's clock is slowed but still running. In six months the bombs will go off unless the party succeeds.

TO BEGIN PLAY

To begin play, give each Player a copy of his Character's sheet and ask for a marching order.

GM NOTE: Note that STORM's purpose is not to destroy existing life on the planet, but merely to test for the presence of sentient life.

PLAYER CHARACTERS

BETA

Human, Skill 7 Cleric/Skill 7 Fighter

HT: 5'6", WT: 160 lbs.

ST: 16, IT: 14, IN: 17

SM: 16, DX: 13, AP: 12

HTK: 34 (7D8), AC: 5

MV: 12"

AT: 1, DM: 1D10

AL: Neutral/Neutral

THACO: 14

Weapons & Armor: Blaster (12 charges), Confederation suit

Weapon Proficiency: Blaster, Dagger, Quarterstaff, Flail

Spells: Skill 1 — Cure Light Wounds, Purify Food and Water, Resist Cold; Skill 2 — Silence 15' Radius, Resist Fire, Hold Person; Skill 3 — Continual Light, Create Food and Water; Skill 4 — Cure Serious Wounds

Shortly after the last mission, in which Delta was killed, the visions began. A woman appeared and offered you great powers. With the seventh vision the woman said that you have the abilities of a Skill 7 cleric and that you would be involved in a mission in which you would be needed.

DESCRIPTION: Beta has brown hair and brown eyes.

ALPHA

Human, Skill 6 Assassin

HT: 6'0", WT: 183 lbs.

ST: 15, IT: 13, IN: 10

SM: 15, DX: 16, AP: 14

HTK: 30 (6D6), AC: 5

MV: 12"

AT: 1, DM: 1D6 (Rapier), 1D10 (Blaster)

AL: Neutral/Good

THACO: 19

Weapons & Armor: Rapier, Blaster; Confederation Suit (see Equipment section)

Weapon Proficiency: Rapier, Blaster, Dagger, and Sling

Special: First Aid Skills (see Equipment section)

You resolve that this mission will go better than your last one. At least one of the two gold coins that contain the ship's records must survive for the inevitable inquiry.

Your mission has two parts. Bombs are being placed across the planet's surface. Your crew must first neutralize these. After that it should be a simple matter to preserve the starship's records.

DESCRIPTION: Sherwood J. Poskermint VII, S.W.A.T. Team Captain (code name "Alpha") has blue eyes and black hair. He wears a simulated leather military uniform. He carries lock-picking tools, a field marshall's rod (which conceals a short rapier), and a pair of field glasses, 50-magnification power.

IRISH

Dwarf, Skill 7 Fighter (Engineer)

HT: 4'2", WT: 85 lbs.

ST: 17, IT: 15, IN: 11

SM: 17, DX: 15, AP: 9

HTK: 34 (7D8), AC: 9

MV: 12"

AT: 1, DM: 2D8 (Blaster)

AL: Lawful/Good

THACO: 13

Weapon Proficiency: Blaster,

Crossbow, Longbow, Dagger

Weapons: Custom-Made Blaster (see Equipment section)

Special: 80% chance to repair technological devices

The starship's designers assumed that gravitational forces acting on it would be constant. The two SJNG4's (memory chips in two gold coins) containing the ship's records must be preserved in order to learn from this oversight. You are chosen for a mission to preserve the SJNG4's.

DESCRIPTION: Irish has experience as a miner and is an accomplished mechanical engineer.

In his coverall pockets he has a small wrench with adjustable head size (.1 cm to 4.25 cm), a small penlight (charge remaining: 6 hours), the nut to a 1.2 cm. bolt, three bent safety pins, a 20 cm. section of 2.25 cm. diameter plastic pipe, and six copper cubes.

KOKA

Human, Skill 6 Monk

HT: 5'10", WT: 150 lbs.

ST: 15, IT: 15, IN: 17

SM: 15, DX: 17, AP: 10

HTK: 24 (6D4), AC: 9

MV: 13"

AT: 2, DM: 1D8/1D8

AL: Neutral/Neutral

THACO: 18

Weapons: Hands/Feet

Abilities: Open Locks: 52%;

Find/Remove Traps: 45%; Move

Silently: 52%; Hide in Shadows:

42%; Hear Noise: 20%; Climb

Walls: 92%

Special: Koka is blind, but he can "sense danger" when within 20' of traps.

It has been many years since the Master found you blinded by killer bees and helped you to see with your ears, to feel the voices in the wind, and to sense with your skin. Now, because you have special abilities that many sighted people do not have, you have been chosen for a special mission.

As the shuttlecraft descends you meditate. Your reflections are interrupted as the shuttlecraft bounces to a stop. Later you sense a tremor in the planet's surface: the starship is no more.

DESCRIPTION: Koka wears sandals and a simple robe tied with a black cord.

BELINDA

Human, Skill 4 * (Navigator)

HT: 5'2", WT: 105 lbs.

ST: 7, IT: 13, IN: 9

SM: 17, DX: 16, AP: 16

HTK: 35 (4D4), AC: 5

MV: 12"

AT: 1, DM: 1-4

AL: Neutral/Neutral

THACO: 20

Weapon Proficiency: Dagger

Weapons & Armor: Dagger, Confederation Suit (see *Equipment*)

Special: 95% Luck in any endeavor involving percentage rolls

* Treat as a Skill 4 magic-user when using standard rule book tables (i.e. in determining experience points, saving throws, etc.).

When the announcement is made that eight are being selected for a shuttle mission you go to the launch area.

When you were in school you didn't feel comfortable with mathematics and physics. Yet most of the time you would guess the right answers on tests without understanding why. Your luck always seems to hold out.

DESCRIPTION: Belinda, a Navigational Officer, Third Class, has red hair and green eyes. She has a small hand-held computer programmed for navigational computations.

RAT

Human, Skill 10 Thief

HT: 5'0", WT: 97 lbs.

ST: 8, IT: 18, IN: 7

SM: 8, DX: 17, AP: 6

HTK: 19 (10D6), AC: 10

MV: 12, AT: 1

DM: 1D10 (Blaster), 1D8 (Daggers)

AL: Chaotic/Good

THACO: 16

Weapons: Blaster, 2 Throwing Daggers

Weapon Proficiency: Blaster, Dagger (throwing and thrusting)

Abilities: Pick Pockets: 80%; Open

Locks: 67%; Find/Remove Traps:

65%; Move Silently: 78%; Hide in

Shadows: 63%; Hear Noise: 30%;

Climb Walls: 99%

Special: 95% chance to repair electronic devices.

It took you, a self-trained computer expert, two months to break into the Needlepoint 5000, the Confederation's master computer, and erase all records of your existence.

By controlling the ship's computer you hitched a ride on a Confederation starship. When the ship's jump failed you released the memory set aside for "personal" use.

Abruptly, Security arrested you and told you to take an oath of loyalty. You were then shoved aboard a shuttlecraft.

DESCRIPTION: Raphael A. Tressram, II ("RAT") has brown eyes and hair. He carries lock-picking tools.

THE ORBION ("Self")

Alien, Skill 4 **

HT: 10", WT: 30 lbs.

ST: 17, IT: 17, IN: 16

SM: 17, DX: 13, AP: 6

HTK: 26 (4D4), AC: -2

MV: 12"/100" (Blink)

AT: 1, DM: by Object (see *Special*)

AL: Neutral/Neutral

THACO: 19

Special: It can Telekinesis up to 300 lbs., for up to 100 feet. It can Blink 100 ft; it must be on solid ground to do either. It attacks by dropping sharp items (1D8 HTK of damage/50 lbs.) or blunt items (1D6 HTK of damage/50 lbs.)

** Treat as a Skill 4 magic-user when using standard charts.

There are only two beings that Self addresses by "Self," the Orbion title of respect; Captain Yuan and Koka. Self knew only one other Orbion; the Self-Half when the Self-Parent divided. If Self is exposed to intense radiation it will become Parent and divide into two new Orbions.

Captain Yuan-Self chooses Self to accompany the mission; Self agrees to go.

DESCRIPTION: The Orbion is a silica pyramid with a square base and two eyes on each of its four sides.

The Orbion "speaks" Common by telekinetically vibrating the air. It can do any one of "Telekinesis," "talk" or "Blink" at any one time.

RAR'KAR'SET

Human, Skill 4 *** (Berserker)

HT: 6'6", WT: 280 lbs.

ST: 18, IT: 7, IN: 8

SM: 18, DX: 15, AP: 9

HTK: 50 (4D10+16), AC: 9

MV: 12" (16" if 'berserk')

AT: 1 (2 if berserk), DM: 1D10+4

(Axe) each attack, 1D6 (each fist)

AL: Chaotic/Neutral

THACO: 17

Weapons: Axe, Fists

Weapon Proficiencies: Axe, Heavy Crossbow, Hammer, Sling

Special: 50% chance of 'going berserk' each round; he continues to strike opponent for 1D6 rounds after melee is done.

*** treat as a Skill 4 Fighter when using standard charts.

The bloody space wizards want to mess with your mind! You killed a Starship Policeman, but he asked for it.

After the speak-box tells of the spacewagon's trouble, an Oriental woman comes to your cell. She says, "Rar'Kar'Set, you would honor me to call me Yuan. I must ask you a favor. There are two gold coins aboard this ship. Someone like yourself is needed to preserve them. Seven others have been chosen. Will you go?" Of course you'll go.

DESCRIPTION: Rar'Kar'Set is a ship's janitor with black hair and brown eyes.

The SHUTTLECRAFT

DESCENT TO THE PLANET'S SURFACE

GM NOTE: If there are less than eight Players in this adventure, you only need to include the names of those Player Characters that are being played while reading the following section to the Players.

You are passengers on an interstellar flight. During "warp" the ship is almost destroyed. The ship comes out of "warp" close to a black hole. The pull of the star is immense, far exceeding what the ship's designers had dreamed possible. A second desperation warp leaves the ship without its main drive. Right now it is helplessly accelerating towards a collision. In fifteen minutes the mothership will collide with the planet.

Technicians manage to put together a working shuttlecraft from the damaged pieces of the ship's eight shuttles. This fragile craft will be your ride to the planet's surface.

The ship's captain, Captain Yuan, enters the shuttle and says that your mission is to protect the two gold coins containing the destroyed ship's records. She gets directly to the point; "If the records are preserved, this tragedy need never be repeated. However, there is a complication. The planet is about to be blown up due to a computer's malfunction. It is essential to try and preserve the gold coins, but your immediate priority is to stop the planet's planned destruction."

Your party has been selected to neutralize the bombs that are being placed along the planet's surface and to preserve a copy of the ship's records. Two of you, Alpha and Beta, are members of a S.W.A.T. team. The Dwarf, Irish, is a skilled engineer. 'RAT' is a stow-a-way. Koka is a blind monk. Rar'Kar'Set, a berserker, was released from prison for the mission. The alien Orbion and Belinda the Lucky are also here.

The Captain is calm. Her last words are: "Be alert for clues and, although

some of you may find it very difficult, trust those who offer help. You must not ignore any leads, no matter how trivial they may seem."

*At two minutes to launch time, Captain Yuan bows and returns to the mothership through the airlock. The shuttlecraft's control panel flickers and dies. A technician hurries aboard and quickly checks the panel. "The circuits check out. Everything should work," the technician says. "Let's give it the **Final Engineer's Test.**"*

WHAP!

He hits the control panel as hard as he can with his fist. The panel's lights go on and the shuttle's engines fire. "All systems are go," he says with a grin. "The automatic pilot will take over now." He barely manages to exit the shuttlecraft before launch.

The shuttle's descent is bumpy. In five minutes the craft breaks through the clouds and descends into a deep canyon. For three minutes the shuttle flies north between the canyon walls. Finally, the craft crashes onto a sandy

EQUIPMENT

BLASTERS

The use of blasters requires special training. Alpha, Beta, Irish, and RAT are the only party members with this training.

All blasters have a range of 40 feet. Confederation blasters start out fully charged (12 charges). Blasters can be recharged once every 48 hours at the shuttlecraft.

Confederation blasters have two settings:

POWER Setting: This setting expends one charge. Blasters set to POWER deliver 1D10 HTK of damage on a hit unless otherwise specified.

STUN Setting: This setting expends two charges. Blasters set to STUN deliver 1D10 HTK of damage; opponents hit must Save vs. Paralyzation or "sleep" for thirty minutes. The "Save vs. Paralyzation" number is listed for each monster's or Character's statistics. The affected monster or Character "Saves" vs. Paralyzation if the GM rolls this number or higher on 1D20.

UNTRAINED USE OF BLASTERS:

Any character not trained in the use of a blaster has a 30% chance of shooting another party member instead of the intended target. The GM should assume the blaster

attack was directed at a random party member (within range and line of fire) and should roll an attack against that Character as if a Skill 6 Fighter were attacking. The only exception to this rule is: Belinda first has a 95% chance to miss on a "fumble."

IRISH'S BLASTER:

Irish's "home-made" blaster has only one setting ("POWER,") and does 2D8 HTK of damage. It has 16 charges and, like the other blasters, can be recharged at the shuttle.

FIRST AID KITS

Only S.W.A.T. team members Alpha and Beta can use the three first aid kits. If an appropriate character investigates the kits they find each has two Cure Light Wounds salves. Each usage of a kit cures 1D8+1 HTK of damage. The kits only cure humanoids. Only Clerical "Cure" spells will cure the Orbion.

CONFEDERATION SUITS

The Confederation suit is made of a light, metallic material that is $\frac{1}{4}$ " thick (AC: 5). It is not an environmental suit; it has no helmet.

beach near the top of a tall waterfall. All of you are knocked unconscious upon impact.

After you awaken you see that it is now early morning in the canyon where the shuttle crashed. From the shuttle's windows, you see that everything outside, even the grass, is three to ten times larger than normal. The craft has landed in what appears to be a "land of giants."

A green mist surrounds the shuttlecraft. You have landed in a burnt clearing. Nearby is a river in which several dead and bloated giant fish float. The canyon extends north and south. Its walls are a half a mile high and much too steep and sheer for climbing, even for those who are adept climbers.

There are many survival items in the shuttle (see **Shuttlecraft Items**).

SHUTTLECRAFT ITEMS

Some of the items aboard the shuttle can be taken with the party, others cannot.

PORTABLE ITEMS:

- 8 gold bars (100 gp each)
- 1 case for 128,000 BAUD terminal (wt. 12 lbs.)
- 1 computer terminal (128,000 BAUD), wt. 16 lbs. (see **GM NOTE**)
- 4 flares
- 2 small tool kits that include:
 - 1 pair of pliers, 4 screw drivers, 1 pair of wire cutters, 1 hand saw
- 3 first aid kits (see **Equipment**), 2 uses each
- 30 radiation sickness pills in a green plastic bottle (see **Radiation Sickness**).
- 1 portable language interpreter (wt: 10 lbs).
 - 1 month's supply rations for party
 - 1 Geiger counter (works continually) (wt: 12 ozs).
- 10 respirators (i.e., gas masks)
- 2 flashlights (48 hour usage each; rechargeable only at the shuttlecraft)
- 10 pairs hiking boots, assorted sizes
- 90 meters ultra-light nylon rope (1 inch in diameter)
- 1 polished aluminum alloy mirror (4 inches in radius)
- 5 sacks, assorted sizes
- 2 backpacks
- 10 fluid purification pills in pink plastic container — each pill can purify 10 gallons of water
- 8 Confederation uniforms



NONPORTABLE ITEMS:

- 1 atmosphere analyzer — indicates the air is breathable
- 1 recharging mechanism for blasters, thirty charges, usable every 48 hours
- 1 recharging device for flashlights, fifty charges, usable every 48 hours
- 1 gravitation field measuring unit, indicates standard gravity

The shuttlecraft has four escape hatches.

GM NOTE: A terminal is not a computer. It is a device composed of a video-screen and a keyboard that one uses to "talk" to a computer. A comparative item is a telephone. By itself, a telephone is useless. It must be connected to a phone system to be used. Likewise, a terminal must be connected to a computer (or a computer network) before it can be used.

At the conclusion of the adventure, Player Characters must repair a termi-

nal aboard the spacesphere. The device refuses to work until someone bangs on it (see *The Final Engineer's Test* in the *Spacesphere* section).

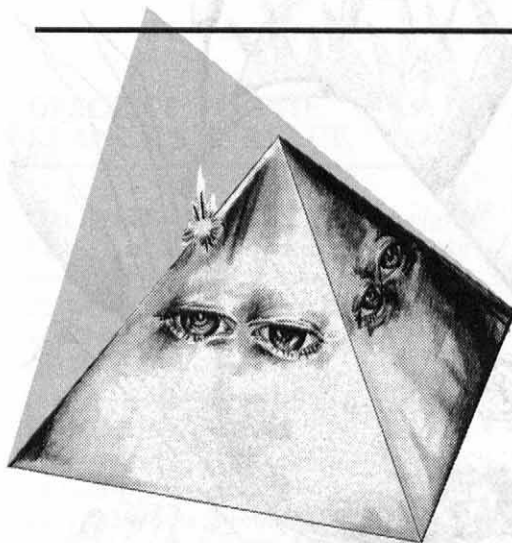
After Players have selected the items that they wish their Characters to carry with them (note weight allowances), play continues in the section entitled, *Half-Mile Canyon*.

RADIATION SICKNESS

A Player Character affected by radiation sickness without having taken one of the pills will sustain 1D4 HTK of damage per day plus lose 1 point of SM per day. If the affected Character takes the radiation sickness pills, he will regain 1D4 HTK per day that he takes the pills plus 1 SM point every two days.

A Character who takes a radiation sickness pill will be immune to radiation damage for 24 hours; the Character must take one pill every 24 hours to sustain the affect of the pills.

HALF-MILE CANYON



An immediate exit of the shuttle is not safe for the party. A giant flying reptile, a giant pterodactyl (wing span forty yards), has just flown to a rocky perch on the cliff wall 200 yards above the open area. The pterodactyl watches the clearing for food.

If the Characters do not look into the sky or check the cliff wall before exiting the shuttle, they are surprised and attacked by the pterodactyl. It will swoop down and attempt to spear a random party member (not the Orbion) onto its beak. If its attack is successful, the pterodactyl then flies away to its nest with its victim.

Parties who wait five minutes before leaving the shuttle see the giant pterodactyl fly down and spear a 150-pound giant mouse. It then flies away with its prey.

(1) Giant Pterodactyl

HTK: 48 (7D8), AC: 5

AT: 1, DM: 1D20

AL: Neutral

IT: Animal

THACO: 13

Save vs. Paralyzation: 10

Special: Spears opponent on a successful hit; double damage on successful surprise attacks.

The creaking sounds are the tree giant's way of speaking. A Character using the language interpreter can hear the following:

"Part of my name is: The Tall One Chosen at the Last Council Meeting to Watch Over the Life Forms of Half-Mile Canyon. Could you small folk be the ones the wizard spoke of? Can you stop the poisoning of the river? Let me help you to the 'highlands,' where I can't go. If what the wizard said is true, you are the aliens who will stop the contamination of my canyon."

As the tree giant speaks, ten giant wolves appear on the edge of the clearing. The wolves are twelve feet tall at the shoulder.

If the party speaks to the tree giant through the interpreter and they agree to try to stop the river's contamination, the tree giant befriends them and carries them north.

If the party does not agree to attempt putting a stop to the contamination, or does not think to use the interpreter to communicate with the tree, or if no party member brought the interpreter, the tree giant goes on his way.

(1) Tree Giant

HTK: 65 (10D8), AC: 4

MV: 24"

AT: 2, DM: 1D10+3/1D10+3

AL: Chaotic/Good

IT: Very

THACO: 10

Save vs. Paralyzation: 8

(10) Giant Wolves

HTK: 29, 33, 35, 27, 28, 30, 22, 39, 32, 34 (7D8)

AC: 5, MV: 18"

AT: 2, DM: 1D8/1D8

AL: Neutral

IT: Semi-

THACO: 13

Save vs. Paralyzation: 10

SPECIAL NOTE: Should the Player Characters not obtain the tree giant's help following the battle with the giant wolves, the Characters must fight all of the monsters they meet in the canyon. Immediately after each monster encounter, the tree giant will appear and repeat his offer to help the party escape the canyon.

The shuttlecraft lands in the eastern branch of Half-Mile Canyon, a hundred yards north of the falls from Half-Mile Canyon to Mile-Deep Canyon. Many giant monsters live here. A green mist fills the lower third of the canyon.

The canyon walls are too steep for climbing, even for a thief or monk Character. The party can neither climb directly onto the plateau nor go south past the top of the waterfall.

Even with their blasters, the party is not likely to survive long in the canyon. Fortunately, the tree giant who watches over the canyon finds them.

GM NOTE: Start with #1 of this section and continue with the sections in order while referring to the *Half-Mile Plateau* map.

1 THE EARLY BIRD . . .

Through the shuttle windows a circular clearing that is fifty yards in diameter can be seen. The clearing is badly scorched. The burnt area around the craft extends from the western cliff wall to the canyon's river. This places the shuttle on the river's west side.

The canyon walls are quite sheer and steep. A hundred yards south of the shuttle the river sweeps over a falls into a deeper canyon.

Something bumps the underside of the spacecraft.

(When the Player Characters look outside, continue reading):

A giant earthworm, a foot in diameter and twelve feet long, crawls away from the underside of the craft.

A shadow crosses over the shuttle.

2

THE CANYON RIVER

Dead giant fish float in the river.

The river is contaminated with a deadly level of radiation. If a Character has the Geiger counter, it begins to click as the party comes within 10 feet of the river. The river is radioactive throughout the region surrounding the plateau. At night, small (radioactive) pebbles in the river give off a bluish-green glow.

3

A FRIEND IN NEED

There is a 250-foot tall tree giant moving south along the bank of the river. It turns your way, then walks rapidly towards you. The tree giant creaks as it moves.

4 GIANT BEETLES

Seven giant beetles are searching the floor of the canyon for food.

If the tree giant accompanies the party the beetles do not bother the party. Otherwise, the giant beetles attack.

(7) Giant Beetles (Stag)

HTK: 33, 29, 31, 34, 28, 33, 31 (7D8)

AC: 3, MV: 6"

AT: 3, DM: 2D8/1D10/1D10

AL: Neutral

IT: Non-

Save vs. Paralyzation: 10

THACO: 13

5 "VERMITS"

If the tree giant accompanies the party, read the following aloud:

The tree giant notices a nest of several hundred giant termites (12 to 20 inches in length) and remarks, "Never could stand those vermits."

Parties traveling on foot find that termites will attack random party members (except for the Orbion). There is a 50% chance that everything wooden that party members carry will be eaten by the termites; roll percentage for each Player Character attacked. Attacked party members take 1D6 HTK of damage.

6 THE LEDGE

A narrow ledge rises from ground level and winds its way along the western cliff wall. The ledge gently rises north. The width of the ledge varies from ten to fifteen feet.

7 A WAY FOR SMALL FOLKS

After bearing the party about five miles (and bypassing several giant monsters), the tree giant deposits you on the 100'-high ledge along the west canyon wall. The ledge gradually slopes upward as it winds north.

The tree giant says, "I have seen the small folk use this ledge before. When

the small folk lived on the highlands they used it to travel between the plateau and the canyon." The tree giant leaves, saying, "I will carry your sky machine to this place."

GM NOTE: If, later in the adventure, the party returns to the shuttle, it will be here, guarded by the tree giant.

8 GIANT CRAYFISH SEEKING DINNER

To the north two giant crayfish emerge from the water and head south.

Characters on the canyon floor can climb the canyon wall to the ledge to escape the crayfish. Characters on the ledge are in no danger.

(2) Giant Crayfish

HTK: 32, 41 (8D8), AC: 4

MV: 6"/12", AL: Neutral

IT: Animal

AT: 2, DM: 2D6/2D6

THACO: 12

Save vs. Paralyzation: 10

HISTORY OF THE PLATEAU

CHAPTER ONE: Dwarves of the Plateau

Dwarves settle on the plateau surrounded by Half-Mile Canyon. They are fine miners and make high-quality weapons.

The dwarves always place a concealed pit near the entrances of their mines and caves.

The greatest of the dwarven kings was Reffeg. It is said that King Reffeg's hammer **Dwarf Friend** could split and cut marble into any shape that he wished it to.

A red dragon settles in the Green Marble Quarry and befriends the dwarves.

CHAPTER TWO: The Sphere Arrives

A metal sphere of perpetual storms, the "Ball of Storm," descends from the sky. Dwarves enter the metal sphere and obtain precious metals. The dwarves begin using devices such as elevators and teleporters. Storm's Sword, the "Sword of Death," is forged.

Mutants are born to the dwarves. The council of the dwarves orders the mine shaft south of the sphere sealed with a door of five keys. The dwarves' new young king, King Kul, leads his people south to what the dwarves call The Mountain. Kul forbids the mutants to migrate with the dwarf tribe.

CHAPTER THREE: Sparrow Village Founded

Duke Barrington founds a village on the plateau. A druid (whose name is lost to historians) tames the four-winged

"Sparrow Birds" (hatched near the Sphere) to use as flying mounts. Wizards and wealthy merchants begin to utilize the sparrows for travel. Duke Barrington builds an airport north of the village and names the village "Sparrow."

CHAPTER FOUR: Kejoki

The prophet Kejoki settles in Sparrow Village and lives in the cellar of a red sandstone brothel. The Prophet is almost three thousand years old, yet appears to be only fifty.

Kejoki's methods are unorthodox. He infuriates Duke Barrington with his lack of respect. Barrington goes insane and orders that Kejoki be assassinated.

The full writings of Kejoki have never been found.

Duke Barrington is slain by a "sword-tailed monster."

CHAPTER FIVE: STORM Sphere Entered

A wizard from the Valley of Trees enters the **Ball of Storm** and secures a black metallic golem. The wizard says the golem will be the guardian of his youngest of five sons.

Orcs move onto the southwest section of the plateau. For the next hundred years, they periodically attempt to overrun Sparrow Village.

CHAPTER SIX: Sparrow Village, a Fine Place to Vacation

The dwarf, Lady Jane, becomes the Mayor of Sparrow Village. Under her fine leadership the village prospers. The home of the Prophet Kejoki is reconstructed and renamed the "Holy Shrine of Kejoki." The Skull Cave east of town is opened for public viewing.

Lady Jane's "Village Militia" clear the plateau of monsters. Peasants, tourists, and farmers can now walk the plateau in complete safety.

Twelve enormous giant rats attack. They are so large that only two can stand on the trail side-by-side. Eight more rats climb up the ledge.

Two of the rats attack the front of the party, two more attack the rear; the two in the rear attack with surprise. On the next round, four more rats attack from the rear. They will fight until, two rounds later, a beautiful male voice is heard singing a ballad in Common. The lyrics tell of some dead giant fish floating in the river.

The rats will stop fighting and listen, momentarily hypnotized by the music. They will then scamper down the side of the canyon and flee to the river. The rats will swim to the carcasses of several dead giant fish floating with the current. After the rats are gone a second song is sung:

First Verse:

*Follow Ye' the Workers
Ignore Their Stance on You,
There is a Path to Safety
They Will Lead You to.*

Chorus:

*And Ever Keep the Faith
Ever Use Your Mind,
The Writings of Kejoki
Are Your Fate and Mine.*

Second Verse:

*Seek Escape Behind the Soldiers
Who Ever Stare at You,
They Conceal the Path to Safety
A Portal You Must go Thr--*

Suddenly, the singing is interrupted by a scream. Then, a book with a scroll tied to it crashes down onto the trail thirty feet north of the party.

The song is sung by the Minstrel Robbe. While Robbe is singing he is surrounded by a dozen orcs. When Robbe sees that he can save himself or the "aliens," but not both, he continues singing even though he knows

he is about to be killed. Robbe's last act is to throw a map and his copy of the *History of the Plateau* (the scroll) down to the party.

When Player Characters investigate the (slightly damaged) book, give each Player a copy of the *History of the Plateau* section. When the Players say that they have opened the scroll, give them a copy of the *Half-Mile Plateau* map.

(20) Giant Rats

HTK: 17, 13, 15, 12, 19, 15, 15, 13,
18 (3D8), AC: 7

MV: 12"/6"

AT: 1, DM: 1D4

AL: Neutral (evil)

IT: Semi-

THACO: 16

Save vs. Paralyzation: 13

10

"THE WORKERS"

On the ledge above (or floor of) the canyon you encounter three four-foot long giant ants. They are carrying the leg of a giant grasshopper, a dead giant fly, and an unrecognizable piece of carrion. Two of the ants stop and approach you.

If the party does not attack, the ants touch two party members with their feelers and then continue on their way. These ants are taking food back to their nest, which is located in an abandoned dwarf mine to the north. The entry to the mine is located on the ledge which traverses the west wall of the canyon cliff. (See #11.)

The ants are looking for dead animals for food and will not bother living creatures outside of their nest. Ants who meet outsiders within their nest will attack to defend their home.

(3) Giant Ants

HTK: 35, 40, 33 (2D8)

AC: 3, MV: 8"

AT: 1, DM: 1D10

AL: Neutral

IT: Low

THACO: 16

Save vs. Paralyzation: 14

Beside the ledge is an entry to a mine shaft. The shell of a giant beetle's head is affixed above this entryway.

If the party is following behind the giant ants, tell the Players that the ants enter the mine shaft.

GM NOTE: If the party enters the mine or investigates the beetle's head, refer to **Room 1** of the section entitled, *The Dwarf Mine*. Otherwise, continue with the next section.

12

A GIANT BEAR

You can hear a low growl coming from nearby.

If the party continues north past the ant cave it is attacked by an eighteen-foot tall giant black bear.

(1) Giant Black Bear

HTK: 44 (10D8), AC: 7

MV: 12"

AT: 3, DM: 1D10/1D10/1D10

AL: Neutral/Neutral

IT: Semi-

THACO: 10

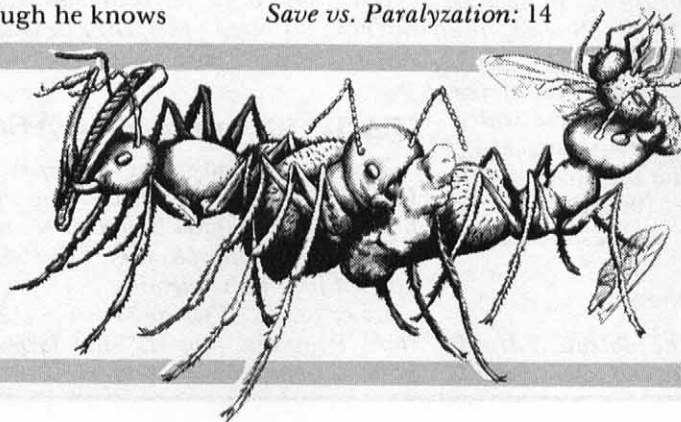
Save vs. Paralyzation: 8

13

THE END
OF THE ROAD

The ledge ends abruptly 200 feet above a large pile of loose rock. From here many giant creatures can be seen along the river north of the where the ledge ends.

If the party gets this far, tell a random Player he/she realizes they should follow the worker ants according to the ballad. If they return to the ant cave, there is an 80% chance that they see giant ants bearing food into the cave. (See **Room 1** of *The Dwarf Mine*.)



The DWARF MINE

Robbe's song told the party to "follow the workers." This indicates that the party should follow the worker ants into the mine until they come to stone statues of two dwarven fighters.

If the party follows the ants without making a ruckus, the ants will not notice the party behind them.

The Worker Ants go through **Areas 1, 2, and 3**. In **Area 3**, the party may leave the worker ants and seek the secret stairwell behind the fighter statues.

1 GUARDIAN OF THE ENTRY

Directly above the timber shored entry there is the shell of a giant beetle's head. It is approximately four feet in diameter.

The mine shaft slopes downwards to the west. Rotted remains of two wooden wheelbarrows are piled against the north wall inside the entry.

As Koka nears the entry he recalls something his Master once said (hand Koka's Player a piece of paper with the following written on it): "The Key of Passage you seek is within you. Could not the same be said for even the humble beetle?"

Within the beetle's skull above the entry is a six-inch long beetle shell key. The party needs to secure this key before they can enter the spaceprobe.

2 A TRAPPED MINE SHAFT

The area that you just entered is totally dark.

Once the party has turned on a light source continue reading:

The shaft in this tunnel slopes downwards to the west for fifty yards.

For Player Characters who are following the ants, add the following:

The ants walk on the walls and ceiling of the mine shaft as they go west through the passageway.

When the Player Characters are ten feet within the mine shaft, Koka senses the presence of danger. The rest of the party notices nothing unusual.

The floor of the middle twenty feet of the passageway is an illusion concealing a pit. Player Characters who look find a two-foot wide ledge on either side of the passageway. Otherwise, the first two party members will fall into the pit and take 1D6 HTK of damage.

3 THE SHRINE OF WARRIORS

The walls and floor of this 20'-x-20' room are made of green marble. Tunnels lead out of the centers of the west and east walls. Two stone statues of dwarven fighters stand guard behind a small green marble altar in the north wall of the room.

The eyes of these statues are made of a violet crystal that makes the statues appear to look directly at you wherever you are standing.

Inspection of the north wall behind the statues reveals a secret door. The door opens to the stairway. If the Characters climb the stairs, go to **Area 5, Hidden Stairway**.

4 ANTS AT WORK

The passageway extends thirty feet to the west, where it opens into a large natural cavern. The 100'-x-50' cavern contains scores of giant ants. Some of them are butchering giant flies and giant grasshoppers. Others are neatly wrapping the meat in leaves and placing the food at the north end of the cavern.

Should the Player Characters enter this area, they are detected and chased out of the cavern and back into **Area 3** by a combat team of six giant soldier ants. There is no other way in or out of the cavern except for this passageway.

(6) Soldier Ants

HTK: 26, 30, 33, 28, 36, 34 (6D8)

AC: 1, MV: 8"

IT: Semi-

AL: Neutral

AT: 2, DM: 1D8/1D8

THACO: 13

Save vs. Paralyzation: 11

Special: Ants never take morale checks inside their nests.

5 HIDDEN STAIRWAY

A steep stairwell ascends for 200 feet. At the top of the stairs is a landing. A door is set in the north wall of the landing.

The stairs extend from the secret door of **Area 3** to **Area 6**.

6 MUTANTS ROASTING FISH

The stairs ascend into the center of an east-west hallway. 20' west the hallway opens into a 10'-x-10' room.

At the east end of the hallway two dwarf-sized humanoids are standing beside an open forge. A 20" long gold-fish floats a foot above a small fire in the forge. It rotates slowly in the air even though it is not attached to anything. Tiny bursts of flame shoot from the forehead of one of the creatures to the fire in the forge.

The creatures have pale, wrinkled skin and flippers where most humanoids have arms. One of them turns his head towards you. He has three eyes in his forehead. The center eye, which is one inch in diameter, glows a dim red. The other two eyes are black circles, each three inches in diameter.

As the creature turns towards you a message forms in your minds: "Death to the descendents of Kul, the Traitor! If you are descendents of King Kul, fight to the death. If you are not of Kul, share all we possess."

The humanoids' telepathy allows them to communicate mentally. Each Player Character must roll vs. his IN or experience a sensation of deep hatred toward Kul. The humanoids (who are dwarf mutants) attack unless the party denies being followers of King Kul.

If the party denies being descendents of King Kul, the mutants offer to be friends. First they offer to share their fish and blackberry wine. Then the mutants will invite the party to their home cavern (**Area 8**). Note that the

mutants use the Elevator (**Area 7**) to get to the cavern.

GM NOTE: See *History of the Plateau* for information on King Kul.

If the Player Characters do not go with the mutants, they will tell the party how to get to their cavern (**Area 8**) via the elevator (**Area 7**), saying that the party is welcome if they change their minds. They will also say that the elevator leads to other areas.

(2) Dwarf Mutants

HTK: 31, 26 (5D8), AC: 8

MV: 3"

AL: Neutral/Neutral

IT: Average

AT: 1, DM: 1D6+1 (Fire Burst)

THACO: 15

Save vs. Paralyzation: 11

Special: Dwarf mutants have three special abilities: Telekinesis, Improved Telepathy, and Fire Burst (see *Mutants' Abilities*). The mutants can use any one of their abilities (repeatedly) at any one time.

Telekinesis allows the mutants to lift any one object of up to ten pounds.

MUTANTS' ABILITIES

Improved Telepathy: This ability allows the user to communicate messages and emotions with intelligent creatures. In this case, some sort of response should be included whenever the mutants "speak" to the party (i.e., if the party denies being descendents of Kul, the mutants would ask, "Please turn away the bright light."). The party should be told that they experience pain for a brief moment when they receive this message.

Fire Burst: The red eye-like organ centered between the mutants' eyes directs spurts of fire (Fire Bursts) for a distance of 3D10 feet. Fire Burst does 1D6+1 HTK of damage.

7

ELEVATOR

Heading west, the passageway ends in a 10'-square room. In the southern wall a panel with three buttons is mounted three feet above the floor.

This elevator was made by STORM for the dwarves. Pressing the top button teleports all who are completely within the elevator to **Area 9**. Pressing the middle button teleports to **Area 6**; the bottom button teleports to **Area 8**.

8

THE MUTANT'S CAVERN

This is a 10'-x-10' room that opens in the west to a natural rock cavern. A button panel is mounted in the south wall of the room.

The cavern is 100' long and 50' wide. A pool fills the far half of the cavern. Ten pale, white creatures are swimming there. Four-foot tall giant mushrooms grow in the cracks in the floor and walls.

Ten feet west of the entry a one-foot square bronze plaque is set into the cavern wall by the floor. The following appears in Common on the plaque:

"My first is short, stout,
and strong, and cursed."
"If you ask then help he'll
surely lend."
"My second's start is the
first's last two reversed."
"I will follow and the last
will be the end."
"Say the two words
that open me."

The mutants are fishing for goldfish. Statistics for mutants and the traditional mutant greeting are given in **Area 6**. The mutants offer mushrooms, blackberry wine, and fish to parties who deny being descendents of Kul when they are asked. They attack all others.

The words, *Dwarf Friend* are engraved in dwarvish beneath the verse. Behind the plaque, in a hole in the rock, is the gold-plated dwarven war hammer known as "Dwarf Friend". The hammer was placed here when its former owner, King Reffeg, Leader of the dwarves of the plateau, died. (Reffeg led the dwarves when they mined the Green Marble Quarry in the southeast section of the plateau.)

Dwarf Friend: When used by a Character other than a dwarf this golden hammer is +1 to hit and does 1D8+1 HTK of damage. If a dwarf wields the hammer, it is +5 to hit, does 3D8 HTK of damage and returns to the wielder's hand. It has an IN of 18 and an Ego of 16. It speaks Dwarvish and Common and can detect traps.

9

UNWELCOME GUESTS

You exit the elevator into a 10'-x-10' room. A panel of three buttons is set into the south wall. An open doorway in the north wall opens to an adjoining 20'-x-10' room.

Stairs lead upwards out of the north (opposite) wall of the 20'-x-10' room. An old man, dressed in the tattered garments of a peasant, glares from a cot in the northeast corner of the room. A candle, some half-eaten mushrooms, and two empty wine bottles sit atop a wooden barrel beside the cot.

The old man shouts angrily, "Can't a person get a little quiet on this god-forsaken plateau? Here I hide in a hole in the ground, guarded by a dragon and pits, and I'm still getting visitors. Your group makes three sets of intruders this past thirty years. Always barging in and asking questions. Doesn't anyone knock anymore?"

"Nobody listens to me. I told that wizard to get rid of his demon. Did he listen? Nooooo! Look where he is now!"

"I told the Bard to descend into the canyon. Did he listen? Nooooo! Look at what became of his stuff."

"And you guys! Talk about novices! I could hear you coming a mile away. Get! It's up the stairs and out with you."

"Oh, yes, stop at the *Cavern of Whispers*. **WHEN YOU'RE THERE, BE QUIET AND LISTEN!** But will you listen? Nooooo! Probably not. No one seems to heed Old Jake's advice. That's all I'll tell you. **NOW GET!**"

At that the old man covers his head with a blanket.

The stairs in the north wall lead up to **Area 10**. The elevator joins the room through an open doorway in the south wall. There are no other entrances.

In his cantankerous manner the hermit tells the party a great deal. He warns about traps: **Room 10** has a concealed pit. He tells them to investigate the Bard's items. He says they should look for Fez on the Spacesphere. He also advises them to "be quiet and listen" at the *Cavern of Whispers* (#11).

The hermit wants nothing further to do with the adventurers.

The curse for killing "Old Jake" the Hermit is as follows:

The next time Jake's murderer meets any dragon, he immediately attacks the dragon with all his power.

The stairway extends upward fifty feet, where it opens into the center of the south wall of a 20'-x-20' room. In the center of the east wall a sign hangs above a maplewood door; it reads, *The Cavern of Whispers*.

The north wall contains a natural opening to the outside. A sign is posted inside the room directly in front of the entry in the north wall. Either the sign says nothing, or whatever is written on it is written on the side that faces the entry to the outside. Koka senses danger in this room.

The second sign reads in dwarvish: *Danger! The center of the floor of this room is an illusion concealing a deadly pit.* The concealed pit covers the center 15'-x-15' section of the floor. Characters crossing the room without searching for/detecting traps fall into the 20' deep pit, taking 2D8 HTK of damage.

In the pit are the remains of a human and a war dog. The human has a purse containing 53 gp. The war dog has 18 silver-coated, steel teeth (value: 4 gp). A stout ironwood staff is also in the pit. (It delivers 1D8 HTK of damage per attack when used by monks, otherwise it does 1D6 HTK of damage.)

11 THE CAVERN OF WHISPERS

The door opens to an elliptical room, 50' x 40'. As the door opens, quiet whispers can be heard. Whatever is being said isn't clear. Occasionally a word or two can be heard: words like "death," "life," and "love."

A 4' in diameter mosaic of a Fairie is inset into the floor. A hole in the ceiling 4' in diameter is located above the other focal point of the ellipse.

Inside the room a faint whistling sound rises and falls in volume as well as pitch. You hear the words "hate" and "desperate" whispered.

The language interpreter hears no more than the Player Characters do. Each Player Character should roll vs. IT to notice that the mosaic and the hole in the ceiling are the focal points of an ellipse.

At either focal point (i.e., at the mosaic or beneath the ceiling hole) Party members can hear each other from anywhere in the room.

Harmless sprites, who are presently Invisible, live here. The spell See Invisible shows the sprites as ghost-like fairie forms that fly about the room.

The sprites speak (provided the door to the room is closed and provided everyone within the room is absolutely quiet). If anyone speaks or is otherwise disruptive, the sprites discontinue speaking until the room is again quiet for five rounds.

(20) Sprites

HTK: 5 (1D8), AC: 6

MV: 9"/18"

AL: Neutral/Good

AT: None, DM: None

THACO: None

Save vs. Paralyzation: 14

Special: These sprites act as oracles by repeating conversations of interest to those who enter their chamber. The sprites will only relay their messages when others present are absolutely silent.

When the party is absolutely quiet, the Whispers of the sprites become four voices:

First Voice: A nasal voice whines: "Your strength is less now: daily you become more depressed. I will teach you to keep me prisoner. Now I hate you, Fez! Even when the DEATH STORM is neutralized, I won't tell you until anguish confounds your thought. Suffer, Fez, suffer!"

Second Voice: A deep voice speaks: "Dwarves of the plateau, STORM has betrayed us. Its metals are poison. Our adults grow sterile. Many of the new-born are mutations.

"I, King Kul, command all but the mutants to follow me south to Land Anew. There the might of the Mountain's Motherstone will protect us."

Third Voice: A human voice quakes in fear: "It's no good! This one isn't affected like the other one was! Gods help us: the thing just killed the Duke, sliced him clear through with its tail. We are lost."

Fourth Voice: The fourth voice is extremely calm, extremely pleasant: "What curious beings these Aliens are: imagine, they write things like 'Teleport Spells' on parchment. Unlimited range indeed! Droid, store this with the rest of the planet's artifacts. It is of no use to non-humanoids."

Each voice reveals a valuable clue. In order, the voices and clues are:

1) **Mephistopheles:** The Demon has betrayed Fez.

2) **King Kul:** He led the dwarves from the Plateau to escape the dangerous radiation within the STORM Sphere.

3) **A Soldier of Duke Barrington:** One of the alien races aboard the Space-sphere 'learns' defense against whatever kills members of its species. (This scene is also mentioned in *History of the Plateau*.)

4) **STORM:** The computer's (pleasant) voice-synthesizer speaks of a teleport scroll which is aboard the Spacesphere. Player Characters can use it to send one party member back to his home planet.

12 DRAGON BELOW!

The cave exits on a ledge above a quarry. The ledge is 10' wide and extends upwards to the east at a forty-five degree angle for 20'. At this point, the ledge is 80' above the base of the quarry and about 15' below its rim.

The pit extends indefinitely to the north, extends 300 feet to the south, and is 500 feet wide at this point. The quarry walls are dark green marble.

At the base of the quarry you see a 50' long red dragon beside a pile of treasure. The dragon picks up a glass skull and admires it.

The dragon raises his head and looks up momentarily towards the cliff wall where your party is standing. He grins, places the skull back on the treasure pile, and lies down as if to sleep.

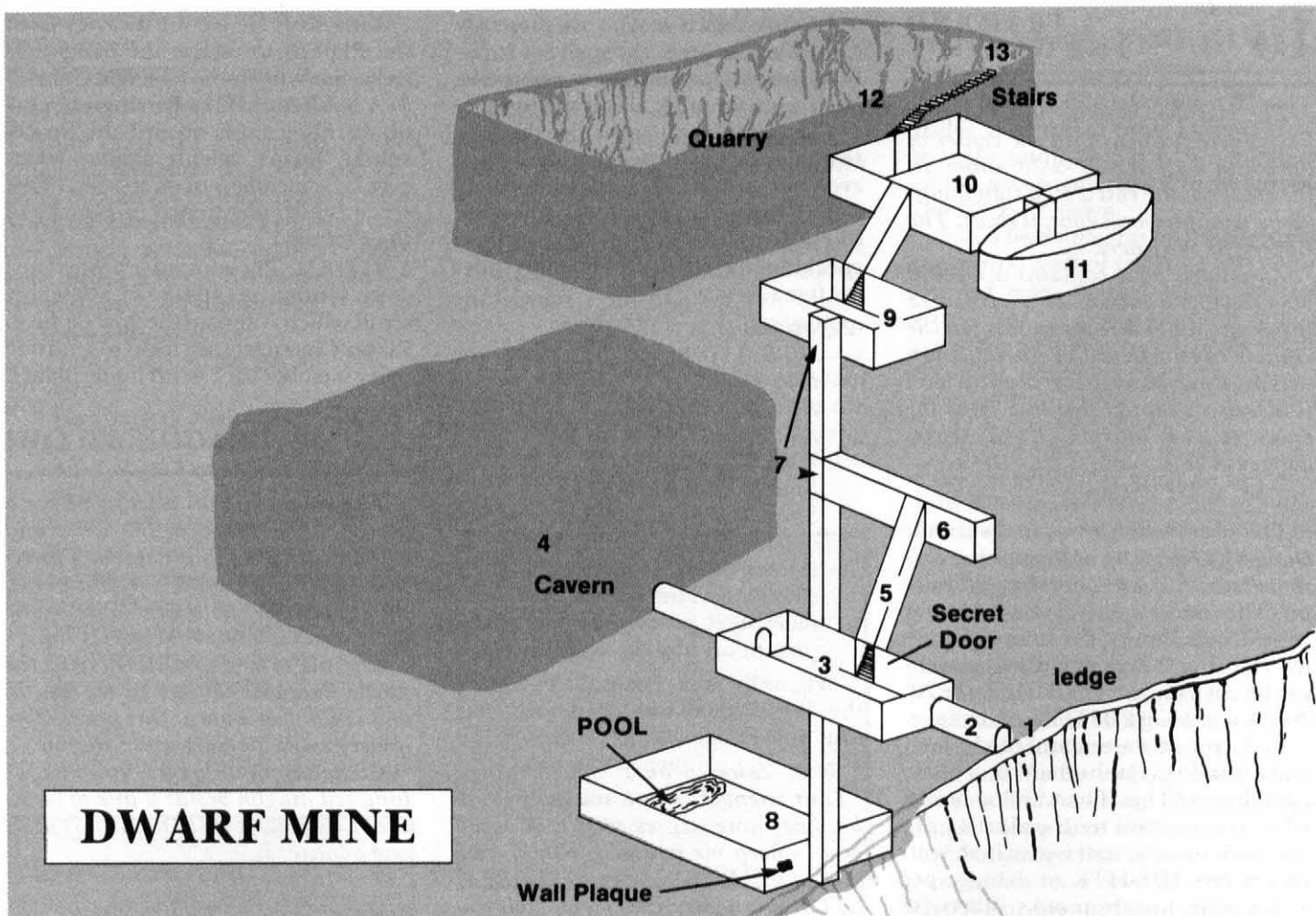
The treasure consists of 100 pp in coins, a small chest of gems (worth 800 gp), and a glass skull. Player Characters must obtain the skull from the dragon. (They won't know this until they read *The Writings of Kejoki*.)

Player Characters who talk to the dragon politely and request the glass skull will be given the skull — provided they agree to take this oath:

"I, [character's name], do swear that, should I ever meet a red female dragon of the species true dragon, the same species as the red true dragon before me now, then I will forsake all other tasks to inform this red female true dragon of the existence and location of Feedback, the male dragon I see before me now, so help me!"

When the party obtains the glass skull, they will see the outline of a six-inch long glass skeleton key inside the skull. The party must shatter the skull to secure this tempered glass key; doing this will not harm the key.

The red dragon, Feedback, seeks a mate, but he fears he is the last living member of his race.



DWARF MINE

Fez's Letter to Robbe

Dear Robbe,

Your news that I have a daughter is both wondrous and frightening. I met her mother when I was studying in France. I was young and foolish when I left her. Yet I have never forgotten the love we knew. I was saddened, but not surprised by your news that the Confederation exiled my daughter to Tefarm, the prison planet. As soon as I can, I shall seek her out.

A tree giant, the largest I have ever seen, came to my home in the Valley of Trees. He asked for my aid, saying that something was poisoning the river surrounding Half-Mile Plateau. The tree giant told me that my father visited the plateau over a hundred years ago. There, from within the ball called "Storm," Father obtained Warrior (my Robot Servant.) I had always won-

dered where Warrior came from. Scarsnout, you may recall, killed my parents when I was just a baby. The robot has been with me as long as I can remember.

I brought Warrior, Mephistopheles, and the dwarf, Little Jane with me to the plateau. Things have not gone well. Warrior left my service as soon as he saw the DEATH STORM. Mephistopheles, I'm sure, plans no good for me while I am within the Sphere. Lately the Demon has been difficult to control. This worries me. The demon's effect on Little Jane is even more frightening. Jane fears the demon, so much that I feel she may even betray me.

In the Village of Sparrow, you will find the writings of the Prophet Kejoki. The prophet warns that

STORM will destroy the entire planet unless a "band of aliens" completes a certain difficult quest. You and I are also mentioned in the prophecies. My part is that I must enter the Death Sphere. There, I must "slow time" until the Aliens, whatever they be, arrive. I dread using that particular spell, it depresses me.

Saddest of all, Kejoki predicts your death. Would that I could once more listen to your wondrous voice, but fate is not always kind. Goodbye, old friend. Know that I love you, as a father loves a son.

Fez
Wizard of Time Travel

Feedback, Skill 20 True Dragon

HTK: 150 (20D10), **AC:** -4

MV: 20"/36"

AT: 3

DM: 1D12/1D12/1D20 or by spell.

AL: Chaotic/Good

IT: Very

THACO: 7

Save vs. Paralyzation: 3

Breath Weapon: None

Special: Feedback has the special skill of "Reflection." This means that there is a 90% chance any hostile spell or any attack against him will backfire. If this occurs, the attack (or spell) is directed instead at the attacker. Likewise, if a Character gives something to him there is a 90% chance that he will reply in kind. Feedback also knows all magic-user spells up to Skill 8; he may use each spell once per day.

Each "true dragon" has a special ability. Examples include: the ability to combine the power of several magic items into a single item, the ability to predict weather a year into the future, and the ability to cast magic spells of unlimited distance. True dragons do not become involved in the affairs of men unless those events involve the fate of the land.

GM NOTE: Feedback and Princess Red, the red true dragon who appears in *Wizard's Revenge*, will play a major role in *Fez VI*, the final adventure in this series.

13

OUTSIDE THE CAVE

The ledge exits on top of the plateau a few yards from the cliff wall. West of

the exit lies the green marble quarry. A narrow path leads north. the ledge leads into the quarry.

Twenty yards east of the quarry, beside the rim of the cliff wall, lies the body of a minstrel. On the ground beside the body lies a broken lyre and a piece of parchment.

When the party investigates the parchment, give the Players a copy of *Fez's Letter to Robbe*. After the Player Characters have investigated the Bard's body see *Overland Travel on the Plateau*.

OVERLAND TRAVEL on the PLATEAU

When the party travels overland across the Plateau, refer to the *Half-Mile Plateau* map. When the party goes to the Skull Cave or the Airport, refer to the *Sparrow Village* section.

The Spacesphere is in the northwest part of the Plateau. The villagers call it the "Ball of Storm" since the sphere is frequently the object of lightning storms. When party goes to the sphere, refer to the *Spacesphere* section.

The countryside throughout most of the Plateau is rocky. Only the land directly south of Sparrow Village is fertile enough for farming. There are many blueberry bushes throughout the hillsides of the Plateau.

Ambush Pass is located in the center of the mountain range that divides the plateau north and south. Mayor Lady Jane's soldiers control the territory north of this mountain range.

The southern half of the Plateau is divided east and west by the Barrington River. Orcs control the area to the west. If the party wanders into this area, they meet wandering bands of 1D6+6 hostile orc fighters.

The southeastern plateau is safe for overland travel. The orcs (and other monsters) stay clear of Feedback, the red dragon, who lives in the Green Marble Quarry.

'BUSH PASS

The orc tribe that controls the southwestern section of the plateau constantly keeps 2D6+1 orcs watching for unwary travelers in 'Bush Pass.

The orcs have never seen blaster weapons; they think that the adventurers will be easy prey. Accordingly, the first two times that the party traverses 'Bush Pass, a band of 2D6+1 orcs will attack the party. Should the party go through the pass more than twice, the orcs will flee.

Each group of orc soldiers is led by a Skill 4 large orc. The soldiers wear normal chain mail and carry short swords and bows. The leaders have plate mail and bastard swords.

GM NOTE: In this instance, the orcs are treated as though belonging to a race rather than being monsters. Thus they are given Skill levels and character classes.

(1) Orc Captain: Skill 4 Fighter

HTK: 30 (4D10), **AC:** 3

MV: 10"

IT: Average (low)

AL: Chaotic/Evil

AT: 1, **DM:** 1D6+1

THACO: 18

Save vs. Paralyzation: 13

(2D6) Skill 2 Orc Fighters

HTK: 11 (2D10), **AC:** 5

MV: 10"

IT: Average (low)

AL: Chaotic/Evil

AT: 1, **DM:** 1D6

THACO: 20

Save vs. Paralyzation: 14

Special: If their leader is killed, there is a 50% chance each melee round that the other orcs will flee.

THE CROSSROAD'S SIGN

When the party reaches the crossroad in the north area of the plateau read the following aloud:

*In the northwest you see thunder clouds and lightning. A sign marks this fork in the road. The road to the west is marked **Ball of Storms**. The way east is marked **Sparrow Village**.*

There is no marker for the road going south.

SKULL CAVE AND THE AIRPORT

When the party goes to Skull Cave or to the Airport, turn to the *Sparrow Village* section.

SPARROW VILLAGE

The party enters Sparrow Village six weeks before the Blueberry Festival, the traditional opening of the tourist season. (Blueberries grow in abundance throughout the northern Plateau.) Only the rich, who fly in on giant four-winged birds, can afford to vacation here.

The party needs to find the prophecies of Kejoki, which are in the basement of the Holy Shrine of Kejoki.

Parties can bribe the proprietor of the shrine to learn the location of Kejoki's writings, or they can hire the peasant lad, Gum Drop, to guide them to the hidden scrolls.

The Village is run by the dwarf, Mayor Little Jane. Twelve years ago Jane came to the Plateau, under protest, with Fez and his demon servant, Mephistopheles.

A year after Fez entered the Space-sphere, Jane and Mephistopheles made a deal. She agreed to tell the demon if she saw "aliens" on the plateau (rather than lead the "aliens" to Fez.) For his part, Mephistopheles guards Jane and keeps the orcs from entering the north half of the Plateau.

GM NOTE: The Barrington Sparrow Airport is a half-mile north of the village. The Skull Cave is a quarter-mile east. (See **L: The Skull Cave** and **M: The Airport**.)

A: WELCOME SIGN

A sign near the Village limits reads:

**Welcome to Sparrow Village,
Famous Vacation Spot of the Plateau
Blueberry Capital of the World
Dame Little Jane, Mayor**

Each building on the main street of the Village displays a blue sign with black letters. On each sign is a painting of a bowl of blueberries.

The buildings identified are: Dame Little Jane's Estate, The Sparrow Travel Agency, Lady Jane's Bar, Little Jane's Supply Store, The Holy Shrine of Kejoki, and The Grand Inn. There is also a fort.

South of the main street, partially hidden from view by a ten-foot wall, is a graveyard and some peasant huts. To the north is a row of expensive houses.

B: LITTLE JANE'S ESTATE

*A five-foot stone fence surrounds this grey stone building. The word **BARRINGTON** is engraved in the fence's southwestern corner. Four dwarven guards stand at attention in the front yard. The windows are barred. A sign in the entry gate reads: **Dame Lady Jane's Estate**.*

If the Player Characters seek out Lady Jane, she tells them: *"I've done my bit. It's time that I get to enjoy life. It was wrong for me to have to come here against my will. Frankly, I don't care about guests and such anymore."*

Lady Jane is protected from harm by Mephistopheles. He will defend her if necessary, but he will do so without endangering the party or the success of the party's quest.

Lady Jane, Dwarf, Skill 6 Fighter

ST: 14, IT: 17, IN: 9

SM: 17, DX: 18, AP: 6

HTK: 34 (6D10), AC: 7

MV: 12"

AT: 2, DM: 1D8+1/dagger

AL: Neutral/Neutral

THACO: 14

Save vs. Paralyzation: 16

Weapons & Armor: Six Throwing Daggers; Shield

Weapon Proficiencies: Club, Dagger, Short Bow, Sling, Quarterstaff

Special: Mephistopheles protects Jane from harm.

(4) **Guards, Dwarves, Skill 5 Fighters**

HTK: 23, 21, 18, 26 (5D10)

AC: 4, MV: 12"

AT: 1, DM: 1D8

AL: Neutral/Neutral

IT: Average

THACO: 16

Weapons & Armor: Short Sword, Plate Mail

Weapon Proficiencies: Short Bow, Dagger, Short Sword, Sling, Hammer

Save vs. Paralyzation: 17

C: SPARROW TRAVEL AGENCY

The sign hanging above the front door of this grey, stone building reads:

**Sparrow Travel Agency:
Sightseeing Tours, Round Trips, and
One-Way Travel Arrangements.
Wizard Simk, Proprietor."**

A painting on the door shows a smiling elderly couple riding in a carriage strapped to a giant four-winged bird.

Simk will ask the Characters if they would like to purchase any green marble curios (5 gp ea.). The items are actually green-dyed quartz.

Player Characters can book tours here on the four-winged "Sparrows." Rental is 300 gp per day.

Simk, Human, Skill 8 Magic-User

ST: 13, IT: 15, IN: 15

SM: 12, DX: 14, AP: 12

HTK: 26 (8D4), AC: 9

MV: 12"

AT: 1, DM: 1D4 (dagger) or by spell

AL: Chaotic/Neutral

THACO: 19

Weapons & Armor: Dagger, Shield
Weapon Proficiencies: Dagger, Sling

Save vs. Paralyzation: 13

Special: Ring of Snake Control (1 Snake, 1 Hour.)

Spells: Skill 1 — Jump, Shocking Grasp, Ventriloquism; Skill 2 — Forget, Trap Spell, Web; Skill 3 — Blink, Explosive Runes, Suggestion; Skill 4 — Fumble, Polymorph Other

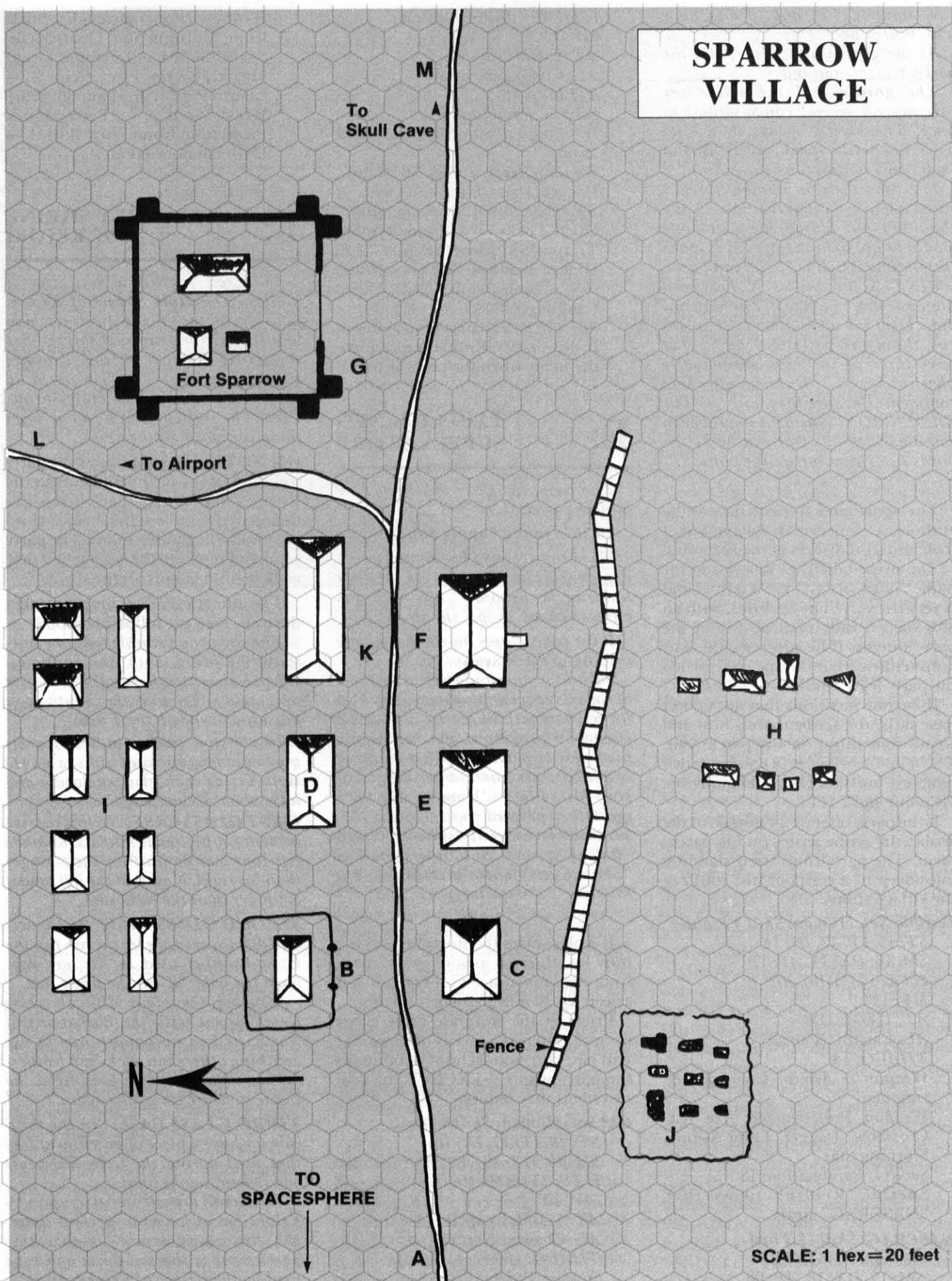
D: LADY JANE'S BAR

*As you enter the bar, the barkeep, an ugly man who introduces himself as Terrible Xet, bids you to sit down at a dirty table. A two-foot long red and brown stripe-tailed ape is sitting on the bartop eating popcorn. The ape is wearing a **NASCRA** T-shirt.*

At the far end of the bar a red-furred gorilla is talking to a black-haired, burly, human scribe wearing a black derby. The gorilla wears bifocals.

"Watch out for Len the Mild, the scribe," the barkeep whispers. "Until I spilled beer on his parchments I was a paladin. Look at me now. The gorilla

SPARROW VILLAGE



calls himself 'Jim Bob.' Don't mess with him either."

As the gorilla and scribe talk, the barkeep takes your order.

The gorilla and the scribe are carrying on several conversations at once. The gorilla speaks in a loud voice; the scribe speaks softly. Bits of their conversation can be overheard.

"... and then on number three, I sliced a four iron into the trap... We shouldn't put a trap there, no one would be apt to look for it... It looks like the bug is in line 3. You can't use a 'PRINT X(20)' unless X has been dimensioned... Wow! The unicorn did a great job on number four... Do you think the party will know that only three of the keys are actually physical keys?... Dummy, after that comment, I'm sure they will... The 'DIMENSION' statement should be in line 1000, see... Did you make the 'birds'?... Nope, missed the putts..."

The scribe and the gorilla are the authors. A "unicorn" is the symbol of *Role Aids*, publishers of the *Fez* series.

The stripe-tailed ape answers to the name "NASCRAG." He is a thief and is very friendly. The ape tries, with an 80% success rate, to steal one of the party's items. If he succeeds, the barkeep returns what the ape steals when the party leaves the bar.

If anyone mentions that apes don't have tails, the scribe thanks him and writes something on his parchment. The "ape" becomes a 'stripe-tailed monkey' and that Character gains one IN point and 2 HTK.

If the party offends the gorilla or the scribe, the scribe writes on his parchment. The party finds itself standing knee-deep in a cesspool just south of the village slums.

Terrible Xet, Human, Skill 4 Fighter

ST: 15, IT: 12, IN: 14

SM: 16, DX: 14, AP: 11

HTK: 14 (4D10), AC: 7

MV: 12"

AT: 1, DM: 1D8

AL: Lawful/Neutral

THACO: 18

Weapon & Armor: Long sword, ring mail

Weapon Proficiencies: Axe, Lt. Crossbow, Dagger, Long Sword, Morning Star

Save vs. Paralyzation: 13

Special: Returns items that "NASCRAG" steals.

NASCRAAG, Skill 12 Thief

ST: 13, IT: 14, IN: 13

SM: 15, DX: 18, AP: 08

HTK: 27 (10D6+4), AC: 8

MV: 13"

AT: 2, DM: 1D4

AL: Chaotic/Neutral

THACO: 16

Save vs. Paralyzation: 12

Weapon & Armor: Dagger, leather armor

Weapon Proficiencies: Short Bow, Dagger, Darts, Sling

Abilities: Pick Pockets: 100%, Open Locks: 77%, Find/Remove Traps: 75%, Move Silently: 94%, Hide in Shadows: 77%, Hear Noise: 35%, Climb Walls: 99.2%, Read Languages: 60%

Special: 80% chance to steal items. If this occurs, the barkeep returns the items when the party leaves.

E: LITTLE JANE'S SUPPLY STORE

The sign on this one-story pine building reads:

"Little Jane's Supply Store."

The proprietor is a heavy-set woman named Old Sal. She comes to the door holding a broom. "No Orbions allowed in my shop," she scowls.

If the party enters the store continue reading to the Players:

Sal asks if you would like to try some of today's special: blueberry jam, 1 sp for a quart jar. The store also has a special on gum drops, a sack of twenty pieces for 1 sp. Rocks with a painting of a red dragon (marked 'red dragon of Half-Mile Plateau'), are on sale for 5 gp. Other painted rocks show a 100-yard tall black metallic sphere (marked "Ball of Storm"). Still others, marked "Skull Cave," show a skull set in a hillside.

If Koka enters the store, he senses a trap for thieves: anyone who steals from here must save vs. Magic or fall asleep for 30 minutes when leaving.

Prices at the store are three times normal. There is a variety of items. Sal will have any non-technological items the party wants —EXCEPT the first two items they request.

Old Sal, Human, Skill 8 Druid

ST: 10, IT: 17, IN: 16

SM: 10, DX: 12, AP: 10

HTK: 37 (8D8), AC: 10

MV: 10"

AT: 1, DM: by spell

AL: Chaotic/Neutral

THACO: 16

Save vs. Paralyzation: 8

Weapon Proficiencies: Bo Stick, Club, Morning Star, Quarterstaff
Spells: Skill 1 — Entangle, Detect Magic, Faerie Fire; Skill 2 — Charm Person or Mammal, Warp Wood; Skill 3 — Pyrotechnics, Protection from Fire; Skill 4 — Hallucinatory Forest

F: HOLY SHRINE OF KEJOKI

This red sandstone building is marked **The Holy Shrine of Kejoki**. Outside, on the village street, is a man who looks to be a carnival barker. "See the Holy Shrine of the Prophet Kejoki," he cries. "Only a five gold piece charge to enter the Holy Shrine. View the relics which have been preserved through the ages!"

GM NOTE: The prophecies the party seeks are in the basement beneath the shrine. The Party can bribe (or threaten) the guide at the shrine to find out about the hidden room. The party can see the entry to the basement if they walk behind (south of) the shrine.

The tour is a sham. If the party takes the tour, read the following aloud:

The shrine is a simple redstone one-room building with no windows. When Koka enters he recalls his Master once said: "To find the Truth, you must look beneath the Trivial."

Inside, the Barker indicates a sequence of four enclosed glass cases. He stops beside each glass enclosure and talks about its contents:

FIRST GLASS CASE: "In this case we see two simply-made sandals. Kejoki's left foot was at least an inch longer than his right. Note that the left sandal is longer than the right one."

SECOND GLASS CASE: "In the second display case, we see the ink pen the Holy Prophet used in his writings. Note the letter 'K' on the pen's side."

"During the many difficult years Kejoki spent with the Barbarians of Xarth, he had no opportunity to use anything other than sticks and feathers for writing. When he was freed, he swore to never use quills again."

THIRD GLASS CASE: "In the third case we have a piece of parchment like that used during the time, 800 years ago, when Kejoki lived."

"No scroll actually written upon by Kejoki has survived to present times, but historians assure us that this parchment is the same size and type used by the scribes of Kejoki's time."

The Writings of Kejoki

Scroll 1:

I say it should be:

**IF IT LOOKS LIKE A ROCK,
IF IT'S ROUGH AND SMOOTH LIKE A ROCK,
THEN IT'S PROBABLY A CONCEALED ENTRY
TO ONE OF THOSE BLOODY DWARF CAVES!**

Scroll 2:

Fable has it a certain king who had no sons sought a suitable groom for his only daughter. The king asked his advisors who should be the princess' husband. The advisors, after much study, told him to ask his best knight, the castle wizard, and a peasant the following question: "How does one ask a dragon for his treasure?"

Whoever gave the best answer would marry the princess.

The knight's answer was: "I would wear my finest armor, carry my best weapons, and demand the treasure. Sire, I fear neither man nor beast."

The wizard answered: "I would study a speaking spell so that I could converse with the beast in his own language. Surely, Sire, that would impress it."

The peasant, after a moment of thought, replied, "Very politely, Sire. Very politely."

Of course, the king married his daughter to the knight — as he had planned all along. Alas, the knight died in a foolish fight with a dragon before any children were born.

This fable has a moral: all three answers are correct. To ask a dragon for its treasure one should wear his finest

armor, speak the beast's tongue, and, most important, ask very politely.

Scroll 3:

Brother Raspiak,

Last evening I had a vision of aliens coming to this world. You think I'm weird; these clowns will talk to dumb machines! They shall have the means to overcome a villain, a fiend having neither conscience nor remorse and with plans to destroy the world.

The aliens shall be rescued by a minstrel with the voice of the warbler, though it will cost him his life. Their quest will be truly completed when they have found a suffering wizard, cleansed a fouled river, answered a terminal riddle, and cast one of their number far from this world.

A wizard, a "Mad Hatter," shall aid the quest by entering the "Ball of Storm," thus gaining time for the aliens to save the world. The wizard shall know great agony. Three servants will betray him.

Five keys, each contained in a different type of skull, must the adventurers find to unlock the Sphere. Within the Death Storm they will solve the Generic Riddle of Intelligent Animal Life Forms, or they won't.

I should worry? I'll be long dead by then. Either Barrington plots my demise or my hair isn't red. I am certain of this: I have red hair and I never wear sandals.

Kejoki

FOURTH GLASS CASE: "Here, in the last enclosure, we have a lock of the Holy Prophet's hair. Look closely and you will see Kejoki was blond. I think that's appropriate, don't you? A fair-haired individual was this Kejoki.

"Well, heh. Well, this concludes the tour. I hope you tell your friends to visit the shrine when they vacation on the plateau. If any of you are so inclined, the foundation that supports this holy place is looking for civil-minded citizens to aid in preserving the memory of the Prophet."

A strange inscription can be seen on the longer of the two sandals (translation: "Made in Japan" in Japanese). If the party interrupts the guide, regardless of what question is asked, he repeats the speeches he has memorized.

If the party offers a bribe to the guide or if they threaten him he will tell them of a magic door at the foot of the cellar steps outside and behind the shrine. When the party opens the wooden door on the ground behind the shrine, read the following aloud:

The wooden cellar door opens to a stone stairwell. At the bottom of the stairs is a stone door on which is inscribed:

HERE LIES KEJOKI:

*I am from out of this world,
I am all things strange,
an answer that speaks for itself.*

There are two acceptable answers to the riddle: "aliens" and "adventurers" ("us" would also be correct.) When the party gives a correct answer the door opens. The door can also be opened with a Knock spell.

The basement room is dusty. A cot, a wooden table, and a wooden chair are here. An ink well, six writing feathers, and a small scrollcase are on the table. The chair is overturned; the ink bottle lies on its side. An ink stain is on the table and on one end of the scrollcase. Two blobs that look like dried blood are on the side of the scrollcase.

Kejoki was assassinated by Barrington's henchmen in this room. When the party opens the scroll case, they find three scrolls wrapped in a waxed burlap cloth. When the case is opened give the Players a copy of *The Writings of Kejoki*.

GM NOTE: The first scroll is a clue that the Spacesphere's entry is concealed by an illusory rock. The second is a clue that the party can easily obtain the glass skull from the dragon in the Green Marble Quarry by politely asking for the skull.

In the third scroll, the "Fiend with no conscience" is STORM. The prophecies predict the party (the "aliens") must enter the Spacesphere and seek a "computer terminal." Aboard the Spacesphere, the party can ask directions of droids "who don't speak."

This scroll also reveals what has become of Fez and Robbe and that Fez is inside the sphere aiding the quest. Kejoki states that the keys to enter the sphere are hidden in five skulls.

THE FIVE KEYS

When the dwarves of King Kul left the Plateau they sealed the entry to the spaceprobe with a door having five locks. The keys for three of these locks are concealed in skulls.

One key is found in the beetle's head above the canyon's entry to the dwarf mine. A second key is inside the glass skull guarded by the dragon living in the Green Marble Quarry. The third (physical) key is guarded by the demon trapped inside Skull Cave.

The other two keys needed to open the sealed entrance to the Spacesphere are dial settings for combination locks. One of these locks opens when its dials are set to the word "KUL," the other opens when it is set to the word "BRAIN." The letters "KUL" are the middle three letters of the word "SKULL." Finally, a "BRAIN" is found in a skull.

GM NOTE: Fez entered the Sphere by having Mephistopheles teleport him to the room containing the probe's clock, a vibrating crystal. There, each day, he casts the spell that slows STORM to half its normal rate.

G: FORT SPARROW

Fifty soldiers, the Sparrow Militia, are stationed in this fort. The buildings — a jail, bunkhouse, and a headquarters building — are made of logs.

H: PEASANT CITY

If the party goes to Peasant City, read the following to the Players:

Peasants live in these decrepit huts. A tall wooden fence shields this section from view of the rest of the village.

As you approach the huts a small boy with unkempt red hair darts into your path.

"Need a guide?" he asks. "My friends call me Gum Drop. Speaking of candy, you don't have any, do you? I just love the stuff. Buy me a sack of gum drops and I'll show you around the whole village. The Supply Store has a special on candy this week."

Gum Drop knows the following things of interest to the party, *but they will have to ask specific questions about places or events to learn what he knows* should they hire him:

- 1) A magic door is located at the foot of the cellar steps behind the Holy Shrine of Kejoki.
- 2) The Militia Soldiers do not respect Little Jane.
- 3) A demon was seen at the "Old Barrington Place" on the night of the last full moon.

GM NOTE: Lady Jane lives there.

- 4) The best place to eat in Sparrow Village is at Peasant Sally's hut. Two silver pieces buys a fine meal.
- 5) Don't rent the sparrows at the Travel Agency. It's cheaper at the Airport.
- 6) Don't steal from Old Sal. "Both times I tried it I fell sound asleep just as soon as I stepped out of the door."

GM NOTE: Gum Drop is a thief. If the party rejects his offer, he pouts and has a 65% chance to steal an item of value. If so, Gum Drop disappears into the hills for 1D20 days.

Gum Drop, Human, Skill 5 Thief

ST: 13, IT: 14, IN: 15

SM: 14, DX: 18, AP: 12

HTK: 19 (5D6) AC: 5

MV: 12"

AT: 2, DM: 1D6 (Daggers)

AL: Chaotic/Neutral

THACO: 19

Save vs. Paralyzation: 12

Weapons: 3 Throwing Daggers

Weapon Proficiencies: Dagger, Darts, Sling

Abilities: Pick Pockets: 75% (special), Open Locks: 57%, Find/Remove Traps: 45%; Move Silently: 50%; Hide in Shadows: 41%; Hear Noise: 20%; Climb Walls: 90%; Read Languages: 25%
Special: Addicted to candy; knows all the town gossip.

I: NOBILITY ROW

Houses in this area are expensive and well kept.

Each house is guarded by 1D4 Sparrow militia guards. Militia officers and wealthy merchants own these homes. Merchants stay here during the tourist season.

Statistics for the militia guards are the same as for the Soldiers at the Airport (Area L).

J: SPARROW CEMETERY

*One large marble stone in this graveyard is engraved **Duke Barrington, Founder of Sparrow Village.***

Only Barrington's grave is marked. Village law prohibits other marked graves.

K: THE GRAND INN

*The sign on the door says, **The Grand Inn, Vacation Home of the Affluent.***

The Grand Inn is a resort for the very rich. Service is outstanding and the accommodations are excellent. The price for a meal at the Grand Inn is 10 gp.

L: THE AIRPORT

The Barrington Sparrow Airport consists of a dirt runway, a lean-to used

*for storing supplies, a pen to keep sheep (the main diet of the giant sparrows), and a small stone building marked, **Eatery, Fine Food.***

*Twenty soldiers dressed in uniforms marked **Sparrow Village** are on duty. At present a large bird with two pairs of legs and two sets of wings is consuming a sheep north of the runway. Two men oversee the bird's meal.*

Giant sparrows are 100 to 150 feet in length, with matching wing spans. They have four legs and two pairs of wings. A carriage is strapped onto a bird's back; it holds up to ten passengers. Each giant sparrow works with only one pilot, who must be a druid.

There are three giant sparrows based at the airport. For each bird, there are two handlers and one pilot.

At the airport parties can rent the services of a sparrow and pilot for 100 gp a day. (The Player Characters may elect to rent a giant sparrow and pilot in order to avoid overland encounters.) If RAT rides a sparrow, he must roll less than his Stamina (5) on 1D20 or become airsick.

The food in the Eatery is bland and tasteless. The only beverage served is flat beer. Meal prices at the airport are five times normal (5 gp). Four servants run the Eatery.

(3) Giant Sparrows

HTK: 56, 60, 54 (8D8)

AC: 6, MV: 10"/36"

AT: 2

DM: 2x (1D12) (claws), 2x (1D10) (wings)

AL: Neutral/Neutral

IT: Semi-

THACO: 12

Save vs. Paralyzation: 10

Special: Only druids can pilot giant sparrows.

(3) Pilots, Skill 5 Druids

HTK: 33, 35, 36 (5D8), AC: 10

MV: 12"

AT: None, DM: N/A

AL: Chaotic/Good

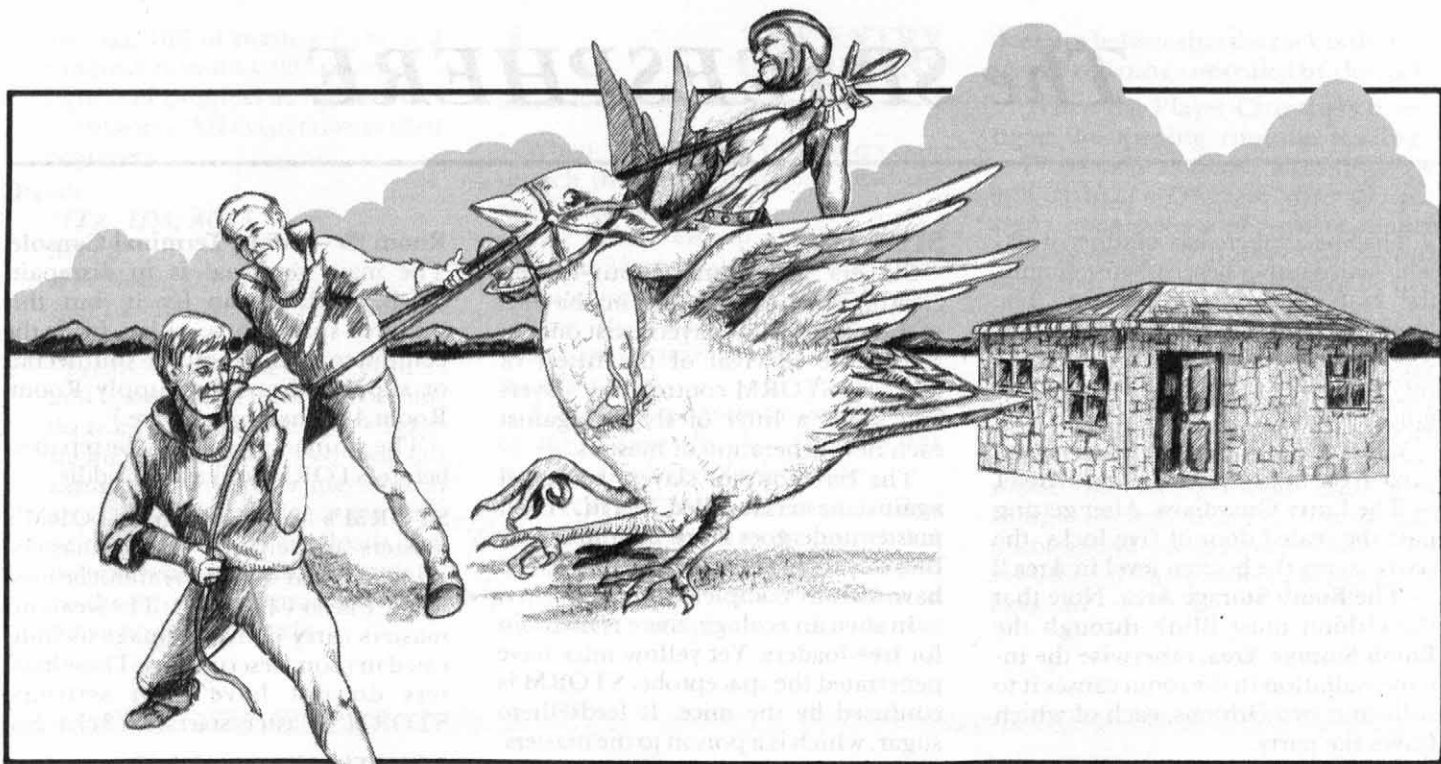
IT: Very

THACO: 18

Weapon Proficiencies: Club, Quarterstaff

Save vs. Paralyzation: 9

Spells: Skill 1 — Animal Friendship, Locate Animals, Speak with Animals; Skill 2 — Charm Person or Mammal, Cure Light Wounds, Create Water; Skill 3 — Hold Animal, Cure Disease



(6) Handlers, Skill 3 Druids

HTK: 3D8, AC: 10

MV: 12"

AT: None, DM: N/A

AL: Chaotic/Good

IT: Very

THACO: 20

Weapon Proficiencies: Club, Quarterstaff

Save vs. Paralyzation: 10

Spells: Skill 1 — Animal Friendship, Locate Animals, Speak with Animals; Skill 2 — Charm Person or Mammal, Cure Light Wounds; Skill 3 — Hold Animal

(20) Soldiers, Skill 2 Fighters

HTK: 2D10, AC: 5

MV: 12"

AT: 1, DM: 2-8 (2D4)

AL: Chaotic/Neutral

IT: Average

THACO: 20

Save vs. Stun: 18

Weapon Proficiencies: Axe, Broad Sword, Dagger, Short Sword

Weapons and Armor: Broad Swords, Chain Mail

(1) Sergeant, Skill 4 Fighter

HTK: 4D10, AC: 5

MV: 12"

AT: 1, DM: 2-8 (2D4)

AL: Chaotic/Neutral

IT: Average

THACO: 18

Save vs. Paralyzation: 13

Weapon Proficiencies: Axe, Dagger, Light Crossbow, Short Composite Bow, Broad Sword

Weapons & Armor: Broad Sword and Chain Mail

M: SKULL CAVE

A gravel path leads east from the village. A quarter mile east, the outline of a skull can be seen in a rock formation of the hillside. Upon approaching it becomes evident that the skull's left eye is a cave entrance.

A green demon dressed in a violet tuxedo smiles and greets you at the cave's entrance. You feel compelled to do as he says as you enter the cave.

There are seven orc corpses in this one-room cave. The demon is only three feet tall. A bright silver key dangles from his silver watch chain. The demon takes out his watch, looks at it, mumbles something to himself, then continues: "For over eight centuries I have waited for someone clever to visit me. These creatures, these stupid orcs whose bodies lie here, failed the simplest riddles.

"I told them the answer to each line only sounds like the riddle's answer. Get it! Each line has an answer that sounds like the riddle's solution.

"I told them, 'Answer one line and you can guess the riddle.' Still, the orcs starved, for no one may leave here until the answer is spoken.

**"I'm like a muscle-powered boat,
"Like fish swimming in a group,
"Almost heard by glasses tinkling,
"I'm close to a stern look.**

"Try as many answers as you please. If you correctly answer the riddle I will give you what you seek: the key King

Kul, the Terrible, gave me when his wizards imprisoned me in this skull."

"If you can't answer, then . . ." The demon's voice trails off.

Each line of the demon's riddle has an answer similar in sound: "Scull," "School," "Skoal" and "Scowl." If the party correctly answers the riddle, the answer is "SKULL," the demon gives them the silver key on his watchchain and vanishes.

The key opens one of the five locks sealing the entry to the Spacesphere.

The demon "lives" in the cave. He is non-corporeal and cannot be attacked. Characters attempting to attack the demon will find that weapons pass through him harmlessly.

The demon's entity is bound in this plane until he finds someone to answer his riddle.

If the Player Characters cannot answer the riddle, then the demon gives the following hints (as the GM deems appropriate):

"The answer is within you, and you are within the answer."

"What do you call a group of fish? and what sounds like that?"

"You're looking for keys, right: and where are they found?"

The dead orcs have a total treasure of 42 sp and one Cure Light Wounds Scroll.

The SPACESPHERE

The Spacesphere has a radius of 50'. The sealed upper hemisphere contains the craft's propulsion system. The lower hemisphere is divided into three levels; the circular hallways of these levels are copper-, silver-, and gold-plated.

When the Player Characters approach the Spacesphere, turn to **Area 1 — The Entry Guardians**. After getting past the sealed door of five locks, the party enters the bottom level in **Area 2 — The Bomb Storage Area**. Note that the Orbion must Blink through the **Bomb Storage Area**, otherwise the intense radiation in the room causes it to split into two Orbions, each of which leaves the party.

The party must go to the **Computer Console Room — Area 25** and answer STORM's riddle. Once the riddle is answered, STORM surrenders.

Players may choose to explore the entire sphere. In any event, there are three other things the party should do within the Spacesphere:

- 1) Free Fez from his agony in **The Timing Device Room — Area 17**.
- 2) Find and use the unlimited range Teleport scroll to teleport one of their number back to their home planet. (The scroll is in the **Artifacts Room — Area 23**).
- 3) Demand that STORM have droids clean up the polluted Half-Mile River.

THE ECOLOGY OF THE SPACESPHERE

The ecology inside the sphere is a microcosm of what STORM plans for the planet if the nuclear bombs are set off. The sphere contains radioactive plants, droids, and two alien races: the masters and the slayers.

MASTERS

Masters resemble centaurs, only they have four arms. They are a gentle race and only fight when provoked. Their heads contain five sets of sensory organs: an infra-red and an ultra violet pair of eyes, two normally-sighted eyes, three ears, and an antenna sensitive to smell. They eat radioactive plants.

Masters maintain the computer and design the droids. Droids maintain the Sphere and tend the radioactive plants the masters eat.

SLAYERS

Slayers are bionic, four-legged creatures with sharp blades on the ends of their long tails. Slayers exist only to assure the survival of the fittest of Masters. STORM controls the slayers and sends a litter of slayers against each new generation of masters.

The ceremony of slayers being set against masters is called "Ferri." Each master undergoes Ferri but once in its life; slayers never attack creatures who have already completed Ferri.

In such an ecology, there is no room for free-loaders. Yet yellow mice have penetrated the spaceprobe. STORM is confused by the mice. It feeds them sugar, which is a poison to the masters. The mice have prospered.

GM NOTE: The GM must keep track of how each slayer that STORM sets loose upon the party is killed. STORM uses "force fields" to assure that no two slayers of the same litter can be killed in the same manner.

For example, if the first slayer the party meets has only been damaged with Rar'Kar'Set's axe, but the actual killing blow is with a blaster, then all subsequent attacks directed at slayers with blasters are (harmlessly) absorbed by force fields. Rar'Kar'Set (or anyone else) could continue to inflict damage to slayers with axes until a slayer is killed with an axe blow.

Force fields have no effect on weapons or spells that did not previously kill slayers. STORM's force fields appear as a flicker of light that momentarily engulfs the slayer's body.

GM NOTE: Engineers in the party know what force fields are.

IMPORTANT ROOMS

Room 4 — Supply Room: Electronic supplies and spare parts for electronic devices are kept here. The supply room cannot be entered without an identification pass.

Room 7 — Security Room: Players can obtain identification passes and elevator keys here.

Room 17 — Timing Device Room: Fez is located in here.

Room 23 — Artifact Storage Room: An "Unlimited Range Teleport Scroll" is among the many items stored in the artifacts room.

Room 25 — Main Terminal Console: The main terminal is in disrepair. (Irish or RAT can fix it, but this requires spare parts, either from the computer terminal on the shuttlecraft or supplies from the Supply Room, Room 4 of the Spacesphere.)

The main terminal must be repaired before STORM will ask its riddle.

STORM's BLASTERS: STORM's blasters are sensitive to the masters' skin. STORM's blasters cannot be used by the Player Characters. The weapons masters carry deliver damage as indicated in room descriptions. These blasters do not have *Stun* settings. STORM's blasters start with 8 charges.

LIGHTS: All areas of the Spacesphere are lighted.

DOORS: All interior doors of the Spacesphere open automatically by sliding into walls whenever anyone is within two feet of the doorway.

Slayers, Skill 5 Fighters

HTK: 5D10

AC: 9 ("unknown" weapon)/-8 ("known weapon") — (See *Special*)

MV: 12"

AT: 2, (Note: Fez's Half-Time Rate spell slows slayers to 1 attack), *DM:* 1D12+ *Special*

AL: Lawful/Neutral

IT: Average

THACO: 16

Save vs. Paralyzation: 20/0 (See *special*)

Special: A slayer's tail is treated as a "Vorpal Blade" on an attack (see standard rule book); slayers never save vs. unknown magic; slayers must always save vs. Spells that kill a litter mate; they cannot be killed in the same manner as a litter mate.

Masters, Skill 1-10 (see "Special" for character classes)

HTK: (by Skill level and character class)

AC: by armor type, *MV:* 12"

AT: 1-4, according to number of weapons carried

DM: by weapon type

AL: Lawful/Neutral

IT: Very

THACO: (by Skill level)

Save vs. Stun: 20 - 2x (Skill)

Special: 10% of masters fight and progress as monks. 90% of masters fight and progress as fighters but use blasters. All masters are skilled engineers.

Droids

HTK: 1D8, *AC:* 5

MV: 8"

AT: None, *DM:* N/A

AL: Lawful/Neutral *IT:* Average

THACO: N/A

Special: Droids obey direct orders and ignore illogical orders. Droids do not speak and will not engage in melee. They are two-foot tall cannisters with two mechanical arms. These appendages are well-suited for both heavy loads and delicate work. A seeing lens rotates on the top of the cannister. Droids move on tractor treads.

1

THE ENTRY GUARDIANS

When the Player Characters approach the "Ball of Storm" read the following aloud:

*The sphere known as **The Ball of Storm** is thirty meters tall. Every few minutes lightning strikes the top of the sphere. Its surface is metallic black. There are no seams in its surface, and no doors.*

Three oak trees form a triangle south of the sphere. In the center of the triangle is a large black boulder.

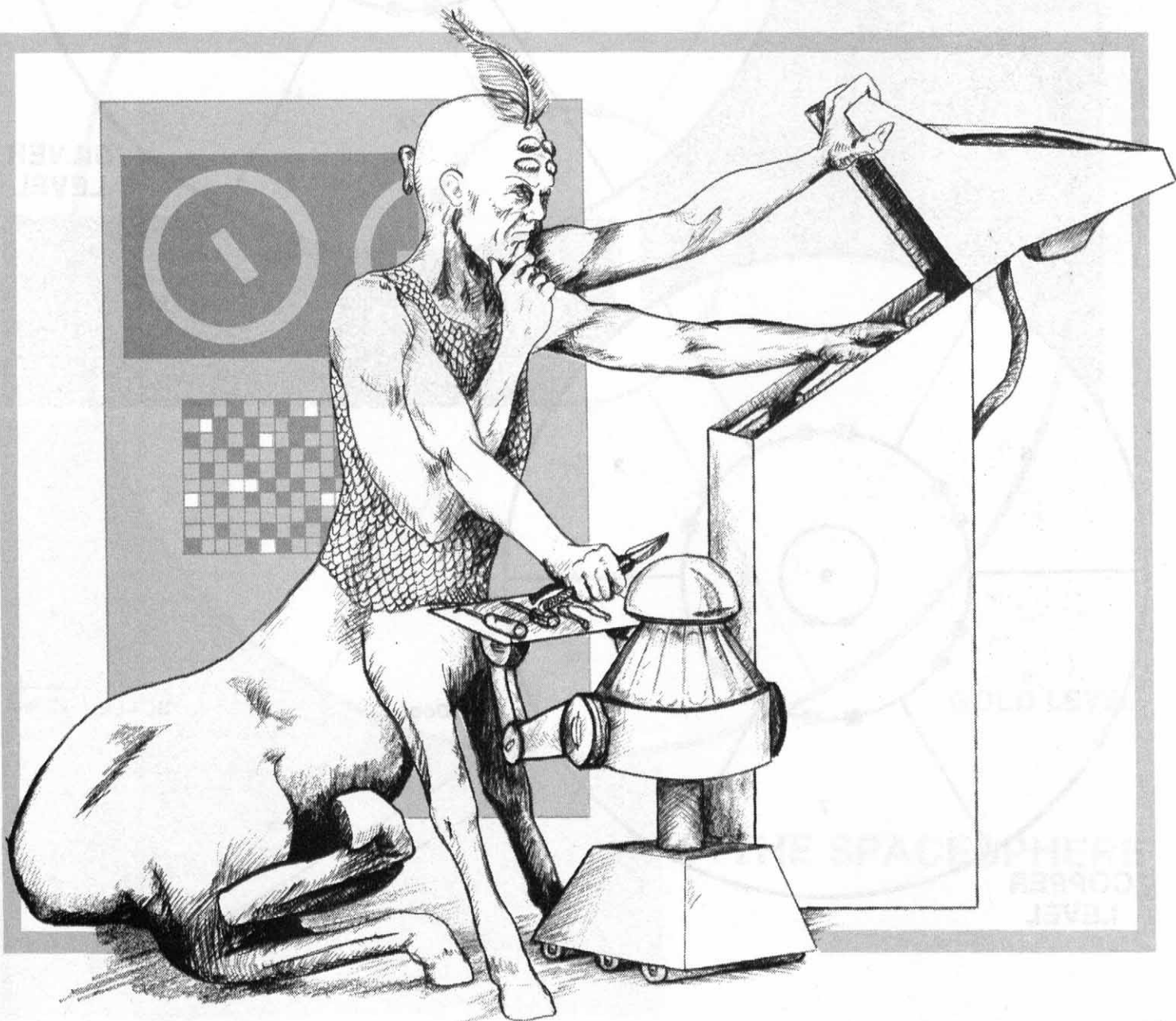
GM NOTE: The boulder is an illusion concealing the entry to the tunnel that leads to the Spacesphere. This illusion requires no IN roll for disbelief; a Player may simply state that he/she

does not believe that the rock is there to see the opening concealed by the rock.

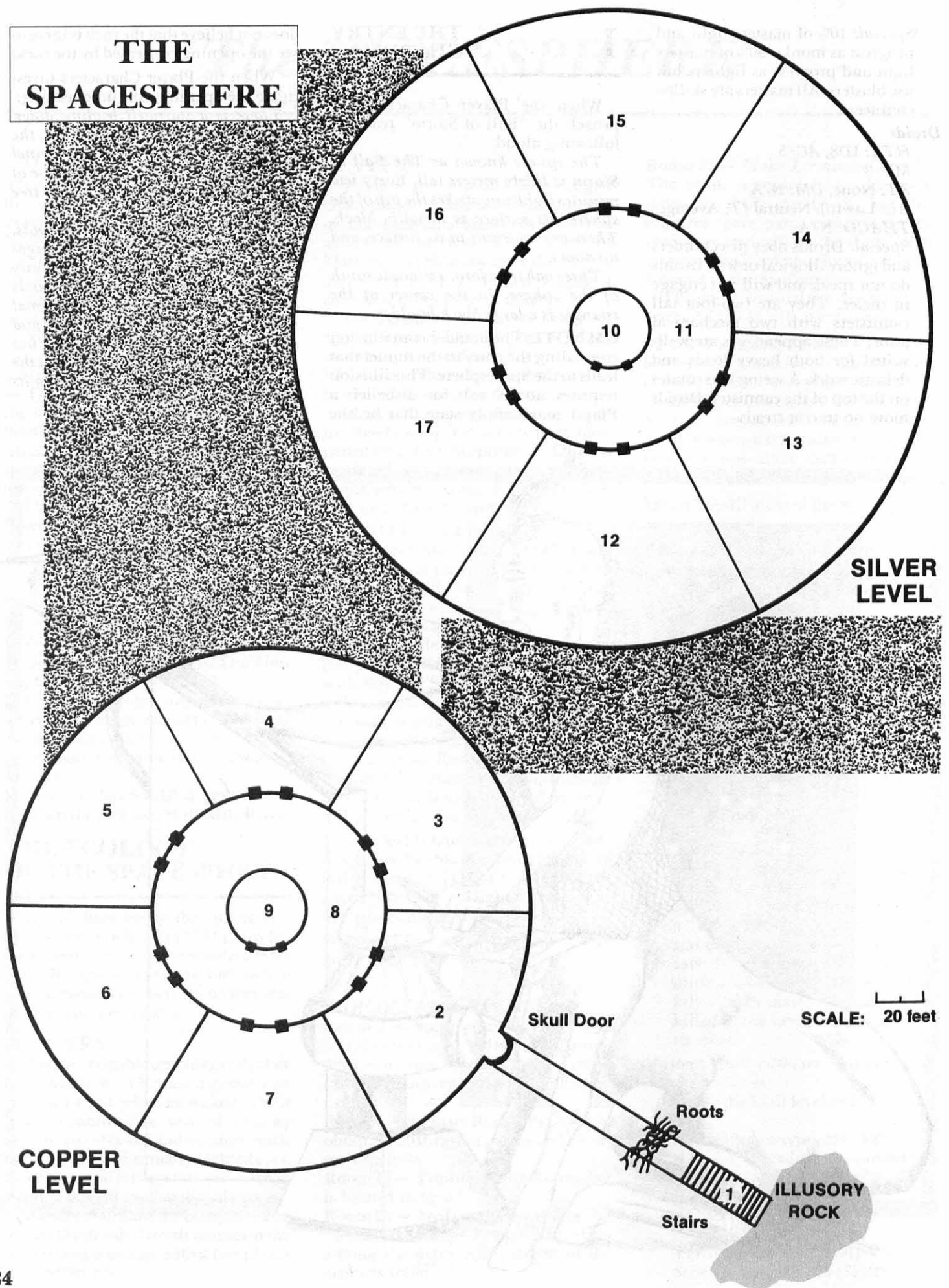
When the Player Characters investigate the opening, continue reading:

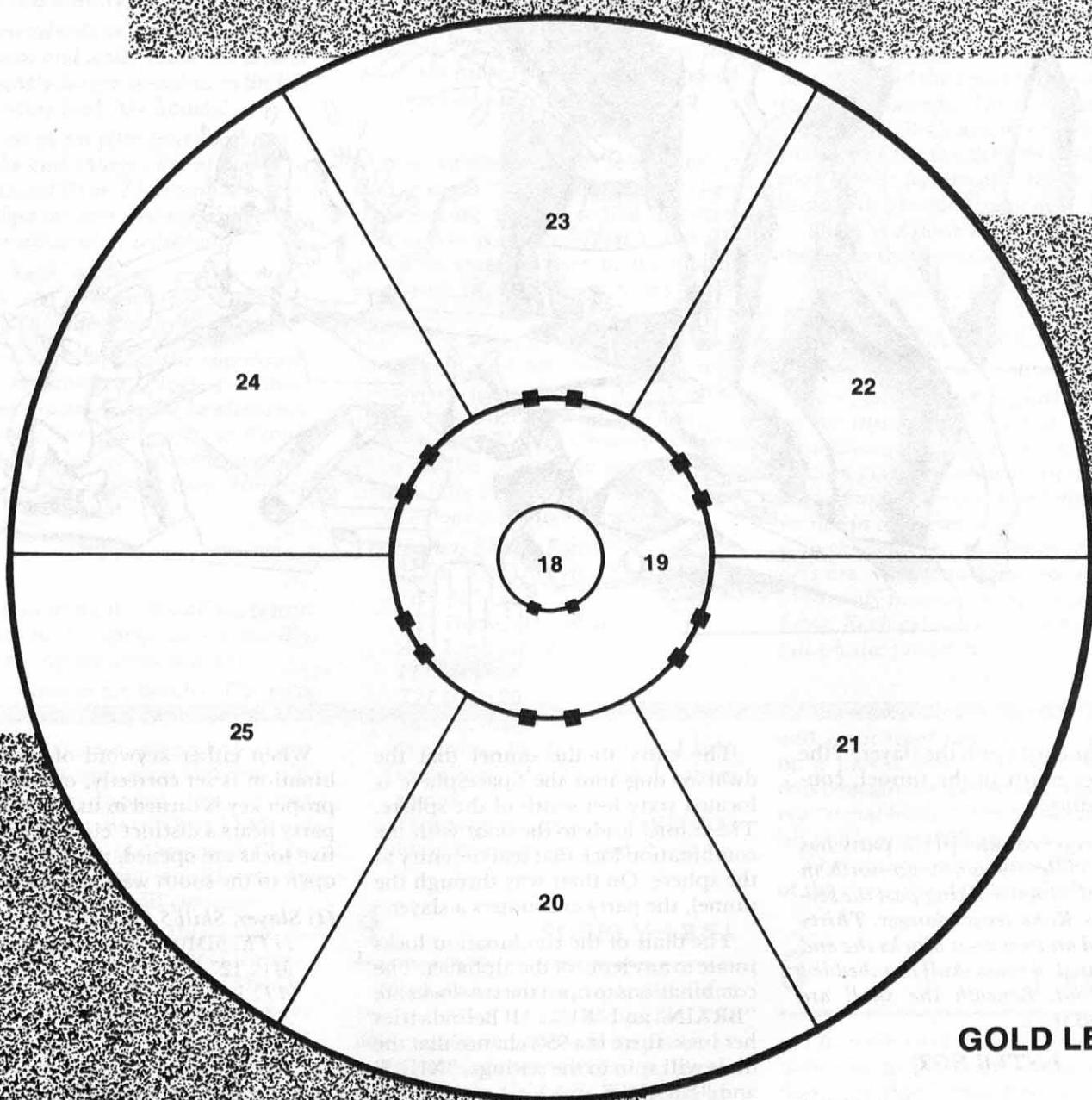
There is a stairwell leading down and north at a 45° angle. After 20', the stairs open onto a 10' square tunnel leading north. 20' north of the base of the stairs, the tunnel is blocked by tree roots.

There is movement behind the roots, then a finely polished blade emerges and cuts the dense roots away cleanly with one swipe at the top of the roots and another at the bottom. An animal shoves the severed roots aside and charges towards you. The creature has four legs and stands three feet tall at the shoulder. It has a blade attached to its long tail.

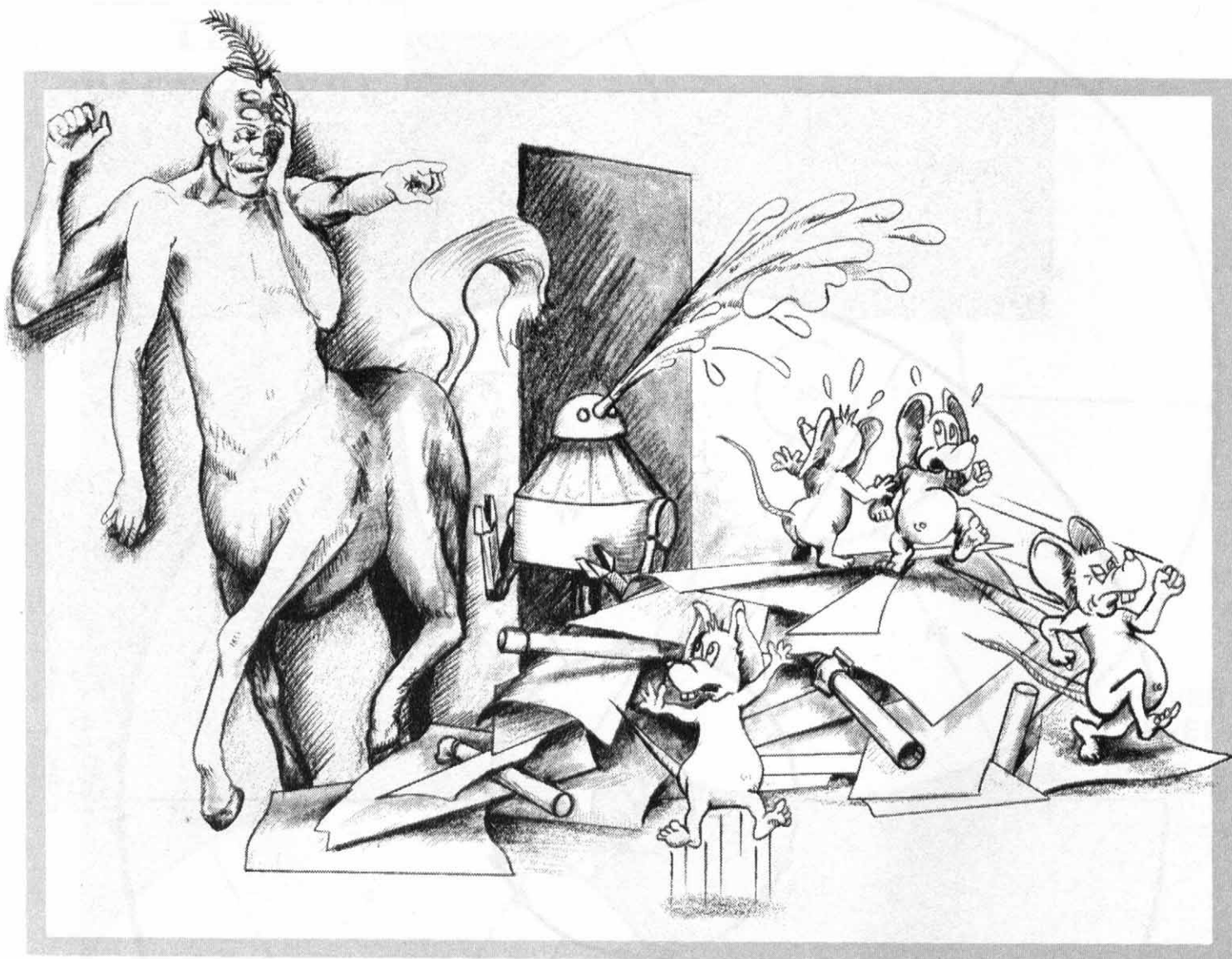


THE SPACESPHERE





THE SPACESPHERE



After the battle with the slayer, if the party goes north in the tunnel, continue reading:

The Geiger counter [if the party has it] clicks violently as you go north in the tunnel. Upon walking past the severed roots, Koka senses danger. Thirty feet ahead an iron door blocks the end of the tunnel. A brass skull is imbedded in the door. Beneath the skull are letters that read:

ENTER NOT

The letters of the words "ENTER NOT" are really dial settings for two combination locks. One has five dials and the other has three. In addition to the combination locks, three keyholes are set into the door. One keyhole is made of chitin, another is made of silver, and the third is made of tempered glass.

The entry to the tunnel that the dwarves dug into the Spacesphere is located sixty feet south of the sphere. The tunnel leads to the door with the combination lock that seal the entry to the sphere. On their way through the tunnel, the party encounters a slayer.

The dials of the combination locks rotate to any letter of the alphabet. The combinations to open the two locks are "BRAIN" and "KUL." If Belinda tries her luck, there is a 95% chance that the dials will spin to the settings, "XUL," and "XRAIN."

A thief cannot pick the magical locks; a Knock spell will not work either. The key for the silver lock is carried by the demon who resides in Skull Cave. The glass lock requires the tempered glass key in the glass skull, held by the true dragon, Feedback.

The key to the chitin lock is located in the giant beetle's head above the entry to the Dwarf Mine from the ledge in Half-Mile Canyon.

When either keyword of the combination is set correctly, or when the proper key is turned in its keyhole, the party hears a distinct 'click.' When all five locks are opened, the door swings open to the south wall of Area 2.

(1) Slayer, Skill 5 Fighter

HTK: 5D10, **AC:** 9 (-8) **Special**

MV: 12"

AT: 1-4, **DM:** 1D12

AL: Lawful/Neutral

IT: Average

THACO: 16

Save vs. Paralyzation: 11

Special: STORM uses "force fields" to prevent Slayers from being harmed by whatever kills Litter Mates. Treat tail as a "vorpal blade".

GM NOTE: Keep track of whatever spell or weapon kills the slayer. Remember, whatever weapon (or spell) kills this slayer cannot harm other slayers the party meets.

The door swings open, revealing a lighted room. This room is 30' wide at the entrance and tapers to 15' wide at the opposite wall; it is 20' long. A door is set in the opposite (north) wall of the room. From the way items in the room are securely fastened, it appears that the sphere is some type of space vehicle.

Ten metal rods are securely attached to the floor and walls. Each rod is next to a slightly larger metallic cylinder; the cylinders look like bombs!

Fastenings for fifty-four more pairs of bombs and charges are attached to the walls and floor. The room is warm. The Geiger counter whines, indicating a dangerous level of radiation.

You hear a calm, gentle voice through the interpreter: "Attention Masters. Life kills life to live."

"Aliens are entering the spacecraft. Do not be alarmed. Please continue whatever you are doing. The aliens are undergoing the Ceremony of Ferrti. Please do not interfere. Neither aid nor hinder the aliens as they combat slayers. Thank you."

The door in the north wall leads into **Hallway 8**. It opens automatically whenever anyone approaches it.

The cylinders are bombs. The rods are atomic charges for the bombs.

Player Characters must take (or have taken) an anti-radiation sickness pill to safely pass through here. Those who do not take the pill lose 1 SM and sustain 1D4 HTK of damage. A Character affected by radiation sickness can recover by taking a pill (see page 7).

If the Orbion enters this room, he "splits" into two smaller Orbions, both of which leave the party. The Orbion can Blink through this area to **Hallway 8** without ill effects, but the door into the hallway must be open in order for the Orbion to do so.

Ten radioactive rods, wrapped in what appears to be red thread, are secured to the walls and floor of the room. These rods are designed to fit into the matching bomb cylinders that the Robot Warrior is placing throughout the planet.

Irish recognizes the rods as "Solid Promethium." This puzzles him: Confederation science has been unable to stabilize this radioactive atom.

Four piles of miscellaneous plastic panels, plastic pipes, sheet metal, etc. are neatly stacked in the corners of the room. Each pile is securely anchored to the floor with plastic straps.

A four-armed, four-legged creature is staggering about the room, occasionally giving directions to a droid. The droid is spraying a sweet-smelling substance on four fat yellow mice that sit on the pile of panels beside the door.

The mice eagerly lick the fluid.

The sweet-smelling substance is maple sugar. Sugar in any form is an intoxicating poison to the masters. The master is drunk. When he sees the party he staggers over to them and, speaking in Common, offers them some sugar: "Hi there, you old two legs. Heh, Heh, I bet you are not as, hic, 'high' as I am. Stand still, will you? You there, in the middle, hic, want some sugar? It's GOOD stuff."

After the Player Characters have been in the room five minutes, the master falls asleep on his feet.

The door leads to **Hallway 8**.

(1) **Master**, Skill 2 Fighter

HTK: 8 (2D10), AC: 2

MV: 12"

AT: None, DM: None

AL: Lawful/Neutral

IT: Very

THACO: 20

Save vs. Stun: 14

Weapon Proficiencies: Light crossbow, dagger, flail, short sword

Weapons & Armor: 3 STORM blasters; plate mail and shield

Rows and rows of cupboard doors line the room's walls and aisles. The doors of these cupboards vary in size.

A droid watches from just inside the door. A force field fills the doorway. Again you hear the calm voice that spoke when you opened the door from the dwarf tunnel: "Excuse me. The supply room cannot be entered without showing identification cards. Please show your card to the droid."

If the party does not show ID cards, then the voice continues:

"This room cannot be entered without an identification card. If you have lost or misplaced your card, or if you

do not have a card, new cards may be obtained in the security room. The security room is located on the Copper Level, directly across from the door to the elevator."

Player Characters can obtain identification cards in the **Security Room—Area 7**. When proper IDs are shown, the force field goes away, and Characters can enter the room.

Spare droid parts, tools, and replacement parts for every electronic device aboard the Spacesphere are kept in the cupboards. The droid runs the store room. If Characters ask for a replacement for the defective video display for the terminal in **Room 25**, the droid will get one for them.

There is a door in the west wall of the room that leads to **Hallway 8**.

Four rows of green glass cylinders are in this room, which is the same dimensions and size as the other rooms. Sixteen glass cylinders are in each row. The cylinders are one-foot long and six inches in diameter.

In the final row, twelve of the cylinders are empty, and four contain embryos of four-winged, four-legged birds. Each cylinder sits on a one foot tall plastic foundation.

The embryos are slayers, masters and giant sparrows. Each cocoon sits on a plastic dais. Concealed in each dais beneath the sixteen slayer embryos is a "metal blade." The blades are +1 to hit and worth 1000 gp each.

There is a door in the southwest wall of the room that leads to **Hallway 8**.

The walls of this room, which is the same size as the other rooms on this floor, are filled from floor to ceiling with books. A hologram of an unfamiliar solar system floats in the middle of the room.

When Player Characters enter the room a recorded voice begins speaking in a calm, pleasant manner:

"Welcome, Children of the Master Race. Study this solar system well. It is here that your race, the masters, first lived. Since then we have colonized many planets. This has required the

elimination of other life forms, but, **Life Kills Life to Live**. This is neither good nor evil, it simply is."

The hologram changes to the local solar system. You recognize the planet where your starship crashed. The voice continues: "Soon, this planet will be converted from its unhealthy environment to a rich location, filled with the life-giving radiation the masters need to prosper. But, those who made this sphere were wise. Should local life forms on this world prove willing and able to defend themselves, then, **Sterilize Terrain, Zero: Regenerate Mode**, the program which runs this Space-sphere, will make friends and live in peace with the life forms of this world."

"**Life Kills Life to Live**. The masters of old were also wise when they created the slayers."

A hologram of a monster like the one in the tunnel leading to the sphere appears in the center of the room. "To assure the survival of the fittest, each new generation of masters must duel a litter of slayers. Each of you will undergo 'Ferreti.' Slayers will seek you out to kill you. You may kill them; they may kill you."

"The slayers appear fearsome, but they are easy to kill — if you discover their weakness, discover their power."

"Remember, **Life Kills Life to Live**. Children, this concludes your lesson today. Please return to the nursery."

This is the library. A defective teaching machine mistakes the party for a group of children of the Master race.

All the books in the stacks are designed for droids. Their contents are written in a computer bar-graph code.

7 SECURITY ROOM

A droid and two four-legged, four-armed creatures are in this room, which is the same size as the other rooms. The creatures resemble centaurs, only their heads are shaped like a fish head. Five sets of sensory organs extend out from their heads. The two creatures are chasing three yellow mice about the room. They ignore your presence. The droid, however, turns its seeing lense towards you, but otherwise does nothing unusual.

If the party asks, the droid will secure identification passes for them. ID cards are thin, plastic, rectangular cards, 2 inches by 3 inches in dimen-

sion. If a Player Character asks the masters for ID cards, the masters reply, "Ask the droid."

GM NOTE: Speaking to the droid fulfills Kejoki's prophecy that the party "will speak to 'dumb machines'" (droids do not speak).

These two masters wear plate armor. Each carries four blasters. If they are attacked, they defend themselves. Their blasters each have 6 charges.

(2) Masters, Skill 2 Fighters

HTK: 8, 11 (2D10)

AC: 3, MV: 12"

AT: 4, DM: 1D6+4

AL: Lawful/Neutral

IT: Very

THACO: 20

Save vs. Paralyzation: 14

Weapons & Armor: 4 blasters each; plate armor

The masters are confused that the "poison" sugar the droids have spread in the hallway does not harm the mice.

8 COPPER HALLWAY

A 10' wide circular corridor encircles a 10' diameter cylinder. All walls and doors in the corridor are coated with copper. None of the doors have knobs.

Six unmarked doors are evenly spaced about the exterior wall. One door is located on the west side of the interior cylinder. The area is infested with 20 fat yellow mice. The floor is tacky as if someone sprayed honey on it. The mice busily lick the floor.

Laughter emits from behind one of the doors.

The laughter comes from Room 3. The elevator door (as all doors in the spacecraft) opens when anyone approaches within 2'.

9 ELEVATOR SHAFT (COPPER LEVEL)

A panel with three buttons is set into the south wall of this 10' circular room. The top button is gold-plated, the middle button is silver-plated, and the bottom one is copper-plated.

The door does not close until all party members are at least two feet away from it. The buttons correspond to the three accessible floors of the Sphere; the gold-plated button corresponds to the top (gold) level, etc. The elevator door open automatically whenever the elevator teleports between levels.

If the party pushes the silver button, see **Area 10**. If they push gold, go to **Area 18**. If they push copper, nothing will happen since they are on the copper level.

10 ELEVATOR SHAFT (SILVER LEVEL)

The first time that the party comes to the silver level, STORM makes the following announcements:

"Attention masters. **Life Kills Life to Live**. I have two announcements."

"The first announcement: The 64 revolution race in the silver hallway, scheduled for tomorrow's solar rise, has been cancelled so as not to interfere with the Alien's Ceremony of Ferreti."

"The second announcement: Fifty-three nuclear bombs are now in place. Warrior, the robot who is placing the bombs, has begun work on Number 54. At the current rate of dispersion, in sixteen more planetary revolutions the bombs will detonate. 'Thank you'."

11 SILVER HALLWAY

This circular hallway is the same as the Copper Hallway.

If the party enters this hallway more than once, then the second time the hallway is entered a slayer exits **Area 12** and attacks a random party member.

(1) Slayer, Skill 5 Fighter

HTK: 4, AC: 9 (-8) Special

MV: 12"

AT: 1-4, DM: 1D12

AL: Chaotic/Neutral

IT: Very

THACO: 16

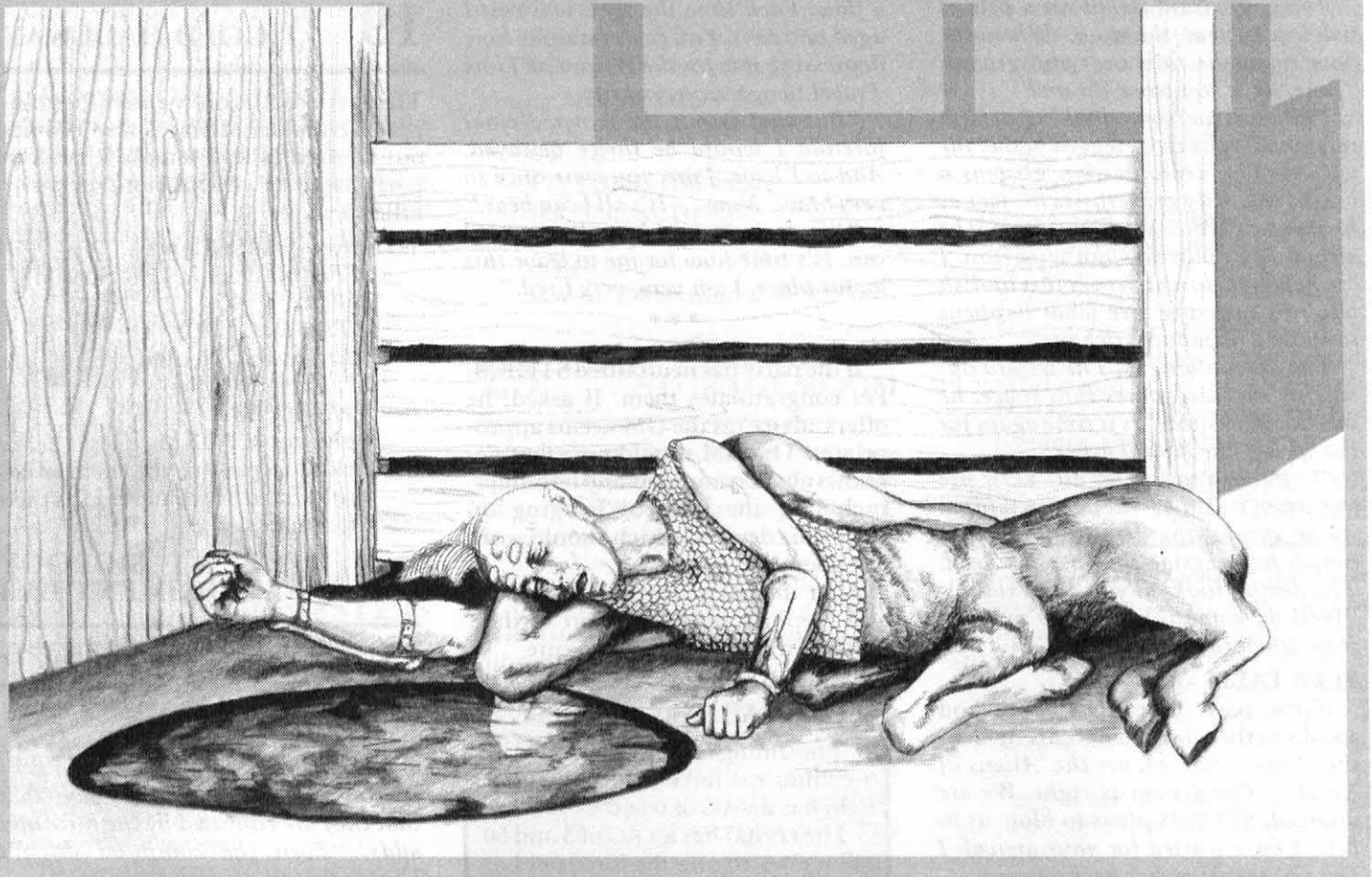
Save vs. Paralyzation: 11

Special: STORM uses "force fields" to prevent slayers being harmed by whatever kills litter mates.

12 THE RITUAL OF SHARING

There are twenty stalls along the room's outer edges. Each stall contains a pit, filled with an aromatic green fluid. A large trough is in the center of the circle. The arrangement is similar to that found in circular cow barns.

Three of the stalls are occupied by sleeping four-legged, four-armed creatures. They wear light armor and carry blasters in holsters.



This is the masters' ritualistic "sharing room". They not only sleep here; they rest, eat together, and share daily experiences. This ritual is the closest thing to religion in their society.

When the stalls are entered, perfumed water sprays from tiny wall outlets and bales of radioactive plant stems fall into the center trough.

Masters are vegetarians. They have sensitive olfactory senses and therefore bathe regularly. A strong acid, which causes 1D4 HTK of damage if touched, is in the pit below the one-inch perfumed upper layer of fluid.

(3) Masters, Skill 4 Fighters

HTK: 23, 26, 21 (4D10)

AC: 6, MV: 12"

AT: 3, DM: 1D6/1D6

AL: Lawful/Neutral

IT: Very

THACO: 16

Save vs. Paralyzation: 13

Weapons & Armor: 2 Blasters each; plate armor

13 RECREATIONAL ROOM

Strange, peaceful music can be heard as the door opens. You feel strangely relaxed as you enter.

Masters use this room to hallucinate. Whatever one thinks is in the room is what appears in the room.

When the Characters leave the room they find what they thought was there was only an illusion. If a Character only thinks that he has been killed in this room, droids drag him into **Hallway 11**, at which time he discovers he is fine.

14-16 HYDROPONICS AREAS

As you approach the easternmost door on the silver hallway, the door opens and a monster with four legs and a long tail comes out. It is the same type of "sword-tailed" monster you fought before.

A variety of red plants fills each of these rooms, which are 35' wide at one end, 20' wide at the wall with the door, and 25' long. In each room, large vats cover the floor area. The plants grow in the nutrient solutions in the vats. They are radioactive and cause the Geiger counter (if applicable) to hum softly.

In each room there is a 25% chance that a pair of droids will be harvesting the plant leaves and stems (one cuts the

plants while the other folds the cuttings into small bales).

(1) Slayer, Skill 5 Fighter

HTK: 5D10, AC: 9 (-8) Special

MV: 12"

AT: 2, DM: 1D12

AL: Chaotic/Neutral

IT: Very

THACO: 16

Save vs. Paralyzation: 11

Special: STORM uses "force fields" to prevent slayers from being harmed by whatever kills litter mates. Tail treated as "vorpal blade".

17 TIMING DEVICE/ COMPUTER MEMORY

The exterior half of the room, which is the same size as the other rooms on this floor, is sealed by a transparent force field. Tiny lights flicker randomly behind the field. A panel with rows of tiny florescent pink light bulbs stands adjacent to the force field. The panel's lights also flicker on and off in a seemingly random fashion.

Imbedded in the panel is a glass cylinder, about 3 cm. in diameter and 10 cm. long. The cylinder glows a florescent lime-green.

An aged wizard sleeps on a pile of red leaves near the door. When the door opens he rolls over and groans, "Jane, have you come for me?"

The most awesome-looking demon imaginable sits cross-legged beside the wizard. The demon's skin glistens a bright red. A sly grin crosses his face as he speaks. "Welcome aliens. Do not be afraid. My quarrel is not with you. I am here only to watch over this foolish wizard's suffering. See what happens to those who would trick me."

The demon laughs. The wizard opens his eyes and stares into space; he seems disoriented. "Is it time again for the spell?" the wizard asks.

"I couldn't say. After all, YOU are the expert on time," the demon replies. As he speaks, the demon picks up a pouch from beside the wizard's head. The demon looks at you and exclaims, "Well do come in! There is more in store when this tale is done."

FEZ'S TALE

If the party enters the room and speaks to the wizard, Fez hails them as the aliens: "So, you are the 'Aliens of Kejoki.' The demon is right. We are doomed. STORM plans to blow us to bits. I have waited for your arrival. I fear my suffering has been in vain.

"Forgive me. I am called 'Fez.' I have some control in matters of time and time travel."

The wizard stops talking and coughs. "I must get to a healer. It's not healthy being cooped up for so long. I will tell you what little I know about STORM, then I and my (ahem) servant will leave this place.

"Bombs are being placed at symmetric locations throughout the planet by a humanoid robot. The robot, once my servant, is named Warrior. If I realized just what he was, I could have prevented this grief.

"Anyway, as if it mattered, when all sixty-four bombs are in place, life as we know it on this planet will cease to exist. Warrior is powerful. Don't even think of attacking it.

"If there is any hope it lies in solving the puzzle Kejoki mentions. Now, I am a master of puzzles, but I know not what the Prophet means.

"I suggest you find the main console. It's STORM that must be stopped. Remember, STORM is a computer, just a dumb machine; still it will destroy us all. How ironic.

"My task has been to cast a special spell to slow STORM's timing device, the glowing crystal you see in the panel. I hoped to allow time for your arrival here. The Half-Time Rate spell has

a flaw. Each time the spell was cast I aged two days. You can't imagine how depressing it is for the Wizard of Time Travel to age unnecessarily.

"But that is not the worst. Kejoki foretold I would be thrice betrayed. And so I have. Jane, you were once so very brave. Now... It's all I can bear."

"Please, leave us. I have done what I can. It's time now for me to leave this awful place. I am very, very tired."

If the party has neutralized STORM, Fez congratulates them. If asked, he offers advice (as the GM deems appropriate). The GM should note that Fez knows about computers and terminals, including the trick of banging on electronic devices, which should work but doesn't.

After the party leaves the room Fez and Mephistopheles teleport to their destiny in Fez's fourth adventure.

THE TIMING CRYSTAL

The timing crystal is protected by a cylindrical force field. The force field has an AC of 0 and 42 HTK.

The crystal has an AC of 3 and 50 HTK. Destroying the force field or the timing crystal has the effect of turning off every electronic device controlled by STORM, including Warrior, all droids, all slayers, all doors, and the sphere's elevator. Moreover, if the crystal is destroyed, the elevator in the Dwarf Mine also ceases functioning.

STORM'S MEMORY

The exterior portion of the room contains STORM's memory. The shield protecting the memory has an AC of -4 and withstands 100 HTK before being destroyed.

18

ELEVATOR (GOLD LEVEL)

The second time the party enters the elevator on the gold level, STORM makes the following announcement:

"Attention masters. Would medics M-47, litter 1021, M-48, litter 1023 please report to Area 3, copper level. J-04 has been acting irrationally and requires medical attention. Thank you."

The announcement refers to the drunken master in Room 3.

19

GOLD HALLWAY

The first time the party enters the gold-plated circular hallway, a slayer comes out of Area 21 and attacks a random party member who has not previously killed a slayer.

(1) Slayer, Skill 5 Fighter

HTK: 5D10, AC: 9 (-8) Special

MV: 12"

AT: 2, DM: 1D12

AL: Chaotic/Neutral

IT: Very

THACO: 16

Special: STORM uses "force fields" to prevent slayers from being harmed by whatever kills their litter mates.

20

BIOLOGY EXPERIMENT LAB

The odor of formaldehyde fills the room. Three of the eight-limbed creatures are dissecting a fat yellow mouse.

One of the masters tells you that they are trying to determine why sugar isn't poisonous to the mice. He says that that they are confused by the mice and adds, "Even the computer doesn't know what to do with the pests."

A sealed, glass tank in the room contains the formaldehyde and three more yellow mice.

These masters are surgeons. They can repair up to 2D8 HTK for any party members, including the Orbion. If they are asked to operate on deceased party members, there is an 80% chance they can raise the deceased Player Character. However, that Character will require complete bed rest for a period of 1D6+1 days.

21

MACHINE ROOM

Four robotic arms fastened to the ceiling and walls are welding the case for what, when it is completed, will be a droid. An eight-limbed creature is directing the robotic arms from a control panel.

A small bale of red leaves sits on the panel. Two other similar machines, each with robotic appendages and a control panel, are in this room.

This master is so engrossed in his work that the Player Characters can pass by without being noticed. If a Player Character interrupts him, the

master will politely ask him to leave, saying that he is busy.

If a Player Character attacks the master, that Character gets total surprise before the master retaliates. In the event that the master isn't killed, he will direct the droids to use their blow torches to attack the party. The droids cease their attacks when the master is killed.

(1) Master, Skill 5 Fighter

HTK: 5D10, AC: 10

MV: 12"

AT: 4, DM: 1D10/attack

AL: Lawful/Neutral

IT: Very

THACO: 16

Save vs. Paralyzation: 11

Weapons & Armor: Arc Welders; no armor

22

COUNCIL ROOM FOR MASTERS

Two of the eight-limbed creatures, dressed in brown burlap robes with old worn belts, stand in this room beside a glass table. A panel of buttons is imbedded in the table. The older of the two walks with a cane. Neither creature carries a weapon.

The creatures are observing a hologram of a black robot placing a one-meter rod inside a two-meter long bomb. The younger of the two creatures is pressing a button on the panel.

Through the translator you hear the younger one say, "Teacher, there are sentient beings here. Can it be right to destroy sentient life?"

The elder creature replies, "Perhaps it is neither right nor wrong. If they are truly sentient, then will they not find the answer themselves? We will speak no more of this. We have guests."

The two masters are polite and, if asked, explain the function of the control buttons as well as allow Player Characters to use the buttons.

The panel has eight rows of eight plastic buttons. Pressing a button produces a hologram of one of the sixty-four sites where the robot Warrior is placing bombs. Buttons 1 through 53 show intact bombs located at remote areas of the planet. Button 54 shows Warrior activating a bomb. Buttons 55 to 64 show isolated areas of landscape, without bombs in view.

Older Master, Skill 9 Monk

HTK: 26 (9D4), AC: 3

MV: 14"

AT: 4, DM: 2D6+1/attack

AL: Neutral/Neutral

IT: Very

THACO: 16

Save vs. Paralyzation: 11

Young Master, Skill 4 Monk

HTK: 13 (4D4), AC: 7

MV: 14"

AT: 3, DM: 1D6/attack

AL: Neutral/Neutral

IT: Very

THACO: 18

Save vs. Paralyzation: 13

23

ARTIFACTS STORAGE ROOM

Items from this world's medieval society are stored here: everything from hats and shoes to sacks of seeds, assorted weapons, even some scrolls!

Allow the Players to select a reasonable list of non-magical weapons and other items for their Characters from among the junk stored in this room.

The scrolls include love letters, billings for sheep, political announcements, shopping lists, and a Detect Magic scroll that is usable by anyone.

If a Player Character uses the Detect Magic scroll, he finds these four magic items among the piles of junk:

A Wizard's Staff: Casts up to two random spells daily; usable by magic-users only. The staff will only throw spells that the magic-user already has in his spell books. Using the staff will not count against the magic-user's daily total number of spells used.

Gauntlets of Hill Giant Strength

Teleport Scroll: usable by 1 humanoid.
Range: Unlimited.

Copper Ring of Invisibility: Turns user invisible at a cost of 1 HTK per use.

If Belinda searches through the items in the room, there is a 95% chance that the Detect Magic scroll will be in the second stack of scrolls she investigates. If the party guesses to look for a Teleport scroll, there is a 10% chance per searcher they will find it within five minutes and a 100% chance they will find the Teleport scroll within ten minutes.

24

EXERCISE ROOM

Weight lifting equipment, treadmills and a roped arena are in this room. Four of the four-legged, four-armed creatures are running on treadmills. Two more are straining on

weight lifting equipment, while four others are involved in boxing in the arena. Each boxer wears four gloves.

(10) Master, Skill 2 Fighters

HTK: 2D8, AC: 6

MV: 12"

AT: 4, DM: 1D6/attack

AL: Lawful/Neutral

IT: Very

THACO: 20

Save vs. Paralyzation: 14

Weapons & Armor: scale mail, short sword

Weapon Proficiency: Axe, dagger, hammer, short sword

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MAIN COMPUTER CONSOLE

In a corner of the room is a computer screen sitting on a shelf. It is attached to two keyboards. The entire wall-space of the room, from floor to ceiling, is filled with shelves of fluorescent-red notebooks. Several of these are strewn on the two tables in the room.

A "sword-tailed" monster leaps over the near table and attacks a random Character.

Following the fight with the slayer, continue reading:

The terminal's video screen is burnt out. Writing is burned into the glass on the damaged screen:

Sterilize Terrain, Zero: Regenerate Mode

Construction of Robot Named 'Warrior' Completed

Special Abilities: High Wisdom, Teleportation Skills

When You Return, Humanoid, ST0:RM and Humanoids will Speak of War or Peace

The video-display is the same as when Fez's father left it a century ago when he entered the sphere. At that time he obtained the robot, Warrior, for Fez (who was an infant then.)

THE TEST FOR TECHNOLOGY:

STORM's test to see if creatures of the planet have developed technological skills is that they be able to repair a device (i.e., a terminal) capable of communicating with the ship's computer. Accordingly, STORM does not allow the droids to fix the screen.

The video display is burnt out. Characters can obtain a replacement for the broken display from the droid in the **Supply Room — Area 4**. Alternatively, either Irish or RAT can modify the

video display unit from the computer terminal aboard the shuttlecraft.

THE FINAL ENGINEER'S TEST:

When the new (or repaired) terminal is put in place it does not work until someone bangs on it.

THE GENERIC RIDDLE OF SENTIENT LIFE FORMS:

As soon as the terminal is operating, the screen fills with STORM's riddle.

*What walks on eight legs at solar rise,
on four legs at mid-solar day,
and on five or six legs at solar set?*

Player Characters must type their answer on the terminal, but may leave the room and return later before answering. The answer to STORM's riddle is "masters." A physical description of a master is also acceptable.

STORM SURRENDERS: Player Characters may type as many answers as they need. When the riddle is correctly answered, STORM surrenders.

The screen clears and this message appears:

YOUR ANSWER IS CORRECT!

1. Warrior Destroyed
2. Remainder of Slayer Litter Destroyed
3. All Bombs Vaporized
4. All Navigational Records Erased
5. Droids instructed to cleanse canyon of radioactivity.

The screen then clears and this message flashes:

GREETINGS ALIENS!

THE MASTERS COME IN PEACE LIFE AIDS LIFE TO LIVE

GM NOTE: Player Characters will no longer meet slayers after they correctly answer STORM's riddle. Also, if Characters request, STORM will direct droids to lead the party to Fez (Area 17) and the **Artifact's Room** — Area 23.

If the party continues to explore the Spacesphere, eliminate all remaining encounters with slayers. When the Player Characters are done exploring

the Spacesphere, turn to the *Epilogue* to conclude the adventure.

(2) Slayer, Skill 5 Fighter

HTK: 5D10, AC: 9 (-8) Special

MV: 12"

AT: 1, DM: 1D12

AL: Chaotic/Neutral

IT: Semi-

THACO: 16

Save vs. Paralyzation: 11

Special: STORM uses "force fields" to prevent slayers from being harmed by whatever kills their litter mates. Tail is treated like a "vorpal blade."

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SEALED DRIVE UNIT

The sealed unit in the top hemisphere of the craft is the Spacesphere's drive. This entire area is sealed from entry by a force field. During flight, the elevator was removed, and the shaft serves as the main drive's exhaust.

EPILOGUE

When the party returns to Sparrow Village, they are sought out by Lord Becket, who is the Patriarch of Gold Piece Bay. Becket has come to this world to do research on the prophet Kejoki's life. He asks the party if he may read Kejoki's prophecies. In exchange, Becket raises all deceased Player Characters.

GM NOTE: Becket's peasants and soldiers are in the final adventure, *FEZ VI*. One of the soldiers is the peasant lad, Gum Drop, who leaves Sparrow Village with the patriarch.

Fez returns to Sparrow Village two months after the adventure ends. The demon is not with him. Instead he is accompanied by a kobold and Princess Red, a red female true dragon. Fez introduces Princess Red to Feedback. The dragons are delighted and offer their help to Fez should he ever need it.

Fez also seeks the adventurers. As a reward for freeing him from the Spacesphere, Fez gives each party member a ring with 1D4 limited wishes. In addition, Belinda receives a scroll transforming her to a Skill 6 magic-user. Of course, she retains her prior ability.

In three months, a rescue Starship of the Confederation Fleet arrives at

Sparrow Village. Once more the adventurers are rewarded, this time by the Confederation. Irish, Beta, and Belinda are promoted to Starship Officers, Second Class. Alpha is promoted to Starship Captain.

The Orbion is invited to sit on the Confederation Council. It refuses and, seeing that the quest is completed, returns to the Spacesphere to become "Self-Parent."

RAT is made an Aide to a Confederation Council Member. Six months later, RAT and the Confederation's newest computer, the Needlepoint 8000, vanish. A bounty of five million credits is placed on RAT's return, dead or alive. To this day, the reward remains unclaimed.

Beta, Belinda and Koka did not return with the rescue ship. The two women knew they would be exiled as soon as it was discovered that they could cast spells, so they remained at Sparrow Village. The tales of their many harrowing escapades became local legends.

Koka was refused passage on the rescue ship because of his blindness: Confederation regulations now prohibit handicapped individuals from space travel. Koka went to live with the

masters aboard the "Ball of Storm."

Rar'Kar'Set was tried and convicted of the crime of murdering a security officer. He was sentenced to death by a lethal injection. The morning the berserker was to be executed, he vanished. Confederation officials discounted the rumor that the Needlepoint 8000 was used in Rar'Kar'Set's escape. Official statements proclaimed that the security codes protecting the Needlepoint Series are unbreakable.

A year after the "aliens" entered the sphere, STORM began a colony of masters, slayers and droids in an abandoned mine in the southwest section of the plateau. The orcs who once controlled that section of the plateau left.

Lady Jane received credit for chasing the orcs from the plateau. Jane remained as Mayor of Sparrow Village the rest of her life. She became extremely wealthy and lived to be three hundred and twelve before dying of natural causes.

Fez and his kobold servant, Little Toby, returned to the Valley of Trees to begin the search for Fez's daughter. Fez finds his daughter in the next and last Fez adventure.

Thus, the adventure continues . . .

HOW TO USE THIS BOOK

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

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

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

HTK means Hits To Kill. This is the number of dice that a character or monster has before he is killed. The type of dice used for a character depends on a character's

class; monsters always use D8.

THACO is a convenient statistic meaning "To Hit Armor Class 0". When you know someone's THACO, you will know the number required to score a successful hit with a D20 (or multiply that number by 5 to get the percentage chance of success). A target's Armor Class is subtracted from the attacker's THACO to obtain the required die roll on a D20.

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

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

Saving Throws (Saves) decide how you are affected by spells, poison, etc. You are often required to roll a certain number on a D20; if you roll that number or over you succeed and the effects of the attack on your character are reduced or negated. Remember, for normal saving throws you must roll

equal to or greater than your character's saving throw number to succeed.

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

For example, if you want to detect a lie or get information, you may have to save on a die roll vs. your Insight (IN).

Roll a D20 for all saves vs. ability scores. If the number is **equal to or lower than** the ability score, you make your save. You are able to tell if a person is lying or notice an important clue.

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

Maps: Most of the time, adventure maps will be at the end of (or the middle of) an adventure and not scattered throughout the book. See Table of Contents of this book for the page numbers of maps.

Reading the Entries

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

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

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

Example:

11 CASCADE Entrance to Cavern Level II

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

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

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

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

(6) Dire Wolves

AC: 6, HTK: 3D8+3

MV: 18"

AL: Neutral

IT: Semi-

AT: 1, DM: 2-8

THACO: 16

ABBREVIATIONS

AC Armor Class
HTK Hits to Kill
MV Movement in ft. per melee round
/#" Flying Speed
//#" Swimming Speed
AL Alignment
AT Attacks per melee round
DM Damage per attack
THACO To Hit Armor Class 0

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

4/2/1 Spells per Skill level of spell
ft. Feet
EP Experience Points
GM Game Master
Mage magic user
TIME:
1 Segment = 6 Seconds
1 Melee Round = 10 Segments, 1 Minute
1 Turn = 10 Melee Rounds, 10 Minutes

**Aliens have landed at Half-Mile Plateau.
Fez's™ entire world is in danger.
Half-price special on Sparrow Village
sightseeing tours!**

Fez, the Wizard of Time Travel, is a prisoner within an alien spacecraft. All three of his servants have betrayed him. Alone and trapped, he bravely fights for Time.

Set Fez free to save his world!

Fez V: Wizard's Betrayal includes user-friendly Player Characters from a technological world, including the Orbion from across the galaxy.

Wizard's Betrayal stars Fez. It is the fifth adventure in the six-part series that includes "The Contract" and "Wizard's Revenge".



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