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FIRST
EDITION
**SOLO
MODULE**

Beyond the Black Wall

Designed by Bill Barsh



Beyond the Black Wall is an adventure module for the First Edition Game, compatible with OSRIC™, and designed for a single third level character. This module includes Pacesetter's **SoloSystem™** for enhanced individual play.

Your hunt for the fabled Green Flame, a jewel of unparalleled beauty and value, has led you deep into the wild. Guided by unreliable research and gut instinct you search for an ancient city that has been dead for centuries. Your only clue is that the city is guarded by a towering black wall. Somehow, you know the city must exist and that it surely harbors the Green Flame. Undaunted, you set yourself to face the horrors and dangers that lie beyond the black wall!



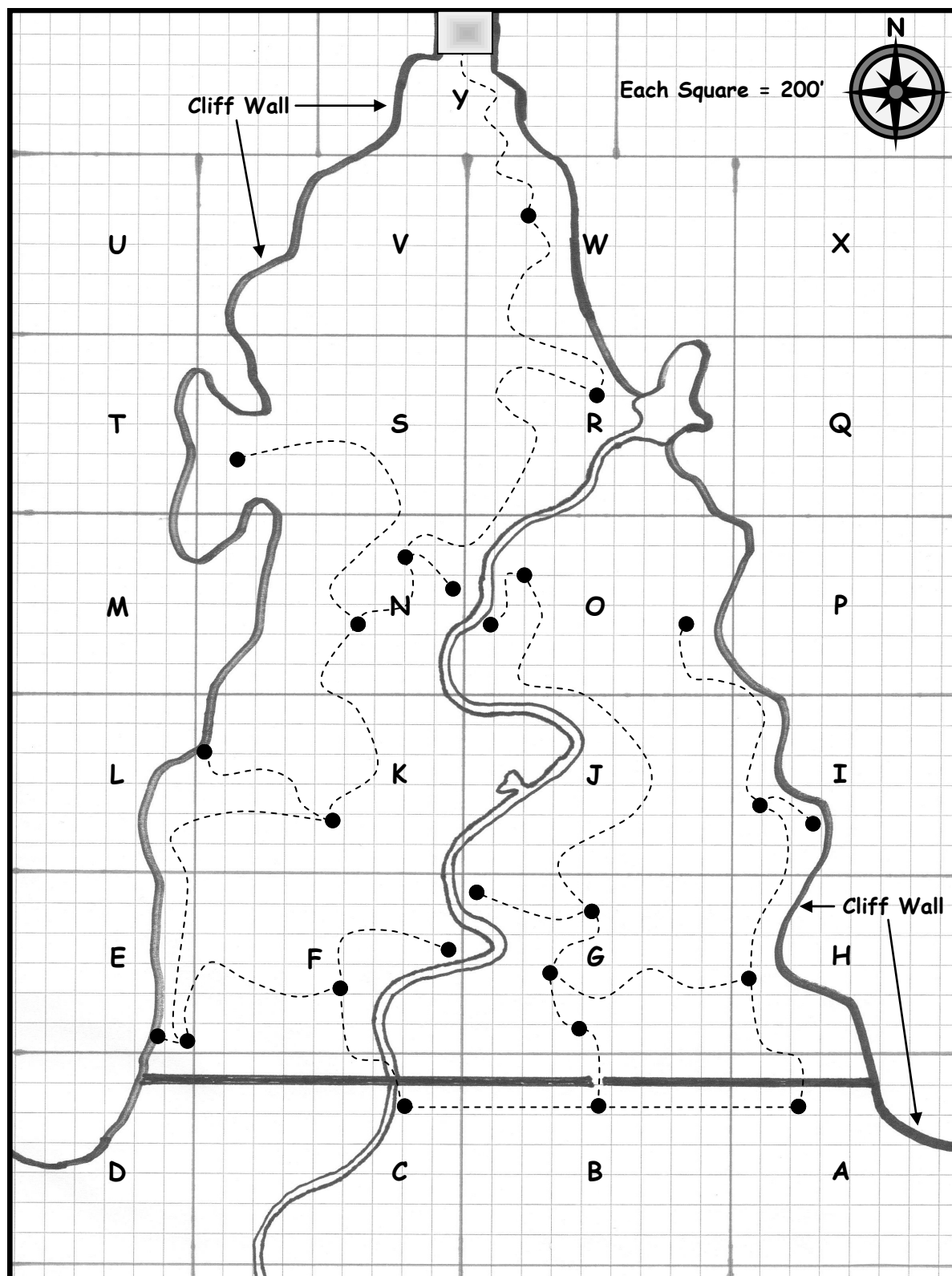
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Third Print



BEYOND THE BLACK WALL — MASTER MAP



Beyond the Black Wall

Contents

Player Introduction.....	4
Section B Start	7
Conclusion	43
Wandering Monster List	46

Maps

Master Map	Inside Cover
Template Map	45
Temple Map	43



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BEYOND THE BLACK WALL — INTRODUCTION

Beyond the Black Wall is an adventure for a single character of third or fourth level. Any character class can be used to play this module. The module uses Pacesetter's SoloSystem™ for solitaire play. The scenario requires the use of the First Edition Advanced game rules or the OS-RIC™ rules set.

The second module in the I-series, *Beyond the Black Wall* finds your intrepid adventurer on a personal quest to find the Green Flame – an emerald of unsurpassed beauty and size. Your player character has recently learned that the Green Flame, thought of as simply a mythical gem that only exists in ancient stories and fables, is real. But what you have also learned is that its location is a mystery. But as a result of meeting an ancient green dragon (see module **I1 Grave of the Green Flame**) your character has a single clue as to its location. The dragon said to seek out the city beyond the black wall.

Playing the Module

Each encounter in this adventure has an attached section letter. For example, the adventure start takes place in section D. The section letter corresponds to that encounter's map location. Each encounter has a map section that is labeled with the appropriate section letter. There is a master map matrix on the inside back cover. By placing each map section in the matching location on the master map matrix, the player can map as he moves through the adventure. The more encounters that are completed, the more the overall map is completed. A complete map is located on the inside front cover. By mapping your progress, you can keep track of where you have been and where you can still explore.

When your character enters a new section, there will be an introductory description for that area. When you finish reading the description, you will have one or more options to choose from. Read each selection and determine the course of action you wish to follow. Each course of action has a reference letter and number corresponding to the location you are at. For example, if you are at location Z (there is no location Z in this module) and you are given two courses of action, they will be labeled Z1 and Z2. Simply look down the page (in section A) and go to either Z1 or Z2 depending on your choice.

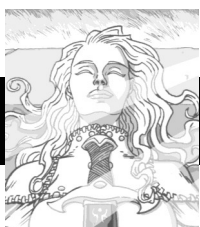
Combat is handled like any regular gaming session. The only difference is that you, as the player, make all the die rolls. Actions of the monster (term used to describe any opponent of the PC) are generally described in each encounter. Monsters will typically fight to the death, but some may flee after certain parameters are met. Monsters that flee are removed from the adventure and the PC receives full experience points for defeating that monster. Each monster is described with the customary statistic block. Additionally, all specific actions are included in the statistic block (i.e. monster will retreat if it sustains X or more damage). No monsters will surrender during the course of this adventure. A monster may be charmed; however, the monster has no information to convey to the PC.

The adventure booklet includes all of the encounters in this adventure listed in alphabetical order. Every encounter area has at least one page devoted to player description and action options. Please note that not every letter of the alphabet has a described encounter area, though it will have a map area. To avoid potential confusion each page only contains information for one encounter, though some encounters may take up more than one page.

In the event you require a character to play this adventure, several pre-generated characters can be found on page 46 of this module. You will note that the pre-generated characters have equipment. Finally, in order to play this module you will need a third level character (a fourth level character may be acceptable if it is not a fighter-type), paper, a sheet of graph paper (optional), and dice (and, hopefully, some good luck). When you are ready, turn to section B and start your adventure *Beyond the Black Wall*.

Mapping:

You will want to map your character's progress by mapping the adventure as you move through each encounter. Every encounter is located in a section of the overall map. The map sections are labeled with a letter identifier (A, B, C, etc). There are two master maps; one includes the sections with letter identifier so you can locate the encounter your character has experienced, and a second map includes all information included in the ad-



BEYOND THE BLACK WALL — INTRODUCTION

venture (DM's map). The DM's map should only be reviewed if you are having problems mapping. Reviewing it prior to completing the adventure will reduce the enjoyment of the solo adventure.

To start the adventure, map sections A, B, C, and D are included on introductory page. In most location encounters you will be provided with that area's map section. You can add it to your map at that time. Generally, you will receive one map section to add to your map. There are some locations that include two or more map sections and others are not complete until you move to another location within that same map section.

Special SoloSystem™ rules

Because this is not standard dungeon module set for group play, there are some special rules governing play.

Resting in the Field: Your character will most likely find it necessary to rest in the field. If your character rests at a detailed location (any numbered location), you must roll for wandering monsters once per resting period (12 hours). For purposes of this adventure, encountering wandering monsters during the rest period will not interfere with the benefits of resting (regaining hit points and spells). Wandering Monster list is on page 46.

Encumbrance: In this scenario there are no pack animals and your character will have to carry all of his equipment, supplies and treasure. It is important to track the weight carried.

NPCs, Hirelings, and others: Your character will not start this adventure with a hireling or henchman. There is opportunity to gain help during play. There are also opportunities for magic-users to charm an opponent. These NPCs should be handled as in a normal game.

Experience and Treasure: Experience points for defeating monsters are included in their statistic blocks. Any additional experience awarded in an encounter is included in the text description. Treasure is fully described in each encounter. Magic items are also indicated and in every case the character will know what they have found. This is simply a necessary mechanic in solo play. If a character

gains enough experience to progress to the next level, they only need to take a full rest break (see above) to gain the next level of experience.

Character Death: It is always a possibility. But the beauty of an rpg is that a new character is only a few dice rolls away. Begin where you left off or start fresh.

Adventure Points: Every game has critical die rolls; make them and you are the hero, miss them and you are dead. However, in group play, bad die rolls can be overcome simply because there are more characters to pick up the slack. In solo play, bad die rolls are not so forgiving.

Therefore, the SoloSystem™ uses a mulligan for bad die rolls called Adventure Points (AP). This system allows the player more flexibility in the adventure and creates a game where failure does not equal destruction, most of the time.

Each character starts out with as many AP as he has levels of experience. That is, a third level character will have three (3) AP. Each time a character gains a level of experience, he gains an equal number of AP. Therefore, if a third level character (who has saved all his AP) gains fourth level, that character would have a total of 7 AP.

Adventure Points do not regenerate. That is, once you use them, they are gone forever. The only way to gain more AP is to advance a level or they are awarded during the course of play.

Using AP is very easy. If your character makes a die roll, he can use one AP to change the result to the maximum possible die roll. The application of the AP need not take place until the die roll is completed. For example, if our third level fighter hits an orc and rolls 1 point of damage with his long sword (1d8), he may elect to use an AP and change that result to an "8".

Adventure Points can be used for anything that requires a die roll including saving throws, damage, to-hit, spell damage, etc.

Adventure points can also be used during the game to alter a decision. If you make a bad choice, you may reverse that choice by using one (or more) AP. Choices that result in character death require two AP.

Now turn to page 9 and read the introduction at B1



BEYOND THE BLACK WALL — SECTION A

A1

A massive pine tree has fallen against the black wall and split in half, forming a natural ladder. The tree is dead and its pine needles lay on the ground.

Climb the tree and attempt to cross over the wall, go to A2

Leave this area and return to the gap in the wall, go to B1

Leave this area and move to the stream, go to C1

A2

The tree is easy to climb, though the branches are very brittle. The trunk should be thick enough to easily support your weight, but nevertheless it creaks and groans as you progress and reach the apex atop the wall. You take a moment to observe the city from your perch. Most of the city is in ruin and only a few dozen structures remain standing where there must have hundreds before. The buildings are all just a single story and appear to be made of carved stone. Most of the ruined city is now choked with impassible swaths of scrub brush, trees and rubble. Several streets, now not much more than footpaths, cross the city and provide access to the far north end and the mountain pass leads to safety. Near the pass, perched about 100 feet above the ruins, a temple remains intact. Whether a trick of the sun, or some other factor, the stones of the temple appear to glow with a dull and dark green light. Suddenly, the shout of goblins disturbs your survey. Several arrows screech past your head! You quickly descend into the city without another thought. Roll a d20 and subtract "2" from the roll. Compare the adjusted roll to your strength score.

If the adjusted score is equal or less than your strength score, you successfully descend the tree. Go to H1.

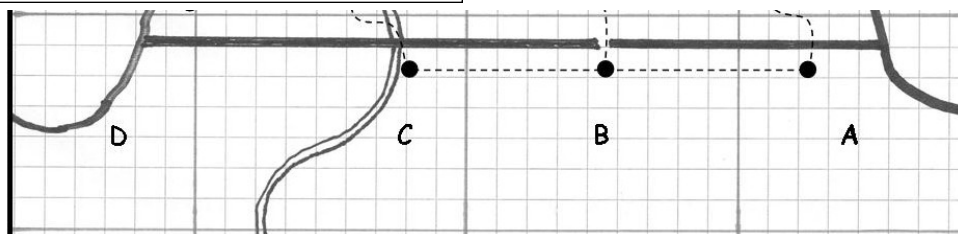
If the adjusted score is more than your strength score, you fall and suffer 1d6 damage. Go to H1.

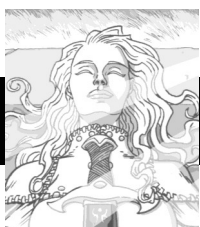
A3

You look upon the wall and the tree that has fallen over it. The tree forms a ladder that you could use to escape the city. However, you can clearly hear the occasional shout or laugh of a goblin. Numerous pillars of camp fire smoke rise from beyond the wall. The goblins have set up camp and you know that only death awaits you if you attempt to flee the city in that direction.

Climb the tree to escape the city, go to B7

Follow the path to the north, go to H1





BEYOND THE BLACK WALL — SECTION B

B1

It took you two months to track down a sage that had any knowledge of a city beyond a black wall. The search for information cost you most of your gold and you were sure you were on a fool's errand. Just as you were ready to concede that the old dragon had lied, you were contacted by a sage that had heard of your investigation through whatever methods sages use to communicate with one another. Apparently, sages move at an astonishingly slow pace.

The sage, young by comparison to his contemporaries, had stumbled across a passage regarding a black-walled city while researching the movements of various giant clans that live throughout the Cloudspire Mountains. The short reference indicated that a deserted city lay near a narrow mountain pass where the northern end of the Great Wood where it bordered the Cloudspire Mountains. But that region of the world is still wild and mostly unexplored and only vaguely charted. The sage could not find a map that indicated the location of the pass or city.

With that small sliver of knowledge you decided to search out the pass and city. After several weeks of careful exploration you again questioned your self-appointed mission. Just as you decided to end the quest, you heard the baying of wolves – or most probably wargs – and the drums of goblins. You bi-passed the goblin tribe days before, but now it seems your cautionary movements have been discovered.

The only direction of escape is north and away from civilization and safety. The goblin pursuit has been relentless. You have been running for days, your direction pushed closer to the mountains as the goblins are clearly trying to use the mountains as a trap. You have used every trick you could think of including using the streams to hide your movement. You even managed to catch a squirrel. You tied a swatch of clothing to the animal in hopes it would lead your pursuers on a wild goose chase. But you are out of tricks and the pursuit is gaining.

The land increasingly becomes covered with foothills and valleys and your movement slows with each passing day. The goblins are now within hours of catching you. The baying of their wargs is reaching a fevered pitch and now you can even distinguish the blood-chilling sound of goblin shouts and laughter.

The mountains to your left are now very close and wood begins to thin to right as you move north. The ground begins to level to your front and the woods, that had started to thin, thicken again. You rush forward hoping the thicker wood will slow your pursuers. After several hours it seems your strategy to push through the heavy woods has slowed your pursuers, if not only for a short duration. But your smile fades as the woods again begin to thin. You are determined to forge ahead even though your body aches from the long days of flight.

Then off to your left something catches your eye. A flash of black against a backdrop of green and brown halts your run. You fight the pull of self-preservation and continued flight and turn west toward the mountains. Moving through a thicket of birch trees you find yourself standing before a 30' stone wall - a wall that is black as night.

The wall is smooth and featureless. Disturbingly, not a single plant grows within several feet of the monolithic structure. Just to your left the wall has collapsed and forms a 10' wide gap. Farther to your left, you see a stream exit beneath the wall though grate-covered tunnel. To your right, a massive pine tree has fallen and leans against the wall. The tree has broken on the apex where it meets the wall and its upper trunk disappears as it descends on the back side of the wall.

You have found the black wall and presumably the city that lies behind it. Beyond the wall and city is the gap and safety. Suddenly, you are reminded of your current dilemma as the yipping of the wargs and goblins interrupts your astonishment. They are very close now. Probably not more than minutes.

Move through the gap in the wall, go to B2.

Investigate the stream and tunnel in the wall, go to C1.

Investigate the fallen tree at the wall, go to A1.

Ignore the wall and continue to flee from the goblins, go to B7.

Move forward and touch the black wall, go to B3.



BEYOND THE BLACK WALL — SECTION B

B2

You move to the gap in the wall and fragments of black stone litter the ground. Wherever a piece of black stone lies, nothing grows and ground is barren. Rubble from the wall partially fills the gap to a height of about two feet. Beyond the rubble you see the crumbling and shattered remains of a city. All that remains are plant-choked streets and buildings in all stages of decay or complete collapse. Most of the streets are nothing but plant-covered paths. The plant life is so thick that moving through the city is only possible by following the paths. The mountains rise on each side of the city. Across the expanse of desolation you see a gap in the mountains and your path to safety. Also, perched above the city, near the gap you see a structure. The building features ornate columns and a curved roof. Whether a trick of the sunlight and clouds, or some other factor, the building appears shimmer in dark green light.

Climb over the rubble and enter the city, go to B8.

Attempt to hurdle the rubble and enter the city, go to B11.

Leave this area and go to the fallen tree, go to A1.

Leave this area and go to the stream and tunnel, go to C1.

Reach down and pick up a piece of the broken black wall, go to B3

B3

As you touch the smooth, black stone, a painful chill races through your body. You suffer 1 hp damage.

Continue to touch the black stone, go to B4

Stop touching the black stone, return to your previous location.

B4

As you continue to touch the smooth, black stone, a painful chill races through your body. You suffer 1d4 hp damage.

Continue to touch the black stone, go to B5

Stop touching the black stone, return to your previous selection.

B5

As you continue to touch the smooth, black stone, a painful chill races through your body. You suffer 2d4 hp damage.

Continue to touch the black stone, go to B6.

Stop touching the black stone, return to your previous location.

B6

You can't say you were not warned. You are knocked unconscious from the excruciating pain. You awake again just in time to be dumped into a massive pot of boiling water as hundreds of goblins shout with glee in anticipation of their upcoming dinner. The End!

B7

You chose poorly. Minutes after leaving the wall, the goblins have caught you. In a futile attempt, you try to fight but you are overwhelmed by their sheer numbers and unconsciousness takes you. You awake again just in time to be dumped into a massive pot of boiling water as hundreds of goblins shout with glee in anticipation of their upcoming dinner. The End!



BEYOND THE BLACK WALL — SECTION B

B8

As you climb over the rubble you touch the black stone rubble and painful chill races through your body. You jump back in shock. You have suffered 1 hp of damage.

Resume you climb over the rubble and enter the city, go to B9

Attempt to leap over the wall and enter the city, go to B11.

Leave this area and go to the fallen tree, go to A1.

Leave this area and go to the stream and tunnel, go to C1.

Reach down and pick up a piece of the broken black wall, go to B3

B10

As you climb over the rubble you touch the black stone rubble and painful chill races through your body. You jump back in shock. You have suffered 2d4 hp of damage.

Resume you climb over the rubble and enter the city, go to B6

Attempt to leap over the wall and enter the city, go to B11.

Leave this area and go to the fallen tree, go to A1

Leave this area and go to the stream and tunnel, go to C1.

Reach down and pick up a piece of the broken black wall, go to B3

B9

As you climb over the rubble you touch the black stone rubble and painful chill races through your body. You jump back in shock. You have suffered 1d4 hp of damage.

Resume you climb and enter the city, go to B10

Attempt to leap over the wall and enter the city, go to B11.

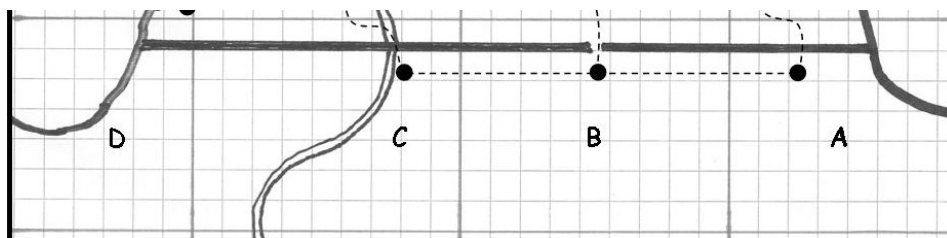
Leave this area and go to the fallen tree, go to A1.

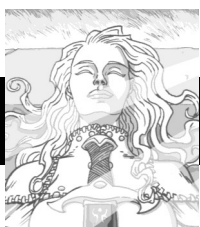
Leave and go to the stream and tunnel, go to C1.

Pick up a piece of the broken black wall, go to B3

B11

With a running start you attempt to leap over the rubble and enter the city. Roll a d20 and compare the result to your dexterity score. If your die roll is equal or less than your dexterity score, you have successfully avoided all the rubble and may proceed to G1. If your die roll exceeds your dexterity score, you have tripped and fallen into the rubble. Go to B3.





BEYOND THE BLACK WALL — SECTION C

C1

The stream, which is no more than 10' wide and a few feet deep, flows quickly with clean, cold water. A large hole in the wall allows the stream to pass from the city and into the woods beyond. The hole is oval-shaped and formed by a brass ring. The hole is filled with evenly-spaced brass bars that form a grate. However, several of the bars are broken and bent at the water level. Looking through the grate, you see that the stream flows from somewhere deep inside the city.

Enter the stream and slip through the grate, go to C2

Enter the stream and investigate the grate, go to C5

Leave this area and return to the gap in the wall, go to B1

Leave this area and move to the fallen tree, go to A1

C2

The water is ice cold and it flows with a rapid rate. However, it is fairly shallow and easy to navigate. You move forward and see that hole in the grate is large enough for you to pass. Roll a d20 and add "4" to the roll. Compare the adjusted score to your dexterity score.

If the adjusted die roll is equal or less than your dexterity score, go to C3

If the adjusted die roll is more than your dexterity score, go to C4

C3

You easily move through the grate and avoid touching the bent brass bars. As you move, a slight chill passes through your body as you slip past the brass bars that make up the grate. Go to C6.

C4

As you move through the grate you accidentally brush up against one of the brass bars. A painful chill floods your body and you are momentarily racked with pain. You suffer 1 point of damage. However, you quickly regain your composure and pass the remainder of the grate without touching any more brass bars. Go to C6.

C5

You carefully move close to the grate and notice that it is oddly free of any sort of debris. No leaves or sticks or any sort of flotsam are caught in its bars. Then you notice a leaf floats down from the other side of the wall and as it passes the grate it brushes against one of the brass bars. The green leaf suddenly shrivels and turns brown and begins to disintegrate in the water.

Attempt to swim through the grate while avoiding the brass bars, go to C7

Leave this area and return to the gap in the wall, go to B1

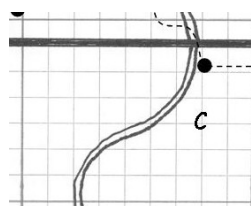
Leave this area and move to the fallen tree, go to A1

C6

A road, which is not much more than a path, straddles the stream as it enters the ruins of the city.

Take the path into the city, go to F1

Enter the stream and swim back out, go to C1





BEYOND THE BLACK WALL — SECTION C / G / K

C7

The water is ice cold and it flows with a rapid rate. However, is fairly shallow and easy to navigate. Roll a d20 and subtract "2" from the result of the roll. Compare the adjusted score to your dexterity score. You gain 100 experience points regardless of the die roll and adjustment.

If the adjusted die roll is equal or less than your dexterity score, go to C3

If the adjusted die roll is more than your dexterity score, go to C4

G26

The elf has been dead for at least a few days. He has numerous battle wounds. His armor is tattered and beyond use without repair. He holds a long bow and 11 arrows lie next to him in a quiver. Leaning against the wall next to his corpse is a long sword. The elf has no pack. He does have two belt pouches and one contains 12 gp and two 25 gp gems. The second pouch contains a *potion of water breathing* (it is labeled in common).

Return to the intersection, go to G3

You may rest here with no chance of a wandering monster encounter.

K6

You automatically succeed in your climb walls attempt. The cliff wall has plenty of handholds for the first 20' or so. After that, it becomes sheer and wet. You reach the tunnel mouth and peer inside. To your horror, you see a massive spider inside. It is currently feeding on what looks to be a squirrel.

Attack the spider, go to K7

Climb down and take the path to the east, go to K1

K7

You leap into the tunnel and catch the spider by surprise. It draws back, but it will recover for battle after the first round (surprise). You have one round to act without the spider making a reaction. On round two, roll initiative as normal.

Huge Spider AC ; HD 2+2, hp 12; #AT 1; Dmg 1d6 bite; SA Poison at +2 save; SD None; MV 12"; AL N; Thaco 16; EXP 145 + 3/hp

If you defeat the spider, go to K5



BEYOND THE BLACK WALL — SECTION E

E1

You reach an intersection. To the west you see the mountainside is not far off and a path leads in that direction. Otherwise you can travel east or north.

Take the north path, go to L1

Take the west path, go to E2

Take the east path, go to F1

E2

The mountain wall looms before you. It is a near vertical face of rock that ascends hundreds of feet before it tapers in even the smallest degree. You quickly realize that whatever thoughts of climbing you way out of the city are dashed. Even with all the necessary equipment, death would be almost certain. The path ends in a square shaped area flanked by numerous buildings. Most have collapsed and they are in ruin. A single structure, opposite your entrance to the area, remains somewhat intact. It is a two-story building made completely of stone. If the windows once held glass, it is all gone now. The entrance is also open to the elements as there is no door. It appears there were several apple trees growing in the square, but all have been cut down save one.

Move to investigate the building, go to E2

Inspect the apple tree, go to E8

Leave this area, return to E1

E2

After a slow and methodical approach you stand next to the entrance to the building. You do not hear anything. A quick glance inside reveals that the building appears to be empty. If there was furniture, it is long gone now. A hole in the ceiling is the only access to the second floor and no ladder is in sight.

Stepping inside you notice that the floor is covered with loose dirt and there are footprints throughout, but most are near the hole leading to the second floor.

Search the room, go to E3

Use magic or some device to reach the second floor, go to E4

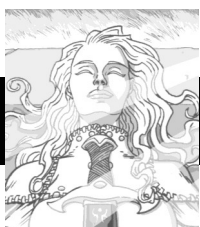
If you are human, you may try to leap and pull yourself up to the second floor, go to E5

E3

You make a cursory search and as you expected, there is nothing of interest in the room. It is simply empty. But then you notice the dirt is uneven near the back wall of the room. You kick some of the dirt aside and find something made of wood. A few minutes later you have uncovered a ladder that was only minimally covered to avoid detection.

Use the ladder to reach the second floor, go to E4

All other actions, go to E2



BEYOND THE BLACK WALL — SECTION E

E4

As you ascend to the second floor you notice it is nearly as empty as the first floor. There are no windows on this level and only the daylight from below provides enough light to see the entire room. There are a few bits of broken furniture, probably a table and chairs. Otherwise, the room appears empty. You gain 50 experience points for finding the ladder.

Search the room thoroughly, go to E6

Leave immediately, go to E2

E5

Only a human is tall enough to make the leap in order to grab the ledge of the second floor. Roll 1d20 and compare the result to your strength score. If the result of the roll is equal or less than your strength score, you have successfully ascended to the second floor; go to E4. You also gain 25 experience points for the successful ability score check. If you failed, you have fallen and suffer 1 hp damage. You may try again. If you decide to quit, go to E2.

E6

Make an intelligence score check. If you are successful, go to E7. If you failed, you may not try again and go to E2.

E7

After a careful search you discover a small piece of jade mixed in with the debris. It is worth 10 gp. There is nothing else to find here, go to E2.

E8

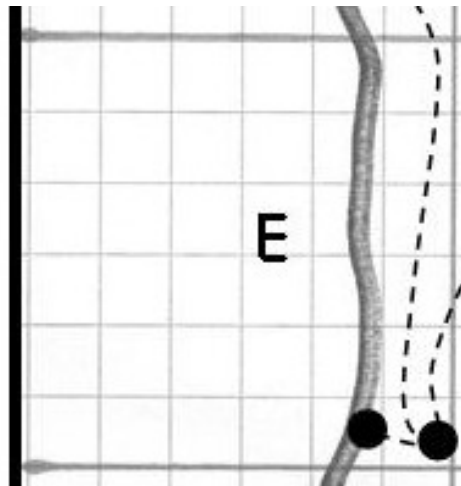
The tree is loaded with apples and many have fallen to the ground. A pile of bones, which appear to have been a deer, lie near the tree.

Continue to inspect the tree, go to E9

Return the way you came, go to E2

E9

As you poke around the tree the sound of two large birds taking flight catches your attention. Looking up into the tree you are shocked to see they are not birds at all, but stirges! They attack. Conduct combat as normal starting with an initiative roll. You are partially in luck as the stirges have recently “eaten” and each one will only draw blood for one round if it manages to latch onto your body. A stirge that is full will retreat back into the top branches of the tree and it will be hidden from view. If you pursue the stirges, they will simply fly away. If you defeat the stirges, you may return to E2. There is nothing else of interest around the tree.





BEYOND THE BLACK WALL — SECTION F

F1

The path into the city is anything but easy to follow. It clearly follows some ancient street, but the path turns and twists every 20 feet so your field of vision is limited significantly. Scrub brush and rubble from fallen buildings create a gauntlet of travel. Occasionally, some small animal or bird crosses your path, but otherwise you have seen nothing of interest. Abruptly the path takes a sharp turn and you enter a small clearing. You are at an intersection.

Take the path east, go to F2

Take the path west, go to E1

Take the path south, go to C6

F2

As you move along the path you hear the sound of the fast-running stream ahead. You are sure it is only a short distance away when you hear something splashing in the water. The muffled curse in some foreign language stops you in your tracks. The voice is heavy and harsh. You take a few steps forward you can now see the stream is only about 20' away. Standing in the middle of the stream you see a bugbear holding spear. The bugbear stabs at the water, apparently trying to hit a fish. The bugbear's appearance is wild and savage, more so than you have ever seen.

Attack the bugbear, go to F3

Try to talk to the bugbear, go to F4

Return to the intersection, go to F1

F3

You leap to the attack and you have somehow surprised the bugbear! Conduct combat is normal. You have a surprise round and then roll for initiative. The bugbear will move to attack you when it is able. If you defeat the bugbear, go to F5.

Slae Bugbear (1) AC 5; HD 3+1, hp 15; #AT 1; Dmg 1d6+1 w/spear; SA None; SD None; MV 9"; AL CE; Thaco 16; EXP 135 + 4/hp

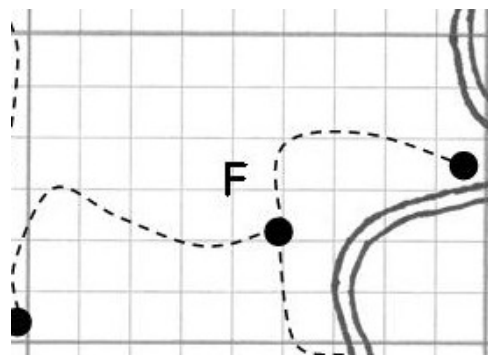
F4

You step toward the stream and announce your presence. The bugbear turns its head. Its facial features seem twisted and malignant – it is the face of evil. The bugbear immediately hurls its spear at you and then charges with a ferocious yell. The bugbear has initiative this round and it will throw its spear for its attack. On the second round, it will charge and attack with a massive spiked club that hangs from its belt. If you defeat the bugbear, go to F5.

Slae Bugbear (1) AC 5; HD 3+1, hp 15; #AT 1; Dmg 1d6+1 w/spear; SA None; SD None; MV 9"; AL CE; Thaco 16; EXP 135 + 4/hp

F5

The bugbear falls the ground with a heavy thud. The creature wears tattered animal hides and has a belt. A pouch hangs from its belt. You find 34 gp, 11 pp and 16 sp in the pouch as well as a single emerald worth 100 gp. There is no way forward from this area. You return to F1.





BEYOND THE BLACK WALL — SECTION G

G1

The ground near the inside of the wall is as barren as it was outside the city. However, thick scrub grows uncontrolled and firmly obstructs travel. A narrow path follows what must have been a road leading into the city. There is a chill to the air that somehow feels unnatural. The underbrush and vegetation is also twisted and gnarled. An unmistakable feeling of dread and danger is in the air.

If you are a Paladin or Cleric, go to G5

Follow the path into the city, go to G2

Investigate this area, go to G7

G2

The path reaches an intersection.

Move south, go to G1

Move east, go to H1

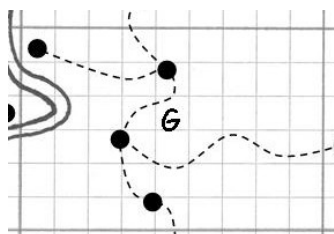
Move north, go to G3

G3

As you move along the path, you suddenly hear angry voices. The language seems strange and vaguely familiar. Moving forward you see an intersection ahead. It is only 30' away. Three humanoids, that appear to be orcs, argue and point in each direction of the path. Clearly, they are trying to select a direction. The orcs appear larger than normal. Somehow, they appear somewhat twisted and more sinister than most orcs you have encountered. Their limbs are oddly long and thick and their heads more grotesque. Their hands are more like claws with fingers resembling talons.

If your character speaks orc, go to G10

If your character does not speak orc, go to G14



G4

The path here is particularly narrow and choked. The ruins of various buildings have spilled forth and you find yourself climbing over large stones and debris. The path ends at a structure that is still standing. The door to the building is gone. From within the building you hear a faint, but distinguishable growl.

Move forward and look into the building, go to G16

Return to the intersection, go to G15

G5

A clear presence of evil abides within this city. A malevolent source must feed the evil and you know that it is constant and unrelenting. Staying within the city for an elongated stretch of time would be unwise, and especially for those of weak minds. You are in no immediately danger and your faith is the shield you need to deflect the evil presence. Return to G1 and choose another action.

G6

The German Shepherd is named Spike.

Spike (1) AC 7; HD 1+1, hp 8; #AT 1; Dmg 1d4 bite; SA None; SD None; MV 15"; AL N; Thaco 18; EXP 20 + 2/hp



BEYOND THE BLACK WALL — SECTION G

G7

You quickly discover that any attempts to move off the path will result in failure. The brush is so thick it is as if a wall blocks your progress. You are distracted from your investigation by the shout of a goblin. You see dozens of the creatures near the cleft in the wall. None move forward as they shout insults. A shaman steps forth and addresses you directly, "Scum, come back to us and your death will be quick. Only torment and a horrible death await you beyond the black wall!" Many goblins draw back on their bow strings but hold their fire, waiting for your response or an order from the shaman.

Flee into the city, go to G9

Surrender and exit the city, go to G8

G8

Your feet barely hit the ground from your leap through the cleft in the wall when a goblin strikes you over the head with a club. You awake just in time to be dumped into a massive pot of boiling water as hundreds of goblins shout with glee in anticipation of their upcoming dinner. The End!

G9

You spin and flee up the path as goblin arrows fill the air. But your hurried flight has succeeded and you are quickly out of sight of the goblins. You hear their cursing, but they do not pursue you. Go to G2.

G10

The orcs continue to argue and clearly they cannot decide on a course of travel. You pick out most of their words, but much is slurred or filled with a strange dialect that is unknown to you. The orcs are hunting someone or something. Each one blames the others losing the trail. At long last, they seem to agree on a direction. However, they grow quiet and their yellow eyes begin to search the area. Like an alerted animal, they clearly sense a watchful presence.

Attack the orcs, go to G11

Remain hidden and watch the orcs, go to G12

G11

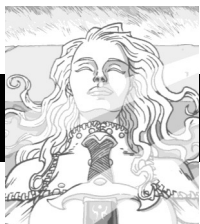
You step from your concealed spot on the path and attack the orcs. Even though they sensed something was amiss, you have still caught them by surprise. You get one round of action, and then you must roll for initiative and resolve combat. The orcs are uncommonly vicious and an evil countenance fills their faces. If you defeat the orcs, go to G13.

Slae Orc (3) AC 6; HD 1, hp 7, 6, 4; #AT 1; Dmg 1d6 w/ spear; SA None; SD None; MV 9"; AL CE; Thaco 19; EXP 10 + 1/hp

G12

The orcs stop their argument and take a moment to look around the area. After a moment it appears they are satisfied that they are alone. They resume their debate which soon escalates into a shoving match. As orcs push each other around, they suddenly turn in your direction and emit a blood-curdling shout. The orcs used their argument to carefully move closer to your position and now they almost upon you. Roll initiative and resolve combat. If you defeat the orcs, go to G13.

Slae Orc (3) AC 6; HD 1, hp 7, 6, 4; #AT 1; Dmg 1d6 w/ spear; SA None; SD None; MV 9"; AL CE; Thaco 19; EXP 10 + 1/hp



BEYOND THE BLACK WALL — SECTION G

G13

Looking upon the corpses of the orcs, you can clearly discern they are abnormal. They are larger and almost seem twisted. You cannot put your finger to it, but they are somehow more malevolent than any orc you have ever encountered. Each orc wears tattered armor and clothes which of no use to you. Each carries a scimitar and a short bow with 10 arrows. The weapons have not been maintained, but they are functional. However, each weapon will inflict -1 damage per hit due to its deteriorated condition. If the short bow and arrows are used together, a -2 on damage is applied to the roll. Each orc has a pouch with 1d10 gp. The largest orc has small ruby worth 20 gp. Go to G15.

G14

The orcs continue to argue and each points in a different direction. They are certainly arguing about which path to follow.

Attack the orcs, go to G11

Remain hidden and watch the orcs, go to G12

G15

You are at an intersection.

Move north, go to J1

Move south, go to G2

Move west, go to G4

G16

As you approach the small building you spot a blood stain on the stone wall at the door frame. From inside, the growl of what sounds like a large dog grows louder. The roof of the structure is punctured by several holes and light filters through to illuminate the single room. Sitting on the floor and propped against the back wall of the room, directly in front of the door, is what appears to be an elf. His head is slumped to his chest. He holds a long bow and several arrows lie next to him. Directly in front of the elf, a dog stands defensively and growls, baring its teeth.

Leave the building and return to intersection, bot to G15

Attack the dog, go to G17

Attempt to calm the dog, go to G18

G17

You immediately move into action against the dog. The animal is in a weakened condition and you automatically win initiative.

Go to G6 for stats on the dog, then return here.

If you defeat Spike, go to G19

G18

You attempt to talk the dog and present a nonthreatening presence as you enter the building. The dog holds it ground as you step forward, but it does not attack. You get a better look at the animal and you can see it is hurt and it appears malnourished. By the look of things, the elf has been dead for several days and the dog has not left its master's side.

Toss the dog some food or give it some water, go to G20

Continue to approach the dog, go to G21

If your character is evil (alignment), go to G22



BEYOND THE BLACK WALL — SECTION G

G19

The dog slumps to the floor and dies. The animal was clearly malnourished and injured. The dog has a green leather collar.

Investigate the elf's body, go to G

Inspect the dog's collar, go to G24

G20

The dog tentatively approaches the food and begins to eat. Somehow, it manages to keep one eye on you the entire time. You notice that the elf has written something in his own blood on a stone next to his body. The writing is in elvish. You gain 100 experience points.

If you can speak elf, go to G23

If you cannot speak elf, go to G25

G21

The dog takes a step back, but then stops. It growls much louder and it is clear it will attack if you move any closer. As it shifts around, you catch a glimpse of the dog's collar. You clearly see the word "Spike" written in common on the collar. Without thinking, you whisper the word to yourself. Suddenly, the dog ceases its threatening pose and sits down. In fact, you just made a new ally. Spike will accompany you and follow any commands. He has not eaten or drank much in the last few days, but a small meal and some water will perk him right up. He is injured.

Spike, German Shepherd (1) AC 7; HD 1+1, hp 8; #AT 1; Dmg 1d4 bite; SA None; SD None; MV 15"; AL N; Thaco 18; EXP 20 + 2/hp

Inspect the elf's corpse, got to G26 (page 9)

Return to the intersection, go to G3

G22

Suddenly the dog lunges forward and attacks. Conduct combat as normal. Go to G6 for the stats of the dog and return here after combat.

If you defeat Spike, go to G19.

G23

The elf has written a single word: Spike. You whisper the word aloud without thinking. The dog picks its head up and sits on its haunches. The dog no longer threatens you. In fact, you just made a new ally. Spike will accompany you and follow any commands. He has not eaten or drank much in the last few days, but a small meal and some water will perk him right up. He is injured.

Inspect the elf's corpse, got to G26

Return to the intersection, go to G3

G24

A single word is inscribed in common on the collar: Spike.

Inspect the elf's corpse, got to G26 (page 11)

Return to the intersection, go to G3

G25

Roll a d20 and compare the result to your intelligence.

If the result of the die roll is equal or less than your intelligence score, go to G23

If the result of the die roll is greater than your intelligence score, you may continue to approach the dog, go to G21, or return to the intersection G3.

G26 is found on page 11



BEYOND THE BLACK WALL — SECTION H

H1

The path snakes its way through the rubble and scrub brush. All the structures, which were presumably shops and homes, are now nothing more than piles of rubble and debris. Occasionally a squirrel or rabbit darts across the path and birds flit about and chirp to break the eerie silence of the once large city. You carefully make your way forward and as the path begins to straighten you see a small clearing ahead. It is an intersection of paths. A flat, circular stone rests in the middle of the clearing. A handful of nuts and berries lie on the stone.

Approach and investigate the stone, go to H2

Take up a position to observe the clearing for a while, go to H5

Follow the path to the south, go to A3

Follow the path to the north, go to I1

Follow the path to the west, go to G2

H2

You cautiously enter the clearing and approach the stone. A variety of black berries and raspberries lie in a small pile at the center of the stone as do several types of nuts. There are several dark-colored streaks on the stone which appear to be blood stains. If you had to guess, this is a bait pile for small animals or possible deer. Your eye catches a slight movement. Stepping out of the scrub a crossbow-wielding goblin commands you to stop. The goblin speaks in common.

Attack the goblin, go to H3

Attempt to talk to the goblin, go to H7

H3

You move to attack, but the goblin is too fast. It fires its crossbow! Resolve combat as normal, but you have lost initiative this round. Also, the goblin receives a +4 to hit this round. If you survive, go to H4.

Goblin (1) AC 7; HD 1-1, hp 7; #AT 1; Dmg 1d6 w/ short sword or 1d4 w/crossbow; SA None; SD None; MV 15"; AL N; Thaco 18; EXP 10 + 1/hp

H4

The goblin is defeated. It carries a light crossbow and it has 10 bolts. The goblin is clad in a ragged outfit designed with camouflage in mind. It has no other treasure or equipment. Return to H1 and make a selection.

H5

After about 20 minutes you see a rabbit enter the clearing move toward the stone. No sooner does the rabbit onto the stone, than a crossbow bolt strikes it square in the neck. A goblin, clad in camouflage rags steps into the clearing and moves to gather its prey. The goblin suddenly stops and points its crossbow in your direction.

Attack the goblin, go to H6

Attempt to talk to the goblin, go to H7

H6

Roll initiative and conduct combat as normal. If you defeat the goblin, go to H4.

Goblin (1) AC 7; HD 1-1, hp 7; #AT 1; Dmg 1d6 w/ short sword or 1d4 w/crossbow; SA None; SD None; MV 15"; AL N; Thaco 18; EXP 10 + 1/hp



BEYOND THE BLACK WALL — SECTION H

H7

The goblin studies you for a moment and speaks, “I am Nibrig. I want no fight. Who are you and what are you doing in Slæ?”

Answer the goblin, go to H8

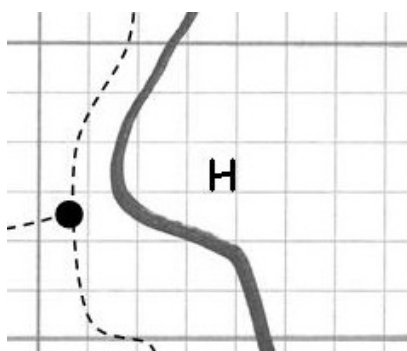
Attack the goblin, go to H6

H8

You tell the goblin some of your story, leaving out why you came in search of the city. You feel certain the goblin means no harm and that he is most likely an outcast from the horde that chased you through the woods. He listens carefully to your story and you can tell this goblin is simply more than what he appears. The goblin nods his head in approval as you finish your tale. “Come with me and have some rabbit, stranger. I will tell you my story and make you an offer. You need to escape this place and I can help you with that. I prefer to stay and you can help me with that.”

Accept the Nibrig’s offer, go to I3

Decline the offer, go to H2 and choose a path





BEYOND THE BLACK WALL — SECTION I

I1

The path continues on through the desolation and scrub. You find yourself at an intersection. The faint smell of smoke drifts from the west.

Follow the path north, go to P1

Follow the path west, go to I2

Follow the path south, go to H1

I2

The path makes its way through some particularly thick scrub and ends at an intact structure. The building is small and a thin wisp of smoke exits a chimney. The windows and door are covered with drapes made from animal skins, but each is pulled to the side to allow light into the building.

Enter the building, go to I4

Leave and follow the path to the east, go to I1

I3

Nibrig brings you to his home (location I2 on the master map). The building has a single room, no more than 15' square. The room is organized and relatively clean. A stone oven in its north wall crackles with a small fire. Furniture, of suspect craftsmanship, is set throughout the room including a small table and chair set, a cot, a work space with a larger table and some cupboards line the walls. Nibrig throws his rabbit into a pot and starts his stew.

"You have told me your story and now I will tell you mine. I am, or was, next in line to be king of the goblins of the wood. But through deceit, I was banished and fled here to save my life. I may seem particularly articulate for a goblin, but that is easily explained. You see, my father, the previous king, believed I should be educated so that I may lead our tribe to greatness. To that end, he sent me to work for the necromancer that holds power in the far north of the wood. Not far from here, in all actuality. Well, my brothers became jealous and they devised a plan to destroy me. They only partially succeeded and I was

Continued next column

forced to flee to this place. None of that matters anymore.

"You are here and you seek to escape. I can help you with that. I know what you must do and where you must go. I will tell you all you need to know, but first you must do something for me. Go back down the path and take the turn to the north. There you will come to a clearing and you will find a structure much like this one. Inside, or thereabouts you will find a rather large and nasty snake. Bring me the head of the snake and I will tell you what you need to know."

Accept Nibrig's offer, go to P1

If you decline Nibrig's offer, he will let you stay the night. The next morning he is gone. You may return to I1 and select a path to follow. You will not meet Nibrig for the rest of this adventure.

I4

The building has a single room, no more than 15' square. The room is organized and relatively clean. A stone oven in its north wall crackles with a small fire. Furniture, of suspect craftsmanship, is set throughout the room including a small table and chair set, a cot, a work space with a larger table and some cupboards line the walls. Searching the room you find nothing of particular value.

If you did not accept the goblin's offer from H8, go to I5

If you have killed the goblin from location H1, go to I7

Leave and follow the path to the east, go to I1



Swallow your pride and leave the area, go to I1

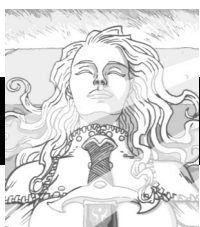
You move to attack Nibrig but the goblin is surprisingly fast. You lose initiative and the goblin fires his crossbow. He receives a +4 to hit. If the bolt hits you, you must make a save vs. poison at -2 or fall into a deep sleep – go to P2. Otherwise, conduct combat as normal. If you survive, go to I7.

You have defeated the Nibrig the goblin. You realize that his home is a safe place to rest. You may rest without fear of a wandering monster in this location. The goblin has nothing of value. When you are ready to leave, go to I1.

(continued next column)

Nibrig finishes his story and sits down to eat something that does not look very appetizing. You can stay the night at his hut and rest. There is no chance for a wandering monster. Nibrig has no more information for you and he asks that you depart after you have rested. You gain 250 bonus experience points. Return to





BEYOND THE BLACK WALL — SECTION K

K1

You reach an intersection. To the west you see the mountainside is not far off and a path leads in that direction. Otherwise you can travel east or north.

Take the north path, go to N1

Take the south path, go to E1

Take the west path, go to K2

K2

As you move to the west you see the towering cliff walls looming ahead. They are steep and tall. So tall in fact, that they appear to reach all the way to the low hanging clouds. The terrain on either side of the road grows ever thicker. The remains of the city fade quickly and as you approach the cliff face the road fails completely and the wilderness takes over completely. A sort of game trail leads toward the cliff face and in just a few moments you are at the trail's end. The cliff juts straight up to the sky and climbing it would be certain suicide. To the north, not 30' away you see thick strands of webbing hanging off the cliff face. About 15' above the ground the webs thicken and form what looks to be a tunnel leading into the cliff wall.

Attempt to climb the webs to the tunnel, go to K3

If you are thief, or possess climb walls ability, and wish to climb up to the tunnel (not use the webs), go to K6

Take the path east, go to K1

K3

The webs are surprisingly strong, but not so sticky that you cannot use them like a rope. You guess that they have been here for some time and simple weathering has reduced their adhering quality. You are about five feet from the tunnel when you are startled to see a massive spider crawl over the ledge above your head. It pauses for a split second, wondering what sort of creature would dare invade its home, then it attacks.

You have lost initiative and you must jump down to the ground to fight. The spider receives one attack round while you leap to the ground and draw your

Continued next column

weapon. After the first round, conduct combat as normal. If you survive, go to K4.

Huge Spider AC ; HD 2+2, hp 12; #AT 1; Dmg 1d6 bite; SA Poison at +2 save; SD None; MV 12"; AL N; Thaco 16; EXP 145 + 3/hp

K4

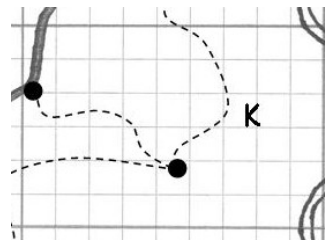
The spider falls at your feet and it is clearly dead.

Climb the webs to the tunnel, go to K5

Take the path to the east, go to K1

K5

You successfully enter the tunnel. The webs at the tunnel mouth are sticky and you have to work to get past them. The tunnel is nothing more than a short cave. It penetrates 10' into the cliff wall and comes to an end. The bones of many small animals litter the floor of the cave. The husk of a recently slain squirrel is the only recognizable thing in the tunnel. You realize that this cave would make an excellent place to rest. There is no chance of encountering a wandering monster in this place. You may return to K1 after you rest or immediately.



K6 and K7 are found on page 9.



BEYOND THE BLACK WALL — SECTION N

N1

You reach an intersection. The remnants of several roads lead off to the north, south or east. The ruins of many buildings litter the area. Thick underbrush forms an impenetrable wall to each side of the road.

Take the north path, go to S1

Take the south path, go to K1

Take the east path, go to N2

N2

You come to an intersection in the road.

Follow the path east, go to N3

Take the path north, go to R1

N3

The path is narrow here and it twists and turns as it continuously heads to the east. Rounding a sharp corner you see the path comes to an end in a small clearing. The clearing is a perfect circle and it looks to be 20' wide. A line of small white stones forms the outer ring of the circle. Nothing grows within the circle and the ground is dark and black. A thick layer of black dust fills the circle. A human skull, bleached white from the sun and weather lies in the center of the circle. The skull is crowned with jewels of many types and color. The skull is facing in your direction.

Leave this area, go to N2

Enter the circle and approach the skull, go to N4

Use a weapon to poke into the ash, go to N5

Use a stick to poke into the ash, go to N6

Attempt to talk to the skull, go to N7

N4

Stepping across the stones you tread into the circle. Ash and dust kick up and swirl lightly with your passing. Then, within seconds of your intrusion, the ash and dust coalesce and swirl in an ever-thickening cloud around your legs. The cloud quickly engulfs your entire body and you feel the sting of 10,000 pin pricks. You take 1d4 damage.

Attempt to leap out of the circle, go to N8

Ignore the pain and press forward toward the skull, go to N9

N5

You push the dust around and to your amazement it moves like water. Small waves are created as your weapon disturbs the strange material. It is impossible to move it aside to see what lies underneath as it shifts around your weapon. Drawing the weapon up you notice something strange about the dust. Holding it close to your eyes you see that the dust is not really black at all. The dust particles are all colored. Green, yellow, blue, red and every color in between make up the colors of the particles. The particles cling to your weapon. The next time this weapon strikes and opponent it will inflict an additional 1d4 damage. This will only occur one time. You can apply the dust to as many weapons as you carry (arrows, etc).

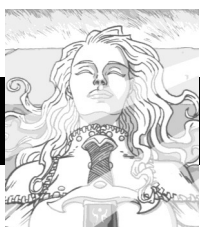
Leave this area, go to N2

Enter the circle and approach the skull, go to N4

Use a stick to poke into the ash, go to N6

Attempt to talk to the skull, go to N7

Throw a gem into the circle, go to N10



BEYOND THE BLACK WALL — SECTION N

N6

You push the dust around and to your amazement it moves like water. Small waves are created as the stick disturbs the strange material. It is impossible to move it aside to see what lies underneath as it shifts around the stick. Drawing the stick up you notice something strange about the dust. Holding it close to your eyes you see that the dust is not really black at all. The dust particles are all colored. Green, yellow, blue, red and every color in between make up the colors of the particles. The particles cling to the stick.

Leave this area, go to N2

Enter the circle and approach the skull, go to N4

Use a weapon to poke into the ash, go to N5

Attempt to talk to the skull, go to N7

Throw a gem into the circle, go to N10

N7

After a few moments you realize that talking to the skull is futile. Nothing happens. However, you may have attracted a wandering monster. Roll 1d6 to determine if you have encountered a wandering monster. A result of a "6" indicates an encounter. Roll on the wandering monster chart immediately. After determining the result, and engaging the monster if necessary, make a choice from the options below.

Leave this area, go to N2

Enter the circle and approach the skull, go to N4

Use a weapon to poke into the ash, go to N5

Use a stick to poke into the ash, go to N6

N8

Make an ability check against your dexterity. If you succeed you leap out of the circle and ash cloud sinks back to the ground. If you fail, you trip and fall out of the circle and suffer 1d4 damage, but you have escaped and the dust sinks back down inside the circle. Go to N3.

N9

Death comes so quickly that you feel no pain. Yet somehow your consciousness survives just long enough to see your body disintegrate under the onslaught of the black dust. Your character has perished.

N10

Consult the chart below to determine the result of throwing a gem into the circle.

Gem value of 10-100 gp, go to N11

Gem value of 101-250 gp, go to N12

Gem value of 251-500 gp, go to N13

Gem value of 501+, go to N14

N11

Tossing the gem into the circle you are amazed to see the gem hover over for a second and then the white skull rises from the dust. The skull opens its jaw and the gem enters. A moment later you hear a crushing sound and tiny shards of the gem fall from the skull and scatter throughout the circle. A second later the ring of gems on the skull begins to glow. A beam of black light shoots from each socket and strikes you in the chest. Your **next** attack will automatically hit for maximum damage or your **next** spell will have maximum results (damage, healing, etc.). This bonus will not stack with any further gem donations of the same value. If you throw in a gem of higher value, this bonus will remain.

If you wish to throw in another gem, go to N10

Leave this area, go to N2

Enter the circle and approach the skull, go to N4

Use a weapon to poke into the ash, go to N5

Attempt to talk to the skull, go to N7



BEYOND THE BLACK WALL — SECTION N

N12

Tossing the gem into the circle you are amazed to see the gem hover over for a second and then the white skull rises from the dust. The skull opens its jaw and the gem enters. A moment later you hear a crushing sound and tiny shards of the gem fall from the skull and scatter throughout the circle. A second later the ring of gems on the skull begins to glow. A beam of black light shoots from each socket and strikes you in the chest. You automatically make your next saving throw. This bonus will not stack with any further gem donations of the same value. If you throw in a gem of higher or lower value, this bonus will remain.

If you wish to throw in another gem, go to N10

Leave this area, go to N2

Enter the circle and approach the skull, go to N4

Use a weapon to poke into the ash, go to N5

Attempt to talk to the skull, go to N7

N14

Tossing the gem into the circle you are amazed to see the gem hover over for a second and then the white skull rises from the dust. The skull opens its jaw and the gem enters. A moment later you hear a crushing sound and tiny shards of the gem fall from the skull and scatter throughout the circle. A second later the ring of gems on the skull begins to glow. A beam of black light shoots from each socket and strikes you in the chest. You gain one point to an ability score of your choice. You can only benefit from this level of donation one time.

If you wish to throw in another gem, go to N10

Leave this area, go to N2

Enter the circle and approach the skull, go to N4

Use a weapon to poke into the ash, go to N5

Attempt to talk to the skull, go to N7

N13

Tossing the gem into the circle you are amazed to see the gem hover over for a second and then the white skull rises from the dust. The skull opens its jaw and the gem enters. A moment later you hear a crushing sound and tiny shards of the gem fall from the skull and scatter throughout the circle. A second later the ring of gems on the skull begins to glow. A beam of black light shoots from each socket and strikes you in the chest. You gain the benefits of a *potion of speed* at one time of your choosing for five rounds. This bonus will not stack with any further gem donations of the same value. If you throw in a gem of higher or lower value, this bonus will remain.

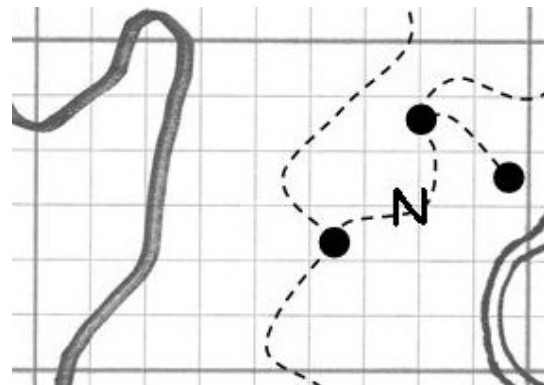
If you wish to throw in another gem, go to N10

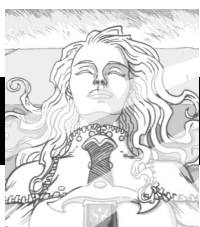
Leave this area, go to N2

Enter the circle and approach the skull, go to N4

Use a weapon to poke into the ash, go to N5

Attempt to talk to the skull, go to N7





BEYOND THE BLACK WALL — SECTION O

O1

You reach an intersection. The path continues north or you can take another that moves off to the west. You may also choose to return the way you came.

Take the north path, go to R1

Take the south path, go to J1

Take the west path, go to O2

O2

The path works its way through the remains of the city and the destruction in this area is severe. Not a single structure is recognizable and stones litter the area. The plants and trees have taken over and cover everything. Soon you hear the sound of a running stream. After a few moments the path comes to an end at the shore of a large pool. A fast moving stream enters from the north and exits to the south. The pool is a near perfect circle and looks to be 50 feet wide. Large stones encircle the pool with the exception of where the stream enters and exits. The water appears clear.

Investigate the pool, go to O3

Leave and return to the last intersection, go to O1

Throw a rock into the water, go to O4

O4

You pick up a fist-sized rock and toss it into the pool. Waiting a few minutes, weapons at the ready, you feel a sense of relief when nothing happens. You gain 100 experience points.

Leave and return to the last intersection, go to O1

Investigate the pool, go to O3

O5

You realize before diving in that wearing armor will result in drowning.

Remove your armor and dive in, go to O7

Dive in while wearing armor, go to O8

Leave the area, go to O1

O3

As you move around the pool it seems clear that the stones were once the foundation of a tower. There are many stones of equal size scattered about and a very large debris pile lies on the west side of the pool and stream. Looking into the depths, the pool appears to be about 20 feet deep. More large stones and a few sunken trees lie at the bottom of the pool. At the bottom of the pool you see what looks like an arched opening that forms the entrance to a corridor. A set of stairs rises into the darkness beyond the arch.

Leave and return to the last intersection, go to O1

Throw a rock into the water, go to O6

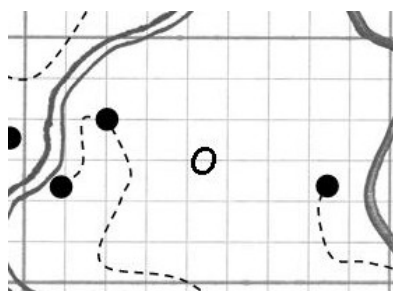
Dive in and swim to the stairs, go to O5

O6

You pick up a fist-sized rock and toss it into the pool. Waiting a few minutes, weapons at the ready, you feel a sense of relief when nothing happens.

Leave and return to the last intersection, go to O1

Dive in and swim to the corridor, go to O5





BEYOND THE BLACK WALL — SECTION O

O7

Dropping your armor and some of your heavier possessions, you dive into the pool. The water is very cold and you are momentarily shocked. You quickly recover and dive to the arch and stairs beyond. You reach the opening and look inside. A set of stairs rise into an inky darkness. But then you see the shimmer of light in the distance. You gain 50 experience points.

Continue to swim up the stairs, go to O10

Swim back to the surface, go to O9

O8

You jump into the pool and the cold water shocks your system. You immediately try to orient yourself, but the current and your armor pull you down. You realize immediately this was a bad idea. If you do not free yourself from your armor, you will drown.

Attempt to remove your armor, go to O11

Try to swim to the surface, go to O12

O9

You reach the surface and welcome the warm air. But there is a repellent odor in the air. You exit the pool and see a troglodyte walking down the stream. It sees you and bellows. It attacks. If you defeat the troglodyte, go to O13.

Troglodyte (1) AC 5; HD 2, hp 9; #AT 3; Dmg 1d3 claw / 1d3 claw / 1d4+1 bite; SA Revulsion odor; SD None; MV 6"; AL NE; Thaco 16; EXP 36 + 2/hp

O10

You enter the arched opening and swim up the stairway. Almost immediately you can see a bright light above. You reach the top of the stairs and break out of the water. You see a 30' x 30' room. The room is made of stone and it has smooth walls. The ceiling is 20' high and a five foot square hole lets in the sunlight and illuminates the entire chamber. There are no other exits. You must have swum into the remains of a collapsed structure near the pool.

Lying in the northwest corner of the room is a large pile of furs. Next to the furs is a wooden chest. The lid is open and you can see it holds coins, gems and...suddenly you hear a noise. A troglodyte emerges from the stairway with a loud splash. The creature is clearly enraged. It attacks. If you defeat the troglodyte, go to O14.

Troglodyte (1) AC 5; HD 2, hp 9; #AT 3; Dmg 1d3 claw / 1d3 claw / 1d4+1 bite; SA Revulsion odor; SD None; MV 6"; AL NE; Thaco 16; EXP 36 + 2/hp

O11

In order to remove your armor you must make a combined strength and dexterity check. Add both attributes and divide by two. You must roll (1d20) and score equal or less than the combined number to remove your armor. If you succeed, you remove your armor and swim to the surface, out of breath, but alive. Go to O9. If you fail, you take 1d4 damage and may try again, but you must add +2 to your roll. If you succeed, go to O9. If you fail again, you suffer 2d4 damage, but you may try again but must add +4 to your roll. If you succeed, go to O9. If you fail for a third time, your character drowns.



BEYOND THE BLACK WALL — SECTION O

O12

Your armor is simply too heavy. You take 1d4 damage. You may try to remove your armor. In order to remove your armor you must make a combined strength and dexterity check. Add both attributes and divide by two. You must roll (1d20) and score equal or less than the combined number to remove your armor. If you succeed, you remove your armor and swim to the surface, out of breath, but alive. Go to O9. If you fail, you take 2d4 damage and may try again, but you must add +4 to your roll. If you succeed, go to O9. If you fail again, your character drowns.

O13

The troglodyte was carrying a sack. Inside you find the bloody remains of what looks to be a raccoon.

If you have not, you may remove your armor and dive in to the pool, go to O7

Dive into the pool while wearing armor, go to O8

Leave the area, go to O1

O14

This chamber must have been the troglodyte's lair. The chest contains 55 gp, 43 sp, 12 cp, six emeralds worth 10 gp each, four rubies worth 20 gp each, one pearl worth 200 gp, and a *dagger +2/+4 vs elves*. The dagger also inflicts double damage against elves. It can be sold for 750 gp in any city. You may return to O1 or rest here.

Kraestial Human Fighter 3rd Level

Strength	13
Intelligence	14
Wisdom	13
Dexterity	17
Constitution	15
Charisma	16
Hit Points:	24
Armor Class:	7
Armor:	None
Weapons:	<i>Long Sword +2/+4 vs giant types</i>
Equipment:	None

Thune Human Cleric 3rd Level

Strength	11
Intelligence	12
Wisdom	17
Dexterity	12
Constitution	11
Charisma	14
Hit Points:	19
Armor Class:	10
Armor:	None
Weapons:	<i>Staff of Striking (18)</i>
Equipment:	None
Spells:	None when found; Player's choice if rested



BEYOND THE BLACK WALL — SECTION O

O15

This area of the city may have been a park of some sort as there are only a few piles of rubble that were once structures. Also, the scrub grows taller and more trees are present. The path simply comes to an end in a large, flat area. Unlike other parts of the city you have seen, there are several areas that contain no rubble or scrub only tall grass sways in the breeze. A single, low building – no more than a stone hut – is situated at the center of this area.

Investigate the hut, go to O16
Scout the area, go to U4

O16

You carefully approach the building on the lookout for danger. The stone hut has a single entrance and no windows. You reach the doorway without incident and peer inside. The interior is completely empty though a nauseating stench seems to fill the air. Then you hear the sound of something sliding against the stone building. You spin around to see a huge snake hanging from the roof and preparing to strike!

You have barely avoided being surprised but the snake has initiative on the first round of combat. The snake is a giant constrictor. It cannot use its constriction attack on the first round. If you become constricted during combat, you may still attack but you cannot cast spells or use any item that was not in your hand at the start of combat.

If you defeat the snake and were sent here by Nibrig, go to I8.

If you defeat the snake, go to O17

Snake, Giant Constrictor (1) AC 5; HD 6+1, hp 22; #AT 2; Dmg 1d4 bite/ 2d4 constriction SA None; SD None; MV 15"; AL N; Thaco 13; EXP 225 +8/hp

O17

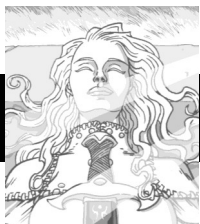
The snake falls lifeless to the ground. There is no treasure in the area and no paths are evident. You must return the way you came.

O18

You make a slow circle of the entire area and find nothing of particular interest. You do come across the spore of some large animal. The dung is often filled with small bones indicating that whatever excreted it, ate its victims whole. As you finish your search you turn your attention back to the stone hut. It is then that you see a giant snake is slowly moving off the roof and down into the tall grass.

Attack the snake with a missile weapon (or spell), go to O19

Charge and attack the snake, go to O20



BEYOND THE BLACK WALL — SECTION O

O19

Somehow the snake was unaware of your presence. It must have been soaking up the sun on the roof of the hut. You may attack with a +4 to hit. The snake is 100' away. After your attack, you must roll initiative. The snake will move to attack but cannot as it has to reach you. You may fire missile weapons or cast another spell. However, the snake is partially concealed in the tall grass and you suffer a -2 to hit. On the next round the snake will attack and you will have no penalties as it is out of the tall grass. The snake will not use its constriction attack on its first round of combat. It will attack as normal on its second round of close combat. If you become constricted during combat, you may still attack but you cannot cast spells or use any item that was not in your hand at the start of combat. If you survive the battle, you receive a bonus of 100 experience points.

If you defeat the snake and were sent here by Nibrig, go to I8.

If you defeat the snake, go to O17

Snake, Giant Constrictor (1) AC 5; HD 6+1, hp 22; #AT 2; Dmg 1d4 bite/ 2d4 constriction SA None; SD None; MV 15"; AL N; Thaco 13; EXP 225 +8/hp

O20

You charge and attack the snake. You have not surprised the snake, but you have the initiative on the first round. The snake will not use its constriction attack on its first round of combat. It will attack as normal on its second round of close combat. If you become constricted during combat, you may still attack but you cannot cast spells or use any item that was not in your hand at the start of combat. If you survive the battle, you receive a bonus of 100 experience points.

If you defeat the snake and were sent here by Nibrig, go to I8

If you defeat the snake, go to O17

Snake, Giant Constrictor (1) AC 5; HD 6+1, hp 22; #AT 2; Dmg 1d4 bite/ 2d4 constriction SA None; SD None; MV 15"; AL N; Thaco 13; EXP 225 +8/hp



BEYOND THE BLACK WALL — SECTION S

S1

The path comes to an abrupt halt at a wall of rubble. The wall is more than 30 feet high and it extends into the thick underbrush to each side of the path.

Return south, go to N1

Inspect the wall of rubble, go to S2

Attempt to climb the wall of rubble, go to S3

S2

There is something very odd about the rubble. Make an intelligence check and if successful, go to X4. If you fail, make a selection below. You may not make additional intelligence checks if you fail.

If you are an elf or half-elf, go to S5 (you may only choose this selection one time)

Return to the south, go to N1

Attempt to climb the wall of rubble, go to S3

Use an Adventure Point (AP), go to S6

S5

Roll 1d6. If the result is a 1, go to X6. Any other result, return to S2.

S6

After staring at the wall for a few moments, you notice a particularly large slab of stone near the edge of the path. The stone is at ground level and it is partially obscured by the foliage. It is then you realize that the slab is a secret door and it pivots easily.

Crawl through the opening in the wall, go to S8

Return to intersection S1

Attempt to climb the wall of rubble, go to S3

S3

The rubble is steep and loose. After just a few feet you realize the wall may shift and collapse.

Continue climbing the wall, go to S7

Return to the path, go to S1

S7

After a few more steps, the wall shifts with a loud crack. Several large stones tumble down and those beneath your feet give way. You are crushed in a small avalanche of stone and suffer 2d6 damage. You barely manage to crawl out from the stones. Return to S1.

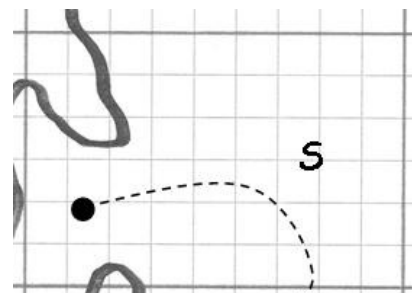
S4

After inspecting the wall you determine that the wall, unlike the other piles of rubble in the city, is not simply a collapsed building. This wall of rubble was constructed. It has been here for some time. Roll 1d6. If the result is a 1 or 2, go to X6. If you are an elf or half-elf, you may subtract one from your die roll. Any other result, make a selection below.

Return to the south, go to N1

Attempt to climb the wall of rubble, go to S3

Use an Adventure Point (AP), go to S6





BEYOND THE BLACK WALL — SECTION 5

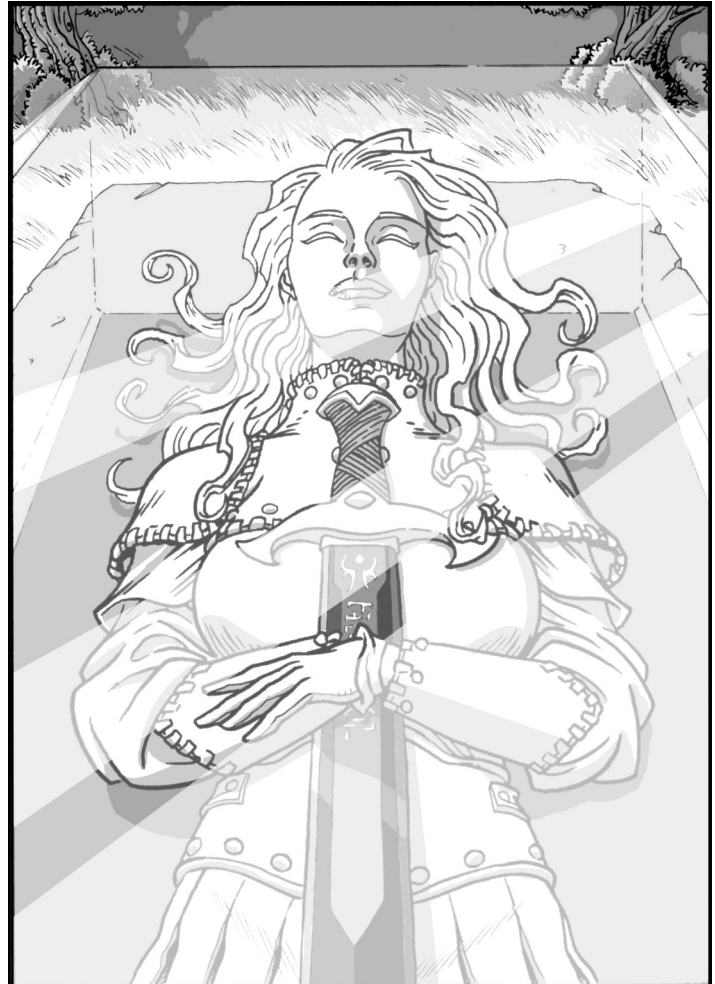
S8

The tunnel through the rubble is low and narrow. The ground is littered with sharp pebble and small stones. Thankfully, the tunnel is less than 40 feet long and you soon reach the opposite end. Daylight greets you and you exit the tunnel behind the trunk of a massive pine tree. The area beyond the wall is clear of debris and only a few trees grow in the clearing. Tall grass shifts in the light breeze under the trees and throughout the area. You can clearly see the wall of rubble encircles the entire area. You see no other exit. In the center of the clearing a long, flat stone supports an equally long glass box. Inside the box a beautiful woman floats freely. She is lying flat with her hands crossed over her chest. A wicked long sword with a silver handle and black blade lies under her crossed arms. The woman is clad in bleached white leather from neck to toe.

Leave this area, go to S6

Inspect the glass box, go to S9

Smash the glass, go to S10



S9

Walking around the glass box you see that it has no bottom. It does not appear to be affixed to the stone pedestal and it could be lifted without much trouble as it looks thin and light. The stone pedestal is plain and no markings are evident. Lying on the ground, opposite of your approach, you see a bundle of dried flowers. The woman is very beautiful and young. She has the build of an adventurer. There are small silver ruins on the blade of her sword. Many of the ruins are covered by her arms. From what you can see, the ruins read “---bringer.”

Leave this area, go to S6

Remove the glass box, go to S11

Smash the glass, go to S10

S10

With mighty swing you strike the glass. To your amazement, nothing happens. The glass shows no indication of the attack. Your weapon hand explodes in pain as a sharp and violent sting races up your arm. You take 1 hp damage.

Leave this area, go to S6

Remove the glass box, go to S11

Inspect the glass box, go to S9



BEYOND THE BLACK WALL — SECTION S

S11

The glass lifts from the stone with surprisingly little effort. You set it down and look back to the woman. She continues to levitate in space and no movement is evident.

Leave this area, go to S6

Touch the woman on the shoulder, go to S12

Kiss the woman, go to S13

S12

No sooner than you touch the woman than her eyes open wide. She floats down to the stone. She appears slightly dazed but then notices your presence. She slowly sits up and grasps her weapon. However, she keeps it at her side as she speaks to you.

"Thank you, kind adventurer! But I am at a loss. My name is Kraestial and I am an adventurer like you. But I can't remember anything else. It is as if my mind has wiped blank of events and my life. Clearly you have honor and I am in your debt. I will accompany you until we reach a town or city, at which point we can go our separate ways."

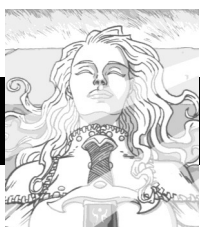
You talk with Kraestial and determine she is a fighter and good one at that. She cannot remember anything but her name. She will fight at your side throughout this adventure. Go to page 29 for her character sheet. From this point forward, she should be treated as an NPC henchman. You may ask her to leave your company at any time. If you have Thune with you, he has no memory or knowledge of Kraestial. She also has no knowledge of Thune. Return to S1.

S13

Leaning down you kiss the woman. The woman awakens with a start and she strikes you across the face with an open hand. The impact of the blow knocks you off your feet. You take 1 hp damage. She leaps to her feet and her long sword is now in hand and ready to strike. She stares at you for a moment and realizes the shock in your eyes.

My name is Kraestial and I am an adventurer like you. But I can't remember anything else. It is as if my mind has wiped blank of events and my life. Though I don't care for your methods, you have saved me. I will accompany you until we reach a town or city, at which point we can go our separate ways."

You talk with Kraestial and determine she is a fighter and good one at that. She cannot remember anything but her name. She will fight at your side throughout this adventure. Go to page 29 for her character sheet. From this point forward, she should be treated as an NPC henchman. You may ask her to leave your company at any time. Return to S1.



BEYOND THE BLACK WALL — SECTION R

R1

As you move down the path the sudden sound of rushing wind breaks through the undergrowth. The path takes a wide arc and soon stops at a wide chasm. Warm air rushes out of the chasm and forms a soft wall of air. The eight foot wide chasm surrounds a pinnacle of stone that forms a 20' wide island. The area is flat and bare with the exception of a stone tablet at its center. Suspended within a glass box on the tablet is the body of a man. From this distance you cannot make out any details.

Return to the south, go to N2

Leap across the chasm, go to R2

Use magic to cross the chasm, go to R3

Throw an object across the chasm, go to R4

Follow the path to the north, go to W1

R2

With a running start you leap the chasm. The distance is not too difficult, but the roaring wind significantly inhibits your forward progress. Still, your momentum pushes you through the wall of air. Unfortunately, the rushing wind has lifted you much higher than the surface of the island and you come crashing down. You suffer 1d6 damage.

Investigate the glass box, go to R5

Leap across the chasm but attempt more of a dive to reduce the lift of the wind, go to R1

Use magic to cross the chasm, go to R1

R4

You quickly secure a fist-sized stone and hurl it across the chasm. The path of the stone is savagely altered as it strikes the wall of air. The stone continues its flight across the chasm, but it exits the wall of air almost 20' higher than the point it entered.

Return to the south, go to N2

Leap across the chasm but attempt more of a dive to reduce the lift of the wind, go to R3

Use magic to cross the chasm, go to R3

R3

You safely reach the island.

Investigate the glass box, go to R5

Leap back across the chasm, go to R6

Use magic to cross the chasm, go to R1

R5

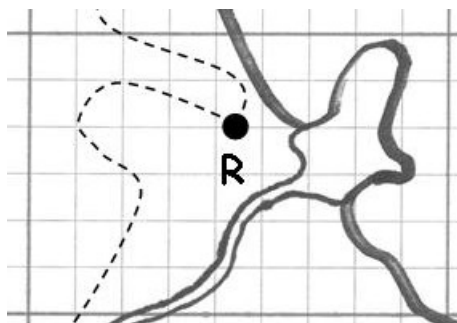
The stone tablet is bare of markings and it is flat and smooth. The glass box is very square and clear. Floating inside the box is a young, smooth-faced man dressed in black leather armor and boots. A white staff rests on his body beneath folded arms. There are ruins on the staff but some are clearly covered by the man's arms. The ruins you can discern, read as "—bringer."

Leap across the chasm but attempt more of a dive to reduce the lift of the wind, go to R1

Use magic to cross the chasm, go to R1

Remove the glass box, go to R7

Smash the glass box, go to R8





BEYOND THE BLACK WALL — SECTION R

R6

With a running start you leap the chasm. The distance is not too difficult, but the roaring wind significantly inhibits your forward progress. Still, your momentum pushes you through the wall of air. Unfortunately, the rushing wind has lifted you much higher than the surface of the island and you come crashing down. You suffer 1d6 damage. Return to R1.

R7

The glass box is easily removed and the man continues to float freely in space.

Touch the man on the shoulder, go to R9

Leap across the chasm but attempt more of a dive to reduce the lift of the wind, go to R1

Use magic to cross the chasm, go to R1

R8

With mighty swing you strike the glass. To your amazement, nothing happens. The glass shows no indication of the attack. Your weapon hand explodes in pain as a sharp and violent sting races up your arm. You take 1 hp damage.

Leap across the chasm but attempt more of a dive to reduce the lift of the wind, go to R1

Use magic to cross the chasm, go to R1

Remove the glass box, go to R7

Inspect the glass box, go to R5

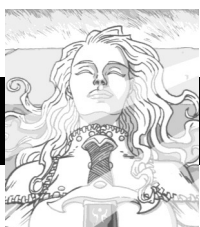
R9

The man opens his eyes as he gently descends down to the slab. He stirs and sits up.

"I owe you a great debt, adventurer," says the man honestly. "My name is Thune and I am at your service. I can see you have questions but the answers will have to wait. A fog fills my memory and I can only recall my name." You quickly fill Thune in on your situation and he agrees to help you find a way out of the city. His character sheet is on page 29. Treat Thune as a standard NPC henchman. If you have Kraestial with you, he has no memory of her whatsoever. Kraestial has no memory of Thune. You can ask Thune to leave your company at any time.

Leap across the chasm but attempt more of a dive to reduce the lift of the wind, go to R1

Use magic to cross the chasm, go to R1



BEYOND THE BLACK WALL — SECTION W

W1

The path moves east, occasionally diverting around large piles of debris. You notice the trees in this area are large and strong. Unlike the other areas of the city, there is less scrub growth. The trees become thicker and form a wall to each side of the path. Soon the path comes to an end in a large glade. You see a stream on the far side of the clearing. Next to the stream a massive oak tree dominates the landscape. The tree must be two hundred feet tall and its base is as thick as a small house. Emerging, as if from some invisible door, a slender woman of uncanny beauty steps forward. She beckons you forward with a smile.

If you approach the woman, go to W2

If you flee, go to R1

W2

It is no secret the woman approaching you is a dryad. Regardless of the danger, you confidently step forward. Then you take some solace in the expression of the beautiful creature. Somehow, you know she intends no harm.

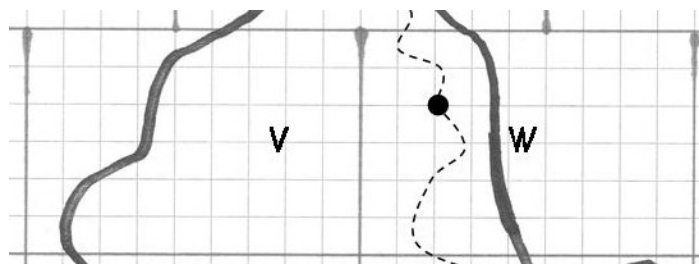
“Welcome stranger. I have watched you move through the city and your bravery and heroism is clear. I have waited for someone like you for many years,” a smile crosses her face and suddenly you feel an ebb of panic.

“Have no fear adventurer. While a consort would be most useful, I have other desires. I came to this city many years ago to bring the forest back and reclaim this place to nature. Yet all my efforts have resulted in only partial victory. There is an evil in this city. An evil that spreads from the temple that lies to the north.

“Fortunately for you, the temple is also a means of escape for you. I see you are weary from the ordeal of crossing the city so you may rest here. Stay here for the night and then follow the path to the north to the temple,” as she finishes she waves her hand and a thicket of small trees parts revealing a path leading north.

You may rest here for the evening. The dryad provides you with a nourishing meal and in addition to the effects of standard rest, you heal 2d6 hit points if you are injured.

Take the path north to the temple, go to Y1





BEYOND THE BLACK WALL — SECTION Y

Y1

The massive walls of the mountains tighten and close about the massive temple you stand before. The walls are black and streaked with green. Somehow, the walls of the temple remind you of the black wall you crossed at the start of this adventure. You are tempted to touch the glossy surface, but something warns you that it would be a perilous venture. The floor of the temple is bright green. There are no doors but a 20' high arched portal provides access to the mammoth building.

If you are accompanied by Kraestial or Thune, go to Y2

If you wish to enter the temple, go to Y3

If you wish to leave, go to Y4

Y2

Kraestial and/or Thune step toward the temple.
“...must enter,” comes a whisper and then nothing.

If you wish to enter the temple, go to Y3

If you wish to leave, go to Y4

Y3

Careful to avoid touching the walls of the temple, you cross into a massive chamber (use map Y; section Y3). The floor of the temple is composed of a bright green granite. Looking at the floor you are amazed to see that it seems as if it is moving, like the wisps of a fog. The movement clearly shifts to the south.

Huddled around a campfire in the center of the room are three men. Each looks haggard and worn, but also fierce. Their eyes contain a malevolence that is clearly evil. The men rise and draw their weapons.

Flee the temple, go to Y4

Attack the men, go to Y7

Y4

Turning from the temple you retreat down the thin path toward the dryad's grove. Suddenly, the woman steps from the trees next to the path as if she stepped through a door. Her eyes glow with a golden light and suddenly, your thoughts are no longer your own.

“Go back,” she says in a soft, yet powerful voice.

If you return to the temple, go to Y1

If you attempt to resist, go to Y5

Y5

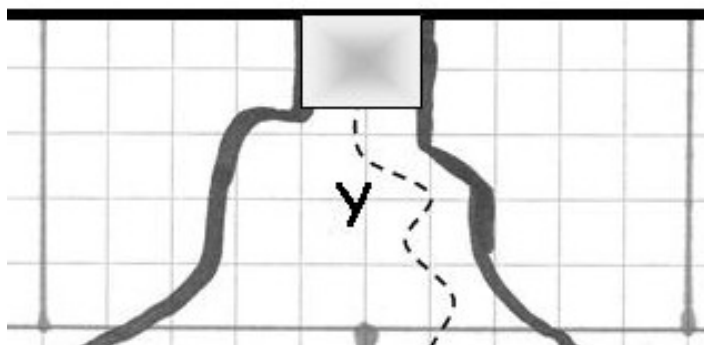
You focus and try to resist the dryad's charm. All your efforts fail. You take 1 hp damage from the strain.

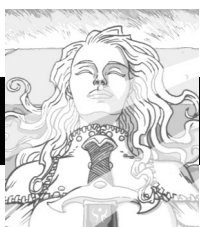
Return to the temple, go to Y1

Continue to resist, go to Y6

Y6

Again you focus your mind to try and break the charm. But with a final effort you fail and your suddenly lose all will. You have become a consort to the dryad. This adventure is now over and your character is lost.





BEYOND THE BLACK WALL — SECTION Y

Y7

Roll for initiative. If you are accompanied by either, or both, Kraestial and Thune, they will fight by your side. The men will not surrender or retreat. They cannot be charmed or slept by magic. If either Kraestial or Thune are killed, they disappear in a flash (all of the equipment disappears with them with the exception of a plain silver ring inlaid with an onyx [200 gp]).

Fighter #1 (1) AC 4; HD 2, hp 14; #AT 1; Dmg 1d8 +1 with long sword; SA None; SD None; MV 9"; AL CE; Thaco 19; EXP 28 + 2/hp. This fighter receives +1 to hit and damage (factored in above stats).

Fighter #2 (1) AC 5; HD 2, hp 12; #AT 1; Dmg 2d4 with broadsword; SA None; SD None; MV 9"; AL CE; Thaco 20; EXP 20 + 2/hp.

Fighter #3 (1) AC 5; HD 2, hp 11; #AT 1; Dmg 1d8 with long sword; SA None; SD None; MV 9"; AL CE; Thaco 20; EXP 20 + 2/hp.

Each fighter carries 2d10 gp. Fighter #1 carries a map of the wilderness and it locates this city. A short note on the map mentions a large temple and that the "green flame" is house within. The note is signed by the very same sage that provided you with the research information on the city. You now realize, he was not slow, but he was delaying your progress!

A large pair of bronze doors leads from this chamber deeper into the temple.

Open the doors and move further into the temple, go to Y8

Retreat from the temple, go to Y4

Y8

The door open easily and you enter another massive chamber. Another set of bronze doors is set in the wall opposite your entrance. Sitting in the middle of the floor, a man, his back turned to you, stares at the doors. Without turning, the man speaks.

"I never thought you would have made it past the goblins. In fact, I planned on that outcome. You were my distraction, yet it seems you failed me in that task, whether you were aware of it or not. I assume not.

"And now here we are. I, through my wits and intelligence, and you, well...through luck and violence. But I fear it is all for nothing. Those doors will not open. I have exhausted every spell at my disposal and every conceivable operation. I suppose all that is left is for me to dispose of you..."

The man leaps to his feet with amazing agility. As he turns you recognize him as the sage!

Roll for initiative and conduct combat. The sage will not surrender or retreat. You notice a tint of green in his eyes.

Sage (fighter/MU) AC 7; HD 4, hp 22; #AT 1; Dmg 1d8 with +2 *scimitar*; SA Spells; SD None; MV 12"; AL CE; Thaco 16 w/scimitar; EXP 175 + 4/hp.

Spells (remaining): *burning hands*, *mirror image*

Equipment: +2 *scimitar*, *ring of protection +1*, *scroll of detect magic*, *scroll of protection from magic*, *portion of healing*, *wand of fire* (2). He also carries 29 pp, 12 gp and four gems worth 100 gp each.

S14, I15, W12, D17, C11, Ch 10

The sage will first use his *mirror image* spell. He will only use his wand of fire if ranged combat is initiated. If either Kraestial or Thune are killed, they disappear in a flash (all of the equipment disappears with them with the exception of a plain silver ring inlaid with an onyx [200 gp]).

If you are victorious against the sage, go to Y9.



BEYOND THE BLACK WALL — SECTION Y

Y9

The brass doors are sealed. You can see there are fresh scratches on the door as well as a few small dents. It seems the sage became angry and applied some brute force. The door is covered with numerous strange runes and carvings.

If you are accompanied by Kraestial or Thune, go to Y10

Inspect the door, go to Y11

Y10

Your companion(s) suddenly step forward and with a wave the doors swing inward to the last, and most massive, chamber of the temple. Man-sized statues, made of jade, line the walls of the temple. The statues are very detailed and ornate. You guess the statues represent the various rulers of the city.

In the center of the room a pillar of green fire burns but emits no smoke. The fire reaches from floor to ceiling. You do not feel any heat coming from the flame.

If you are accompanied by Kraestial, go to Y14

If you are accompanied by Thune, go to Y17

If you are accompanied by Kraestial and Thune, go to Y18

If you are alone, go to Y11

Y11

As you move around the room, you notice the statues are not made of jade, but they are transparent and have no physical form. Looking at each one you are shocked to see two figures you have seen before. The man and woman from the glass coffins are clearly represented as statues.

The pillar of green fire is 50' tall and five feet thick. The flame makes no sound and gives off no smoke. As you peer into the flame, you see a large gem floating five feet off the floor in the center of the flaming pillar.

Reach in and take the gem, go to Y12

Leave the temple, go to Y13

Y12

As you reach toward the flame a sudden feeling of dread races from your fingers to your brain. You stop short of the flame knowing that if you touch it, you will certainly perish.. Go to Y11.

Y13

Somehow, the man and woman in the glass cases are the solution to the secret of the temple and the green flame. You must find them. The dryad confronts you but lets you pass when you explain the situation. Go to R1.



BEYOND THE BLACK WALL — SECTION Y

Y14

As you cross the room toward the green pillar of flame you are stopped in your tracks. The pillar of flame has grown to twice its size and it glows so brightly that you must avert your eyes. It is then that you notice Kraestial is still standing by the doors, more than 40' away. She stands immobile for a moment and then comes back to life. Her beautiful and serene expression has replaced by one of awareness.

"Thank you adventurer for bringing this queen back to her senses. My name is Kraestiel and I am the last queen of the city of Slae! My city lies in ruin due to a cataclysm of nature. The very mountains moved and fell, and my city laid low. The priests saved me as catastrophe rained down. Now I am awakened and my reign will be restored. An army awaits my coming beneath my palace and I will awaken them and my conquest of the world shall begin again.

"But first, you are in need of a reward," laughs the queen. With a motion of her hand the statues break from their position near the walls and move directly at you. Those that have weapons brandish them menacingly. Kraestial stands back as the horde moves between you and her.

You must defeat all the "statues" before you can confront Kraestial.

Statue/Apparition (40) AC 10; HD 1/4, hp 1 each; #AT 1; Dmg 1d1; SA None; SD None; MV 12"; AL N; Thaco 20; EXP 5 + 1/hp.

If you defeat the statues/apparitions, go to Y15.

Y15

Kraestial smiles as the last apparition disappears. She moves to attack. Roll initiative and conduct combat. If she is reduced to five or fewer hit points (even negative hit points), end combat and go to Y16.

Y16

Clearly beaten, Kraestial falls back and staggers. She smiles through the pain and with that she has admitted defeat.

"You have beaten me, adventurer, but you will not win!" With amazing speed, Kraestial flies past you and launches herself into the column of green fire. Her sword is raised high and she brings it down upon the gem. In a brilliant flash of green that knocks you off your feet, Kraestial and gem vanish. The column of fire slowly fades and burns out. All that is left is Kraestial's sword.

You pick up the sword and reflect back on the last few moments. Then, the temple begins to rumble. The roof begins to collapse and the way back is blocked by tons of black stone. Suddenly, the back wall of the temple fails and you see daylight streaming through a dust-filled opening. You break through the opening and find yourself on a ledge overlooking a sprawling valley of broken stone. Behind you the temple fails and lies broken in a heap.

The mountains rise to each side of the valley and you see the remains of buildings hanging and broken on numerous ledges. Go to page 41.



BEYOND THE BLACK WALL — SECTION Y

Y17

You turn to Thune and notice he seems in a trance. Then he breaks free and turns to you.

"Thank you for returning me to this cursed place," he says flatly. "Now I must take your leave and finish what I left undone so long ago. I can offer little reward, but when this temple falls, go to my palace and you will find riches within."

In a flash, Thune races toward the pillar of green fire. He leaps crashes through the flames with his staff held high. You see him strike the gem inside and in brilliant flash you are knocked to the floor. As you stand, you see that the flame, Thune and the gem are gone. All that remains is Thune's staff.

You pick up the staff and reflect back on the last few moments. Then, the temple begins to rumble. The roof begins to collapse and the way back is blocked by tons of black stone. Suddenly, the back wall of the temple fails and you see daylight streaming through a dust-filled opening. You break through the opening and find yourself on ledge overlooking a sprawling valley of broken stone. Behind you the temple fails and lies broken in a heap.

The mountains rise to each side of the valley and you see the remains of buildings hanging and broken on numerous ledges. Go to page 41.

Y18

As you move into the room you suddenly hear curses from behind you. Kraestial and Thune bare their weapons and circle each other. Both have faces etched with hatred but they do not say a word.

Kraestial and Thune enter combat against each other. Roll initiative and conduct the battle. Neither will surrender or flee.

If you help Kraestial, Y21

If you help Thune, go to Y1

If you watch and Kraestial wins, go to Y14 and omit the first paragraph

If you watch and Thune wins, go to Y17 and omit the first paragraph

Y19

The battle ends and Thune has been defeated. With a smile Kraestial savors the victory. She turns to you with the smile fades.

"You are a fool. But I thank you nonetheless."

Go to Y14 and omit the first paragraph.

Y20

The battle ends and Kraestial falls. Thune, a clear sadness in his eyes, turns to you.

"I owe a debt adventurer. But I have one more task to complete."

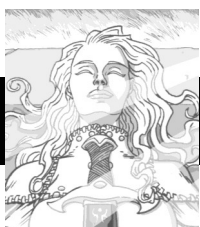
Go to Y17 and omit the first paragraph.

Y21

Conduct the battle, but as soon as you enter combat, Thune turns on you. If you defeat him, go to Y19

Y22

Conduct the battle, but as soon as you enter combat, Kraestial attacks you. If you defeat her, go to Y20.



BEYOND THE BLACK WALL — CONCLUSION AND TEMPLE MAP

Conclusion

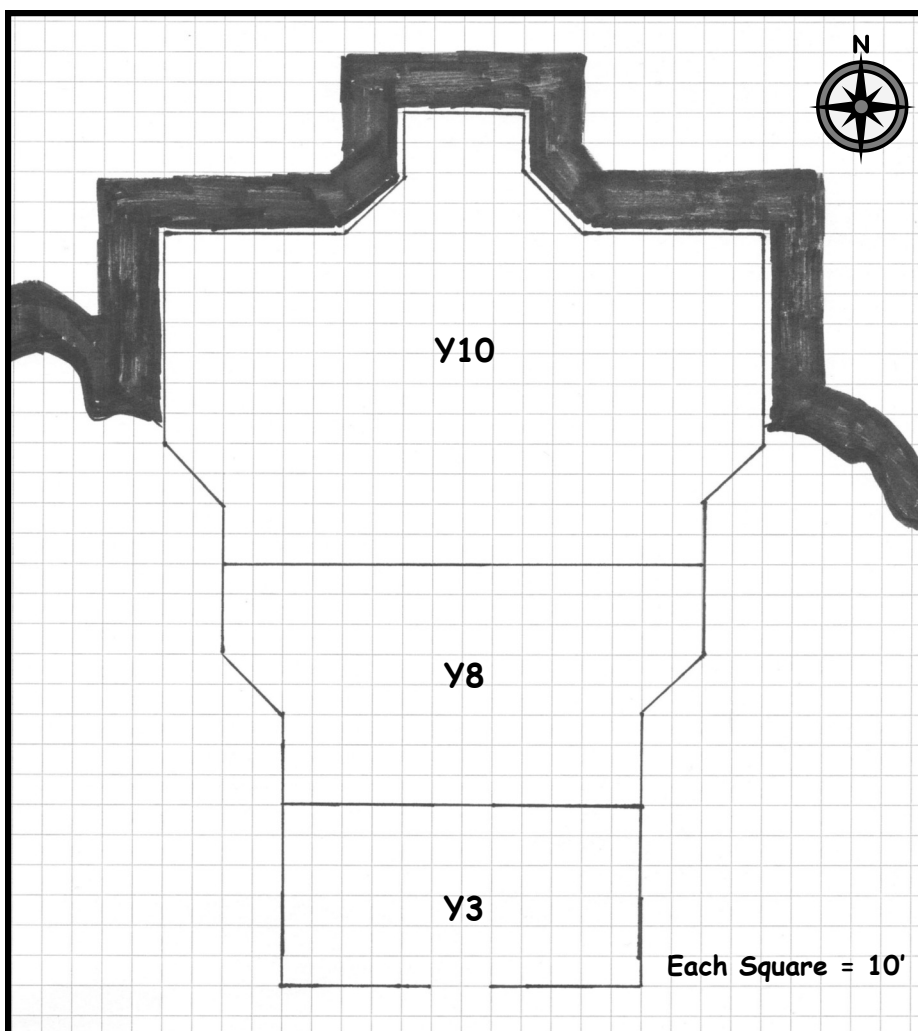
You have completed the scenario. Your character gains a bonus of 500 experience points for completing this adventure. Your character can now move on to the next adventure in this series, *I3 Ruins of the Red Moon*. In that adventure, your character will discover a strange dungeon within a metallic dome.

I hope you have enjoyed this adventure. I also appreciate your feedback and please do not hesitate to drop me an email.

Bill Barsh

Pacesetter Games & Simulations

bbarsh@pacesettergames.com



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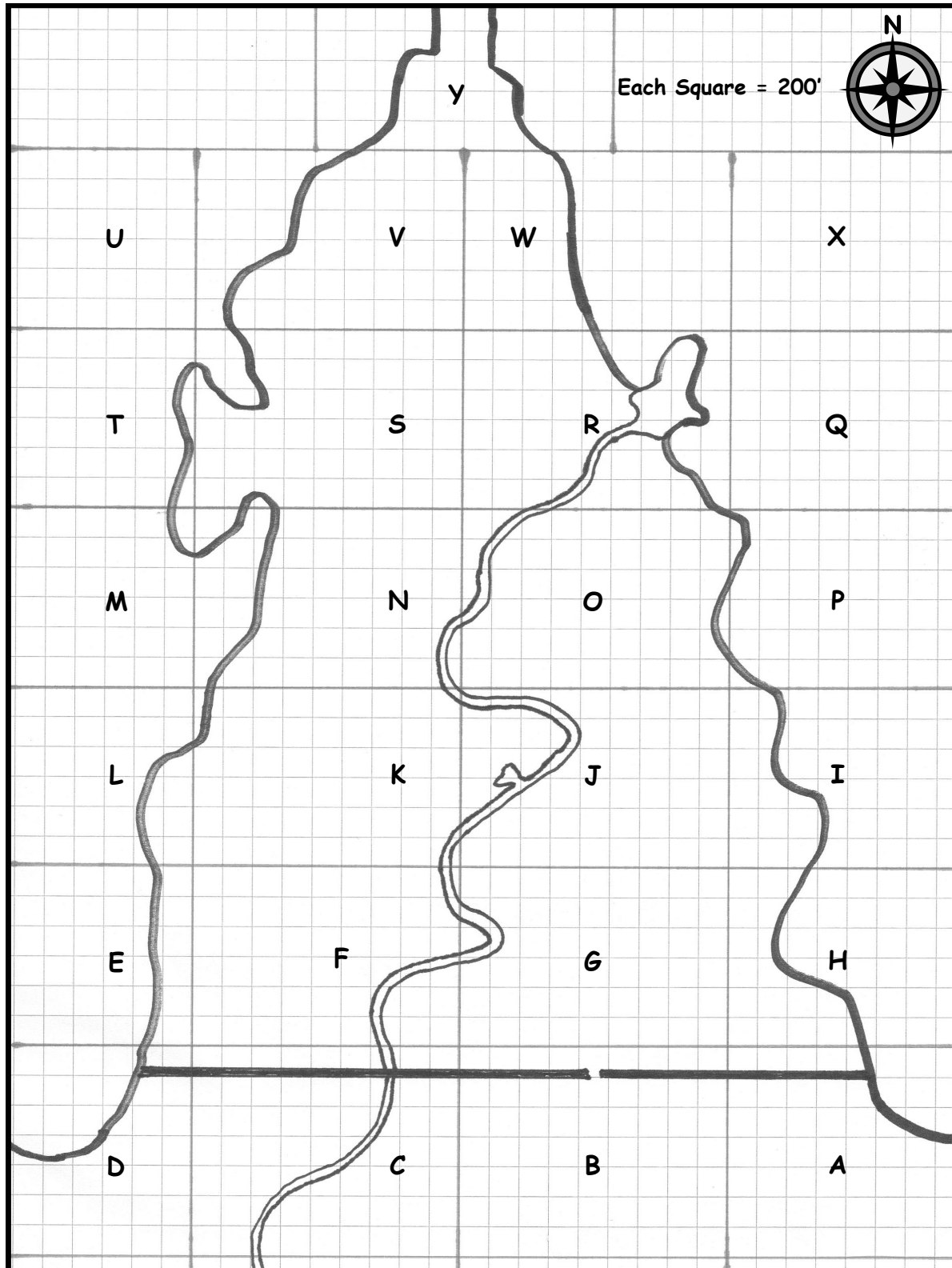
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BEYOND THE BLACK WALL — PLAYER MAP





BEYOND THE BLACK WALL — PLAYER NOTES

Wandering Monster Chart

Wandering monsters have no information regarding this adventure. If intelligent, they are simply raiders from the nearby mountains. During the day roll a 1d8 and if the result is an “8”, a wandering monster has been encountered. At night, roll a 1d12 and a “12” indicates a wandering monster. Roll a 1d4 to determine monster type.

Slae Orc (1d3) AC 6; HD 1; hp 4 each # AT 1; Dmg spear 1d6; SA None; SD None; MV 9”; Size M; AL CE; THACO 18; EXP 10 +1/hp; Each orc carries 1d6 gp and 2d6 sp.

Slae Wolf (1) AC 7; HD 2+2; hp 15; # AT 1; Dmg bite 1d4+1; SA None; SD None; MV 18”; Size M; AL N; THACO 16; EXP 35 +3/hp; wolf carry no treasure.

Slae Hobgoblins (1d3) AC 5; HD 1+1; hp 6 each; # AT 1; Dmg Scimitar 1d8 or javelin (6) 1d6; SA None; SD None; MV 9”; Size M; AL LE; THACO 18; EXP 20 +2/hp; each hobgoblin carries 2d8 gp and 3d8 ep.

Elf (1) AC 5; HD 2+2; hp 11; # AT 1; Dmg long sword 1d8 or long bow 1d6; SA +1 to hit with bow/sword; SD None; MV 12”; Size M; AL NE; THACO 18; EXP 30 +3/hp; this evil elf carries 2d8 gp and 3d8 ep. He has 20 arrows.

Pre-Generated Characters

Ravnir Human Fighter 3rd Level Lawful Good

Strength 17 +1 to hit and damage
 Intelligence 9
 Wisdom 11
 Dexterity 12
 Constitution 13
 Charisma 10
 Hit Points: 22
 Armor Class: 4 Armor: Chainmail and Shield
 Weapons: **Long Sword +1**, Heavy Crossbow, Quarrel (20)
 Equipment: Pack, Large Sack, Torch (5), Iron Spike (6)
 Magic: **Potion of Healing**

Krieger Human Cleric 3rd Level Lawful Good

Strength 11
 Intelligence 10
 Wisdom 18
 Dexterity 13
 Constitution 11
 Charisma 10
 Hit Points: 12
 Armor Class: 1 Armor: Platemail and Shield
 Weapons: Mace, Hammer (3)
 Equipment: Pack, Lantern, Flask of Oil (2), Silver Holy Symbol, Holy Water (2)
 Magic: **Scroll: Light and Cure Light Wounds (2)**
 Spells: (4) 1st Level, (3) 2nd Level

Saranse Elf Fighter/Magic User 2nd Level Neutral Good

Strength 13
 Intelligence 15
 Wisdom 10
 Dexterity 16
 Constitution 10
 Charisma 12
 Hit Points: 9
 Armor Class: 3 Armor: Chainmail
 Weapons: Long Sword, Long Bow, **Arrow +1 (6)**, Arrow (10)
 Equipment: Pack, Pouch, Spell Components, Water Skin
 Magic: **Ring of Feather Falling**
 Spells: (2) 1st Level

Tegrel Human Thief 4th Level Neutral Good

Strength 10
 Intelligence 11
 Wisdom 10
 Dexterity 18
 Constitution 9
 Charisma 12
 Hit Points: 14
 Armor Class: 4 Armor: **Leather +1**

Vakk Dwarf Fighter 3rd Level Chaotic Good

Strength 14
 Intelligence 9
 Wisdom 9
 Dexterity 10
 Constitution 18
 Charisma 9
 Hit Points: 29
 Armor Class: 3 Armor: Platemail
 Weapons: Battle Axe, **Hand Axe +1**, Hand Axe (3)
 Equipment: Pack, Tinder Box, Torch (3), Iron Spike (4), Large Sack (3), Rope 25'
 Magic: **Potion of Healing**

Astare Human Magic User 3rd Level Lawful Good

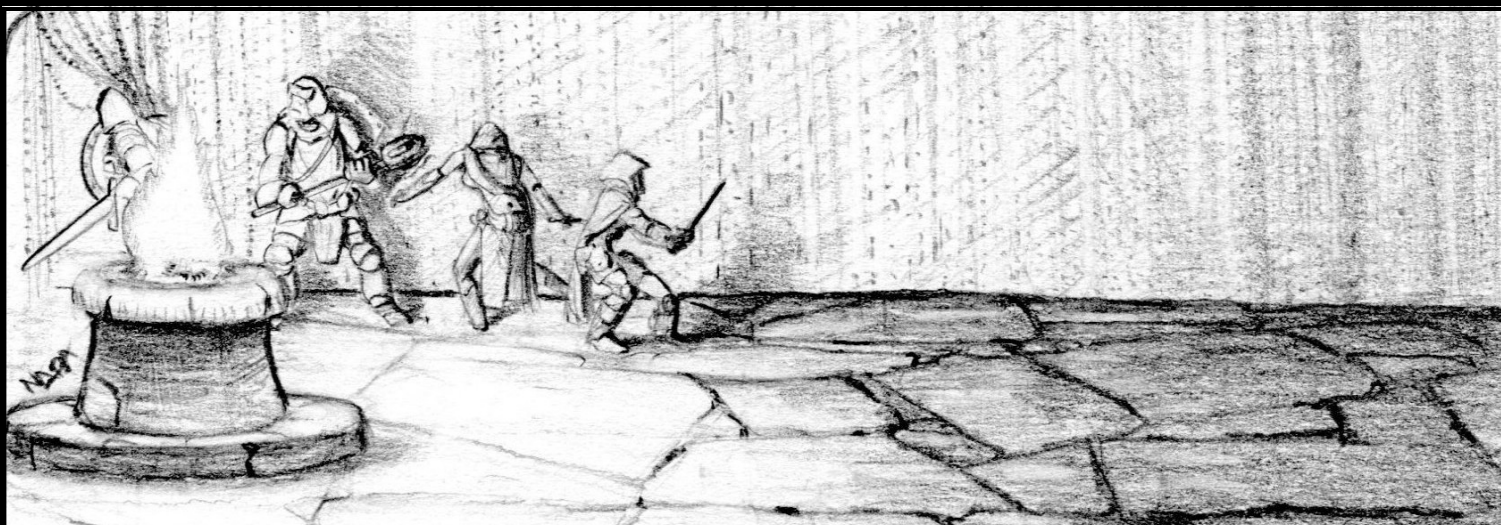
Strength 9
 Intelligence 17
 Wisdom 10
 Dexterity 15
 Constitution 9
 Charisma 11
 Hit Points: 8
 Armor Class: 7 Armor: **Bracers of AC 8**
 Weapons: Dagger (3), Darts (12)
 Equipment: Pack, Candle (3), Pouch (2), Spell Components
 Magic: **Scroll of Read Magic**, **Burning Hands**
 Spells: (2) 1st Level, (1) 2nd Level

Gami Halfling Fighter 3rd Level Neutral Good

Strength 13
 Intelligence 10
 Wisdom 10
 Dexterity 17
 Constitution 11
 Charisma 10
 Hit Points: 19
 Armor Class: 4 Armor: Scalemail
 Weapons: Short Sword, Short Bow, **Arrow +1 (10)**, Arrow (10)
 Equipment: Pack, Waterskin, Blanket
 Magic: **Potion of Herosim**

Weapons: Short Sword, **Dagger +1**
 Equipment: Pack, Tinderbox, Torch (2), Thieves Tools
 Magic: **Potion of Neutralize Poison**

Open Locks 52%, Find Traps 40%, Remove Traps 40%
 Climb Walls 88%, Hide in Shadows 35%, Pick Pockets 55%
 Hear Noise 15%, Move Silently 43%, Read Languages 20%



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