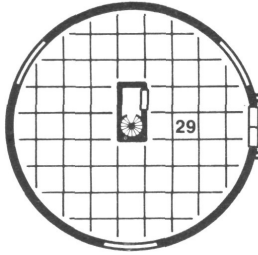
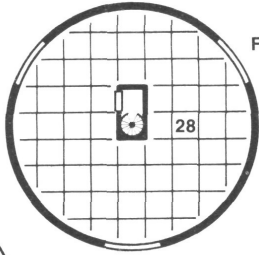
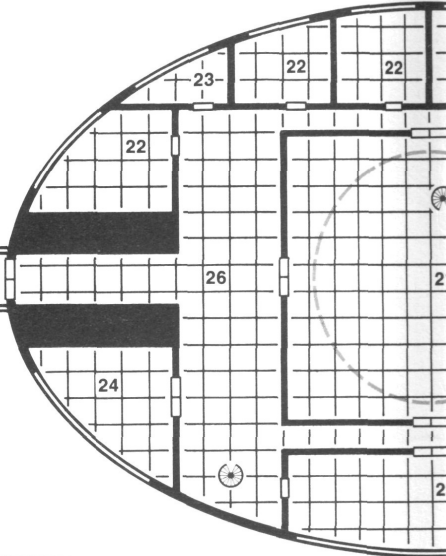


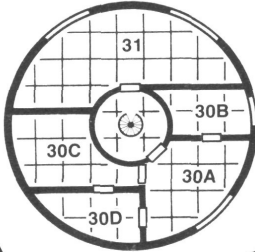
Fifth Level



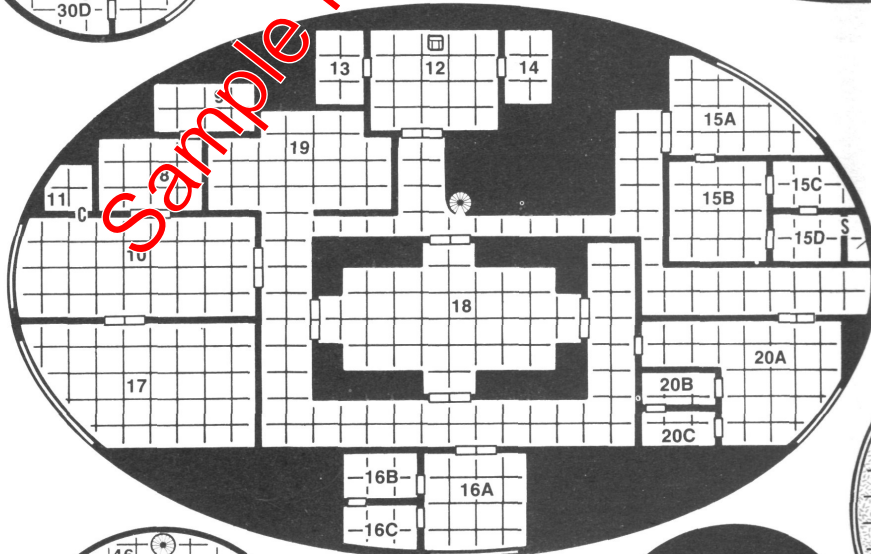
Fourth Level



Third Level

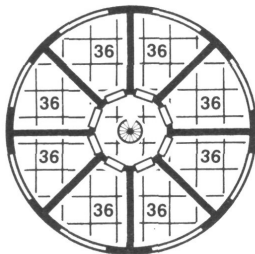
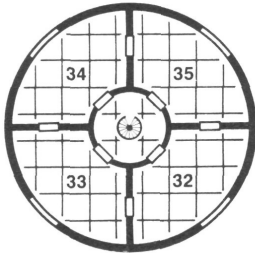


Sample file



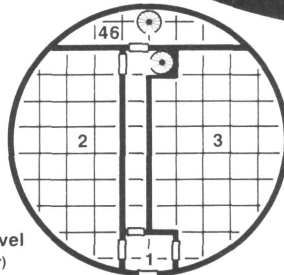
Third Level

Second Level

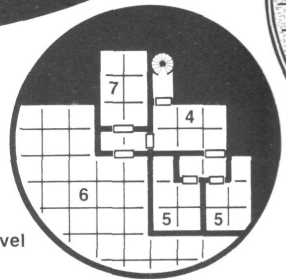


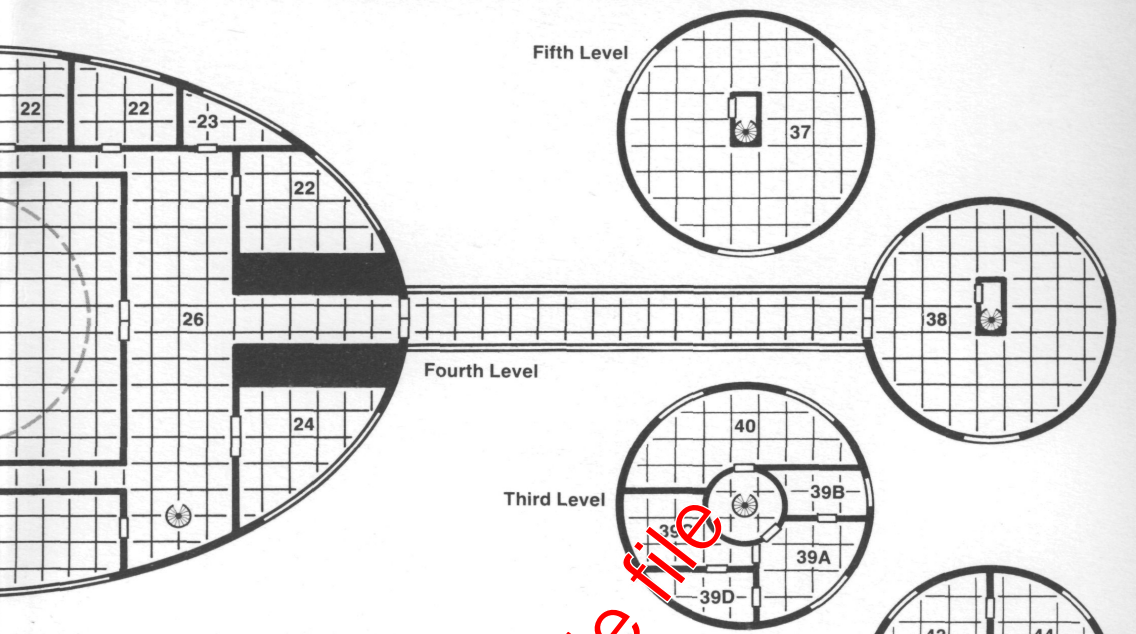
First Level

First Level
(center)



Second Level
(center)

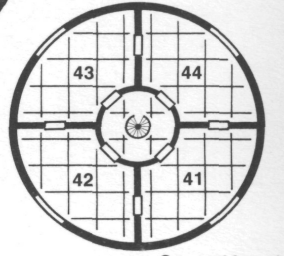




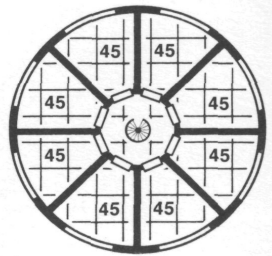
Castle Skyview

One Square = 10 feet

- Spiral Stairway
- Door
- Concealed Door
- Secret Door
- Window

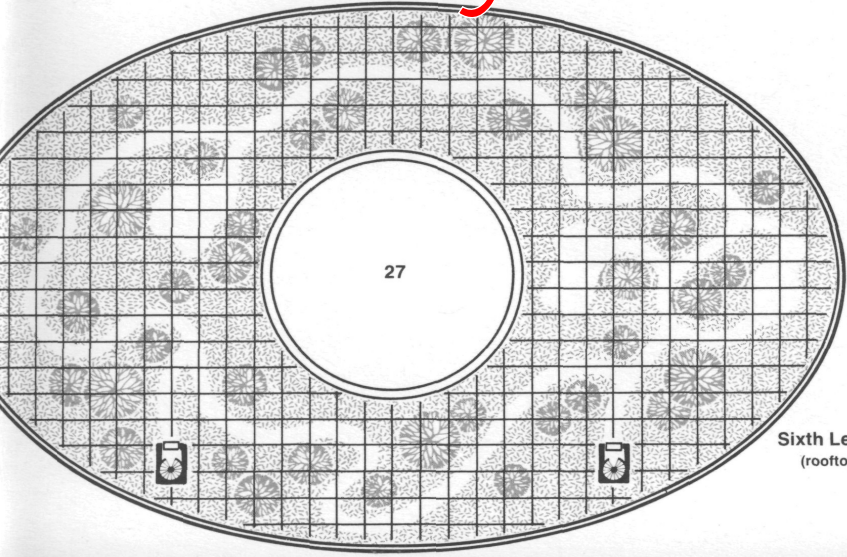


Second Level



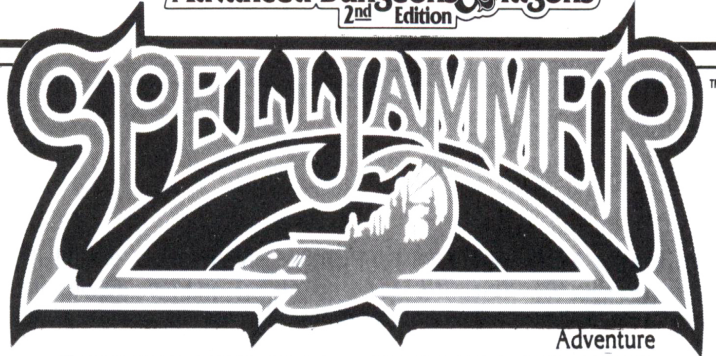
First Level

5E



Sixth Level
(rooftop)

Sample file



Adventure CRYSTAL SPHERES

by J. Paul LaFountain

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INTRODUCTION

To those who live their entire lives in a single village of a single valley of a single country, the expanse of the ocean may be infinity. But even the most sheltered man is a territorial creature with a strong, primeval drive to expand. Soon the ocean becomes merely another obstacle that has been mastered. Soon after that, the world itself becomes accessible to those with the proper means. There is, however, one more ocean, one more expanse left to master: space.

To those with the will and the courage, the means exist to travel beyond the tiny planet that is one's world. Wildspace exists to challenge the mettle and the spirit of those bold enough to face it. But even wildspace is merely the smallest speck in a much greater storm; for the solar system that shields man from what lies beyond can be breached and the mighty phlogiston can be navigated. With that, even the majestic crystalline walls become a mere iota of matter in a larger whole and the possible number of destinations becomes endless. The infinite reach of the phlogiston makes accessible those spots so tiny that they are not capable of marring the beauty of the phlogiston: the crystal spheres.

About This Module

Crystal Spheres is a complete AD&D® game adventure for the SPELLJAMMER™ campaign setting. The SPELLJAMMER boxed campaign set is necessary to play.

Crystal Spheres is designed to fit any existing space-based campaign and will take the player characters (PCs) out of their current crystal sphere, into the phlogiston, and into other crystal spheres. The adventure works best with PCs who have had some experience in space. It is de-

signed for four to eight characters of levels 5-7.

This booklet is intended for the Dungeon Master's eyes only. Players should NOT read any further!

About AD&D® 2nd Edition Game Rules

This adventure is written using the terminology and rules of the AD&D 2nd Edition game. Gamers who use the original game materials can still play it easily.

Some noticeable differences are name changes. The term "magic-user" has been replaced by "wizard" or "mage." The "cleric" character class is now the "priest" class, although members of that class are often still called clerics.

Monsters are presented in a new format. The monster descriptions in the appendix of this adventure use the format of the *Monstrous Compendium* accessories. The information has been expanded and reorganized, but nothing from the original *Monster Manual* format is omitted. The pages of new monsters can be photocopied and inserted in the *Monstrous Compendium* binder.

Ability Checks

Occasionally, this adventure requires PCs to make ability checks. The player should roll 1d20 and compare the result with the character's appropriate ability (Strength, Dexterity, etc.). If the roll is equal to or less than the ability score, the action succeeds. If the roll is greater than the ability score, the action fails.

Adventure Layout

Most chapters in this adventure include *events* which happen regard-

less of the PCs' locations and actions. Some chapters also include *encounters* keyed to a given location or action. Only if the PCs enter that location or perform that action does the *encounter* take place.

Any text that appears in a box is meant to be read aloud (or summarized) for the players. All other information is only for the DM. Reveal it only in response to PC actions.

The chapters describe the intended flow of the story. PCs have great freedom to deviate from the intended course. Therefore, the DM is urged to read the entire module before play begins. That way, the DM will be ready for anything the players might do.

Story Background

Beyond many crystal spheres, past numerous fast-flowing regions of the phlogiston lies a system named Greatspace. For many decades, its inhabitants have lived peaceful, ordered lives under the disciplined yet benevolent rule of House Shambraeth based on the planet Thesalys. Their leader, Gorath Shambraeth, governor of House Shambraeth and absolute ruler of Greatspace, is a strong-spirited, powerful, kind man. Prosperity and intellectual superiority are in the futures of those who willingly follow the established government; exile and shame are in store for those who do not. Poverty and despair have not been known among Greatspace's inhabitants for as long as history has been recorded.

All things end, however, and after generations of thriving advancement, the inhabitants of Greatspace were struck with a storm in the form of an inhuman being who now occupies House Shambraeth. His name is T'Laan—and he is a vampire.

Several months ago, T'laan came

to Thesalys in the guise of a bard. He was immediately popular in the court of Shambrath—no doubt due to his ability to *charm person*. He soon became more than an entertainer—no less than an adviser to Gorath Shambrath himself. Slowly but steadily, T'Laan's corruption began. His influence became stronger and stronger. In a short time, Gorath became a mere figurehead and pawn for T'Laan's wishes. Unfortunately, due to the very militaristic nature of House Shambrath's rule, none of Gorath's subordinates dared to challenge his orders. T'Laan was secure. Or so he thought . . .

Heir to the throne of Thesalys and eldest son of Gorath is Bruin Shambrath, prince of Thesalys. He is a strong, charismatic figure who could easily fit the role of leader. He is as intelligent as he is strong. His one great downfall—from his father's point of view—is his lack of military discipline and his strong need for personal freedom. These qualities, however, may very well give Greatspace a chance to escape the tyrannical rule of T'Laan. Noticing the changes in his father and harboring a natural dislike for T'Laan, Bruin became suspicious that the bard was something other than he appeared.

When Bruin attempted to gather men for an investigation, he was seized and arrested by the palace guard. By order of T'Laan (who had become commander of the armies of Thesalys) Bruin was imprisoned in the palace pending trial for high treason! But aided by people loyal to him, Bruin escaped the palace and left Thesalys on the *Hummingbird*, a court ship capable of space travel.

Bruin had hoped to find aid off his home planet, but T'Laan's influence extended too far, literally encompassing the entire solar system. To make matters worse, Bruin discov-

ered a secret plot devised by T'Laan. With the aid of three priests of Bane who were promised great power in T'Laan's new empire, the vampire is creating an artifact that generates an enormous and powerful field of *continual darkness*. His plans are to introduce the artifact to the system's sun, blotting out the tremendous light source. With the light of Greatspace's sun obliterated, T'Laan's greatest weakness—the inability to move about during daylight—would be eliminated and he would be unstoppable. Fearing for the future of his homeworld, Bruin decided to leave Greatspace in search of help, for there was nowhere in the system that was safe from T'Laan's influence.

When T'Laan discovered that Bruin had escaped, he went into a rage. The vampire's fury was great and his rage lasted many nights. Finally, he declared Bruin an enemy of the state and hired mercenaries to capture him. Barely avoiding the many bounty-hunters that chased him, Bruin traveled from system to system but found that most people were not concerned with the plight of Greatspace that existed millions of miles away. Eventually, Bruin would encounter the PCs . . .

Adventure Synopsis

The PCs should be in wildspace in a familiar sphere when they encounter Bruin Shambrath. He is fleeing from mercenaries and his situation is grave. After being rescued by the PCs, he will reveal most of the information presented in the *Story Background* section. If necessary, Bruin will offer a reward to entice the PCs to help him.

Bruin and the PCs will then get underway for Herospace following Bruin's urging. He hopes to gain the

advice of a man named Keriacus—an old sage of House Shambrath who left the service of the court. In Herospace, Bruin and the PCs will receive help and a magical weapon from the old sage to battle the vampire.

Tragically, Keriacus is killed by T'Laan during a scrying attempt. Just before his death, Keriacus tells the PCs that they need the *sun seeds*, powerful magical seeds that can be found in Faerieworld. Bruin and the PCs must go to another crystal sphere in order to complete their quest. And the vampire now knows of the PCs' intentions!

Seeking the mystical *sun seeds*, the group goes to Faerieworld. There they must prove their worth to Aelivere, the king of Faerie, by passing the Test of Ancient Yesterday in order to gain the magic they seek.

After departing Faerieworld, the PCs witness a battle between some escaped Greatspace loyalists and hired mercenaries. The players get an opportunity to experience ship to ship combat.

Upon entering Greatspace, the heroes are met with a grim sight. All of Greatspace is in darkness. The vampire's evil plan has worked and the sun has been obscured. The party will also learn that Bruin's father is dead and that Bruin is now Governor of Thesalys. Furthermore, T'Laan has been exporting inhabitants of Greatspace to his home sphere as feeding stock. The PCs must not only defeat T'Laan, but they must also go to the vampire's home sphere and rescue the prisoners—one of whom is Bruin's sister!

Upon leaving Greatspace, the PCs must locate Darkspace—T'Laan's home sphere—where they will learn the terrifying secret of this strange system.

NON-PLAYER CHARACTERS

This section presents various Non-Player Characters (NPCs) in *Crystal Spheres*. The NPCs are presented in a degree of detail according to their importance in the adventure. The DM is encouraged to become familiar with these characters in order to better portray them dramatically.

T'Laan

For convenience, the vampire entry from the *Monstrous Compendium* has been reprinted in the appendix of this module. The DM is encouraged to become familiar with the many special abilities of the vampire in order to create the greatest challenge for the PCs.

Vampires are powerful creatures with many abilities and extremely long lifespans. Of course, there is the natural penchant for powerful adventurers to seek out and kill vampires, but a far greater cause of the demise of these undead lords is time itself.

Having once been mortal creatures, few vampires really have the willpower for eternal life. Only those creatures who are filled with very powerful hatred and loathing live on, despite the ravages of time on their formerly mortal souls.

T'Laan is such a vampire. He has lived 317 years past his mortal birth and still burns on, filled with vile rage and contempt for all things living. Along with the loss of his mortality, all traces of compassion were destroyed within him. He exists purely for the sake of bringing death to the world around him.

But T'Laan was not always such a hateful creature. He was a champion of great causes in his youth. Born in what became the nation of Aglarond on the planet Toril in Realmspace, T'Laan was a trusted adviser to Brindor, the first king of Aglarond. Born the son of a human father and elven

mother, T'Laan—then named Dorin—was one of the original settlers of civilized Aglarond and was responsible for the famous Peace Talks of Ingdal's Arm, held after the battle of the same name. He was a hero of peace and was loved and trusted by all who knew him.

But ruin descended upon him like a bird of prey. One evening, T'Laan was walking with his new bride in the gardens of his manor when the two were accosted by a band of men sent from the neighboring country of Thay. This evil country had become nervous because the recent expansion of Aglarond was causing internal strife. T'Laan's bride was killed immediately by the rogues, but the half-elven general was a powerful man and was not so easily overcome. Before the attackers dealt a death blow to T'Laan, he killed many of them. Finally, however, he lay bleeding on the ground, waiting for death to claim him. T'Laan was overcome with a powerful hatred for the men who took the life of his bride.

Bringing in powerful rage, T'Laan made a silent bargain with Death. At Death's orders, T'Laan drank the blood from the dead body of one of the rogues, and T'Laan entered forever into a world of eternal darkness.

Since that time, T'Laan has lived many lifetimes on many different worlds. He is a harbinger of death, bringing only hatred and ruin wherever he goes. T'Laan's greatest conquest is Darkspace. Once a thriving solar system, the powerful vampire has managed to all but destroy it. The dead husk of the system's sun is all that remains of the now dead sphere. While a mighty victory for T'Laan's evil goals, the dead system presents one clear problem for T'Laan: he now has no living creatures to feed upon! With the help of several powerful necromancers,

whom T'Laan later killed, the vampire created a two-way portal to Greatspace. The monster's plan is not only to destroy the thriving system, but to create a base of mortal creatures in Darkspace that can be used as feeding stock.

When role-playing T'Laan, the DM is encouraged to take advantage of the creature's keen intellect and cunning. Remember that while T'Laan is a savage monster driven by hatred, he is also extremely intelligent and has survived a great many years.

The vampire has many escape routes available to him. First and foremost, T'Laan wears an amulet that can act as a portable, one-way gate to Darkspace. If desperate, he will use it to flee from battle. If cornered and near destruction, T'Laan's hatred could (at the DM's discretion) cause him to pass into the demiplane of Ravenloft (refer to the RAVENLOFT™ boxed set).

T'Laan does not know this could happen, and if it occurs, it will still remove the vampire from play and constitute a defeat.

Bruin Shambrath 5th-level Human Ranger

Str 16 Int 15
Dex 18 Wis 14
Con 14 Cha 15

AC 0; MV 12; hp 38; AL CG; THAC0 16.

Equipment: *chain mail +1; broad sword +1, flame tongue, +2 vs. regenerating creatures, +3 vs. cold-using, inflammable, or avian creatures, +4 vs. undead; ring of the comet* (see appendix).

Bruin Shambrath is the eldest son of Gorath Shambrath and is sole heir to the throne of Thesalys. Bruin is respected and admired. The general