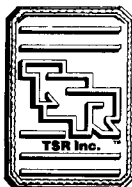


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# Introduction

Welcome to *Heart of the Enemy*, the second and concluding module of an epic SPELLJAMMER™ campaign adventure. Although *Heart of the Enemy* begins where *Goblins' Return* left off, both modules are self-contained and each can be played independently. However, if you plan to play both, they should be played in order.

The DM needs the SPELLJAMMER™ boxed set to run this adventure. The *Lost Ships* supplement is a useful resource.

The following information is for the DM only, who should familiarize himself with the entire module before beginning play.

## Player Characters

The adventure is designed for four to six player characters (PCs) of level 8-11, with a total of about 40-50 levels for the entire party. Ideally, the party should include at least two magic-wielding characters capable of spelljamming; if one of these characters becomes disabled, the party will have a backup to operate their ship.

## Returning NPCs

Some of the nonplayer characters (NPCs) from *Goblins' Return* appear in this adventure. If the PCs participated in the previous adventure, it's possible that one or more of these NPCs met with untimely deaths. There are two ways to handle their return in *Heart of the Enemy*:

- Substitute a similar NPC, such as a relative or close friend of the deceased, and use the same statistics, equipment, and personality.
- Invoke the "obscure death" rule to explain an apparent death and subsequent return—the circumstances surrounding the death of the NPC were confused and the body was not recovered. Later, the NPC reappears with a story of how he miraculously survived.

## Setting

The adventure takes place in three main settings: the *Constellation*, an elven armada; Moragspace, a desolate crystal sphere used as a base of operations for the scro (a violent goblinoid race) and their allies; and Shadowspace, a small and seldom-traveled sphere about which little is known.

Two of these settings, the *Constellation* and Moragspace, were featured in *Goblins' Return*. As was the case in that module, the DM can place the *Constellation* and Moragspace anywhere he likes in his campaign universe. It is assumed, however, that the *Constellation* exists in one of the three Known Spheres; owing to the eccentricities of Krynnspace, the most likely location is Realmospace or Greyspace. Both Moragspace and Shadowspace are accessible from the *Constellation* via the phlogiston.

## Running the Adventure

### Organization

The adventure begins with the events occurring in the Prologue; it continues in the following five chapters, which contain the bulk of the adventure's events and encounters. The PCs will most likely experience the chapters in sequence, but since their actions are unpredictable, they may wander through the chapters in a different order. Be prepared to improvise, if necessary.

Each chapter begins with an overview providing background information, playing notes, and physical descriptions of the relevant setting. To help the DM track the party's progress, the overview also includes the chapter's major goals and discoveries.

At the bottom of most pages are boxes containing quotations, DM Notes, or statistics for major monsters. The DM may use this information for quick reference, to add color to the game, or for any other purpose he chooses.

The appendix features new magical items, ships, and monsters, along with statistics and descriptions



# Introduction

for selected NPCs.

Boxed text should be paraphrased or read directly to the players.

## Maps

The enclosed color map details the crystal sphere informally known as Shadowspace and the planets within; this map shows the location of encounters keyed to the text and is for the use of the DM. Elsewhere in this book is a Player's Map of Shadowspace; this map is for the use of the players. You may either photocopy the Player's Map (permission is granted to copy it for personal use) or make your own drawing to give to the players. If you make your own drawing, don't worry about copying the symbols exactly as shown. These markings represent an ancient and nearly untranslatable code, so any bizarre sequence of symbols will do fine.

## Encounters

Encounters are adventure episodes keyed to particular locations on the maps. Encounters may be keyed to rooms, specific objects, or, in the case of the Shadowspace map, celestial bodies. When the PCs cross the border of a new area or approach an object, the designated encounter occurs immediately.

In many cases, the text explains what happens if the PCs make a return visit. If it does not, either rerun the same encounter or use common sense (for instance, if the PCs blow up a planetoid in a certain encounter area, the planetoid will still be destroyed if and when they return).

## The Story So Far

The following section summarizes the events of the previous module, *Goblins' Return*. If you've played that module, feel free to incorporate any details from your version of the story. If your group's experiences in *Goblins' Return* significantly alter the basic plot (maybe they've already destroyed Gamaro Base), you may need to tweak circumstances a bit

and, say, create a back-up marauder hidden in space.

## An Uneasy Peace

The brutal Unhuman War ended with the elves victorious and the goblin races—kobolds, goblins, hobgoblins, orcs, bugbears, and ogres—crushed and humiliated. The goblin races scattered to the far corners of the universe to lay claim to new territories and plot vengeance against their conquerors.

One faction of orcs settled in a distant crystal sphere where they could scheme undisturbed. As decades passed, the faction developed a culture of startling sophistication. Where other orcs were indolent and chaotic, this faction—now known as the scro—were rigidly organized and tightly disciplined. The scro retained an intense hatred for elves and dedicated themselves to exterminating the elven races and their allies.

Backed by powerful armadas, the elves continued to dominate the known spheres as they had since the end of the Unhuman War. But though the elves kept peace and maintained order, they were by no means universally respected. Many resented the elves' strict laws, while others felt the elves' arrogance bordered on racism. Still, all agreed that elven rule was far superior to that of the goblin races.

## Briefing at the *Constellation*

Recently, the officers of the *Constellation*, a mighty elven armada, learned of the total destruction of a remote elven world by a fleet of goblin and orc ships. More troubling was the suspicion that the attack was only the first of many to come, the beginning of an all-out assault by the goblin forces and a renewal of the Unhuman War.

The elves had little time to waste if they were to stop the goblin races. They recruited mercenaries from sympathetic races, assigning them espionage and assault missions designed to cripple the goblin races. A particularly skilled adventuring party was selected for the most dangerous mission of all: the infiltration of a secret enemy stronghold known as the Gamaro

**DM's Note:** If the PCs have never before ventured into wildspace, you can get them there by one of the methods suggested in the "Going Into Space" section in the "Lorebook of the Void" or the "Beginnings" section of *Lost Ships*.

# Introduction

Base, located in a desolate area of Moragspace. The adventurers were to find out as much as they could about the base, then return to the *Constellation* with their information.

## The Secret of Gamaro

But as the adventurers would soon learn, the Gamaro Base was more than just a headquarters for the goblin armies. It also contained a dormant witchlight marauder, a creature of staggering power that the scro intended to use as a doomsday weapon.

The Gamaro Base was formed from the husk of a gammaroid, a creature resembling a gigantic snapping turtle. Centuries ago, this gammaroid had attacked a space witchlight marauder, a slug-like monstrosity over a thousand feet long, probably when the monster invaded the gammaroid's territory. The gammaroid defeated the space marauder and ate most of the corpse, including several developing primary marauders attached to the corpse. The meal became its doom.

The primary marauders hatched inside the gammaroid and proceeded to eat their way out, eventually killing their host. Once the gammaroid's flesh was gone, they turned cannibal and consumed each other. The last surviving marauder, to stave off an approaching starvation, entered a state of hibernation within the giant husk.

Decades later, the scro discovered the husk of shell and decided it would make an excellent headquarters. They filled the interior with wooden frames, worked stone, and chunks of asteroid. They called the base Gamaro, named for the creature

from which it was derived.

They tapped the dormant witchlight marauder as a source of energy for a modified lifejammer, enabling the scro to transform Gamaro Base into an immense spelljamming vessel. The scro were also aware of the marauder's potential as a doomsday weapon; if the marauder were released on an enemy planet, it would waken from dormancy and begin to feed. Since a marauder eats everything in its path and continually spawns new marauders along the way, it would eventually turn the targeted planet into a lifeless hulk.

But in order to use the marauder as a weapon, the scro needed a way to control it. They began searching for a way.

Recently, the scro acquired a map dating from the first Unhuman War that shows the location of a "witchlight key," a device that enables the user to control a marauder. However, the map is ambiguous. The scro haven't been able to translate its mysterious symbols and identify the area shown. And they're still not sure exactly what the key looks like.

## Race for the Witchlight Key

After infiltrating the Gamaro Base, the adventurers learned of the existence of the witchlight marauder and also obtained a copy of the map showing the location of the so-called "witchlight key." The adventurers returned to the *Constellation* with this information. The elves were stunned to hear about the doomsday creature. If the scro got the key first, the Unhuman War might begin anew. And this time, the outcome might be devastatingly different.

**DM's Note: Keep track of the passage of time on a piece of scrap paper. Though it's seldom important to know the precise hour of the day, you should know when a day has passed for the purpose of recovering hit points, regaining spells, and so on.**

# Prologue

## Getting Started

If the PCs didn't participate in the previous adventure, *Goblins' Return*, begin this adventure with the "Introduction for New Players" section. If the PCs participated in the previous adventure, begin with the "Introduction for Continuing Players" section.

If the party is a mixture of new and continuing PCs, assume the continuing PCs have recruited the new PCs; fill the new ones in on the background (summarize the "The Story So Far" section in the Introduction, or have the players explain—you'll find out what they remember), then proceed to the "Introduction for Continuing Players."

## Introduction for New Players

At the personal request of the Grand Admiral of the elven forces, the PCs have been brought to the *Constellation*, a lavish elven armada, to consider the undertaking of a mission described as "vital to the security of all peace-loving races." No further details have been provided. (If the PCs don't have their own ship, assume that they were ferried up to the *Constellation* on an elven dragonfly ship.)

You've been aboard the *Constellation* for an entire day, and you're still not sure why you're here. Your elven hosts have been courteous but tight-lipped. You've taken it in stride; it's common knowledge that the elven military is as secretive as it is efficient. You're sure they'll fill you in when the time is right—that is, when the elves are good and ready.

About twenty minutes ago, two low-ranking elven officers escorted you to a small meeting room, empty except for a circular marble table and a few chairs. They left before you could ask them anything. You've been waiting nervously since then, wondering if you've finally been granted an audience with someone in charge.

The door opens and a small elf enters, clutching a scroll rolled in a tube secured with sealing wax.

Your heart sinks as the elf takes a seat; you can tell from the elf's insignia that he's only a subordinate, hardly in a position to brief you on a top secret mission.

The elf clears his throat, then introduces himself, speaking in barely a squeak. "I am Lissilod, secretary to Commander Silanos. I have been sent here to conduct the preliminary briefing. This is general background only. Please listen closely so I do not have to repeat myself." He breaks the seal on the scroll and carefully unrolls it.

Use generic elf statistics for Lissilod. Reading from his scroll, Lissilod gives the PCs all of the information in "The Story So Far" section of the Introduction (paraphrase this information, substituting "mercenaries" for "adventurers"). If the PCs interrupt at any point and ask for clarification, the exasperated Lissilod rolls his eyes, then repeats the section he just read. Lissilod has no additional information and can't answer any questions.

When he's finished, Lissilod rises and promises Silanos will be with them shortly. He leaves the room, closing the door behind him.

Proceed to "Audience with Silanos" section.

## Introduction for Continuing Players

The PCs have returned to the *Constellation* with the information acquired at the Gamaro Base as detailed in *Goblins' Return*. For four days, the elven commanders have been holding executive sessions, analyzing the witchlight key map and deciding what to do next. The PCs have not seen Silanos since they reboarded the *Constellation*. They have been ordered to rest—and wait.

About twenty minutes ago, the PCs were escorted to a small meeting room—similar to the one where they received their original briefing at the beginning of *Goblins' Return*—and were told that Silanos would be with them shortly.

Proceed to the "Audience with Silanos" section.

**DM's Note: If the party participated in *Goblins' Return*, they retain their ship, fully repaired, and all equipment acquired in that adventure.**

# Prologue

## Audience with Silanos

### The Monster

The door opens and a regal elf wearing black and gray robes steps in, walking with a slight limp. He has flowing white hair and a stooped body, and carries an armful of documents. With effort, he settles into a chair. He looks wise and confident, but also deeply troubled.

Continuing players recognize the elf as Silanos. If these are new players, Silanos introduces himself as the chief advisor to the Grand Admiral (his statistics are in the Appendix). He speaks slowly and deeply, and patiently answers any of the PCs' questions (see the "Questioning Silanos" section below for possible answers). If the PCs are suspicious of Silanos, assure them that he's honest; tell the PCs that they've used their own resources to verify his integrity.

"Since time is precious, I will dispense with amenities and commence with the matter at hand," he says. "The executive council has been in session for four days, studying the information obtained from the Gamaro Base. This is a serious matter, I assure you. An active witchlight marauder in the hands of our enemies could mean the beginning of the end of elven dominance of known space."

Silanos produces a small canvas from his stack of documents and sets it on the table in full view of the PCs. "This is an artist's depiction of the creature, based on the Gamaro Base description."

It is a painting of a nightmare. The creature is a mountain of gray flesh, a great slug-like beast mottled with decay and laced with thick green veins, its mouth a gaping black hole lined with rasping fangs. To illustrate the creature's size, the artist has drawn the silhouette of an elf next to the beast's trailing "foot"; the elf is no taller than one of the lesser fangs.

If the PCs participated in *Goblins' Return*, they rec-

ognize the creature from the central chamber in the Gamaro Base (the painting is based on the party's description). If the PCs are new, Silanos confirms the painting is that of a witchlight marauder.

### The Mission

"As we know," Silanos continues, "this marauder can be controlled with a device called a witchlight key. The map obtained from the Gamaro Base indicates its location. Despite the fact that the map symbols are of no known language, our scholars have been able to derive enough information from the symbols to reveal both the general location of the key and the key's appearance. But we also know the scro are not without their resources. If we were able to translate the symbols, it is only a matter of time before they do so.

"Which brings us to you. We ask you to help us prevent a recurrence of the Unhuman War by recovering the key before the scro do so. Take the key to the Gamaro Base and activate the marauder. Finally, bring the marauder to us without delay. We will add the monster to our defensive arsenal."

**Note to the DM:** In the following section, Silanos translates various symbols on the Player's Map for the PCs. Encourage the players to write these translations directly on their copy of the map.

The Player's Map corresponds to the DM's Map of Shadowspace on the color map; numbers in parentheses refer to the similarly designated areas on the DM's Map. Notice that the Player's Map doesn't include all of the features on the DM's Map; the PCs will discover the additional features in subsequent chapters of this adventure.

### The Map

"Let me show you what we have learned about the key," says Silanos. He removes a parchment from his stack of documents and hands it to one of the PCs. (Give the players a copy of the Player's Map of Shadowspace.) "This is a copy of the map recovered from the Gamaro Base. We were unable to translate

**Generic elf (2nd-level warrior):** Int High; AL CG; AC 5 (10); MV 12; hp 18; THAC0 19; #AT 1; Dmg 1-8 (long sword); SA +1 to hit with bow or sword; SD 90% immune to all sleep and charm, spells; SZ M; ML 13; XP 420.

Use these statistics for *Constellation* crewmen, or as needed for elven characters elsewhere in the adventure.