



UNCHAINED!

BY BRUCE NORMAN

The gnomes built a dragon. Can you turn it off?

Artwork by Richard Bennett

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"Unchained!" is an AD&D® DRAGONLANCE® adventure for 5-8 player characters of levels 6-10 (about 50 total levels). It is essential to have at least one priest of a good god in the party. This adventure takes place near Mount Nevermind on Sancrist Isle in the world of Krynn. To run this adventure, it is helpful to refer to the *DRAGONLANCE Adventures* manual. If you do not have this book, you may still use this module by referring to the information about Krynn that follows. Note that this module takes place in the year 377 AC, 25 years after the War of the Lance, though this date may be adjusted to fit the campaign.

It will also be helpful for the DM to have access to *The Atlas of the DRAGONLANCE World*, by Karen Wynn Fonstad, for the maps and information on Mount Nevermind on pages 88-89; the map of Sancrist Isle on page 78 is useful for reference. The article "All About Krynn's Gnomes," from DRAGON® Magazine issue #103 (reprinted in *Leaves From the Inn of the Last Home*, edited by Margaret Weis and Tracy Hickman, pages 49-57), gives other additional background material.

This adventure was originally play-tested with the heroes of the lance (Tanis, Caramon, Raistlin, Goldmoon, Riverwind, Flint, Tasslehoff, and Sturm) using the statistics supplied in module DL3 *Dragons of Hope*. If you wish to play these characters, it is suggested that you change Raistlin to a red-robed wizard (level 6), Sturm to a Knight of the Crown (level 8), and Goldmoon to a cleric of Mishakal (level 8). You may also prefer to use your own characters.

Item saving throws are used in a number of places in this adventures. Check the 1st Edition *Dungeon Masters Guide*, page 80, or the 2nd Edition *DMG*, page 39, Table 29.

Information About Krynn

The following information is for DMs who wish to play this module but do not own a copy of *DRAGONLANCE Adven-*

tures. If you are familiar with the world of Krynn, you may skip ahead to the next section. Feel free to make changes to this adventure to make it compatible to your own campaign world.

Takhisis and the War of the Lance: Recently, the evil goddess Takhisis sought to destroy all that was good in Krynn. Her Dragonarmies, composed of dragons, draconians (dragon men), and mercenaries, swept across Krynn like a plague. The good armies of Krynn rediscovered ancient holy weapons known as *dragonlances* with which they managed to repel the Dragonarmies. Due to the significance of the magical lances, the war was named the War of the Lance.

Dragonlances: A *dragonlance* is a magical weapon that causes huge amounts of damage to dragons. Whenever a *dragonlance* strikes a dragon, it causes normal damage plus the number of hit points of the wielder. Thus, a *dragonlance* +2 wielded by a fighter with 31 hp would cause 1d8 +31 hp damage to dragons.

Draconians: Born from corrupted good-dragon eggs, these violent, sadistic creatures make up the main force of Takhisis's evil Dragonarmies. They resemble lizard men but possess a variety of special abilities, including magic resistance.

Aurak draconians are intelligent but cowardly leaders and powerful magic-users. When an aurak reaches 0 hp, it is enveloped in green flames and attacks berserkly (+2 on to-hit and damage rolls). At this time, anyone attacking the aurak takes 1-6 hp damage each round from the flames surrounding its body unless a save vs. petrification is made. Once the aurak reaches -20 hp or six rounds pass, it transforms into a ball of lightning and attacks as a 13-HD monster. These attacks cause 2-12 hp damage. After three more rounds the aurak explodes, stunning for 1-4 rounds and causing 3d6 hp damage to all within 10' (no saving throw). Once it explodes, the aurak is truly dead.

Baaz draconians are the weak, expendable troops of the Dragonarmies. When a baaz reaches 0 hp, its body turns to stone. Whoever struck the killing blow must make a dexterity check at -3, or his weapon will stick in the draconian's corpse until its body crumbles into dust 1-4 rounds later.

Bozak draconians are mages, usually possessing the powers of a 4th-level wizard. When a bozak reaches 0 hp, its

flesh shrivels up to expose its bare bones, which then explode for 1-6 hp damage (no save) to all within 10'.

Kapak draconians are the assassins and skilled warriors of the Dragonarmies. Kapak bites are venomous, inducing paralysis for 2-12 turns unless a save vs. poison is made. Kapaks often lick their weapons, making them poisonous for three rounds. When a kapak dies, it dissolves into a 10'-wide acid pool that causes 1-8 hp damage each round to anyone it touches. All items exposed to the acid must save vs. acid or be destroyed. The acid evaporates in 1-6 rounds.

Sivak draconians are the spies of the Dragonarmies. They have the power of limited shapeshifting. Whenever a Sivak kills an opponent, it can choose to take its foe's physical form. When a sivak is killed, it instantly transforms into an exact replica of its killer.

Gully dwarves: A cross between dwarves and gnomes, these pathetic creatures have inherited the worst traits of both parent races. They are outcasts from all societies in Krynn due to their low intelligence and general incompetence. Gully dwarves usually flee at the first sign of danger, but when cornered they fight viciously.

Knights of Solamnia: The knights of Solamnia are powerful warriors and a major force for law and goodness in Krynn. The honor of a knight is held above all else. When a knight gives his word, he would rather die than break it. Two types of knights are mentioned in this module: Knights of the Crown (no special abilities, treat as fighters) and Knights of the Sword (limited clerical abilities.) The spells of a Knight of the Sword are cast as if the knight were a cleric of five experience levels lower.

Tinker gnomes: The technology-minded gnomes of Krynn are best known for their ability to make huge, complex devices that either don't work or perform no useful functions. Gnomes speak so quickly that humans often have trouble understanding what they are trying to say.

Wizards: In Krynn, most wizards are not normal AD&D game mages or specialists. Instead, they are either black robed (evil), red robed (neutral), or white robed (good). Each order of High Sorcery places restrictions on the spells its members can learn, but wizards in Krynn learn spells more quickly than other AD&D game wizards.

Adventure Background

In the year 344 AC (four years before the War of the Lance), a human cleric of Takhisis named Blackstone was commanded by the Dark Queen to perform a dangerous task for her: summoning the spirit of Ahmoras, a powerful deceased black dragon, and restoring him to life. Blackstone researched the problem and prayed for many weeks, but his task seemed impossible. Calling forth Ahmoras's spirit would be relatively easy, but binding it to the mortal plane would not. In order to contain Ahmoras's conjured soul, he would have to construct a black jade statue, an exact copy of Ahmoras's original body in both size and detail. The cost of such a construction would be astronomical.

Blackstone mulled the problem over for several days. Takhisis would not accept failure, he knew. Alarmed, he made one last desperate attempt to find a solution; he went to Sancrist Isle to seek the help of the gnomes.

Blackstone was cunning. Instead of revealing his true purpose, he simply told the gnomes that he had an engineering task for them. Could they make him a mechanical dragon? It should be full size and able to duplicate all the legendary abilities of a black dragon. The gnomes never thought to ask him why he would want such a creation and set up a committee to research the problem. It took them three weeks to do the research and three months to write it up. The entire 14-volume report can be summarized in one word: Yes.

By now, Takhisis had lost patience with Blackstone. She stripped him of his clerical powers as an obvious warning to quickly finish his task. Blackstone nervously told the gnomes to hurry, and he moved to Castle Uth Wistan, some distance away from Mount Nevermind. There he took a quiet job as a librarian and patiently awaited news from the gnomes. He waited many years. Many, many years. Blackstone had made one fatal mistake when dealing with the gnomes: He had promised to pay them for the materials and labor of not only the finished product but also for "any necessary prototypes."

The gnomes had decided to design a perfect dragon. They spent years researching the abilities and physical characteristics of black dragons. Their research was made easier by the War of

the Lance, but they failed to capture a live black dragon to study. They did, however, get a chance to analyze a black dragon's different attack methods (half their team's lives was a small price to pay).

Shortly after the war, the gnomes finally began building the dragon. Each prototype took about two years to construct, after which it was scrapped and an improved model was designed. About five dragons later, the gnomes concluded that their dragon could do everything a real dragon could do (except fly, but even gnomes aren't perfect). They then began adding improvements to make it better than a real dragon. Finally, in 377 AC (25 years after the end of the war), the gnomes contacted Blackstone (they decided that they had better collect their fee before he died of old age).

Blackstone was by this time nearly insane. The War of the Lance had come and gone, but still he had heard nothing from the gnomes. His frantic written inquiries were all lost by the gnome mail-sorting machine. He had dared not leave the security of the castle to check up on the gnomes himself; one of Takhisis's dragon "children" might slay him for his failure. He gave up all hope and concentrated on becoming a competent librarian.

After the war, a new city, Whitestone, was built near the famous glade of the same name, and Blackstone became head of the town archives there. Then one day a gnome messenger arrived to tell Blackstone that his dragon was finally ready.

Blackstone's first thought was to grab the short, cheerful messenger gnome and wring his neck, but he calmed himself. He went to Mount Nevermind and agreed to pay the gnomes for their work but not, of course, until after he had inspected it.

Blackstone was led to the huge room where the dragon was kept. He was shocked—the gnomes' creation was a monstrosity! Its wings obviously could not support it in flight, and it didn't resemble Ahmoras at all—or any other dragon, for that matter. A premonition of doom struck Blackstone, but he ignored it. He was determined to proceed with his plan. If it didn't work, Takhisis would surely have him killed, but he silently swore to take as many gnomes with him as he could if that happened. Cheered slightly by this thought, he

told the gnomes that he would need to be alone while he examined the dragon. With some reservations, they left.

Blackstone acted quickly. He anointed the dragon's head with unholy oil and placed two jade spheres in the machine's eyeholes. He begged Takhisis to give him one more chance and—to his surprise—she did. He summoned Ahmoras's spirit, using a powerful magical item that he had found years ago with Takhisis's help. Using this *icon of Chemosh*, he then guided the spirit into its new body. The ritual done, Blackstone saw a spark of fire alight in the mechanical dragon's eyes. He stopped chanting and gazed expectantly at the dragon.

The huge, sinuous neck rocked back and forth drunkenly. The iron jaws opened and closed experimentally, and then it spoke. "WHAT HAVE YOU DONE TO ME, HUMAN?" it roared, and it lurched clumsily after Blackstone. Luckily for Blackstone, Ahmoras was still so disoriented that he collapsed before he could properly attack. Blackstone fled hastily. The gnomes could not stop him, as they themselves were too busy avoiding the dragon, who was making an extremely destructive exit from their mountain.

Ahmoras finally reached the outdoors and began a rampage of terror through the wilderness known as Gnomevale that surrounds Mount Nevermind. He searched unceasingly for Blackstone, killing anyone he came across.

Blackstone, stripped once again of his clerical powers, finally went insane. He fled to Whitestone, where he was forced to retire as head archivist after he started eating the books. He has since decided that he will not be able to rest in peace until he destroys Ahmoras, and he has returned to Gnomevale seeking a final confrontation.

The gnomes are worried by recent events. The destruction the dragon caused in leaving Mount Nevermind was extensive but not abnormal (the gnomes are used to their creations running amok). The trouble is that they can no longer leave Mount Nevermind without risk of being attacked.

Finally, an industrious gnome named Mamsh, from the Aeronautics Guild, decided to do something. He managed to fly halfway to Whitestone in a gnomelighter of his own design. Then the wings of his glider snapped and he crashed. He emerged from the wreckage unhurt and

managed to walk the rest of the way. Once in Whitestone, he planned to beg the Solamnic Knights to slay the dragon. Unfortunately, the knights were being plagued by a strength-robbing disease and were under quarantine. The industrious Mamsh has since wandered the streets of Whitestone trying to raise enough money to hire an army of mercenaries by selling small mechanical devices he has designed.

The City of Whitestone

The coastal city of Whitestone is a relatively recent addition to Krynn. Built on Thalan Bay near the glade of Whitestone soon after the War of the Lance, it has attracted huge numbers of settlers who seek to escape the war and begin a new life.

Whitestone began as a small village of people brought to Sancrist by the knights to escape the chaos of war. It has since grown into a bustling metropolis of over 5,000 people, with more arriving every year. Whitestone is ruled by the Solamnic Knights, who protect it and maintain law and order. The old pathway from the Knights' castle Uth Wistan up to Mount Nevermind has been improved and now also connects with Whitestone (22 miles from Uth Wistan to Whitestone, and 64 miles from Whitestone to Mount Nevermind). Carts, horses, carriages, and foot travelers use the road, which is patrolled by Knights and is now called the Knights' Path.

For the Player Characters

Read or paraphrase the following to the PCs. The gnome's speech should be spoken very quickly for best effect.

You are in Whitestone for the festival of spring dawning, and music is in the air. Your eyes are constantly drawn from the various booths offering games of chance and skill to the street illusionists performing their "magic" for a gullible peasant crowd. One particularly unusual spectacle catches your eye. A middle-aged gnome dressed in dirty work clothes and a leather apron is pushing a small wagon filled with a variety of small devices. He spots you looking at him and stops his cart.

"Hello gentlemen I see you have been viewing my fine wares and I

certainly hope that you will take a closer look at some of them." He rummages through his cart and takes out what appears to be a brush attached to a metal flask with a small lever on the side. He shoves it at an armored member of your group. "Ah I see you wear armor well this little trinket is exactly what you need for I guarantee that nothing will ever clean your armor better." He starts scrubbing away at the armor energetically with one hand while pumping the lever back and forth with the other. "I can recognize that you are exactly the type of people who embrace the wonders of technology while rejecting the annoyance of magic for as you know technology doesn't rely on bats' wings or snake sepia or any other silly things though the gnome mage guild is working on building a new device known as a spellteller that renders each spell syllable perfectly each time and can be used over and over again unlike mage spells which run out after the first time which is why I don't know why mages don't give up spells and start building machines but my uncle used to say only a gnome has the patience to fix a machine that has just killed his entire family but I digress. . . ."

As the gnome babbles on, you notice thick green foam forming on the armor he is "cleaning." An acrid smell fills the air.

For the Dungeon Master

The adventurers have just met Mamsh the tinker gnome. He is still peddling small items in order to raise money to hire an army. His cart is full of useless devices. Any PC who steals or buys an item from Mamsh finds that it does nothing at all or has some harmful effect.

His armor cleanser is much too strong. Unless it is washed off within one round, it will have damaged the armor, reducing its protection value by one AC point (magical armor must save vs. acid or lose its magical protection). The PCs may be angry at Mamsh and demand that he pay for the armor, or they may attempt to buy one of his devices. Since Mamsh needs a lot of money to hire an army, he has worked out that he must charge 313 steel pieces

per device. If the adventurers are angry at Mamsh for damaging their armor, he defends himself by telling them the story of the rampaging mechanical dragon. If they say his devices are too expensive or are "junk," he sits down sobbing and tells his story. If they buy one of his items, he is so happy to have finally sold one that he joyfully tells his story. One way or another, make sure he tells it:

"I am sorry to have troubled you nice people but we gnomes are in a lot of trouble because one month long ago we finished building a mechanical dragon that came to life due to a malfunctioning experimental self-piloting mechanism that caused it to destroy the main entrance to our mountain and knock down some trees and do structural damage but that isn't really so bad because we were going to rebuild the mountain anyway because the Architectural Guild has discovered a new method

of weight-stress transferral that is much superior to the mountain's own natural methods only now we can't build it because the dragon keeps knocking it back down and kills anyone who goes outside so we have to stay in and we're really getting tired of eating mushrooms and fungus so I decided to fly here and get the knights to help destroy the dragon only I miscalculated the stress on the wings of my gnomeglider and they snapped causing me to fall into some trees but luckily the central wing and shoulder harness functioned as an admirable parachute so I wasn't hurt and was able to walk here to get the knights only they are all sick with some disease and can't help me so I've decided to hire an army to help kill the dragon only it's hard selling enough of these innovative inventions to get an army and I am getting worried about my wife and children and I wish that someone would help me."

The Icon of Chemosh

The *icon of Chemosh* is a powerful holy item created by the god of the undead from the souls of dead black dragons. It does not radiate magic. The icon can act as a soul container, such as the one required for a *magic jar* spell, but this is the least of its powers. If the icon is empty and in contact with a dying creature, it absorbs the soul of that creature; the body of the creature decomposes into black ash. If the icon is brought into contact with the body of another dead creature of the same general race and alignment as that of the contained soul, the icon transfers the soul into the body, raising it from the dead and healing it of all wounds. The soul now has all the physical characteristics of the new body, as if the original creature had *shape changed*. Once a soul has been transferred by the icon, that soul is forever in contact with the icon. The next time the body of the soul dies, the soul will be sucked through the icon into the Abyss.

If an exact duplicate of the soul's original body is constructed from black jade, the soul may animate the duplicate and transform it from jade to flesh. It is not normally possible for a

soul to animate a mechanical body as Ahmoras did, but Takhisis used her divine powers to extend the abilities of the icon for this one transferal.

All who have ever had their souls within the icon can sense its presence if within 50 miles of it. This sensing ability tells only that the icon is near, not its exact location. However, if the icon is held by a good-aligned creature, those linked with the icon are able to sense the direction in which the icon lies, though not its distance.

The icon is an indestructible artifact. It is 6" long and resembles the physical body of the last creature whose soul it has absorbed. If Blackstone is killed while carrying the icon, his soul will be absorbed. At present, the icon is in the form of a small black dragon.

The icon can hold only one soul at a time. Other souls that attempt to transfer into the icon are either sucked into the Abyss (evil souls) or repelled by the icon (good or neutral souls).

If the PCs have the *icon of Chemosh*, all random encounters are automatically with Ahmoras (even on the Knights' Path, the road from Mount Nevermind to Whitestone).

The PCs will probably have difficulty understanding what Mamsh has just said because he speaks so quickly. He gladly answers any questions they ask and will even repeat his statement in its entirety.

Remember that the gnomes do not know that the spirit of Ahmoras possesses their creation. They believe that the dragon's strange actions can be blamed on the experimental autopilot system they installed, and they do not call the dragon "Ahmoras"; it is simply "the dragon."

Mamsh gladly accepts any offers of help from the adventurers. If they can destroy the mechanical dragon, he and the other gnomes would be very grateful.

If asked what their payment will be for helping the gnomes, Mamsh volunteers to give the PCs "incredibly superadvanced just-made-by-the-Weapons-Guild dragon-fighting equipment" which they may keep if they slay the dragon. He also pledges that he and the other gnomes will help the adventurers in any reasonable matter that they may request at a later date. If the party refuses to help Mamsh, he sighs deeply and returns to peddling his wares. Any good clerics in the party thereafter find themselves unable to memorize any spells. This should be an obvious clue to help Mamsh.

Mamsh, male gnome: AC 8; MV 6; tinker 8; hp 19; THAC0 18; #AT 1; Dmg by weapon type; S 7, D 16, C 9, I 15, W 10, Ch 12; ML 10; AL LG; small hammer; lifequest: build the perfect glider. Tinker gnomes use the to-hit tables of wizards and the saving-throw tables of priests, but they may use any weapons (see the *Time of the Dragon* boxed set, the Rule Book of Taladas, page 4).

The Journey to Mount Nevermind

Mamsh will lead the party along the Knights' Path to Mount Nevermind. The Knights' Path is usually safe to travel, but with the dragon loose, Mamsh is visibly worried and talks nonstop about its destructive ability (exaggerating all of its powers, since he knows little about it). Actually, the dragon is nowhere near the path at this time, but the PCs may run into other nasty surprises on the way (check for random encounters on the Gnomevale Random Encounters chart, page 44). When the adventurers do reach Mount

Nevermind, read the following passage:

At last you have reached Mount Nevermind, fabled home of the gnomes. The tallest mountain on Sancrist Isle, this extinct volcano is truly a majestic sight. Green terraces line its slopes up to its flat-topped summit. The only blemish to Mount Nevermind's beauty is a great gaping hole at its base, where the Knights' Path runs up to the mountain. Huge bronze doors that once stood at the entrance to the gnomes' city now lie flat against the earth, torn from their fixings. The earth around the entrance is ripped apart, and the Knights' Path itself has been destroyed. As you approach, you look down and see many enormous clawed footprints unlike those of any known beast. The damage must have been caused by the dragon you will be hunting.

The PCs are taken through the hole in the mountain to meet Piers, a gnome diplomat to other races. He cordially invites them to sit down and relax. If they wish, he will allow them to stay overnight and rest, and the gnome Medical Guild will tend to their wounds. Piers has equipment ready for the PCs if they wish to go after the dragon immediately. He keeps other gnomes away from the PCs, as he does not wish the PCs to be distracted by requests to examine any odd equipment they may have.

Piers, male gnome diplomat: AC 4; MV 6; T11; hp 37; THAC0 15; #AT 1; Dmg by weapon type; ML 14; AL N; S 11, D 16, C 13, I 17, W 9, Ch 17; *bracers of defense* AC 6, *short sword* +2. Piers is an unusually crafty and cynical gnome. He always seems kind and courteous but is capable of being ruthless to serve the needs of the gnomes. He would gladly sacrifice the PCs' lives if it would rid the gnomes of the dragon. Piers will be helpful to the PCs because they are, at this time, acting in the interests of gnome society. Piers speaks as slowly and as carefully as a human.

The DM should be prepared to ad-lib his description of Mount Nevermind's intricate "urban dungeon." *The Atlas of the DRAGONLANCE World* should be consulted for basic details of the mountain's layout.

If the PCs wish to rest overnight, the

gnomes lead each of them to his own comfortable, identical bedroom (size and layout are left to the DM). Read the following description to the players as their characters enter their rooms.

Well, now you've seen it all: a normal room with normal furniture, designed by gnomes! The room isn't large, but it looks comfortable. There is a desk, a chair, a closet, and a soft bed. Attached to the foot of the bed is a large red button.

The desk and chair are normal, just as they appear to be. The bed and the closet, however, are technologically advanced.

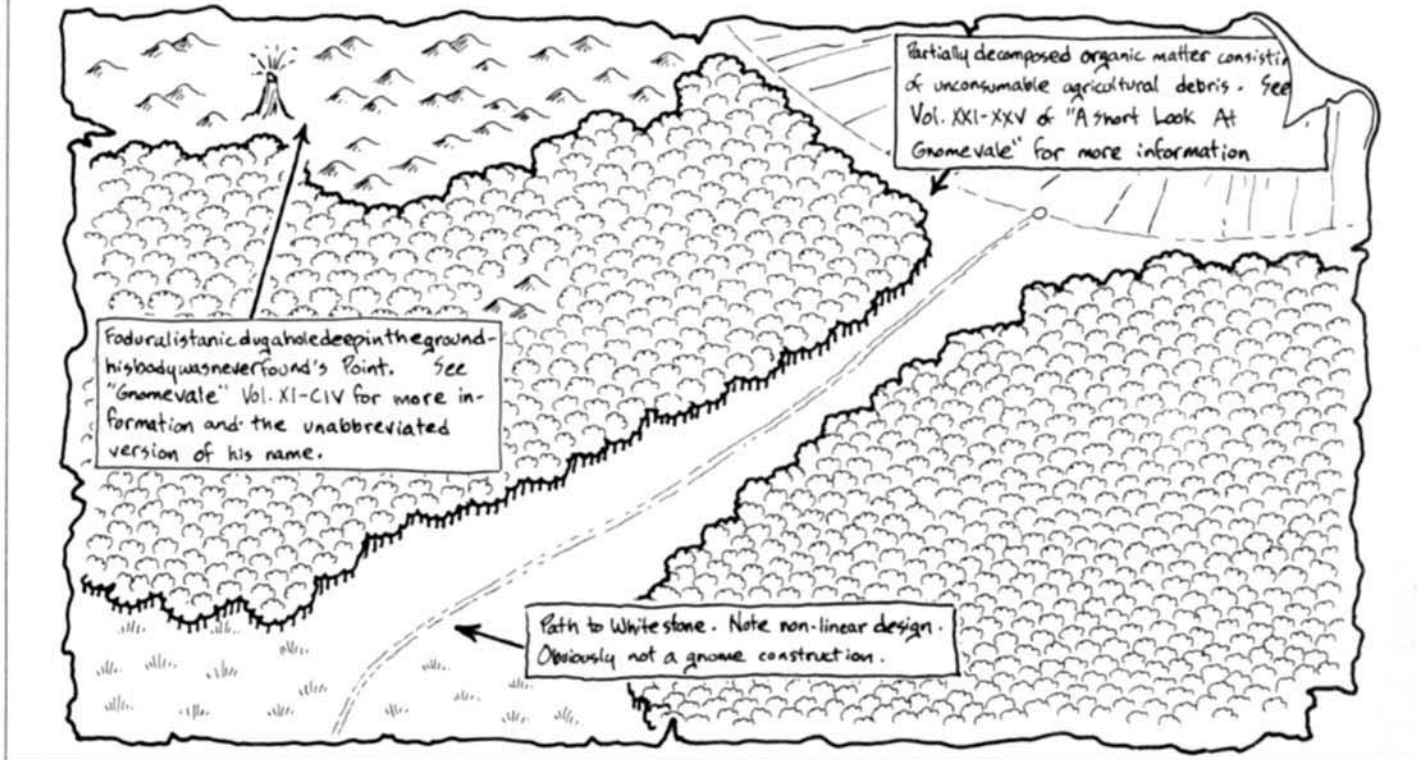
The bed, a gnome vibrosleeper, activates when the button is pressed. Two large arms emerge from the walls and grab at the button-pusher (THAC0 13, no damage), then forcibly place that character in the bed, which begins to vibrate rapidly for one round while the arms hold the victim secure. This violent vibrating action causes 1-4 hp damage. The mechanical arms are too strong to be resisted by strength alone but may be attacked (each arm is AC 2 with 10 hp). The arms withdraw after the vibrating bed stops (breaks down, actually).

The closet is a gnome easycleaner. As soon as the door is shut, the floor opens and any items inside are sucked down into a gnome laundromat. The cleaning machines work reasonably well on clothes but tend to badly mangle more solid items. Any inflexible items subjected to this process must save vs. crushing blow to avoid being severely damaged. Flexible items (including clothing) have a 10% chance of being horribly torn. Paper items are ruined by this cleaning process, though kind DMs will exclude spell books. Any PC who somehow manages to get "cleaned" takes 5-20 hp damage from the experience and must be rescued.

The bedroom doors of any kender will, as a precaution, be barred shut from the outside to prevent wandering.

If the PCs ask for healing, the gnome Medical Guild will be happy to provide it. The patients (or victims, as the knights say) are led to the gnome infirmary where they are treated with medicines, salves, bone stretchers, and good old-fashioned leeching. Each person treated must make a system-shock check. Those who make their check are

PIERS'S MAP



healed for 1-4 hp damage. If the check fails, the patient takes 2-8 hp damage. Only one successful treatment may be made per week.

When the adventurers are ready to leave, they are introduced to Springshaft, their guide—a gully dwarf. Springshaft was accepted into gnome society because of his willingness to test devices for the gnomes. He was re-named Springshaft after the first device he tested (a gnome elevator). Springshaft claims to be an able guide for the adventurers, and a master tracker.

Springshaft, male gully dwarf: AC 6; MV 6; F6; hp 43; THAC0 15; #AT 2 or 1; Dmg 1-4/1-4 (fist/bite) or by weapon type; SA saves at two levels higher; S 17, I 8, W 6, D 18, C 12, Ch 5; ML 6; AL CN; club. Springshaft thinks himself to be the equal of a gnome and thinks gnomes are the most wonderful race in Krynn; after all, they taught him to count to three! Springshaft believes he is far superior to anyone in the party and angrily responds to any questioning of his ability to lead them by saying, "Me know forest like own right hand!" while waving his left hand in the offending PC's face. Actually, Springshaft

has no idea where the dragon is and will wander about in a seemingly random pattern (see Springshaft's path on the map). This random wandering eventually leads the adventurers through all important encounters. If there is a gnome in the party, Springshaft's morale becomes 12 and he takes an active part in any combat. This is also the case if a party member compliments him by saying he is as smart or as brave as a gnome.

Once the adventurers have met their guide, they are led to a large room where they receive three pieces of dragon fighting equipment: a "bigwheel cart," a suit of "ironman battle armor," and a "steamsticker harpoon gun." For a complete description of this equipment, see page 42.

Piers gives the adventurers a map of the rough wilderness surrounding Mount Nevermind. He drew the map himself and warns the PCs not to let gnomes in the Mapmakers Guild find out about it, as they would demand that the PCs use their own superaccurate map (which only members of the Mapmakers Guild can understand). If he is asked for the design plans for the me-

chanical dragon, Piers informs the PCs that the plans were all destroyed in the chaos of the dragon's escape.

Mamsh will not continue with the party. He is eager to return to the Aeronautics Guild to design an improved gnomelider.

Gnomevale

Gnomevale, the rocky, forested wilderness surrounding Mount Nevermind, is a strange place indeed. Hundreds of misguided gnome ecological experiments have transformed what used to be a quiet, mountainous forest into a strange and confusing place. Elves are inherently annoyed by the unnatural plants the gnomes proudly refer to as their "hybrids." One example is a cross between a potato and a carrot (the gnomes have named it a parrot). Gnome hybrids usually receive the worst genetic traits of both parents; a few hybrids are poisonous or carnivorous.

Ahmoras's rampage through Gnomevale has destroyed much of the vegetation. Because his trails overlap repeatedly, it is virtually impossible to successfully track him. One good thing

Gnomish Devices

The PCs should be given the physical description and told the powers of each device given them by the gnomes. All gnomish devices listed below have been tinkered with and modified to the extent that their successes/mishaps are standard. Each device has abilities and fallibilities. Tinkers may further modify these devices in any way the DM allows, but guidelines for modifications are given for each device. Fallibilities marked with an asterisk may be detected by PC tinkers in very rough detail. As an example, here is a conversation between an adventurer and a tinker gnome who has just examined the ironman armor:

Party leader: "So, have you examined the armor?"

Tinker: "Oh yes I have and I detect that while wearing this armor you should not try to wind up the key in the back for too long as the armor will jam up and be useless."

Party leader: "How many times can the key be safely turned?"

Tinker: "Well I thought you would want to know that so I wound up the armor for 6 minutes 44 seconds and then it jammed."

All tinkering attempts are made against difficulty levels. Roll 1d20 and add the tinker's level to the roll. If the result is equal to or greater than the listed difficulty level, the attempt is successful. If the attempt fails, the tinker may not try again until he gains a level of experience. Tinkering will not usually damage a device if the attempt fails. No tinkering requires the buying of parts, as the gnomes provide these to the tinker for free.

If the party brings a malfunctioning device back to Mount Nevermind and requests that it be fixed, a 4th-level tinker gnome will dutifully try to repair the item. This gnome will also tinker with the device if he is asked to.

As you read over the descriptions of these devices, you may come to the conclusion that they will be of little use to the adventurers. Well, what do you expect from gnomes?

Ironman Armor

Complexity Level 11

This 1,200-lb. device has been designed

for human-size operators (5'6" -6'6" tall). Unfortunately, due to the necessary size of the operator, it has not been tested.

Physical Description: This 10'-tall iron armor completely covers the entire body of the wearer. A large metal key protrudes from the suit's back. The wearer of the ironman armor resembles an awesome metal giant or an old movie robot.

Abilities:

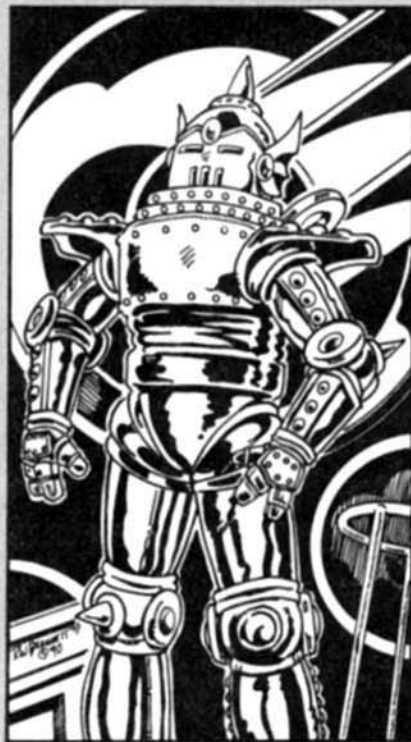
- The armor has AC 0.
- The wearer takes half damage from blunt weapons (includes dragon stomp attack) due to the armor's structure.
- The user gains an 18/00 strength (+3 to hit, +6 to damage) when using any one-handed weapon while wearing this armor.
- The armor comes with a giant one-handed mace that does 2d6 hp damage (+6 hp damage with suit's strength bonus).
- The user gains a movement rate of 8 and is not slowed down by undergrowth or shallow mud or water.

Fallibilities:

- The device must be wound up or its limbs will not move. The armor requires one round of winding for each turn of action. If the armor is wound for more than six rounds, the winding mechanism breaks. When the device winds down, it instantly becomes immobile. Fixing a broken winding mechanism is a difficulty 11 task and takes 2-16 hours.
- The wearer attacks last in a melee round, losing all rolls for initiative.
- Spells with somatic components may not be cast by the armor's wearer.
- The wearer may not get out of the armor without help from a companion.
- Any to-hit or saving-throw roll that results in a 1 means the device has broken and needs repair (difficulty 11, 2-12 hours). Any roll of 2 means that the machine bashes itself in the head with any weapons carried (doing half damage to the wearer). Any roll of 3 indicates the device has dropped all carried items (one round per item is required for recovery).
- No two-handed or missile weapon may be wielded.
- If the wearer is struck with a physical weapon for 20 hp or more damage (before damage is modified), he must

save vs. petrification or be knocked prone. A combined strength of 35 is needed to right the wearer, or the wearer may right himself after 2-7 rounds. However, a saving throw vs. crushing blow must be made for the metal wind-up key in back (7 or better required) or the key jams in place (difficulty 11, 1-4 hours to fix).

Results of Tinkering: A tinker may add an automatic winding mechanism that will allow the device to wind itself as the wearer moves. To make this modification takes 2-20 hours at difficulty level 12. After this modification, the armor is badly balanced so that a save vs. petrification is required when 10 hp damage or more is taken (see last fallibility).



Bigwheel Cart

Complexity Level 15

The bigwheel cart is useful for high-speed land movement, but getting it to stop once it has started rolling is not easy. The bigwheel cart may carry up to eight man-size creatures, and up to 18 gully dwarves may cling to the sides.

Some creatures encountered in the wilderness (carrion crawlers and wild dogs, for example) will be unable to effectively attack those riding the cart. Intelligent opponents will usually scatter (to avoid being run down) and must use special or ranged attacks to reach riders on the cart.

Physical Description: This huge wagon, the size of a small cottage, is the closest thing the PCs will ever find to a Sherman tank. The bigwheel cart is so named because of the six 10'-diameter wheels that propel it. As the bigwheel cart rolls merrily along, it jets forth a trail of steam (damage 1-6 hp) from its rear exhaust that hits anyone within 10' of the rear of the cart. The cart's side walls are 3' high, providing 50% cover from missile fire to those inside (-4 to armor classes). Four two-man benches are provided inside the cart, with the driver sitting on the front right side of the interior.

Abilities:

-The cart has a movement rate of 60(!), meaning that once it gets underway it is moving at about 20 MPH, or covering 600 yards per minute. While this speed is slower than a fast horse on a dead run, the size of the cart and the wild ride will almost certainly make this speed seem terrifying.

-The cart does 1d20 + 10 hp damage to creatures that stand in its way (save vs. petrification to avoid if within 60' of moving cart's path).

-The cart will plow through small trees, bushes, and animals. This will reduce the cart's movement rate briefly to 18.

Fallibilities:

-This device, once started, is virtually impossible to stop as the brakes will malfunction. Only when all the water in its steam-engine fuel tank is used up will the cart roll to a halt (10 miles and half an hour after starting).

-The cart has bench seats but no seat belts. All passengers must make one dexterity check on 1d20 per round the cart is in motion or be thrown to the floor for 1 hp damage (this damage continues even after the PC is on the floor, as the motions of the car will hurl the PC around until he can make a strength check on 1d20 to grab a bench or the side of the cart).

-Steering the cart is difficult. When a PC attempts to steer the cart, roll 1d20 and consult the following table:

- | | |
|-------|----------------------------------------------------------------------------------------------|
| 1 | Cart is jammed permanently into reverse and must be fixed (but only after it stops). |
| 2-4 | Cart drives in reverse for 2-8 rounds, then rolls forward again. |
| 5-8 | Cart goes in opposite of desired direction. |
| 9-10 | Cart stalls for 3d6 seconds (get off while you can!), then continues on its previous course. |
| 11-20 | Cart goes in desired direction. |

-If the cart is traveling backward, all who ride on it take 1-3 hp damage per round from steam. Gully dwarves clinging to the sides of the cart avoid this damage.

-The cart requires 12 gallons of water for every mile traveled, and its storage tank holds 120 gallons. The water is heated into steam by a solar lens, so the cart may not travel at night or on cloudy days. The cart will run out of water long before the adventurers return to Mount Nevermind if they follow Mamsh's path.

Results of Tinkering: A tinker may fix the steering mechanism in 1-4 hours so that it will steer properly (difficulty 14). The braking mechanism simply has a screw loose. PC tinkers must make a saving throw vs. spells to replace the screw (difficulty 4). If the tinker fails, he will spend 2d20 hours building a screw replacement machine (complexity 14). NPC tinkers automatically fail their saving throws. Seat belts may be made with ropes by anyone.

Steamsticker Harpoon Gun

Complexity Level 11

This 500-lb. harpoon gun is a powerful weapon, but it is impossible to predict when it will go off.

Physical Description: The steamsticker harpoon gun resembles a cannon mounted on a platform. It is currently mounted on the bigwheel cart and shares its water tank, but the gun may be removed (in which case an alternate source of water is required). The gunner must sit on the front left side of the cart's interior.

Abilities:

-The harpoon fires a single 10'-long steel bolt for 3d20 hp damage, at a range of 300'.

-A *dragonlance* fired from the harpoon gun causes 2-12 hp damage plus the firer's hit points in damage if it hits a live, nonmechanical dragon (do not tell the adventurers of this ability). Normal lances cannot be fired from the harpoon gun.

Fallibilities:

-Once the device is set to fire, it will do so in 1-6 rounds.

-Until the device fires, a PC must aim it or it will automatically miss its target.

-Once fired, the harpoon gun may not be fired again until it is reloaded. This may not seem to be much of a problem, but only one harpoon comes with the device, and the target may be unwilling to return the bolt.

-On a roll of 1-5 on the aimer's attack roll, the harpoon gun jams. Steam envelops everyone within a 10' radius, causing 5d6 hp damage.

-If the harpoon gun is fired while mounted on the bigwheel cart, the steam blast generated reduces the amount of water left for fueling the cart by 12 gallons.

Results of Tinkering: A PC tinker can reduce the time of firing to 1-2 rounds (difficulty 13). The chance of the harpoon jamming can be reduced to 1 in 20 (difficulty 20).

Gnomevale Random Encounters

1d12 Wilderness	1d10 Knights' Path
1 Carrion crawlers	1-3 Draconian patrol 1
2-5 Draconians*	4-5 Draconian patrol 2
6-8 Gully dwarf foragers (9)	6 Draconian patrol 3
9 Red dragon	7-10 Solamnic search party
10-11 Wild dogs	
12 Ahmoras	

* Roll 1d6 on the Knights' Path table to see which patrol is encountered.

Carrion crawlers (4): AC 3/7; MV 12; HD 3 + 1; hp 24, 23, 20, 18; THAC0 17; #AT 8 (tentacles) or 1 (bite); Dmg nil or 1-2; SA each tentacle causes paralysis for 2-12 turns; ML special; AL N; MC. These monsters have been wandering around aimlessly since Ahmoras destroyed their burrows.

Draconians: There are three unique draconian patrols. If a patrol is slain, it will not be encountered again. The patrols are searching for Ahmoras, seeking to make him loyal to the Dark Queen once again. Each patrol has a potion of *black dragon control* that they plan to use against the dragon if he will not join them. However, the potions will not affect Ahmoras in his mechanical body.

Patrol 1: These draconians are the least important of the three search parties. Among the patrol of 10 are two unusually weak baaz draconians, Grekk (3 hp) and Gnash (2 hp). They stay at the back of combat and surrender immediately if their companions or their leaders are killed. They eagerly give information in exchange for their lives and are too stupid to lie effectively, but they may try ("No, there are no draconians in this forest, not a single one.") Grekk and Gnash do know that the rampaging mechanical dragon has the soul of a powerful black dragon, named Ahmoras, trapped within it.

The patrol's bozak leader, Flatch (27 hp), possesses a wizard scroll with the spells *wall of fog*, *wizard lock*, *minor globe of invulnerability*, and *dig*. His lieutenant, Pitch (17 hp), carries the potion of *black dragon control*. The draconians wear standard battle garb.

Bozak draconians (3): AC 2; MV 6 or 15 (on all fours), fly 18; HD 4; hp 27, 17, 10; THAC0 17; #AT 2 claws; Dmg 1-4/1-4; SA spells; SD all saves at +2, 20% magic resistance, exploding bones; ML 15; AL LE; DLA/74; spells (as 4th-level wizard): *burning hands*, *magic missile*, *shocking grasp*, *invisibility*, *web*.

Baaz draconians (7): AC 4; MV 6 or 15 (on all fours), fly 18; HD 2; hp 12, 11, 10, 9, 8, 3, 2; THAC0 19; #AT 2 claws or 1 weapon; Dmg 1-4/1-4 or by weapon type; SD 20% magic resistance, killing weapon sticks; ML 13; AL LE; DLA/74; long swords.

Patrol 2: This is the second draconian patrol in search of Ahmoras. Silicis, the 20-hp sivak, has the potion of *black dragon control* and is *polymorphed* into the form of a half-elven fighter. The 33-hp sivak, Myshan, currently resembles a Knight of the Sword. The kapak draconians under their command wear standard battle garb.

Sivak draconians (2): AC 1; MV 6 or 15 (on all fours), fly 18; HD 6; hp 33, 20; THAC0 15; #AT 3 (claws and tail); Dmg 1-6/1-6/2-12; SD all saves at +2, 20% magic resistance; ML 15; AL NE; DLA/75. The sivaks consider themselves too important to risk in combat and will stay behind the kapaks. If all the kapaks are slain, make a moral check to see if the sivaks fight or flee.

Kapak draconians (5): AC 4; MV 6 or 15 (on all fours), fly 18; HD 3; hp 15, 13, 6; THAC0 17; #AT 1 bite or 1 weapon; Dmg 1-4 or by weapon type; SA poison; SD acid pool, 20% magic resistance; ML 15; AL LE; DLA/75; long swords. The kapaks spend one round poisoning their blades before they attack.

Patrol 3: This is by far the most dangerous of the groups to be encountered. Be sure to remember that some of the aurak's special attacks may affect his companions.

Shraak Walder, aurak draconian: AC -1 (with ring); MV 15; HD 8; hp 34; THAC0 13; #AT 3 (claws and bite); Dmg 1-4/1-4/1-6; SA fire energy blasts through hands (two attacks per round, 1d8 + 2 hp damage each, 60-yard range), breath weapon (three times per day, 20 hp damage plus blindness, save applies, 5' range), *suggestion* and mind control, spells; SD save at +5, 30% magic resistance, *dimension door* (three times per day); ML 13; AL LE; DLA/73; spells (as 8th-level wizard): *enlarge*, *shocking grasp*, *ESP*, *stinking cloud*, *blink*, *lightning bolt*, *fire shield*, *wall of fire*; *ring of delusion* (spell turning), *ring of protection* + 1.

Shraak has been successfully deluded by his ring and will attempt to use it if a spell is cast at him. If killed, he will use his lightning form to attack not only the PCs but his own companions (whoever is closest). When Shraak dies, his rings must save vs. magical fire, lightning bolt, and crushing blow or be destroyed. Shraak wears standard Dragonarmy battle garb but uses his *change self* ability to mimic Barachius, his mage companion, when he encounters the PCs.

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(the only good thing) is that the now-devastated wilderness is relatively easy to travel through.

In the northwest corner of Gnomevale is a tiny volcano known as Fodur's Point (area 6) surrounded by hills and valleys. Small plants and bushes grow here, but there is too little soil to support trees or other large plants.

Check for an encounter each time the PCs enter a new hex or remain stationary for three hours. Encounters occur on a roll of 1 on 1d8.

Except for the wild dogs, all encountered groups are unique. If a group is slain, it may never be encountered again. If an encountered group is not slain, it can be encountered repeatedly. Treat encounters with slain groups as no encounter, or reroll if you prefer.

Set Encounters

1. Entrance to Mount Nevermind.

This spot marks the place where the mechanical dragon broke out of of Mount Nevermind. Once it was the main entrance to the home of the gnomes, but now it is merely a gaping hole in the mountainside. The PCs may return here at any time if they wish to rest or have their gnome devices fixed.

2. The Wounded Copper Dragon.

In this clearing is a wounded copper dragon, Scatterspray, who was flying over the forest when she spotted the mechanical dragon. Ahmoras was already aware of her presence and remained completely still. Scatterspray flew down to investigate and was quickly attacked and slain. Due to her *ring of regeneration*, however, Scatterspray revived a short time later, but she can no longer fly as her wings have been damaged. One of Scatterspray's claws is also injured, thus limiting her to two attacks per round.

Scatterspray is napping until her ring finishes its healing; she then plans to fly home and find some other dragons to help her slay the "metal one." Scatterspray feigns death to avoid interaction with the party (she isn't in the mood for conversation). If the PCs investigate her body, she angrily warns them to leave her alone. If the PCs heal her, tell her a few jokes, or do something entertaining, she agrees to locate the mechanical dragon by air (once her wings have healed) and lead the party to him. Scatterspray will not fight the "metal one"

personally and will not lend her *ring of regeneration* to anyone. Scatterspray's plan to destroy the dragon will take a few months to prepare (not long for a dragon), so it is of little use to the PCs.

Scatterspray, adult copper dragon: AC -3; MV 6 (when healed: 9, fly 30, jump 3); HD 15; hp 66 (74 when healed); #AT 2; Dmg 1d6 + 6/5d4 + 6; THAC0 5; SA breath weapon (12d6 + 6), spells, combat maneuvers; SD spells, combat maneuvers, 15% magic resistance; ML 16; AL CG; MC; spells: *cantrip*, *phantasmal force*, *ventriloquism*.

3. The Corpses of the Knights.

Unknown to Mamsh, many of the Solamnic Knights have been cured of their disease since his visit. Six of them were sent, heavily armed, to find and slay "the gnomes' dragon." They were traveling along the Knights' Path when they saw a section of forest that showed signs of the dragon's passing. They followed the monster's path until they found him and attacked. Unfortunately, they lacked the power to defeat Ahmoras and were slain. Their bodies should be taken back to the Solamnic castle so they can be given a proper burial. Their weapons and armor should also be returned. If the PCs have the gnome bigwheel cart, they will be able to carry the bodies and armor without trouble.

There are six human bodies and the corpses of their horses scattered about the clearing. Worn by the dead knights and strewn through the area are five suits of normal plate mail, one suit of Solamnic armor, three normal two-handed swords, a *two-handed sword +1*, a long sword +2, a *footman's dragon-lance +2*, and five normal medium lances. If the PCs return the knights' bodies and all of the weapons, they will be very well received. Any PC Knight of Solamnia will gain extremely valuable social status in the knighthood. Any good warrior may gain honorary knighthood. If the PCs return some but not all of the items or bodies, they will be questioned by a priestess of Mishakal using a *detect lie* spell. If the PCs return none of the items, they will certainly be in trouble if the knights ever find out!

4. Gully Dwarf Village. This gully dwarf settlement is populated by two families, the Soolths and the Gulmphs. A few years ago, the gnome agricultural

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Dayana, female kagonesti dark elf: AC 0; MV 12; F7/T7; hp 34; THAC0 14; #AT 3/2; Dmg by weapon type +1; SA backstab; S 16, D 19, C 11, I 8, W 9, Ch 13; PP 80%, OL 55%, F/RT 35%, MS 65%, HS 55%, DN 55%, CW 90%, RL —; ML 16; AL CE; *bracers of defense AC 4*, *long sword +1*, *potion of black dragon control*. Dayana is completely loyal to the Dark Queen and will never betray her. She wears standard Dragonarmy battle garb.

Barachius, male human: AC 8; MV 12; red-robed Wizard 7; hp 14; THAC0 18; #AT 1; Dmg by spell or weapon type; S 7, D 16, C 9, I 15, W 8, Ch 10; ML 6; AL CN; staff; spells: *magic missile* (×4), *flaming sphere* (×2), *mirror image*, *fly*, *item*, *dimension door*. Barachius is a coward who will quickly change loyalties during battle if his opponents seem to be winning. He stays behind as his companions charge into combat, or he uses his *dimension door* spell to avoid physical confrontation. Barachius's first action during battle is to cast a *mirror image* spell on himself (Shraak will hide among these images). The wizard carries a traveling spell book (trapped with *explosive runes*) containing all his memorized spells. Barachius's second- and higher-level spells have all been subjected to *secret page* spells (the command word is "paranoia") to resemble notes on alchemy.

Tetcha, female human: AC 4; MV 12; cleric of Takhisis 6; hp 31; THAC0 18; #AT 1; Dmg by spell or weapon type; S 14, D 12, C 14, I 12, W 16, Ch 18; ML 16; AL NE; chain mail, shield, mace, spells: *endure heat*, *protection from good* (×2), *sanctuary* (×2), *barkskin*, *silence 15' radius* (×2), *spiritual hammer*, *wyvern watch*, *cause disease*, *dispel magic*.

Tetcha is a strikingly beautiful young woman who will surrender to the party if her companions are killed. She agrees to join the adventurers and is helpful until Ahmoras is found. Then she attempts to win him to her side and destroy the party (but Ahmoras will attack her). Tetcha claims to be a cleric of the neutral god Sirrion.

Gully dwarf foragers: These gully dwarves, led by one named Gurph, have been sent out to patrol the forest and look for food. Unfortunately, they are lost and have no idea where their village is. They have by pure chance avoided Ahmoras so far. If treated kindly, they follow the adventurers around asking "This way to village?" every five minutes. If they are asked questions, they give whatever answer they feel is most likely to get the PCs to take them home ("You want dragon? Dragon in village!") They cannot be convinced that the PCs do not know where the village is. If the PCs say anything that the gully dwarves do not understand, they look around worriedly, mutter to each other, then laugh loudly at "funny joke you make!"

Gurph, male gully dwarf leader: AC 5; MV 6; F5; hp 24; THAC0 16; #AT 2 or 1; Dmg 1-4/1-4 (fist/bite) or by weapon type; SD save at two levels higher; ML 6; AL N; S 16, D 17, C 11, I 6, W 8, Ch 8; DL3/30; *hand axe +1*, animal-hide armor equivalent to leather. A few years ago, a gnome who was researching gully dwarf intelligence asked Gurph two simple mathematical questions. Gurph guessed "One" for the first answer and "Two" for the second answer. He was informed that he was wrong; the answers were six and eight. Gurph knows that gnomes are smart, so ever since then he has answered "Six" to all questions to which he thinks the answer is one and "Eight" to all questions to which he thinks the answer is more than one.

Gully dwarves (9): AC 10; MV 6; HD 2; hp 11 each; THAC0 19; #AT 2 or 1; Dmg 1-4/1-4 (fist/bite) or by weapon type; SD save at two levels higher; ML 4; AL CN; DL3/30; wooden spears. Few of the gully dwarves will fight any opponent; most flee until the danger is over. These dwarves are less useful than the average gnome invention, but at least they don't explode.

Red Dragon: Inferno, a red dragon, was sent by Takhisis to find Ahmoras, which she quickly and easily did, flying right up to the mechanical monster and greeting him. Inferno escaped Ahmoras's subsequent attack without taking critical amounts of damage (though one of her wings is broken). She is not seeking trouble and tries to avoid combat if possible, but if the party seems weak and visibly wealthy, her greed may overcome her caution.

Inferno, young adult red dragon: AC -4; MV 9, jump 3; HD 14; hp 31 (71 when healed); THAC0 7; #AT 3 plus special; Dmg 1d10 + 5/1d10 + 5/3d10 + 5; SA breath weapon (10d10 + 5), spells, combat maneuvers; SD immune to fire, innate spells, 30% magic resistance; ML 17; AL CE; MC; spells: *charm person* (×2). Inferno will not use her breath weapon unless she is reduced to 10 hp or fewer, as she fears it will attract Ahmoras's attention. Inferno is looking for the third draconian patrol in order to relay her information to it. Her first priority in combat is to *charm* any mages to prevent them from casting powerful spells.

Wild dogs (4-16): AC 7; MV 15; HD 1 + 1; THAC0 19; #AT 1; Dmg 1-4; ML 6; AL N. These animals will not attack if the PCs are accompanied by the gully dwarf foragers. They can be distracted by food.

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Solamnic Search Party: These knights were dispatched to find out what happened to the knights sent to slay Ahmoras (see encounter 3). They have completely recovered from the strength-robbing disease with which they were infected. The knights ask the PCs if they have seen the lost knights and describe them in detail. If the PCs have the bodies of the knights (from area 3), they may give them to the search party and still receive all the benefits of returning the bodies to castle Uth Wistan. If the PCs cooperate fully in returning the bodies and equipment, the knights' leader, Xanthor, will offer to let them "borrow" the *dragonlance* carried by the first party of knights. Xanthor must return the bodies and equipment of the dead to castle Uth Wistan but may be persuaded to allow some of his Knights of the Crown to accompany the PCs on their quest (if the DM judges the party is in need of help).

Xanthor Kafton: AC 0; MV 9; Knight of the Sword 8; hp 52; THAC0 13; #AT 3/2; Dmg by weapon type +1; S 17, D 9, C 15, I 11, W 14, Ch 15; ML 17; AL LG; *two-handed sword* +3, Solamnic armor; spells: *cause light wounds* (×2), *silence* 15' radius.

Regis Philant: AC 1; MV 9; Knight of the Crown 8; hp 59; THAC0 13; #AT 3/2; Dmg by weapon type; S 15, D 15, C 15, I 11, W 10, Ch 14; ML 17; AL LG; *long sword* +2, *shield* +1, plate mail.

Knights of the Crown (4): AC 5; MV 9; Knight of the Crown 4; hp 41, 29, 28, 27; THAC0 17; #AT 1; Dmg by weapon type; S 15, D 11, C 15, I 11, W 11, Ch 12; ML 16; AL LG; *two-handed sword*, chain mail.

Medium war horses (6): AC 7; MV 18; HD 2+2; hp 13, 12, 10 (×2) 9, 6; THAC0 19; #AT 2; Dmg 1-6/1-6; ML 7; AL N; MC.

Ahморas: This encounter is supposed to make the PCs truly aware of the menace they face, not to kill them or the dragon. Ahморas is currently looking for the *icon of Chemosh* (see page 39 for details). He wants the icon because he believes that it will be able to free his soul from his mechanical body and allow him to possess that of another dragon. If the PCs are in possession of the icon (from Blackstone at area 5), they will be attacked by Ahморas without mercy or reprieve. It is possible to avoid combat by threatening to destroy the icon (as Ahморas does not know that it is indestructible). This is only a temporary solution, though.

If the PCs do not have the icon, Ahморas will not bother to fight them for long. A short time ago he was in a suicidal fighting frenzy, but now that he has thought of using the icon to transfer his soul, he has become more cautious. Due to his evil nature, he is unable to resist the urge to cause chaos and destruction among the party. Thus, he usually makes one attack before fleeing. Possible attacks include charging the PCs and trampling them or casting a *rock to mud* spell underneath the bigwheel cart. Before running this encounter, be sure to read Ahморas's statistics and background fully. It is important to understand his attack methods and his motivations.

guild decided they would construct a compost heap in this area. The huge mound was a godsend to the two families, who moved here from their forest huts to feast on garbage. The gully dwarves have a good life, as 59,000 gnomes produce enough edible waste to keep them well fed. The Gulgumphs have also been experimentally raising rats as edible livestock.

Unfortunately, the gnomes have not dumped their garbage since Ahморas escaped because they are too scared to go outside. The gully dwarves have been forced to go hunting and have had no luck so far. The villagers beg the party for food, but the PCs can never give them enough; the dwarves will eat until they are bloated if given the chance. If the PCs remain stationary for any length of time, a gully dwarf child attempts to pick the pocket of one of them (as a 1st-level thief). Other children will try to steal iron rations or other food.

If the PCs have found the gully dwarf foragers, they can leave them in the village. The foragers will soon reenter the forest, however, as their village still needs food. They may be encountered again.

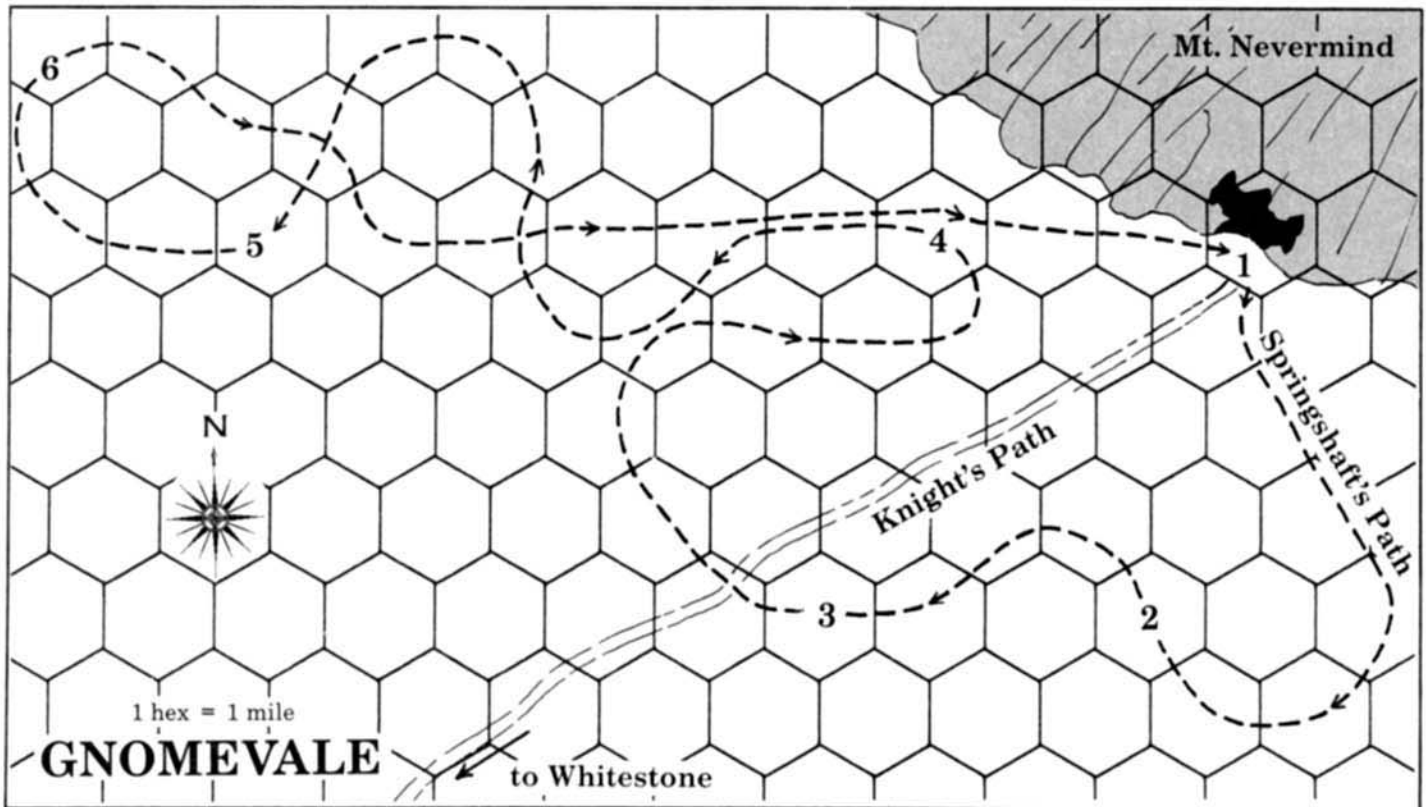
Springshaft sniffs disdainfully at the village and ignores the other gully dwarves. He considers himself superior to them as he lives with the gnomes, and is "civ'lized," as he says.

Gully dwarf males (24): AC 10; MV 6; HD 2; THAC0 19; #AT 2 or 1; Dmg 1-4/1-4 (fist/bite) or by weapon type; SD save at two levels higher; ML 3; AL CN; DL3/30; spear.

Gully dwarf females (40): AC 10; MV 6; HD 2; THAC0 19; #AT 2; Dmg 1-4/1-4 (fist/bite); SD save at two levels higher; ML 5; AL CN; DL3/30.

Gully dwarf children (126): AC 8; MV 6; HD 1; #AT 2; Dmg 1-2/1-2 (fist/bite); SD save at one level higher; ML 2; AL CN; DL3/30.

Shamon, male gully dwarf shaman: AC 10; MV 6; HD 4; hp 24; THAC0 nil; #AT nil; SD save at two levels higher; ML 7; AL CN; DL3/30. Shamon never attacks physically but instead uses his "magic" (he swings a dead chipmunk over his head while chanting). All gully dwarves in his presence have their morale increased by two points while Shamon is chanting.



5. Blackstone. Here beneath a small tree lies the now-insane Blackstone. Once a strong, charismatic young man, he is now old and tired. His insanity has brought him new vitality, though, and a fanatical gleam is easily apparent in his eyes. He is waiting patiently for Ahmoras to wander by so he can kill the dragon.

When Blackstone sees the PCs, roll his reaction on the Encounter Reactions table (2nd Edition *DMG*, page 103). Reroll his reaction every five minutes, as his insanity causes him to have an unstable personality. If Blackstone is friendly toward the PCs, he answers any questions they ask. If he is indifferent to the PCs, he ignores them. If he is cautious or threatening, he warns the party that he is a powerful cleric of Takhisis. If he is hostile, he grimly identifies himself as the Nightlord of Takhisis and begin chanting wildly. Blackstone never physically attacks. If the PCs ask him to come with them, he becomes permanently friendly and follows them around on their "quest to slay Ahmoras."

The first time Blackstone becomes friendly toward the PCs, read the following to the players:

With a sudden confused look on his face, the man beneath the tree looks at you as if he had never seen you before. Then a big smile creeps across his face. "Well, you're finally here," he says. "I guess you'll kill Ahmoras for me, won't you? Of course you will!" He reaches into his robes and pulls out an ornamental statue of a dragon carved from black jade. "This is the *icon of Chemosh*. It once held Ahmoras's soul before he animated that gnome machine. He wants to use it to transfer his essence into a new body. But watch out! He can sense its presence except when I hold it. Don't take it unless you are ready to fight him for it! He'd do anything to get this statue. He hates his new body, you know." The man's smile turns into a snarl, "Ungrateful creature, after all the trouble I took animating him!"

Blackstone: AC 10; MV 12; former cleric of Takhisis 11; hp 61; THAC0 nil; #AT nil; S 14, D 12, C 15, I 15, W 5, Ch 17; ML 20; AL LE; no spells. Blackstone's wisdom score was originally 16,

but due to his insanity it has been drastically lowered. Blackstone's only possession is the *icon of Chemosh* (see page 39).

6. Fodur's Point. Several hundred years ago, a master craftsman named Fodur tested his greatest achievement here. He invented a machine that would mine and process ore, and he brought it here where he suspected there would be great mineral deposits. He started it up, and the machine dug deeper and deeper into the earth, successfully processing what ore it found. Unfortunately, Fodur could not get the machine to stop, and it tunneled until it reached a magma vein. This created the only known active (if small) volcano on Sancrist Isle: a 40'-wide opening with a 10'-high parapet, dropping 270' straight down into live magma.

The gnomes proclaimed Fodur a true gnome genius and have held his name in reverence ever since. Fodur's Point is known as a great place to test geothermal energy generators and to cook hot dogs. In addition, it is an ideal place to construct a trap for Ahmoras. If the area can be cloaked in illusion, such as by a *hallucinatory terrain* spell, it is

possible that Ahmoras might be tricked into blundering into the crevasse.

Fodur's Point rarely erupts but does give off a continual supply of toxic gas (which will not affect Ahmoras nor be concealed from anyone else by any illusion). Anyone who comes within 120' of Fodur's Point will inhale the gas and must save vs. poison at +2 each round or begin coughing uncontrollably, with the effects of a *stinking cloud* spell. Those who rolled a 1 for a saving throw will collapse and must be taken from the area or die in 1-4 rounds. Gnomes who come here wear special breathing devices that only rarely suffocate the wearer.

Concluding the Adventure

The party could attempt to defeat Ahmoras in several ways. A few of them are listed below with their possible consequences. Many of these methods make use of the *icon of Chemosh*. For a complete description of how Ahmoras reacts to the icon, see his description at the end of the module.

1. The party bashes Ahmoras to bits. Though crude, this method is possible. If the party is powerful, it may locate Ahmoras (perhaps with Scatterspray's help) and destroy him in physical combat.

2. The party melts Ahmoras in the volcano. Tricking Ahmoras into falling into Fodur's Point is difficult but not impossible. Ahmoras is so obsessed with the *icon of Chemosh* that he would actually jump after it if it were hurled into the volcano. This would destroy Ahmor-

as and make the icon inaccessible.

3. The party builds a trap for Ahmoras (either by themselves or with the help of the gnomes). Getting Ahmoras into the trap is easiest if the *icon of Chemosh* is used as bait. Traps could range from huge pits to fields of mud. Don't let the party pass the buck and tell the gnomes to design the trap. If the gnomes begin designing a trap, it will be so huge and complex that it will take years to construct. The PCs must organize and supervise the gnomes if they want the latter to build a trap.

4. The party manages to get a tinker gnome to ruin Ahmoras by taking him apart. This is a difficult way to defeat the dragon, as it is necessary to get the gnome *inside* Ahmoras's body in order to achieve success. There is an entry hatch in Ahmoras's back, but most tinkers will think of more interesting ways to get in (such as crawling down his throat, into the acid container). If a gnome manages to somehow get inside Ahmoras, he automatically causes 1d8 plus his tinker-gnome level in hit points of damage to Ahmoras if he attempts to tinker with the dragon's mechanisms. Due to the intense heat inside Ahmoras's body, the unlucky gnome takes 1-3 hp damage per round. Spells or magical items that protect from heat are a necessity if this plan to defeat Ahmoras is undertaken.

5. The party attempts to transfer Ahmoras's soul and slay him in his new form. This is possible only if the party has encountered and slain Inferno, the red dragon. If Ahmoras transfers into

Inferno's body (which he will gladly do), it is immediately restored to full health and takes on all of the aspects of Ahmoras's original form. If the party does manage to slay Ahmoras in his new body, his soul is sucked into the Abyss by the *icon of Chemosh* (even if the party doesn't have it).

6. The party attempts to negotiate with Ahmoras. Attempts to strike a deal with Ahmoras always fail. The dragon accepts no deals that do not end with him gaining the icon. Once he has the icon, he hunts down and kills Inferno, then uses the icon to animate her body. Then he attacks Whitestone by air, combining might and magic to demolish the city.

The possibilities for subsequent adventures are considerable. Now that the party knows the gnomes, they might be hired to deliver some technological item elsewhere in Krynn. And what of the icon? If it is still around, the PCs could go on a quest to find out how to destroy it. Or perhaps Ahmoras's spirit didn't dissipate harmlessly or return to the Abyss after he died. The dragon might find, to his surprise, that he can travel in spirit form, possess the body of another evil dragon, and seek out those who slew him. What if he is able to reenter his own body, now a buried skeleton, and animate it as an undead dragon? The party may be forced to fight him in this new form when they have reached higher levels (use the statistics for Dragotha on page 29 of DRAGON Magazine issue #134).

Ahmoras

	Mechanical Form	Original Form*
INTELLIGENCE	Exceptional (16)	Exceptional (16)
ALIGNMENT	Chaotic evil	Chaotic evil
ARMOR CLASS	-2	-3
MOVEMENT	24	12, fly 30 (C), swim 12
HIT DICE	20	16
HIT POINTS	120	96
THACO	5	5
NO. OF ATTACKS	3 (claw/claw/bite) plus special (see page 49)	3 (claw/claw/bite) plus special (see Monstrous Compendium)
DAMAGE/ATTACK	1d6 + 6/1d6 + 6/5d6 plus special (see below)	1d6 + 8/1d6 + 8/3d6 + 8 plus special (see Monstrous Compendium)
SPECIAL ATTACKS	Spells, charge, breath weapon	See Monstrous Compendium
SPECIAL DEFENSES	Immune to electricity, poison, rust, normal missiles	See Monstrous Compendium
MAGIC RESISTANCE	See below	60% (unique ability)
SIZE	G (68' body with 55' tail)	G (68' body with 55' tail)
MORALE	Fearless (19)	Fanatic (16)
XP VALUE	23,000	21,000

* Old black dragon, 447 years old at death.

(continued on page 49)

(continued from page 48)

Spells: *charm person, detect magic, feather fall, shield, invisibility, fog cloud, stinking cloud, web, haste, slow, spectral force, dimension door, minor globe of invulnerability, cloudkill, transmute rock to mud* (spells may be used whether Ahmoras is in mechanical or live form).

Ahморas the dragon was one of Takhisis's finest if most erratic servants. Gifted with incredible brilliance for a black dragon, he exceeded the normal limits of his kind and obtained the powers of a 10th-level renegade wizard in addition to his usual spells.

But Ahморas was not a very dependable servant. Though brilliant, he was stubborn and unusually egotistical, even for a dragon. Proud Ahморas, leader of the black dragons, was tricked into an ambush and slain by seven adult copper dragons during the Age of Dreams.

Ahморas's soul drifted into the Abyss, where he refused to make himself useful. He brooded and planned revenge on the seven who slew him. As punishment for his uncooperative attitude, Takhisis trapped his soul in an uninhabited region of the Abyss and forgot about him until Blackstone prayed to her, begging for a task to perform. Takhisis, who disliked Blackstone, told him the location of the *icon of Chemosh* and set him the task of finding some way to resurrect Ahморas. Takhisis told Ahморas he would soon be free, and he eagerly waited for his return to life. He waited over three decades. How dare he be made to wait so long! He would return to life and rend Blackstone limb from limb. Then, when his queen had apologized to him, he might consent to serve her.

Suddenly Ahморas was free from his prison of jade. He awoke and found himself in a mechanical body! In his disoriented state, he thrashed about wildly, mindlessly smashing everything until he had escaped from the gnomes' mountain.

After a few hours he could think again and surveyed himself. He was disgusted with the mechanical body that was so ugly compared to his own. His queen had betrayed him! He prayed to her, but she laughed at him. "Perhaps now you will learn some humility!" Ahморas almost bowed down and begged forgiveness, but he didn't. His pride restrained him. He swore revenge on Takhisis, on Blackstone, on the gnomes, on everyone. Then he began a rampage of wanton destruction.

His rampage stopped a month later when he had an idea. If he could slay another evil dragon and regain the icon, he could possess that dragon's body! He dare not attack Whitestone in his quest for the icon, as the knights would surely destroy him. Ahморas has convinced himself that Blackstone will return to try and slay him. By pure luck, he

is correct. Ahморas hunts for Blackstone as he did before, but now it is the hunt of a conscious and intelligent beast.

Ahморas is now a huge marvel of gnomish technology. Though he can move with great speed in any one direction, making a 90° degree turn takes him a full round. Ahморas has 20 HD and saves as such, but he is a clumsy fighter.

Ahморas's mechanical breath weapon is amazing. A tube emerges from his mouth (he cannot use his bite attacks at this time), taking one round to fully extend. In the next round, he can fire a stream of acid 3' wide that extends 30'. The acid causes 10d4 + 5 hp damage (save vs. dragon breath for half damage). There is a 25% chance that the acid of any particular shot is only soapy water (the gnomes installed one wrong tank.) The breath weapon must be retracted (taking one round) and reloaded (taking another round) before it can be reused. The dragon must be stationary to fire his breath weapon but can be moving at any other time. He can claw in the same round that he uses his breath weapon.

For physical attacks, the dragon can charge his opponents. All in his path must save vs. petrification at -4 or take d12 + 12 hp damage. They must make an additional save vs. petrification, with no modifier, or be stunned for 1-4 rounds. If the PCs scatter,

the dragon will be able to get only one or two of them at a time with this attack.

Ahморas can also attack opponents with a claw/claw/bite routine. Claw and bite attacks are treated as described in the *Monstrous Compendium*. Ahморas may not snatch (as he cannot fly) or wing buffet (his gnomish wings don't work well). He can, however, use his tail to slap up to 12 foes behind him (Dmg 2d6 + 12). Ahморas can also kick as a normal dragon.

Whenever Ahморas is successfully hit and damaged by a weapon, his attacker makes an additional to-hit roll (but no damage roll). If this second roll is also successful, the dragon has been structurally damaged. Roll 1d20, add the damage done, then consult the Dragon Mishaps table to see what happens to him.

If Ahморas is reduced to 0 hp, he collapses; anyone under him takes 2d20 hp damage. His eyes begin to glow brightly, and he regenerates physical damage at the rate of 1 hp per round. Once he reaches full hit points, he reanimates and attacks. The regeneration process may be halted by removing the two jade spheres in his eye sockets. Removing them also separates Ahморas's spirit from his physical body. The jade spheres are worth 2,500 gp each. They may not be removed except when Ahморas is comatose (at or below 0 hp).

Dragon Mishaps

1d20 + hit points of damage taken	Structural damage caused
02-05	Bells and whistles go off.
06-10	Ahморas is off balance and attacks at -1 for 2-5 rounds.
11-15	Ahморas is off balance and attacks at -2 for 2-5 rounds.
16-20	Ahморas's tail is paralyzed for 3-6 rounds.
21-25	Ahморas's head is paralyzed for 3-6 rounds. He may not use his breath weapon or bite. He may still cast spells (see MC).
26-27	Steam blasts from Ahморas's wound, hitting the attacker for 4d6 hp damage.
28	Acid sprays from Ahморas's wound, hitting the attacker for 10d4 + 5 hp damage.
29-32	Smoke pours from Ahморas's ears, affecting everyone within a 20' radius as a <i>stinking cloud</i> spell. Ahморas attacks at -1 for 2-5 hours but is not affected by the gas.
33-35	Ahморas's legs are paralyzed for 3-6 rounds. He may not run or claw.
36	Toxic gas pours from Ahморas's wound, affecting all within a 20' radius (save vs. poison or be overcome by nausea and fall unconscious; if save is successful, attack at -4 for 3-6 rounds; no spell-casting possible). Ahморas attacks at -2 for 2-5 hours but is not affected by the gas.
37-39	Ahморas's internal workings jam, and he begins to hop up and down for 1-4 rounds. While hopping, he can take no other action but may make one crush attack per round. A successful attack causes 2d12 + 12 hp damage. Ahморas may hop 30' forward or 20' in any other direction.
40 +	Major structural damage. Ahморas may take no actions for 2-5 rounds. Alarm bells ring deafeningly for 3-6 rounds, and spell-casters must save vs. spells at -4 or their spell concentration will be broken. Fire extinguishing foam sprays everything within a 20' radius. All attacks made (by either Ahморas or the adventurers) are at -2 due to slippery footing. A disgusting odor radiates from the dragon's body in a 20' radius for two turns. Those in the cloud must save vs. poison or take no action until they are removed from the cloud. Those who remain in the cloud and make their saving throws attack at -2. Purple dust sprays from the dragon's ears; the dust does absolutely nothing, but it looks nice. Ω