

SPINNIN' JAMMER™

Official Game Adventure

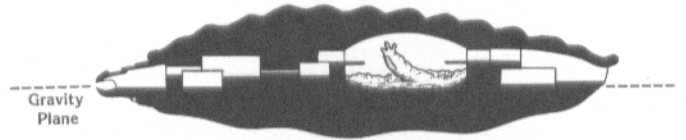
Goblins' Return

by Bruce Nesmith

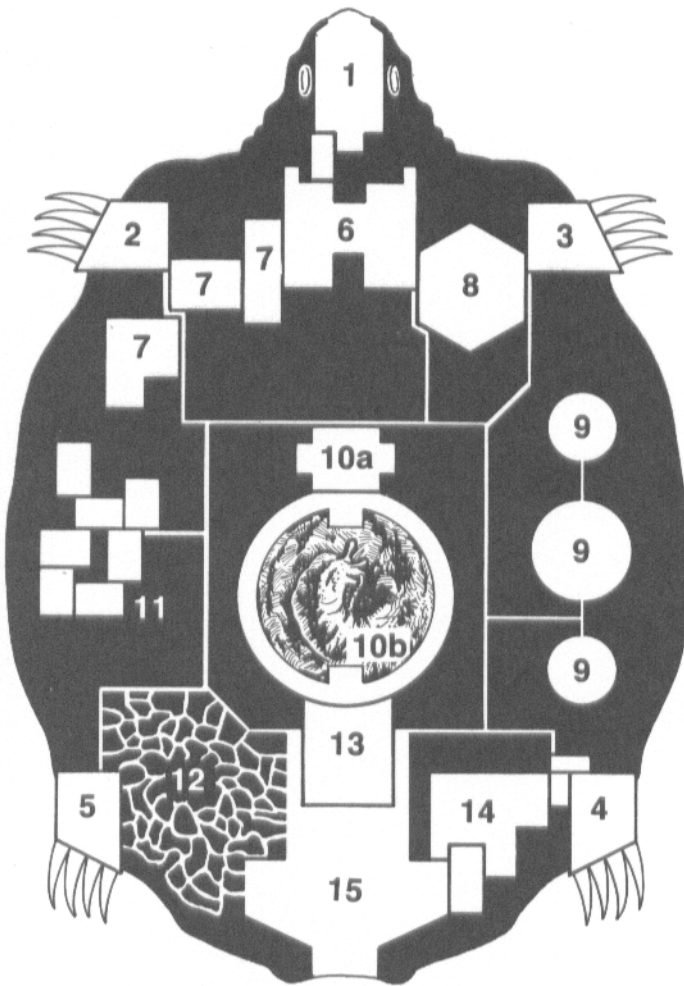


Gamaro Base

0 500
Feet

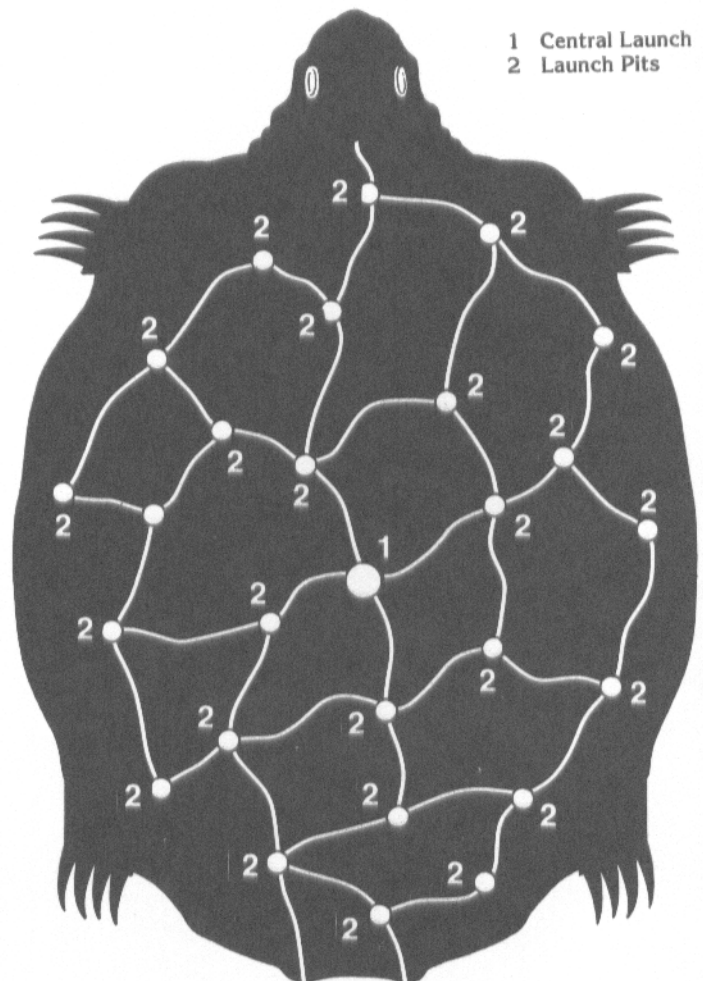


- 1 Forward Bay
- 2 Forward Port Weapons Pit
- 3 Forward Starboard Weapons Pit
- 4 Aft Starboard Weapons Pit
- 5 Aft Port Weapons Pit
- 6 Scro Compound
- 7 Hobgoblin Compound
- 8 Mercenary Compound
- 9 Ogre Compound
- 10 Witchlight Chamber
- 11 Bugbear Compound
- 12 Kobold Compound
- 13 Main Traverse
- 14 Goblin Compound
- 15 Aft Bay



Interior

- 1 Central Launch
- 2 Launch Pits

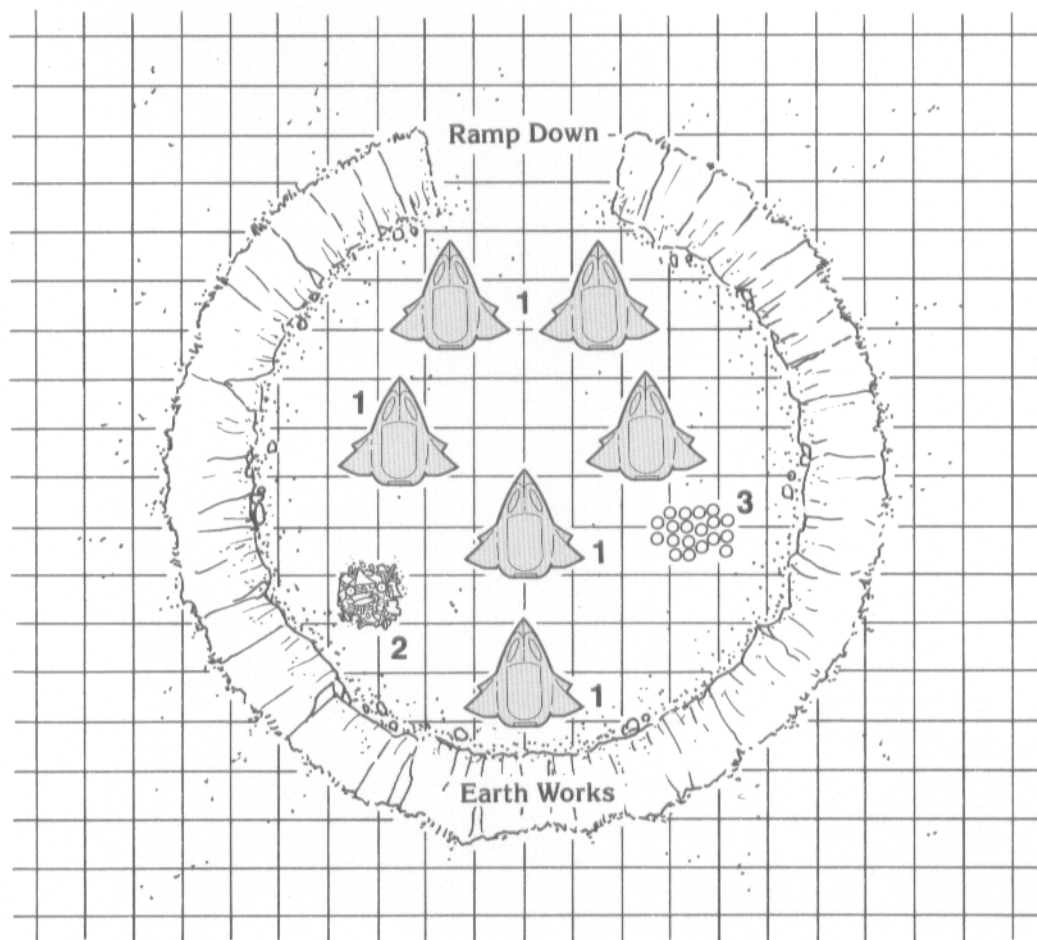
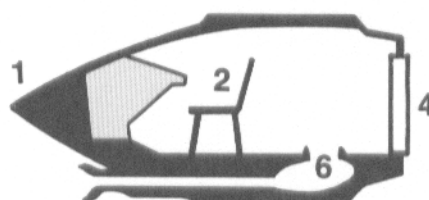
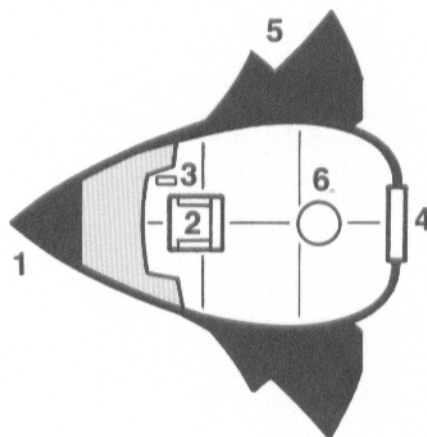


Topside

Kobold Arrow

One Square = 5 Feet

- 1 Metal Piercing Ram
- 2 Lifejammer Chair
- 3 Weapon Release Lever
- 4 Entry Hatch
- 5 Blades
- 6 Greek Fire Projector



Launch Pit

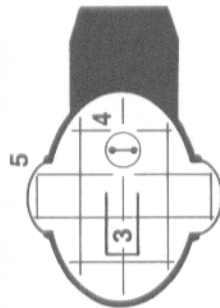
(Areas marked 2 on
topside diagram)

One Square = 10 Feet

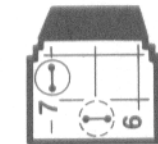
- 1 Kobold Arrows
- 2 Pile of Spare Parts
- 3 Barrels of Greek Fire



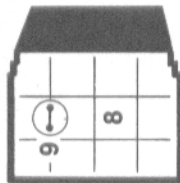
Castle Deck



Sally Room



Landing

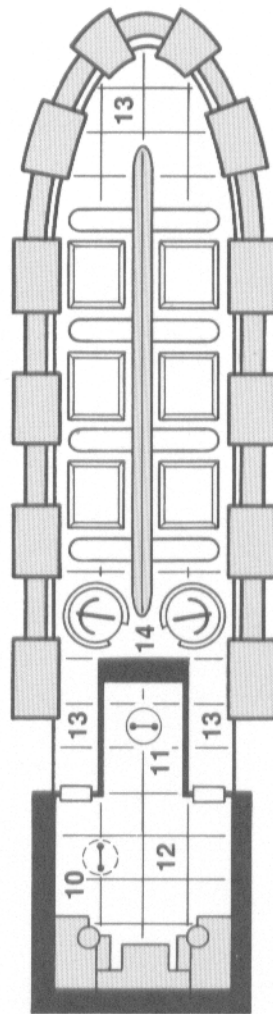


Bridge

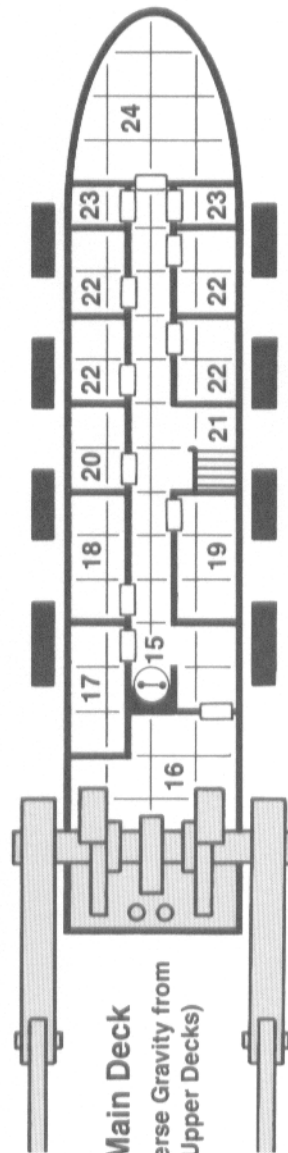
SCRO MANTIS

One Square = 5 Feet

- Castle Deck
- 1. Catapult
- 2. Ladder to Sally Room
- Sally Room
- 3. Boarding Ramp (Mouth)
- 4. Ladder to Ramp and Castle Deck
- 5. Porthole
- Landing
- 6. Ladder to Sally Room
- 7. Ladder to Bridge
- Bridge
- 8. Helm
- 9. Ladder to Landing and Top Deck
- Top Deck
- 10. Ladder to Bridge
- 11. Ladder to Main Deck
- 12. Claw Controls and Chartroom
- 13. Outer Deck
- 14. Ballista Turrets
- Main Deck
- 15. Ladder to Top Deck
- 16. Claw Machinery
- 17. Captain's Quarters
- 18. Warpriest's Quarters
- 19. First Mate's Quarters
- 20. Acolyte's Quarters
- 21. Stairs to Cargo Deck
- 22. Crew Quarters
- 23. Arsenal
- 24. Warriors' Cabin
- Cargo Deck
- 25. Stairs to Main Deck
- 26. Brig
- 27. Mess
- 28. Galley
- 29. Stowage
- 30. Cargo Hold with Overhead Doors



Top Deck

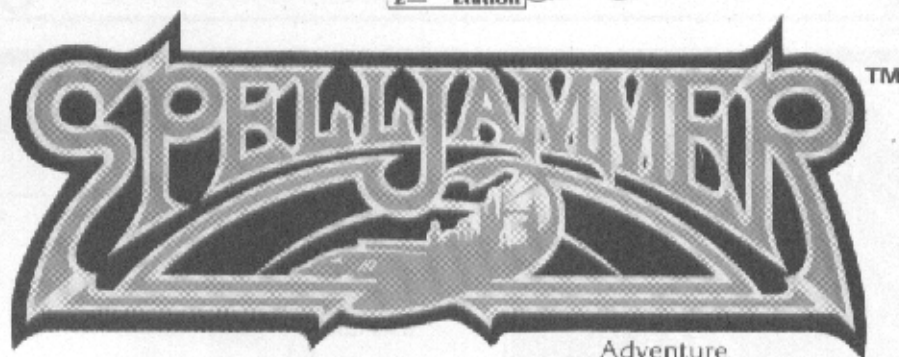


Main Deck
(Reverse Gravity from
Upper Decks)



Cargo Deck
(Reverse Gravity from
Upper Decks)

Advanced Dungeons & Dragons®
2nd Edition



Adventure

Goblins' Return

by Bruce Nesmith

A module for character levels 7-10



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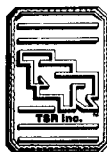
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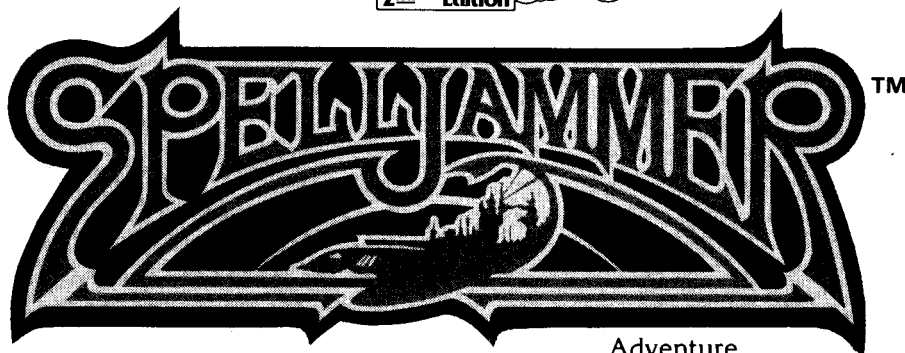
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CHAPTER 1: THE MISSION

This adventure is designed for four to six characters of 7th to 10th level. The adventure will work best if there are no elves, and preferably no half-elves, among the group. The principle villains, the scro, have a raging hatred against elves and will attack them on sight. An elven or half-elven party member may make it difficult for the PCs to complete the mission.

It is not necessary for the PCs to have a spelljamming ship, because one will be provided by the elves. If the PCs do have their own ship, allow them to use it rather than the one the elves can provide. There are no other required items to make this adventure work. It relies much more heavily upon the players' role-playing abilities than their hardware.

This adventure is designed in three chapters. Chapter 1 sets up the PCs' involvement with the elves and transports them to Gamaro Base. Chapter 2 describes the encounters the PCs will have when they arrive. The PCs will not receive their "instructions" from the scro until four days after they arrive on the base. This gives them time to explore and complete their mission. Chapter 3 provides a detailed description of Gamaro Base. When running an encounter from Chapter 2, refer to Chapter 3 for the area description of the encounter. After their arrival on the base, the PCs should be allowed to investigate at their own pace.

Background

Within the known spheres, the elves rule. Their powerful armadas make them the undisputed lords of wildspace. Having defeated the goblin races centuries ago in the Unhuman War, the elves have held an uncontested rule ever since that time. Now the goblinkin are ready to return.

Not all of the inhabitants of the known crystal spheres appreciate the benevolent yoke of the elves. The spacefaring branch of this race is arrogant and overbearing. They keep the peace and maintain law

and order by weeding out the troublemakers. Unfortunately, their definition of a troublemaker is anyone who doesn't do things their way or refuses to recognize the inherent "superiority" of the elves.

The Unhuman War ended with the elves victorious and the goblinkin races (kobolds, goblins, hobgoblins, orcs, bugbears, ogres, etc.) in a complete rout. One sect of orcs settled in a faraway crystal sphere. Over the decades, they became a highly organized and disciplined culture under the leadership of Dukagsh, not at all like the low-brow, land-based orcs. This new breed came to call itself the scro. Above all else, they hated (and still hate) elves.

In the years since the war, malcontents of all races have been recruited by the scro. The scro have promised individual home rule to spacefarers and the nations of the known crystal spheres. All that is required of these races is that they acknowledge scro rulership and pay taxes to the scro on time. No spacefaring organization or nation has officially allied with the scro, but many individuals throughout the known spheres are now working for them. Several wildspace nations have agreed to remain neutral while the elves and goblin races duke it out.

While the influence of the elves is difficult to live under, the goblinkin are guaranteed to be far worse. If they defeat the elves, they are not likely to keep any of their promises. Even if they make good on their deals, their taxes will be harsh and the freedom of all spacefaring races will be even more restricted than it is under the elves.

The player characters fall into this mess. They are invited to hear an offer by the Grand Admiral of the elven forces. The meeting will take place aboard the elven armada *Constellation*. They are given a writ that allows them to hop a ride on any elven vessel traveling in the general direction of the meeting. If the PCs don't have a ship of their own, they encounter an elven man-o-war heading for the armada.

"My people are impatient—I shall teach them patience. My people are cowards—I shall teach them courage. My people think only of today—I shall teach them to think of tomorrow. My people lust for elven blood—this requires no teaching."

—Early Sayings of Dukagsh

CHAPTER 1: THE MISSION

The Briefing

Once aboard the *Constellation*, the characters are escorted to sumptuous rooms. Every need is catered to by the elves.

The day after their arrival, the PCs are summoned by a chamberlain to the grand planning room to hear the offer. The PCs must wait approximately one hour before the admiral arrives to speak. The characters can mingle with elven dignitaries or other adventuring groups if they choose. This may be a role-playing challenge for the DM. If you do not feel that this is time well spent, have the admiral address the crowd immediately after the PCs enter the planning room.

The chamberlain leads you to the planning room. The doors are twice the height of a normal human and look like the brightly-colored wings of a butterfly. A pair of elven warriors stands guard at either side of the doorway. They pound their pikes in unison three times, and the door swings open.

The room has a high ceiling and is filled with a chaotic assortment of colorful figures. Humans in swagger coats hobnob with elves in military uniform. Dwarves in gleaming armor swap tales with halflings and gnomes. Humanoid insects sit isolated in a corner, ominously surveying the boisterous crowd.

The curved ceiling of this room is painted to resemble a black star field. Hanging from gossamer threads are colored spheres representing the many worlds in the crystal sphere you currently visit. A small model of the *Constellation* hangs in the air as well, accurately positioned relative to the planets.

The DM should read the following when the briefing is ready to begin.

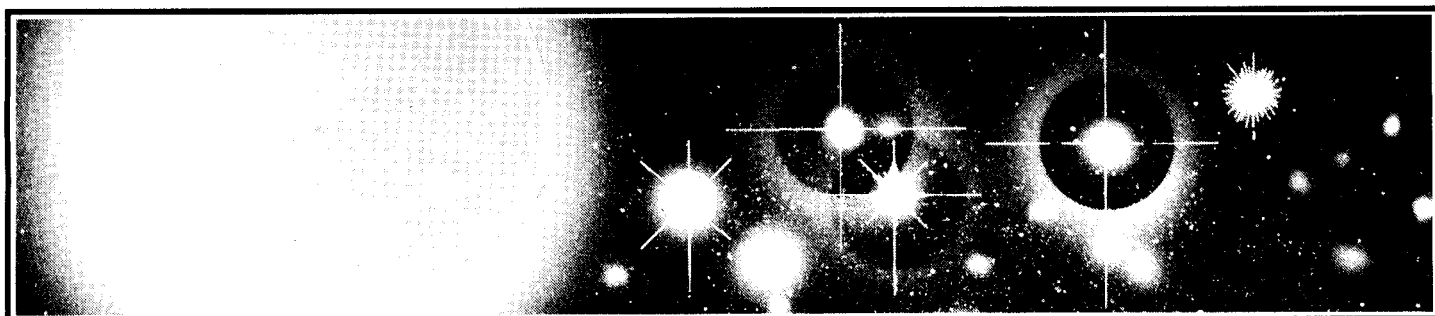
A previously hidden balcony is suddenly bathed in light. Unseen trumpets accompany the arrival of an elf who can only be the Grand Admiral of the elven fleets. Tall and thin, he is the epitomy of everything humans think of as elven. Looking down upon the now silent crowd, he waits a moment before addressing the assembly.

"Within my lifetime, but before many of your grandsires were born, the Unhuman War was fought. The goblin races and the elves met in glorious battle. The goblins and others of their ilk were driven from wildspace in the known spheres, and elven law and order were established.

"We have recently learned that Lar, an elven world in a remote crystal sphere, has been destroyed by an orcish fleet. Not conquered, but destroyed. Nothing lives or breathes on its surface. The elven armada *Eclipse* is now a floating hulk. Ten elven ships were lost for every goblin or orc ship destroyed. The goblinkin have some sort of new weapon or strategy that is more powerful than anything we can currently counter. We must learn what it is. Furthermore, we must learn more about the size of their armies and which goblin races are involved.

"I shall get right to the point. Each of you has a talent. You are good at making trouble and surviving to brag about it. We want to put your talents to use. Each of your groups will be chartered to accomplish a specific task. When you have accomplished your goals, report back to this ship with the results of your mission. Remember, this is of vital importance to all the known spheres. Your homeworld could be next.

"I ask that each group draw lots from the bowl in the center of the room. Engraved upon the tokens is a sigil that matches another hung upon the doors around this room. Once your representative has drawn a token, go to that room, where you will be briefed on your mission."



CHAPTER 1: THE MISSION

Typical of elvish arrogance, the idea that a group might not want to be a part of this plan is not even discussed. If the party tries to leave without taking a token or accepting the mission, they notice another adventuring group doing the same. That group is placed under arrest and hustled off to an unknown fate. If necessary, the group should see powerful magic at work in the capture of the reluctant heroes. The PCs need only to hear out the elven representative. Once off the *Constellation*, they can choose to ignore the mission. Of course, this will not allow them to participate in this adventure.

The Assignment

The room to which the PCs report measures 10' by 10'. A circular table stands in the center. The room is cramped once all the members of the party are assembled. The chamber is occupied by Silanos, a white-haired elf in black and gray robes. Although his features betray nothing of his true age, there is a sense of many generations behind his eyes. When everyone is assembled, he begins to talk. Silanos patiently deals with any interruptions and answers questions during his speech.

"Your mission is to travel to Moragspace, pretending to be mercenaries in the employ of the scro. For those of you who are ignorant, the scro are highly intelligent orcs discovered only recently. They are militant and dangerous. We know little else about their race.

"Specifically, we are providing you with a charter signed by Wrackblood, a scro ship captain recently captured by us. The charter is authentic, as it was taken from his ship. It says that you have agreed to take on a mission for the scro in exchange for payment of 15,000 gold pieces, to be split as you wish among your crew.

"The only names mentioned in the charter are

Captain Jonas Reelok and the ship *Long Arrow*. The crew is unnamed. You will have to change the name of your ship temporarily. Whoever of you serves as ship's captain must assume the name Jonas Reelok. If you do not have a ship of your own, we can offer you the services of a wasp class ship. It is not normally associated with elves. You will, of course, be responsible for its return and ultimate condition.

"Once inside Moragspace, you will infiltrate the base called Gamaro. No one knows anything about Moragspace or Gamaro. Our only information comes from Captain Wrackblood, although he was—*reluctant*—to disclose anything. With the charter, you will be able to present yourselves boldly and openly to the scro. Presumably, you will be given a mission by the scro. Your job is to



"We know little about the scro, but we know them to be militant and extremely dangerous. Their race was discovered only recently. They are an offshoot from the orcs, but they display unusual intelligence and cunning."

—Silanos, Elven Emissary

CHAPTER 1: THE MISSION

find out as much as you can about the base itself and their battle plans. Hopefully, you will have some time aboard Gamaro base to do this. If you find the opportunity for sabotage, take it. But remember that getting back here with information is far more important. Do you have any questions?"

The characters will most likely ask, "What's in it for us?" Silanos will try to persuade them that the danger to the known crystal spheres is so great that thoughts of personal greed are foolish. He also reminds them that there is the potential for great treasure in Moragspace. If they persist in their demands for rewards, Silanos dismisses them, saying, "If your lust for gold is this great, then we cannot trust you not to betray us. Your services are not needed." Now it is up to the player characters to convince Silanos that they are truly worthy of this mission. Let them do this, but make 'em sweat!

Once the mission is accepted, the characters are given the charter and directions for getting to Moragspace. Their ship is painted with the name *Long Arrow*, and it is stocked with any non-magical equipment that they require.

If none of the characters can cast *phase door* or a similar spell that allows them to breach a crystal shell, the elves provide a scroll with two *phase door* spells. If the PCs ask for money, the elves will provide a maximum of 2,000 gold pieces (any combination of gold, silver, gems, etc.).

The Trip to Moragspace

The trip to Moragspace can be as eventful or uneventful as the DM desires. The party may be attacked in order to deplete or rob them of magical items that are undesirable, or the DM may use the chance to reward PCs with magical items or combat experience that may prove critical in the upcoming adventure.

Moragspace

This crystal sphere is not particularly large compared to Realmspace or Greyspace. A thriving set of planets once existed here. They all revolve around the center of the sphere, as does the sun.

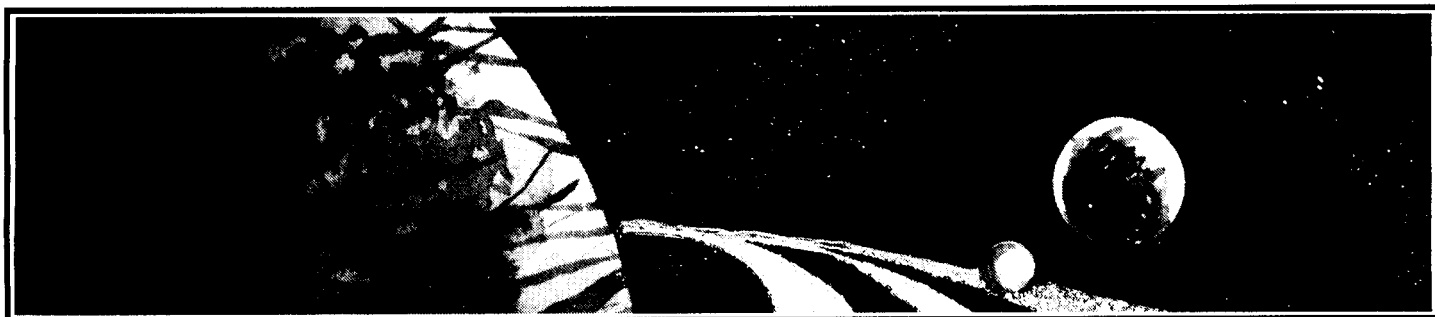
Moragspace's sun is a flat disc whose lighted side faces the center of the sphere. It occupies the farthest orbit from the center, outside the planets. When the characters enter the sphere, the sun is on the opposite side of the sphere, appearing very small and far away. It will take almost a year for it to make a full circuit.

Ages ago, this system was infested with Gamma-roids (see MC9, the second SPELLJAMMER™ appendix to the *Monstrous Compendium*). These giant space turtles literally ate the planets over the course of several centuries. Now little is left but broken fragments and chunks of rock. Many of the planet fragments are large enough to hold an atmosphere. However, few living creatures native to Moragspace remain.

Encounters

The characters cannot find the base simply by searching; Moragspace is far too large. At this point, PCs don't know what the base looks like or even if it is space-based or land-based. If the characters find some clever way to discover the whereabouts of the base, through spells or magical items, it is two days' travel away.

Once inside Moragspace, the characters have a 25% chance each day of being spotted by a patrol ship. If the characters are blatantly searching for a ship or base, it becomes a 50% chance. Roll 1d6 to determine the ship type: ogre mammoth ship (1-2), hobgoblin scorpion (3-4), or scro mantis (5-6). Each ship has a captain and is piloted by a low-level shaman or war priest of that race. The pilot will have no spellcasting ability due to the drain from spelljamming. Hobgoblin ships use goblin shamans as pilots.



CHAPTER 1: THE MISSION

Mammoth ship *Grinder*

Tons 90; HP 90; Crew 27/90; MC E; Land yes; Water no; AR 4; Save thick wood; Power major helm; SR 2; Armament 4 hvy. ballistae, 4 hvy. catapult, 1 hvy. jet-tison (aft); Cargo 36; Keel 135'; Beam 45'.

Ogre crew (42): Int Low; AL CE; AC 5; MV 9; HD 4 + 1; hp 20 each; THAC0 17; #AT 1; Dmg 1-10 or by weapon; SA +2 to damage; SZ L; ML 11; XP 175 each.

Ogre captain (1): Int Average; AL CE; AC 3; MV 9; HD 7; hp 30; THAC0 13; #AT 1; Dmg 2d6 + 3, or by weapon; SA +2 w/weapon; SZ L; ML 12; XP 420.

Ogre Mage pilot (1): Int Average; AL LE; AC 4; MV 9; FI 15(B); HD 5 + 2; hp 25; THAC0 15; #AT 1; Dmg 1-12; SA Spells (none available due to spelljamming); SZ L; ML 13; XP 420.

Scorplon ship *Agony*

Tons 60; HP 60; Crew 6/60; MC C; Land yes; Water no; AR 4; Save metal; Power major helm; SR 1; Armament 1 med. ballista, 2 heavy catapult (tail), 2 ram claws; Cargo 12; Keel 75'; Beam 20'.

Hobgoblin crew (26): Int Average; AL LE; AC 5 (10); MV 9; HD 1 + 1; hp 6 each; THAC0 19; #AT 1 (Morning stars & bows); Dmg by weapon; SZ M; ML 12; XP 35 each.

Hobgoblin captain (1): Int Average; AL LE; AC 3 (10); MV 9; HD 3; hp 15; THAC0 17; #AT 1; Dmg by weapon +2; SZ M; ML 12; XP 65.

Mantis ship *Elven Blood*

Tons 60; HP 60; Crew 12/75; MC C; Land yes; Water no; AR 4; Save metal; Power minor helm; SR 1; Armament 2 med. ballistae, 1 hvy. catapult, 2 crushing grapple ram claws; Cargo 20; Keel 170'; Beam 25'.

Scro crew (23): Int High; AL LE; AC 4 (8); MV 9 (12); HD 3; hp 13 each; THAC0 18; #AT 1; Dmg 1-8 (scimitar); SA armor spikes; MR 10%; SZ M; ML 15; XP 270 each.

Scro captain (1): Int High; AL LE; AC 4 (8); MV 9 (12); HD 4; hp 20; THAC0 17; #AT 1; Dmg 1-8 (scimitar); SA armor spikes; MR 10%; SZ M; ML 15; XP 420.

Scro war priest/pilot (1): Int High; AL LE; AC 4 (8); MV 9 (12); HD 5; hp 22; THAC0 16; #AT 3/2; Dmg 4-9 (1d6 + 3) (*mace* + 2); SA armor spikes; MR 10%; SZ M; ML 15; XP 420; Equipment *oil of fiery burning*.

The patrol ships do not automatically fire upon foreign ships. They wait to watch the reaction of an alien ship. Since the scro are working with mercenaries from other races, it is not uncommon to see a wide variety of ship types entering Moragspace.

If the *Long Arrow* flees or fights, the patrol ship assumes it is hostile. If it does neither, the patrol ship moves to merge air envelopes so that the two ships can hail one another.

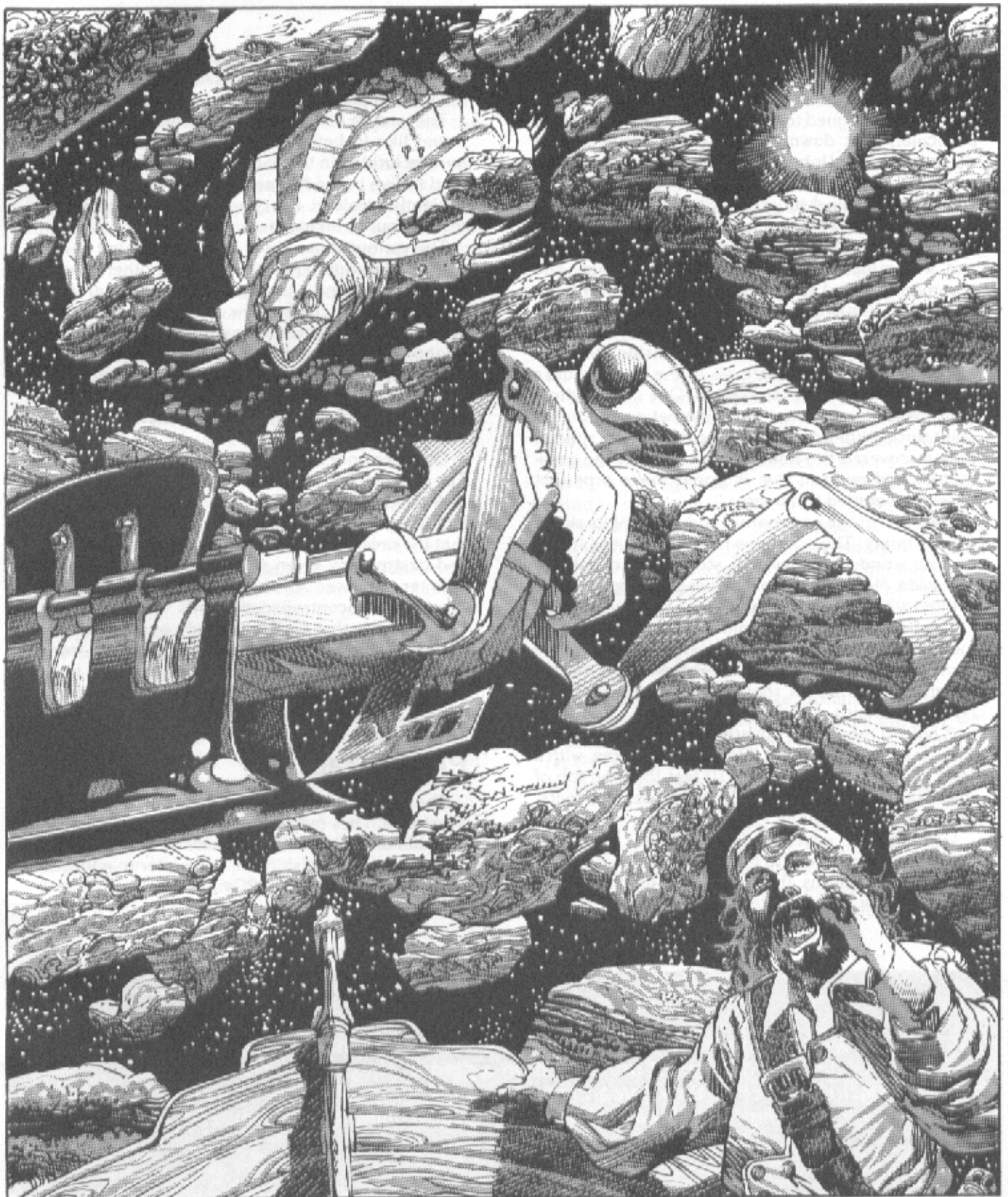
If the characters do not respond in a hostile manner, the captain of the patrol ship will agree to board and parley. If the PCs try to prevent the patrol crew from boarding, this is considered hostile. A boarding party consists of 10 warriors and the captain. If the captain sees any sign of a previous fight with goblin, he immediately attacks, automatically gaining surprise. Neither the goblin nor the ogre captain can read, but they recognize a charter when they see it. The scro captain is able to read.

Assuming that the characters don't blow their cover, the patrol captain gives them directions to Gammaro base. Otherwise, they'll have to fight the ship and question any prisoners to get the location of Gammaro base.

*"We sail the skies for plunder,
Any ship we find we sunder,
More human skulls to crack,
to line our captain's rack."*

—Ogre Sailors' Chant

CHAPTER 1: THE MISSION



CHAPTER 2: EVENTS ON GAMARO BASE

By the end of the Unhuman War, the orcs had developed a doomsday weapon, the witchlight marauders. This giant beast that evolves through four life stages was designed to destroy whole planets and, in particular, hunt down elves. Most marauders were destroyed in the Unhuman War before they could be used.

The first physical stage of a witchlight marauder is a 1,000-foot long crocodilian monstrosity capable of spelljamming. One such beast entered Moragspace and was attacked by the larger gammaroid. The gammaroid killed the witchlight marauder and ate most of it. However, second-stage marauders killed the gammaroid from the inside when they hatched.

After centuries of being trapped inside the gammaroid, the marauders ate all of the gammaroid's flesh and then died of starvation. One of the witchlight marauders entered into hibernation inside the giant turtle. When the scro found this crystal sphere, they discovered the hollowed-out body of the gammaroid and realized that it would make a perfect base; they named it Gamaro.

The shell of the gammaroid and much of its skeleton are intact. The scro have filled the unused interior with wooden frames, cut stone, and chunks of asteroids. Most of the space between occupied areas is filled with these materials.

The head of the gammaroid survived, but it is now mounted on a wooden neck plated in metal. The same is true of the feet. The claws have been mounted on wooden boxes that are sheathed in metal. Nothing remains of the tail.

A hole in the shell is covered by a huge steel door. The shell itself is 100 feet thick in most places, with a layer of dirt and earth about 10 feet thick on top of that. This makes it an impregnable armor. The material is as tough as stone.

Gamaro's air envelope is enormous. It extends 2,500 yards from front to back and 500 yards up and down. In game terms, that's five hexes long! The base itself covers a four hex area (2 × 2 in a diamond pat-

tern). With this much air and the plants that grow on the exterior surface, Gamaro is never in danger of suffering from poor air quality.

The interior of Gamaro is not as orderly as the scro would like to believe. There are a few unnamable horrors lurking in the dark corners of the base. They tend to live in the fill material that the scro so conveniently provided. Every now and then, one of them reaches out to take a meal.

The various races aboard Gamaro do not exist in perfect harmony. They taunt one another at every chance. Frequently, there are midnight raiding parties sent out to crack a few skulls of the impudent "other" race. The most intense feuds are between the bugbears and hobgoblins, and also between the goblins and the kobolds. Giff mercenaries are fond of teasing the ogres, the only race they consider to measure up physically. Nobody messes with the scro.

One race noticeably absent on Gamaro is the orcs. The scro feel nothing but disdain for orcs, a remnant of their common heritage. The orcs refuse to have any interaction with the scro. This does not mean that the orcs will side with the elves; rather, they loot and destroy any elven ship or installation they encounter. However, for the purposes of the war, the orcs are an uncontrolled element.

Remember that Gamaro is only one of the bases held by the scro. While it is the only one built from a Gammaroid shell, there are several other bases, some as large as Gamaro. This base is only a part of the scro threat to the elven rule of wildspace.

Player Tactics

The encounters that follow form the plot for this adventure. They may take place in a particular location, but are not necessarily relevant to the location. If need be, you can shift the encounter to a location more convenient for the PCs' actions.

Witchlight marauders were engineered by orc shamans to serve as doomsday devices. If unleashed on a planet, they could devastate the entire surface within a year, leaving no trace of civilization. The scro are attempting to learn the secret to controlling the marauders.

CHAPTER 2: EVENTS ON GAMARO BASE

Infiltration

There are two basic approaches that might be used by the characters. Sly, sneaky characters will use the scro charter to infiltrate the base. They will befriend the goblin and try to get as much information as possible that way. The use of *charm person* and *ESP* spells will be particularly handy. The PCs might also use illusion spells to make themselves look like scro.

As DM, you must always keep one thing clearly in mind. None of the goblin like or trust the characters while they are on the base. With the exception of the scro, however, the goblin will assume that they are there legitimately and will not attack them without cause. The scro are much more likely to check charters and marques. The players and DM must get used to the idea of not being attacked on sight by ogres, goblins, and others.

If the characters do something stupid, don't be afraid to have a squad of a dozen scro and a dozen ogres haul them off to the brig. Make it clear in advance that they will be set free in a few weeks. If this interferes with the meeting with Urkutz, reschedule the meeting for four days after they are released.

Raid

The other major approach the players might take is the commando raid. They may sneak aboard the base or blast their way in. Once inside, they explore what they can while blowing away goblin when ever possible. This approach will not be as successful in the long run, but can work. The base is so large that it is not difficult for the characters to hide. If they operate in this manner, every hallway and room becomes a potential random encounter. The greatest danger to them is being overwhelmed by the sheer numbers of goblin. The scro alone can call hundreds of warriors to a skirmish. Although this adventure is written assuming an infil-

tration scenario, allow the characters to storm the base if they wish.

The routine aboard Gamaro base follows a normal day and night cycle. Stones enchanted with muted *continual light* spells are used throughout the base to light it. Three of every four stones are covered at "night." During the lighted hours, major hallways and central areas are crowded with goblin. At night, there is a 1 in 6 chance of any hallway being occupied on a given round. Encounters may be with any of the goblin races. Roll on the table below when an encounter occurs.

2D6 Encounter

- | | |
|----|--|
| 2 | 2d6+3 mercenaries (lizardmen, giff, humans) |
| 3 | 2d4 ogres |
| 4 | 3d6 bugbears |
| 5 | 2d10 goblins |
| 6 | 3d6 hobgoblins |
| 7 | 3d8 scro: if 10 or more, led by a scro captain and two sergeants |
| 8 | Race of nearest compound (2d6) |
| 9 | 2d6 kobolds |
| 10 | Mixed party, roll twice more |
| 11 | Scro war priest leading goblin, roll again |
| 12 | Morkitar plus 1d6+9 scro |

War priests: At any time, the characters may encounter a war priest. He might be part of a group of scro or alone. War priests always have a weapon with a +2 to +4 enchantment (see the appendix). In addition, they have 1d4 magical items. These can be rolled randomly or chosen from the list below.

For this adventure, all war priests memorize the same wizard spells: *charm person*, *burning hands*, *magic missile*, *wall of fog*, *darkness 15' radius*, *web*, *lightning bolt*. They memorize the following priest spells: *cure light wounds*, *protection from good*, *cause fear*, *silence 15' radius*, *wyvern watch*, *hold person*, *dispel magic*. If a particular spell is needed by the war



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priests outside a combat situation, assume that it is available. Among all the war priests aboard Gamaro base, they have access to all the spells available at their level.

1D12 Magical Items

- 1 *Long sword +2, studded leather armor +1, ring of chameleon power, wand of illusion (11 charges)*
- 2 *Spear +3, studded leather +2, ring of blinking*
- 3 *Bastard sword +2, bow +1, bracers of archery, ring of free action, potion of human control*
- 4 *Broad sword +3, candle of invocation, philter of glibness*
- 5 *Morningstar +2, boots of levitation, philter of stammering & stuttering, oil of slipperiness*
- 6 *Long sword +4, ring of feather falling*
- 7 *Short sword cursed -2, potion of fire resistance, cloak of protection +2, potion of extra-healing*
- 8 *Scimitar +2, potion of speed, necklace of adaptation*
- 9 *Battle axe +2, wand of wonder*
- 10 *Long sword +1, +2 vs. magic using and enchanted creatures, potion of ogre control, potion of clairvoyance*
- 11 *Halberd +2, dagger of venom, ring of the ram, dust of sneezing and choking, potion of healing*
- 12 *Hand axe of hurling, potion of human control*

Approaching the Base

As the characters get close enough to Gamaro Base to see it, they are approached by a scro mantis ship. This encounter occurs just like those described earlier for the patrol ships. The captain is under orders to check the charter of any non-goblin ship he finds near the base. If the characters don't cause any

trouble, he lets them pass and instructs them to enter through the mouth of Gamaro. The mantis ship escorts them far enough to see that they do indeed enter the mouth.

Docking in the Forward Bay

Be sure to read the description of the forward bay before running this encounter. A goblin directs the PCs' ship to a docking berth. He does this by jumping up and down, waving, and cursing. An official-looking scro named Krak leaps nimbly onto the deck, strides over to the most important-looking character in the party, and demands to see their charter. The examination is fairly routine. He records the name of the ship and its captain in a log book, then asks to see all of the crew. He records the number of crew members and their races.

Once this business is out of the way, Krak tells the characters the rules of Gamaro base. The punishment for failing to obey these rules can be severe. A second infraction of the same rule or three total infractions is punished by death or long-term imprisonment.

Rules of Gamaro Base

1. Obey the orders of all scro.
2. Bow to a war priest before speaking.
3. Don't enter areas marked with a black fist or a red skull.
4. Don't make maps or records of anything unless given express permission by a scro.
5. Weapons are allowed, but fighting is not.
6. No spellcasting or use of magical items.

Krak tells the characters to see the chamberlain in the scro compound, who will set the day and time of their counsel. Krak directs the characters down the corridor to the edge of the scro compound (area 6).

If the characters ever return to this area to explore, they are ignored by all the dock workers. The bay-

"Rule number one: Follow all the rules.

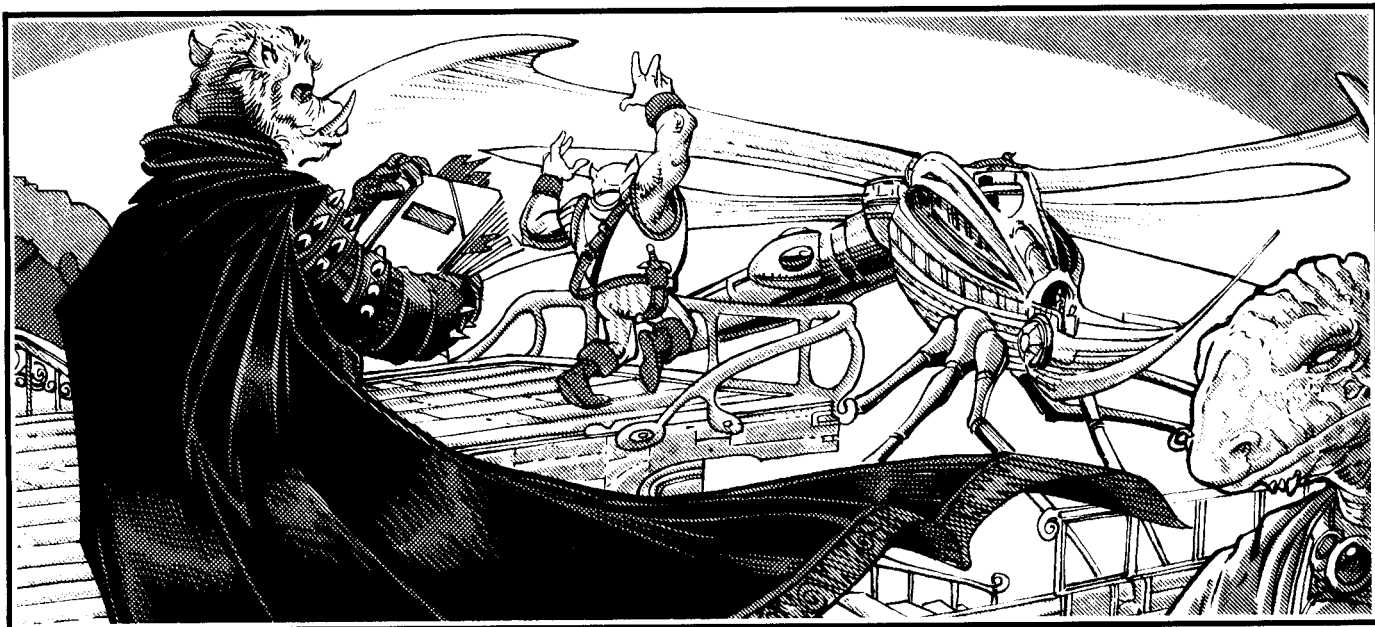
Rule number two: The Scro make all the rules.

Rule number three: Stay out of places marked with a red skull or black fist.

Rule number four: Never drink with a bugbear."

—Krak's recitation of the rules

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master on duty (Krak is one of them) notes their presence but does not hinder their movements unless they break a rule or try to board a ship other than their own.

The Chamberlain

The forward bay and the scro compound are connected by a short, wide corridor. At the end of that corridor, just inside the scro compound, are the offices of the chamberlain. It is possible to pass by the offices and into the compound.

The aide whom the characters deal with is named Yikart. He treats the characters with disdain, and gives them an appointment to see commander Urkutz in four days, when he will offer them a mercenary contract. Until that time, they are to be billeted in the mercenaries' compound. He gives them direc-

tions to their quarters (area 8).

Following the directions, the PCs pass through area 6. Along that route, they pass four doors marked with a black fist and one marked with a red skull. These areas are **6A-6E** in the description of the scro compound. Area E is closest to the mercenary compound; area A is the closest to the chamberlain's office. Area **6F** is the prison and is not on the path to the characters' quarters. If the characters are not specifically observing their environment, they miss two of the black fists (B and E). They have no trouble finding any of these places if they actively look for them.

Potulus and Morkitar

The first time the characters venture out of their quarters, this encounter occurs. The PCs should have just closed the door behind them and be stand-



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ing in front of it. The hallway is empty, at least at first.

You hear footsteps pounding on the wooden deck. Spinning around, you see a charging giff. His huge form is barrelling down the wide hallway. "A gold piece each if you hide me!" he says quickly.

If you have a quick-thinking party, let them figure out how to hide him. They have only 3 rounds to do so before the scro who are chasing him round the corner and spot the characters. An *invisibility* spell is the best answer, but the giff can be stuffed into their room if necessary. If the PCs hesitate, Potulus jumps into their room unasked and hides.

A band of scro, running in formation, rounds the corner. The scro in the lead wears a necklace of teeth. His regalia are trimmed in gold and silver. He is notable because of the eyepatch over his left eye. All of the scro are splattered with food. "Zark, take ten warriors down the hall. Find me that miserable elf-lover," barks the leader. "Present your charter. Which way did the giff go?" he rasps at you.

The rest of the scro carefully search everywhere except where the giff is actually hidden. If the characters stuffed him into their room, the scro still open the room, but don't search the interior. If the giff was turned invisible, the scro search the room thoroughly. This might turn up items that will be embarrassing for the characters. Morkitar has no compunctions about throwing the lot of them in prison for a few weeks.

Scro (20): Int High; AL LE; AC 4(8); MV 9(12); HD 3; hp 15 each; THAC0 18; #AT 1; Dmg 1d8 (long sword); SA Special; MR 10%; SZ M; ML 15; XP 270 each.

Morkitar makes it clear to the characters that he doesn't like them, let alone trust them. He makes slurs based upon their imaginary relationship with the elven race. He will personally watch them from now on. Morkitar reluctantly hands back their charter and stalks off down the hallway with his soldiers.

Apparently, Potulus was involved in a mess hall brawl. He started it by dropping a stinkbug into Morkitar's stew. That would have been forgivable, except that the giff made a joke about the scro having an elven mother. Morkitar badly wants to see him punished. The descriptions of Morkitar and Potulus can be found in the NPCs section in the back of this book. Read *What Potulus Knows* (page 19).

Morkitar will appear several times as a continuing foe. If the characters kill him, his function for the game is reincarnated as a different scro war priest. Give this new nemesis a different name and physical description (no eyepatch). Magical items may be generated anew. This new villain stalks the base, keeping a suspicious eye on the characters the whole time.

Heart of the Enemy Map

If the characters will play the sequel to this adventure, *Heart of the Enemy*, they will need to find a map that shows where the key to controlling the witch-light marauder is located. The scro are not able to completely control the marauder that lies dormant in the center of the base. However, they have located a map among their ancient treasures from the time of the first Unhuman War. It does not say exactly what the key might be.

This item *must* be in the hands of the characters for them to play *Heart of the Enemy*. It can be located in areas **6B**, **6C**, **6D**, **6E**, **11**, or **13**. Once the map is discovered, it does not appear in any other location. There are several copies of the map available to the scro. Stealing the map does not guarantee that the scro don't have it afterward.

Footsteps pound on the deck and a huge figure comes barrelling down the hall. "A gold piece each if you hide me!" shouts the giff.

—Potulus, the giff

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Blonoid Defense

This encounter takes place on the PCs' second trip to the bionoid deck. As they pass near the bionoid deck (Area 8), but not onto it, they see the following encounter.

In the corridor ahead you see a cluster of six jeering ogres. Standing calmly in their midst is a slim, unarmed human. One of the ogres shoves the human from behind, and suddenly the slight figure changes into a ten-foot-tall insectoid monster covered with lethal-looking spikes and barbs.

The deadly creature leaps with blinding speed. Spiked fists slam into the jaws of two ogres and ram past. Reversing the motion, spikes on his elbows pierce the necks of the same ogres. Simultaneously, its feet kick up and into their bellies. The two nine-foot-tall ogres lie dead from multiple wounds as the other four ogres leap to attack.

The bionoid can kill two ogres each round. The PCs can join the fray if they wish or stand by and watch. The ogres don't have a chance either way. In three rounds or less, they are all dead.

Alaron (Bionoid): Int Average; AL NG; AC -3; MV 48; HD 12; hp 55; THACO 9; #AT 6; Dmg 1d8(x2)/1d10(x2)/2d8(x2); SA Energy blast, crush; SD Special; SZ L; ML 14; XP 6,000.

Ogres (6): Int Low; AL CE; AC 5; MV 9; HD 4+1; hp 20 each; THACO 17; #AT 1; Dmg 1-10; SA +2 dmg w/weapon; SZ L; ML 12; XP 175 each.

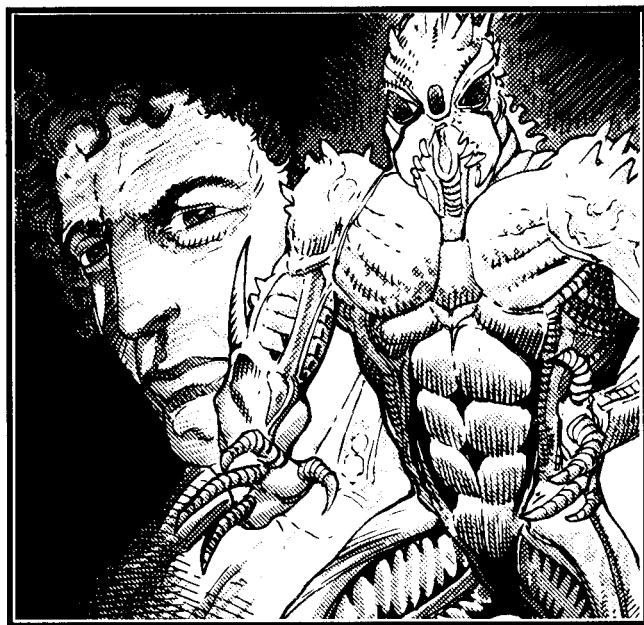
Regardless of whether the characters help Alaron, he calmly shifts back to his human form after the fight. Without a word, he walks through the door, or down the stairwell, into the bionoid compound. From his point of view, the characters' help was unnecessary. If the PCs pursue him with questions, he

will talk to them, but will not discuss his true nature. If pressed hard about himself or his people, he tells them that they are intruding upon the private affairs of the Blue Cottage Clan.

This encounter is not designed to give the characters an ally. It is designed to tell them that the bionoids are aboard Gamaro base and are apparently working for the scro. The characters probably don't know what manner of creature Alaron is, but his presence is certainly worth noting.

Rogue Marauder

This is an optional encounter designed to put a little life into the adventure. One of the tertiary marauders escaped from the main traverse last year. It has since survived by ambushing small groups or lone travelers. It uses the kobold tunnels to get around the base. However, it finds the taste of kobold



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flesh inferior to that of non-goblin races. This is a part of its breeding.

If a character is ever on a lone mission, the marauder can pop up behind him from a hidden kobold tunnel and attack. If the group rarely splits up, they can surprise it just after it has killed a dwarf. Cornered, it will fight to keep its kill. In either case, if it feels that it may be killed soon, it will try to flee into the kobold tunnels. There is a good chance that the characters may kill it before it can escape.

Witchlight Marauder, Tertiary (1): Int Semi; AL NE; AC 2; MV 16; HD 4; hp 20; THACO 17; #AT 3; Dmg 1d6 + 3/1d6 + 3/1d10; SZ M; ML 12; XP 270 each.

Captured Elven Commander

This scene takes place on the PCs' first return visit to the forward bay. Just as they are about to leave the bay, a mantis ship that has just docked causes a commotion. If the characters try to look at the object of the furor, they see a chilling sight. An elven commander in uniform is bound and on his knees on the deck of the mantis ship. A scro captain has his fist wound through his captive's hair, holding his head up for all to see. The crowd of goblin in the bay are all cheering. After a few rounds, the elven commander is led away escorted by Morkitar and a dozen scro.

The scro are so proud of themselves that they will not notice the characters following them, assuming that reasonable precautions are taken when doing so. The scro escort enters the scro compound. If the characters wish to follow, they must quickly present a marque. The elven commander is led down to the lowest level of the compound, right to a barred, steel door marked with a black fist. Two scro stand guard at this position. See the map for area 6F.

Beyond the door is the Gamaro prison. Built to hold ogres, it is a formidable stronghold. Freeing the commander would be a heroic effort indeed.

The elven commander's name is Airenfir. His man-

o-war was probing the defenses of Moragspace when a squad of two mantis ships and an ogre mammoth appeared from behind a large asteroid. Surprised and outnumbered, the man-o-war was captured. Airenfir will gladly help the PCs in any endeavor designed to get him off Gamaro base. He is, of course, weaponless and unarmored.

Airenfir, 6th-level elf warrior: Int High; AL LN; AC 9; MV 12; HD 6; hp 40; THACO 15; #AT 1; Dmg by weapon; SA +1 w/sword and bow; SD 90% resis. to sleep & charm; SZ M; ML 16.

The Mercenary Contract

If the PCs go to fleet control (6E) at the appointed time for their meeting, Urkutz offers them a mercenary contract. One of two contracts can be given, depending upon how this adventure will be concluded. If the *Heart of the Enemy* adventure will not be played, the contract will simply order the party to venture forth and destroy as many enemy ships as possible. The scro will have no way of checking up on the PCs, of course, so this will provide the party with a chance to escape.

If *Heart of the Enemy* will be played, the PCs are commissioned to go along with the scro fleet that will be recovering the lost key. The characters are given a copy of the map and are told that they are to be an escort for a small fleet on an important mission. The chief advisor for the fleet is, of course, Morkitar. As soon as the PCs have been advised of this mission, read the text below.

Morkitar enters the room with a cruel smile on his face. He seems very smug about something as he eyes all of you.

"Commander Urkutz, I would like you to meet someone," he says. "Captain Wrackblood, would you please step forward?"

**"Law before chaos. Patronage before law. Elven honor before all else.
This is how it must be to keep peace in the skies."**

—Lord Airenfir

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[At this point, the PCs may try to take action. If so, stop reading and proceed with whatever they attempt. Otherwise, continue reading without a pause.]

A scro captain shoulders his way through the crowd. He looks like any other scro captain, except for the pair of dagger blades where his left hand should be. He looks at all of you closely. "These are not the mercenaries I chartered."

Morkitar seems to be enjoying himself immensely. "You mean they are impostors? Seize them!"

A squad of 20 scro charge you, intent on being the first to draw blood.

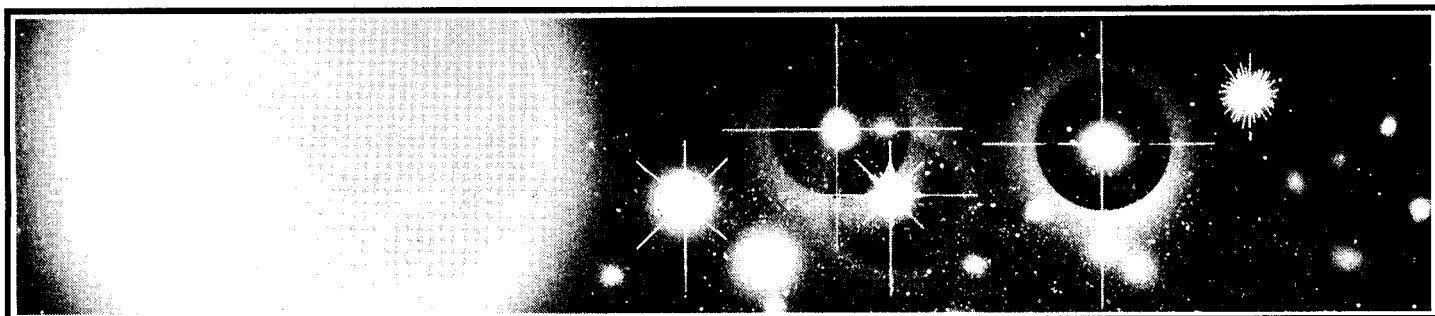
on; SA Special; MR 10%; SZ M; ML 15; XP 270 each.

Urkutz and Wrackblood: Int High; AL LE; AC 4 (8); MV 9 (12); HD 6; hp 30 each; THAC0 15; #AT 2; Dmg 1d6 or by weapon; SA Special; MR 10%; SZ M; ML 15; XP 975 each.

Morkitar: Int 14; AL LE; AC 4 (8); MV 9 (12); HD 6; hp 30; THAC0 14 (long sword), 15 (starwheel); #AT 2; Dmg 1d8 + 1 (sword), 1d4 (starwheel); SA Spells; MR 10%; SZ M; ML 15; XP 270.

Captain Wrackblood escaped from the elves. Upon arriving at Gamaro base, he reported everything that happened. Morkitar, hearing this report, immediately drew the conclusion that the characters might be imposters. When he questioned Wrackblood

Scro (20): Int High; AL LE; AC 4(8); MV 9(12); HD 3; hp 16 each; THAC0 18; #AT 1; Dmg 1d6 or by weap-



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about the descriptions of the mercenaries that he chartered, he was sure.

The characters are in deep trouble. They are in the middle of a scro base with their cover blown. If they try to fight their way out, every scro they encounter will attack them on sight. Other creatures encountered have a 50% chance of knowing of the general alarm and descriptions of the characters. If so, they attack the PCs on sight.

Rescue

If, for some reason, the characters are captured or imprisoned for minor rules infractions (and there are many ways this can happen), Potulus and Alaron the bionoid come to their rescue. Alaron is not completely in agreement with what his clan is doing. He is loyal to his clan, but does not believe in their cause of vengeance. He will help the characters to escape as a favor to Potulus, but will do nothing to harm members of his clan.

Potulus and Alaron appear at the doorway to the catwalk (see map of area 6F). They toss a large, drugged chunk of meat to the floor, then raise the gate to the bulette cage. A few rounds after the bulette has eaten the spiked snack, it falls into a light slumber. Potulus races over to the winch for the characters' cage and frees them.

If the characters look into room 3, they see a scene of unimaginable carnage. The scro and ogres never stood a chance against the bionoid. Since Potulus and Alaron are not even winded, the characters may be left wondering how they mutilated the guards. Alaron will not divulge his bionoid abilities. Potulus, looking disappointed, says that Alaron took care of the guards. If pressed, he simply says, "You'll have to ask Alaron about that."

Escape from Gamaro

Morkitar has placed a contingent of scro guards on the PCs' ship. The characters have a better chance of stealing a ship from the aft bay than of taking their own ship or any other ship from the forward bay. Nine scro are aboard their ship, plus three war priests and a captain. For simplicity's sake, arm the war priests with identical magical items.

Scro War Priests (3): Int High; AL LE; AC 4 (8); MV 9 (12); HD 5; hp 25 each; THAC0 18; #AT 3/2; Dmg 1d6 or by weapon; SA Spells; MR 10%; SZ M; ML 15; XP 975 each.

When the characters try to reclaim their ship, the only other ship in the bay is a hammership with a minimum crew of lizardmen and bugbear guards. Since the ship can't rest on land, it is propped up on mammoth blocks rather than resting on the deck. Several other goblinkin forces, including 7 scro, are in the bay. They will attempt to stop the characters if they try to steal the ship. The goblins' morale is bad enough that any significant show of force will be enough to frighten them all away.

Lizard Men (14): Int Average; AL N; AC 5; MV 6; HD 2 + 1; hp 10 each; THAC0 19; #AT 3; Dmg 1-2/1-2/1-6; SZ M; ML 13; XP 65 each.

Bugbears (12): Int Low; AL CE; AC 5 (10); MV 9; HD 3 + 1; hp 15 each; THAC0 17; #AT 1; Dmg 2-8 (2d4); SA Surprise, +2 to damage; SZ L; ML 11; XP 120 each.

Goblins (22): Int Low; AL LE; AC 6 (10); MV 6; HD 1-1; hp 4 each; THAC0 20; #AT 1; Dmg 1-6; SZ S; ML 10; XP 15 each.

In the aft bay, the characters can attempt to steal any ship. A moment's observation will tell them

The scro captain identifies the characters as frauds. Morkitar seems to be enjoying himself immensely. "You mean they are imposters? Seize them!"

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which ships are in condition to fly and are not crawling with crew members. If they try to spot a worthwhile ship, they see a mantis ship with only two goblins visible on board. Six more goblins are below decks. The ship nearest the PCs is an ogre mammoth. Four ogres are visible on the top deck, but 15 more are bunked below.

As the party scrambles onto the ship, Morkitar and company burst into the aft bay. If Morkitar is already dead, use an unspecified war priest. If the characters complain that they left no clues to their destination, remember that it is more than reasonable for anyone discovering the characters' true allegiance to assume they would try to escape. With the war priest is a contingent of 24 scro, 15 ogres, and three other war priests.

Morkitar and his crew enter the bay 50 feet from the ship. He shouts to the baymaster to close the bay doors. This is a long process, however, and is not likely to stop the characters from escaping. He and his gang try to board the ship before it takes off.

The Chase

Once free of the base, the characters must outrun their pursuers. The PCs are likely to have a higher-level wizard piloting their ship than the scro. However, the scro are between them and freedom.

Eight kobold arrow ships lift off from Gamaro as the PCs' ship passes overhead. The characters can outrace them without much trouble. If you want a good space battle, position kobold arrow ships above Gamaro to intercept the characters' ship. You may also add another ship, like a hobgoblin scorpion, to enhance the attack. Remember that the PCs' prime motivation should be escape. Every 6 rounds, another scro-controlled ship arrives to fight. In a short time, the odds will be severely against the characters.

As the characters try to escape, the ogres or goblins on the PCs' ship play a deadly game of hide and

seek. The goblins know that they are outmatched. They try to hide until the action settles down and the characters are lulled into a false sense of security. They try to sneak up and kill sleeping or inattentive characters on the ride home.

The ogres are not so subtle. They are also sneaky and devious, but they don't try to hide right away. They prowl the decks, attacking stray characters or any whose attention has been diverted. Both the ogres and the goblins try especially hard to secure the spelljamming helm. Even if it is occupied, the pilot is particularly vulnerable without his spells.

What Potulus Knows

This section contains optional role-playing opportunities. If your group is good at espionage, they don't need Potulus' information. If the group needs help, give them some or all of the information in this section. It emerges a little at a time during conversations with the giff.

Battle Plans

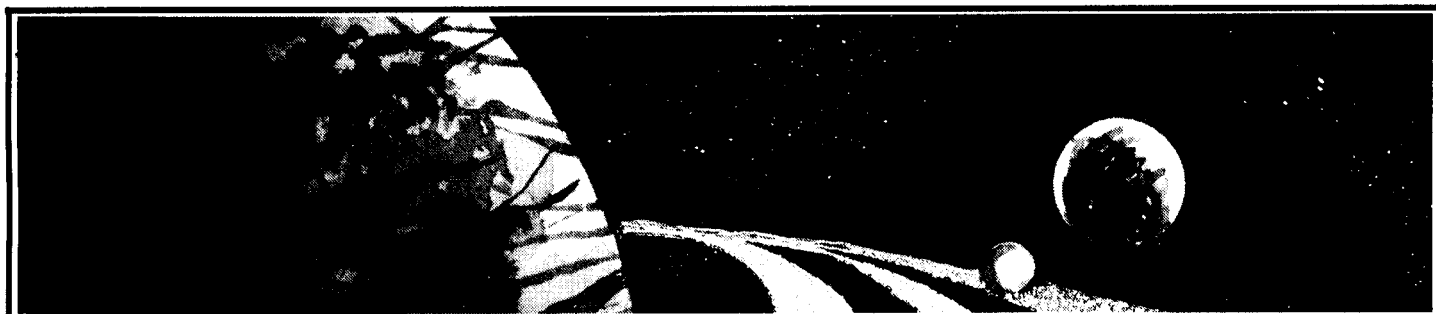
Potulus has no idea where to find battle plans. However, he knows where the scro central command is located.

Bionoid Renegades

Any bionoids that he might have seen have always been in insect form. They would be noteworthy to Potulus because of the great number of alien races aboard Gamaro base.

Fleets

The giff knows nothing about the location or size of the fleets. However, he does know how to find the aft bay.



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Kobold Arrows

Potulus has seen these ships moored on the outer shell. He knows they are unusual, but not how or why. He can guide the party to the outer shell through the forward entrance near the head of the Gamaro base.

Insectare

The giff might mention that he saw an elf discussing strategy with a scro commander. While Potulus thinks nothing of this, the characters should realize that the scro have a deep racial hatred for elves. It is highly unusual for a free elf to be aboard the base, let alone “discussing” anything with a scro. Potulus saw the “elf” standing near the spymaster’s offices (6A).



Mercenary Troops

Potulus knows the exact number of giff mercenaries employed by the scro. He knows which other races are present and whether they have many or only a few troops.

Goblinkin Troops

The giff has no idea how many soldiers of any of the goblin races are on the base. However, he can list the races and their relative numbers. The most numerous are the scro, followed by the goblins, hobgoblins, bugbears, and a few hundred ogres. He has no idea how many kobolds are aboard the base, but neither do the scro.

Rules and Regulations

Potulus is aware that Gamaro base is too large for the scro to patrol. They have a presence in all sections of the ship, but maintaining law and order in any section is left up to the race that dominates the area. It is unusual for a day to go by without at least one death. All the goblin races, except the scro, see this as a normal way of life.

In general, the racially-dominated sections of the ship operate under similar guidelines. Spellcasting is accepted as long as it doesn’t cause any harm. Killing someone with magic is reason enough to be hunted down by a large posse. Certain doors marked with black fists indicate areas where only the scro are allowed. Doors marked with red skulls are dangerous to anyone entering. Other rules, regarding such things as mapping, follow the scro edicts.

Witchlight Marauder

The giff knows that a big secret exists in the center of the ship. He doesn’t know what it is or how it works. Potulus knows the doors are heavily guarded.

“I can tell you that the scro have a secret weapon in the middle of the ship. I don’t know what it is or how it works, but the doors to the area are heavily guarded. The elves may be facing a bigger threat than they expect.”

—Potulus, the giff

CHAPTER 3: GAMARO BASE DESCRIPTION

Gamaro Exterior

Since both the underside and topside of the giant turtle have normal gravity, there are two separate exterior areas where a creature can stand. Each side is used for a different function by the scro. Both surfaces have a layer of dirt at least 10 feet deep. A variety of plants and vegetation live in the soil. Tiny groves of trees, stunted and small, are sometimes found among the plants. War priests are charged with the duty of magically watering the plants.

Bottomside

The turtle's bottomside is used for wargames. The armies of the scro and hobgoblins practice maneuvers here. Ship-to-land invasions are practiced also. Other goblinkin do not participate in these drills. For the most part, the scro are unable to convince them to simply practice. They get overexcited and actually start killing each other.

If the characters venture onto the bottomside, they find it unoccupied. Brush and stunted trees fill the landscape. Occasionally, they find small skirmish fields where the rotting bodies of goblinkin warriors have been left. It is usually obvious that a group from one race attacked and killed a group from another race.

Topside

The base's topside is a giant launch pad for the newest version of the kobold arrow, shaped like an arrowhead. Details of the kobold arrow can be found in the *Lost Ships* accessory. Basically, the ship is a one-man vessel no more than 20' long. Its power comes from a modified lifejammer. This helm is magically linked to the lifejammer that drains the witchlight marauder, giving it SR 1. The pilot loses 1-4 hit points for using it and must make a saving throw vs. death. If it fails, he does not die,

but falls into a coma for 1d4 days. The helm reverts to a normal lifejammer outside the air envelope of Gamaro base. A kobold pilot would probably be killed. The ship still enjoys an effective range of more than 800 yards from the base. Once away from Gamaro's air, the arrow ship has only enough air for a few days.

These arrow ships are armed with a single-shot Greek fire projector. The weapon itself is mounted on the bottom of the ship, but a lever allows it to be fired from the helm. The fins of the modified kobold arrow are armor-plated. They can make runs at the sails and rigging of other ships and slice them apart. The nose is a sharp-pointed piercing ram.

These ships are used to deliver a single burst of flame to an enemy ship. Afterward, they return to the base to be rearmed. If necessary, they can ram an enemy. However, this destroys the arrow ship and leaves the pilot all alone, embedded in a ship full of angry humans or elves.

The ships are arranged in squads of six. Over two dozen such squads have launch sites on the top surface of Gamaro. The launch site is a 50-foot diameter pit dug down to the base shell. The excavated dirt and rock are piled up on the edge of the pit, forming an earthwork about 8 feet high. A group of 15 kobolds service and pilot the ships in a single squad. A trio of hobgoblins oversees the operation of the squad. The kobolds are too lazy to be left without supervision.

While the base is not in a combat situation, the pits are manned by six kobolds and a single hobgoblin. They run test flights and otherwise keep the ships and launch pits in good working order.

The central launch pit is larger than the others, about 100 feet in diameter. It holds a dozen arrow ships and is manned by 40 kobolds, eight hobgoblins, and six scro, one of whom is a captain. The scro captain is in charge of the entire kobold arrow fleet. While not at full military alert, there are only a dozen kobolds, two hobgoblins, and two scro present. The



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captain sometimes inspects the other sites, taking a dozen scro soldiers with him.

The pits themselves are connected by a series of meandering paths. The rest of the top surface is filled with dense undergrowth and stunted trees. It is possible to move through the bushes rather than along the paths, but at only half speed. There is a 50% chance of an encounter on a path while between two pits. At night (although out here it always looks like night), there is only a 10% chance. An encounter may involve almost any mixture of goblinkin races.

2D6 Encounter

- 2 2d6 Kobolds
- 3 2d4 Ogres
- 4 3d6 Bugbears
- 5 2d10 Goblins
- 6 3d6 Hobgoblins
- 7 2d8 Scro; if 10 or more, lead by a scro captain
- 8 Hobgoblin leading 2d6 goblins
- 9 2d10 Goblins
- 10 Mixed party; roll twice more
- 11 Scro war priest leading goblinkin; roll again
- 12 Morkitar plus 1d6 +9 scro

Gamaro Interior

The interior of Gamaro is immense. It is an oval 2,500 feet long and 2,000 feet wide. It averages 300 feet thick, providing room for over a dozen decks. The major sections of the base are connected by huge corridors measuring 50 feet wide and 25 feet high. Large numbers of troops can be moved from place to place within the base along these thoroughfares. Smaller corridors and tunnels (not shown on the map) connect some areas.

Because of the complexity of the ship, the map shows only the general nature and shape of each area.

The characters will easily get lost. Making maps is strictly against the rules. Anyone catching a character making a map will state the rule and try to destroy or confiscate the map. The scro enforce all the laws on the Gamaro.

Any scro observing a creature not of the goblin races is 50% likely to demand to see his papers (the charter). If the creature is breaking one of the rules, such as making maps, the scro will mark the character's charter to indicate a rules violation.

1. Forward Bay

The gravity plane here is upside-down. The characters will see the underside of the base as its "top." The bay is 100 feet high, 200 feet wide, and 370 feet long. It can hold a handful of normal ships. When the characters first dock, a tradesman and a squidship are also docked. Lizardmen, humans, and scro can be seen on the decks of these ships. Goblins and scro scurry across the docks. The map shows the ships as they will be when the characters try to leave the dock after their cover is blown. At that time, a hammer-ship and their own ship are in the bay.

Many doors and passageways lead off either side of the main dock. Most of them lead to storage areas for ship parts. If PCs explore for at least an hour, they can find a corridor that leads to one of the turtle's eyes. Built right into the empty eye socket of the monster's head are huge windows. Each is covered with steel frames that hold panes of glass. Each eye is 50 feet tall and spans three levels of decks.

Each eye has a 20-foot-tall winch mounted in it that is used to close the mouth of the gammaroid skull. A team of 12 man-sized creatures must work each winch. The scro sometimes have a team of six ogres work it instead. If the base were attacked, this would be an important target. A special team of invaders could break through the glass and lower the jaw, allowing ships into the base.

"Gamaro base? It's big, really big. Even bigger than a cave. Even bigger than a bugbear's foot just before he steps on your face. It's almost as big as the sky."

—Unknown Kobold

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2. Forward Port Weapons Pit

Each weapons pit is a wooden pillbox plated in metal. On the angled exterior surface are the 200-foot-long claws of the giant turtle. If a ship is brought too close to the weapons pit, these talons can rip through the wings and hull like paper.

Each pit has 4 heavy catapults, 4 heavy ballistae, 2 light catapults, and 2 light jettisons all mounted on turrets. In addition to the crew of 44 required to man these weapons, a contingent of 24 marines aboard can act as replacement crew. A scro war priest with two scro bodyguards also stand ready.

This particular weapons pit is manned by hobgoblins. At the time of this adventure, a pair of hobgob-

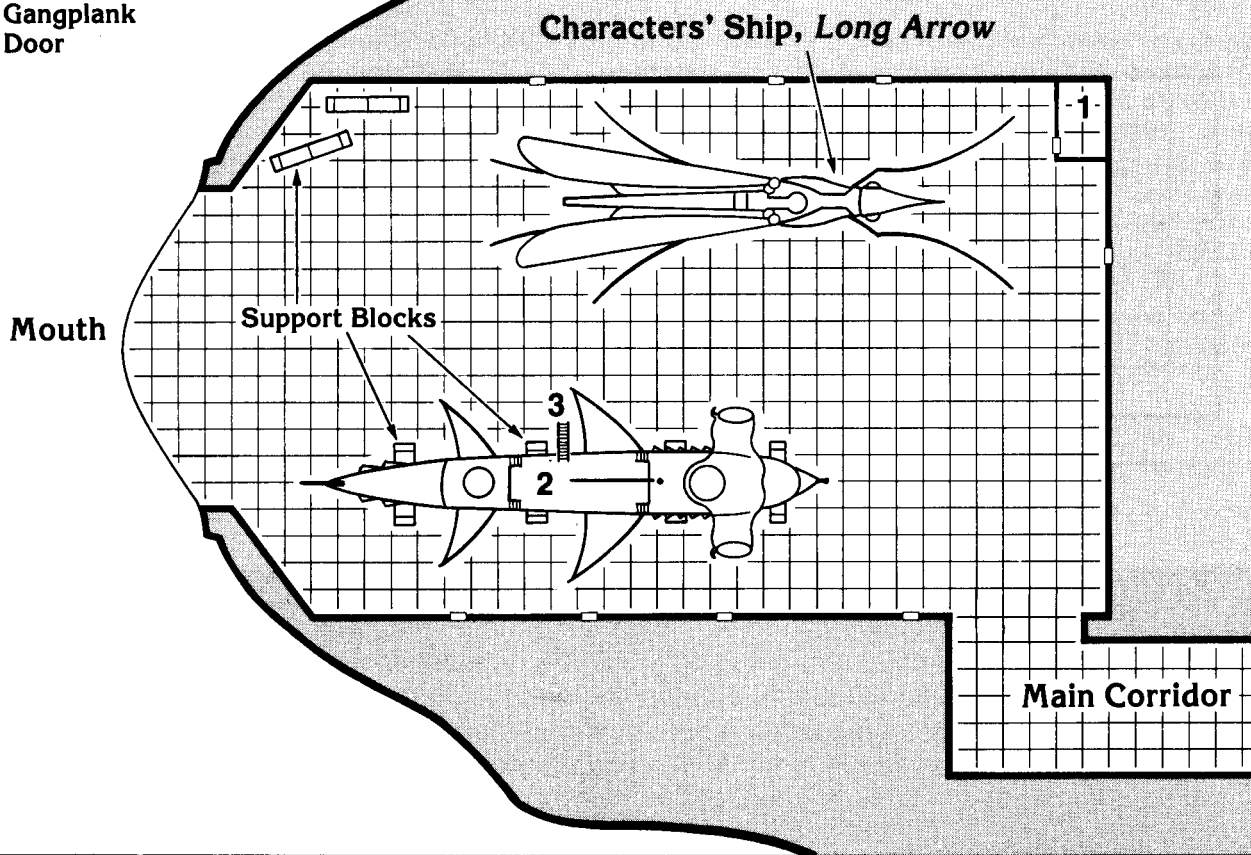
lins occupies the weapons room. One lounges disrespectfully in the war priest's throne, while the other is out on a claw. If the characters enter this room, the lounging hobgoblin scrambles out of the throne, then relaxes when he sees no scro enter.

Use the following map description for all four weapons pits. This map is accurate for the starboard-side pits. It is a mirror-image of the port-side pits. The map shows the top deck of the three-floor structure. The top and bottom decks are identical. The middle deck, which is accessible from above and below, is merely storage for catapult and jettison loads. The angled side of the deck is open to the outside, as is a 30-foot section of the short wall. The middle deck has solid wall on all sides. The open wall allows

1—Forward Bay

One square equals 10 feet

- 1 Baymaster's Office
- 2 Hammership
- 3 Gangplank
- Door



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the heavy weaponry to fire on enemy ships. Unfortunately, it also allows enemy ships to board Gamaro base. Like all the pits, it is designed to defend against a boarding action in the main weapons room.

1A. Main Corridor: Somewhere in this corridor is the door that leads to the rest of the ship. Its location is different for each pit (see large map of Gamaro base). The door leading to the main weapons room can be barred from the corridor, but not from inside the room.

2A. Crew Rooms: Catapult crew who are on duty but not manning the weapons stay in these rooms. Six soldiers of the appropriate race share each room. During an assault, they alternate duty as guards in the weapons pit.

Two walls of this room are double-walled. The space between these walls is used to defend against a

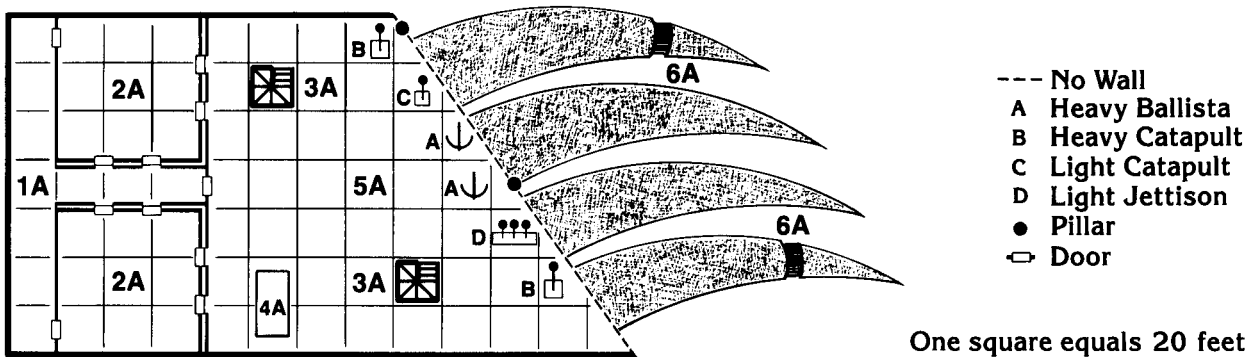
boarding party that could enter the weapons pit. The outer wall is riddled with slots and holes through which the soldiers can fire arrows and quarrels and jab with spears. The inner wall prevents an armed force on the other side from using the slots and holes to do the same to the soldiers in the room.

3A. Load Pits: On the top deck, this is a hole in the floor. On the bottom deck, it is a hole in the ceiling. In either case, it provides access to the middle deck and the other weapons deck.

4A. Ballista Racks: These two racks hold the huge arrows used for the ballistae.

5A. Weapons Room: This room is open to wildspace along the angled wall. It allows the catapults and ballistae a wide field of fire. Unfortunately, it also makes it possible for a boarding party to enter the base here.

2, 3, 4, 5—Weapons Pits



“Stinkin’ slaves to the %!&* \$! scro, that’s what we is. Hope they get nose rot and black fungus all at once. Shhh! Here comes one!”

—Typical goblin opinion of the scro

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In the center of the room is a thronelike chair. The scro war priest in charge of this weapons pit sits here to direct the weapons crews. Commanding any weapons pit, except number three, is considered a position of disfavor among the war priests. Having an entire crew of an inferior race (hobgoblin, goblin, or kobold) is an insult to most war priests. Command of weapons pit 3 is an honor because it is manned only by scro.

6A. Observation claw: The claws are connected to the middle floor, so that they ride between the two weapons decks. One crewmember clings to each claw and calls out enemy ship locations to the crew in the pit.

3. Forward Starboard Weapons Pit

This pit is manned by the scro. Since the pilot and captain of Gamaro trust their own race more than any other, this side is favored in combat. It is angled toward the enemy more than any other pit. Nobody will tell the PCs this, but it might be hinted at when the scro speak disdainfully about the other goblinkin and how poorly (in their opinion) they man their weapon pits. It is armed identically to area 2.

Two scro soldiers are on guard in the main corridor, and two more are just inside the door to the weapons pit. The pit is otherwise empty. These scro do not permit access to the pit unless the characters can produce a marque specifically allowing them here. There are a dozen scro in room 2A (six in each) that answer any call for help.

4. Aft Starboard Weapons Pit

This pit is manned by the goblins and armed exactly like area 2. The goblins do not keep their weapons serviced as well as the scro or the hobgoblins. The rooms are dirty and grimy. In one of the rooms marked 2A, 23 hobgoblins are "playing" with a pair

of kobolds. These two kobolds were recently captured in a raid on the kobold territory. The creatures each have only one hit point. If freed, the kobolds will do just about anything for the characters. See the kobold compound section for further details. The second room marked 2A is empty.

5. Aft Port Weapons Pit

This pit is manned by the kobolds. The scro respect the kobolds less than any other race. Unfortunately, they are so numerous that they had to be given some area of responsibility to preserve the political alliance.

When the characters enter the pit, the kobolds are suffering a scro inspection. Morkitar and eight scro are supervising the kobolds as they make this pit combat-worthy. Morkitar is screaming obscenities and the scro are cuffing kobolds left and right, trying to bring some semblance of military discipline to the area. If the characters have any sense at all, they slink out of this area before Morkitar spots them.

6. Scro Compound

This is the only area of Gamaro base that has the air of military discipline and authority. As a result, it is the most dangerous place for the characters to be caught wandering without a good reason. All entrances into the scro compound are guarded by two scro and two bugbears (with battle axes). Their main job is to turn back anyone other than scro who doesn't have specific orders to be in the compound. Anyone can leave the compound unhindered.

Scro (2): Int High; AL LE; AC 4(8); MV 9(12); HD 3; hp 14 each; THAC0 18; #AT 1; Dmg 1d6 or by weapon; SA Special; MR 10%; SZ M; ML 15; XP 270 each.



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Bugbears (2): Int Low; AL CE; AC 5(10); MV 9; HD 3+1; hp 15 each; THACO 17; #AT 1; Dmg 1d8+2; SA Surprise; SZ L; ML 11; XP 120 each.

Presenting a charter is not enough to gain passage to the scro compound. The characters must show the guards a marque of passage. The marque is a letter granting permission to a named individual and a specific number of unnamed companions to visit a particular scro leader. If the guard does not recognize the name of the scro leader, or if the named individual does not have a charter, or if the number of companions does not agree with the marque, then the group is denied entrance to the compound. If such a letter checks out, the guards keep the marque and let the party pass.

A clever character might realize that each of the guards is carrying quite a few (3d6) "used" marques. Such marques are foolishly not torn or stamped in any way. At the end of the guard's shift, they are tossed into a fire. If a character "relieves" a guard of his used marques, the party can practically move at will through the scro compound.

DM's Note: Locations 6A-6C are not shown on the map. They are, however, located within the scro compound.

6A. Spymaster: This is where Altark the insectare spymaster coordinates his efforts. The insectare are described fully in the *Monstrous Compendium SPELLJAMMER™* Appendix (MC9). They are a race of master schemers, bred from a foul union of insect and elf. Members of this race can be wizards, fighters, thieves, or any multiclass combination of these classes. They plan to rule the spaceways by pitting the other spacefaring races against each other in subtle and devious plots. Altark is furthering this plan by supporting the scro in their war effort against the elves. The scro are poor spies, preferring combat to stealth. However, the almighty leader recognizes

the value of intelligence and keeps Altark as his spymaster.

Physically, Altark is humanoid with elven features. Most of his body is covered with a tough exoskeleton, leaving only his face and hands covered with vulnerable flesh and skin. Two eight-foot-long antennae sprout from behind his ears. These appendages are prehensile and are used to strike in combat as well as manipulate objects. Like all traveling insectare, Altark wears voluminous robes and keeps a hood pulled up over his head. Dressed like this, he could easily be mistaken for a member of any man-sized humanoid race. On closer inspection, an observer would mistake him for an elf. Altark is a 6th-level fighter/mage.

The door to Altark's offices is marked with a black fist. He gets reports from all the known spheres about the movements of elven ships and the internal politics of the spacefaring races. If the characters observe this door for a while, they see a wide assortment of characters enter and leave, including humans, scro, hobgoblins, lizardmen, and even a dwarf. One figure that should draw the characters' attention is Altark himself. Completely hidden in his dark robes, his race cannot easily be determined. If the PCs try to look at his face, they assume he is an elf.

Beyond this door is single waiting room, about 25 feet square, furnished with a table and six chairs. Maps of various known crystal spheres are posted on the left wall. On the far side is another door that leads to Altark's office, a room 15 feet wide and 25 feet long. Cabinets and scroll cases line both sides of this room. A desk and chair occupy the far end. A pair of chairs faces the desk. This room is filled with traps; the unwary thief is in deadly danger here. Each trap is described below.

The spymaster's offices are empty after midnight until sunrise. If the characters enter during those hours, nobody is present. If they are foolish enough to walk in during "business hours," occupants are present.

*"The master plot goes well. When the elves and scro have exhausted themselves in war, we shall be there to take over the reins of power. Should the scro win, they are but dupes of *She whose name is whispered*. If the elves win, then we proceed with the 22-year plan."*

—From the secret journal of Altark

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A scro sits in the outer room, screening visitors and scheduling those who need to see the spymaster. He asks the party as they enter, "What do you need?" It is a seemingly innocent question, but he is waiting for a specific coded response. The characters must reply "elven blood on my hands" or he will call for the guards and tell the characters to leave immediately. If they do, nothing else happens.

If the PCs refuse to leave, two bugbears step out of the back room, ready to do battle. Two bugbears stay in the back room with Altark. Inside, Altark prepares for an assassination attempt. First, he casts *vampiric touch*, which he can use with his antenna attacks. Then he loads a handheld crossbow with a poisoned quarrel, places his sword on his desk, and waits. In combat, he will cast spells as long as the bugbears can hold off the physical attacks. He can fire the crossbow, drop it, and pick up his sword in one round without penalty. This is a maneuver he has practiced extensively.

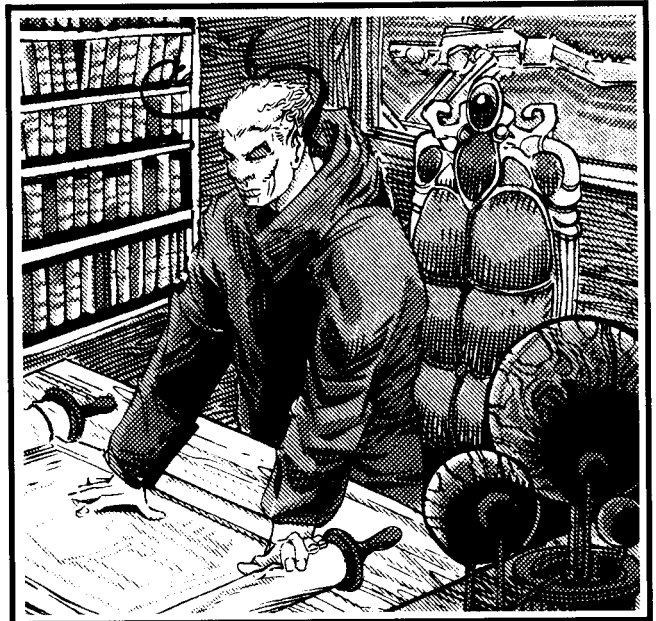
If captured, Altark cannot be forced to talk. He can stomp the heel of his boot is a special way to make a poisoned needle jab his foot. If his save fails, he dies. If it succeeds, he enters a comalike state that imitates death. In two days, he recovers without ill effect. This is a method of last resort for him.

Altark (Insectare): Int Very; AL LE; AC 3; MV 9; HD 6; hp 27; THAC0 15 (14 w/sword); #AT 3; Dmg 1d2/1d2/1d8+1 or by weapon; SA Entangle; SD None; MR 20%; SZ M; ML 16; XP 420; *long sword +1, ring of spell turning, potion of invisibility.*

Altark's memorized spells: *charm person, feather fall, magic missile, sleep; alter self, darkness 15' radius, vampiric touch, suggestion*

Traps

Desk Chair: The chair behind the desk is rigged to fire a spout of flame from the seat (1d6 + 2 damage) if

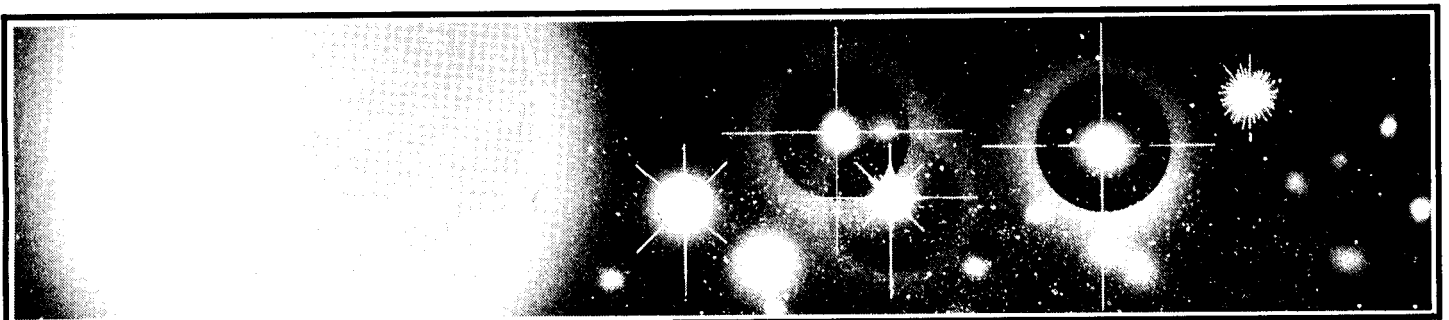


anyone sits on it without first pressing on the left arm. There is a 25% chance that a character does so naturally and can sit safely, but will not know why.

Cabinets: The door handles to the cabinets are set to spring poisoned needles (2d6 damage, paralyzed for 1d4 turns) into the hand of anyone trying to open them. If the character doesn't test to see if the doors are locked but goes right to picking the lock, the needles do not spring.

Desk: One of the drawer handles snaps like a bear trap around the character's hand (2d4 damage). A save vs. breath weapon allows the character to snatch his hand out of the way in time. That drawer can be accessed only by opening the drawer below it and then reaching up under the trapped drawer for the hidden handle. There is nothing of great value inside the drawer.

Book: One of the books left casually on the desk is



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trapped. If its cover is lifted, paralytic gas squirts out, affecting anyone within 3 feet. Those who fail their saves are paralyzed for 1d4 turns.

Floor: A character can walk around the left or right side of the desk to get behind it. A pressure sensitive plate is on the left side (60% chance of stepping on it) that triggers a hidden crossbow (1d4+1) with a poisoned tip, which causes 2d6 damage and paralyzes for 1d4 turns if the save fails.

False Secret Door: On the right wall of the room is a secret door. It is disguised as a large bookcase that pivots on one edge. When opened, it reveals a 15' x 15' room lined with books and scrolls. In the center stands a glowing suit of armor. Buckled to the belt of the armor is a jewel-encrusted sword. All this is an illusion disguising a 30-foot-deep pit. If *detect magic* is cast on the armor or any other item in the room, it radiates magic because the spell is actually reading the illusion, not the armor. Stepping into the room shatters the illusion until the door is closed again. Characters take 3d6 damage from the fall and another 2d8 damage from the spikes that line the floor.

On one wall at the bottom of the pit is a secret door that opens onto a slide. Anyone riding the slide ends up in a storage closet just off a main corridor. If Altark is losing a fight, he may try to leap into this room, shutting the door behind him (to reset the trap). He casts *feather fall* to avoid damage and takes care not to step on the spikes. Once the slide carries him to the corridor, he is lost among the goblin kin.

Secret Work Room: On the left wall of the room, one of the scroll cabinets hides a secret door. It opens to reveal a hole three feet wide and four feet tall. Just inside this entrance, out of sight on the wall above the top of the doorway, is a lever. The lever turns off the trap in the entrance. If the secret door is closed, the lever automatically resets. A pressure plate in the floor of the doorway running 5 feet inside the hidden room activates a steel guillotine that slams down, forming a metal wall where there was once an

open doorway. Closing the secret door is the only way to raise the guillotine.

Any character caught in the doorway must make a save vs. breath weapon. If it fails, the victim suffers 4d8 points of damage, loses a hand or foot, and is bleeding to death at a rate of 3 points per round. If the save succeeds, he jumps out of the way in time. In either case, there is a 50% chance that he (with or without his limb) jumps into the secret room. A lost limb can be reattached if it is placed against the stump while a healing spell of at least 4th level is cast, or the limb is held in place while a healing potion is poured over it or consumed. This must be done within 5 rounds of the injury. The spell heals no lost hit points; it only reattaches the limb.

To determine which limb is severed, roll 1d4: 1 = right hand; 2 = left hand; 3 = right foot; 4 = left foot.

The room is an 8' x 8' square with a 6-foot-tall ceiling. A dozen scrolls are kept in a small case on one wall. A small table and stool are tucked into one corner. An oil lamp, quill, and ink well sit on the table. If the scrolls are examined, they reveal the names and activities of the spies used by the scro. Each scroll details a single spy. There aren't many spies, since the racial issues that divide the scro and the elves are so deep that few of them will betray their people for any price.

6B. Grand Strategy Room: This suite of rooms is laid out like a wheel. There is a single large room (100 feet across) with a dozen doors exiting from it, evenly spaced at the positions on a clockface. Behind each door is a smaller room (25' x 30'), each used for a different purpose. The black fist door in the corridor opens into one of these rooms, which in turn opens into the grand strategy room. It is active from sunrise to sunset.

In this first room is a pair of scro fleet officers and a pair of scro guards. The fleet officers are there specifically to take information from outside sources

"How many times I gotta say dis? Never put scro wash water in ale!
It taste much better in beer!"

—Bugbear Connoisseur

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and route it to the appropriate authority. Enemy fleet information goes to one place, damaged vessel reports go to another, etc. The officers do not let anyone into the grand strategy room. No matter how important arriving information might be, the officers must be informed first; they relay information to the appropriate person.

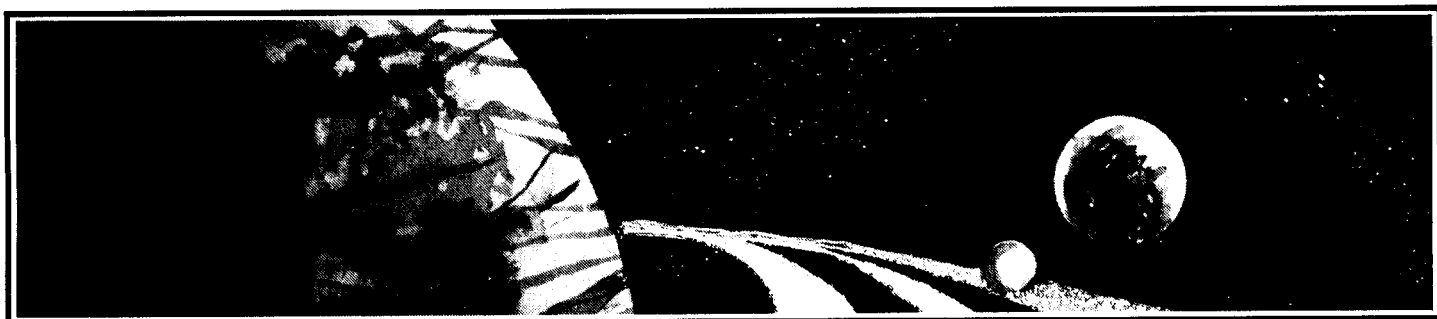
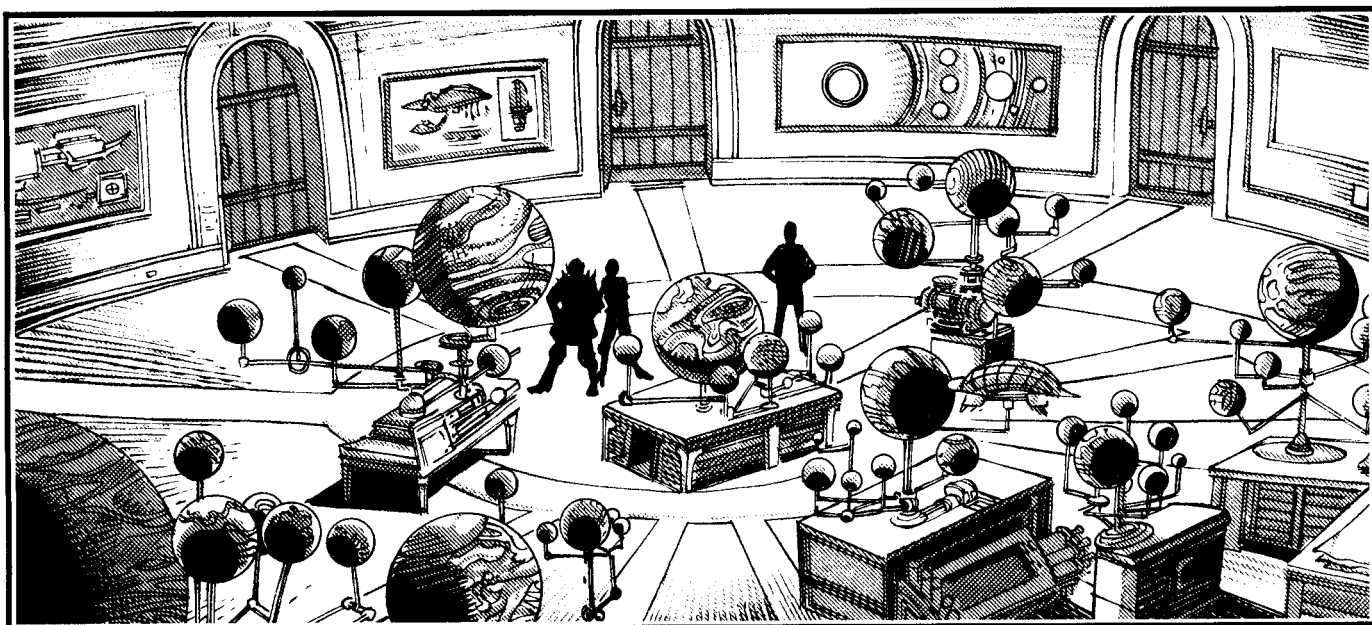
After normal work hours, a pair of bugbears stands guard outside the entry room, next to the black fist door. A pair of bugbears also stands guard inside the entry room. Inside the grand strategy room, there is a 50% chance on any given night that 1d4 scro captains will be poring over some new information even though the place is closed.

The grand strategy room contains a set of 3D-models showing how each of the known crystal spheres is laid out. Most stand on low tables, with the planets and sun mounted on sticks on bases that can

be pushed from place to place. The homeworlds of the goblin races are not shown.

All the battle plans for Gamaro base are laid out here. Individual fleets are represented, but not the number or type of ships in the fleet. Each fleet is mounted on a stick and marked with its code designator. The known enemy fleets (elves, humans, etc.) are shown as well. This is extremely valuable information for the elven armada. Even though the sizes of enemy fleets are not shown, knowing where they are is useful. The elves can also learn what the scro know about their own fleet positions.

Several side rooms around the grand strategy room are conference areas and scribe rooms. The others are used to discuss the specific battle plans for each sphere. One room is devoted to each sphere and includes a model of the appropriate sphere like those found in the central room. The walls are cov-



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ered with scrolls, pinned up with nails, showing possible strategy options. The models are used to move things around to see what the results might be. Like the fleet locations, these scrolls are of great value to the elves.

One of the side rooms is a guard station. It is adjacent to the entry room and has a side door allowing access between the two. During the day, it is manned by a dozen scro and a dozen bugbears. At night, one scro and four bugbears are stationed here. They rotate duty with four other bugbears and serve as a backup for them. This makes a total of eight bugbears in the vicinity.

Scro (1): Int High; AL LE; AC 4(8); MV 9(12); HD 3; hp 15; THAC0 18; #AT 1; Dmg 1d6 or by weapon; SA Special; MR 10%; SZ M; ML 15; XP 270 each.

Bugbears (8): Int Low; AL CE; AC 5 (10); MV 9; HD 3+1; hp 16 each; THAC0 17; #AT 1; Dmg 2-8 or 1d6+1 by weapon; SA Surprise, +2 to damage; SZ L; ML 13; XP 120 each.

6C. Officers' Quarters: There is nothing of value for the characters here. The best they could hope for in this area is to somehow kill a large number of scro officers without being caught. This is not likely.

The door to this section opens onto a corridor leading straight ahead. Halfway down the corridor is a four-way intersection. The corridor network is shaped like a "plus" sign; each leg of corridor is 60 feet long. Doors line both sides of all hallways, opening onto rooms for the officers. At the ends of the other three corridors are circular stairwells leading up and down to similar decks. There are seven decks in all; the PCs enter on the fourth deck from the top. Those closest to the bottom are for the highest ranking officers (captains). Those at the top are of the lowest rank (sergeants).

During the day, each of the four legs has a 50% chance of being occupied by 1d6 scro. At night,

there is only a 10% chance. In both cases, roll once per turn if the characters spend a lot of time here. The sight of anyone other than scro officers will cause any scro to raise the alarm. Scro will come pouring out of the doors and stairwells.

Scro Sergeant: Int High; AL LE; AC 4 (8); MV 9 (12); HD 4; hp 20; THAC0 17; #AT 3/2; Dmg 1d6 or by weapon; SA Special; MR 10%; SZ M; ML 15; XP 420 each.

Scro Captain: Int High; AL LE; AC 4 (8); MV 9 (12); HD 6; hp 30; THAC0 15; #AT 2; Dmg 1d6 or by weapon; SA Special; MR 10%; SZ M; ML 15; XP 975 each.

6D. Cursed Rooms: A map of the cursed rooms is found on page 31. Shortly after the building of Gamaro base, the highest ranking scro war priest, named Rendflesh, was killed by his rival while in the midst of a necromantic ceremony. The backlash of the magic turned the war priest into an exceptionally powerful wight. Its killing rampage destroyed many scro before the combined efforts of the war priests imprisoned it in these halls. So far, they have not found a way to kill it.

The door marked with the red skull is locked. Along the first 25 feet of the corridor, the floor, walls, and ceiling are painted and carved with faintly glowing runes. The lines slowly fade and brighten, giving a spooky, animated feel to them. This is the spell that keeps the wights in these rooms. No undead creature can set foot on or pass through these runes.

As soon as a living creature sets foot on the runes, Rendflesh knows it. He orders his wights into the secret tunnel (area 4) and waits. He positions himself near the back end of the tunnel. Once inside, he casts *protection from good*, *protection from fire*, and *invisibility* on himself in preparation for the upcoming battle. These will all be active when he joins the fray.

There are two probable outcomes of this encount-

"The darkness is not empty. Something shuffles in the gloom.
Spawn of Dukagsh, spurned from life. It is I in the dark,
and you shall know no greater fear."

—Rendflesh, undead high wizard of the scro

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er. If the characters explore beyond room 2, Rendflesh and his troops file into it. They hide behind the altar, in the safe part of the entry corridor (away from the runes), and in room 3. When the characters return, having found little of use, Rendflesh is waiting and the combat begins.

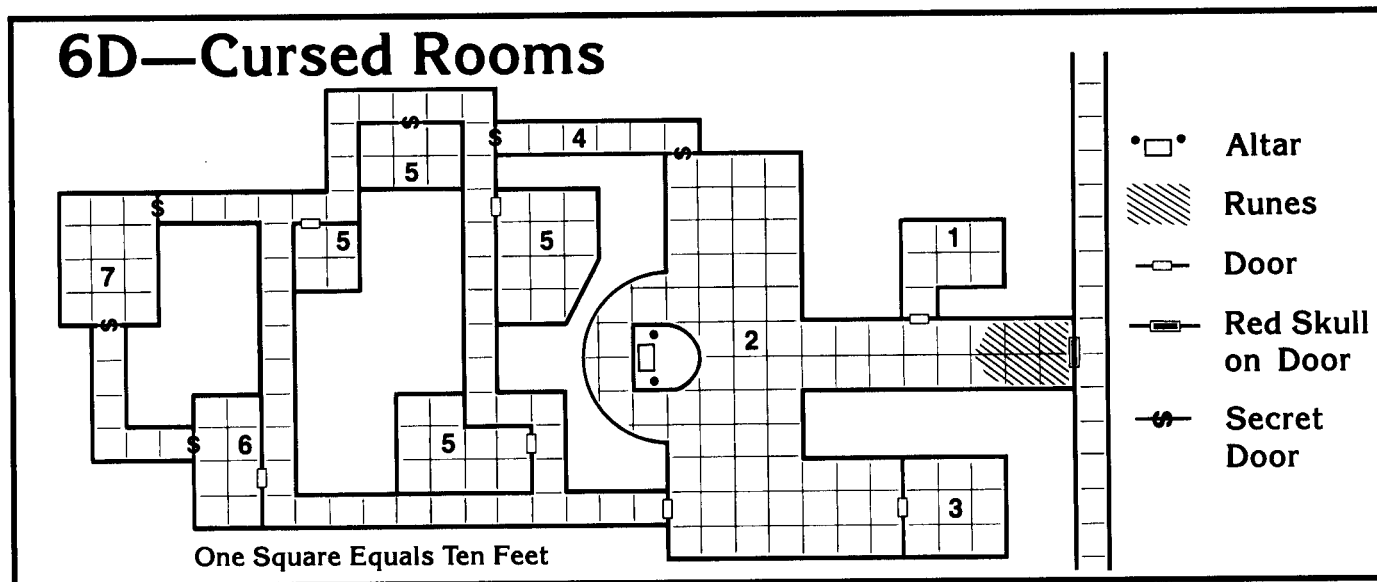
If the characters decide not to explore further and try to leave the cursed rooms, Rendflesh attacks immediately. If the PCs discover the secret door and enter it, they find themselves face to face with a whole line of wights. Rendflesh immediately sends half the wights out the back secret door to circle around behind the characters. It takes them two rounds to get there; they can attack on the third.

Rendflesh (Wight): Int High; AL LE; AC 5; MV 12; HD 7+3; hp 35; THAC0 14; #AT 1; Dmg 1-6; SA Energy drain, spells; SD Hit only by silver or +1 or better magical weapon; MR Special; SZ M; ML 14; XP 975.

Wights (7): Int Average; AL LE; AC 5; MV 12; HD 4+3; hp 22; THAC0 15; #AT 1; Dmg 1d4; SA Energy drain; SD Hit only by silver or +1 or better magical weapon; MR Special; SZ M; ML 14; XP 975 each.

Rendflesh has retained his 7th-level spellcasting abilities (wizard/priest) even though he is now a wight. He has memorized the following wizard spells: *charm person*, *magic missile* (×2), *protection from good*; *darkness 15' radius*, *invisibility*, *web*; *dispel magic*, *hold person*; *ice storm*. He has the following priest spells memorized: *cause light wounds*, *command*, *curse*; *heat metal*, *hold person*, *silence 15' radius*; *dispel magic*, *protection from fire*; *cause serious wounds*.

This entire complex of rooms is dark and shadowy. Dust and cobwebs are everywhere. If the characters look closely, they can see footprints of unidentifiable barefoot humanoids. There are many prints caused



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by either a single creature walking through the dust many times, or many creatures.

1. Side Room: One of the wights is positioned here when the characters enter the rune corridor. If he leaves, he will be noticed, so he waits, hoping that the characters pass this room.

2. Temple: This is a small temple set up by Rendflesh for his own dark rituals and ceremonies. It is here that he was murdered. This is where he and the majority of the wights are when the characters enter these chambers. They move with complete silence to their hiding places. When they return, six of them hide behind the altar in the circular nave.

3. Back Room: Formerly a storage room, it is now filled with broken furniture and useless temple ornaments. When the wights return to the temple, five of them hide in here.

4. Secret Corridor: This is where Rendflesh and his wights hide while waiting for the characters to leave the temple room.

5. Abandoned Rooms: These are the rooms where the war priests that served Rendflesh lived and worked. Each has a moth-eaten bed, a table and chairs, and other pieces of furniture and personal items. There are no footprints here, since the wights never enter these rooms.

6. Torture Chamber: Originally, this is where Spikestar, Rendflesh's rival, lived and worked. Since his former master turned him into a wight, he has been tortured continuously. The wight is manacled to the wall, 12 inches above the ground. On a table near him is a set of heavy leather gloves and a wide variety of silver daggers, prods, and other painful weapons (300 gp worth). Spikestar retains only half his total hit points.

If questioned, he promises to show the PCs the secret treasure. He tries to take the gloves and a pair of silver daggers to use against Rendflesh. What he does instead is to lead the PCs back to the temple room where they will be ambushed. He tries to flee the fight and use the secret corridor to get behind Rendflesh where he can stab him in the back.

7. Rendflesh's Quarters: In life, this is where Rendflesh lived. The rich furnishings are rotted and moldy. Rendflesh has broken and smashed every piece of wooden furniture in the room. The only treasure to be found in this complex is in this room. There are no guardians here to stop the characters from stealing. There are 600 gold pieces lying in a heap where Rendflesh shattered the chest that held them. Mingled with the coins are five gems worth 50, 250, 250, and 1,000 gp each. The fifth gem is a loadstone.

6E. Fleet Control: This is the principle office of Urkut, whom the PCs are scheduled to see four days after arriving on Gamaro. Here, the scro keep track of the individual ships in the fleet, their condition, the soldiers on each ship, etc. They receive orders for ships' duties from the grand strategy room and send the orders to the individual fleets and ships.

Fleet control is organized around a central corridor that is accessed directly from the door marked with a black fist. Immediately to the right is an open doorway where guards are stationed. This 20' x 20' room holds four scro and four ogres during the day. At night, two of the scro are off duty, but all the ogres remain. There is so much activity and so many people entering and leaving that the guards can be fooled by a plausible lie.

Doorways open into variously sized rooms along both sides of the hallway. The rooms are used to keep data on various fleets and are broken down by race. There is a room (or set of rooms) for the hob-

"The hobgoblins won't work with the orcs, the goblins hunt the kobolds, and the ogres are too dumb to be trusted! The lot of them are only good for catapult loads!"

—Scro fleet officer with bugbear guard

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goblin fleets, another for the kobold fleets, etc. At the end of the corridor is a 40' x 40' room for the scro fleet.

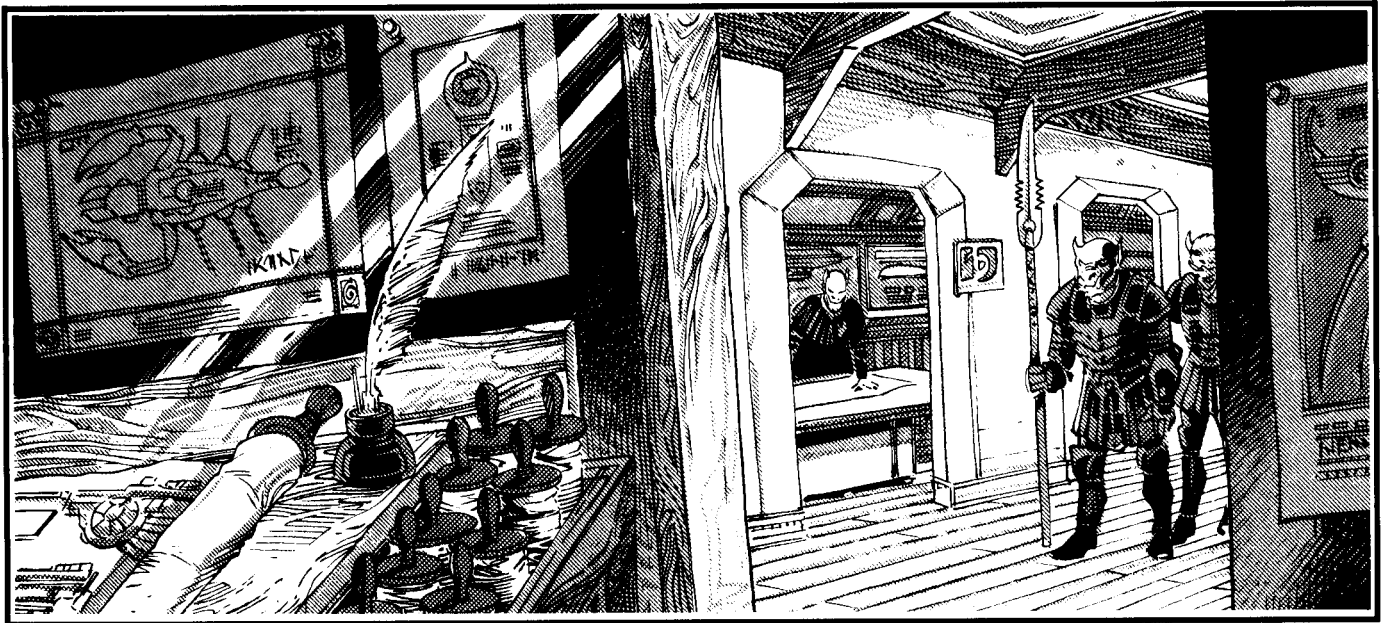
These rooms are quite plain. They are filled with tables and stools where scribes work. The walls are covered with sheets of wood that have peg holes drilled into them. Tiny wooden ships, modeled to look like the real thing, fit into these holes. The ships are organized into columns under the headings of their fleets. Special markers indicate any unusual problems with the ship, such as damage from a skirmish, a load of prisoners, etc.

The large room at the end of the hallway has the combined totals from all the rooms mounted on pegs on the walls. However, the scrolls there discuss only the status of the scro fleet.

6F. Prison: Refer to the map of the prison deck on page 34. The PCs may end up here if captured by the scro or if they try to rescue a prisoner. There are several of these installations in Gamaro base, but they are all built the same.

Prisoners are fed once in the morning and once at night. They are let out into the main pit and food is tossed down to them. The guards rarely take action if fights break out among the prisoners. Dead bodies are left for the bulette. The prisoners always willingly return to their cells, because when the bulette cage opens, it means death to stay in the main pit.

1. Outer Hall: This hallway is the only entrance to the prison. The steel door leading to the prison is marked with a black fist and is impervious even to the efforts of an ogre. It is heavily barred from the outside.



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2. *Feed Room*: Food, water, and cleaning supplies are kept here. A small hole in one corner connects to a cage. The guards drop food down the hole to get the bulette to return to its cage.

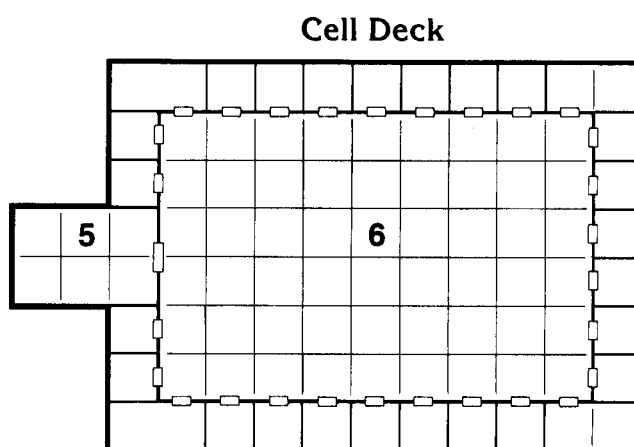
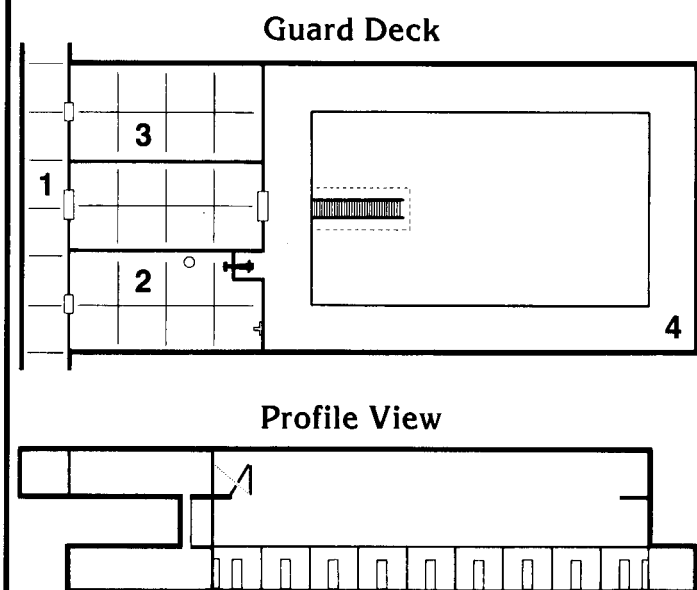
Personal belongings taken from the prisoners are stored here until a prisoner is released. There is little here because the guards tend to steal anything of value.

The winch descibed in room 4 can be operated from here. It is mounted into the wall, half on one side, half on the other. A lever in another corner of the room is disguised as a bracket holding a dimmed *continual light* stone. If it is pulled, the supports un-

der the catwalk drop away, dropping anybody on the catwalk into the main pit. A squad of scro must spend about an hour to restore the catwalk.

3. *Guard Room*: Six scro guards, four ogres, and a scro sergeant are stationed here. Each scro is armed with a footman's mace and whip; the ogres are armed with clubs. The left wall has a map of the cell deck and pigeon holes for each cell. Inside each hole is a writ for that prisoner describing his offense, date of release, and any special treatment (like torture) required for him. Along the opposite wall is a weapons rack containing spears, long swords, short swords,

6F— Prison Deck



One Square Equals Ten Feet ○ Hole
 ➡ Winch for Bulette Cage ⚙ Lever
 / Folding Stair □ Door

The prison's fiercest guard is a bulette that occupies the center of the ring of cells. It attacks anything on sight, even the scro guards. Such a ferocious guard is important when the prison inmates include reluctant ogres.

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large body shields, crossbows, whips, mancatchers, and scourges.

The back wall has a small hole (3 inches wide) covered with a grill that connects to the main prison area. The guards in this room can hear any significant commotion in the cell area through the grill. Scro walking on the catwalk can talk to the sergeant if necessary.

Scro (6): Int High; AL LE; AC 4(8); MV 9(12); HD 3; hp 15 each; THAC0 18; #AT 1; Dmg 1d6 or by weapon (1d6 + 1 or 1d2); SA Special; MR 10%; SZ M; ML 15; XP 270 each.

Ogre (4): Int Low; AL CE; AC 5; MV 9; HD 4 + 1; hp 20; THAC0 17; #AT 1; Dmg 1d6 + 2; SA 1d10 dmg unarmed; SZ L; ML 11; XP 175 each.

Scro Sergeant (1): Int High; AL LE; AC 4 (8); MV 9 (12); HD 4; hp 18; THAC0 17; #AT 3/2; Dmg 1d6 or by weapon (1d6 + 1 or 1d2); SA Special; MR 10%; SZ M; ML 15; XP 420.

4. Catwalk: A pair of scro patrols this balcony at random intervals, every 2d20 minutes. They walk a half-dozen circuits or so and then return to the guard room. There is no inner railing to stop a character from falling 20 feet into the main pit. The only door leading into the catwalk is made of heavy wood with iron bands. It can be barred only from the outside. The supports under the catwalk can be released by a lever inside the feed room. Anybody on the catwalk is dropped into the main pit. Only the area directly behind the folding stairway remains intact.

A winch is inset in the wall next to this door. It has two functions. When attached to the folding stairway, it lowers or raises the stairs into the main pit. This is the only route into the pit. It can alternately be hooked up to the large portcullis of the bulette cage. The winch can be operated from here or from within the feed room.

Every ten feet along the catwalk is a small winch used to raise the cell door directly below it. A set of steel rods extends the top of each door so that it reaches the bottom of the catwalk. A thick steel locking pin keeps the cell door down, even if a pair of ogres try to open it. The same pin is used to hold the door open once it is raised.

5. Bulette Cage: The bulette kept in this cage attacks anything on sight. It will even attack the scro guards if they are foolish enough to approach it. The scro entice it to move from its cage to the main pit and back again by dropping food wherever they want it to go. It is kept in the main pit at night and during most of the day. Such a ferocious guardian is necessary when one imprisons reluctant ogres.

Bulette (1): Int Animal; AL N; AC -2/4/6; MV 14 (3); HD 9; hp 45; THAC0 12; #AT 3; Dmg 4-48/3-18/3-18; SA 8' jump; SZ L; ML 11; XP 4,000.

If the PCs try to rescue the elven commander, Morkitar happens by after the players are all down in the main pit (or as many of them as possible). He releases the catwalk supports and then raises the bulette cage door. He may taunt the characters for a while from the grilled aperture in room 3. Morkitar then leaves, intending to return at his leisure with a squad of scro and restore the prison to order. An hour passes before he returns. After this encounter, the characters will be hunted in the base. There is a 50% chance per scro encounter that they will be recognized as the traitors that broke the elven commander out of prison.

6. Cell Block: Each cell is a 10' × 10' room with a 15-foot-high ceiling. Corner rooms are slightly larger. The walls between the cells are solid stone. When the characters arrive in the prison, their fellow inmates are as follows:



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Ogres	1d4 - 1	Bugbears	1d8 - 1
Giff	1d4 - 1	Humans	1d6 - 2
Hobgoblins	1d6 - 1	Kobolds	1d6 - 3
Goblins	1d6 - 1	Scro	1d8 - 5

Most prisoners not of the goblin races are killed, not imprisoned. Most, but not all of these prisoners, are here for minor infractions of scro rules. They will be released and returned to duty in a few days or weeks. The characters will get no assistance from other prisoners.

The elven commander is held here as well. He is never let into the main pit with the other prisoners and always eats alone. This is one prisoner whom the scro want kept alive and not killed in a brawl.

The characters are guaranteed to get involved in a prison brawl. Goblinkin hate humans and demi-humans, even those hired as mercenaries. Here in the prison, they feel that they can get away with pummeling, but not killing, any humans or other non-goblin races. The characters are challenged by the toughest goblinkin in the prison (probably ogres or bugbears) in the form of an unprovoked attack. Once the brawl starts, all the ogres, bugbears, hogoblins, and scro join in. If the characters beat them handily, they are left alone for the remainder of their stay.

7. Hobgoblin Compound

Of all the goblinkin in Gamaro base, the scro trust the hobgoblins most. They are the best-organized race and are most like the scro in temperament. Therefore, the hobgoblins were given the compound closest to that of the scro.

If the characters poke around in this compound, rather than simply walking through it, they are challenged by Manmangler, a subchief of the hobgoblins. He loves nothing more than kicking humans around. He knows that the mercenaries on the base are not enemies, but he doesn't care. He carries a morningstar as his favorite weapon, but also has a footman's

mace slung from his belt. Read the following when the PCs first meet Manmangler.

Coming directly toward you is an unusually hefty hobgoblin with a large band of his kind in tow. The large hobgoblin wears banded mail. A morning star and footman's mace hang from his belt. Glancing behind your party, you see a wall of hobgoblins.

"Humanbait!" growls the large hobgoblin. "You like our home? You should not stay so long in it, or we might invite you to stay for a long time!"

The wall of hobgoblins begins chanting "kill the sheep" in their own tongue, but none draw their weapons.

Manmangler (hobgoblin): Int Average; AL LE; AC 3 (10); MV 9; HD 3; hp 16; THAC0 17; #AT 1; Dmg 2d4 + 2; SZ M; ML 12; XP 65.

Hobgoblins (22): Int Average; AL LE; AC 5 (10); MV 9; HD 1 + 1; hp 7 each; THAC0 19; #AT 1; Dmg 1d6; SZ M; ML 11; XP 35 each.

Everyone in the party should recognize this situation from schoolyard fights. The wall of hobgoblins surrounds the characters, but will not start the fight themselves. They will push characters and hobgoblins back into the fray if any try to run.

As long as the characters don't draw their weapons, the hobgoblins keep theirs sheathed. Use the unarmed combat rules to resolve this fight. Since there are 23 hobgoblins, this could be a long fight. If you wish to shorten it, have each character roll 1d4 and add his strength damage bonus to the roll. This is the number of hobgoblins each character defeats. If the total number of defeated hobgoblins is at least 22, the party beats them all. Otherwise, the PCs are beaten up. Manmangler and the toughest fighter in the party (not the giff) must resolve combat normally.

"Humanbait!" growls a large hobgoblin. "You like our home? You should not stay so long in it, or we might invite you to stay for a long time!"

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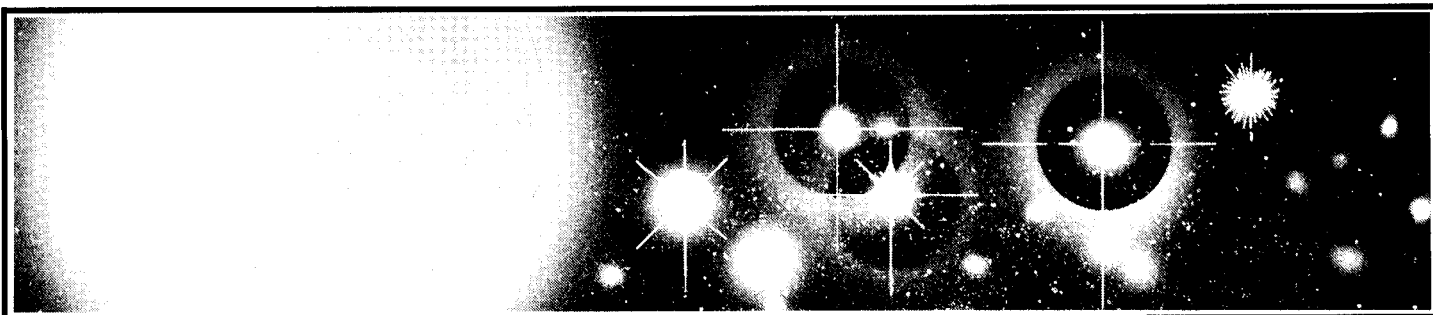
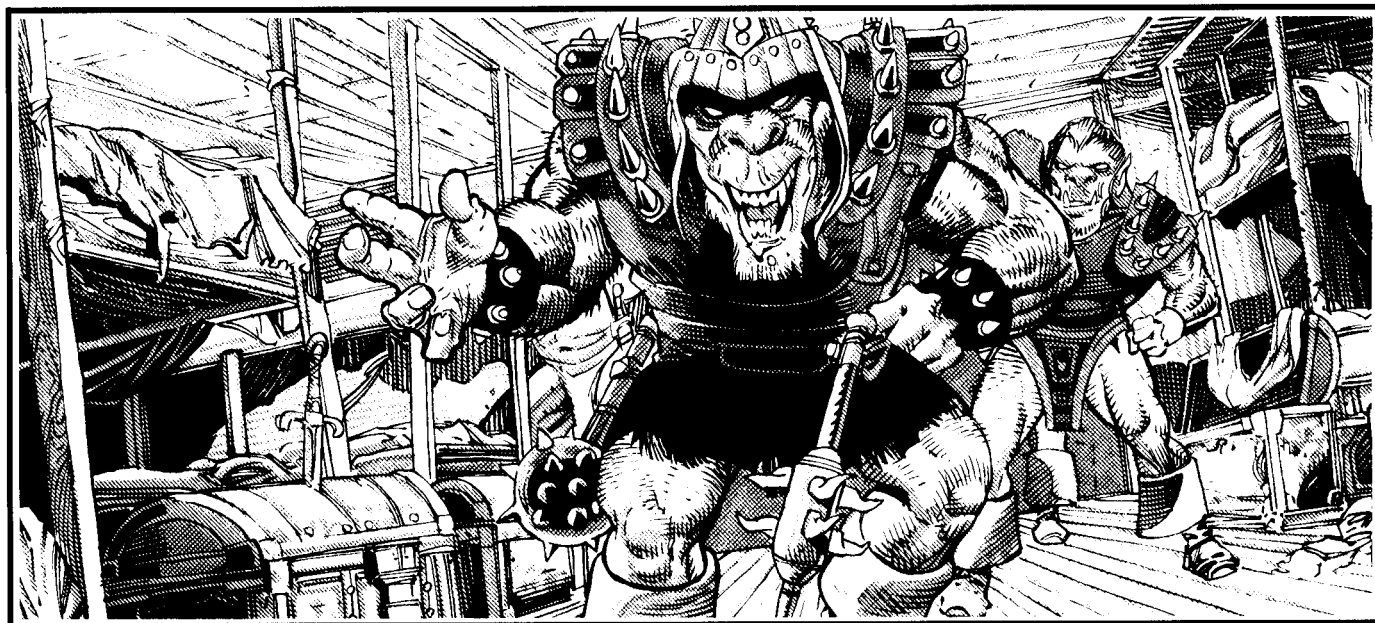
Whether the characters win or lose, the hobgoblins let them leave alive. However, losing means that the hobgoblins each steal one item from each unconscious character. If possible, it should be a weapon or shield.

If the characters draw their weapons, most of the encircling wall of hobgoblins run away. Ten of them stay to help Manmangler and his crew, bolstering their numbers to 32 plus the subchief. This combat is fought normally, and hobgoblins and characters can die. Most likely, the hobgoblin morale will break and they will run.

There is a good chance of the characters winning this fight. If so, Manmangler takes a liking to them. A small group that can overpower 23 hobgoblins deserves a little respect. He suddenly starts treating them like old friends. If questioned, he tells them about any aspect of the base that he might know. He

knows the name of each area marked with the black fist or red skull in the scro compound, although not the internal layout of the rooms or what guards are posted. He can give them directions to any of the major areas of the ship, but cannot tell them details of what's inside.

He invites the characters to join him that night for "some fun." He refuses to elaborate further. If the characters return that night, they are joined by a band of 11 hobgoblins, one of whom is Manmangler. Several hobgoblins carry small, bulging sacks. Their idea of fun is to conduct a night raid on the bugbear compound. They race in, dump the sacks into the drinking pit (see the bugbear compound description) and try to kidnap a couple of bugbears. The sacks contain raw sugar, which sweetens the bugbears' drink so much that they can't drink it. The captives are then hung upside down outside of the hobgoblin



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compound until their bugbear friends release them.

These raids can result in injury or loss of life. The general rule is that no hobgoblin or bugbear will fight once he is wounded. Once first blood has been drawn, there is a 90% chance that a wounded creature runs away or surrenders if he is surrounded. Accidents happen, and emotions can run high, in which case a goblin will fight to the death and probably get killed.

Following the hobgoblins, the party finds itself on the outskirts of the bugbear territory. Two hobgoblins are tied, gagged, and hanging from the ceiling. Once they are cut down, they run back to the hobgoblin compound. The hobgoblins then burst into a nearby door which is a bugbear drinking room. Inside are 17 unsurprised bugbears. The odds are that the hobgoblins will succeed with the assistance of the PCs. This night raid will void any goodwill the characters might get or may have already gotten from the bugbears. However, in future meetings with hobgoblins, there is a 25% chance of one of them recognizing the characters. If so, they are willing to bend the rules just a little or give them the benefit of the doubt.

8. Mercenaries' Compound

All mercenary troops are billeted here among six decks. Each deck is listed below with its total number of crew and the number of ships they serve upon.

Top deck	175 giff, 3 ships
5th deck	600 lizardmen, 10 ships
4th deck	400 humans, 7 ships
3rd deck	750 humans, 12 ships
2nd deck	empty
Bottom deck	35 bionoids, 1 ship

Wandering among the giff is safe. Potulus is not highly regarded by his fellow giff, and this feeling will transfer to the party if he is with them. The deck with the lizardmen is safe only if the party has at least

four members present; otherwise, the lizardmen will attack them. They consider wandering humans an opportunity for a meal.

Lizard Men: Int Low; AL N; AC 5; MV 6, Sw 12; HD 2+1; hp 10 each; THAC0 19; #AT 3; Dmg 1-2/1-2/1-6; SZ M; ML 14; XP 65 each.

The characters are berthed on the third deck, which is safe for them. The bottom deck belongs to the bionoid renegades. A complete description of these creatures can be found in the *Monstrous Compendium SPELLJAMMER™* Appendix (MC 9). Their combat abilities are summarized here.

Bionoids are humans or elves (those on Gamaro are all humans) that were turned into living weapons during the first Unhuman War. They are indistinguishable from normal humans and elves. They can change at will into 10-foot-tall, insectlike monsters. In this form, they have blinding speed and reflexes. They fight with the blades and talons of their bodies (6 attacks/round) or with specialized halberds (3 attacks/round).

After the Unhuman War, the humans and elves made outcasts of the bionoids. This particular family of bionoids has become embittered by the treatment of the elves and humans they fought to save. Now they have become renegades, fighting for the scro to overthrow the elven stranglehold of wildspace.

The characters could possibly end up fighting a bionoid if the PCs make any derogatory remarks about them. These renegades are sensitive about the Unhuman War and their treatment by the elves and humans. Only a single bionoid in human form will challenge the characters. If the characters retract their comments, all is forgiven. Otherwise, the bionoid will fight the entire party until one side surrenders. Any blow that would kill a character should be considered to be one that knocks him unconscious for a 1d6+8 rounds. The bionoid never surrenders.

The hobgoblins' idea of fun is to conduct a night raid on the bugbear compound. They race into a hobgoblin tavern, dump sacks of raw sugar into the drinking pit (which sweetens the drink so much that the bugbears can't drink it), and try to kidnap a couple of bugbears. Captives are then hung upside down outside the hobgoblin compound.

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Bionoid (1): Int Average; AL NG; AC -3; MV 48; HD 12; hp 60; THAC0 9; #AT 3 or 6; Dmg 1d12+6(×3) or 1d8(×2)/1d10(×2)/2d8(×2); SA Special; SD Special; SZ L; ML 13; XP 6,000 each.

9. Ogre Compound

The scro consider the ogres to be their shock troops. They are too dumb to be entrusted with anything else. Throughout Gamaro base, ogres are used by scro as muscle, both for labor and for peacekeeping forces.

The ogre compound is a simple place. The circular areas on the map are large, single chambers with 20-foot-tall ceilings. There are ten decks: three below the corridor access level and six above. Around the rim of each chamber is a series of cavelike rooms. They all have a single entrance that opens into a central common room. Each small room is 60 to 75 feet deep. The common rooms are 75 to 100 feet across. Ogres are not great builders, so the room dimensions vary and have irregular shapes.

The top four decks of the three chambers belong to the warchieftain's tribe. Two other tribes occupy the middle and lower decks. Of these, the two side chambers each house three smaller tribes that have each sworn fealty to the ogre warchieftain. Each tribe serves as crew for a single ogre mammoth ship. Each tribe is lead by a chief and an ogre mage that serves as the ship's pilot. Some of the larger tribes have two ogre magi. The warchief's tribe numbers 75 warriors and an equal number of dependents. The smaller tribes each have about 50 warriors and a similar number of dependents.

In the middle of the warchieftain's common room is a wide circular staircase (30 feet in diameter) that connects all decks. The warchief, Bash, has his cave on the top deck. Like most ogre chieftains, he has two ogre leaders as lieutenants and two ogre magi.

Bash, Ogre Warchieftain: Int Average; AL CE; AC 4;

MV 9; HD 7; hp 50; THAC0 13; #AT 1; Dmg 8-18 (2d6+6); SA +2 w/weapon; SZ L; ML 11; XP 650.

Ogre Mage Pilots (2): Int Average; AL LE; AC 4; MV 9, FI 15(B); HD 5+2; hp 28 each; THAC0 15; #AT 1; Dmg 1-12; SA Spells; SZ L; ML 14; XP 420 each.

There is little to learn in the ogre compound. Ogres are not bright enough to have any significant military information. They don't like most other races, including the goblinoid races aboard Gamaro. If the party spends too much time in the ogre compound, they are sure to be challenged by a large number of ogre warriors.

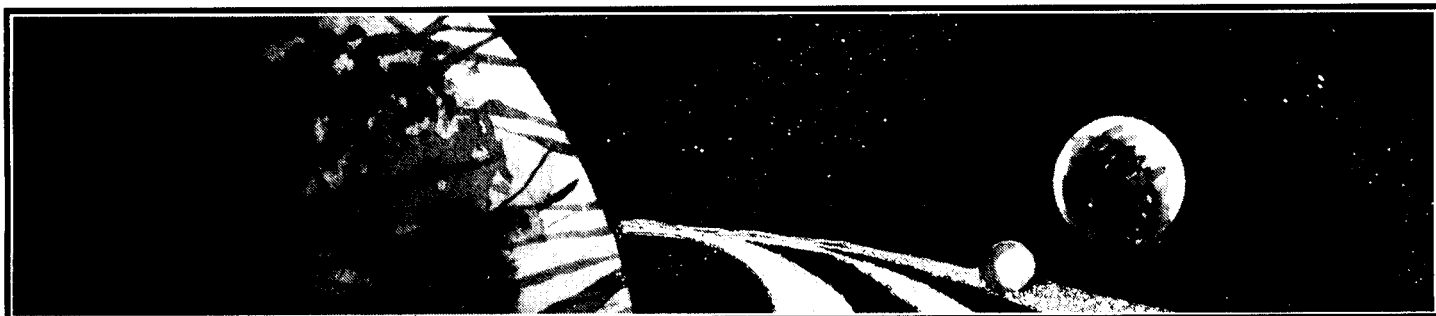
Ogres (2d6+4): Int Low; AL CE; AC 5; MV 9; HD 4+1; hp 20 each; THAC0 17; #AT 1; Dmg 1-10 (or by weapon); SA +2 dmg w/weapon; SZ L; ML 12; XP 175 each.

Bash has convinced the ogre tribes to join the scro because they share a mutual hatred of the space-faring elves. They make no secret of the number of ships commanded by Bash.

The ogres and the giff are constantly brawling. Warriors of the two races are about equally matched in unarmed combat. If Potulus is with the characters, he is sure to be challenged to a wrestling match. For ogres, wrestling merely means combat without weapons.

10. War Priests' Compound

This area of the ship has two major parts. The first is the temple area, where the scro war priests live and worship. This is the small, rectangular area just forward of the large circular chamber. There are only two ways into the center chamber, and one of them is through this temple. The doors to the temple are marked with a black fist, but no guards are posted outside it.



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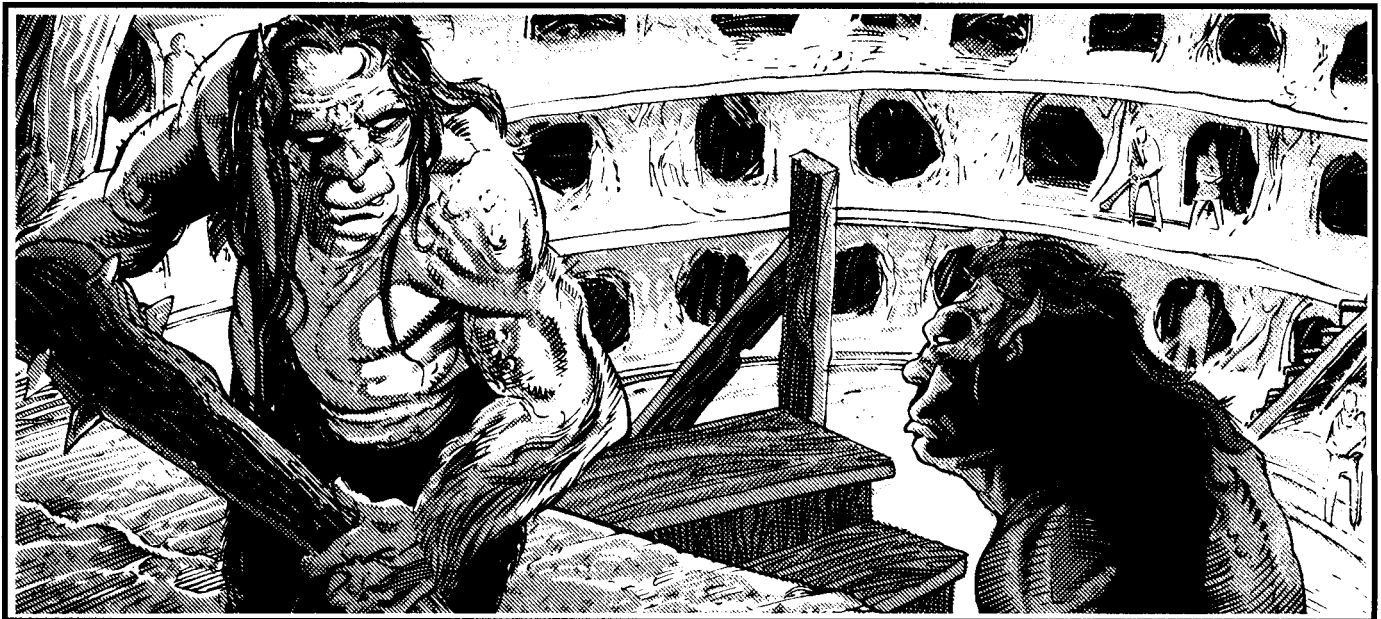
10a. Witchlight Temple: The temple is several decks deep. Only the main deck that accesses both the main corridor and the witchlight chamber is shown on the map on page 42. The lower floors are filled with small rooms used for a wide variety of purposes by the war priests. The upper floors are living quarters for the highest ranking war priests.

The scro do not worship the witchlight marauder, although a casual observer might think so at first. Scro serve a deity of war and vengeance. Common scro soldiers are allowed to worship only at the feet of the statue (see below). Higher ranking scro are allowed into the higher decks of the temple. This level permits the rank of captain and above. The Almighty Leader may enter the temple and worship at the altar on the same level as the face of the deity.

1. Entryway: Both sides of this entryway are lined with six bugbear guards. Bugbears are always used as ceremonial guards on Gamaro base, only because there aren't enough scro to expend on the duty. Normally, scro warriors serve as temple guards. The guards will attempt to turn back any intruders other than war priests or high ranking scro. They never continue their pursuit past the temple doors.

Bugbears (12): Int Low; AL CE; AC 5 (10); MV 9; HD 3 + 1; hp 18 each; THAC0 17; #AT 1; Dmg 2-8 or 1d8 by weapon (battle axe); SA Surprise, +2 to damage; SZ L; ML 13; XP 120 each.

2. Auditorium: This large, central room has a 20-foot-tall ceiling but still manages to look cramped. This is partially because of its huge dimensions (200' × 150', not including the alcoves) and partially



"Giff be big. Almost big as Bash. Good fight. Giff very tough.
Let's kill 'em all. It be fun."

—Bash the ogre, philosophizing about giff

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because of the mammoth statues of the scro deity that fill the two alcoves. Each statue is a 120-foot-tall figure of a magnificent-looking scro with one central eye, like a cyclops. The alcoves that hold the statues span all the deck levels of the temple.

The portside statue holds a massive torch with a fire burning in it. This represents the vengeance aspect of the deity. The starboardside statue holds a huge spear and represents the war aspect of the deity. Unspeakable sacrifices are sometimes impaled upon the spear or burned in the torch.

The floor of the deck shown on the map meets the statues at their waistlines. Standing at the edge of the semicircular balcony, the entire statue is visible. The balcony does not have a rail, since the war priests believe that anyone falling to their death 60 feet below is destined for that fate. A few hapless deaths and a few murders have happened this way.

The walls and ceiling are carved and painted with scenes of war and vengeance. In the center of the room is a hexagonal fire pit. Each of the six corners is fitted with an iron spear in a bracket. The spears can be removed and used for minor rituals and ceremonies. Anyone looking into the fire pit will see charred bones under the dancing flames.

At the far end of the temple is a large set of gilded double doors mounted on a semicircular dais. This leads to the witchlight chamber described below. A pair of huge bugbears (23 hit points each) guard the doors. On each corner of the back of the room is a staircase leading both up and down. It connects this deck to those above and below it. The stairs are very shallow, with a landing at the halfway point.

During the day, there is a 75% chance per turn of 1d10 scro war priests crossing the auditorium. At night there is a 25% chance of 1d6 war priests being present. The bugbears are always on duty.

Scro War Priests: Int High; AL LE; AC 4 (8); MV 9 (12); HD 5; hp 22 each; THAC0 18; #AT 3/2; Dmg 1d6

or by weapon; SA Spells; MR 10%; SZ M; ML 15; XP 975 each.

3. Ceremonial Chamber: This room contains the trappings and garments for the ceremonies and rituals performed on this deck. Included are spell components, weapons, robes, etc. Eight pieces of jewelry are kept here worth 3000, 2400, 2100, 1500, 900 ($\times 2$), and 750 ($\times 2$) gold pieces.

4. Parlor of War: This is a special devotional room for purposes of war. The walls are covered with all manner of weapons and armor, both ancient and modern. This is one of several centers of learning on Gamaro devoted to the art of war. Classes address the study of weapons and their design and construction. Working scale models of catapults, ballistae, and several other types of siege equipment are spread across the floor like museum models. Tables with disassembled starwheels and arquebuses complete the displays.

5. Storage: Spare parts, grindstones, and other equipment used to keep the parlor displays in top condition are kept here.

6. Oratorium of Oaths: A scro bent upon vengeance renews his oath in this small room before passing through to the next room. If a scro has no other oath to swear, he renews what is called Dukagsh's Oath. This reaffirms his devotion to wiping out the elven race. There is a 50% chance per turn of 1d4 scro entering these rooms. Such a group will move from the oratorium to the ranks room and finally into the dream room. There is a 50% chance of these scro being war priests or captains. A captain has a 50% chance of being accompanied by a pair of scro bodyguards that waits in the auditorium.

Scro Captains: Int High; AL LE; AC 4 (8); MV 9 (12); HD 6; hp 27 each; THAC0 15; #AT 2; Dmg 1d6 or 1d8



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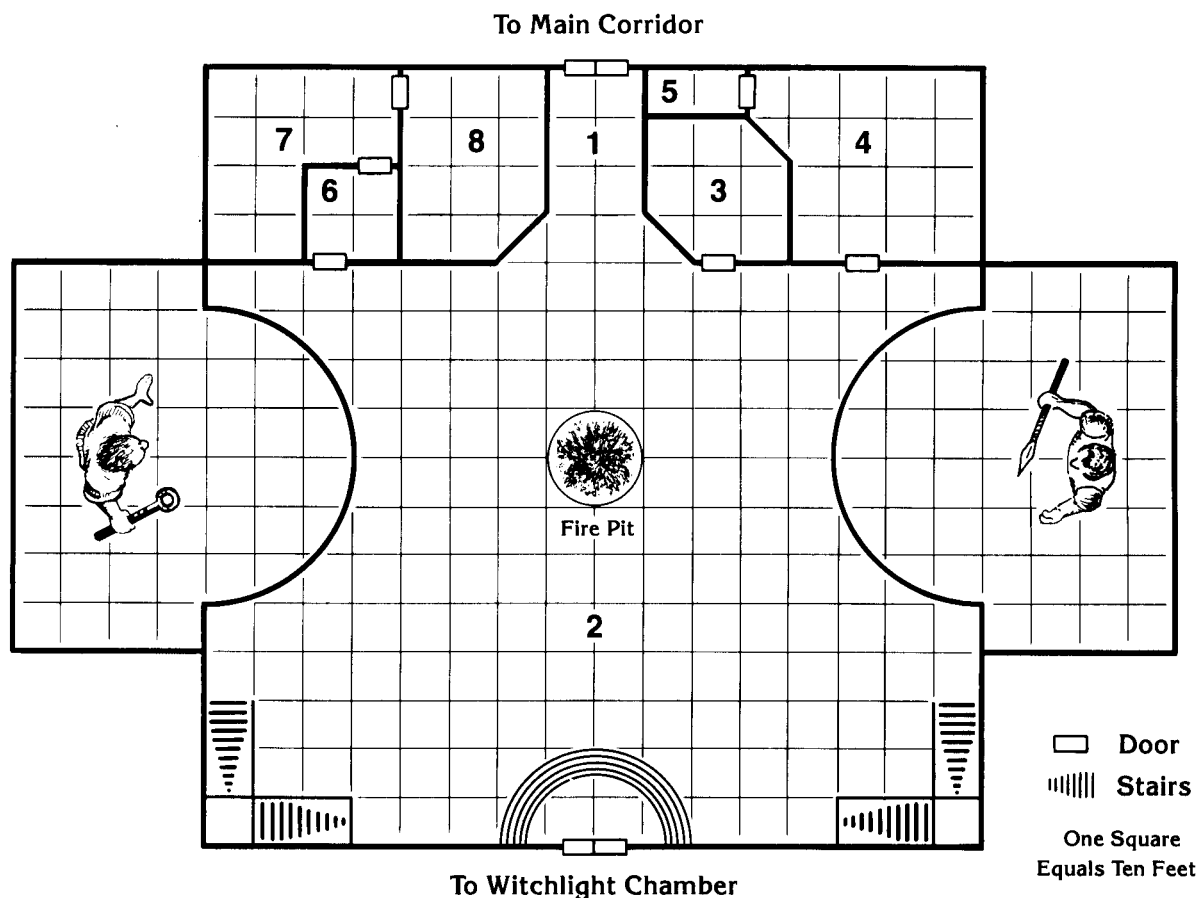
by weapon; SA Special; MR 10%; SZ M; ML 15; XP 975 each.

7. The Ranks of Vengeance: The walls of this room are covered in murals depicting famous tales of vengeance and vindication. Seven podiums are spaced evenly around the room. On each is a book detailing historical examples of the seven vengeance. Each level of vengeance requires a deeper commitment and a higher level of risk for the oathtaker. The seventh station has only one story in it. This is the story of Dukagsh and how he molded the entire scro race for his vengeance upon the elves. It is the supreme example of commitment and dedication to vengeance.

8. Dream of Dukagsh: This is one room in a series of rooms sprinkled through the temple. It details a particular aspect of Dukagsh's life in murals and carvings. This room is devoted to his dream of vengeance. It does not describe the flight of the orcs or the conversion of their branch of the race into scro. However, it does detail his desire and dream for vengeance upon the elves. If the characters ever see this room, they can make only a little sense of the murals. They see many pictures of scro beating up elves and defeating the hated race in huge battles.

On a small altar is a book sacred to the scro. It is not unique; there are hundreds of copies back on the scro homeland and several aboard Gamaro. It is a

10A—Witchlight Temple



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biography of the life and times of Dukagsh. If it were to fall into the hands of the elves, it would help them greatly to understand their foe. The location of the scro homeworld is *not* specified in the book.

10b. Witchlight Chamber: The second part of this area is the actual witchlight chamber. Many of the bones from the gammaroid were brought here to build this chamber. For some reason, the bones of the gammaroid cannot be digested by the witchlight marauder.

The room is a sphere with a curved floor. A 50-foot-wide balcony runs all the way around the inside of the sphere. On opposite sides of the sphere, a 100-foot-wide platform extends from the balcony right up to the edge of the witchlight marauder.

There are two obvious entrances, one from a main corridor pointing toward the head of the base (forward), and the other a large doorway built into the separating wall connecting to the main traverse (aft). The forward door is marked with a red skull and is guarded by a contingent of six scro armed with battle axes and wheel lock pistols*, two scro war priests, and four ogres armed with clubs.

Scro (6): Int High; AL LE; AC 4(8); MV 9(12); HD 3; hp 16 each; THAC0 18; #AT 1; Dmg 1d8 or 1d4*; SA Special; MR 10%; SZ M; ML 15; XP 270 each.

Scro War Priests (2): Int High; AL LE; AC 4(8); MV 9(12); HD 5; hp 25 each; THAC0 18; #AT 3/2; Dmg 1d8 or 1d4*; SA Spells; MR 10%; SZ M; ML 15; XP 975 each.

Ogres (4): Int Low; AL CE; AC 5; MV 9; HD 4 + 1; hp 20 each; THAC0 17; #AT 1; Dmg 1-10 (or by weapon); SA +2 dmg w/weapon; SZ L; ML 12; XP 175 each.

This room contains the most important secret of the entire base. Here, in the heart of the gammaroid

shell, is one of the last remaining primary witchlight marauders in all of known space. It is a sluglike mass of flesh 300 feet in diameter. It rises well above the level of the balcony, blocking line of sight across the chamber.

The spherical chamber is enormous. It could hold a fleet of ships with room to spare. The walls are supported with the bleached rib bones of an unimaginably huge beast. Strips of dull-gray metal crisscross the chamber in a seemingly random pattern. Each strip is wider than a man is tall, but they seem thin and fragile in this place. A narrow balcony rings the middle of the chamber.

A mountain of gray, mottled flesh rises before you like some giant slug. The surface ripples slowly, contracting and expanding. The stench of it burns the airways of your nose and mouth. It rises three quarters of the way to the top of this place. Its true shape is hard to see this close.

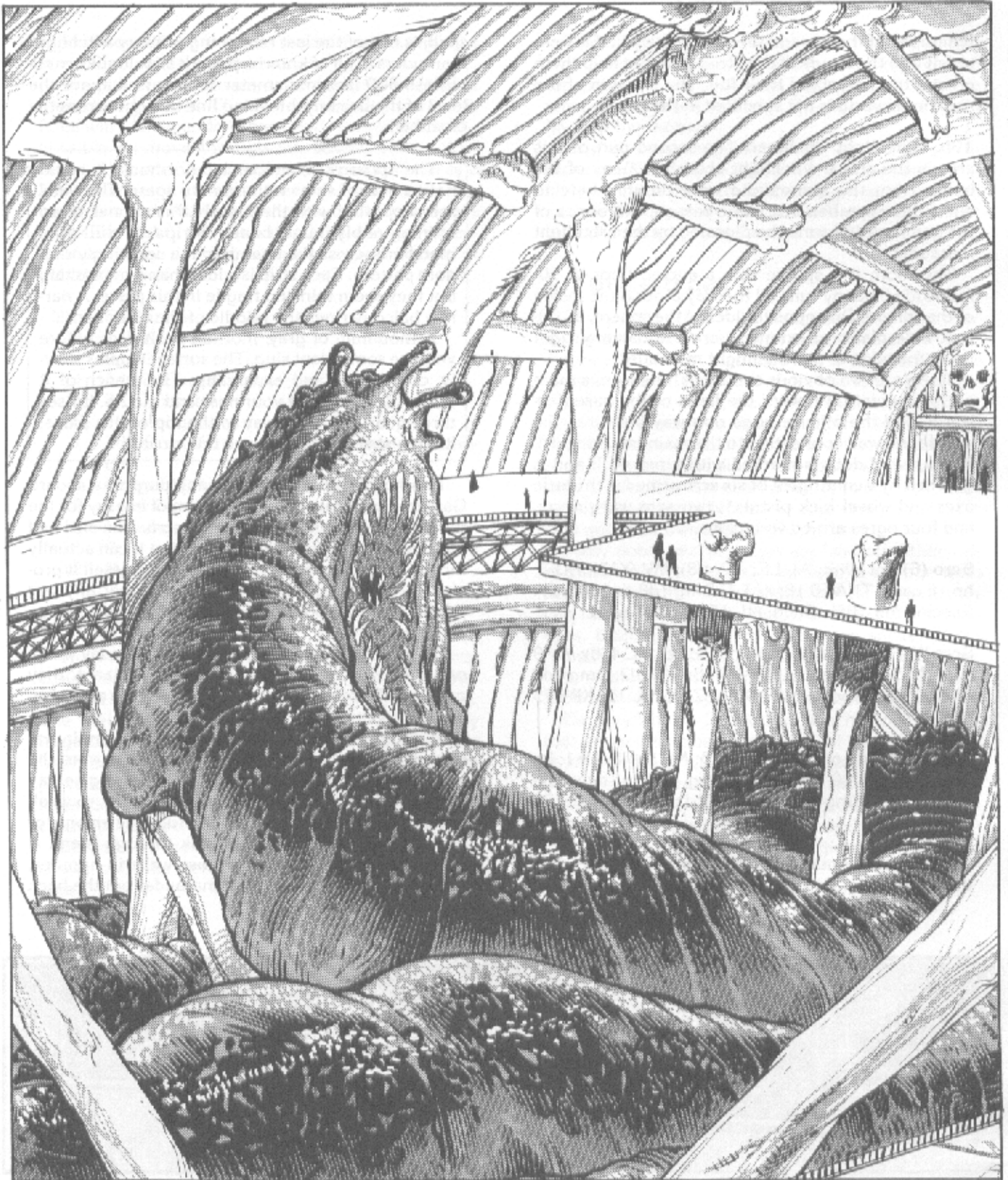
This horrific beast serves many purposes aboard Gamaro. Its primary use is a source of energy for the modified lifejammer used by the scro. The size and hardness of the marauder is such that it can actually move Gamaro base as a spelljamming vessel! It provides an SR of 2. This is information that any war priest on Gamaro base knows, but will not divulge willingly.

The beast's secondary use is as a doomsday weapon. If the scro ever decide to ravage a planet, they can drop the marauder out of Gamaro onto an unsuspecting planet in the following manner.

The wall between this chamber and the main traverse is weaker than the others. The wall between the main traverse and the aft bay is designed to give way to the primary marauder. The walls are *not* so weak that a character or a powerful creature like an ogre or secondary marauder could break through them. A team of scro can dismantle those walls in minutes, then the war priests eject the marauder out the back



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of the base.

If this is done in the atmosphere of a planet, the marauder will fall to the ground, suffer some damage (not enough to kill it), and begin to feed. Within a year or two, the planet will be a lifeless hulk, eaten to nothing by the witchlight marauder and its spawn. The scro will attempt this only if they are losing the war.

One problem exists with this plan. The scro don't have the critical item necessary to control the marauder. If it is released from the spell that keeps it dormant, it would move throughout the interior of Gamaro base, eating everything in sight. Without the key, the scro cannot use their doomsday device. However, they have recently acquired a map showing them where the key can be found. This is discussed in detail in the Encounters section.

The witchlight marauder's third purpose is to create the marauder spawn. These monstrosities are pure killing machines. Even one spawn released on an elven armada could kill the entire crew. The scro plan to release secondary marauders on elven planets. They intend to use them against the larger elven ships if possible.

Witchlight Marauder (Primary): Int Low; AL CE; AC -5; MV 9; HD 15; hp 90; THACO 5; #AT 7; Dmg 3d6(x6)/5d12; SA Poison gas; SZ G; ML 20; XP 12,000.

Note that the primary witchlight marauder cannot be killed easily. Technically, a creature could stand next to it and poke it with a sword until it received sufficient damage to account for all its hit points. But it is unreasonable to assume that any number of punctures made by a sword could significantly harm a creature that is over 300 feet long. That would be like killing a human with a hundred stabs from a straight pin.

If the marauder's hit points are reduced to zero through normal attacks, it enters a comatose state. It is not dead and can be revived by waiting for it to

heal or by spells known only to the scro war priests. Let the characters think they have killed the beast, but they haven't. They have only succeeded in delaying the scro's plans, at least until the marauder is healthy again.

1. Forward Platform: The walls of the ovoid chamber are crisscrossed with metal strips carved with strange runes. This is the modified lifejammer. Centered on the platform, facing the marauder, is a major spelljamming helm connected to the lifejammer. A war priest (or other spellcasting character) sits in the helm and is considered to be moving the base as a ship. He suffers the effects of any spellcaster sitting in a major helm. However, the primary motive force for the base is drawn from the lifejammer surrounding the witchlight marauder. Both the marauder and a pilot are required to fly Gamaro.

Thirteen scro war priests are always on duty on the forward platform. Thirteen bugbears are also present, one for each war priest, to serve as both a guard and for physical labor.

Nine of these war priests are needed for the continuous ritual necessary to keep the monster in hibernation. Those nine are unable to cast spells for the day. The other four war priests serve as replacements should something happen to one of the nine. Even if all 13 war priests are killed, the gammaroid skeletal chamber will hold off the marauder long enough to allow the next shift of war priests to arrive and restart the ritual.

If anyone other than a scro war priest enters the room, the bugbears and the four standby war priests give them one round to leave before attacking. Because running so many war priests in one place is difficult, assume they are similarly equipped with *long sword +2*, *potion of flying*, and a *potion of extra-healing*. Standing on a tripod next to the helm is a *censer of controlling air elementals*. One of the four unoccupied priests will use it immediately to summon an air elemental.



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Air Elemental: Int Low; AL N; AC 2; MV Fl 36 (A); HD 12; hp 60; THAC0 9; #AT 1; Dmg 2d10; SA Special; SD +2 weapon or better to hit; SZ L; ML 9; XP 7,000.

Scro War Priests (13): Int High; AL LE; AC 4 (8); MV 9 (12), Fl 36; HD 5; hp 24 each; THAC0 16; #AT 3/2; Dmg 1d8+2; SA Spells (4 priests only); MR 10%; SZ M; ML 15; XP 975 each.

Bugbears (13): Int Low; AL CE; AC 5(10); MV 9; HD 3+1; hp 20 each; THAC0 17; #AT 1; Dmg 1d8+2; SA Surprise; SZ L; ML 11; XP 120 each.

2. Aft Platform: A second team of war priests is on duty on the aft platform. Seven of them are needed to work a special ritual for causing the witchlight marauder to eject a secondary marauder. Since there is limited cage space (see the main traverse), this ritual is not performed often. An entire day is necessary to complete the ceremony. When the ritual is not being performed, only three priests are here. They observe the condition of the primary marauder and experiment with subtle aspects of its nature.

The spawned secondary marauders appear on the ground level, 100 feet below the aft platform. A ladder is in place but is rarely used, and can be climbed to get down to the floor level.

The floor here is not curved, but flat. Cages from the traverse are wheeled in on the ground level to capture the secondary marauders. This requires a war priest with knowledge of a special *command* spell; otherwise, the marauder is likely to kill everything in sight.

The three priests on this platform are yet another backup for the war priests in the forward chamber. They can hear, but not see, any commotion on the other side of the mammoth beast. It takes them 8 rounds to get to the other side.

11. Bugbear Compound

Bugbears are used as muscle by the scro. While not as physically powerful as ogres, the bugbears are more numerous and a little smarter. They follow orders only as long as the scro commanding them is present. Left to their own devices, they will revert to their true nature. Their favorite pastime is catching kobolds and other stray creatures foolish enough to enter their compound.

Once the characters are deep into the bugbear compound, they are confronted by a bugbear named Two Gulps. This oversized creature has a stomach of enormous girth. After questioning the characters to make sure they have a charter and do indeed belong on the base, he invites them to share in bugbear hospitality. If asked about his name, he says that he once ate a kobold in two gulps.

This encounter occurs in an open area (30' × 30') with two exits leading to 10-foot-wide tunnels, one leading deeper into the compound and the other leading to freedom in the main corridor.

By this time, Two Gulps has attracted a small crowd of 30 bugbears. If the PCs decline Two Gulps' offer of hospitality, he tells them that he and his friends would be insulted if the party did not join them. In fact, each of them would have to pay a "toll" to leave the compound. The toll is a weapon of the bugbear's choice from each character. Combat is an option.

Bugbears (30): Int Low; AL CE; AC 5 (10); MV 9; HD 3+1; hp 15 each; THAC0 17; #AT 1; Dmg 2-8 or 1d8 w/battle axe; SA Surprise, +2 to damage; SZ L; ML 11; XP 120 each.

If the characters agree to his hospitality, Two Gulps leads them to a bugbear tavern. This is a square room with a small pit in the middle. Coarsely built tables are scattered throughout, but no chairs. The top of each table is chest-high on a normal human.

The pit is filled with a sickly-looking fluid. Bug-

A mountain of gray, mottled flesh rises before the PCs like some giant slug. The surface ripples slowly, contracting and expanding. The stench of it burns the noses and lungs of all who stand near. It rises to an impossible, horrible height.

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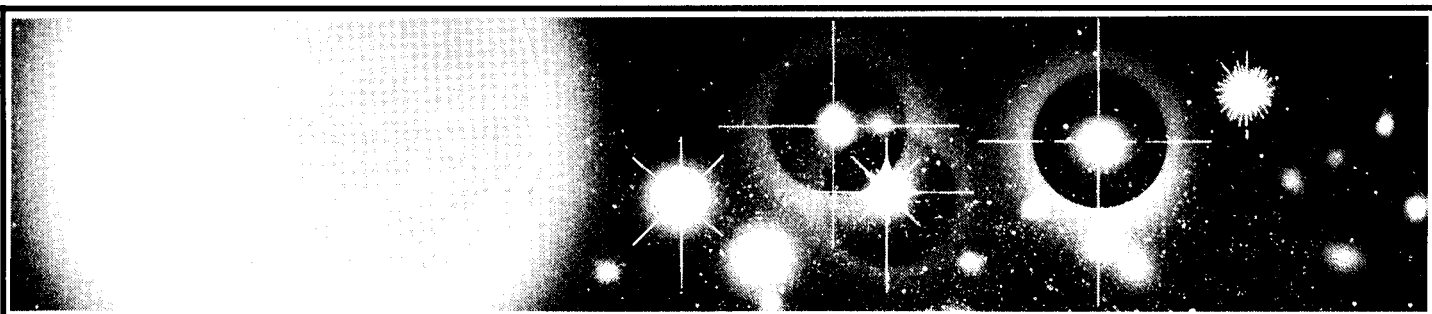
bears are scooping up gigantic mugs of the stuff and drinking it. Others are pouring dregs back into the pit, or even spitting into it. A small bugbear is sweeping the debris on the floor into the pit as well. The actual fluid in the pit is a mixture of whatever the bugbears can scrounge up, preferably of an intoxicating nature. They pour barrels of ale, wine, sour milk, vinegar, and water into it. If a bugbear finds a drinkable substance in quantity, he brings some here and adds it to the pit.

Two Gulps personally gets each character and himself a huge mug, which holds about half a gallon, of the vile stuff in the pit. He announces that it is time for the bugbears to show their hospitality. This produces a round of cheering and the bugbears all get mugs of the drink for themselves. Two Gulps tells the characters that they can't leave until they empty their mugs. As each character or bugbear drains a

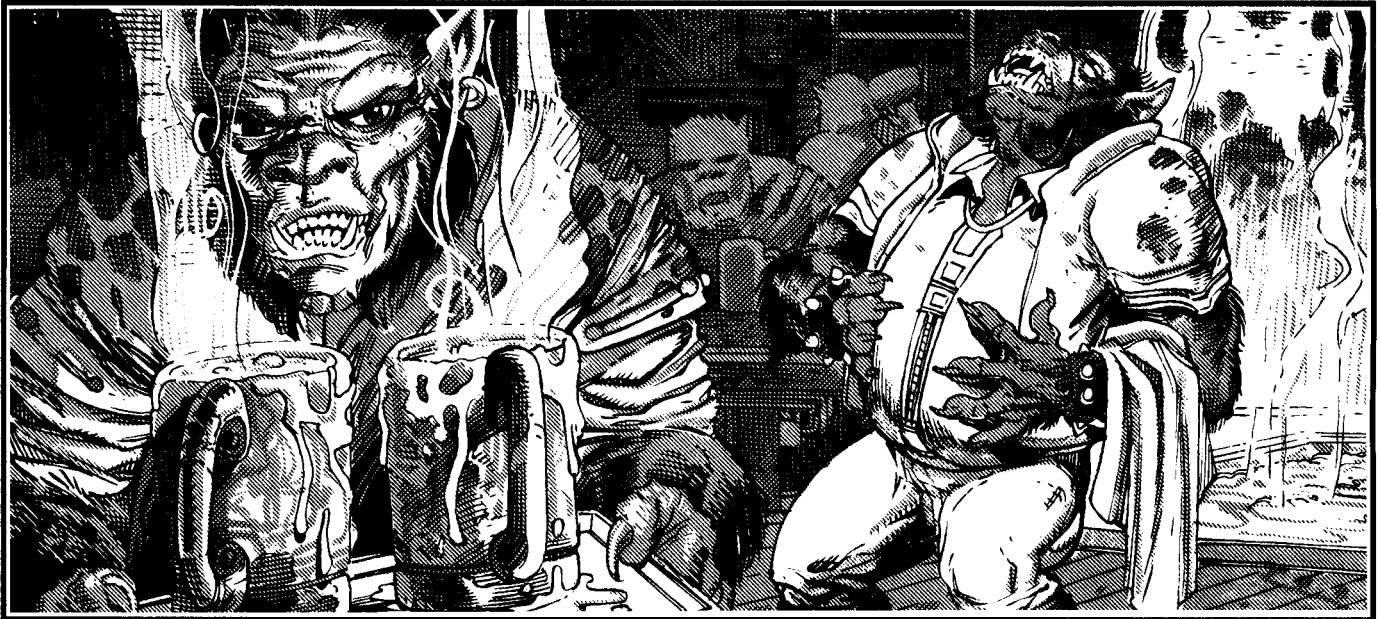
mug, he gets to dunk the person of his choice into the pit. This is usually done by holding him upside down from the ankles and dunking him up to the waist. Declining this contest *will* lead to a fight.

The characters really don't have a chance. There are 30 bugbears in the tavern. Not only are the bugbears physically larger and able to drink faster, but they are not affected by what they're drinking. A few judicious spells could make the difference for the PCs, if they are creative. *Purify food and water* would make the drink palatable. A *haste* spell would allow them to drink faster than the bugbears.

If the characters go through with this contest, each must make a save vs poison to avoid getting sick. If they are dunked, 50% of any loose objects (coins and the like) fall out of their pockets and into the pit. There is a 25% chance that an unsecured magical item, such as a potion but not a ring or weapon, falls



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into the vile mixture. The bugbears will not allow anyone to fish out lost items. If the characters find a way to do so, each item has a 50% chance of permanently being lost.

After this whole experience, if the characters haven't offended the bugbears' sense of "hospitality," they get a minor reward. Any time they run into a group of bugbears, there is a 50% chance of one of them recognizing the characters. If so, that bugbear vouches for the characters and will perform any small favor. For example, if they approach a door guarded by bugbears and one recognizes them, he might let them in and keep out other intruders. Under no circumstance will a bugbear directly disobey or impede the will of a scro. If the characters participated in the night raid (see *Hobgoblin Compound*), then Two Gulps declares the debt erased and they are not given friendly treatment by the bugbears in the future.

12. Kobold Compound

The scro did not intend for this section of Gamaro base to become a maze of kobold warrens. The kobolds simply set up here and started excavating. Before anyone could prevent it, they had dug out a series of tunnels that greatly resemble their land-based lairs.

The kobolds have been busier than the scro suspect. They have dug tunnels to most major areas on the ship. The only exceptions are the witchlight chamber, whose walls are too tough to penetrate, and the scro compound. The kobolds are too frightened of the scro to even consider tunnelling into their territory.

All of the kobold tunnels are about 4 feet in diameter. The rooms vary from 10 feet across to 50 feet across. Mapping the kobold warrens is impossible.

"Why my name is Two Gulps? Once a man said he could drink more than me. We each drank barrel of ale, but he drank dregs. He said he won, so I ate him. Ate him in two gulps. Now I always drink dregs."

—Two Gulps, on how he got his name

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They all twist and turn, not just in a two-dimensional manner, but up and over and around as well. If the characters decide to crawl through this place, every 1d6 rounds they arrive at a new feature (room, branch, exit, etc.). Roll on the table below to determine the feature. If the directions of the intersections become important, roll on the second table for each branch. The PCs are unable to reliably trace their way back more than three features.

1D20 Feature

1-2	Pit or overhead shaft
3-4	Dead end
5-6	Entrance to parallel tunnel
7-10	Fork
11-13	4-way intersection
14-15	5-way intersection
16-17	Small room, 10' diameter
18	Medium room, 30' diameter
19	Large room, 50' diameter
20	Exit from warrens

1D6 Direction

1	Left
2	Right
3	Angled up

1D6 Direction

4	Angled down
5	Straight Ahead
6	Behind

At each feature, there is a 25% chance of a kobold encounter. Optionally, the PCs may encounter the tertiary witchlight marauder described in the encounters section. Kobolds encountered in this way are in groups of 1-4.

There is a 75% chance that any room has kobolds in it: 1d4 kobolds for small rooms, 3d6 for medium rooms, 3d6 + 20 for large rooms. Medium rooms include a guard and large rooms include a chief with four guards. Each chief carries a ceremonial warclub, painted and carved with images depicting loyalty to the chief.

The kobolds always assume that intruders are up to no good. If the characters talk fast and work quick-

ly, they may be able to persuade the kobolds that they do not want a fight. Because of the unique mixture of races aboard Gamaro base, it is possible for the kobolds to parley with the characters.

Kobolds: Int Average; AL LE; AC 7 (10); MV 6; HD 1½; hp 3 each; THAC0 20; #AT 1; Dmg 1-4 or 1-6 (by weapon); SZ S; ML Average; XP 7 (warriors) or 15 (guards/chiefs).

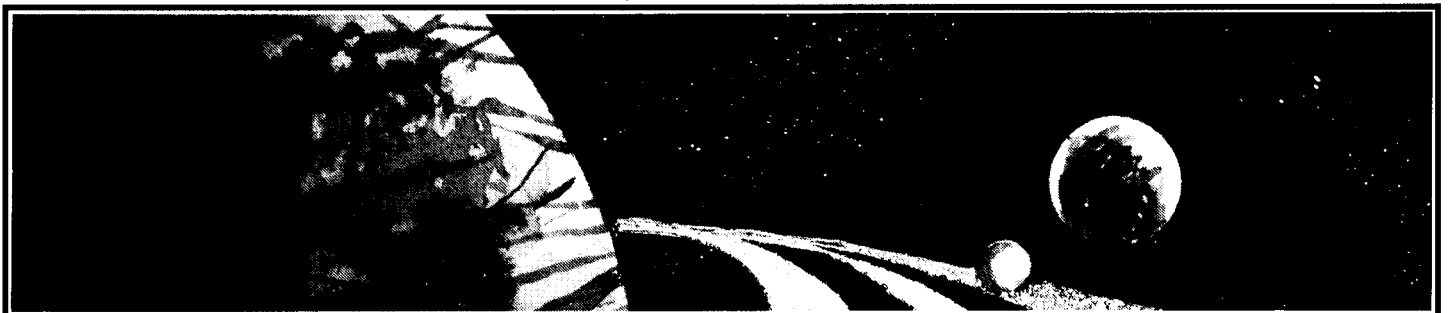
If the PCs strike a deal, the kobolds are willing to take the characters into secret places in exchange for gold. Rates are 50 gp per location, 20 gp if the characters drive a hard bargain. Under no conditions will they take PCs to the scro compound or the witchlight chamber. They will *not* aid the characters in harming the overall purpose of Gamaro base. The characters will need to disguise their requests so that the kobolds believe it is either a blood fued (something they understand), or some other need not detrimental to Gamaro and the scro.

If the subject of dangers in the tunnels is brought up by the characters, the kobolds will refer to the Sword Fiend that stalks the tunnels. This is a reference to the tertiary marauder (see the *Encounters* section) running through their tunnels.

13. Main Traverse

Refer to the map of this area on page 50. The three doors entering into the traverse are all marked with a red skull. No guards are on duty outside. Anyone foolish enough to enter here without reason becomes food for the marauders. The doors are intentionally small (4 feet wide and 7 feet tall), so that any secondary marauder that escapes its cage cannot get out of the room.

The ceiling in this room is 200 feet high. The balcony is a mere 30 feet above the floor, leaving a huge volume of empty space above it. On the curved wall is a huge set of double doors, each 40 feet tall and 30



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feet wide. On the other side of the doors is the enormous bulk of the primary witchlight marauder. Just inside these doors is a ladder which climbs 100 feet and exits a small hole, leading to the aft platform of the witchlight chamber.

When the witchlight marauder is released from the ship, it is supposed to make its way through this traverse. The walls to the witchlight chamber and the aft bay are relatively weak. The scro would dismantle the wall to the bay prior to releasing the marauder. In the meantime, the traverse is being used for more sinister purposes. Spawned secondary and tertiary witchlight marauders are kept in special cages here. The scro are experimenting with tertiaries as shock troops. The war priests have developed a spell that allows them to command the secondary marauders (with no saving throws). They are working on a similar spell to control the tertiary marauders.

The traverse is manned by 11 war priests. A squad of 6 ogres and 11 bugbears is at their disposal. Each

bugbear attends to the commands of one particular war priest. The ogres are commanded by all the priests. The ogres and bugbears are used primarily to fetch and move things, like the portable cages.

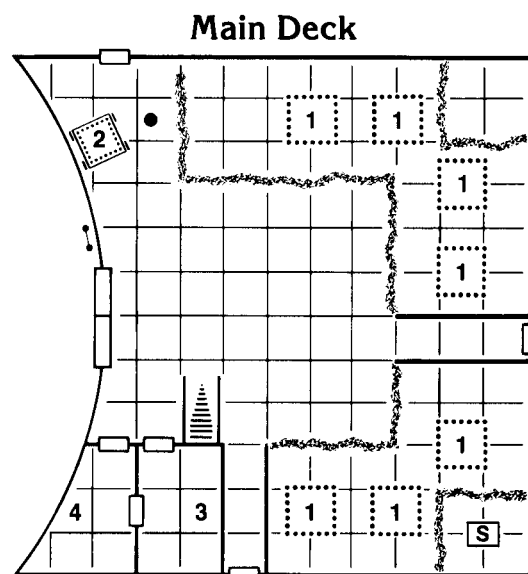
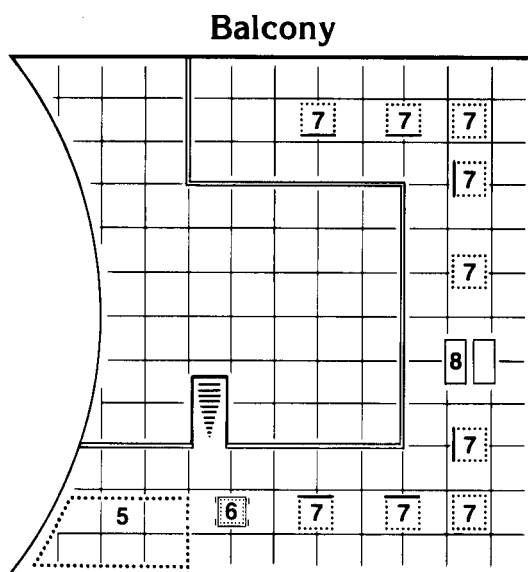
Scro War Priests (11): Int High; AL LE; AC 4 (8); MV 9 (12); HD 5; hp 24 each; THAC0 18; #AT 3/2; Dmg 1d6 or by weapon; SA Spells; MR 10%; SZ M; ML 15; XP 975 each.

Bugbears (11): Int Low; AL CE; AC 5(10); MV 9; HD 3+1; hp 15 each; THAC0 17; #AT 1; Dmg 1d8+2; SA Surprise; SZ L; ML 11; XP 120 each.

Ogres (6): Int Low; AL CE; AC 5; MV 9; HD 4+1; hp 20 each; THAC0 17; #AT 1; Dmg 1-10 (or by weapon); SA +2 dmg w/weapon; SZ L; ML 11; XP 175 each.

When the characters enter the traverse, all the marauder cages are full except one of the large cages.

13—Main Traverse



- Wheeled Cage
- Cage Bars
- Glass Wall
- Table

- Acid Marks
- Pillar
- Ladder
- Secret Trap Door

One square equals 20 feet

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Its door stands open and the marauder that occupies it is in the middle of the room under the spell command of a war priest. Unless the PCs are using disguises or magic, they had better have an excellent reason for poking their heads into this room. If they engage in combat, the secondary marauder is certain to be commanded by the war priests. If the battle goes poorly, either the bugbears or the war priests will attempt to release more secondary and tertiary marauders from their cages.

1. Large cages: These 40' × 40' cages are designed to hold the secondary marauders. The doors to the cages can be opened only from the second floor balcony. The bars are made of a corrosion-resistant steel. Despite this fact, they are replaced frequently. A zone extends 30 feet from the cages in which the floor is scarred and blackened from acid. The marauders spit at anything that comes near them. The glass walls are fogged and etched for the same reason.

In one corner is a secret trap door built by the kobolds. The war priests are unaware of its existence. Anyone trying to run from this safe corner to the main part of the floor will be spit at once by the marauders on either side.

2. Portable cage: Almost as large as the stationary cages, this one is designed to transport marauders from one location to another. Three sides have a glass shield a few feet outside the bars. The fourth side holds the door to the cage. The cage is pushed and pulled from one of the glass sides right up to the front of one of the stationary cages. Bracing pins in the floor hold the cage in place so that the marauder can't push it back from the cage and escape through the opening. Both doors are then opened and the beast can move from one to the other.

3. War Priests' Room: The war priests do not live in these rooms, but they use them to store personal items and spell components. A small library of ancient texts dealing with the witchlight marauders lines one wall. Several reading tables stand about.

4. Storage: Supplies and equipment for the laboratory are kept here, as well as a huge pile of spare bars for the cages. Rods and poles for handling the marauders are stacked in a corner. A dozen barrels of water occupy the center of the room. The water is used to dilute spilled acid so it can be cleaned up easily. Food for the marauders is piled everywhere.

5. Prisoner Cage: Prisoners or creatures other than marauders are kept here. These frequently turn into meals for the marauders, but sometimes they serve grislier purposes.

When the characters first enter this room, three sad-looking gnomes (Arlin, Rarin, and Daylin, who are brothers) are in this cage. They are destined to be food for the marauders within 24 hours. Daylin is a 4th-level illusionist, but without his spellbooks, which have been destroyed, he is not much of a caster. Arlin and Rarin are 2nd-level thieves.

6. Portable cage: This is identical to the one on the first floor, except that it is smaller and doesn't have the glass outer wall.

7. Small cages: Designed to hold tertiary marauders, these 20' × 30' cages have 10-foot ceilings. In all except the corner cages, there is a trap door in the floor. It is opened and closed by an obvious mechanism outside the cage. When the scro war priests have no need for the occupant, they open the trap door and it falls (or is pushed with poles) into the secondary marauder cage below. The secondary marauders will eat their own spawn if they get hungry enough. In front of each cage (except the corner cages) is the mechanism that opens and locks the doors for the large cages directly below.

8. Tables: These two tables hold equipment and components used by the war priests for their experiments.

Witchlight Marauders—Secondary (7): Int Low; AL CE; AC 0; MV 48; HD 8; hp 35 each; THAC0 13; #AT



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8; Dmg 2d6(×6)/3d6/2d10; SA Spit acid; SZ H; ML 14; XP 6,000 each.

Witchlight Marauders—Tertiary (9): Int Semi; AL NE; AC 2; MV 16; HD 4; hp 20 each; THAC0 17; #AT 3; Dmg 1d6+3/1d6+3/1d10; SZ M; ML 11; XP 270 each.

14. Goblin Compound

By far the most numerous of the races aboard Gamaro base, the goblins live in these warrens. Goblins are used by the scro as the common labor pool. They mainly work on the ships in the aft bay. However, they can be found doing physical labor virtually anywhere in the base.

The goblins have a running feud going with the kobolds. The basis of the feud is simply that the kobolds are the only goblinkin smaller than themselves aboard Gamaro. Since the goblins feel a need to pick on somebody, the kobolds are the obvious choice.

The goblin warrens are a well-built (for goblins) maze of corridors and small rooms. Everything is built square, with 90-degree angles. Stairs leading up and down are scattered throughout. A total of 15 decks are in the goblin compound. The corridors are 5 feet wide and 6 feet tall, while the doors are 3' × 5'. The rooms vary from 5' × 5' cubbyholes to 40' × 40' great halls. Anything over 20' × 20' has a ceiling height of 12 feet.

The characters can easily become lost. Any of the goblins will guide them through the warrens for 100 gp each (in advance). If the characters try to recover their money once they are out, a horde of goblins arrives to defend the guide's rights. Despite their large numbers, goblins are weak and the party should be able to defeat them.

Goblins (42): Int Low; AL LE; AC 6 (10); MV 6; HD 1-1; hp 3 each; THAC0 20; #AT 1; Dmg 1-6; SZ S; ML 10; XP 15 each.

The hallways are cramped quarters for humans, although dwarves and halfings will find them easy to pass. Any medium-or large-sized weapon that needs room to be swung (swords, axes, etc.) is hampered here. Apply a modifier of -2 to both THAC0 and damage of the weapon. Weapons always cause at least one point of damage.

A well-armed party will not be molested by goblins. A small or poorly-armed party will be attacked for the sole purpose of stealing equipment. The goblins try not to kill the characters, but are not above doing so if the situation warrants.

If the characters try to pump any of the goblins for information, they are referred to an old goblin named One-Eye. This ancient goblin lost his right eye in combat years ago. He now serves as counselor to the goblin chief that rules the goblin tribes on Gamaro base.

One-Eye is a crafty old goblin. He will deliver the information the PCs seek (if it is reasonable that the goblins know the answers), in exchange for a small favor. The characters must raid the kobold warrens and return with the warclub of a kobold chief. The warclub is a symbolic weapon, painted and carved with ceremonial images. Refer to the *Kobold Compound* for more information.

One Eye knows the following pieces of information: location of the deck plans; numbers of ships in the armada; anything about the kobold arrow ships; the existence of a secret in the witchlight chamber (but not its nature); and the presence of the insectare.

15. Aft Bay

This is the main docking bay for the warships of Gamaro Base. A pair of bugbears is stationed at each entrance to the bay. So much traffic flows in and out of this area that they don't check credentials carefully. If the characters wave a piece of paper in their general direction and act as if they belong there,

"They all hates us, they do. We're better than they and they knows it. But they is all bigger than goblins. Except kobolds, nice, tasty kobolds."

—One-eye, after too many drinks

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they will be allowed into the bay.

In this bay, the PCs will find goblin scorpion ships, scro mantis ships, ogre mammoth ships, and goblin blade ships. Details for the hobgoblin scorpion ships, scro mantis ship, ogre mammoth ships, and the goblin blade ships are provided at the end of this adventure. Other types of ships are docked here but are not described fully. For details on more ships, refer to the *Lost Ships* accessory.

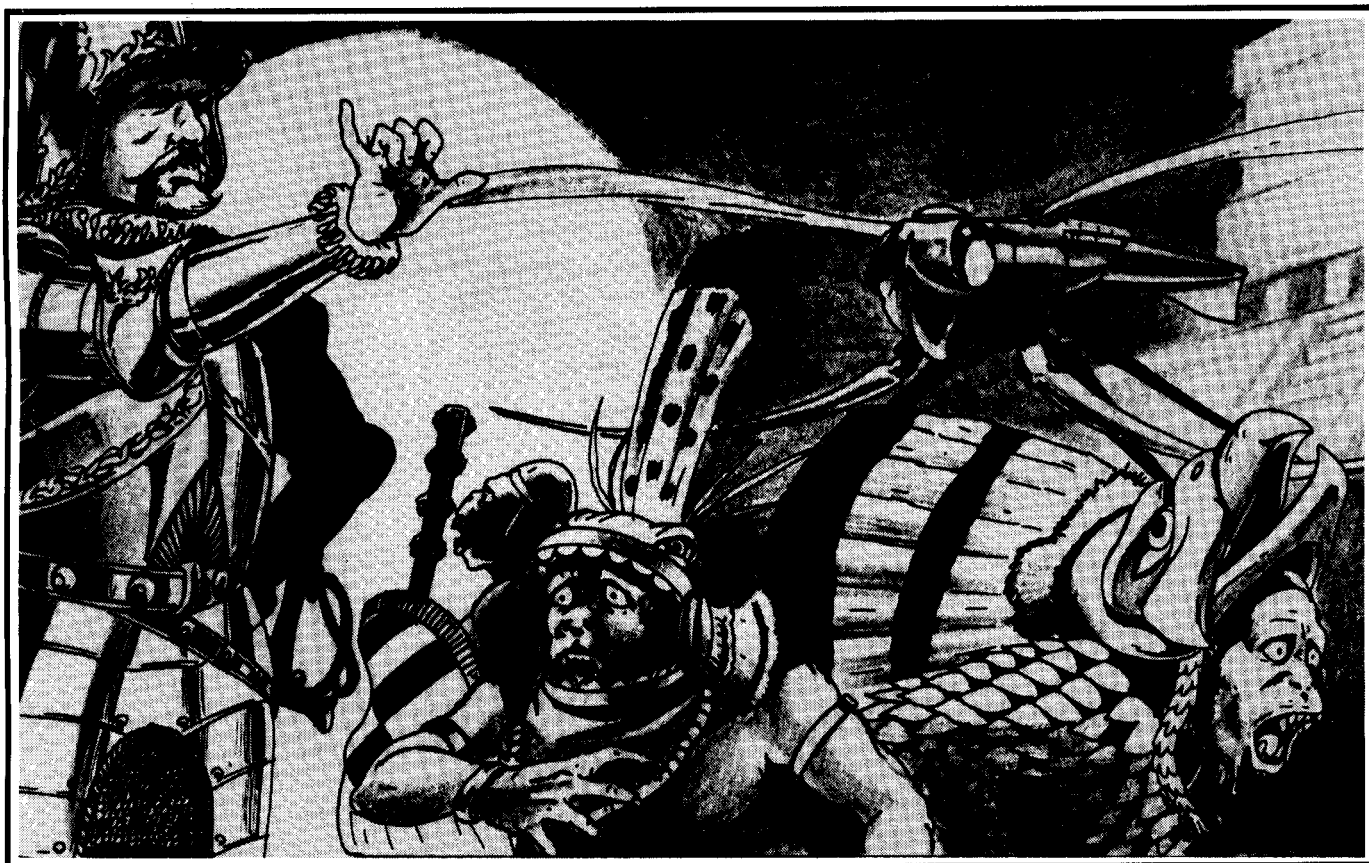
This enormous room is filled with spelljamming ships of all kinds. Catwalks and rigging define the individual berths. Goblins and kobolds crawl around everywhere under the harsh direction of scro overseers. A few clusters of other races are visible: humans, lizardmen, and ogres.

At the far end of the bay is a large opening tall enough to accommodate the mast of any ship, and wide enough to admit four ships. Looking up, you see goblinkin walking on the ceiling. The ships closer to the top of the bay are upside down.

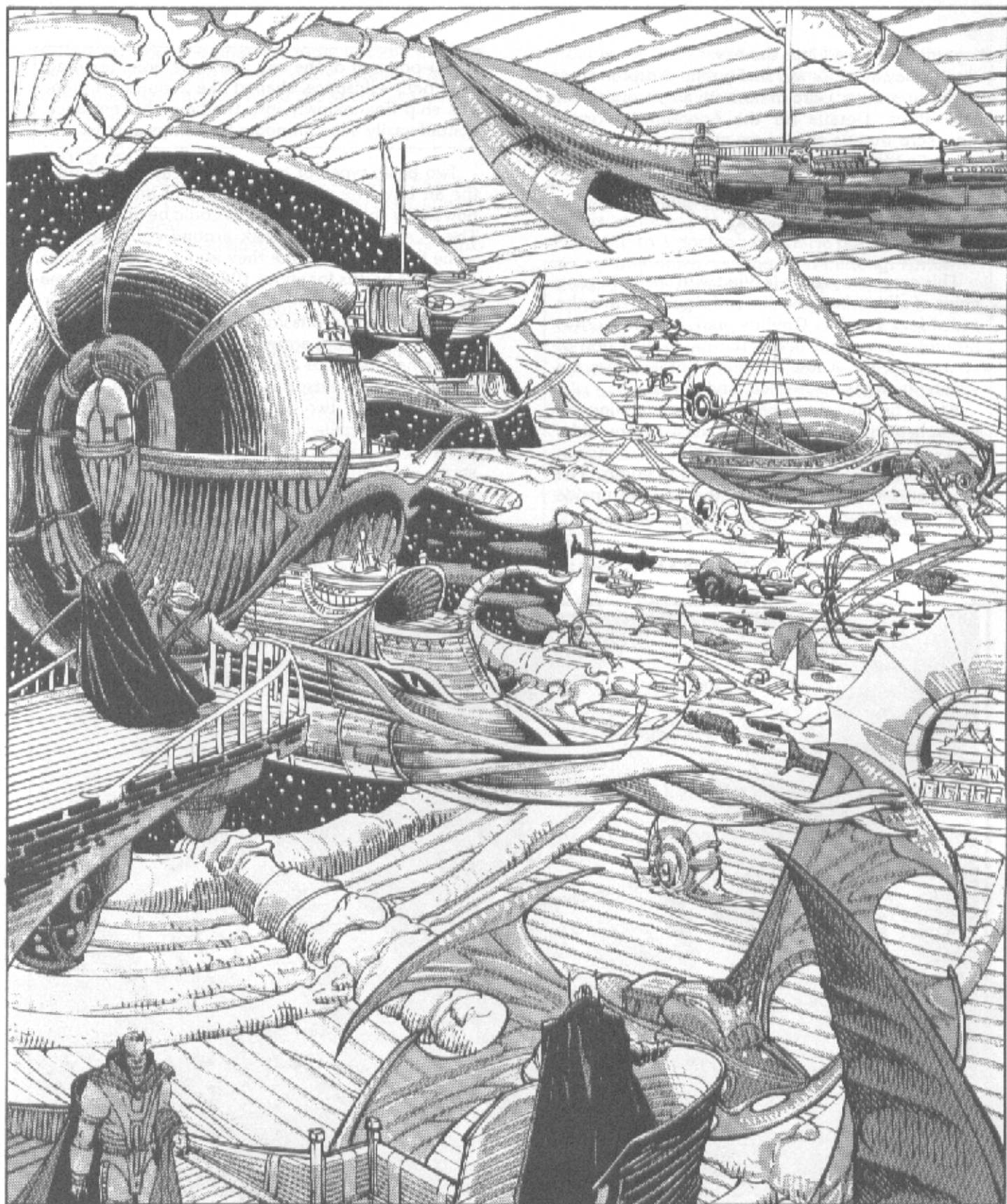
At one end of the bay is a huge hole, opening out onto wildspace, shaped like a mouth. A mantis ship floats slowly into the bay. This entrance could easily accommodate four ships abreast.

Two basic types of information can be gained in the aft bay. The most basic piece of information is how many ships are docked or could be docked here. The PCs must simply walk around counting ships while trying to look like they aren't counting ships. There are berths for about 100 ships: a sizable armada. Only 63 berths are filled at this time. The others are out on various missions and patrols. Mantis ships number 34 and are armed and operated by the scro. The remaining ships are a hodgepodge of every ship known to sail wildspace. There are about a dozen scorpion ships, two ogre mammoths, a couple of squid ships, a galleon, a dragonship, three hammer-ships, four kobold angelships, a lamprey ship, a shriek ship, and a vipership. All of these are clearly ready for war.

The walls on one side of the bay are littered with kobold holes, which lead to their warrens. The other



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side has a few doors and corridors leading to the goblin compound. Most of the work done by the kobolds in the base is done here. Along with the goblins, they maintain and provision the ships under the direction of the scro overseers.

The enormous exit has a set of steel doors that can be rolled into place. Purchased from a 16th-level wizard using many castings of a modified *wall of iron*, the walls of steel are fitted together like wall panelling. A full two hours are required to completely open or close this immense door. Once closed, it is impervious to normal ship weapons such as catapults, ballistae, and even rams.

If the characters examine the entrance to the bay closely, they notice narrow catwalks leading out. These ladder-like walkways lead to the outside surface of the base. A small group of scro stand on the bottom edge of the bay entrance, guiding the ships in and out of the bay. It is their job to make sure there are no ship collisions.

Baymaster's Office: This complex of rooms is set in the diagonal wall nearest the goblin compound. All the relevant records for ships docked and supplies loaded and unloaded are kept here. In addition, one very important item is kept here: the deck plans for the Mantis ship. If the PCs want to gain detailed information about the Mantis ships, they have two choices. Either they must board one of the ships, or they must steal or copy the plans kept in this office.

A pair of bugbears is always on duty outside the baymaster's office. They dislike this duty, because serving the scro is "beneath" them. However, the scro have ordered the bugbears into this service. The scro are not terribly worried about anyone getting into the baymaster's office; rather, they want the goblins to be constantly aware of who is in control of Gamaro Base. While among the least powerful of the creatures on the base, the goblins are the most numerous race aboard the base. The scro want to make sure they know their place.

Bugbears (2): Int Low; AL CE; AC 5 (10); MV 9; HD 3 + 1; hp 15 each; THAC0 17; #AT 1; Dmg 2-8 or by weapon; SA Surprise, +2 to damage; SZ L; ML 13; XP 120 each.

Beyond the doors is a room measuring 40' × 40', with only a six-foot-high ceiling. There is a second door on the wall at the back of the room. This room is filled with scroll racks. The goblins are not normally a meticulous race, but the baymaster himself is an unusual exception among his brethren.

If the characters search for at least an hour, they find complete deck plans for the Mantis ship. Noted on the deck plans are the crew requirements. The PCs can find deck plans for any other ship the game master deems appropriate from the *Lost Ships* accessory.

The back room measures 15' × 15' and serves as the baymaster's quarters. He is considered strange and different by his fellow goblins because he loves to read and is highly organized. While he is smarter than the average goblin, he is not that bright compared to specimens of other races. If the characters are not absolutely quiet in their search, he awakens and comes to investigate. He is hardly a physical threat to the characters. However, if the baymaster were to show up dead or missing, a lot of folk (like Morkitar) would be suspicious.

Returning to the Elves

Once the characters have decided to leave Gamaro base, or more likely, are chased off, they will probably return to the elven armada *Constellation* to report their findings. After a suitable wait, Silanos comes out to greet them. He conducts them to an inner room where they can talk privately.

He asks for a complete report of the characters' activities since he last saw them. The players should be required to roleplay this situation. Don't allow them to simply say, "we tell him everything that happened." If they forget something, then the elves are



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missing that bit of information. The PCs can turn over stolen documents without having to produce pieces of paper with the drawings or writings.

Assuming that the characters discovered several secrets, Silanos is impressed. If they relate the presence of the witchlight marauder, he turns gray with shock. This is news of utmost importance to the elves. They must find a way to stop the marauder at all costs. The lives and homes of an entire world of elves are at stake.

Continuing From Here

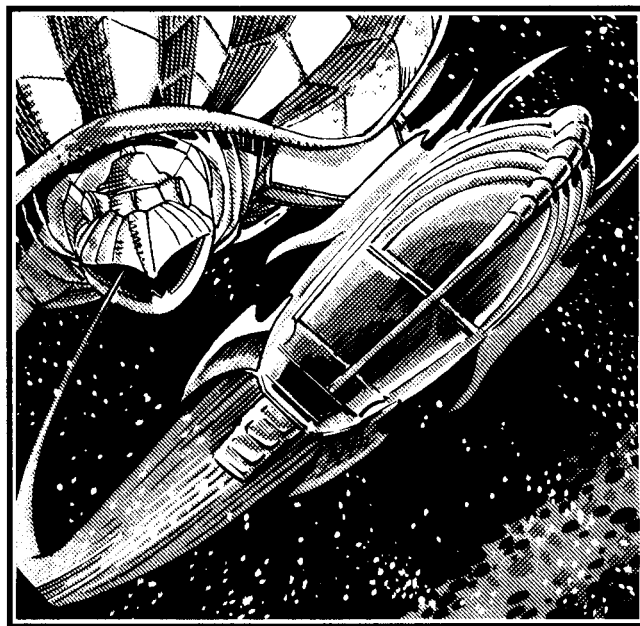
At this point, you can form the bridge to the next adventure in this series. If you are not going to play *Heart of the Enemy*, there is another option for further play. The elves will hire the characters to invade and assault Gamaro base once it enters Greyspace (according to battle plans found in the Grand Strategy Room). They wish to wait until the scro have committed their fleets to battle before this raid.

You can reuse the *Goblins' Return* adventure and maps for the raid. Silanos arranges for the PCs' ship to have a full crew complement of 4th-level warrior elves. This group will follow the orders of captain Airenfir, who volunteers for the duty. Instead of being sneaky and devious, the characters must fight their way through the swarm of ships protecting the base and smash their way inside. Once inside, their intimate knowledge of the interior is an advantage that Silanos hopes will make them the ideal force for this raid.

To play the raid, the PCs must simply be attacked by everything they meet. The base's population is reduced by half, since the majority of the goblinkin are in ships in the fleet assault. Only half as many creatures are in any rooms or random encounters. Random encounters occur half as often. Once a huge battle starts, the goblinkin may call for reinforcements. This gives you the liberty to press the characters as hard as you want with massive attacks while they try to destroy vital places inside the base. If they

prepare weapons of mass destruction (barrels of oil to light, smoke powder bombs, etc.), they can destroy the witchlight marauder.

Once their raid is completed, they must escape the base. If the PCs left their ship guarded by fewer than 10 elves, it is gone when they return. The goblinkin overran the elves and stole the ship. They can still pirate a new ship. The forward bay is empty, but six ships remain in the aft bay. Four are not spaceworthy, but two mantis ships are functional. Of course, flying a mantis ship off the base and into a massive space battle against the elves may pose a problem. The elves will assume that the mantis ship is piloted by goblinkin and will fire upon it. Let the characters figure out a solution to this mess. Surrendering to the elves until their names can be cleared is one obvious solution, although it might be a bit humiliating.



"Well done, mercenaries. You have preserved the safety of space and the sanctity of elven honor. We shall crush the scro in battle. Now, here is your next mission, which will take you into *The Heart of the Enemy* . . ."

—Silanos, rewarding the characters

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Morkitar

Scro War Priest

Int 14; AL LE; AC 4(8); MV 9(12); HD 6; hp 30; THAC0 14 (sword), 15 (starwheel); #AT 2; Dmg 1d8+1 (sword), 1d4 (starwheel); SA Special; MR 10%; SZ M; ML 15; XP 270.

Morkitar is a middle-aged, battle-scarred scro warpriest. A patch covers his left eye, the result of a fight with an elf a decade ago. His studded leather armor is black with a silver starfield.

Morkitar can be used in any situation where the characters encounter scro leadership. He is suspicious of the characters merely because they aren't scro. They should not be insulted by this, as Morkitar is suspicious of nearly everyone and everything. His missing eye does not affect his combat abilities in any way. However, it does affect his depth perception enough that he cannot pilot a spelljamming ship. He is bitter about that loss and takes it out on everyone he meets.

The starwheel Morkitar carries is a wheel lock pistol as described in the *Concordance of Arcane Space* book from the SPELLJAMMER™ boxed set. In addition, he has a *sword of wounding*, *iron bands of bilarro*, *ring of protection +2*, *potion of extra-healing*, and a *potion of flying*. A typical attack for Morkitar is to fire his pistol for his first attack, then use his sword. If necessary, he might throw the bands at an attacker. He is proficient in blindfighting, reading/writing, running, endurance, and rope use.

He usually memorizes the following wizard spells: *charm person*, *chill touch*, *magic missile*, *wizard mark*, *knock*, *web*, *lightning bolt*. He usually memorizes the following priest spells: *cure light wounds*, *protection from good*, *curse*, *silence*, *wyvern watch*, *hold person*, *dispel magic*.

Potulus

Giff

Int 8; AL CN; AC 6 (2); MV 6 base; HD 4; hp 16; THAC0 17 or 14; #AT 2; Dmg 1d6+7 or by weapon +7; SA Head butt; MR 10%; SZ L; ML 14; XP 270.

Potulus is an anomaly among his race. He is curious and chaotic. He tends to buck the system and doesn't like to follow orders. Unfortunately for Potulus, he isn't very bright. Away from his own kind, he gets into trouble on a regular basis. Even among giff, he is constantly being chastised for not following orders, with quotes like "Oh, why can't you be like other giff!" He is very good at playing the blustering, pompous fool, which is how he sees his fellow giff. Potulus has an unfortunate love of practical jokes.

Potulus is proficient with the arquebus, battle axe, club, footman's flail, footman's mace, morning star, halberd, long sword, trident, and wheel lock pistol. This is an average number of weapon proficiencies for a giff. He is armed with two pistols, a footman's mace, short sword (which he treats like a dagger), and long sword. He has access to any weapons with which he is proficient. Potulus owns a traditional set of giff armor, which he rarely wears.

The giff's most valuable trait for the characters is his recent experience. He has been on Gamaro base for several weeks and has poked his nose in many places where it doesn't belong. But he has a poor memory and tends to forget vital details.

As gamemaster, you can use Potulus to steer the characters around the ship. The giff has not been everywhere, so some details elude him. Use Potulus sparingly as a guide, but take advantage of him. When the characters need help or a clue, Potulus can provide it or stumble across it. If things go too smoothly for the PCs, Potulus can blunder into trouble.



SCRO MANTIS SHIP

Built By:	Scro
Used Primarily By:	Scro
Tonnage:	60
Hull Points:	60
Crew:	12/75
Maneuver Class:	C
Landing—Land:	Yes
Landing—Water:	No
Armor Rating:	4
Saves As:	Metal
Power Type:	Major or minor helm
Ship's Rating:	Per helmsman
Standard Armament:	
2 grappling rams, crushers	
Crew: 3 each	
2 medium ballistae on turrets	
Crew: 2 each	
1 heavy catapult	
Crew: 5	
Cargo:	20 tons
Keel Length:	150'
	(210' with claws extended)
Beam Length:	30'

Description

The mantis was specifically designed to combat the elven fleet. Its grappling rams cause 1-4 hull points of damage each. Its construction includes a razor back, which, if maneuvered under an enemy ship, also causes 1-4 hull points of damage. The runners under the ship have the same capability. These weapons are designed to slice through the wings that exist on most elven ships.

The arms of the mantis are retractable. They can be folded down under the front of the ship to allow an unobscured view through the forward portals. The arms must be raised in order for the ship to land. The mantis can land on solid surfaces balanced on its

three runners. The ship is watertight, but because its rear cargo doors are mounted so low, it rarely lands in water.

Once a mantis ship grapples another ship, a boarding party waiting in the sally room shoots down a slide mounted in the mouth of the mantis. As many as 12 scro per round can board a grappled ship. The first 6 arrive in time to fight, but the others must wait for combat until the next round. The slide is so slick that it cannot be climbed to board the mantis. The mouth of the mantis can be pulled shut, requiring two crewmen to work the winches that open and close the mouth.

Since the scro consider personal combat a form of artistry, the mantis is not heavily armed with catapults or ballistae. There is plenty of room on the top deck for more weaponry. The common tactic of the scro is to cut and slice the enemy ship several times, then send in the boarding party.

The exterior of the mantis is metal-plated. It is dulled and pitted, as the scro are not particularly concerned with beauty and aesthetics. The functional parts of the ship (the tips of the grappling rams, the razor back, etc.) are all kept in excellent condition. They are burnished and buffed regularly.

The room that encloses the spelljamming helm is considered a holy place. It can be entered only by the war priest or the captain, and even the captain can enter only if given express permission by the war priest. Anyone needing to speak to the war priest while he is at the helm must stand in the narrow hallway that adjoins the room.

Modifications: The principle military modification is the installation of a Greek Fire projector in the slide mounted in the mouth. A grappled ship is automatically set ablaze with the discharge of Greek Fire. However, the mantis has only 2 rounds to disengage or it also risks catching fire.

HOBGOBLIN SCORPION SHIP

Built By: Orcs, scro
Used Primarily By: Orcs, hobgoblins
Tonnage: 60
Hull Points: 60
Crew: 6/60
Maneuver Class: C
Landing—Land: Yes
Landing—Water: No
Armor Rating: 4
Saves As: Metal
Power Type: Lifejammer, major helm, or minor helm

Ship's Rating: Per helmsman
Standard Armament:
 1 Medium ballista Crew: 2
 2 Heavy catapults (on tail) Crew: 5 each
 2 Ram claws

Cargo: 12 tons
Keel Length: 75'
Beam Length: 20'

Description

This ship design once belonged to the orcs. When the remnants of the race fled from the disaster of the first Unhuman War, they did so in these ships. But the branch of orcs that eventually developed into the scro turned their backs upon the scorpion ship. When the scro decided to launch a new war, they gave this ship design to the hobgoblins as a gift. Since hobgoblins do not have spellcasters among their race, they must rely upon goblin shamans or a lifejammer.

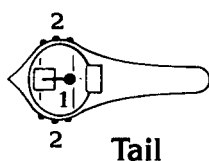
This ship's only purpose is for war. A crew of 24 is sufficient to keep all weapons loaded and firing as fast as possible. The ship is specially designed to ram and grapple another ship. Once engaged, hobgoblins pour onto the enemy ship.

The legs can be folded underneath the belly of the ship. In this position, the claws hang lower than any other part of the ship. This allows the scorpion to make flyby passes on enemy ships and use the claws to sever rigging and break small masts.

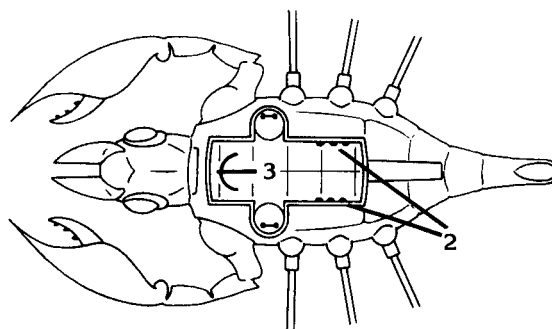
SCORPION SHIP

One Square = 5 Feet

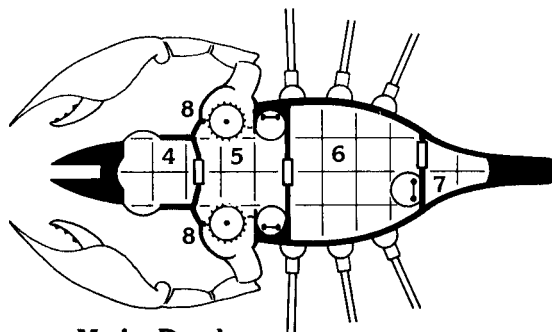
1. Catapult
2. Ratline Connections
3. Ballista
4. Helm
5. Crew Room
6. Galley/Sleeping Quarters
7. Lockers/Storage
8. Claw Machinery
9. Main Cargo
10. Ammunition/Bilges
11. Overhead Cargo Doors



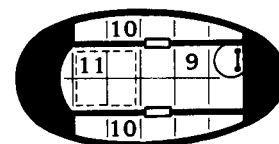
Tail



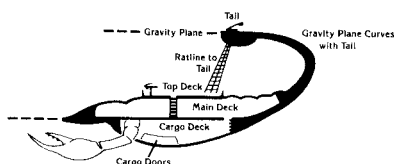
Top Deck



Main Deck



Cargo Deck
(Reverse Gravity From
Upper Decks)



Side View

OGRE MAMMOTH SHIP

Built By:	Ogres
Used Primarily By:	Ogres, humans, mind players
Tonnage:	90
Hull Points:	90
Crew:	27/90
Maneuver Class:	E
Landing—Land:	Yes
Landing—Water:	No
Armor Rating:	4
Saves As:	Metal
Power Type:	Lifejammer or major helm
Ship's Rating:	Per helmsman
Standard Armament:	
4 Heavy ballistas	Crew: 4 each
4 Heavy catapults	Crew: 5 each
1 heavy jettison	Crew: 4
Cargo:	36 tons
Keel Length:	135'
Beam Length:	45'

Description

The mammoth is a slow, heavy ship, rather like the ogres that use it. It looks vaguely like its namesake, a prehistoric elephant.

The exterior of the ship is metal-plated in many places. Mammoths tend to run short on air if fully manned. Ogre strategy is to find other ships and steal their air before their own runs out.

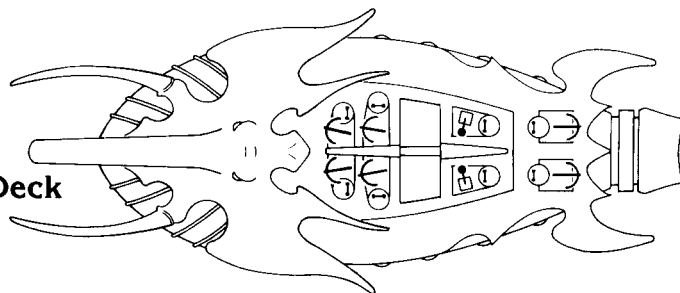
Most mammoths are fitted with lifejammers, but the three in use on Gamaro use major helms. The ships are piloted by ogre magi instead of using the life force of kobold or human slaves. The lifejammers on the ships are in working order. If the ogres decide that an upcoming battle will need the magical powers of the ogre magi, they simply throw a few slaves into the lifejammer instead. The principle tactic used by the ogres is to slam into another ship, hopefully piercing it with the twin ram tusks. A horde of ogres then piles overboard and onto the enemy's decks. They use the ballistae and catapults only to try to damage a ship enough so it can be rammed.

OGRE MAMMOTH

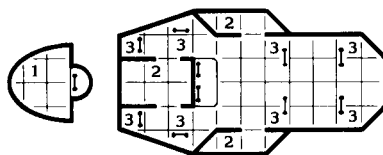
One Square = 5 Feet

1. Observation Deck
2. Ammunition Storage
3. Ladders to Weapons
4. Crew Quarters (First Shift)
5. Crew Quarters (Second Shift)
6. Crew Common Room
7. Bridge
8. Captain's Quarters
9. Spelljammer's Quarters
10. Guest Quarters
11. Jettison
12. Cargo Deck
13. Overhead Cargo Doors
14. Sickbay
15. Armory
16. Galley
17. Mess

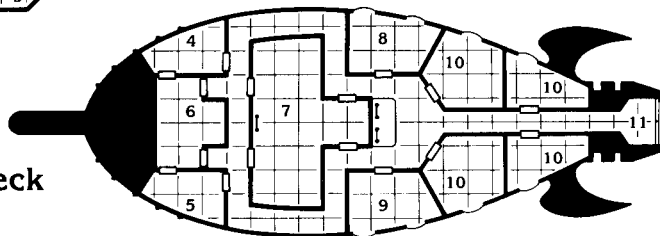
Top Deck



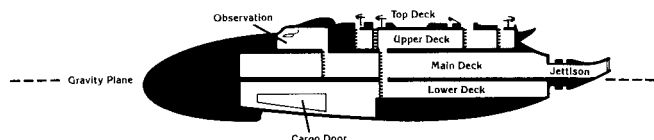
Upper Decks



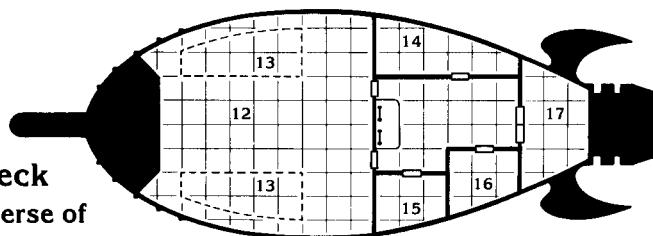
Main Deck



Side View



Cargo Deck
(Gravity Reverse of
Upper Decks)



CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Highly (13-14)
TREASURE:	Z (J,K,M,Q)
ALIGNMENT:	Lawful Evil
NO. APPEARING:	30-120
ARMOR CLASS:	4 (8)
MOVEMENT:	9 (12)
HIT DICE:	3
THACO:	18
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6 or by weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	10%
SIZE:	M to L (5'-8' tall)
MORALE:	Elite (15)
XP VALUE:	270
Sergeant/guard (4 HD):	420
Captain/bodyguard (6 HD):	975
War Priest (5 HD):	975
Almighty Leader (8 HD):	2,000

The highly militaristic scro are a violent goblinoid race that has appeared only recently. They are still rarely encountered, but if present trends continue, wildspace travelers will unfortunately see much more of them.

The scro resemble muscular orcs, fully armored and armed to the teeth. Scro have the characteristic piglike snout of the orcs; however, scro stand proud and erect. Their high foreheads resemble those of humans. Scro have large canine teeth that they sharpen to a fine point; they decorate teeth and ears with tribal mini-totems. Scro eyes appear human, but they glow a sickly phosphorescent green in dim light. Hide color varies among slate gray, burnt orange, light tan, moss green, jet black, and even, in rare cases, albino white.

Scro armor is well-oiled, well-maintained studded leather, with each stud filed to a sharp point. The armor is always jet black, though the studs are painted different colors. Their numerous weapons are maintained equally as well. Scro often complete their wardrobe with a night-blue cloak.

Scro carry no standards, but each scro wears an insignia that identifies its tribe. This is worn either as a shoulder patch or on the left side of the chest.

Scro speak a distant variant of the orcish tongue. Curiously, some speak fluent elvish, for they have fanatically preserved the language of their worst enemies. When the scro slaughter the elven race, the marauding humanoids will be able to tell their victims, in their own tongue, who their conquerors are.

Combat: The scro live for combat. They have raised it to the highest form of expression in their society. They fight easily in any environment and are highly disciplined. Though the scro can be just as bloodthirsty as orcs, they have tempered their savagery with pragmatism and strategic and tactical cunning. Scro actually obey most of the civilized rules of warfare and do not fire on messengers or truce-bearers.

For every four scro encountered, one sergeant will be



present. For every ten scro encountered, there is one captain and one war priest. Only the largest gatherings of scro include an Almighty Leader.

Scro use the following weapons: long sword and dagger (15%); scimitar (10%); arquebus and hand axe (25%); arquebus and starwheel (5%); spear and hand axe (15%); pole-arm and dagger (10%); short bow and short sword (15%); and crossbow and battleaxe (5%). Captains and bodyguards may also possess a wheel lock pistol (75% chance). Almighty Leaders almost always carry a wheel lock pistol. War priests (multi-classed 5th-level cleric/mages) carry one weapon with an enchantment between +2 and +4, plus 1d4 miscellaneous magical items usable by priests and wizards.

Sergeants and war priests get 3 melee attacks every 2 rounds; captains and Almighty Leaders get 2 melee attacks per round. These attacks are usable only with melee weapons or fists, not missile weapons or firearms. Optionally, scro with two melee weapons may be trained in two-weapon fighting (see *The Complete Fighter's Handbook* for details).

The vast majority (95%) of scro warriors specialize in unarmed combat, which gives them two punches per round at +1 to hit, causing 1d3 damage per punch plus Strength bonuses. (Most adult scro have at least Strength 16 and Constitution 15.) In addition, some scro (30%) use a spiked leather glove that causes an extra +1 hp damage in unarmed combat attacks.

Scro armor spikes cause 1d4 damage to any foe that the scro smashes against. Some nasty scro coat their armor studs and spikes with Type D poison (5% chance); the poison's onset takes one round and causes 30 hp damage (save vs. poison for 2d6 damage).

If all else fails, a scro bites with its powerful teeth for 1d3 damage. If a scro kills an opponent with its teeth, the triumphant warrior affixes a small gem or bauble to one of its oversized canines. It then takes a tooth from the opponent and puts it on a necklace called a *toregkh*. This necklace is

Scro

prized as a totem of strength. If it is stolen, the warrior flies into a berserk rage against the offender (+2 to hit and damage, +4 penalty to AC, number of attacks per round doubled).

Strangely, the scro are notably articulate. They prefer to begin combat by shouting long, literate insults against their opponents, to show that they hold their enemies in contempt. The mere sight of a goblinoid spouting offensive alliterations might disorient the most battle-hardened veteran long enough to let the scro gain initiative in combat.

Direct sunlight does not affect scro combat ability.

Habitat/Society: Scro live in a regimented society based on a complex system of laws and customs that call for unswerving loyalty and obedience. Each scro is a valued member of society and has a duty to fulfill.

Leaders are respected and obeyed unless they show obvious cowardice in battle. In that case, it is the strongest scro's duty to overthrow the coward's authority and lead the troops in glorious battle.

The location of the scro homeworld is unknown. Thus far, scro have seldom ventured into civilized areas, preferring to keep out of sight until they are ready to begin battle. On the homeworld known as Dukagsh, the scro live in well-planned, spartan cities with stout towers, strong fortresses, and efficient shipyards. Though the place is no garden spot, it is not smoky, ugly, or garbage-strewn. Each city has 10,000 to 100,000 scro.

Each of Dukagsh's 24 tribes is led by an Almighty Leader. The entire planet is ruled by the Ultimate High Overlord, a 16-HD scro who is guarded by 24 Captains, one from each tribe. Each tribe has a social rank, with those of lower rank subordinate to the higher-ranked tribes.

Scro soldiers are trained in non-weapon proficiencies: captains have five, while war priests have four plus Healing, Herbalism, Religion, and Spellcraft.

Scro are not interested in conquering the multiverse. Their sole purpose is to drive all the groundling human, demi-human, and humanoid races out of wildspace forever. The war priests see this goal, not planetary conquest, as their holy mission. As for the races native to wildspace . . . well, the scro will need slave labor, and those pitiful races will do quite nicely. The scro are merely waiting for the right moment to strike.

Ecology: The scro have an "us against the whole multiverse" philosophy that is sure to produce plenty of enemies when they make their presence felt. Thus far, the scro know much about the other space-faring races, but those races are unaware of the scro's existence, save for a few rumors from unreliable sources.

Like their orcish forebears, scro are fecund. They produce litters of 1d4 + 1 offspring, most with an excellent chance of survival beyond infancy. Unlike their orcish ancestors, the scro live an average of 80 years.

History: The scro trace their ancestry back to the orc tribes that fought and lost the Unhuman War. Some crews and troops of the few surviving orc vessels made their way to a remote but habitable planet and settled there. This ragtag band was led by a huge orc called Dukagsh, who appointed himself the first Almighty Leader.

By orc standards, Dukagsh was a visionary. He recognized that the orcs lost the Unhuman War because of their one-dimensional ideas and outmoded tactics. Brutality for its own sake had gotten them nowhere. Dukagsh realized that the orcs needed to fight in an organized manner, and that each soldier must realize his full potential.

In the ensuing years, Dukagsh whipped his people into shape, making sure that they learned fighting, survival, and culture. To make sure no one forgot who caused the orcs' misfortune, each orc was required to learn fluent elvish.

The orcs sometimes salvaged equipment from drifting space junk, including the remains of human, elven, dwarven, and goblinoid ships from the Unhuman War. Occasionally, they found books and Dukagsh made his people read them.

Before Dukagsh died, he declared that his people were on the path to success. The old ways were dead, he claimed, and a new race was born—a race that was more than any orc could ever be. He named them the scro.

After his death, his grateful followers named their homeworld in his honor. Dukagsh's tomb now floats over the homeworld's north pole so that the deceased leader may look down on his people and watch their progress.

War Priests: The religion of the scro revolves around war. According to the scro, all things are ultimately derived from war, and all things eventually fall victim to war. Their war priests preach this creed constantly. As such, they are not limited in their selection of armor, weapons, or even poison. In fact, their uniform of office is standard scro armor.

The warpriests themselves are 5th-level, multiclass wizard/priests. High-ranking members of the temple hierarchy attain higher levels. They have access to the following spheres: all, charm, combat, elemental, guardian, healing, protection, summoning. War priests have the granted powers to *command undead* at will. In addition, they use the THAC0 table (but no other tables) of the warrior class rather than the wizard or priest THAC0 tables.

Spelljamming: The orcs arrived at Dukagsh in their scorpion ships. When they abandoned their orcish heritage, they gave the design for the ship to the goblins. The goblin porcupine ship was a dismal ship at best, so the goblins welcomed the new ship design. This gave them a real spelljamming ship that could compete with the other spacefaring races.

The scro sought to build new ships more suited to their changed culture. The principle ship in use by the scro is the preying mantis. The charging boar is their larger battlewagon. These ships are powered by major or minor helms and piloted by scro warpriests.

Witchlight Marauder



CLIMATE/TERRAIN:	Secondary Any	Tertiary Any
FREQUENCY:	Very Rare	Very Rare
ORGANIZATION:	Horde	Swarm
ACTIVITY CYCLE:	Night	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Low (7)	Semi (3)
TREASURE:	Nil	Nil
ALIGNMENT:	Chaotic Evil	Neutral Evil
NO. APPEARING:	2-20	1-4

ARMOR CLASS:	0	2
MOVEMENT:	48	16
HIT DICE:	8	4
THACO:	13	17
NO. OF ATTACKS:	8	3
DAMAGE/ATTACK:	2d6(x6)/3d6/ 2d10	1d6 + 3(x2)/ 1d10
SPECIAL ATTACKS:	Spit acid	Nil
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	H (20' tall)	M (5'-6' tall)
MORALE:	Elite (13-14)	Steady (11-12)
XP VALUE:	6,000	270

This information is adapted from the *Monstrous Compendium* SPELLJAMMER™ appendix (MC9) entry on Witchlight Marauders. Complete descriptions of the primary, space, and remote marauders are included there.

Orc shamans created the witchlight marauders during the escalation of the first Unhuman War to “counter ruthless elf aggression,” as one surviving orc scroll reads. In truth, the marauders were shock troops, organic first-strike weapons meant to devastate entire elfen planets. Their efficiency as killing machines was matched only by the speed with which they could breed.

When the orcs fled space, some found a new home and made a new beginning (see Scro entry). Scraps of the spells and rituals for controlling the witchlight marauders survived from those times and are now held by the scro.

Combat: The sluglike land marauders (partially described here) were enormous (200' + in length), dwarfing even venerable red dragons. Everything in the marauder's path—plants, animals, city walls, mountains—was food for the beast. All food made its way to the blast-furnace gut, producing poison gas and preparing it to spawn more witchlight marauders.

If continually fed, the primary marauder periodically ejects secondary marauders. These smaller (20' tall) killers leap forth, rending and killing with six poisonous, metallic talons (2d6 each, save vs. poison or take 1d10 extra damage), steel teeth (3d6), and a sweeping spiked tail (2d10). The secondaries also spit acid (1d8 damage per round, 30' range), and can climb nearly any surface with their gripping feet. These monsters detect the scent of elfen blood and destroy anything that comes between them and their prey.

Once the secondaries have gorged themselves on living flesh, which takes about two weeks, they eject still smaller



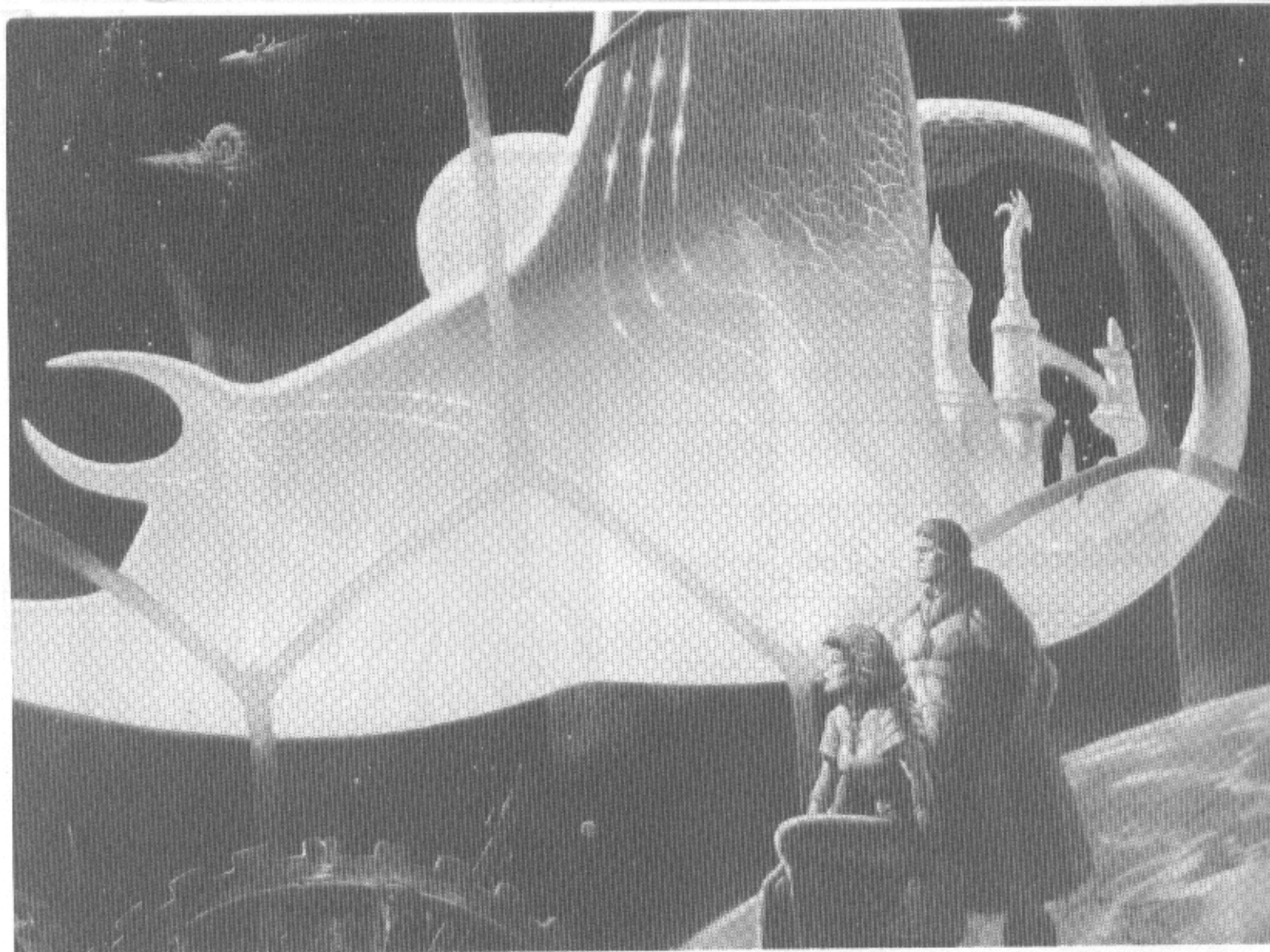
fighters. These small (4' tall) tertiaries are berserkers with two metallic sword blades in place of hands. They attack anything that lives, and they thrive on raw flesh. Neither species uses any form of strategy or tactics. They are barely intelligent enough to surmount obstacles in their search for food. Neither species will work with each other, always hunting alone.

Habitat/Society: Secondary marauders are nocturnal. They move and hunt at night, sleeping during the day. Both species live only to feed, although the secondaries will pass up even an easy meal to get at an elf. If there is no other source of food available, secondaries and tertiaries will eat each other and even others of their own kind.

The tertiaries are active any time, and seem to possess no sense of day or night. They walk until they are tired, then they sleep until they are rested. After gorging themselves on a man-sized feast, a tertiary marauder will sleep five hours. This does not mean that it stops in the middle of combat to take a snooze. Once it is safe, it sleeps.

Ecology: Witchlight marauders are horribly destructive to an ecosystem. A single primary marauder, left unmolested, can reduce a planet to barren rock and water in a single year. This assumes normal growth and spawning of other marauders.

The secondaries can live only about 5 years. Their unnatural biology is not designed for a long life. The tertiaries live only a year. Fortunately, there is no way for lower level marauders to create higher level marauders.



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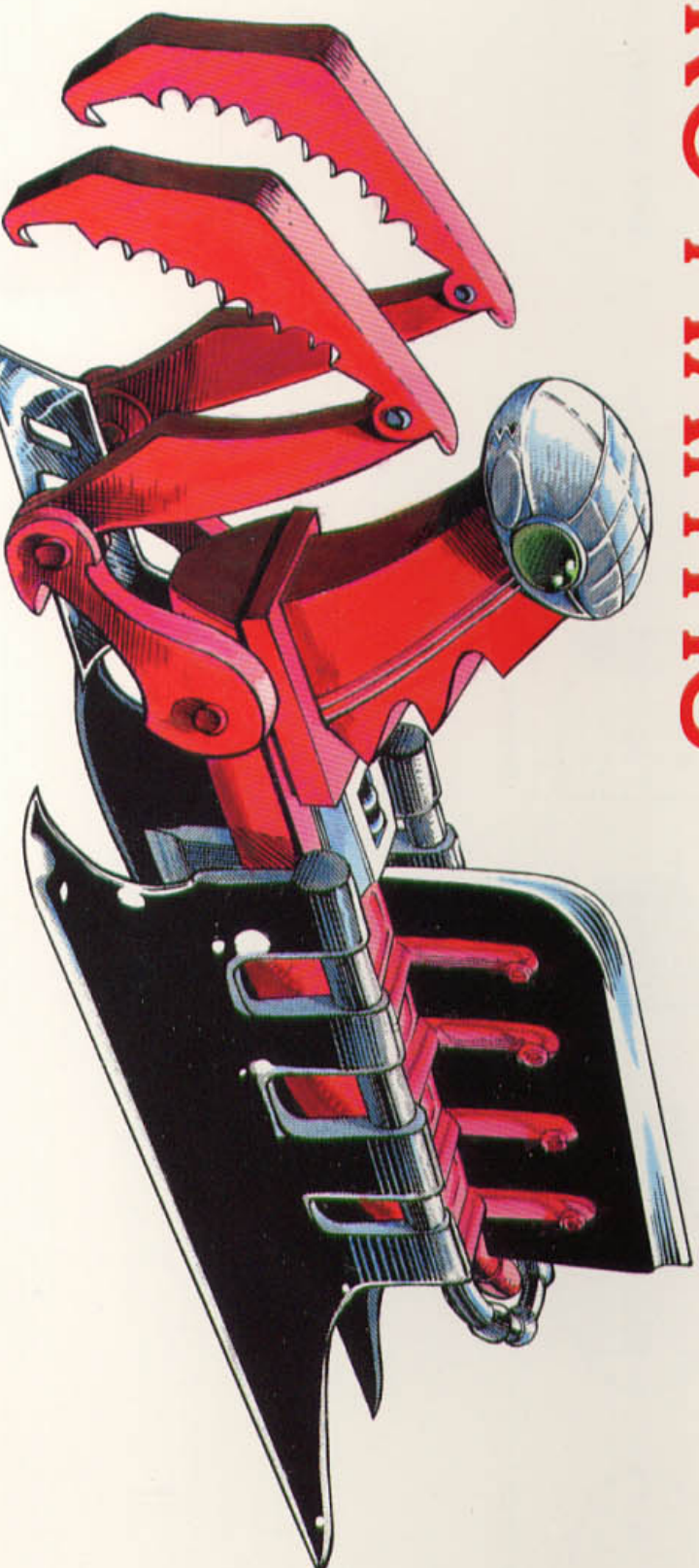
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SCRO MANTIS



Built By:
Used Primarily By:
Tonnage:
Hull Points:
Crew:
Maneuver Class:
Landing—Land:
Landing—Water:
Armor Rating:
Saves As:
Power Type:
Ship's Rating:

Scro
Scro
60
60
12/75
C
Yes
No
4
Metal
Major or minor helm
Per helmsman

Standard Armament:

2 grappling rams, crushers

Crew: 3 each

2 medium ballistae on turrets

Crew: 2 each

1 heavy catapult

Crew: 5

Cargo:

20 tons

Keel Length:

150'

Beam Length:

(210' with claws extended)
30'

Advanced Dungeons & Dragons
2nd Edition



Goblins' Return

by Bruce Nesmith

SCANNED BY: JACK D. KNIGHT - #GAMEBOOKZ / DALNET

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