

FEDIFENSOR

by Allen Rogers

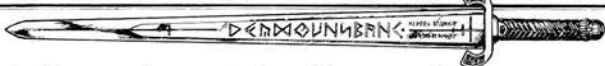
An AD&D™
scenario for
6-8 characters,
levels 7 and up

INTRODUCTION

In days not long past, the steeples of the temple of Amphabese reached proudly into the sky, and the temple was a bastion of goodness and justice. The order of Amphabese, its clerics, and the others who swore allegiance to it were revered throughout the land for their work in spreading and defending the principles of law and good. Many a young paladin took his vows at the altar of Amphabese, many a group of brave and righteous adventurers received the blessings of the temple before setting out to combat evil. As much as the temple of Amphabese was respected and loved by those who benefited from its efforts, so was it feared and hated by the leaders of evil and their minions.

At the time of the temple's greatest trial, the high priest of Amphabese was a cleric named Astramal, acknowledged by his brothers as the most devoted of them all. One

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night Astramal was awakened by a terrible dream — a nightmare that he took to be a vision of the future. In his dream, he saw the temple and all its grounds desecrated and destroyed, and superimposed on the scene of carnage was the gloating face of a powerful demon. Astramal saw the dream as a message from his deity, the god's way of warning the temple that its fate — or one of its possible fates — was to be overrun by the forces of evil and chaos.

The high priest meditated and prayed for guidance all the next day, but received no inspiration. Then he slept, and he had a second vision. In this dream Astramal saw himself — but as an elderly person, a man years older than the priest was at present. Astramal was in conference with a tall, strong warrior dressed in silver and white — a paladin. Cradled in the arms of the high priest was a large, finely crafted sword which Astramal presented to the warrior. That scene faded, to be replaced by the sight of a battle between the paladin and a demon. Because of the power in the special sword, the paladin was an easy victor; the demon was destroyed, and the good warrior stood alone, his sword raised high and his head down in prayer.

Now, thought Astramal, he knew enough to embark upon a course of action. The first thing he needed to do was acquire a great sword like the one he had envisioned, and for this he went to enlist the aid of a secluded band of gray elves who lived to the east. The elves respected the temple of Amphabese, and they appreciated the temple's location, between their enclave and the nations of evil which lay to the west, across the sea. Astramal conferred with the leaders of the faerie tribe and convinced them that his dreams were indeed visions of a foreboding future. The elves, impressed with the seriousness of this apparent threat — not only to the temple, but to the elves' continued existence — agreed that they would craft a sword of highest quality and enchant it with the most powerful abilities their wizards could conjure up.

Astramal returned to the temple and told his anxious brothers to go about their usual tasks. The elves' work would take weeks, perhaps months, to complete, and the priest's second vision had suggested to him that it would be years before he would encounter the paladin who would later vanquish the demon.

As it turned out, more than three years came and went before Astramal heard from the elves again. Many times he was on the verge of setting out for the elves' enclave again, to see what had happened, even at the risk of annoying the faerie folk. He worried more and more; his hair became more silvery, his brow more furrowed, and he began to look like the old man in his second vision. He prayed for enlightenment, and was rewarded with the wisdom and willpower to wait faithfully. Then, one day the sentries at the temple gate were accosted by an entourage of gray elves seeking an audience with Astramal. The high priest received them at once, and was promptly presented with the awesome result of the elves' efforts: a mighty, magical sword the elves called Fedifensor, or "Defender of the Faith."

The master smith who forged the blade was in the traveling party to make the presentation himself. "This is my greatest creation," he told Astramal. "It is a weapon so endowed with goodness that even the greatest of demons must flinch at its gleam. And it can only be wielded by a truly righteous hand."

Astramal accepted the sword and its scabbard with gratitude and humility. "I will treasure this gift for as long as I am alive and as long as the temple of Amphabese stands. Its use will only be entrusted to the most worthy warrior in the land — and I will place the welfare of the sword above my own safety if that choice ever needs be made."

The services of thanksgiving went on at the temple for several days after the elves had departed. Then Astramal and the elders set about deciding who should be entrusted with the sword.

They tested a list of candidates, made up of all the paladins who regularly visited the temple to renew their vows, and settled on one Boyd De Thalion, generally acknowledged as the most righteous and most powerful warrior in the land. Astramal presented the sword to Boyd, in a ceremony that looked very much like what he remembered from his dream, and the paladin took up residence at the temple to await the time when he and Fedifensor would be called upon.

For months thereafter, no one visited the temple whose virtue and skill could compare with Boyd De Thalion's. Then a warrior appeared who seemed Boyd's equal in many ways. He called himself Karl, and he might have done very well in the tests — except that the first test was to meet Boyd himself.

As soon as Karl entered the chamber where the champion waited, Boyd drew Fedifensor from its sheath. The sword's blade turned fiery red, and Karl's true nature was revealed: The challenger for Boyd's position was a demon — one that looked like the very demon Astramal had seen in his first dream. Its ruse destroyed, the demon dropped all pretense and attacked the paladin. After a vicious battle, Boyd slew the demon with his sword and cast its material body back from whence it came.

Thus, the second part of Astramal's dream-prophecy had come true. But what of the first dream? Was the temple still vulnerable to a threat that would breach its walls and tumble its towers? Astramal and the clerics could not be sure the threat was over, and they and their champion remained vigilant.

The answer to their questions finally came, in the form of an invasion of evil hordes from across the sea. Where a single powerful demon had failed, thousands of lesser creatures seemed more likely to succeed. The invading force overran everything in its way and advanced inland, cutting a swath of terror with the temple directly in its path.

The assault on the temple, when it came, was not a surprise. But that fact did not lessen its severity: hundreds of fighters on both sides perished in the courtyard within the first minutes of battle — and one of the fallen was Boyd De Thalion. The champion waded into the thick of the fight, wielding Fedifensor with dedication and confidence. But as powerful as it was, the sword could not stem the tide of onrushing bodies that descended on the champion. The foes who delivered Boyd's death blows were filled with bloodlust, not greed, and so they ignored the gleaming sword that fell by his side. Astramal, however, did not.

In the confusion of battle, while the defenders of the temple were slowly beating back the invaders, the high priest scurried from his hiding place into the courtyard and managed to retrieve Fedifensor and its scabbard. He slipped the sheath around the blade and carried the weapon into the temple through a secret entrance. Huddled in a secluded tunnel, with the sounds of battle still somewhat distant, Astramal began to chant a spell which would carry his spirit, and the sword, far from the carnage. The magic worked; Astramal's essence passed into the Astral Plane, carrying the blade along. If the temple fell, thought Astramal in his last moment of physical existence, at least Fedifensor would not be a looter's prize, to spend the rest of its existence locked away in some evil creature's treasure hoard.

Thus did Astramal keep his promise to the elves — at the cost of his own life. The priest's material body perished soon thereafter, in a fire that gutted part of the temple — and Astramal's essence in the Astral Plane died at the same time, leaving Fedifensor floating in the void.

The temple did not fall, although the ranks of the forces of good were severely decimated before all the evil creatures were fought off. The clerics and warriors who survived the fight — including some who had seen Astramal enter the secret passage with the sword — realized what the priest had done, and what had happened to Fedifensor, when they discovered Astramal's body without the sword nearby.

Now the clerics of Amphabese are searching far and wide for a band of adventurers dedicated to the cause of good who will risk a journey into the Astral Plane to recover Fedifensor — and they seem to have found a group of likely heroes in the player characters who have just accepted the task.

Note: All of the following is for the DM's use only and should not be known by players before the adventure begins.

FEDIFENSOR

The magic sword which is the object of this adventure has the following powers:

In the hands of a non-paladin of lawful good alignment, Fedifensor is a +2 bastard sword. It has an intelligence of 17, an ego of 18, and (of course) is aligned lawful good. It cannot be touched or carried by anyone of another alignment unless the blade is sheathed in its special scabbard.

In the hands of a paladin, Fedifensor is a +5 weapon and also exhibits these other abilities: 1) Magic resistance of 50% in a radius of 5 feet; 2) Dispel magic can be cast upon any spell cast on the sword or its wielder whenever the paladin desires, at a level of spell use equal to the experience level of the wielder; 3) At a range of 1"/level of the paladin, the sword can detect the presence of major evil entities (demons, devils, undead, or any evil creature that can only be hit by a magic weapon). If the blade is unsheathed, it will immediately begin to glow bright red, as if just drawn from a forge furnace; and 4) it inflicts an additional point of damage (beyond the usual +5) for each experience level of the wielder when used against a demon.

When Astramal's essence on the Astral Plane ceased to exist, Fedifensor was cast loose into the void. During the time it took the clerics of Amphabese to gain the aid of a rescue party, a small group of githyanki warriors (see the FIEND FOLIO™ Tome) came upon the sword in its scabbard. They perceived the blade to be magical, although they don't realize the full extent of its powers, and traveled with it back to their outpost, where they deposited it for safekeeping.

GETTING TO AND FROM THE ASTRAL PLANE

There are many ways of reaching the Astral Plane and returning to the Prime Material. The method the party uses will have a great effect on the adventure as events move along, and the DM must moderate the adventurers' actions accordingly. If the party does not possess an appropriate magic item or the necessary spell-casting ability to enter the plane, it could be arranged for one of the clerics of Amphabese to cast a spell on behalf of the group, and (depending on the method used) the cleric may or may not accompany the party into the plane. If the DM needs or wants to employ such a cleric as an NPC, the character's ability scores and spell capabilities should be predetermined.

ENCOUNTERS

Because this adventure is a search-and-recovery mission rather than a "simple" journey through the Astral Plane, encounters will occur relatively often. Check for a random encounter once every 4 hours by rolling d4, with a result of "1" indicating an encounter. The following table is suggested as a list of possible encounters and their frequencies; the DM can easily alter most sections of it to suit his or her preference.

The passage of time between encounters, when search movement is being conducted, has little meaning to player characters while they are on the Astral Plane. However, the DM must keep a careful record of elapsed time so that activities going on in the Prime Material Plane at the same time can be properly moderated.

Encounter Table

d& roll	Encounter type	Number (notes)
01-20	Githyanki Outpost	1 (see following)
21-23	Aerial servant	1
24	Demon, major	1
25-26	Demon, minor	1-3
27	Demon, prince	1
28	Devil, arch-	1
29	Devil, greater	1
30-32	Devil, lesser	1-3
33-52	Githyanki	1-4
53-55	Intellect devourer	1-2
56-60	Invisible stalker	1-3

61-65	Ki-rin	1
66-70	Night hag	1-4
71-74	Nightmare	1-4
75-79	Rakshasa	1-3
80-83	Shedu	2-5
84	Titan, elder	1
85-87	Titan, major	1
88-90	Titan, lesser	1
91-00	Void Cruiser	1 (2-7 githyanki on board)

Special rules: The party will have no more than 6 encounters or 20 encounter checks (whichever comes first) before running across the Githyanki Outpost. If the outpost has not been encountered by the time the sixth encounter is determined, or the 20th encounter check is made, the party will automatically locate it at the end of the next four-hour interval. The party will always have at least two encounters (or reach the maximum of 20 encounter checks) before finding the outpost; if the Githyanki Outpost is indicated by a roll on the table for the first or second actual encounter, roll again until a different result is obtained.

THE VOID CRUISER

This small ship, designed by the githyanki to speed group travel through the Astral Plane, has the hull/fuselage shape of a large sailing ship but does not have masts. Along either side of the hull are batwing-shaped sails — for decoration and stabilization only; they have no effect on the ship's speed.

A Void Cruiser can carry up to 12 man-sized passengers. It travels at a movement rate equal to that of the most intelligent passenger, and in the direction desired by that "pilot." If two or more individuals in the traveling group have the same high intelligence, the "pilot" for the voyage being undertaken is determined at random, and will serve in that role until one or more of the eligible individuals disembarks, at which time another random selection is made for the subsequent voyage. (For purposes of this adventure, ignore the 96" astral movement rate given for the githyanki in the FIEND FOLIO™ Tome. All characters and creatures, moving as individuals, can travel in the Astral Plane at a rate of 10" per point of intelligence, as specified in the article accompanying this adventure. Githyanki intelligence ranges from 15-18 and can be determined randomly by a roll of d4 + 14, or a score can be assigned to each githyanki by the DM.)

Those traveling in a Void Cruiser will never be lost, thrown off course, or otherwise harmed by the Psychic Wind. The ship can carry a cargo of up to 100 cubic feet in volume in a small hold accessed through a hatch in the floor of the passenger compartment. A Void Cruiser cannot travel anywhere except on the Astral Plane, but can be employed by creatures and characters of any type.

THE GITHYANKI OUTPOST

When adventurers encounter the outpost, they will have no way of automatically knowing that Fedifensor lies inside. If they pass up the opportunity to approach the outpost and avoid or evade any pursuit from residents of the outpost that might have sighted them, the quest for the sword is effectively over at that point. They may have many more encounters, but will eventually choose to (or be forced to) abandon the search and re-enter the Prime Material Plane — unless the DM chooses to allow for the possibility of encountering the outpost a second time. The player characters' sense of adventure, not to mention their common sense, should dictate that they give the outpost more than a cursory examination.

The outpost is built in, and projecting out from, a roughly spherical piece of astral debris 200 feet in diameter. Four towers jut out from the central section at roughly symmetrical angles. A fifth projection, longer and thicker than the towers, is topped by a bulbous end with four smaller towers jutting out near the edges of a large set of double doors — the only apparent route by which to enter the complex. Without the

largest of the projections, the outpost would closely resemble a jack, of the sort used in the "ball and jacks" game played by children on the Prime Material Plane.

GITHYANKI ENCOUNTER TABLE

Once adventurers enter the githyanki outpost, encounter checks must be made every turn. The base chance for an encounter is a roll of 1 on d6. After the first random encounter, the rest of the complex will be on alert, and the chance for additional encounters rises to a roll of 1 or 2 on d6. If an encounter is indicated, roll on this table to determine the type:

d& roll	Encounter type
01-50	2-12 githyanki warriors of levels 1-3
51-53	Commander Okemocik (8th/8th Ftr/M-U)
54-58	Captain Mimhanok (8th Ftr)
59-61	Captain Perragourp (6th/6th Ftr/M-U)
62-74	2-8 githyanki knights, all 8th level fighters
75	Warlock Symafya (7th M-U)
76-77	Warlock Morikemoe (5th M-U)
78-79	Sergeant Yebabidek (6th Ftr)
80-81	Sergeant Salizechnag (5th Ftr)
82	Sergeant Liknullerkl (7th Ftr)
83-84	'Gish' Kadzar (4th/4th Ftr/M-U)
85-86	'Gish' Tomorcus (4th/4th Ftr/M-U)
87-88	'Gish' Zigrack (4th/4th Ftr/M-U)
89-90	'Gish' Quazmo (4th/4th Ftr/M-U)
91-00	Roll twice, ignoring results of 91-00

There will never be any more or any fewer githyanki at the outpost than the roster of "name" characters given above, plus 8 knights (all 8th level fighters with 60 hit points each) and a total of 60 warriors, evenly divided between 1st level (7 hit points each), 2nd level (15 hp each), and 3rd level (26 hp each) fighters. The knights are all chaotic evil, the warriors neutral evil. The knights carry +3 silver swords, while the warriors and all the "gish" use non-magical long swords. (Hit points for each creature can be determined randomly if the DM so desires.) All githyanki at the outpost are wearing their "war expedition" armor (AC 0) unless otherwise noted.

Commander Okemocik is lawful evil and has 64 hit points. He is carrying the following spells: burning hands, magic missile, read magic, shocking grasp, detect good, knock, wizard lock, dispel magic, fireball, hold person, extension I, polymorph self. He wields a +5 silver sword (no vorpal abilities).

Captain Mimhanok is lawful evil and has 59 hit points. He wields a +3 long sword.

Captain Perragourp is lawful evil and has 48 hit points. Spells: burning hands, charm person, read magic, shocking grasp, pyrotechnics, ray of enfeeblement, fireball (x2). Weapon: +2 long sword.

Symafya the Warlock is neutral evil and has 21 hit points. Spells: detect magic, hold portal, read magic, shocking grasp, detect good, knock, wizard lock, fireball, dispel magic, extension I. She is unarmored (AC 9) and does not carry a weapon, although she can use a long sword.

Morikemoe the Warlock is lawful evil and has 14 hit points. Spells: burning hands, magic missile (x2), read magic, detect good, darkness 15' radius, mirror image, hold person. He is AC 9 and unarmed, but can use a sword if he obtains one.

Sergeant Yebabidek is neutral evil and has 48 hit points and a +1 two-handed sword. **Sergeant Salizechnag** is neutral evil, has 34 hit points, and carries a +1 two-handed sword. **Sergeant Liknullerkl** is lawful evil, has 54 hit points, and carries a +3 long sword.

Kadzar is lawful evil and has 30 hp. Spells: burning hands, read magic, shocking grasp, detect good, mirror image. **Tomorcus** is neutral evil, 28 hp. Spells: magic missile, read magic, shocking grasp, forget, knock. **Zigrack** is lawful evil, 29 hp. Spells: hold portal, magic missile, read magic, darkness 15' radius, pyrotechnics. **Quazmo** is lawful evil, 31 hp. Spells: burning hands, read magic, shocking grasp, knock, wizard lock.

AREA DESCRIPTIONS

All walls and floors in the outpost are made of opaque stone. Windows, and the tops of each of the towers, are made from bricks of a clear crystalline substance that has the strength of rock; it will crumble and break, but will not shatter like glass.

Note: Directions like "up" and "down," locations like "floor" and "ceiling," have no universal meaning in this weightless environment. However, terms like these are used in the area descriptions for simplicity and clarity; when interpreting such terms, consider the surface depicted on the map as the "floor," as though you are looking "down" on the outpost from overhead.

1) Void Cruiser Port: This chamber is roughly spherical, about 100 feet in diameter. It has a large set of double doors, closed but unlocked, on the outside wall. A smaller set of double doors, wizard locked and barred on the inside, are on the opposite wall. One void cruiser is docked inside the chamber, and there is room for three more. Four 10-foot-wide passages (A, B, C, D) lead away from the sphere, each of them a 30-foot-long corridor capped by a small, transparent tower that can hold one githyanki guard. Inside tower "A" is a level 3 fighter.

2) Corridor: Inside the wizard-locked door is a hallway 20 feet wide and 40 feet high. Double doors lead into areas 4 and 5.

3) Entry Hall: This is an open area with an alcove on the far side. Two rows of pillars dominate the side areas, reaching the full 40-foot span from floor to ceiling and providing strength for the "wing" that protrudes from the core of the complex. The double doors in the alcove are locked from the inside, and stationed in the corners of the alcove are a pair of guards (level 2 and level 3). The adventurers will sight the guards at a range of 60-90 feet, while the inattentive guards will not spot the intruders until they are within 40-70 feet. The guards will instantly be aware of a foreign presence if the adventurers try to pass through the doors leading to area 4 or 5. If the guards sight the intruders first, they will pound on the alcove doors to alert another pair of guards (also level 2 and level 3) stationed inside the alcove doors. These guards will either go to warn their comrades, putting the outpost on alert, or unlock the doors and join the fight (50% chance of each).

4) Captain's Quarters: This is the residence of Captain Perragourp. Like the other living quarters in the outpost, it contains some basic furnishings and a few personal items. Furniture and other large items are attached to the flat surfaces of the chamber; odds and ends are simply left to float in the weightlessness of astral space. If Captain Perragourp has not yet been encountered, he will be discovered here on a roll of 1-2 on d6.

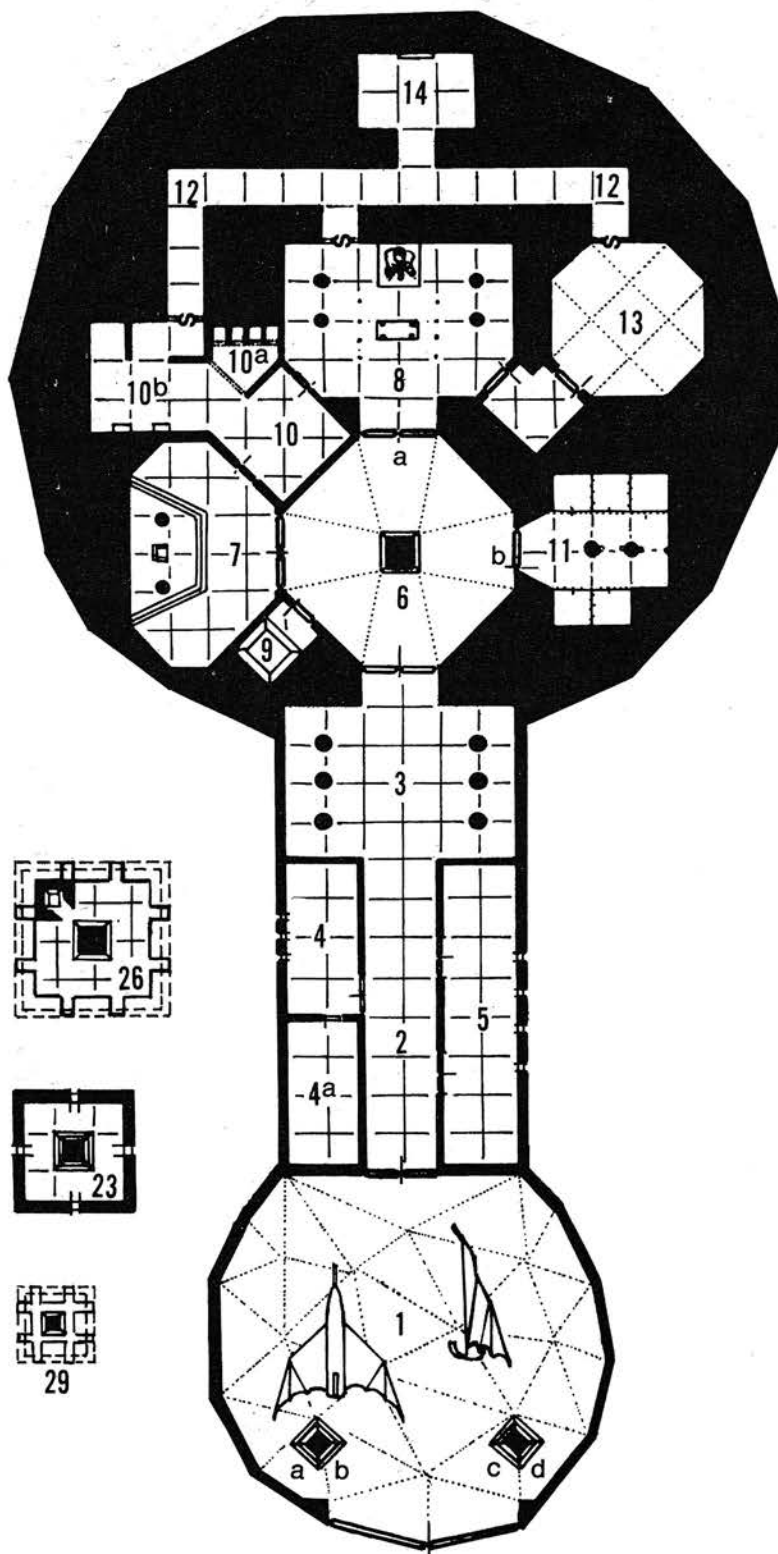
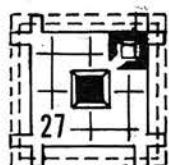
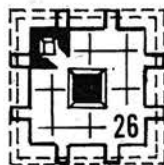
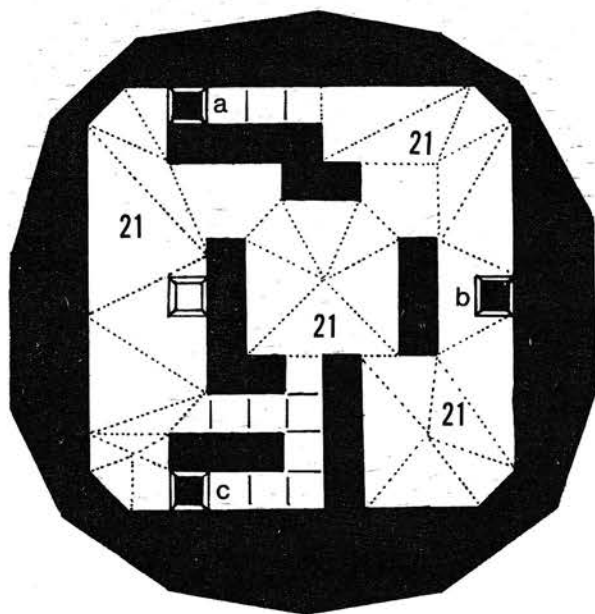
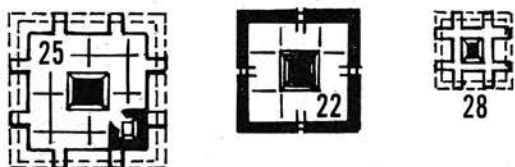
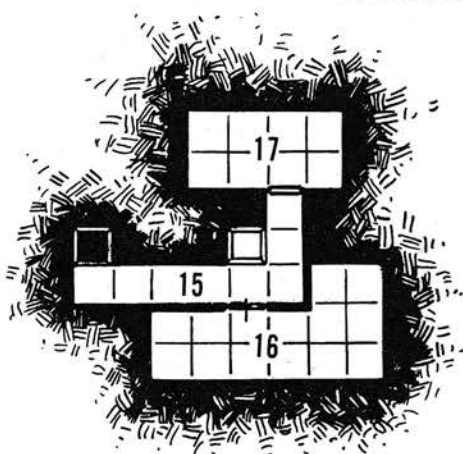
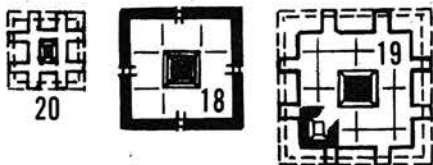
4A) Captain's Quarters: This is Captain Mimhanok's room, essentially identical to the other captain's chamber. Among the "odds and ends" floating in this room is a +3 long sword in its scabbard. As above, there is a 2 in 6 chance that Captain Mimhanok will be here if he has not already been encountered.

5) Knights' Quarters: This room is bare of furnishings except for a large table and eight chairs bolted to the floor, eight "living compartments" on the ceiling, and eight chests along the walls holding personal items. There will be 0-5 (d6-1) knights in the room when it is entered.




6) Main Hall: This roughly spherical chamber is unfurnished. Doors lead away from it in five directions. A 10-foot-square passage leads down from the center of the room into area 21. The door to area 8 is wizard locked, the one to area 11 is locked normally, and those to areas 7 and 9 are closed but unlocked.

7) Throne Room: An open area here surrounds a raised platform which houses an ornate throne, studded with jewels, set between two huge pillars. The door to area 10 is locked.

8) Worship Room: The main feature of this chamber is a 15-foot-tall statue of the githyanki lich-queen, fastened to the midpoint of the wall opposite the double doors. An altar is on the floor in front of the statue, and pairs of pillars flank the area of the altar and the statue. Two rows of braziers spew forth clouds of thick smoke that obscure side-to-side vision within the room. The statue and the altar are lavishly decorated with jewels and precious metals. The empty chamber connecting area 8 with area 13 has closed but unlocked doors on both sides.



The Githyanki Outpost

-  Passage leads up
-  Passage leads down
-  Passage leads both ways

Scale:
1 inch =
50 feet

9) Upper Level Access: This small room contains a passage which leads up to area 15.

10) Commander's Quarters: Miscellaneous furnishings are fastened to all six flat surfaces in this chamber. Running from floor to ceiling is a 2-foot-diameter stone pillar with an 8-foot-diameter cylindrical table protruding from the center of the pillar. Six drawers are cut into the sides of the table. Five of them contain items of no special worth, and the sixth holds a set of four scroll/map cases. Inside one of the four cases is a scroll of dispel magic; the other three cases contain maps of portions of the Astral Plane and will be unusable by player characters.

Fastened to the far wall (partially separating area 10 from area 10B) is a 10-foot-diameter net of coarse mesh, the sort that looks suitable for trapping monsters or characters. This is actually a net of matter transmission: If it is cast over a victim so as to ensnare him or her (by a normal "to hit" roll), the target character or creature will "disappear," having been instantly teleported to one of the empty suspension cells (see area 10A). There is a 50% chance that Commander Okemocik will be in this chamber if he has not already been encountered. He will prefer to use the net ahead of any other attack form if such an option is available to him.

10A) Suspension Cells: The barrier between area 10 and this chamber looks like a thick piece of frosted glass, shaped in a hexagon 10 feet in diameter. It cannot be opened, cracked, or smashed by anything less than a +2 weapon, a knock spell, or a dispel magic spell. If a living being stands in front of the frosted portal for 1 round without striking or touching the "glass," the center section (1 foot in diameter) will begin to glow red. If any object is brought into contact with this red area right away, it will be seen that the object can be passed into or through what is now an opening. The rest of the portal will still be impervious to normal passage, however. If the red area is left untouched for another round after it first appears, it will expand to envelop the entire portal, allowing passage through the 10-foot-diameter hole into the small chamber beyond. The full-sized opening will close within 1 round after it has been activated.

The chamber contains four more "frosted" portals, each a 5-foot-diameter hexagon, which are identical in nature to the larger portal and can be opened in the same way. These are seals for 5-foot-square cells in which prisoners (taken by the commander's net or otherwise captured) can be placed. The cells on the extreme left and right (as viewed from just inside the large portal) contain a mind flayer and a night hag, respectively. If either or both of these cells is partially or fully opened, the resident creature will do everything in its power to escape and overcome those who released it.

10B) Commander's Annex: The second room of Commander Okemocik's suite contains several wall decorations and two "false front" sets of empty shelving. They are locked and hinged. If unlocked, they can be swung outward to reveal a locked treasure chest behind each. The second chest discovered will be the one that contains Fedifensor, still in its sheath. The first chest which is opened by adventurers (or a creature they are forcing to do their bidding) will contain pieces of armor that, when assembled, will form a suit of +4 splint mail. Each chest also contains 1,000-6,000 g.p. worth of gems and jewelry.

11) Dungeon: This chamber has 10 cages, made of thick metal bars, arranged in two tiers along the walls on either side of the door. The center of the chamber has two stone pillars that run from floor to ceiling (30 feet). Four pairs of chains with manacles attached to the ends are fastened into each pillar at wide intervals. The room contains no prisoners (unless one or more members of the adventuring party have been captured).

12) Secret Passage: The existence of this corridor is known only to the commander and the two captains. It connects via secret doors with areas 8, 10B, and 13.

13) Coin Chamber: Githyanki appreciate all sorts of treasure, but they do not value "coin of the realm" as highly as gems and jewelry because they see little use for it. Currency of all shapes, sizes, and denominations (appropriated from previous "guests") is stored here, left floating inside the 40-foot sphere.

14) Communications Room: Only the commander and the two captains know of this room and know how to operate the mechanisms within it. The main feature of the room is a 10-foot-diameter hexagonal mirror on one wall. The device is a sort of view-screen/telephone that enables the outpost to communicate with the githyanki castle that supervises this complex. If a living being stands within 5 feet of the mirror and remains stationary for 1 round, the image of a githyanki captain on the other end will come into view. After one more round, the image seen by the captain on his view-screen will become clear. If what the captain sees is not another githyanki, he will move away from the screen immediately to sound an alert. This will bring 11-20 githyanki warriors and 2-4 sergeants, in a pair of void cruisers, to the outpost in 10 turns, to join the force already present. If adventurers strike the mirror with any weapon larger than a dagger, it will explode for 6d6 damage to anyone in the chamber.

15) Corridor: This area is reached by going up through the passage in area 9. It leads to another "up" passageway that opens into area 18.

16) Warlocks' Quarters: Each of the 2-foot-diameter pillars in this room has an 8-foot-diameter cylindrical table with 6 drawers set into the sides. Most of the drawers contain ordinary and valueless items. Two of the drawers in the table closest to the door contain metal scroll cases, one holding a cacodemon spell scroll and the other a death spell scroll. One of the drawers in the table farthest from the door contains an iron flask with an ice devil inside. The devil will attack anyone who opens the flask and releases the creature. Attached to one wall, along with several other less conspicuous garments, is a colorful cape that is actually a cloak of poisonousness. Any warlock(s) not encountered before this room is entered will be found here.

17) Guest Quarters: This room contains several pieces of furniture and other accessories, but nothing valuable or noteworthy. It is used by githyanki who come from the castle or another outpost to visit; there are no such visitors at present.

18) Upper Tower Chamber: This area is reached by traveling 50 feet up through the passage located at the bend in corridor 15. The chamber is 30x30 with a 20-foot ceiling. It is the living quarters of the gish Kadzar, who will probably be here (1-4 on d6) if he has not been encountered. The room has a small window (2 feet by 5 feet) in each wall and a 10-foot-square passage in the ceiling that leads up to area 19.

19) Upper Observation Post: This room is in the shape of a pyramid with a 30-foot-square base. The tapered ceiling is made entirely of transparent rock, through which a clear view of the surrounding astral space can be seen. Two warriors (level 1 and level 2) are on guard duty here. In the corner of the room is a 10-foot-square passage, 30 feet long, that leads up to area 20.

20) Pinnacle Post: From this location, at the farthest distance from the main part of the outpost, the best view of the area immediately around the outpost can be had. The 30-foot tower leading to this post is capped by a small pyramid of transparent stone. The pinnacle post is normally unoccupied and will not be manned unless an obvious threat to the security of the outpost is detected outside the structure.

21) Commons: Within the maze-like interior of this chamber are living quarters for the githyanki warriors and the sergeants. There are 4-16 warriors and 1-2 sergeants in this chamber, chosen from those warriors and sergeants not already encountered. Three passages lead downward from this area to the other tower chambers: passage A to area 22, passage B to area 23, and passage C to area 24.

22, 23, 24) Lower Tower Chambers: These are the living quarters of the other gish (Zigrack, Tomorcus, and Quazmo, respectively). They will likely (1-4 on d6) be in their quarters unless previously encountered. In all other respects, these areas are identical to area 18.

25, 26, 27) Lower Observation Posts: These areas are identical to area 19; each contains a pair of warriors (one level 1 and one level 2).

28, 29, 30) Pinnacle Posts: These areas are identical to area 20.