

DragonLance[®]

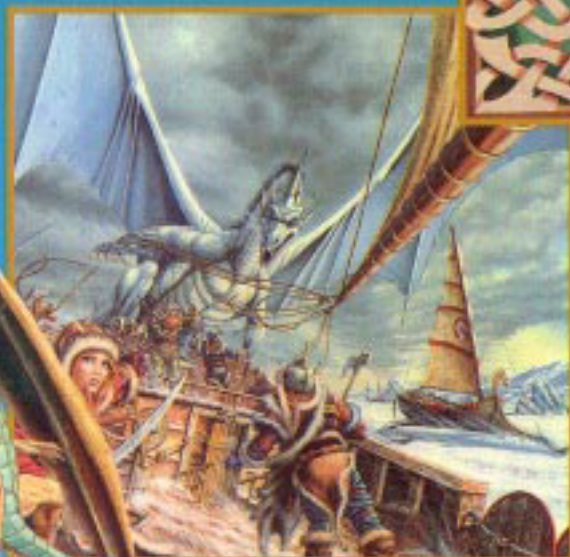
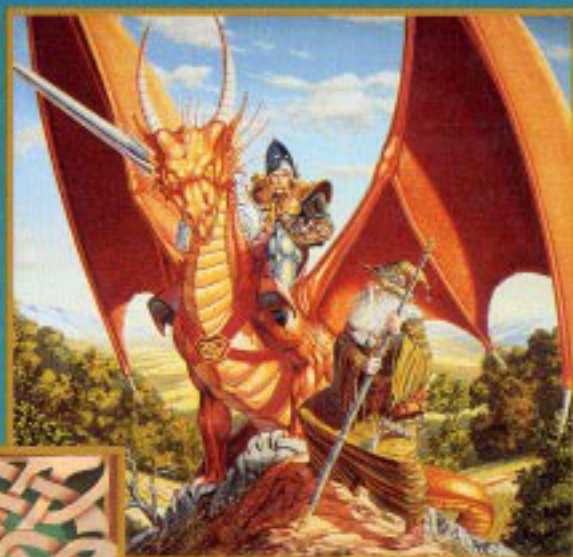
SAGA

CLASSICS VOLUME II

by Grubb, Hickman, and Niles

DRAGONS OF ICE
DRAGONS OF WAR

DRAGONS OF LIGHT
DRAGONS OF DECEIT



Combined Monster Statistics Chart

Name	AC	MV	HD	hp	#AT	Dmg	SA	SD	AL	THAC0	Book
Aarakocra	7	6"/36"	1+2	V	2	1-2/1-2 or by weapon	No	No	NG	18	F-8
Assassins	4	12"	3	V	1	1-8	Yes	No	LE	20	PH-28
Aurumvorax	0	9" (3")	12	60	1	2-8	Yes	Yes	N	9	M2-11
Axe Beak	6	18"	3	V	3	1-3/1-3/2-8	No	No	N	16	M-7
Baluchitherium	5	12"	14	V	2	5-20/5-20	No	No	N	8	M-8
Bandits	6	12"	1	V	1	1-6	No	No	CE	20	M-66
Banshee	0	15"	7	37	1	1-8	Yes	Yes	CE	13	M-5
Basdirond	4	6"	5+5	V	1	2-8+smother	Yes	Yes	N	13	M2-15
Bat, Giant	8	3"/18"	1/2	V	1	1-2	No	Yes	N	20	F-14
Bear, Ice	6	12"	6+2	V	3	2-16/1-8/1-8	Yes	Yes	N	13	DLC2-00
Bear, Polar	6	12"/9"	8+8	60	3	2-12/1-10/1-10	Yes	No	N	12	M2-16
Bloodthorn	4/3	NA	15*	V	5	25% vict.HP	Yes	No	N	16	M2-18
Boar, Wild	7	15"	3+3	V	1	1-2	No	No	N	16	M-11
Bodak	5	6"	9+9	V	1	1-8	Yes	Yes	CE	10	M2-19
Buffalo	7	15"	5	V	2	1-8/1-8	Yes	Yes	N	15	M-11
Bulette (Landshark)	-2/4/6	14" (3")	9	V	3	4-48/3-18/3-18	Yes	No	N	12	M-12
Carrion Crawler	3/7	12"	3+1	V	8	special	Yes	No	N	16	M-13
Centipede, Giant	9	15"	1/4	V	1	Nil	Yes	N	N	20	M-14
Choke Creeper	6/5	1/2"	25	100	8+	1-4	Yes	Yes	N	7	M2-25
City Guards	4	9"	1	V	1	1-8	No	No	LN	20	M-66
City Guard Captain	2	9"	5	V	1	3-10	No	No	LN	15	PH-22
Clerics of Takhisis	10	12"	3	V	1	1-6	No	No	LE	20	DLC2-00
Cooshee	5	15"	3+3	V	1	7-10	Yes	Yes	N	16	M2-26
Death Knight	0	V	9d10	V	1	weapon (1-10)	Yes	Yes	CE	12	FF-23
Draconians, Baaz	4	6"/[15"/18"	2	V	1 or 2	1-8 or 1-4/1-4	No	No	LE(C)	16	DLC2-00
Draconians, Bozak	2	6"/[16"/18"	4	V	1 or 2	1-8 or 1-4/1-4	Yes	Yes	LE	15	DLC2-00
Draconians, Kapak	4	6"/[15"/18"	3	V	1	1-6+poison	Yes	No	LE	16	DLC2-00
Draconians, Sivak	1	6"/[15"/18"	6	V	3	1-6/1-6/2-12	No	Yes	NE	13	DLC2-00
Dragon, Blue	2	9"/24"	9	54	3	1-6/1-6/3-24	Yes	No	LE	12	M-31
Dragon, Faerie	5/1	6"/24"	V	V	1	1-2	Yes	Yes	CG	15	M2-57
Dragon, Juvenl White	3	12"/30"	7	21	3	2-16/1-4/1-4	Yes	No	CE	13	M-34
Dragon, Old Blue	2	9"/24"	10	60	3	3-24/1-6/1-6	Yes	No	LE	10	M-31
Dragon, Red	-1	9"/24"	10	V	3	1-8/1-8/3-30	Yes	No	CE	12	M-33
Dragon, Silvr (Dargent)	-1	9"/24"	10	70	3	1-56/1-6/5-30	Yes	No	LG	10	M-34
Dragon, White (Scout)	3	12"/30"	6	V	3	1-4/1-4/2-16	Yes	No	CE	13	M-34
Dragon, White (Sleet)	3	12"/30"	7	56	3	2-16/1-4/1-4	Yes	No	CE	13	M-34
Dragon, White	3	12"/30"	7	V	3	1-4/1-4/2-16	Yes	No	CE	13	M-34
Drelb	2	6"	5+3	V	1	3-12	Yes	Yes	N(E)	15	M2-60
Eagle, Giant	7	3"/48"	4	V	3	1-12/1-6/1-	Yes	Yes	N	15	M-36
Elemental, Water	2	6"/18"	16	V	1	5-30	Yes	Yes	N	7	M-38
Elf, Kagonesti	6	15"	1+1	V	1	by weapon	Yes	Yes	N(C)	18	M2-63
Elf, Qualinesti	5	12"	1+1	V	1	by weapon	Yes	Yes	NG	18	M-39
Elf, Silvanesti	5	12"	1+1	V	1	by weapon	Yes	Yes	LG	18	M-39
Fetch	spel.	6"	9	V	2	special	Yes	Yes	N	special	DLC2-00
Freedom Fighters	7	12"	1	V	1	1-8	No	No	LG	20	DLC2-00
Ghoul	6	9"	2	V	3	1-3/1-3/1-6	Yes	Yes	CE	16	M-43
Giant, Hill	4	12"	8+1-2	V	1	2-16	Yes	Yes	CE	12	M-45
Goat	7	15"	1+2	V	1	1-3	Yes	No	N	18	M2-70
Goblin	6	6"	1-1	V	1	1-6	No	No	LE	20	M-47
Golem, Iron	3	6"	18	80	1	4-40	Yes	Yes	N	7	M-48
Golem, Stone	5	6"	14	60	1	3-24	Yes	Yes	N	8	M-48
Grim, Cat	0	18"	4+2d4	V	3	1-2/1-2/1-4	Yes	Yes	NG	15	M2-72
Grim, Dog	0	18"	4+2d4	V	1	2-8	Yes	Yes	NG	15	M2-72
Grim, Owl	0	36"	4+2d4	V	3	2-8/2-8/2-5	Yes	Yes	NG	15	M2-72
Groaning Spirit	0	15"	7	V	1	1-8	Yes	Yes	CE	13	M-50
Gully Dwarves	8	12"	4	V	1 or 2	1-6 or 1-4/1-4	No	Yes	CN	15	DLC1-00
Harpy	7	6"/15"	3	V	3	1-3/1-3/1-6	Yes	No	CE	16	M-51
Hobgoblin	5	9"	1+1	V	1	1-8	No	No	LE	18	M-52
Ice Folk, Guard	5	9"	12	V	3/2	5-12	No	No	LG	6	PH-22
Ice Folk Warrior	5	9"	4	V	1	1-8	No	No	LG	18	PH-22
Invisible Stalker	3	12"	8	V	1	4-16	Yes	Yes	N	12	M-55
Kender	7	9"	4	V	1	1-6 or weapon	Yes	Yes	V	15	DLC2-00
Kingfisher	5	1"/36"	1	4	3	1-6/1-6/1-8	No	No	NG	19	DLC2-00
Knights of Solamnia											
Rose	3	12"	8	V	1	1-10	No	No	LG	14	DLC2-00
Sword	2	12"	6	V	1	1-8	No	No	LG	16	DLC2-00
Crown	4	12"	4	V	1	1-8	No	No	LG	18	DLC2-00
Kobold	7	6"	1d4	V	1	1-4 or weapon	No	No	LE	20	M-57
Lich	0	6"	12	V	1	1-10	Yes	Yes	N(E)	9	M-61
Lion, Mountain	6	15"	3+1	V	3	1-3/1-3/1-6	Yes	Yes	N	16	M-61
Lurker Above	6	1"/9"	10	V	1	1-6	No	No	V	18	M-62
Margoyle	2	6"/12"	6	V	4	1-6/1-6/2-8	Yes	Yes	CE	13	M2-83



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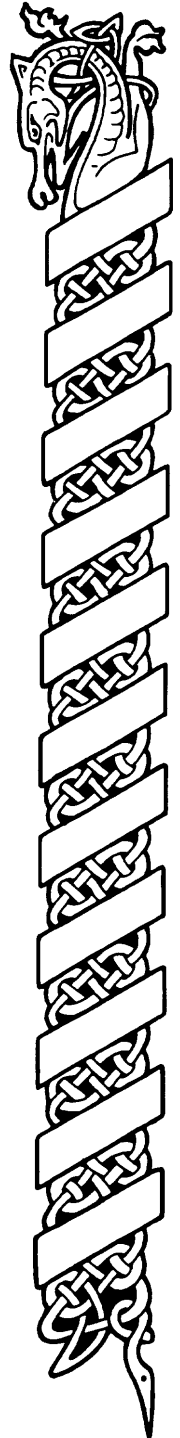
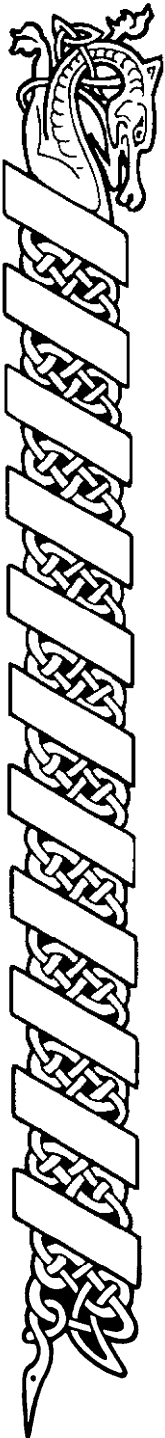
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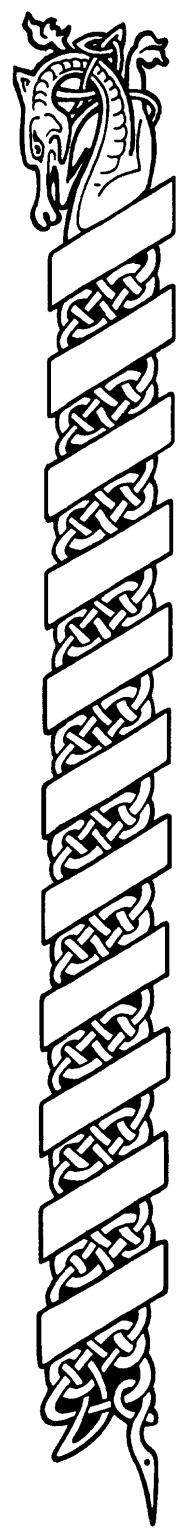
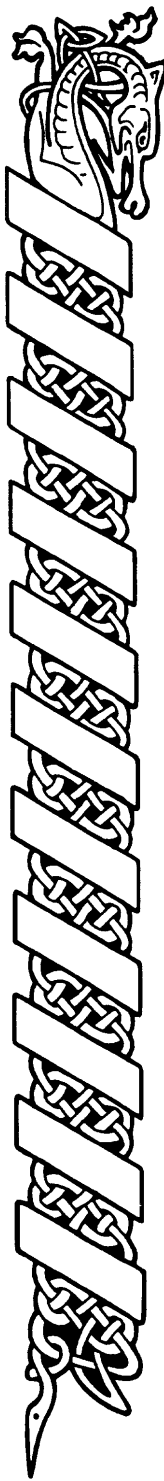
DRAGONLANCE[®] Classics, Volume 2

by Hickman, Niles, and Dobson

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Credits

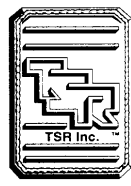
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Prologue

The DRAGONLANCE® saga is a complex epic filled with detail, legend, and history on a scale not found in most modules. To run this adventure properly, you must think of it as a story, and try to motivate your players subtly toward the right path. It is particularly important that you read the adventure several times, visualize the story, and think about the different things your players might do. No matter what, it will be necessary for you to improvise from time to time.

Some of your players may have read the DRAGONLANCE novels. The novels are similar, but not identical, to these adventures. A secret door in an adventure may not be in the same location as in the book, and the PCs may not act the same way as their counterparts in the book. The adventures develop their own feeling and texture.

It is recommended that players use the pregenerated character cards on the back cover of this book. If players wish to use their own characters, however, allow them to do so. The characters start out with the equipment listed on the character cards. If your players have played previous adventures, their characters may have other equipment than that listed on the cards.

If you do not have enough players to take all eight DRAGONLANCE heroes as PCs, use the other characters as NPCs or allow players to run more than one character. In any event, it's a good idea to keep the party to a size you, the Dungeon Master, are comfortable with.

The Obscure Death Scenario

Several important NPCs, both friend and foe, appear throughout these adventures. If one of them is bested in battle, and you know he needs to reappear in a later adventure, use the "obscure death" scenario. Make sure that the NPC's body is not found: It's buried under rubble, burned to a crisp, or something similar. When the NPC reappears later, make sure to have a story ready to explain their "miraculous" survival. If recurrent use of this scenario makes your players suspicious, be prepared to create a similar (but not identical) NPC to take the dead NPC's place later on. If you choose this option, you may not wish to use the obscure death scenario at all.

Sivak draconians, which polymorph into their slayer's likeness when killed, are another good way to explain the apparent death of important characters.

Some characters do die permanently in the story. This is noted in the text. The character will not reappear in later modules.

Events and Encounters

Each chapter in these adventures begins by listing several Events. Events always occur at the times indicated, regardless of the actions the PCs take.

Encounters are simply areas the PCs might visit.

For both Events and Encounters, read boxed text aloud to the players.

NPCS

Two NPCs require special mention.

Theros Ironfeld was briefly introduced in *Classics Volume I* as a friend of Gilthanas and the Qualinesti elves. He paid for that friendship with the loss of his right arm to the draconian invaders. He reappears in Chapter 7, "The Wilds of Ergoth," in the camp of the Qualinesti. A magical arm replaces the lost limb. Theros has a tale to tell regarding the Arm (see Appendix), and will accompany the party to Huma's tomb.

Fizban the Fabulous is a powerful wizard of indeterminate level. His powers are apparently hampered by his befuddled mental state, as his spells often result in spectacular failures. Play him for laughs, but use the "obscure death" scenario in situations where he is killed.

Ability Checks

On occasion, an Ability Check using one of a character's abilities (Strength, Dexterity, etc.) is called for. Roll 1d20 and compare it with the appropriate ability. If it is less than or equal to the ability, the action succeeds; if greater than the ability, the action fails.

The World of Krynn

There are several important differences between the world of Krynn and the standard AD&D® campaign. While those who have played previous DRAGONLANCE adventures will be familiar with these changes, new players should be told this information.

True clerics have been unknown on Krynn since the Cataclysm, a mighty catastrophe that destroyed the civilized nations and changed the face of Krynn. Most "clerics" have no spell ability as they worship false gods. True clerics of good, including Goldmoon and Elistan, wear a medallion bearing the symbol of their god or goddess. Only two of the true good gods have been revealed: Mishakal, goddess of healing, and Paladine, leader of good, the Celestial Paladin. All PC clerics brought into the campaign must be of good alignment and follow one of these two faiths.

All PC elves in the adventures are Qualinesti elves. Two other elven races, Silvanesti and Kagonesti, are discussed in this module.

All PC dwarves are hill dwarves. Other dwarven races were introduced in *Classics Volume I*, but these races only appear as NPCs.

The equivalent of halflings on Krynn are kender. Kender resemble wizened 14-year-olds and (unlike halflings) wear shoes. See Tasselhoff's character card for more information on kender.

The value of gold and other trade items is completely different in this world than in most others. Steel is the main trade metal and 10 gold pieces are worth only one steel piece. PCs who enter Krynn from other campaigns may be allowed to trade their gold pieces for steel-though they will find their personal

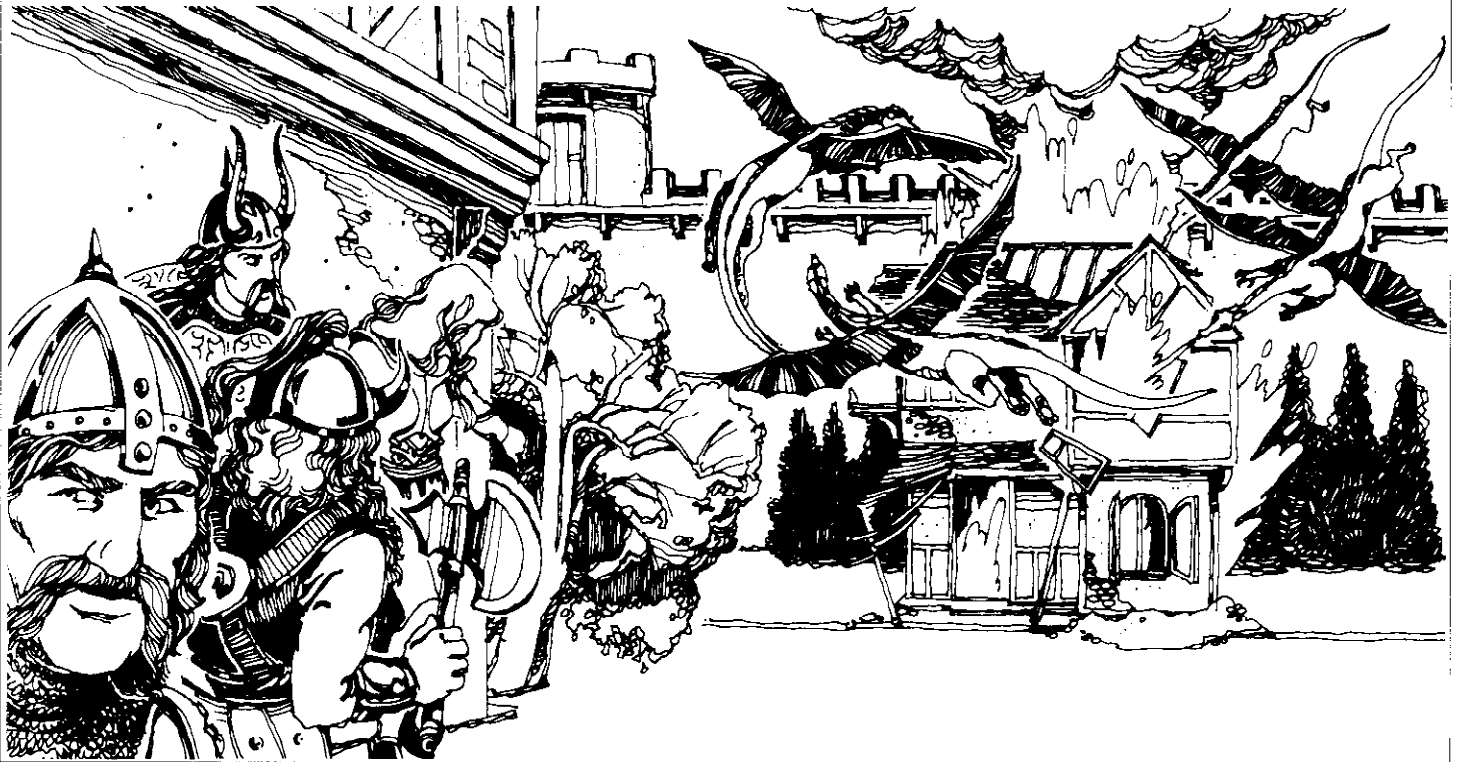
wealth greatly reduced.

Lastly, dragons have been absent from Krynn for nearly 1,000 years. They are still considered legend by people who have not yet met the mighty Dragonarmies. Those who have seen the dragons know them all too well, and their fear expands the tales of the might of the draconian foes, striking fear into the hearts of listeners.

Prologue



Chapter 1: The Fall of Tarsis



This adventure begins in the ancient port city of Tarsis. If you are continuing from *Classics Volume 1*, read the "Campaign Start" section to your players. If this is the first DRAGONLANCE® adventure your group has played, begin with the "New Game Start" section. Give the players the character cards on the back of the module cover. If you have played *Classics Volume 1*, you will notice that the party has changed significantly. The following Events and Encounters explain these changes.

Campaign Start

The refugees from Pax Tharkas are in the dwarven kingdom of Thorbardin, the safest place for them until the wars are over. True safety will come only with the Dragonarmies' defeat. You came to the port of Tarsis to get passage for the refugees to a safe place far from the conflict. Tarsis, a bustling center of trade and travel during the days before the Cataclysm, was the only hope you had of finding ships for the refugees.

But here, as in much of Krynn, things are not as before. The Cataclysm caused the sea to recede 40 miles, leaving Tarsis a plains town. Beached ships still lie scattered about the dusty bay. Many have been overturned and are now homes and businesses.

With no hope of sending the refugees overseas, you must attempt to achieve the downfall of the Dragon Highlords. This larger purpose shall guide your actions. The eternal battle between good and evil rages once again and the free peoples of

Krynn call upon you to play your part.

Your visit to the city governor (to appeal for aid and to warn him of events in other lands of Krynn) has convinced you of the futility of expecting help from the Tarsian government. In the governor's audience chamber you found, much to your surprise, a draconian acting as trusted adviser!

The Knights of Solamnia used to protect this city, but the name of the Knights has fallen into disrepute. You have learned this from a party of Knights who have come from Solamnia, far to the north of Tarsis, to find help in their struggle against the Highlords. Here also you meet Alhana Starbreeze, a princess of the Silvanesti elves who has come from Silvanost to find help for her people, also hard pressed by the dragonhordes.

You, Alhana, and the Knights have banded together after realizing that Tarsis is a dangerous place, offering no hope of aid. Some of your companions remain at the Inn of the Red Dragon to discuss plans with most of the Knights, while you had a pair of the Knights wander through Tarsis and beyond, if necessary, seeking sources of aid and advice in your struggle.

Leaving your comfortable quarters at the Inn, you have agreed to meet the others back there in several days.

Begin with Event 1, played anywhere in Tarsis.

New Game Start

The world of Krynn is racked with turmoil. War rages across the land. Evil armies led

by great dragons spread outward in a wave of conquest. The people serving the cause of right and freedom grow fewer and fewer with each passing week.

You have all served the cause of good during this war. Your wandering has led you to this city of Tarsis. You met each other while staying at the Inn of the Red Dragon and have become friends.

Now draconians, the monster vanguard of the Dragonarmies, have appeared in the streets of this ancient city, and you smell treachery in the air. It seems that Tarsis' days of freedom are numbered.

So far, nothing has stopped the dragonhordes. There are rumors of weapons that might aid your cause—powerful lances that slay the serpents, and mystical orbs that give control over the monsters. But no one has seen these mighty weapons, no one knows where to find them. Somewhere in this beleaguered and gloomy city you must find a ray of hope.

The following Events cover the time period the heroes are in Tarsis. Use these Events to fill in details of the events preceding the start of this chapter.

Events

DAY 1: The heroes arrive in Tarsis after completing a rigorous journey from the dwarven kingdom of Thorbardin. The city is quiet and seems nearly deserted. The heroes rent several rooms on the second floor of the Inn of the Red Dragon.

Chapter 1: The Fall of Tarsis

Day 2: The heroes are stunned to see draconians walking openly through the streets. The people of Tarsis seem not to notice them. The PCs realize that Tarsis is not deserted, the city just has far fewer people than other cities of the same size.

Day 6: The heroes finally meet the governor of Tarsis. They discover that a draconian is his trusted adviser, and they barely escape arrest.

Day 7: A band of the Knights of Solamnia reveals themselves to the heroes. They seek a means of combating the Dragon Highlords. Tanis, Goldmoon, Caramon, Raistlin, Tika, and Alhana accompany most of the Knights to the Inn of the Red Dragon to exchange information and consult on possible courses of action. Two Knights accompany the rest of the heroes (the PCs of this adventure) as they explore the city and look for sources of aid.

Day 8: Begin play with Event 1.

Events

Events occur at the suggested times, wherever the PCs are. You may need to change the descriptions slightly due to the PCs' surroundings, although this should rarely be necessary.

Event 1: The Old Man

This Event starts the adventure. It should occur when the heroes are together in Tarsis, and can happen on any street or in any building. If you have been playing the DL campaign, the old man in this Event is the same fellow the heroes encountered at the Inn of the Last Home in Solace. Try to role-play him so that the characters have a chance of recognizing him, but do not give his identity away unless a player specifically asks about the resemblance

An old man clumps toward you, leaning heavily on a bent and worn staff.

"You There!" he wheezes, "I have something to tell you!" He hobbles forward unsteadily.

Unless the players flee or otherwise try to avoid the old man, continue the description.

"You seek knowledge, and I know where you can find it...an old library, unused and gathering dust for 200 years. There you will find what you seek...the knowledge of the road you must take from here! Follow!"

The old man turns and hobbles away. If any of the heroes follow, they are led to a narrow, darkened alley filled with refuse and clutter. The alley is deserted: it seems that even rats find nothing here to attract them. The old man stops at the end of the alley and gestures to the apparently blank wall. If the heroes have followed, go to Encounter 1. The old man knows how to open the secret door.

Event 2: Panic in Tarsis

This Event occurs when the characters leave the library. The secret door is the room's only exit. It completely blocks the passage of sound, so the heroes have no indication that anything is going on until they leave.

A harsh wave of noise crashes inward as soon as the door is cracked open even slightly. High-pitched screams, the pounding of hooves, the terrified bleating of animals, and a child's voice crying shrilly all assault the ears.

Outside, a heavy overcast sky presses upon the city, muting the daylight to a dull gray. Several pillars of smoke snake skyward, grim indicators of troubles in Tarsis.

Out of the bedlam, a few voices, shrill with hysteria, can be distinguished. They are screaming things like: "The governor has turned to evil!" "The City is betrayed!" "Dragons are coming!"

The city erupted in panic when draconians suddenly appeared in the streets and occupied all the wall towers and gates. Dragons have been sighted overhead, though none can be seen right now. If NPCs are asked, the dragons that have been sighted have all been blue.

The governor, yielding to the influence of his draconian adviser, has turned over control of the city to the Dragonarmy.

Set the time that the PCs emerge at noon. If they decide to wander the streets between then and dark, Events 3 through 6 apply. If the group does not come out until night, they find themselves in a nearly deserted city, and only Events 4 and 5 apply.

Event 3: A Choice

This Event occurs soon after the heroes venture onto Tarsis' streets, if they emerge from the library during the daytime panic.

A packed throng surges like a raging torrent along the wide avenue outside the alley. Here and there, individual faces are visible, but in most places the panicked humanity is simply a blur moving west.

Carts and wagons jammed to overflowing toss and wobble amid the crowd. Near the curb, a cart pulled by a scrawny ox lurches along. A bent old man and his gray-haired wife gently urge the poor beast forward. Although his urgency is apparent, he does not lay a lash to the beast.

Suddenly a burly fighter leaps onto the cart, sending the old man sprawling to the pavement. Two other thugs, eyes crazed with fear, grab the old woman and send her after her husband.

If they help the old couple, the heroes find themselves facing six thugs and two thieves (see the Monster Statistics Chart for statistics).

The thugs, if attacked, fight savagely until it becomes obvious that they will not win. The

thieves dart from the crowd after the battle begins to try for a backstab. If it looks like the NPCs are losing the fight, they flee into the throng, presumably in search of easier prey. The old couple thank the heroes profusely, and are met later on (Event 7 in Chapter 2).

If the PCs do not intervene here, the fighters make off with the wagon and escape from the city. In this case, the heroes meet these thugs in Event 7.

Event 4: The Blue Lady

Read this Event verbatim if the heroes move through Tarsis by day. If they leave the library at night, remove all references to the crowds (the streets will be deserted) and let the PCs see the dragon and rider by the light of Krynn's moon.

The panic of the crowd takes on a new edge of hysteria as a grim shadow passes overhead. Gliding low over the city, a blue dragon soars with insolent grace. Dark, possibly blue, armor gleams from the rider on the dragon's back; as the wyrm banks through a turn, a wave of black hair can be seen trailing from the Dragon Highlord's helmet.

Ignoring the bedlam that its passage creates, the serpent heaves its leathery wings and climbs to the level of Tarsis's tallest tower. Here it alights, eyeing the city with disdain. The slight figure of the rider is visible next to the monster. The face is hidden by the grotesque mask typical of the conquerors.

This is a foreshadowing of future events, and not intended as a combat. If the heroes attack, the dragon and rider fly away. However, you should then double the number of draconians that attack the PCs in Event 5.

Event 5: The Hunters

Occurring whether the heroes move by day or night, this Event involves a group of draconians specifically sent to Tarsis to find and kill the PCs.

Before running this Event, refer to the Monsters Appendix for the Kapak draconians' statistics.

The draconians have orders to detain all armed citizens. If you are using this book as a continuation of the DL campaign, you may assume that word of the heroes' actions has spread through the Dragonarmies, and draconians are actively seeking the party.

If this Event occurs during the day, any nearby citizens of Tarsis run frantically away, leaving the heroes and monsters alone in the street.

If the PCs elect to move through Tarsis by night, however, they are much more noticeable in the deserted streets, and the draconians are able to ambush them. The Kapaks will leap onto the heroes from rooftops and spring out at them from darkened alleys.

This group of monsters should be increased to 32 draconians if the heroes

Chapter 1: The Fall of Tarsis

attacked the blue dragon and its rider. (She is a Dragon Highlord and exacts a high price for such insolent aggression.)

Event 6: A Cry for Help

This Event occurs just before the heroes leave the city. Several accomplished assassins have been hired by the Dragon Highlords to murder the Knights of Solamnia. They perform to the best of their abilities, but will not be suicidal in their attempts to carry out orders.

The attack takes place as the heroes near the city limits. The characters hear a woman call for help from a nearby dark alley. The alley is 20 feet wide by 40 feet deep. The woman is at the far end of the alley, being beaten by a group of children. Concealed in the shadows along the walls are four assassins. The old woman is actually an assassin in disguise. (The children have been paid to pretend to beat the "woman," and then run away when the heroes approach.)

The attack occurs when the entire party has entered the alley, or when it becomes apparent that the group is not falling for the trick. Refer to the Monster Statistics Chart for the assassins' statistics.

Each assassin is armed with a longsword and an envenomed dagger. Each dagger has enough venom for one hit. The assassins attempt to backstab with their daggers. If the

victim does not succumb to the poison (the player makes his saving throw vs. poison), the assassins attack with their swords.

If the assassins complete their mission, or if all the assassins have lost at least half of their hit points, they will flee. If captured, they will not talk about who hired them, although a charmed assassin will mention the "Blue Dragonlady."

Encounter Areas

General Information

When Krynn was rocked by the Cataclysm, the ancient port city of Tarsis was left virtually unscathed. Her high walls, the elegant governor's palace, and maze-like marketplace all survived the disaster in good shape.

The city was nevertheless affected in that the bountiful sea—the city's food source and highway to the world—receded into the desert. Now, a dusty road leads 40 miles to the nearest open water, and the population of Tarsis has shrunk to a fraction of its former numbers. Most of the people live in the central city; areas on the outskirts are often deserted.

Tarsis is protected on three sides (north, east, and south) by a 20-foot-high wall, with 50-foot-high towers at irregular intervals along the wall (see the map of Tarsis on this page). Each of the three walled sides has a wide gate flanked by two towers in the center of the wall. Normally, each tower would be manned by a dozen guards, but by the time the adventure begins the guards have panicked and fled.

The weak spot in the defense of the city is the western side, formerly the waterfront. When the sea receded during the Cataclysm, this area was left unprotected, and is now merely a gradually sloping area of smooth ground leading up to some wooden wharfs and docks and a 5-foot-high wall.

1. Library of Khrystann

This long-forgotten chamber is a basement room beneath a block of run-down houses. Entrance is gained through a secret door, operated by stepping down on a flagstone on the ground right outside the door.

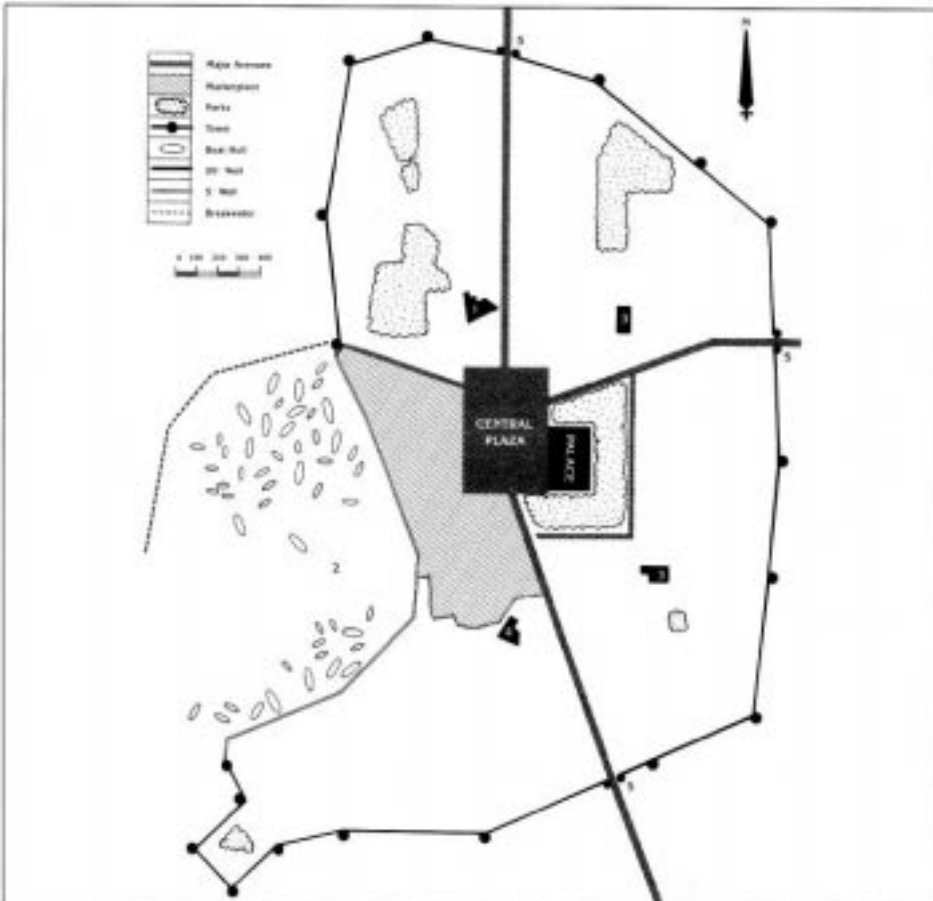
If you have played *Classics Volume 1* and the players took (against Kharas Evenstar's advice) the ruby-colored spectacles in the Banquet Hall of Derkin's Tomb (Encounter 32), the platinum-framed spectacles mentioned below do not appear. The PCs should have one, and only one, magical artifact that enables them to read any writing.

A puff of stale, dry air emerges as the door swings inward. A narrow flight of stone steps leads downward. The stairs are coated with several inches of undisturbed dust.

The stairway leads to a huge, low-ceilinged room with many tables and chairs grouped neatly throughout the area. The walls are lined with shelves holding hundreds, perhaps thousands, of musty tomes.

Everything in the room is covered with a thick layer of dust. Several books lie open on one of the tables. Next to the books rests a small pair of spectacles with platinum frames.

The spectacles are the *Glasses of Arcanist*. They are too small for most characters' heads, but will fit a kender (see page 104 for a complete description of these glasses). If



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the characters conduct a thorough search of the library, they will find the following magical items: a *clerical scroll* with three *cure serious* wounds spells, two *potions of invisibility*, and a map of the Ice Reaches (show the players the map on page 12 when they move out of Tarsis).

Perusing the books on the table reveals writing in an ancient and forgotten language. Magical means (the *Glasses of Arcanist*) are required to translate. If the heroes read the tomes, they find a number of references to an *Orb of Dragon Control*. This mysterious item is said to be in Icewall Castle (shown on the Ice Reaches map).

2. Old Waterfront

A low seawall runs along the ancient shoreline. Now the wall simply divides the upper and lower portions of the city. In the old harbor a number of ship hulls have been turned over and used as houses, shops, and inns. Several breaks in the seawall allow easy access between the lower and upper city.

The folk inhabiting the overturned boats are generally the poorer residents of the old city. This part of town is also the area where most of the night life happens, as well as most of the crime. Thieves are common here, as are fortune-tellers, dancers, fighters, drunks, and strumpets. The atmosphere is generally rough but friendly, and no one is interested in asking questions of strangers.

The people of the waterfront are more pragmatic about the Highlords and draconians than the inhabitants of the upper city. When the attack on the city occurs, the lower city is not subject to the panic and hysteria that strike the more affluent sections of town.

3. Upper City

This region of Tarsis has seen little change since long before the time of the Cataclysm. The well-paved avenues, stately elm trees, and marble columns of the governor's palace all survived the upheaval relatively intact. The people of this part of town are generally well-to-do folk with an exaggerated idea of their importance in the isolated city of Tarsis.

The fact that Tarsis survived the Cataclysm when so many other cities were destroyed has caused the upper-class citizens to be contemptuous of any threat to their way of life.

This contempt accounts for the city's complete lack of preparation for the Dragon-army. The small groups of draconians were regarded as emissaries, slightly uncouth it's true, but no more worthy of concern than any other visitors. Traitors in the governor's palace have helped pave the way for the murderous takeover that will destroy this complacent attitude forever.

4. Inn of the Red Dragon

When the heroes try to return to the Inn of the Red Dragon, read this passage.

The hysterical throngs make travel through the streets of Tarsis difficult, but finally the Inn of the Red Dragon comes into sight. The wide plaza before the Inn is nearly empty, in stark contrast to the crowded thoroughfares encountered elsewhere.

Suddenly the reason for this becomes apparent, as a streak of blue flashes across the plaza. With a loud *crack*, followed by a sharp sizzling sound, a bolt of lightning flashes from the shape overhead. Boards and stone erupt from the second floor of the Inn as the breath of a blue dragon wreaks destruction.

Another crack, and another, follow in quick succession as a flight of blue dragons wheels majestically overhead, raining destruction upon the ancient building. Soon, the Inn of the Red Dragon is reduced to a blazing inferno, flames licking eagerly skyward from the rubble.

Suddenly, the dragons wheel in formation, and struggle to gain altitude. Beyond them, approximately 10 creatures can be seen flying steadily to the east. In a few minutes, the dragons and their airborne quarry are out of sight.

Allow all characters witnessing this chase to make Intelligence Checks. Every character who succeeds notices one of the following facts. The information is to be given to the party in order, one fact per successful check, so three heroes must pass their check before all the facts are learned.

- The dragons are chasing griffons.
- The griffons bear human-sized creatures on their backs.
- The character on the last griffon has a long shock of blond hair trailing in the wind.

5. The City Gates

The dry wharf region on the western edge of town leads to open plains and freedom. This is where most of the refugees are heading, although the crowds disperse in all directions once they are a mile or two from the city.

The gates and walls on the north, south, and east sides are all controlled by the army of the Dragon Highlords. If the heroes try to exit the city in any of these directions, they will encounter 12 Kapak draconian guards.

These draconians are watching the city gate. Six more, with the same statistics, are in the guard towers on each side of the gate. If the PCs battle the gate guard these tower draconians will join the fight in 10 rounds.

Return to Tarsis

If the heroes decide to return to Tarsis after making their escape, they will find that the city has settled down considerably. Shopkeepers and tavern owners are suspicious of strangers, but offer service at somewhat

inflated prices. Draconians are to be found throughout the city.

The governor is completely cowed by the takeover and, if visited again, does not listen to any advice unfavorable to his new allies. His palace guard has been completely replaced by draconians.

The general atmosphere of the city is one of suspicion and selfishness. Very few citizens are willing to risk rocking the boat. If the heroes try to discuss subversion with any of Tarsis' citizens, there is a 66% chance that a citizen will be interested in aiding the heroes.

An underground resistance movement is starting within the city. The 10% of the population that might aid the heroes can put them in touch with the underground. The resistance is a collection of thieves and fighters who resent the dictatorial style of the new rulers. The resistance is not ready to mount an overt attack, however, and will counsel the heroes to leave town until the time is right for an attack. If pressed, they reveal that they don't expect anything dramatic to happen for the next year.

Chapter 2: The Ice Reaches



Events

The populace of Tarsis, and presumably the PCs, is fleeing the city. The Dragonarmies are advancing on Tarsis from the north, east, and west, while the chill vastness of Icewall Glacier looms to the south. The draconians will capture most of the refugees and return them to the city.

Event 7: Just Desserts

The course of this Event is determined by the heroes' actions (or lack thereof) in Event 3. If the party aided the old couple, allowing them to flee the city on their cart, the group meets this same old couple on the first evening outside of Tarsis.

If, however, the characters allowed the thugs to make off with the couple's cart, this Event is a raid by the thieves and fighters on the heroes' camp in the middle of the night.

The Old Couple

The creaking of wooden wheels announces the arrival of a loaded oxcart driven by a whiskered old man. A gray-haired woman sits beside him on the seat. You recognize this couple: they nearly lost their cart to thieves in Tarsis

The old folks are friendly and talkative, finally asking if they could spend the night in the party's camp.

If the PCs agree to this, the couple will be visibly relieved and will settle in near the campfire. Later that evening, the old man

fixes his eyes on one of the PCs, ideally a fighter. He then says the following :

"A hard job it is that you have before you. Still, if there be any in Krynn who can accomplish it, my gold will be riding on you.

"The glacier calls, doesn't it? You'll be on the ice before too long unless I miss my guess, for that's where you're needed. Some advice for all of you: Follow the path of the white bear, for those you aid shall aid you in return."

Even if questioned, the old man has no more advice to offer. In the morning, he and his wife take a route to the east, hoping to avoid the worst of the dragonhordes.

The Thugs

Check the statistics for these NPCs on the Monster Statistics Chart before running this Event. The two thieves and six thugs sneak up to the PCs' camp in the middle of the night.

The thieves have each taken a *potion of invisibility* before the raid. They try to sneak into the camp and steal any magical items they can find without waking the heroes.

The fighters remain 60 feet from the camp, on the side opposite the thieves. If necessary, they create a distraction to draw attention away from the thieves. If the PCs catch the thieves, the fighters attack the camp in an attempt to free them. When half the thugs are dead or unconscious, the rest run away.

Event 8: Signs of the Ancients

This Event occurs the day after the PCs leave Tarsis, whether or not they have gotten to Ice-wall Glacier.

A huge, cage-like object dully reflects the autumn sunlight. Nearly 20 feet high and five times as long, it lies about 100 feet to the right of the path. A great white block with two melon-sized hollows in it lies at one end.

Beneath the empty sockets gapes a maw studded with sharp teeth, and now the object is recognizable as the skeleton of some long-dead creature. In size it surpasses even the awesome dragons, yet the massive skeleton, stranded on the dry sea bottom, inspires more pity than fear. One-time lord of the sea, the giant creature proved no match for the incredible force of the Cataclysm.

The heroes frequently see similar massive relics on the plains and on those sections of the glacier where the ice is thin.

Event 9: The White Bear

This Event occurs at the end of the first day of travel across Icewall Glacier.

The sounds of savage combat erupt from behind a large block of ice ahead of you. Snarls, growls, battlecries, and screams of pain all indicate a titanic struggle

If any characters advance 100 feet, they may look around the iceblock and observe

Chapter 2: The Ice Reaches

the following scene:

Twisting in futile rage against the many ropes bound to its limbs, a polar bear struggles and roars in frustration. Though huge and fierce, the bear is obviously unable to free itself and is at the mercy of its captors.

Holding the ends of the ropes are six unusual creatures. Manlike in form, these creatures have the heads of bulls! A pair of massive horns curves forward from the head of each individual, and flaring bovine nostrils spout frosty breath.

Five of the bull-men are pulling on ropes tied around each of the bear's limbs as well as its stocky neck. The sixth bull-man is armed with a slender spear. While the others divert the bear's attention, he runs forward and thrusts the spear into the animal's flank, producing bellows of pain from the bear and peals of bestial laughter from his comrades.

The humanoid creatures are minotaurs, members of another race that has fallen in with the Dragonarmies. The PCs have heard stories of minotaurs inhabiting the wastelands that were once the ancient kingdom of Istar, far to the north and west of the plains of Tarsis. The minotaurs are part of the Dragon Highlords' forces on Icewall Glacier because the draconians are unable to operate effectively in the bitterly cold environment.

The polar bear is the white bear of the old man's prophecy. If the heroes attack the minotaurs, the bear will fight any of the monsters it can reach. (See the Monsters Statistics Chart for minotaur and polar bear stats.) The bear has already taken 18 points of damage from the minotaur. As soon as fewer than three minotaurs are holding the bear, it wrenches free of its bonds and attacks the remaining monsters. If the minotaurs are driven off, the bear is wary of the PCs, but not hostile or frightened.

If the heroes make friendly advances toward the bear, either by feeding or healing it, it may be considered tame, and will accompany the party as long as they remain on the glacier.

The bear will provide valuable assistance in crossing the treacherous glacier. Whenever a snow-covered crevasse is encountered, the bear will stop and grunt a warning. Also, the bear has only a 1 in 6 chance of being surprised, and will warn the heroes if it detects the approach of other creatures.

Event 10: The Thanoi

This Event occurs in the late afternoon of the 3rd day on the glacier.

An unusual shape is visible ahead. Covered by frost and drifting snow, it vaguely resembles a ship cast ashore by the whim of some powerful current

The splintered end of a long mast rises at an angle from the wreck, and a wooden hull is visible through the snow cover in

several places. Two long pieces of wood lie nearby, their purpose not immediately apparent. They are as long as the mast and have sharply bent ends and large brackets bolted to their sides.

This is the battered wreck of an iceboat, formerly crewed by the men of Harald Haakon (see Chapter 3). The crew had completed a peat-gathering expedition and was sailing back to the camp of Harald's Ice Folk when they struck an ambush prepared by the savage thanoi, or walrus-men, that prowl the glacier. The ship was wrecked in the crash, and the thanoi had no trouble disposing of the disoriented and injured crew. Now five of the monsters are concealed in the boat, waiting to ambush any would-be rescuers.

The thanoi attack when the heroes have come within 50 feet of the wreck. One of the thanoi carries a *Frostreauer* (see page 103), the others attack with battle axes or their tusks. Refer to page 98 for a complete description of the thanoi.

Suddenly, several bulky figures leap out from behind the hull. They are humanoid, but 7 or 8 feet tall and correspondingly broad. Awkwardly, but with surprising speed, they rush forward with upraised battle axes.

As they approach, you notice that long tusks growing from each side of the creatures' mouths jut downward like a pair of vicious lances. A grunting, vaguely snarling noise seems to come from the monsters.

The thanoi, stupid and unused to dealing with experienced characters, fight to the death. If the heroes examine the iceboat, read the following passage.

Even though night is closing in, a few things can be learned about the mysterious ship. It seems to be designed for sailing on ice, not water. The curved blades are actually runners, with hardened edges to ease travel across the icy surface of the glacier. Although the hull is solid, it does not appear to be watertight.

The far side of the hull looks like the deck of any hardy sea-going vessel. A cabin takes up most of the afterdeck, and ropes and canvas are connected to the broken mast. Several bodies, clad in thick furs, lie on the snow here.

The bodies are the original crew members of the ship. All are human. If the vessel is examined, the heroes find a large hold belowdecks. Although the ship is lying at an angle to the ground, it is not difficult to climb aboard and examine her.

The cabin was once a chamber of relatively luxurious furnishings, considering the harsh environment of the glacier. A huge bed has been thrown against the far wall, the frame and mattress destroyed in the crash. Goosefeathers coat the entire cabin

like an artificial snowcover. A large and fluffy quilt seems to have survived undamaged. In the center of the cabin, a small iron stove has been wrenched free of its moorings and twisted onto its side. No ashes can be seen, and certainly the ship would have burned down if a fire had been going at the time of the wreck. A small wardrobe has landed in the corner, splintering open to reveal several large fur capes and tunics.

If the characters take time to collect warm clothing, they discover five furs here, each just large enough to protect one person from the ravages of the cold. The clothing on the bodies of the crew members is ruined and cannot be used.

The hold, located below the main deck, is packed nearly full with chunks of a thick, clay-like substance. Strands of moss and fungi cling to it, and a number of digging and hauling tools are strapped to the deck near the hatches.

If the heroes elect to spend the night here, they may do so in some comfort because of the fuel and windbreak provided by the iceboat. If they decide to move on, they notice that it is fast becoming dark and cloudy, with a rising wind and plummeting temperature. Regardless of where the heroes spend the night, the following Event occurs.

Event 11: Winter's Rage

The moaning of the wind gradually grows to a scream as the bitter night slowly passes. The cold is so intense that beards grow frosty and eyelids, if closed for a brief period, become frozen shut and are hard to reopen.

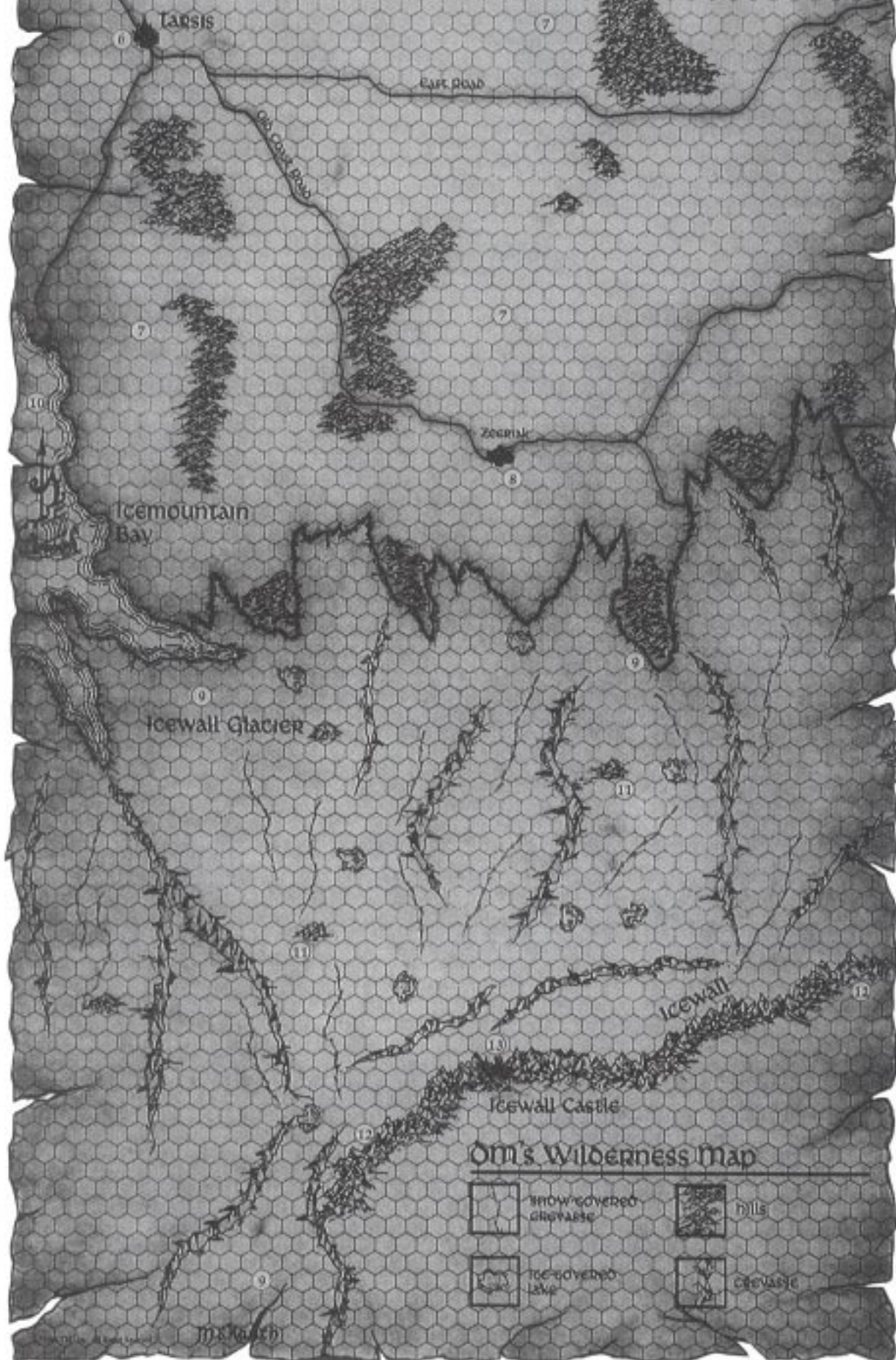
Sometime after midnight, snow begins to fall. This is not a mild dusting, such as often occurs in the lands around Solace during the dark months of winter, but a savage blizzard that lashes at bodies and souls with the force of chill dragon's breath. Stinging needles seem to strike every bit of exposed flesh, and even several layers of clothing do little to conserve body heat.

If the heroes spend the night at the wreck, the experience will be miserable, but not life-threatening. If they left the ship and are simply camping on the glacier, however, each character takes 2d6 points of damage from exposure. Each fur a character is wearing lessens this damage by two points.

The storm lasts for several days. If the heroes remain with the wreck, they survive the storm with little difficulty. If they are out on the ice, however, the damage given above is repeated every day. Visibility is non-existent in the swirling snow, so there is only a 20% chance that the heroes can return to the iceboat once they have gone more than 600 feet from it. If they do not find the boat, the heroes become completely lost. No creatures will be encountered during the blizzard, but if

Map of the Ice Reaches and the New Tarsian Coast

1 hex equals 3 miles



Tarsis

East Road

Zecmak

Icemountain Bay

Icewall Glacier

Icewall Castle

Icewall

OM's Wilderness Map

	snow-covered crevasse		hills
	ice-covered lava		crevasse

Chapter 2: The Ice Reaches

the party moves there is the usual chance of a crevasse encounter.

This Event continues until a character has fallen below 12 hp, if the party is out on the glacier, or until four days pass, if they are staying in the iceboat. After the allotted time is up, proceed to Event 12 in Chapter 3.

Encounter Areas

Each region listed here is marked on the area map found in the street library. As the group moves into a new area, refer to the numbered sections to describe the terrain or inhabitants encountered. Be sure to use the Random Encounter Chart as needed!

Each Encounter occurs only if the heroes enter that area on the map; thus, some of the Encounters might not be used.

Because of the nature of this adventure, the heroes may wish to go almost anywhere. They should certainly be allowed to do this, but you should be aware that the future of the story awaits on Icewall Glacier. If the characters are about to leave the bounds of the Ice Reaches Map, point them back in the right direction by having them run into scouting parties of the Dragon Highlords' armies.

The scouts are Kapak draconians. The first group encountered consists of four Kapaks. The group size doubles each time the PCs encounter another scouting party. If the PCs do not turn back after encountering the fifth group of Kapaks, have the magical White Stag appear and lead them toward Ice-wall Glacier.

5. Tarsis

If the characters do not leave Tarsis with the evacuating populace, they find themselves in a city overrun by the Dragonarmy. Groups of Kapak and Baaz draconians roam the streets constantly; when the heroes venture out of the library they will meet a group of 16 Baaz draconians.

Every day following the fall of Tarsis, more and more fleeing citizens are captured and returned to the city. The Dragon Highlords are primarily interested in occupying Tarsis and moving their forces onward, so they do not raze the city. Instead, they install a puppet governor loyal to the Highlords. A force of 200 Baaz and 300 Kapak draconians remain to keep order and put the city back to normal.

As the citizens are returned to the city, the most militant are locked up in the dungeons. Most of the people are put back to their old jobs, with the added burden of heavy taxes owed the Highlords.

If the PCs stay in Tarsis for more than three days after it falls, arrange to have them captured by draconians and thrown into the puppet governor's dungeons. They will be told that they must await the arrival of the "Blue Lord," who will determine their fate. The governor strongly, and with evident glee, hints that he expects them to be sentenced to death.

Once the heroes are in the dungeon, they

notice rats entering and exiting through a rusty grate. A strong character can bend the bars, allowing the party to escape through the city's sewer system to the waterfront, and thus flee to the south. If the PCs do not take this chance to escape, and do not manage to escape by any other means, they will eventually (in 1-20 days) be taken by the draconians to the outskirts of town, where the dragonmen will slay them.

6. Plains of Dust

Parched winds, harsh with an autumn chill, rake the barren wasteland. For miles, nothing disturbs the monotonous flat of ancient sea bottom, dry since the Cataclysm. Swirling pillars of dust rise here and there, lifted by the constant breeze.

Water is only available at the few communities marked on the map, or from the ice of the glacier. The few gulches and hills that break the flat the plains are dry and rugged, offering neither shelter nor sustenance.

7. Zeeriak

This small community is a haven for outlaws, nomads, and a few hardy pioneers. Harsh winds blow from the glacier constantly, and the ground is barren and parched. Soon, snow will cover the landscape with a blanket 5 or 6 feet thick.

The major industry in Zeeriak is fur trading, mostly of the elk and bear that abound in the region. Several trading stores offer cured furs for barter, but the only objects taken in exchange are weapons. Although the traders will haggle about price, as a general guideline two weapons will purchase enough furs to protect one person. A magical weapon is so desirable that one will purchase furs for two people.

The Wooly Tusker Inn and the Tavern of the Ice Reach both provide dirty lodging and poor food, for the barter of a weapon or two. Both establishments are frequented by thieves and cutthroats, so the heroes had best be on their guard.

Zeeriak will be uncommonly crowded with refugees. A group of Baaz draconians, well disguised, wander here among the refuse of humanity. If these draconians discover the PCs (they have been sent from Tarsis to look for the heroes), 10 Baaz will attack while two others run back to Tarsis for reinforcements.

Forty Baaz draconians will race from Tarsis to Zeeriak to reinforce their comrades, but will not arrive at the little outpost until 48 hours after the heroes are discovered.

8. Icewall Glacier

The ever-present wind takes on a chill edge here; snow and ice coat the landscape to the horizon. Huge blocks of ice rise from the glacier surface, and occasionally large snowdrifts swell from the ground.

No birds fly over this barren region, no animal life can be seen on the surface of

the ice. Only the wind, strong and unceasing, lends movement to your surroundings.

Features of the glacier include crevasses, blocks of ice as large as small hills, and flat patches of thin ice with water beneath (ice-covered lakes). The latter are the centers of life on the glacier, for they hold the fish upon which all of the glacier's residents depend for food.

The snow covered crevasses are treacherous as where snows has bridged a deep gap in the ice of the glacier. Check to see if the heroes are surprised when they approach one of these. If they are not surprised then they see the crevasse before they are upon it (the snow sags, or is slightly discolored).

If they are surprised, the heroes walk onto the crevasse's thin snow cover. Each character has a 50% chance of breaking through and falling 20-200 feet. -The first time a fall occurs, the character only falls 20 feet before landing on a ledge in the crevasse. After this warning, roll a d10 and multiply by 20 for the distance fallen.

The heroes can considerably lessen the danger of a fall by roping themselves together. Roped characters move at only 2/3 the normal movement rate, but if one falls into a crevasse the following procedure is used:

The characters to each side of the one who falls through the snow make a Strength Check. If either of these checks is successful, the fall is stopped. If both strength checks fail, the next characters in line (one in front and one behind) can make checks, and so on. One successful check catches all falling characters. Of course, if everyone fails their check, the entire string of characters falls

9. Icemountain Bay

This region is also described in Event 20, Chapter 5.

The glacier ends in a high cliff of ice overlooking the expanse of the bay below. Characters approaching the cliff realize that they are nearing the water: the wind grows warmer and seabirds are sighted once the characters are within five miles of the water.

A sheer drop of 300 feet ends in a glazed sheet of ice. The sheet is several hundred yards wide and forms a band along the base of the cliff. The ice is cracked and broken on the side away from the cliff, with open water visible between the cracks.

Beyond the band of ice, clean blue water sparkles with reflected sunlight. Great icebergs tower above the waves, moving about the vast bay in dignified silence. Now and then the back of a porpoise or whale breaks the surface of the cool water as the creature swims along exuberantly.

The most unusual features of the view are the ships trapped in the ice near the water's edge. From the clifftop, you can see at least a dozen ships captured by the greedy ice and locked in its frozen

Chapter 2: The Ice Reaches

embrace. Although most of the vessels look splintered and ruined, a few seem to be in pretty good shape.

The heroes may climb down to the ice sheet without difficulty. Breaking one of the boats free of the ice takes 2 to 12 days. At the end of this time, the party will have a small yet seaworthy vessel capable of carrying a dozen people across nearly any sea. Of course, sails will have to be improvised, but nearly any cloth or leather material will suffice-including furs! See Chapter 5 for a more detailed description of this region.

10. Peat Mine

A smudge of gray smoke hangs low over the glacier here, seeming to issue from the top of a hill just ahead. A black swath of dirt can be seen at the top of the hill, in contrast to the stark white that has made up the view for the last few days.

Occasionally a flare of red soars up from the blackness and the smoke expands upward; but the red light quickly settles back down below the unnatural hilltop crown.

If the heroes move up the hill to investigate, they find:

The great patch of black ground is an excavation of some kind. A shallow bowl, about 200 feet in diameter, has been cut into the frozen hilltop. In the center of the hole, a fire burns the soft, soddish ground and lights the excavation with a flickering crimson glow. In the still air, a faint wash of heat can be detected from the hole, and the ground around the edges is not even frozen.

This is one of the peat mines used by the Ice Folk as a fuel supply. All of the peat mines are located on raised areas of land that were islands before the Cataclysm altered the face of Krynn. Now, fires burn eternally to prevent the precious fuel from freezing solid. Every three or four months, a band of the Ice Folk visits the mine and gathers a load of the peat.

12. Icewall

Rising from the smooth white expanse of the glacier, a huge wall of glistening snow and ice looms like an ominous warning. Here and there, gullies break the smooth sides of the wall, dangerous but not impossible climbs. The whipping of the wind is evidenced by the many plumes of snow trailing from the high icy pinnacles and buttresses at the top of the wall.

Frequently, a clump of snow and ice, mixed with jagged boulders, breaks free from its precarious hold on the cliffside and hurls crashing to the ground below. As the mass falls, more and more ice joins in, until an avalanche of many tons sweeps along.

Because of the many gullies breaching the smooth face of the cliff, the heroes may climb it at any point they wish. Although avalanches may be triggered nearby (see also Events 17 and 18), none will strike the PCs during their climb.

12. Icewall Castle

Perched like a parapet on a narrow tower, a slender cylinder rises from the top of the Icewall. Most of this shape is buried by massive drifts of snow and sheer, glistening columns of ice. In several places near the top, however, spires and breastworks break through the white surface, indicating the presence of a man-made structure that has been buried by decades of winter's accumulation.

A complete description of Icewall Castle appears in Chapter 4.

Random Encounter Chart

In addition to the set Encounters and Events, Random Encounters can occur if you choose. You can change their frequency or omit them altogether if the party is weak. Properly run, Random Encounters can add flavor and excitement to the game.

Use the following tables for Random Encounters. Table 1 lists all the areas the PCs might explore. The numbers in the "Check" column show how often you should check for a Random Encounter. For example, "133 hours" means that you should check for a Random Encounter every three game hours spent in that area. To make a Random Encounter check, roll 1d6. On 1, a Random Encounter occurs.

Next, look at the "Range" column. Roll the die listed and add its modifier. Look up the resulting number on Table 2 to find the Random Encounter that occurs. Statistics for monsters encountered are listed on the back cover.

Table 1: Random Encounter Checks

Area	Check	Modifier
Qualinesti Forest	1/3 hours	d6+2
Silvanesti Forest	1/2 hours	d6
Kagonesti Forest	1/3 hours	d81
Mountains	1/2 hours	d12+9
Foghaven Vale	1/3 hours	d6+11
Ogre Territories	1/4 hours	d8+18
Plains	1/6 hours	d6+25

Table 2: Random Encounters

1	1-4 Merchants and families fleeing
2	2-8 Thieves
3	2-20 City Guards
4	1-1 0 Baaz Draconians
5	1-1 0 Kapak Draconians
6	1-6 Dire Wolves
7	2-20 Bandits
8	2-12 Bozak Draconians
9	Spy (attempts to alert draconians to the PCs' location)

10	1 Blue Dragon
11	1 White Stag (Stays ahead of party, leads them on best path. Disappears after traveling 3-6 map hexes.)
12	2-24 Ogres
13	1-6 Wraiths
14	1-8 Oliphants
15	1-4 Giant Eagles
16	2-20 Goats
17	1-6 Thanoi
18	1 Woolly Rhinoceros
19	11-20 Taern
20	Snow-covered crevasse
21	3-13 Icefolk Warriors
22	1-4 Ice Bears
23	2-12 Thanoi
24	1-6 Snow Leopard
25	2-8 Minotaurs
26	Feal-Theas and Sleet
27	2-12 Minotaurs
28	2-8 Winter Wolves
29	3-12 Thanoi
30	2-8 Ice Bears
31	1-2 Juvenile White Dragons
32	1 Water Elemental

Chapter 3: The Ice Folk



This chapter begins with Event 12, the PCs' introduction to Harald Haakan. After Event 12, the players have to decide whether to accompany Harald and his men back to the camp of the Ice Folk. They should be strongly encouraged to do so, as they will receive vital information in the camp. (You might have Harald mention that he feels another storm coming up.)

If the heroes still want to continue on their own, you do not need to go through the rest of this chapter, but you will need to read two sections of vital information to the players. The section titled "Harald's Advice" (in Event 14) should be told to the players by Harald before the Ice Folk depart at the end of Event 12. The section titled "Aaron's Advice" (also in Event 14) may be read to the players at any time during their journey to Icewall Castle.

If the party decides to journey to the Ice Folk's camp, go to Event 13 ("The Ride"). Then proceed to the Encounter section to describe the camp to the players. Run the rest of the Events in order after the heroes are shown around the camp.

Event 12: A Mysterious Sail

After days of swirling white oblivion, the savage blizzard finally begins to lift its heavy yoke. Snow still falls, and the wind continues to blow, but the storm has lost its angry intensity. Now, in the gray light of dawn, visibility increases to several hundred feet.

As the daylight increases, the storm dies quickly. Midmorning brings a bright blue sky and a landscape of eye-burning white-

ness. It is in this clear, icy winter that you detect movement to the west.

A plume of snow seems to rise from the surface of the glacier as a large object approaches. A great wing, or perhaps a sail, rises above the object, which is soon discernable as an iceboat similar to the one wrecked by the thanoi.

This is the flagship of Harald Haakan, leader of the Ice Folk. He and a picked crew are searching for the missing iceboat. If the heroes weathered the storm at the wreck, Harald sails directly up to them. If the party is out on the glacier, the iceboat makes a long, elegant curve before slowing to a stop about 180 feet from the characters.

Harald's crew consists of his twelve personal guards (see Monster Statistics Chart, under Ice Folk, Harald's Guards), the Revered Cleric of his tribe, and Harald himself. Harald and Raggart Knug are described in the NPC Capsules on page 100 and 101.

A crew of rugged warriors leaps from the deck of the ship, and advances rapidly through the snow. All of the dozen or so figures are clad in heavy furs, and each carries a glistening battle axe. The weapons look as if they are made of clear glass.

The entire crew of the ship, except Raggart Knug, moves toward the heroes. Their attitude is cautious, but they do not attack unless a PC makes the first hostile move. The Ice Folk pause when they are about 40 feet from the party and Harald Haakan moves several steps in front of his men.

This confrontation is governed by whether

or not the heroes are discovered at the wreck of the iceboat and whether or not the polar bear is with them. The bear's presence is mystical and significant to the Ice Folk, since it is their tribal symbol. Harald will ask the heroes how they come to have such a companion and will be impressed if told that the party saved the creature from minotaurs.

Chapter 3 Events

More important to Harald, however, is the wreck of the iceboat. If the characters are not camped at the boat, it will have been discovered several hours before the Ice Folk find the heroes. The killing of his warriors has inspired a burning rage in Harald, and he is eager to find the murderers.

The atmosphere at the initial meeting crackles with tension. Any foolish or aggressive action by the player characters sparks a battle in which Harald and his men fight to the death. If the white bear is present, you may have the Ice Folk overlook one minor affront by the heroes, but beyond this the hardy warriors will fight if provoked.

If combat does not break out immediately, and the characters have a chance to explain the circumstances of their discovery of the wrecked iceboat, Harald's attitude toward them softens somewhat, insofar as his rage is now directed at the thanoi.

If the above meeting proceeds smoothly, Harald will invite the heroes to return to his camp. If the heroes make no effort to befriend the Ice Folk, yet neither do they initiate combat, the barbarians warn of more savage weather brewing and again extend their invitation for the PCs to return to the camp. The

Chapter 3: The Ice Folk

Ice Folk should also mention that they may be able to add to the PCs' information about the glacier.

If the heroes still want to go off on their own, Harald will tell of Icemountain Bay as detailed in Event 14. The PCs now have to cross the glacier on foot until they reach Ice-wall Castle. Skip the rest of this chapter.

Event 13: The Ride

If the heroes agree to go with Harald and the Ice Folk, they climb aboard Harald's ship *Icedrake* and set sail for the camp.

The *Icedrake's* deck is much like that of any sea-going vessel: solid wooden planks underfoot, and a bewildering array of ropes, winches, and canvas overhead. The harsh voice of Harald Haakan calls orders to the men who rush about in purposeful chaos.

Suddenly, the canvas snaps taut in the gentle breeze, and the smooth wooden runners begin to hiss across the surface of the glacier. Almost imperceptibly at first, the heavy vessel reacts to the wind. Speed is gained quickly, and in minutes the ship is moving faster than a man can run. Now the bearded captain issues more orders, and the vessel begins a long, sweeping turn to the southeast, sending sprays of ice and snow curving through the air.

The ship steadies on course with the wind full in her sails. The hiss of the runners drops to a dull whisper as the iceboat seems to fly across the glacier.

Proceed to Encounter 14 to give your players descriptions of the camp of the Ice Folk.

Event 14: Evening

The Ice Folk offer the heroes their warmest hospitality, including free run of the camp and, when evening arrives, a delicious fish chowder. Afterward, Harald will invite the visitors into his tent for a few hours of talk. The chief is curious about the outside world, and only vaguely familiar with the menace of the Dragon Highlords. The reports he receives come from scouts sent to the northern frontier of the glacier, where they have talked to refugees and seen an occasional dragon.

You may role-play as much or as little of this conversation as you wish. Sooner or later, direct the evening's conversation to far-away places and read "Aaron's Advice." Allow the players to look at the map on page 12 as you (or Aaron's player if he is a PC) read the Advice. This map shows the western half of Ansalon, marked with arrows indicating the offensive drives of the Dragon Highlords and their allies. (The blue dragons in Tarsis do not belong to the red wing charged with conquering Tarsis, but instead are on a special mission under the command of the "Blue Dragonlady." If asked, tell your players that it is not known why this wing of blue dragons is in Tarsis.) Also shown are the defensive positions of the forces opposing the

Dragonarmies. If you have *Dragons of Mystery*, do not show the players the more extensive color version of this map: it contains information they should not know yet.

Aaron's Advice

The winter night seems distant, nearly forgotten, as comradeship and a glowing peat fire warm the heroes. This is indeed a foreign environment. The very strangeness of the land aids in making the night seem removed, no longer a threat.

Aaron Tallbow clears his throat and begins to speak, breaking the comfortable silence that had descended.

"All the lands of the north are hard pressed by the Dragonarmies. I fear that soon those rolling plains that for so long have known naught but freedom shall fall, and only one hope will be left for the peoples of Krynn.

"The island of Sancrist is said to lie far to the west of Solamnia, and is so shown on this map. I have heard stories, in Solamnia and Tarsis both, that tell of a High Council of sage and powerful men gathering on that mysterious isle—a council symbolized by a tall white stone. The stories say the council meets with the goal of ending the depredations of the Dragon Highlords and restoring peace to Krynn.

"Whatever the outcome of our quest to the Icewall, I believe that Sancrist should be our next destination. If we gain the Orb, the High Council may best know how to make use of it. If we do not gain the Orb, yet live to make our escape, extra swords in skilled hands will also be of some service in the war to save Krynn."

Harald's Advice

After Aaron's advice is read and the PCs have discussed it, Harald will offer the following information:

"Mayhap I can aid you in a search for this Sancrist isle, but you'll need luck and courage to follow this route. Let me look at your map....

"Here, in Icemountain Bay, there be a sight that has intrigued me for years. In the ice around the shore are dozens of ships, large and small, caught by the might of the Cataclysm before they could make open sea. As the land rose and the seas washed away, the ships were stranded on dry land and locked in ice as the glacier expanded.

"To be sure, many of them are smashed and worthless now; even more are so solidly cloaked in ice that it would take years to free them. The waters have come back some, though, and a few of these ships are in fair shape, not too far from the water's edge.

"What damage the hulls have suffered in 300 years of winter is unknown to me, for I have never climbed down the ice cliff from the glacier to the sea. If you care to climb, and if you're lucky enough to find a good

ship, and if you have something to make a sail, and if the gods smile on you—then maybe you could sail from Icemountain Bay to this Sancrist place."

Event 15: Words of War

Before the PCs can react to Harald's information:

The tent flap suddenly flies open and an exhausted, man covered with snow staggers in and falls to the ground. His beard is coated with ice, and the exposed skin on his face has whitened with frostbite.

Taking no note of the strangers, the newcomer begins speaking to Harald.

"My chief, great danger threatens our people. The wretched thanoi have joined forces with a savage race of monsters who wear the head of a bull upon the body of a man.

"These bull-men have the strength of three! My fellows were rended by the beasts as if for sport; I managed to elude the monsters and return here.

"An army has gathered less than two day's march west of here. At least 200 of the bull-men and perhaps 500 thanoi have mustered, along with dozens of their fearsome ice bears. Their intent can be nothing other than an attack on our camp!"

Other concerns are set aside in the face of this news, as Harald orders the watch doubled and preparations for defense begun. The heroes are shown to a hut, and may sleep if they wish. Otherwise, they may spend the night helping the Ice Folk dig several large pits in the snow just west of the camp. These are excavated to a depth of 20 feet. The bottoms are then covered with large, irregular chunks of ice and the pits covered over with skins and snow. Attackers falling into the pits will almost certainly suffer broken bones on the treacherous, rock-hard ice blocks. If you need to calculate damage suffered, a fall into the pit delivers 6d6 points of damage.

Event 16: Battle of the Ice Reaches

The sun climbs, pale and distant, into the blue morning sky. No breath of wind disturbs the chill, biting air; no wisp of cloud breaks the cold monotony of the sky.

From the west a low rumbling arises, gradually growing in volume. A dark line appears on the white horizon, and within minutes observers see a wall of monsters advancing on the camp. The battle of the Ice Reaches is about to begin.

The Attack

The monsters reported by the scout have gathered and moved more quickly than expected. They reach the western edge of the camp one hour after they are sighted by the lookouts.

The monsters' plan of attack is simple: The major assault wave consists of 200

Chapter 3: The Ice Folk

minotaurs, 500 thanoi, and 40 ice bears. The bears, in teams of two, are harnessed to huge sleds each carrying a dozen of the thanoi. This wave is headed for a frontal assault on the western perimeter of the camp.

This attack is supported by a flank attack through the snow sea south of the camp. Although most creatures become hopelessly trapped in the deep, soft snow, the ice bears are quite capable of dealing with the huge drifts. Eight ice bears, each with a thanoi rider, work their way through the snow and try to enter the harbor. Each rider carries several sealed pots of oil and a pouch of hot embers. They plan to burn the iceboats, cutting off the Ice Folk's retreat and ensuring their superior force a massacre.

Plan of Defense

Realizing the odds against his tribe, Harald pulls his line of defense back to the harbor wall. The air is perfectly still, thus escape via the boat is impossible. The Ice Folk have about 100 warriors. The women and children, and whatever valuables can be carried, are sheltered in the harbor on the immobile iceboats.

While these preparations are being made, the heroes may help out or observe as they wish. Whether or not they volunteer, Harald asks them to hold the southern end of the harbor wall while spreading his men along the rest of the wall.

Later, when the flank attack through the snow sea is discovered, the heroes are asked to intercept it.

Running the Battle

You do not have to run a battle for the 700 or 800 combatants. Instead, concentrate on the fight from the PCs' point of view, telling them what they see and running any individual fights the heroes become involved in.

If you have the BATTLESYSTEM™ Fantasy Combat Supplement you can actually run this large-scale battle. The statistics for all the monsters and humans involved are in the Monster Statistics Chart. Please note that only the twelve members of Harald's Guard are 12th-level fighters; the rest of the Ice Folk warriors are 4th-level fighters.

Certain things occur regardless of the PCs' actions. As the main assault wave enters the camp, 11 to 30% of each type of monster die in the pits. Roll 1d20 and add 10 to determine percentage losses here. The survivors press on, burning the camp and finally reaching the harbor wall. At about this time, the flanking attack through the snow sea is discovered, and Harald asks the heroes to intercept it.

The monsters reach the wall and overturn their sleds to make ramps. The Ice Folk warriors hold the wall for several turns as the flank attack breaks out of the snow sea and heads toward the boats.

If the heroes are in position to intercept this attack, run the combat. Remember that the thanoi on the ice bears are attempting to reach and burn the iceboats, not get bogged

down in a melee. If the heroes make no effort to halt the attack, it quickly breaks through the thin screen of warriors Harald assigned to the area. The iceboats are burned and the only survivors among the Ice Folk and the heroes are those who escape on foot.

If the heroes try to halt the flank attack, several things occur toward the end of the melee: First, the wall is breached by the arrival of the white dragon Sleet and her rider Feal-Thas. These two are detailed in the next chapter, and should not fight the heroes here! Instead, the dragon uses its breath weapon to clear warriors from a section of wall, allowing the monsters to gain the heights and immediately attack to both sides. After its breath weapon is exhausted, the dragon and its rider fall back and let the humanoid monsters carry the day.

The second occurrence at this time is the arrival of a slight breeze, gradually growing in strength. Harald's warriors are barely able to hold the monsters in a fighting retreat to the boats, the women having already hoisted the sails. With the camp overrun and nearly half of the men killed or captured, the Ice Folk and the heroes get away.

This ends the heroes' adventures with the Ice Folk. The day after the battle the iceboats stop at an old Ice Folk camp where Harald Haarkan and his people will settle for the winter. If the heroes aided in the fight against the monsters, Harald gives them an iceboat to help them reach Icewall Castle and eventually Ice Mountain Bay.

Proceed to Chapter 4.

Encounter Areas

Encounter 14 details the camp of the Ice Folk, both the overall layout seen as the heroes approach in the iceboat and the details of the camp as the heroes are shown around.

14. The Camp

The heroes, if they return to Harald's camp, are treated with hospitality by the folk of the Ice Reaches. Read the following passage as the iceboat arrives at the primitive settlement.

A long, curving wall blocks any further passage. Already, four iceboats are cradled in its shelter and the *Icedrake* makes a fifth. Ladders surmount the wall in several places.

When the heroes climb the wall and look beyond, show them the camp map and read this description.

A number of rough huts dot the stretch of snow and ice between a deep crevasse to the north and a rolling sea of soft snowdrifts to the south. These drifts have obviously been created by a large snowfence, made from the rib bones of gigantic creatures.

The buildings in the camp are covered with white skins, making them almost invisible against the snow. Small children, rotund collections of parkas and boots, stare curiously at the strangers, as their parents go about their business.

Several small firepits are scattered among the huts, with racks holding strips of meat and hides standing next to the smoldering coals. When dry, the meat is stored for later use and the hides are made into clothing and tent material.

The Ice Folk are nomadic, but often settle in one place for nearly a year, until the fish supply in nearby waterpools reaches dangerously low levels.

The camp is situated just south of a huge crevasse, 12 miles long and 400 feet wide. Six hundred feet below the surface of the glacier, the crevasse narrows to a dark crack that leads to a subglacial stream of icy water. The Ice Folk erected the primitive snowfence to the south of their camp, creating a sea of soft snow varying in depth from 10 to 20 feet.

To the east lies a gentle downslope of glare ice, nearly a mile long. With just the slightest breath of wind, an iceboat can work up enough speed over this smooth run to race out onto the glacier within a few minutes of leaving the harbor.

The camp is only vulnerable to attack from the east or west, and Harald has plans for both eventualities. Should an attack come from the east, his people will board their boats and sail directly at the attackers. Should the assault come from the west, the camp proper will be abandoned and the warriors will make a stand on the harbor wall.

Boatdock

A wall of packed ice surrounds three sides of this large enclosure. The fourth side is open to the glacier, the ice sloping downward in that direction. Four iceboats are already at rest here as the chieftain's vessel glides smoothly into a vacant berth

The wall is a windbreak for the iceboats when they are in the harbor. Without this shelter, the ships would be destroyed by the frequent storms that sweep the glacier.

The wall surrounding the harbor is 10 feet high and of equal thickness. Because the wall is too steep and slippery to climb, several ladders are placed on either side to allow travel between the camp and the iceboats.

Chieftent

This structure is nearly 100 feet long and 30 feet wide. The skins on the outside are the thickest, whitest furs of any in the camp; it is obviously a structure of some importance.

Harald Haarkan lives within this long house, but also holds tribe meetings and councils here. When the heroes enter read the following:

Chapter 3: The Ice Folk

A smoky haze fills the dark interior of the long tenthouse. Large curving supports hold up the walls and ceiling, much like the ribcage of a huge animal. In fact, you learn that the supports are the ribs of a gigantic sea creature that perished in the Cataclysm.

Four fires are placed at regular intervals down the center of the building, creating the haze in the interior. A large pile of peat fills one corner; this seems to be the material used to fuel the fires.

Despite the bitter temperatures on the outside, the chief's tent is almost uncomfortably warm.

Storage Huts

These structures look more squat and solid than the other buildings in the camp. Most of the outer surfaces of the two huts are packed solidly with ice, and no chimneys pierce the roofs. The doors are small and

Each hut contains large quantities of peat and frozen fish. Several large tubs made out of animal skins contain a slimy grease made from walrus blubber.

Family Huts

Bulky furs, buried under a thick layer of frost, cover each of these circular structures. A small chimney hole in the center of each hut's roof provides ventilation.

Each hut houses a family of Ice Folk, generally one or two grandparents, two or three adult married couples, and up to ten children. Needless to say, conditions are very crowded

and the huts are used for little besides sleeping and protection from the more savage blizzards.

The floor of each hut is thickly covered with furs, except for a firepit in the center. The slow-burning peat fire is kept constantly lit, so the huts are always quite warm inside.

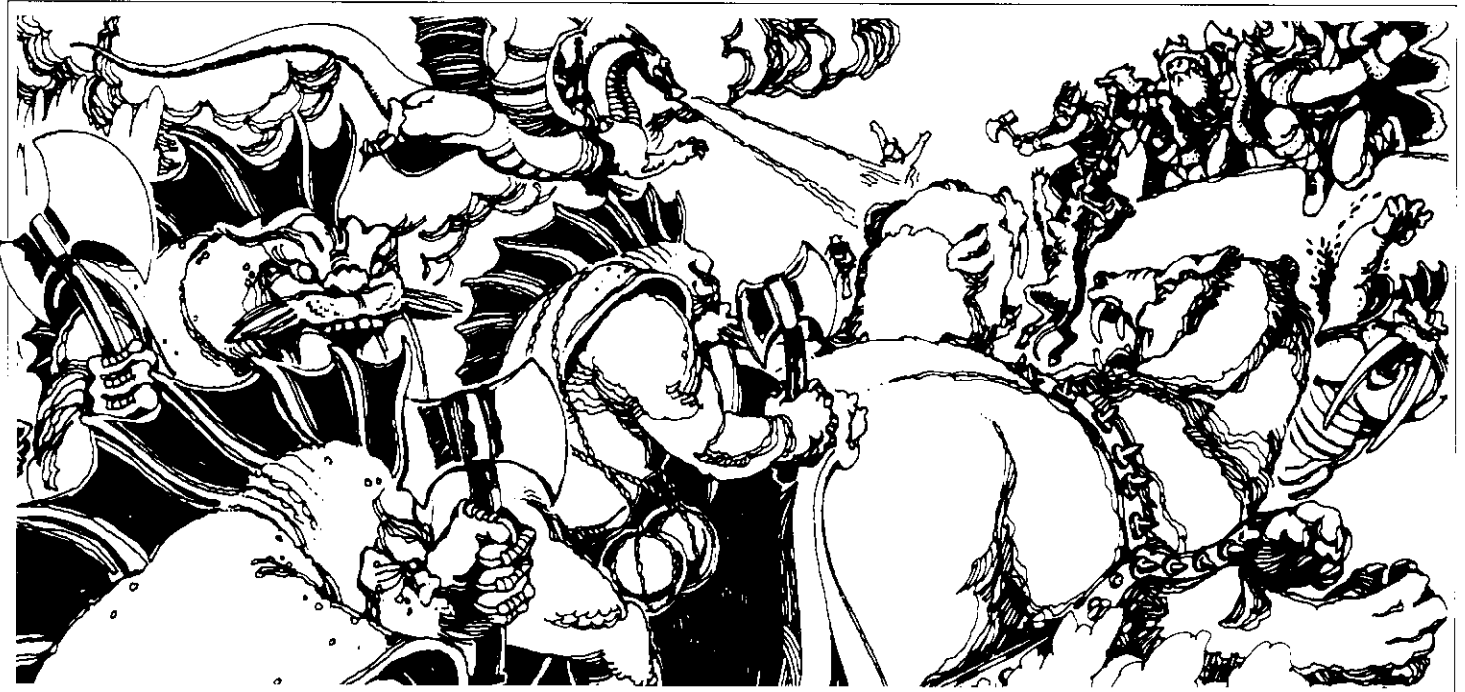
Cleric's Hut

A slightly larger version of a family hut, this hut is notable for its occupant: Raggart Knug. Here he lives alone with the tools of his trade. No firepit warms this hut, for the heat would interfere with the important work of crafting the Frostreavers. Three of these impressive weapons lean against a wall of the hut, while several slabs of crystalline ice lie awaiting the icesmith's hands.

The hut is very plainly furnished. No holy symbol, scrolls, or any other items indicate that the occupant is indeed the Revered Cleric of the Ice Folk.

Raggart's hut is the large one to the southeast of Harald's tent.

When you have finished the Encounters, return the heroes to Harald's tent and run through the Events starting with Event 14.



Chapter 4: Icewall Castle



Sitting astride the massif of the Icewall, Icewall Castle is ideally situated to command the southern portion of the glacier. At one time a normal stone castle, high up on a rocky promontory of an island in the seas south of Tarsis, the castle evolved into its present state following the Cataclysm and subsequent glaciation of the region.

The heroes must climb the Icewall to reach the castle. While engaged in this endeavor they have the only Events of this chapter: the climb itself and an avalanche that reveals a long-hidden tunnel. From then on, the characters' choices determine where they go and what they encounter. Maps of the Upper and Lower Reaches of the castle are on page 21. A detailed room key is located in the Encounter section of this chapter.

Regardless of whether the heroes are trudging across the ice on foot, or coasting on the deck of an iceboat, the appearance of the castle and wall is the same.

When the PCs are within four miles of the castle, read the following description:

A sheer cliff of unbearable whiteness rises cold and aloof from the flat of the glacier. The sides are icy and rugged, in most places standing straight and unclimbable. A few steep gullies and crevasses cut across the face, but all of these look like last resort routes.

As you move closer and the cliff becomes more clearly defined, a snowy knob can be seen jutting above the rim of the Icewall. Close scrutiny reveals the remains of a stone tower, bent perilously outward from the weight of many winters,

and the vague outline of an ancient parapet. Icewall Castle awaits.

Event 17: The Climb

The heroes must decide whether or not to rope themselves together for the climb, assuming they intend to visit the castle and continue their quest. Any falls that may occur will be much less dangerous if the characters are roped together.

The climb up the Icewall takes 12 hours if the characters are roped together, twice that long if unroped. Climbing must be done during daylight, but a night can be spent safely on the cliff if necessary, though little sleep is possible. Characters may anchor themselves to the cliff face so that they need not worry about falling off during the night.

When the heroes reach the base of the cliff, read this description:

Huge chunks of ice clutter the foot of the Icewall. In the last half hour, no fewer than four avalanches have broken free on different parts of the cliff, cascading downward with arctic fury.

Several routes offer possible climbing paths, but none of them looks easy or safe. Crouching overhead, strategically placed on its promontory, the castle menaces the whole region. Virtually every nook and cranny on the wall can be observed from the castle; you have the feeling that unseen sinister eyes watch your every move.

As soon as the climbers are 100 feet up the cliff, which must be climbed single file, the lead climber steps on a rotted piece of ice.

That character must make a Dexterity Check, failure meaning a slide of 80 feet and 2d6 damage. If the characters are roped together, however, and the first character falls, every other character on the rope makes a Dexterity Check with a +2 benefit to Dexterity. Any successful check arrests the fall; however, if everyone fails, the entire party falls and each character receives 2d6 points of damage.

Event 18: Avalanche!

Hours pass and the world shrinks to a narrow stretch of steep ice, leading always upward. Muscles tense and ache from fatigue, and hundreds of feet of ice must still be climbed before the top of the Icewall can be reached. All the while the castle waits, observing the efforts of a few antlike humans, and perhaps chuckling to itself.

Suddenly, a crack shatters the stillness of the glacier. With that split-second warning, a huge sheet of ice breaks free and those in the rear of the party feel the world drop away. A narrow ledge, moments ago buried in ice, appears several feet below the last climber.

The last three characters are atop the ice that breaks loose, and will slide down the cliff unless they are saved. Each of the three must make a Dexterity Check, a successful roll meaning that they slide down but land on the ledge and take no damage. If the party is roped together, everyone attempts a Dexterity Check at +2, with any successful Check saving the party from falling.

If all appropriate Dexterity Checks fail, all falling characters take 3d6 points of damage.

Chapter 4: Icewall Castle

and then make another Dexterity Check with a -2 modifier. This is repeated until the falling characters either die or successfully arrest their fall.

Encounters

15. The Secret Way

When the avalanche, and its effects on the heroes, is resolved, proceed to this description.

The narrow ledge revealed by the slide leads into a dark, previously concealed cave in the ice. The route up the cliff remains intact and is still climbable. As the flying snow and thunder of the avalanche subside, you notice that the ledge and cave are the only places where you are out of the castle's field of view.

If the party chooses to continue the climb they reach the top of the wall without incident and may easily walk to the castle. The icy steps leading up to the structure are the only way to pass from the wall to the castle, and an ambush is set up on this route. Proceed to the description of Icewall Castle's Upper Reach; the ambush scenario is at the beginning of this section.

If the heroes choose to journey through the cave, the watchers in the castle see nothing of them after the avalanche, and assume the entire party perished.

The cave winds around, varying in size from very narrow passages to huge caverns. This cave leads to Area 17 on the map of the castle's Upper Reach, a distance of about 500 feet from the cliff face, but first the party enters Area 16, approximately halfway through the cave.

16. Lancer

In Area 16 the characters make a startling discovery.

The chill blue walls of the narrow ice cave once again open out into a large chamber. This also has the bluish, clear walls and floor, but the wall to the left holds a darkness of some sort—a solidity that is different from the pure translucence of the ice. A reflection of the torchlight hints of gleaming gold buried in the ice.

If the heroes investigate, inform them that each light source they bring over to the clear wall sheds more light on the object inside. When all available light has been brought over to the wall, read this:

What at first appeared to be a pile of gold coins is now revealed as a coat of gleaming scales on a serpentine body of incredible size. Even though the leathery wings and sinuous tail are lost in gloom, the awesome form of a gold dragon is easily discernable.

This dragon has a rider, also frozen in

the ice, but it is not a Dragon Highlord! The heavy shield on the rider's left arm is emblazoned with the kingfisher sign, embellished with a sword, a crown, and a rose. Even now, this remains the insignia of the High Knights of Solamnia.

But something else overshadows even this discovery. Cradled in the rider's right arm, thrusting forward with slim, deadly precision, a silvery shaft extends several feet before ending in a splintered tip.

Here, frozen in the ice of a timeless glacier and hidden from the eyes of the world for untold hundreds of years, lies a clue to the secret of the ancient dragonwars: a warrior, riding a dragon of good, carrying a weapon that must be a Dragonlance!

If the heroes want to take the lance, they must chop the ice away from the frozen Knight. This will take six hours. The splintered haft of the lance is only 4 feet long and can be carried along easily.

17. Cave's End

Abruptly, the long tunnel ends in a deep chasm, disappearing into a bluish-black crack unimaginably deep. The ice of the tunnel still retains its blue color, except to your left where it is a light, almost whitish color.

The chasm is 100 feet across and drops straight down for 400 feet. The characters can neither cross it nor climb down it.

Any character smashing on the lighter portion of the ice will break through into Area 18 on the same roll needed to open a door. If none of the PCs breaks through, they may chop through the ice in 10 minutes.

Icewall Castle—Upper Reach

The castle is divided into two sections: the Upper Reach, including the old courtyard and some of the ancient buildings of the original castle, and the Lower Reach, a network of tunnels in the ice beneath the original castle.

If the heroes take the tunnel revealed by the landslide (containing Areas 16 and 17), they enter the castle in Area 18. Otherwise, they must climb the stairway leading to Area 19, since the slopes around the castle are too steep and slippery for even a thief to climb.

Areas around the edge of the map are completely buried in snow. Great amounts of digging reveal a hard stone floor, but nothing else.

Ambush

This occurs only if the heroes ascend the icy stairs, since the entire route up the cliff is easily visible to the monsters in the castle. If the stairs are climbed, the ambush is sprung by five minotaurs north of the stairway, seven thanoi to the south, and three ice bears blocking the very top of the stairs.

The humanoid monsters hurl chunks of ice at the characters on the exposed stairway, doing 1d6 points of damage per hit, while the bears attempt to prevent the heroes from getting off the stairs.

18. Storeroom

Describe the dimensions of this room to your players, then read them the following description:

This large room has been formed out of roughly hewn stone blocks. A huge pile of peat takes up the entire northeast corner, reaching a height of 10 feet. An assortment of large barrels stands in neat rows against the southern portion of the west wall, while a variety of tools and weapons rests in haphazard disorder on several racks attached to the north wall.

The barrels contain wine plundered from the vineyards of Abanasinia. Rope, shovels, carpentry tools, blacksmith tools, five longswords, seven battleaxes, and 24 spears are on the racks.

If the PCs enter this room from Area 19, they see a lighter patch on the south wall. If they break through this they will be in the tunnel leading to Area 16 and thus can find the Dragonlance.

19. Courtyard

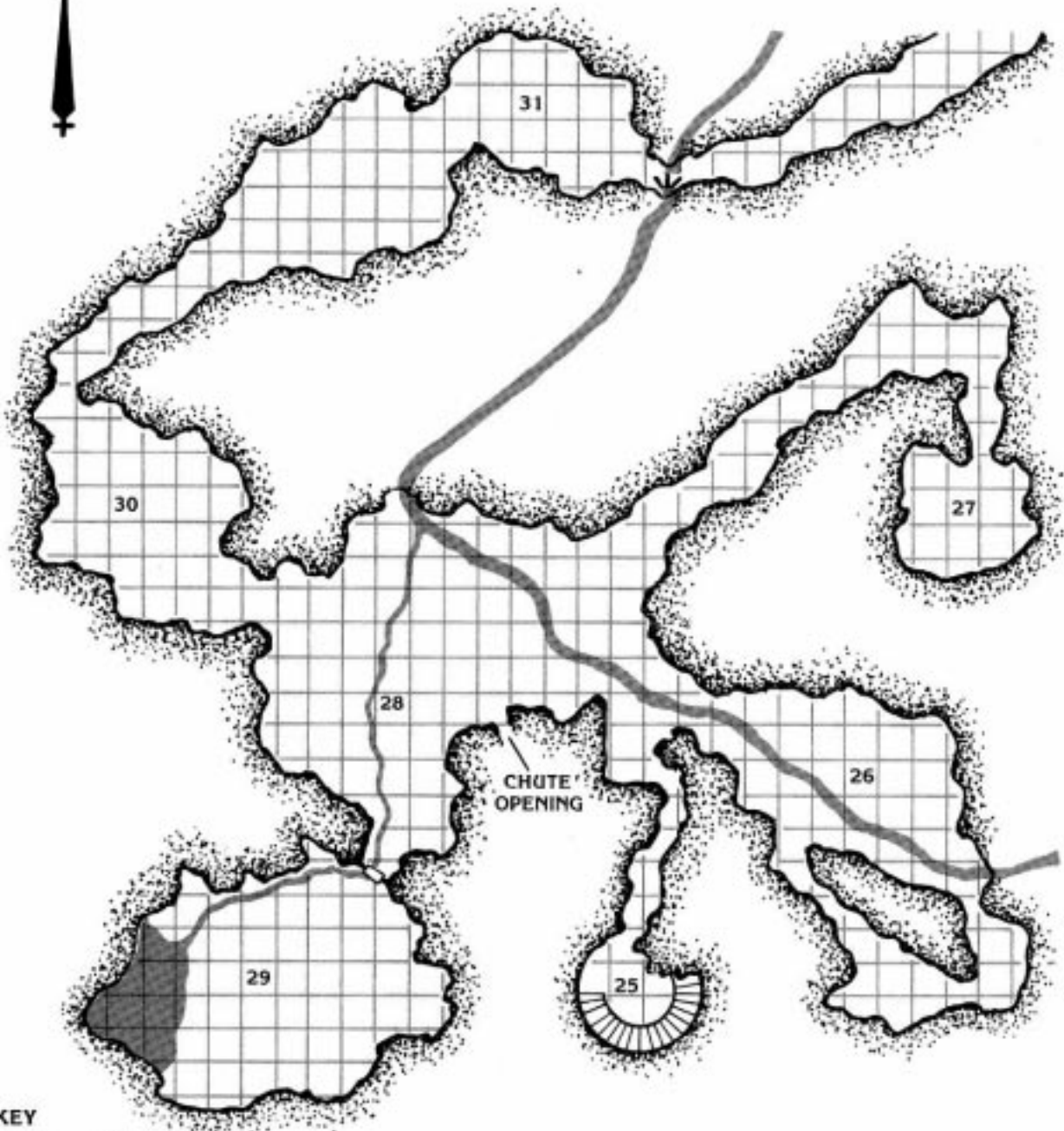
In a more pleasant, summery clime, this courtyard would be a delightful place. A tall fountain spouts clear water—an oddity in this frozen place—and doors to several castle buildings open into this area. Lying on the ground next to the fountain are three massive ice bears apparently acting as gas watchdogs for the thanoi. Also visible are a pair of walrus-men, approaching the fountain from the north end of the courtyard.

The fountain is magical, which is why it hasn't frozen. A character taking a drink from the fountain heals 3d6 points of damage once per day. The water loses this property once it is removed from the fountain basin.

The two streams that flow from the fountain are shallow but swift. Characters attempting to wade a stream unroped must make a Dexterity Check halfway across. Failure means that the character slips on the icy bottom and is carried 100 feet downstream. Another check is then made, failure indicating that the PC tumbles 100 feet farther. Repeat this process until the character makes a successful check, thereby escaping the stream, or is washed into the downspout leading to Area 29 in the Lower Reach.

If the thanoi and ice bears discover the heroes, they raise a cry and prepare for combat in the vicinity of the fountain. Let the PCs see one of the thanoi drink from the fountain before battle is joined. If the PCs don't advance to attack, the bears come after them while the walrus-men wait for reinforcements.

icewall castle — lower reach



KEY

	WATERFALL		THIN ICE PATCH
	DOOR		TRAP DOOR
	SECRET DOOR		WATER
	BARRED DOOR		RUBBLE
	SMASHED DOOR		PEAT
	STAIRS		FIREPLACE

Chapter 4: Icewall Castle

After three rounds, five thanoi from Area 22 arrive, followed in three more rounds by five minotaurs. If the PCs still haven't moved to attack, the monsters now close in.

20. Ruined Buildings

Although the crude stone walls are still intact, the ceilings and doors here have caved in. Broken stone blocks lie among snowdrifts and a few splintered remains show where furniture might have stood in some forgotten era. Nothing lives here.

21. Doghouse

The doors to this area are heavy and latched. They seem to have been rebuilt from ruined materials.

Within this room are five winter wolves, used by the minotaurs as guard dogs before the arrival of the thanoi and their ice bears. The wolves attack any human or demi-human characters, except Feal-Thas.

22. Monster Lair

This entire region of the castle is buried beneath a huge snowdrift, long since frozen solid. Two tunnels have been excavated, leading to a pair of caverns that serve as living quarters for the thanoi (22A) and the minotaurs (22B).

A few bits of leather and some dirty furs are the only features of these caves, the monsters quartered here having been encountered either at the fountain or in the ambush on the stairway.

23. Chamber of the Dragon Highlord

The door to this room is tightly locked. If an unsuccessful attempt to pick the lock is made, or if the door is smashed open, the large trap door shown on the map drops open, and all characters standing on it must make a Dexterity Check or slide down a chute of ice (taking 2d6 points of damage in the process) into Area 28 in the Lower Reach. If the door is opened, read this:

A fire blazes within a huge stone fireplace on the far side of the room. Thick furs cover the walls and floor and blanket a large bed that rests in one corner. A candelabrum with several dozen flickering candles stands on a table near the center of the room, and another door leads through the wall on the right.

Next to the table stands a massive trunk with its top slightly ajar. A large lock lies open on the floor beside the trunk.

This is the bedroom of Feal-Thas, Dragon Highlord of the White Wing. With the invasion of his castle, the villain has carried all of his valuables into the library next door, where he has hidden them in a secret room. He awaits the heroes in the library.

24. Library

This room is illuminated by a low fire burning within a massive stone hearth. Several tables of highly polished wood and equally fancy chairs lend an atmosphere of high-class comfort to the room.

Rich woven rugs blanket the floor and a number of shelves line the walls. These contain many leather-bound tomes of apparently great age.

Refer to Feal-Thas' NPC Capsule on page 100 before running this Encounter. Feal-Thas drank a potion of *invisibility* and stands unnoticed in the center of the room. Unless the heroes have some means of detecting him, Feal-Thas gets the first attack with surprise. He will cast whichever of his spells seems likely to be most effective in this situation. He fights with his sword, but will attempt to break off combat to cast a spell whenever he can.

If the characters discover the secret door, they will find a small room containing a desk and writing table. The desk has four drawers. Three of these are unlocked and contain only writing materials. The fourth drawer, which must be picked or forced open, contains a scroll with three spells: *polymorph other*, *fly*, and *haste*.

On the table is a journal written in the elven tongue of Silvanesti. Elven or thief PCs can discern the following phrases from the partially damaged pages:

The enemies of the Highlords are rumored to gather at Sancrist Isle. . .

"The secret of the Dragonlances is (illegible passage) Foghaven. Is there. . . place, or . . . legend?"

"Must gain the . . . of the lance before the . . . Solamnia!"

"Orb safe . . . Lower Reaches . . ."

25. Tower

The spiral stairway becomes more and more difficult to follow, as ice and snow obscure the steps. After descending about 40 feet, large blocks of ice make further progress impossible, but at this point a narrow tunnel leads from an opening in the tower wall into a chill mass of blue ice.

If the heroes climb up the tower from the Upper Reach, they are able to ascend about 40 feet before finding the structure choked with ice, snow, and the collapsed stone of the tower.

Icewall Castle—Lower Reaches

The tunnels on this level are made entirely of ice, and have slick walls and floors. Any character hit during combat must make a Dexterity Check or fall, requiring one round to get up.

The streams that rush across the floor are shallow but forceful. Characters may rope up and cross the streams safely, or they can risk wading across without taking precautions. An unroped character must make a Dexterity Check when crossing. If unsuccessful, he is washed downstream and may make one more Dexterity Check before being carried through a water tunnel and deposited in the dragon's lair (Area 31).

26. Glacial Spring

From a crack in the western wall of this chamber a stream of water issues forth at high pressure. Clear and very cold, this water rushes along a trough it has worn in the floor.

27. Eggroom

Twisting sharply, the corridor narrows to 6 or 8 feet wide before turning one more corner, and leading to a dead end cavern.

Definitely not dead, however, are the three white dragons slithering forward off a pile of round leathery objects. Hissing a reptilian warning, the two serpents in the lead open their mouths wide and advance aggressively.

Fortunately for the heroes, these are only juvenile dragons, offspring of the mighty Sleet. They attack, trying to drive the heroes away from the precious eggs. They will not pursue past the stream at the entrance to the tunnel that leads to their cavern.

There are 37 white dragon eggs in the room, all approximately six months from hatching.

28. Icicle Row

The roof of the cavern drops low over the stream here, and the splashing water has created a series of icy stalactites hanging from the ceiling like the jagged fangs of the hugest of dragons.

The stream issues from the magical fountain in the Upper Reach. Consequently, these icicles have unique properties. Although the magical water does not freeze when pure, as it mixes with the glacier ice, it creates icicles of surpassing hardness.

There are 12 icicles hanging here. Each, if broken off, will serve as a *javelin +2*. The icicles and the water radiate magic, if a *detect magic* spell is cast.

29. Remorhaz Room

This room is actually a cage for the savage monster that is kept here for prisoner disposal. The door is of heavy wood, solidly reinforced with iron bands and barred on the outside.

Characters entering this room via the stream from the Upper Reach emerge from the ceiling of the room and fall 20 feet into a pool of water 3 feet deep. Such a character is

Chapter 4: Icewall Castle

able to fight the round after entering the room, but the monster automatically has initiative that round.

This high-ceilinged chamber is dominated by a spray of water showering from a hole overhead into a clear pool at the west end of the room. A stream follows the wall of the room to exit through a grate next to the door.

The most important feature of the room, however, is flapping two small wings and raising the front of its body high into the air. Two many-faceted eyes stare with complete lack of compassion as the hideous creature lashes forward to strike!

This monster has no treasure, and fights to the death.

30. Sleet's Pantry

The walls of this cavern are lined with people who would appear to be sleeping if it weren't for the frigid whiteness of their skin and the touch of frost that coats them. Warriors dressed in heavy furs and refugees from the Tarsian plain all lie together here in frozen death.

These are the unfortunate victims of the white dragon Sleet, brought here and stored for future hungry moments. The heroes recognize some of the warriors of the Ice Folk. These are the men who perished on

the harbor wall during the battle.

31. Sleet's Lair

Waiting in the shadows of her lair is the sinuous form of a huge white dragon. Wings tucked back and neck arched, the monster hisses a challenge from atop an imposing pile of gold jewels and strange glowing devices. On the near side of the pile, directly beneath Sleet, is a clear crystal Orb. Behind Sleet, at the far end of the cave, a waterfall cascades out of a crack in the wall.

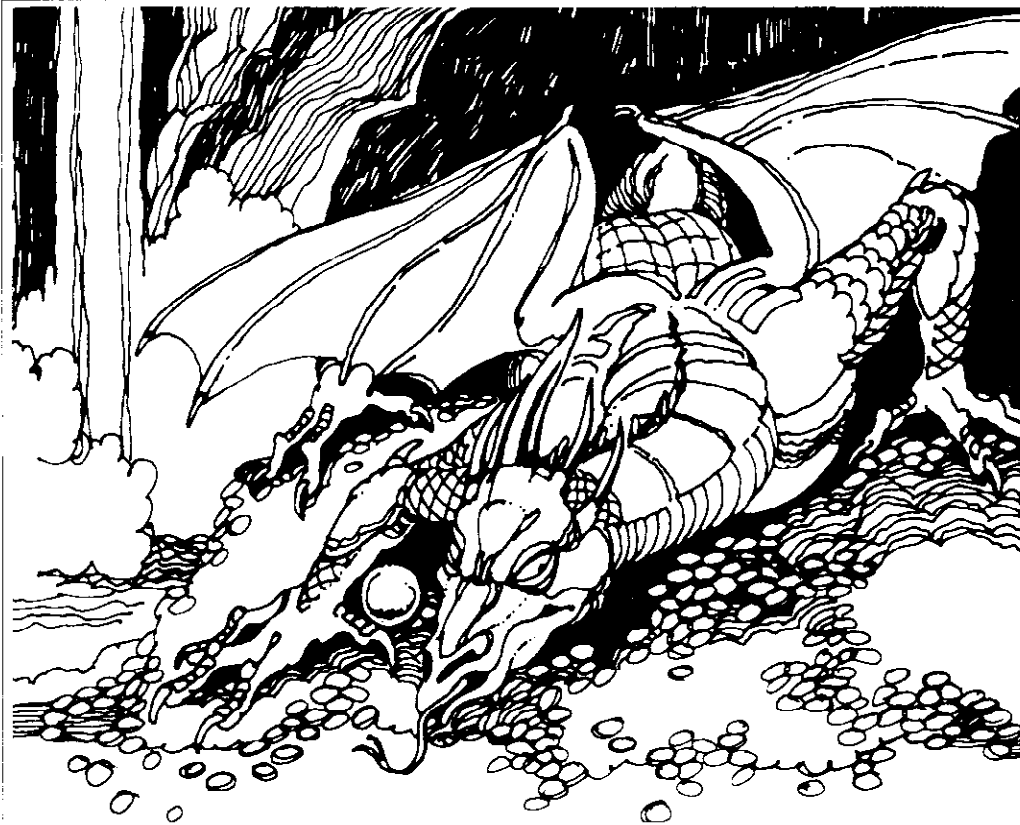
Refer to Sleet's NPC Capsule on page 101 before beginning this Encounter. Remember that Sleet will only use two of her breath weapons, saving the last to make good her escape. The *Orb* is described on page 104 but will not affect this Encounter.

If Sleet manages to escape, she has one more nasty surprise planned for the PCs. As the party leaves the Icewall and starts its trek to Icemountain Bay, the dragon will attack, accompanied by a dozen minotaurs on an iceboat stolen from Harald's camp weeks earlier.

Whether the heroes are in a boat or on foot, Sleet swoops out of the sky while the minotaurs' iceboat closes in at high speed. This time, she fights to the death, as do the minotaurs (see the Epilogue for an "obscure death" scenario for Sleet).

This attack occurs the day after the battle

in her lair, so Sleet has all three of her breath weapon attacks available. Remember to keep track of wounds she suffered in her lair, however, since she has no way of healing these before the final battle with the PCs.



Chapter 5: Icemountain Bay



This chapter points the heroes in the direction of future adventures, and thus is meant to tie up loose ends while moving the heroes toward their next goal. No combat Encounters are included in this chapter. If your style of play calls for a few battles on a journey such as the one from Icewall Castle to Icemountain Bay, feel free to insert as many Random Encounters as you wish (see the Random Encounter Chart on page 14). Otherwise, you may simply let the characters journey across the glacier to the Great Bay with little lost time.

In either case, run the Events as usual. If the heroes do not travel in the direction intended, and you cannot subtly direct them onto the right path, let them wander where they will. By this time, however, all the lands north of the glacier have been completely subjugated by the Dragonarmies. If the PCs leave the glacier, they encounter increasingly greater numbers of draconians (and eventually the White Stag) as detailed in the Encounter section of Chapter 2.

Event 19: Westward!

The whiteness of the glacier seems less harsh somehow than it did a few days ago. The sun shines brightly, warming bodies and hearts. The miles pass unnoticed. A gentle breeze caresses faces with tantalizing hints of salt water. After several days, occasional gulls can be seen wheeling over the glacier.

Event 20: The Bay

If the heroes move steadily westward, the following Event occurs five days after they leave Icewall Castle.

Seabirds have been constant traveling companions for the past day, and the breezes from the west are growing warmer and more salty. At last your goal is reached!

From atop a high cliff of ice you see the vast expanse of Icemountain Bay stretching in shimmering glory to the western horizon. Gleaming monoliths of ice rise from the water in many places, offspring of the massive glacier.

In no fewer than 10 places, the ice-bound hulls of ships can be seen, grasped firmly in the grip of the ice. Three of the vessels have no masts, and several more have been crushed and twisted by the inexorable pressure of the glacier. The ship farthest from land, however, seems reasonably intact, at least from this vantage point. Barely a hundred yards of ice separate the ship from open water, and the mast still juts proudly from a solid-looking deck.

If the heroes search further, they will find dozens of similar cases-ships cast ashore by the Cataclysm and, as the water crept back, locked solidly in unrelenting ice. None of these is in any better shape than the ship in the above description, however.

Event 21: Escape from the Ice

The cliff is 300 feet tall, with a sheer, icy surface. Characters who attempt to climb down unaided will certainly fall. If no easy means of descent is available (rope or spells, for example), the heroes may work their way down, at the rate of 100 feet per day, by hacking steps into the ice.

The ship is 90 feet long and 30 feet wide amidships. A small cabin rests on her single deck. Two hatches, one each fore and aft, provide access to the long hold that runs the length of the ship. On the bow, faded but still visible, the characters can read the name *Windrider*.

The hull of the ship is remarkably well-preserved, but the sails have rotted. The iceboat sail will work perfectly. If the characters do not think of the iceboat sail, they may piece the rotted canvas together, but such a patchwork sail will be unreliable and need constant repair.

While some of the PCs are chopping a path from the ship to open water (a task that will require 2-12 days to complete), others can seal the ship's hull with pitch from the hold and assemble the sail and rigging.

Epilogue



The wind picks up as the glacier slowly drops astern; the *Windrider* seems to surge forward eagerly, parting the waves with great sprays of foam. The salt air is warm and tangy, and the western sea holds the promise of hope for the future. Perhaps on Sancrist, the mystical isle of the Council of the White Stone, some good tidings can be found of the battle against the dragon-hordes.

For now, it is enough to set the sail taut to catch the wind and ride the waves toward an uncertain fate.

If you want to create random encounters for the heroes on their journey, refer to the shallow and deep water encounter tables in the *DUNGEON MASTER™ Guide*, page 180. Substitute Koalinth (aquatic hobgoblins) encounters for Sahuagin, since the latter are not found on Krynn.

In the next chapter, the heroes' ship *Windrider* ends up foundering in Thunder Bay, the notch in the south shore of Southern Ergoth, immediately north of Enstar Island. There are several ways this can happen.

In the *DRAGONLANCE®* books, the *Windrider* is attacked at sea by white dragons and frozen into a great slab of ice. Borne by the tides, the ice floe melts as it drifts into Thunder Bay. As the ice melts, the ship (whose hull was crushed when the water froze around it) begins to leak. The PCs will try to save their belongings (and their lives) as the ship sinks in the waters of Thunder Bay.

You could also employ the "obscure death" possibility in Sleet's battle with the PCs outside of Icewall Castle. Sleet could fly

away when she has 10 or so hit points left and then hunt the PCs days later. She could breathe on the water around the ship (to prevent the ship from sinking and thus saving the *Orb* for her to retrieve) and attack the PCs. Even if Sleet is dead, there are other white dragons assigned to this region of Krynn. They might stumble upon the party.

Storms could also swamp the *Windrider* once she enters Thunder Bay. The PCs sink the ship because of their near-complete lack of sailing experience.

The characters who were left at the Inn (no, they didn't die in the destruction of the Inn!) will return in DL10, "Dragons of Dreams." That adventure and several subsequent ones detail the journey of the rest of the PCs, now known as the Heroes of Legend, to the ancient elvenhome of the Silvanesti, drawn by reports of another Dragon Orb and the knowledge and armed might of that birthplace of the elven race.

Canticle of the Dragon

Out of the darkness of dragons,
out of our cries for light
in the blank face of the black moon soaring,
a banked light flared in Solamnia,
a knight of truth and of power,
who called down the gods themselves
and forged the mighty Dragonlance,
piercing the soul
of dragonkind, driving the shade of their wings
from the brightening shores of Krynn.

Paladine, the Great God of Good
shone at the side of Huma,
strengthening the lance of his strong right arm,
and Huma, ablaze in a thousand moons,
banished the Queen of Darkness,
banished the swarm of her shrieking hosts
back to the senseless kingdom of death,
where their curses
swooped upon nothing and nothing
deep below the brightening land.

Thus ended in thunder the Age of Dreams
and began the Age of Might.
When Istar, kingdom of light and truth,
arose in the east,
where minarets of white and gold
spired to the sun and to the sun's glory,
announcing the passing of evil,
and Istar, who mothered and cradled
the long summers of good,
shone like a meteor
in the white skies of the just.

Yet in the fullness of sunlight
the Kingpriest of Istar saw shadows:
At night he saw the trees as
things with daggers, the streams
blackened and thickened under the silent moon
He searched books for the paths of Huma
for scrolls, signs, and spells
so that he, too, might summon the gods,
might find their aid in his holy aims,
might purge the world of sin.

Then came the time of dark and death
as the gods turned from the world.
A mountain of fire crashed like
a comet through Istar,
the city split like a skull in the flames,
mountains burst from once-fertile valleys,
seas poured into the graves of mountains,
deserts sighed on abandoned floors of the sea
the highways of Krynn erupted
and became the paths of the dead.

Thus began the Age of Despair.
The roads were tangled.
The winds and the sandstorms dwelt in
the husks of cities,
The plains and mountains became our home.
As the old gods lost their power,
we called to the blank sky
into the cold, dividing gray to
the ears of new gods.
The sky is calm, silent, unmoving.
We had yet to hear their answer.

Then to the east, to the Sunken City
scarred in its loss of blue light,
came the Heroes, the Innfellows,
heirs to the burdens,
out of their tunnels and their arching forests,
out of the lowness of plains, the lowness
of huts in the valleys,
stunned farms under the warlords and darkness.
They came serving the light,
the covered flames of healing and grace.

From there, pursued by the armies,
the cold and glittering legions, they came
bearing the staff to the arms of the shattered city,
where below the weeds and the birdcall,
below the vallenwood, below forever,
below the riding darkness itself,
a hole in the darkness called to
the source of the light,
drawing all light to the core of light,
to the first fullness of its godly dazzle.



The Elves of Krynn



Being a discourse on the nature of the main branches of the elven race on the world of Krynn

It is said that after the All-Saint's War the gods of Krynn peopled the world with the races of elves, of men, and of ogres. The elves were favored by the gods of good, and were granted a long span of life and great powers. They also are called Shapers of the World.

The elven races are collectively called Colinesti, "people of the morning," in the ancient texts, a name hardly used in modern Ansalon. The races are known by their subracial names: the ancient Silvanesti, the upstart Qualinesti, the wild Kagonesti, and the ocean-living Dimernesti and Dargonesti.

The eldest of the established sub-races is the Silvanesti. Theirs was the first civilization to appear from the Age of Dreams. They take their name from their first leader, Silvanos, and are also called "High Elves."

Silvanos joined the early elven clans to meet the threat of raiding dragons. From this council of war came the nation of Silvanesti, as the various elven tribes swore allegiance to Silvanos.

The Silvanesti race has endured for over 3,000 years, through the wars with dragonkind as well as the Kinslayer Wars against the race of men. In time, the people of Silvanos have become more set in their ways, rooted in the values of the past.

The Silvanesti are a fair-skinned race with eyes of blue or brown and hair ranging from light brown to blonde-white. Hazel eyes are a symbol of the line of Silvanos. The Silvanesti prefer loose garments, flowing robes, and capes.

In attitude the Silvanesti differ greatly from their brethren. Long years within a safe, settled empire have stratified the various crafts and tasks into a rigid system of castes, or Houses. At the top of the system is House Royal, the descendants of Silvanos who rule the land. Beneath them is House Cleric, once a religious order, but now mainly concerned with the keeping of records and lore.

Beneath these two Houses are those of the craftsmen and guilds: House Mystic, House Gardener, and House Mason, to name three. House Protector (the Wildrunners) serves as the army of the Silvanesti. Years of continual peace have stratified the guilds into rigid institutions. No one marries outside the guild without permission, and permission is rarely granted.

The lowest guild is House Servitor, which includes apprentices, foreign traders, indentured servants, and slaves. (The Silvanesti enslave races that lose wars with them.)

The Silvanesti survived the Cataclysm and bolted their doors against the outside world. A hundred years later, a disaster turned Silvanost into a haunted wasteland. The Silvanesti fled west through the Plains of Dust, crossed the straits to Southern Ergoth and settled on the western shores of Harkun Bay. There they founded Silvamori, the Hidden Realm.

In their flight, the Silvanesti elves passed south of the lands of their cousins, the Qualinesti. The Qualinesti, or "Western Elves," are elves originally from the western edges of Silvanesti.

Unlike the rest of the nation, the western borders of Silvanesti were under assault from outside forces. It was here that the major battles of the ancient Dragon Wars were fought, and the people of western Silvanesti excelled in battle. Many were members of the Wildrunners, as well as other castes, and cross-class war training prevented the stratification that became part of Silvanesti life.

Relations between the western provinces and the central Houses deteriorated until, with the issuing of the Swordsheath Scroll, the western elves were granted independence. The Qualinesti founded their own realm hundreds of miles to the west of ancient Silvanesti. Upon their leaving, the Gardeners of Silvanesti formed the Hedge, a region of dense underbrush, to slow western invaders.

The Qualinesti are slightly smaller and darker than the Silvanesti. Their hair is honey-brown to blond, and their eyes are blue or brown. They prefer woven slacks and jerkins for men, long dresses for women.

The Qualinesti are more friendly than the Silvanesti. They have traded more openly with other races and built Pax Tharkas with the dwarves of Thorbardin.

The Qualinesti have recently fled across the Straits of Algoni to southern Ergoth and founded the city of Qualimori on the eastern shores of Harkun Bay.

Both Qualinesti and Silvanesti have encountered a third elven race on Ergoth, the Kagonesti. These elves are descendants of the protectors and adventurers who left Silvanost and Qualinost ages ago to live in harmony with the wild, along with tribes that never joined Silvanos. They do not build of stone like their cousins, nor do they use cold iron or steel.

The Kagonesti are very tan, and draw designs on their faces and exposed flesh in clay and other pigments. Their hair is dark, ranging from black to light brown, with a rare throwback to the silvery white of their ancestors. Their eyes are hazel. They are more muscular than either of their civilized cousins.

The wild nature of the Kagonesti and their unorthodox customs (they send their dead down the river to the sea rather than build tombs of stone) have led other elven races to regard them as lesser beings. The Silvanesti declared them of House Servitor and enslaved them to build Silvamori. The Qualinesti have indentured them as well, thinking that the Kagonesti are some part-elven lesser race.

Two other elven races exist, though not on Ansalon proper. The Dimernesti and Dargonesti are races of sea-elves, groups that separated radically from the elven land races in the Age of Dreams. The Dimernesti are called

"shoal elves," and inhabit the shallows of many of the coastlines. They are rare, as the Cataclysm destroyed many of their citadels and homes. They breathe both air and water, and have light bluish skin and webbed fingers. They wear their silver hair long, braided with shells.

The Dargonesti, or "deep elves," are the tallest elven race, a slender people with out-sized eyes, extended fingers, and deep blue skin. They formed a partnership with the Silvanesti, allowing elven mariners to explore distant lands. Quarrels with the stiff-necked Silvanesti led to a break-off of all communications with the land elves, and the House Mariner is a lost guild among the Silvanesti.

There are also two "untrue elves." These are the half-elven, product of elf and man, and the dark elven, a throwback to days before the Age of Dreams. Both are regarded by true elves as lesser races, but both have elven blood. The Silvanesti banish untrue elves into the outside world, while the Qualinesti tolerate them, although not always on the best of terms. Both of these untrue elven races are relatively short-lived.



The Dragon Dargent



Being a discourse on the mystery of the silver dragon Dargent's identity.

In the second DRAGONLANCE® novel, *Dragons of Winter Night*, a *polymorphed* silver dragon betrays her mysterious Oath and leads the heroes to the fabled Dragonlances. While the same event is central here also, players who have read the book would have an unfair advantage if they knew the silver dragon's identity.

Thus, in this adventure, a number of characters could be the dragon Dargent in *polymorphed* form. Dargent has, as a silver dragon, the ability to change into human or animal form. In addition, as a spellcaster, Dargent has the ability to use the *magic jar* spell.

Before play begins, either choose one of the characters below or roll randomly for Dargent's identity.

- 1 The Kagonesti woman Silvart
- 2 The weaponsmith Theros Ironfeld
- 3 The mercenary Vanderjack
- 4 The Qualinesti leader Porthios
- 5 The gnome Theodenes
- 6 The cooshee Dargo
- 7 The sabre-tooth tiger kitten Star
- 8 The muddled mage Fizban
- 9-10 A player character

Silvart, called Silvara among her people, is a Kagonesti wildspeaker-renowned for her knowledge of plant and animal lore. She is a very beautiful elf with long, silver hair. Silvart can use wild plants to *cure light wounds*, *cure disease*, and *cure serious wounds* once per day. She has infiltrated the Silvanesti camp as a common servant to spy on the major Houses. She is attracted to Gilthanas and will help engineer the PCs' escape from the elven camps.

Theros Ironfeld, briefly introduced in *Classics Volume 1*, fled west into exile with the Qualinesti. He now serves against his better judgment as Master of House Iron for the Qualimori encampment, preparing weapons for a war of elf against elf. He is opposed to the senseless slaughter and is looking for a way to forge peace between the elven tribes. To that end, the silver-armed smith has often traveled into Kagonesti lands, on the excuse of prospecting for new sources of iron. In reality he is dealing with the Kagonesti.

If Theros is possessed by Dargent, he stumbled upon the cavern of the silver dragon of Foghaven. There he was *magic jarred* by the dragon, his soul held prisoner in a large ruby ring that he now wears on his left (natural) hand. Theros/Dargent returned to the Qualinesti, and is hoping to reveal the secret of the Dragonlances to a group of adventurers.

If Theros is possessed by Dargent, he appears to be his usual blunt, gruff self. He has short answers about his silver arm (others could tell the tale of how he gained it), and is similarly vague about his previous

encounters with the party. He does not remember them from before, and is only interested in maneuvering them to Huma's Tomb.

Vanderjack is a sellsword who has served in both western armies and draconian forces, always working for the highest bidder. He would sell his old grandmother if the price was right. His checkered career in Solamnia resulted in neither side trusting him, forcing him to move to Ergoth to find work.

If this option is taken, Vanderjack stumbled onto the Foghaven Vale and was *magic jarred* (he wears the ruby ring on his right hand). He meets the party in Event 29, when he deserts his present traveling companions and teams up with the party. He says he is looking for the Tomb of Huma, a rich trove of treasure.

Porthios, the eldest son of the Speaker of the Suns, is the elder brother of both Gilthanas and Laurana. He is stiff-necked and very proud.

In this option, Porthios is possessed much like Theros (he has the red ring on a chain around his neck). He came upon the silver dragon while on a hunting trip in the Kagonesti lands.

If Porthios is so possessed, he aids the party in their escape (Event 27), and accompanies them on their journey. He is a little vague regarding past events with the party, and characteristically cool toward his brother and sister.

Theodenes is first encountered in Foghaven. The little gnome's statistics are described there. Theodenes robbed Thunderbane the hill giant, and the giant is hunting him.

Dargo, a cooshee, is Silvart's dog and accompanies the party in its travels north. Dargo proves very intelligent, capable of finding the best paths toward Foghaven. It answers to *speak with animals*, but otherwise acts like a highly intelligent animal.

Star is a sabre-tooth tiger kitten that the party encounters with Theodenes. Like Dargo, Star appears to be a very intelligent animal. She responds to *speak with animals* and, if she is Dargent, attempts to direct the party to the area holding the Dragonlances. Star/Dargent maintains a kittenish attitude, and attaches herself to a party member at random.

Fizban, if chosen as the silver dragon's disguise, is encountered in Event N3 on page 45 and acts his typical befuddled self. He informs the party that what they are after is at the top of the Stone Dragon.

The *polymorphed* dragon is not the real Fizban, only a copy. The real Fizban is in Foghaven.

Player Character is the most difficult option available. Silvart, a servant of the silver dragon Dargent, carries the red ring with a *magic jar* on it. Each night she is with the party (including the first), have one player at random save versus spells. If he makes the save, hand him Dream Card #1. If he fails, hand him Dream Card #2, and ask him to play the character as if he or she really is the silver dragon. Explain that the player's character will be returned to normal at the end of the adventure.

No matter who is *magicjarred*, the dragon Dargent has the same priorities and fears. All characters possessed or imitated have the following traits:

- **seek to get the party to Foghaven and lead them (by advice, suggestion, or disappearance) to the Dragonlances**
- **afraid of nothing except dragons and draconians. The character will hide, cower, etc. when a dragon comes near**
- **take good care of any possessed body**
- **act in a Lawful Good fashion, trying not to kill**
- **voluntarily leave the party (and her possessed host) when Fizban reveals her true identity in Encounter N3 on page 45**

Chapter 6: Awash on Ergoth



The adventure begins six days after the party leaves Icewall Glacier in the *Windrider*.

Event 22: Wreck of the *Windrider*

It has been six days since you left Icewall Glacier, six days of high seas in a ship three centuries old. In the best of times it would be uncomfortable. In the choppy water and gusting wind it is pure misery.

As the seventh day dawns, a strong breeze from the southeast heralds a coming storm. The *Windrider* is leaking from a number of small holes, and the storm may swamp her. Running before the wind is your only chance.

The ship braves several small squalls as it flees north. Ahead, you hear waves break on the dark coastline of southern Ergoth as thunder rumbles behind you. As you look back, the lightning illuminates the white shape of a dragon bearing down on the ship.

If the characters allowed Sleet to escape in Chapter 4, the white dragon is Sleet, intent on grounding the ship and recovering the *Orb* in shallow water. If the characters killed Sleet, the white dragon is a scout from Daltigoth assigned to patrol Harkun Bay. In either case, the dragon's strategy is to drive the *Windrider* aground on the rocky coast. The dragon remains upwind of the *Windrider* at a distance of 30 feet, swooping in on rounds 2, 4, and 6 to breathe on the ship. Any exposed characters on the ship take damage from this breath, and the ship begins to splinter and break up.

The ship is dangerously near the outer rocks of the coast. If no one is manning the tiller, the ship runs aground in six rounds. Any helmsman must make a Dexterity Check each round for the ship to stay afloat. Running aground results in each character making a Dexterity Check or taking 1-8 points of damage. If the boat is still afloat at the end of round 10, a safe grounding is made on the sandy shores of Ergoth. In either case, the ship is stuck, its lower decks filling with water.

The dragon departs when it has taken over half damage or used all three breath weapons. It heads to Daltigoth to heal and to report on the fate of the *Windrider*.

When the ship runs aground, the characters must go overboard. The shores of Thunder Bay are shallow, and it is easy to wade into shore (takes 2 rounds, make a Strength Check for those in chain or heavier armor, failure indicates submergence and 1-6 points damage). Find out who has the *Dragon Orb* and the remains of the *Dragonlance*, or any other equipment.

The characters wade ashore at the star in Area 32 on the foldup map "Southern Ergoth and the Lands of the Elves in Exile." Event 23 occurs within an hour.

Event 23: The Elven Hunting Party

Read the description in Encounter 32, then run this Event. Allow the characters to recover any items that they left behind on the *Windrider*. Magical items will still be in the shattered ship, but other supplies have a 50% chance of having been washed away on the tide.

The horn sounds again, closer this time, and there is the sound of beating drums. Suddenly, a huge stag bursts through the brush. A heartbeat later, the stag wheels and heads north along the beach.

The brown stag disappears into the brush after a melee round. The next round, a party of elves breaks through where the stag came from. They are not friendly to the party and have their bows drawn.

The Silvanesti hunting party consists of 15 nobles with bow and sword, nine Kagonesti servants with skin drums, and the Lady Merathanos and her servant Silvart (these two are detailed in the Appendix).

Merathanos, mounted on a tame stag, is not pleased with the party for interrupting her hunt and arrests the party for invading and trespassing on her land.

Note to the party that these are elves, and it would be an evil act to attack, especially if there are elves in the party. The elves take any weapons on the party. Merathanos confiscates the broken *Dragonlance*, if present, and the *Dragon Orb*. She knows of the power of the *Dragon Orbs*, as one used to be in Silvanesti.

The arrows of the Silvanesti elves are dipped in a paralyzing agent made by the Kagonesti. They will knock out an affected character for 1 to 10 turns in addition to normal damage. The Silvanesti have no qualms about shooting other elves.

If any of the party is wounded, Silvart attempts to heal them using her craft. This is Silvart's first encounter with the party. Make it clear that she only wishes to help the characters.

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If the PCs surrender or are defeated, Merathanos marches them north along the beach through Area 33 (read the boxed text in Encounter 33 on page 31), then west to Silvamori. Should the party escape, they will be pursued by a second elven hunting party of similar stats.

Event 24: Ambush!

Run this Event three turns after the characters enter Area 33. Read the following only if the PCs are prisoners of the Silvanesti.

You are marched north along the white shores of Ergoth, armed elves before you and behind you. Suddenly, the group of elves in front disappears, swallowed by a huge hole in the dunes. The group behind you falls as well, clutching their arms and legs as they are peppered with small darts. The servants bolt, as does the huntmaster's stag, carrying its rider far down the beach. There is a cheer from the woods and another group of elves steps out onto the beach. They are taller than the Kagonesti slaves, but are dressed in skins.

The elves are the Youngbloods, Qualinesti raiders from across the bay. They are disguised as Kagonesti and are harassing the Silvanesti. The disguise is good only from a distance; up close the berry juice darkening their hair and skin is obvious.

The ambush party consists of 20 Qualinesti elves, each armed with 10 Kagonesti darts and a war hammer. Their leader is Aliona (listed in the NPC Capsules).

The Qualinesti recognize any other Qualinesti elves in the party as friends and equals. Gilthanas is hailed as a hero and treated as the obvious leader of the party. Laurana is ignored, as is Silvart, who did not bolt with the other Kagonesti.

The Youngbloods return the characters' weapons and belongings to them and, while interested in the *Dragon Orb* and Dragonlance, do not keep them from the party. They invite the party to return with them to their lands across the bay. The Qualinesti note that this side of the river is not safe for non-Silvanesti. The Youngblood ships, leaky craft left over from the exodus, are moored in a hidden cove two miles up the coast.

The Silvanesti are not hurt. The ones hit by darts are unconscious, while those in the pit can climb out in a few rounds. The huntmaster will return with reinforcements, so leaving the area speedily is wise.

Silvart accompanies the party. She is there to tend wounded characters, and states she wishes to escape her cruel mistress, who treats Wild Elves badly.

The Qualinesti raiders and their guests make it to the cove without incident, and cross the bay (although this involves a great deal of bailing en route). They make landfall in the northernmost shore hex of Area 45. If the heroes refuse the Qualinesti offer, the elves leave them on the shore and depart.

Finally, if the characters have already escaped the Silvanesti in this area, they still encounter the Qualinesti Youngbloods. Aliona will hail the party and offer shelter and escape. In any case, the heroes are expected to present themselves to the Speaker of the Suns once they arrive in Qualinesti lands.

Event 25: The Regent of the Stars

This Event occurs if the PCs enter Silvamori. If unescorted, they are arrested and brought to Belthanos, Regent of the Stars.

You are ushered into the largest of the many ornate dwellings of this elven city. The walls of the domed structure are of

finely-polished stone, hung with tapestries of copper and steel thread. In the center is a great dais, commanded by a low throne of carved walnut. The throne is occupied by a tall, gaunt elf. His courtiers and guards mutter in low tones as you enter.

"I am Belthanos," he states in haughty tones, "Regent of the realm in exile of Silvamori in the name of Lorac the Elven King. Who are you that you are guilty of invading our lands?"

Belthanos charges the party with trespass, spying, working for the draconians, disturbing the citizenry, and smuggling. Merathanos is there to attest to their guilt, if she is still alive. If any Silvanesti have been slain, the charge of murder is added to the list.

The players may plead their case, but the regent's mind is made up. They are to be imprisoned for the duration of the elven exile. If they have slain anyone, they are to be executed in three days' time.

The party's belongings are taken; they are put in a stone building with two openings: a single door and a small chimney hole in the domed roof. Characters who are obviously mages or who have cast spells are manacled to prevent magic use. Three 4th-level fighters, each with a sword and a horn to raise the alarm, guard the door.

Make a Wisdom Check for each PC. Those making the check recall that Silvart disappeared after they entered Silvamori.

Event 26: Reunion

This Event is run if the party enters Qualimori in Area 41.

Your entry into Qualimori, capital of the Qualinesti elves in exile, is conquering heroes. A multitude of elves tosses flowers in your path and shouts cheers in your

Random Encounter Chart

In addition to the set Encounters and Events, Random Encounters can occur if you choose. You can change their frequency or omit them altogether if the party is weak. Properly run, Random Encounters can add flavor and excitement to the game.

Use the following tables for Random Encounters. Table 1 lists all the areas the PCs might explore. The numbers in the "Check" column show how often you should check for a Random Encounter. For example, "1/3 hours" means that you should check for a Random Encounter every three game hours spent in that area. To make a Random Encounter check, roll 1d6. On 1, a Random Encounter occurs.

Next, look at the "Range" column. Roll the die listed and add its modifier. Look up the resulting number on Table 2 to find the Random Encounter that occurs. Statistics for monsters encountered are listed on the back cover.

Table 1: Random Encounter Checks

Area	Check	Modifier
Qualinesti Forest	1/3 hours	d6+2
Silvanesti Forest	1/2 hours	d6
Kagonesti Forest	1/3 hours	d81
Mountains	1/2 hours	d12+9
Foghaven Vale	1/3 hours	d6+11
Ogre Territories	1/4 hours	d8+18
Plains	1/6 hours	d6+25

Table 2: Random Encounters

1	3-12 Silvanesti Elves
2	2-12 Kagonesti Elves
3	1 White Stag (It stays just ahead of the party, leading them to the best path. The stag bounds out of sight and disappears immediately after traveling 3-6 map hexes.)
4	1-4 Cooshee
5	1-2 Giant Porcupines
6	1-4 Wild Boars

7	3-12 Qualinesti Elves
8	1-6 Normal Stags
9	1-4 Faerie Dragons
10	1-3 Mountain Lions
11	10-20 Bandits (Men)
12	1-8 Yetis
13	1-6 Margoyles
14	2-8 Harpies
15	1-4 Giant Eagles
16	1 White Stag (see Encounter 3)
17	1-2 Moon Dogs
18	2-8 Giant Bats
19	1-3 Will-o-Wisps
20	1 White Dragon Scout
21	10-15 Ogres
22	1-8 Hill Giants
23	1-2 Baluchiteria
24	1-8 Sivak Draconians
25	3-18 Baaz Draconians
26	10-30 Bandits (Men)
27	10-30 Buffalo
28	3-18 Axe Beaks
29	1 Landshark
30	4-16 Ghouls (at night only)
31	2-8 Huge Spiders

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name. Highest praised is Gilthanas, son of the Speaker of the Suns.

You are ushered with great ceremony into a large domed structure. Along the far wall is a dais of earth, lit by torches. Seated on a throne upon the dais is Solostaran, Speaker of the Suns and ruler of the Qualinesti. He looks very worn, much older than his years. To one side is his eldest son, Porthios; to the other, a human with a silver arm. He is Theros Ironfeld.

Solostaran rises slowly from his chair, staggered by age and great responsibility. "You are most welcome," he says, "to our place of exile. Think of Qualimori as your home. Let us feast in your honor."

The characters are feasted with venison and strong ale. They are asked about their journeys, the fate of the people of Haven, and the advance of the Dragonarmies. The elves tell the tale of Theros's silver arm.

Through all this, Gilthanas is treated as a returning hero, lavished with praise. The rest of the party are treated as Gilthanas's faithful sidekicks. Laurana is deliberately snubbed. (Remember, Laurana stepped outside her place in elven society when she left home to pursue the half-elf Tanis. She has no standing among her people despite her royal blood.)

Porthios makes a short speech. He welcomes Qualimori's new citizens and expresses hope that their talents, particularly their mastery of the *Dragon Orb*, will aid the refugees in their exile. The feast ends and the characters are shown to their quarters. Gilthanas receives his own lodging. The remainder of the party is given a common lodge, a domed structure with a single door and a small opening in the roof for ventilation. They are asked to surrender their weapons, which are locked up outside their lodging. The door to their lodge is guarded by three 4th-level Qualinesti fighters.

While the characters have free run of Area 41 during the day, they are always accompanied by five 4th-level Qualinesti fighters with sword and bow, and are returned to their lodgings at night. It is apparent that the Qualinesti are not going to let their heroes go, and the party is as much prisoner here as if they were captured by the Silvanesti.

Encounters

Encounters in this chapter cover Areas 32 to 48 on the foldup map of Ergoth.

32. Southern Silvanesti

Before you stands a mighty forest of ancient wood and tangled undergrowth, apparently untouched by the hand of man or elf or kender for ages. A thin line of white sand separates the borders of the forest from the waters of the bay. In the distance you hear a hunting horn.

As the characters pull themselves ashore from the grounded *Windrider*, note that the

sand is churned by the passage of many feet. Then run Event 23.

Each hour the characters are in this Area, they encounter an elven hunting party consisting of a 3rd-level fighter on a stag, 10 Silvanesti with bows and swords, and 2 to 5 Kagonesti servants. If the characters are with Merathanos and her hunters, the hunting parties leave them alone. If the characters are without Silvanesti guards, the hunting parties call for their surrender, then attack.

33. Eastern Silvanesti

To the west rise wild forests. Few paths penetrate the dense undergrowth. To the east is Harkun Bay. Separating them is a thin line of white sand, churned by the passage of many feet. Every so often the white sand is broken by driftwood, or the dead skeleton of a ship.

34. The Heart of Silvanesti

The dense undergrowth has been trimmed back in this region, and small glades of newly-felled trees let the sky in. Tall, ornate structures of wood and stone are visible through the cleared trees. Elves can be seen among the buildings, some dressed in flowing capes and loose, baggy pants, others dressed in animal skins.

This is the center of Silvanesti activity. Small estates for the various clans and Houses are scattered throughout this area. Non-Silvanesti are regarded with curiosity if accompanied by Silvanesti guards, hostility if alone.

Silvamori, the capital of Silvanesti, is in the heart of this area. Any captured non-Silvanesti will be brought before Belthanos, Regent of the Stars (see Event 25).

35. Western Silvanesti

The undergrowth of tangled bushes restricts easy movement in this area to a few paths. Settlements dot the region, along with low stone pyramids standing in newly-created glades. These pyramids are tombs for the Silvanesti dead.

The western reaches of Silvanesti are newly settled, primarily with the lower castes of Lesser Craftsmen and Servitor elves. Many Kagonesti are at work here, mainly slaves working to build the new cluster of stepped pyramids.

While it is Silvanesti custom to lay the dead in great state with their belongings, grave robbing should be discouraged both by the presence of elves in the party (including Silvert who, while not a High Elf, respects their customs) and by the fact that the Stoneshapers place a series of deadfall traps in each tomb (1 to 4 per tomb, 3d6 points of damage apiece).

If the characters show an interest in the tombs, they discover one of them (the largest) to be inscribed with the symbols of House Royal: the final resting place of the

Speaker of the Stars Lorac and his daughter Alhana. The tomb is empty.

36. The New Hedge

The woods ends here, but the briars and brambles do not. They grow denser and larger in the low foot hills. Movement is restricted to a few narrow paths.

The Silvanesti Woodshapers are creating a new version of the Hedge, a large mass of unpleasant vegetation that served as the western border of ancient Silvanesti for hundreds of years. They have been working very hard, and have rendered this area almost invulnerable to attack from outside.

The Hedge is laced with narrow passages that lead inevitably back to the woods. Movement through the hedge is difficult (one hex per three hours), and is always noticed by a Woodshapers' garrison. These consist of 10 Silvanesti with bows and sickles and 2 to 4 Kagonesti armed with sickles.

The Woodshapers seek to subdue any non-Silvanesti found in the Hedge. While in the Hedge, the PCs encounter garrisons once every two turns.

37. The Plains of Tothen

On the far side of the Hedge, the land spreads out into a wide grassland of rolling hills. In the distance a herd of flightless birds can be seen grazing. Huge furrows carve the hills as if a giant's plow had moved at random through the region.

The birds are axe beaks, and do not attack unless provoked. The greater danger is from landsharks. Each turn the characters remain in Area 37, there is a 50% chance of attracting a landshark. They are easily identified by the prominent fin (creating a furrow in the ground). The landshark surfaces when within attack range, and follows the party until it leaves the area.

38. Dir-Plaanar—Island of Justice

An island rises from the confluence of two rivers. High-arched bridges of stone and wood link the island to the eastern and western shores. There is no bridge to the north.

The Island of Justice is an official meeting-place of the three elven races. It is here that the Qualinesti and Silvanesti meet without fear of attack; here also is the only dry crossing between the two banks.

There are always 2 to 20 Silvanesti guards and 2 to 20 Qualinesti guards on the island, in addition to four guards on each bridge. Three to thirty Kagonesti are also on the island. Each race has its own area and dwellings (wood and stone for the Silvanesti, wood for the Qualinesti, and hide tents for the Kagonesti).

This was once one of the isles of the dead (Area 40) of the Kagonesti people. They are

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overnight, retreating at dusk to the north shore in canoes. The Qualinesti and Silvanesti cleared the island of undead at high losses (hence the large numbers of new tombs in Area 35). They were surprised and shocked when their actions were not applauded by the Kagonesti.

39. The River of Death

A broad, slow river separates the elven kingdoms. It is named Thon-Tsalarian by the kagonesti, River of the Dead, because they sent their dead down it in boats to the sea. The civilized elves call it Thon-Tsalaroth, River of Death.

There is a 10% chance per turn of encountering a patrol (Qualinesti or Silvanesti, depending on the side) on the riverbank. There are a number of small Kagonesti canoes on both sides to allow crossings.

40. Dir-Tsalarian: Island of the Dead

The land is empty here: not even birds live in this silent forest. The trees are healthy and green; oaks and maples not yet budding are mixed among the spruce and pine. The river flows through this silent forest, and in the center of the river is dark, fog-enshrouded Dir-Tsalarian, the Island of the Dead.

There are no random encounters here. The party has a 12-hour head start on any elven pursuers as the elves are very reluctant to enter this region.

This is the resting place for many of the Wild Elves' dead. The Kagonesti send their dead down the river. If deemed worthy by Branchala, the high god of elves, they pass the island and drift to the sea. If unworthy, the canoe lands at Dir-Tsalarian and the body is taken by those who live there.

Dir-Tsalarian is ruled by four banshees and 24 ghouls. They allow the characters to land on the island and then attack as a group. The ghouls have a treasure trove of 12 pieces of jewelry, 10 gems, and a *wand of wonder*.

41. Central Qualinesti

The land on this side of the river is more rolling, similar to that near Haven in Abanasinia. There are a large number of tall spruce here, but the area has many leafy trees as well. Scattered elven buildings, primitive duplicates of the mighty houses you saw in old Qualinesti, dot the landscape. Elves can be seen in the clearings, some dressed in leather hides, others in familiar dress of the Haven area.

This area was settled by Qualinesti fleeing the Dragonarmies. An armed guard stops any intruders and asks them to present themselves to the Speaker of the Suns. Those members of the party who were in Qualinost (in *Classics Volume 1*) are recognized and warmly received.

The characters are brought before Porthis and the Speaker of the Suns (Event 24).

42. Eastern Qualinesti

Many Qualinesti have settled here. The buildings are primitive, but unique carvings show that Qualinesti Woodshapers have been at work. You see few Kagonesti. You feel the eyes of the elves staring at you.

The majority of the Qualinesti refugees live here in widely scattered settlements. They blame humans for their plight and do not aid the party unless Gilthanas asks them to.

43. Qualinesti Hunting Lands

This land is as lush as any you have seen so far. There are few signs of occupation other than empty hunters' campsites or the remains of a Kagonesti encampment. In the distance, you can see smoke from several campfires.

The campfires indicate bases for Qualinesti parties, scavenging meat for their people. Each camp supports 5-10 of these parties, strung out throughout the region. The camps have curing and tanning areas for the meat and skins. Each hunting party has a huntmaster (4th-level fighter), 12 Qualinesti, and a Kagonesti guide. There is a 40% chance per hour of meeting a Qualinesti hunting party. They are friendly unless the PCs are known to be fleeing the area.

44. Rocklin Plains

Plains lead from the forest to the sea. Large boulders carved with ornate designs dot the grassy hills.

This is Qualinesti land by treaty, and there have been a few attempts to prepare it for crops in the spring. Some Qualinesti (with Kagonesti helpers) are plowing small areas.

The boulders are from the time of the Cataclysm. The carvings were done by tribes that have since moved southeast.

45. The Shores of Harkun Bay

The storms of Harkun Bay have carved a wide beach here, reaching far inland to a line of wind-carved cliffs. The beach is barren save for some dune grass. Along the shore is a fleet of ghost ships: the Qualinesti fleet, now mostly dismantled to provide wood for the refugees.

The the Qualinesti refugees made landfill here. The best of these ships makes the *Windrider* seem like a palace; only two or three are capable of surviving the Bay.

The Qualinesti do not want to lend a boat to the party, nor are their ships at all capable of surviving outside Harkun Bay.

46. Plains of Kri

The grasses stretch for miles in all directions, hardy weeds that hold the parched soil. The sea of grass is broken by an occasional carving-covered boulder. In the distance, men on horseback hunt herds of flightless birds.

The horsemen are the Zenol, a barbarian tribe who use the bola on their prey (axe beaks). They notice the party and a group of 12 men veer off to attack. The Zenol are intolerant of outsiders and hate the elves who have invaded their lands to the north. Each hour, another 12 Zenol attack, staying at a distance and using their bolas.

47. The Battlesite

The ground rises to the north. Far mountains vanish into a cover of clouds in that direction. The leafy trees are giving way to conifers. In a glade ahead is the wreckage of a battle. Weapons typical of both elves and draconians litter the area.

A Qualinesti hunting party and a group of Sivaks fought here. The Qualinesti and some Sivaks were slain. The dead Sivaks *polymorphed* into elven shape. The remaining Sivaks went west through Kagonesti lands. The Kagonesti found the site and removed the dead. No bodies remain.

48. Uplands

The air has become much cooler as the land rises. Patches of snow dot the countryside. This land has yet to be settled by the elves and shows little sign of even the wild Kagonesti. To the north is Karken Pass, also called Lightning Pass.

As they head for the pass, the PCs are set upon by six Sivaks. When half the Sivaks are dead, the rest fly north. The dead *polymorph* into their slayers' forms.

Chapter 7: Wilds of Ergoth



At the start of this chapter, the characters are in one of three conditions: prisoners of the Silvanesti, "guests" of the Qualinesti, or on the run from either or both. The first Event is designed to put the characters on the road with Silvart and Theros. If the characters have already managed to escape without the Kagonesti spy and the weaponsmith, start with Event 28.

Event 27: Escape!

Run this Event on the second night as prisoners of the Silvanesti or Qualinesti.

The second night of your captivity is passing without incident. Outside you hear the changing of the guards at your door. The new guards chat for a short time, then their conversation drifts off into silence. A few minutes later a rope of woven bark drops down the smokehole. "All right, everyone out," whispers a familiar voice.

The heroes' quarters are similar in both Silvamori and Qualimori—a circular building with a domed roof 20 feet above them. The only entrance is a single guarded door. There is a 3-foot-wide hole at the peak of the dome to allow smoke to escape, but no way of reaching it (except flying) until the rope is lowered.

The voice is that of Theros, who climbed the back of the building. The guards have been drugged with a potion in their food, and will be under until the next shift arrives at dawn. Silvart administered the poison, and is now waiting behind the dome.

Make a Dexterity Check for each character climbing the rope. Failure indicates a fall

of 10 feet. Characters who are tied to the rope and hoisted up do not need to make this check.

The characters' weapons and possessions, including the *Dragon Orb* of Icewall, are in a similar building 50 feet away. The building is guarded by two elves who have not been drugged, and entrance must again be made through the roof. Each character inside this building must make a Dexterity Check each round or attract the attention of the guards. Thieves may use their *move silently* chance instead. The first failure alerts the guards ("Fimbul, you hear something?"). The second failed check prompts the guards to investigate. They send up the alarm, if allowed to do so, the first round they see a PC.

If the party is imprisoned in Qualinesti, Gilthanas is in a separate building of similar design, but opulently furnished. There are no guards at his door.

Theros explains that he does not approve of what is going on in the elven settlements on either side of the river and hearing that the heroes were imprisoned was the final straw. He'd like to head farther west, to Sancrist, rather than be involved in a war of elf against elf. He has a map of the surrounding area (foldup map), but is familiar only with the general features of the elven territory and has no idea what lies north of the mountains. He does know that there is reportedly an outpost of the Solamnic Knights on the far side of Foghaven Vale.

Silvart is eager to leave as well. She knows the woods better than Theros, and can talk to her people and persuade them to let the party through. She says that the *Dragon*

Orb is an evil thing, and she wishes it to pass beyond the mountains. She carries her pouch of herbs and is accompanied by her dog Dargo, a cooshee.

Silvart and Theros recommend heading away from the Qualimori and Silvamori areas, telling the heroes that they will be imprisoned in either area. If the heroes still wish to head for the opposing camp, run the Events listed in the previous chapter resulting in their incarceration. Then run this Event again as the characters break out of prison once more. Theros is recognized in both camps as above suspicion, while Silvart is ignored as a servant.

If the party has escaped without alarming the countryside, they have an eight-hour head start on their pursuers. Any encountered Silvanesti or Qualinesti are pursuers.

Event 28: Friends Indeed

Run this Event on the second night after the PCs' escape, but only if the characters have escaped on their own. Ask the party who is on watch and how they are concealed.

The second night is quiet and cold, and you are huddled in blankets against the night air. There is the whisper of movement in the forest and the sudden flash of lanterns nearby. You hear voices, and a party of elves stops in a glade not more than 50 feet from you. Their leader, a human with a silver arm, is sending elven troops to beat the bushes. "Caliothon, take half the party that way, Goldor, the other half this way. Go a half mile, then return." The elves go, leaving the human, a wild elf,

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and a dog. The human calls out, "The way is clear, my friends, you can come out now." The man is Theros Ironfeld.

If the characters have not yet met Theros, make introductions and tell the tale of the silver arm (found in the Magic Items Appendix). Theros is trying to escape the elven lands, and sees the fleeing characters as his ticket to Sancrist. He volunteered to lead the nighttime search for this reason. He has been aided by Silvart. Theros has a map of Ergoth and is interested in avoiding Silvanesti and Qualinesti lands. The dog is Dargo, Silvart's cooshee.

Theros and Silvart will accompany the heroes to Silvamori or Qualimori, though they argue against it. Once the characters are again imprisoned, run Event 27.

Event 29: Vanderjack's Band

This Event occurs two days after Theros and Silvart join the party.

Toward day's end you see the bright glow of a campfire larger than any you have seen in elven settlements. The group around it seems intent on setting the forest ablaze, as the flames lick the lower branches of the trees. Someone clears their throat to your right. You see a kender sitting on a rock with a cocked crossbow. "Good evening," says the kender. "Would ye be interested in joining our little barbecue?" He gestures with the crossbow toward the blaze and the figures around it.

The kender gives his name as Danilo Findabuck, and states that he means the party no harm, but he is on watch. If attacked, he shouts for help and then surrenders, bringing the other members of his band toward the party.

Findabuck is a member of Vanderjack's band, led by the self-styled great adventurer Vanderjack (see NPC Capsules). Other members are two humans names Antor and Claustin, and a dwarf named Agate Splintergem. If the silver dragon Dargent *polymorphed* into Fizban's form, then he is also in this group.

Vanderjack is a boisterous sort who seems more at home with a jug of ale than leading a party. He makes introductions and offers to share food and space with the heroes. He is blissfully ignorant of elves or evil in the area. Over dinner, he freely tells the party how it happens that he is on Ergoth.

Antor, Claustin, Agate, and Danilo stay away from the PCs, whispering to each other. They are not friendly toward the party, and any kender in the party easily notices that Danilo is not acting like a kender—he is totally lacking in curiosity.

The four party members are Sivaks in the forms of the band they killed. Their plan is to accompany Vanderjack to the Stone Dragon, then kill him and bring any treasure they find back to Daltigoth. Vanderjack is either ignorant of the true identities of his band, or has

been *magicjarred* by the silver dragon. If the latter, she is keeping an eye on the Sivaks.

The addition of the large party complicates matters, and the Sivaks try to slip away before dawn. Any character on watch will notice that all four awaken, disappear into the woods (to wash up), and do not return. They leave their equipment and Vanderjack behind, and do not take anything from the party. If followed, they lead any pursuers away from the group, then attack.

Vanderjack awakens to find his band has deserted him. If Vanderjack is *magic jarred*, he asks the party for help, as it is obvious his untrustworthy assistants are out to beat him to Foghaven and the Treasure of Huma. If not *magic jarred*, Vanderjack heads after his band. The Sivaks, however, move faster than the PCs and cannot be caught. If the false Fizban is present, he remains with the PCs.

Event 30: Stormy Weather

Run this Event five days after the party has escaped the elves. Ignore it if the heroes have already reached Foghaven.

The sky has shifted from brilliant blue to a deep gray, and the first flakes of snow have begun to drift down. The snow becomes to a blinding sheet of white, and the air becomes frigid. You must find shelter if you are to last out the storm.

Shelter is easy to find, as fallen trees litter the woods and abandoned caves are relatively frequent in mountains. All travel stops for that day and, with a foot of snow on the ground, all travel distances are halved for the next three days. After that, movement is normal. Flying and waterborne movement are unaffected.

After this time, all movement across the mountains is impossible except through passes. Foghaven, with its warm springs, is unaffected by the storm.

Event 31: The Gray Wraith Passes

Run this Event only if Theros is with the party. It occurs on the seventh night of flight from the elves, or the first night spent in Foghaven (Area 8 1 on the foldup map).

The still night air is pierced by a shrill howl, unlike any you have heard before. Sleepers are shocked awake by the intensity of the howl, which is followed by a sudden rush of wind that threatens to blow the trees apart. In a moment it is gone, leaving the party startled but unharmed. Theros is kneeling, his face white as birchbark, murmuring ancient prayers.

Theros is overwhelmed by shock, and all he can say for the first half hour is "It's after me, it's found me at last." This passes when it is obvious that the creature (Theros calls it the Gray Wraith) has passed the party by. Theros explains that the Gray Wraith was the guardian of the silver arm, and it wants it back.

Encounter Areas

49. Kagonesti Hunting Grounds

The land slopes up to the north and east, and the sharp, crisp peaks of Ergoth's mountains can be seen in the distance. The hills are covered with all pines, and the forest floor is a clear bed of needles, haven to many small animals.

This area is a Kagonesti hunting ground, as were all the lands south of the rivers. Any elves encountered in this area are Kagonesti hunting parties of 5 to 14 (1d10 + 4) elves armed with slings and war hammers. The hunting parties allow safe passage if the characters are with Silvart or Theros, but attempt to drive the party away otherwise.

50. Kagonesti Uplands

The air turns colder and the trees begin to thin out as the mountains of Ergoth loom around you. To the east is Thunder Pass. There are a number of tracks in the fresh snow: those of humans, elves, and other large humanoids. There are also the lizard-like tracks of draconians.

The characters are attacked here by six Sivaks. They attack until they have taken half losses, then the remainder retreat, flying back to the pass (Area 70).

51. Kagonesti Heartlands

The forest floor is a soft bed of pine needles, and the high branches of the surrounding spruce trees create the effect of a natural cathedral. Through the breaks in the trees you can see the rising smoke of several small fires.

This is the center of Kagonesti activity. Any elves encountered in this area are from a Kagonesti village. As the Kagonesti live in closer harmony with nature than either of their cousins to the south, the characters do not realize they are approaching such a village until they are right on top of it.

Each Kagonesti village is the home of a clan of several interrelated families. There are some 100 Kagonesti in each village capable of fighting and 50 non-combatants (children and the infirm).

Unless the PCs are accompanied by Theros or Silvart, the Kagonesti are suspicious of the party and ask them to surrender their weapons. They then escort them to the Island of Justice, and turn them over to either the Qualinesti or the Silvanesti.

There were 100 clan-villages of Kagonesti scattered throughout the Ergoth forests before the coming of the refugees, each with its own distinct customs and differing facial makeup patterns. There are now some 50 clans left, most of them in this area. The remainder have fled to the west and north, have been enslaved by the Silvanesti, or have been indentured by the Qualinesti. Kagonesti

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villages are temporary structures of animal hide and light wood, using the boughs of living trees to aid in construction and camouflage.

52. Disputed Lands

This section of the forest is silent, its animal life driven off. You find the remains of small campfires in this area as you move through it, as well as traces of hunting parties of all three elven races.

This land is adjacent to Qualinesti and Silvanesti lands, and is often invaded by southern refugees looking for food. Most wildlife has been driven off, but one prize remains: Harkunos (The Thunderer), a very large, angry, giant boar. All three races are intent on capturing it. Any elves encountered in this area have a two in four chance of being Kagonesti, one in four each of being Qualinesti or Silvanesti. They are hunting parties after the boar.

The characters encounter the boar after they have moved four miles through this area. The boar fights until it takes half damage, then attempts to flee to the west.

53. The Glade

The forest ends abruptly here, as if it hit a sudden wall. A plain of soft yellow grass extends away from the forest border. A hundred yards away, there is movement in the waist-high grass.

There are three stags resting in the high grass. Any sudden noise causes them to bolt. If approached quietly, they prove quite tame and accept food.

In two turns 5 to 8 Kagonesti of the Stagherd Clan arrive, riding bareback on tame stags. They are well disposed to the characters if the stags were treated well, neutral if the stags were scared away, and hostile if the party has killed the stags.

The Stagherd Clan is an important clan in the Kagonesti nation. They are the Keepers of the Glade, and tend a herd of some 200 stags. They are very suspicious of strangers and are afraid that the elves to the south will prey on their herd if they become aware of its size and location. They provide stag mounts for the Silvanesti nobles to appease them.

The Stagherds will provide mounts for the party if given a good reason. If convinced (or bribed with steel or steel weapons), they provide normal stags for the elves, kender, and dwarf, and giant stags for the humans. They ask that the mounts be turned loose south of the mountains.

54. Central Uplands

The ground rises steeply to the north, and patches of snow appears in the glades. To the north lies Gateway Pass.

The party is stopped by seven stag-mounted members of the Passholder Clan. It is their

duty to deter those seeking use of the pass, noting that there is the chance of being snowed in, as well as the danger of ogre patrols. They speak of the mighty Stormogre and his son Thunderbane who have great power north of the pass. They do not stop the party if the PCs insist on going north.

55. Western Kagonesti

The woods are thin here and the undergrowth is tangles with briars and brambles.

This is still Kagonesti land, but Silvanesti elves have made numerous incursions searching for food and better hunting. After two hours, the heroes encounter a Silvanesti hunting party consisting of a 3rd-level fighter/mage huntmaster on a stag and 10 Silvanesti with sword and bow. If the heroes are on the run, the hunters call for their surrender, and attempt to bring them back alive to Silvamori. If Merathanos is alive, she is leading this hunting party and is interested in settling scores with the party.

Randomly encountered elves are Kagonesti. They ambush any Silvanesti they encounter, as the High Elves are not supposed to be this far north of the river.

56. Thon-Sorpon—The Silverroad

Before you lies the river Thon-Sorpon, called the Silverroad. It has a sharp, metallic appearance, and reflects brightly the light of the sun and moon.

The river is a long stretch of clear water without rapids and can be traveled easily (5 hexes an hour) in Kagonesti canoes. Any elven encounters are with Kagonesti unless the party is being pursued, in which case the elves are in similar canoes a mile back. The party can outdistance its foes by rotating fresh rowers; the pursuers drop off after two hours.

If the party travels on the river at night, run the following encounter:

A canoe drifts down to you on the slow current of the Silverroad. As it nears, you see several candles illuminating the interior. In the canoe is a dead Kagonesti warrior, branched warpaint on his cheeks. At his feet are a number of weapons.

This is a burial craft of the Kagonesti, and it holds a Stagherd Clansman slain by ogres and draconians. If the party checks, some of the weapons at the corpse's feet are of Kagonesti design, while others are draconian.

Any Kagonesti characters are grievously insulted and attack if the party removes anything from the canoe. Silvart recommends leaving the body to float downstream, as does Theros, but neither objects if the party stops the canoe to look inside.

57. Western Hunting Grounds

This terrain is very hilly, with copses of pines holding islands of soil from erosion.

The entire area is littered with kender-sized holes.

The holes are the twisted burrow of an aurumvorax. It attacks anyone investigating its home, fighting to the death.

The burrows are large enough to admit a kender or dwarf crouched over, or a crawling man or elf. In the lair the party will find a sack of 100 steel pieces, marked with the symbol of the Solamnic knights, as well as a *sword* +1 and a *potion of diminution*.

58. Wilderlands

The woods here are darker than other forests you have seen on Ergoth, its trees closely packed and disease-ridden. Strands of parasitic plants hang from the bare branches of the trees.

The party is attacked by six huge spiders, called agathonos or "hairy hunters" by the Kagonesti. These wolf-spiders hunt in packs, and are repelled from the elven lands by the Kagonesti. Substitute 2 to 12 large spiders for any random encounters with elves in this area.

59. Far Wilderlands

This is a blasted land, its trees dead but still standing. Large clumps of old-man's-beard and other parasitic plants wrap around the decaying trees, and the entire area gives off an aura of rot.

The party is assaulted by two basidironds in this Area. These mobile fungoids seek to drive the party out of their lands. Substitute giant spiders for any random encounters with elves in this area, and substitute huge spiders for any encounters with cooshee.

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60. The Wardens

The ground is flat and soft, but not marshy. There are the ever-present pines, but leafy trees as well, mainly birch and maple. A small voice demands, "What is your business?" You see no one.

The owner of the voice is Alfotost the sprite, leader of his people and warden of the border with the rotted lands (Area 59). Alfotost has about 40 of his guard present, armed with short bows covered with "sleep-poison" (see MM 1), surrounding the party and invisible. Alfotost remains invisible unless asked to become visible.

If the PCs state they are only passing through, Alfotost lets them pass. He does not like the civilized elves, but Theros is known to him and helps the party's case. The party is told to harm no creatures within this land, and to cut no live wood. Alfotost sends a squad of 10 invisible sprites along to make sure the PCs behave themselves.

If the heroes slay a woodland creature, the sprites attack, seeking to drug them to sleep. The sprites then load them into canoes and send them downriver. The heroes are in Silvanesti lands before they awake.

61. The Old Hermit

The land rises here, at the foot of the Mountains of Ergoth. The air is bracing and the trees begin to thin out. Ahead, an old man is tapping a tree for sap.

This is Bensoldi the hermit, a human who came from over the sea several years before the Qualinesti. Silvert and Theros know of such an old hermit, but have never met him.

Bensoldi is very friendly to the PCs and invites them up to his house, a large, roomy home at the foot of the mountains. He shares this abode with his cat, Whitestripe (the cat is a sabre-tooth tiger kitten, and may be the silver dragon Dargent. Any native of the northern nations notices that the hermit's house is similar to those in Palanthis).

Bensoldi is glad to put the PCs up for the night in exchange for conversation. He is a 6th-level magic user, a native of Palanthis, and a friend of the scribe Astinus. Whitestripe takes an immediate liking to one of the party (roll randomly), and Bensoldi offers him as a gift.

Bensoldi is a relatively new arrival, but is aware of much that occurs in the area. He warns the party of ogre raids and the appearance of sivaks. He notes that there is safe passage through Foghaven Pass, as he himself made that crossing with the aid of some bird-men. He informs the party that the bird-men are fond of sweets and gives them 20 maple candies. Each candy has the ability to heal 2 points of damage and neutralize poison.

62. The Barrens

The trees here are dead, blackened by fire. The landscape is weathered with deep gullies. The ground itself has a thin metallic sheen to it, as if bits of glass were scattered upon it.

The sheen is from the high content of impure dragonmetal in the soil. The land was burned by a powerful mage as the rotting woods made an incursion into this area. The fire could not have been more than a month ago.

There are no random encounters in this area, but it gives an excellent view of the mountains.

63 to 68. The Mountains of Ergoth

The mountains of Ergoth are as tall as those around Pax Tharkas and much more sharp and cruel. They are poised against the sky like blades and consist of wave upon wave of broken peaks. Fog clouds the sides of these mountains, perhaps steam from some hidden vents or springs.

The mountains are a nasty proposition to cross even in good weather. During winter the only paths across are the four passes.

If the party is determined to cross without going through a pass, use the following procedure: Each mountain hex takes two days to cross, one if the characters have mountain-climbing gear. Roll 1d6. On a 6 they find a path that lets them leave that hex, otherwise they must remain or leave the way they came. They automatically have a mountain encounter on the Random Encounter Chart twice each day.

The party cannot cross mountain Areas 63 and 64 in this manner. The only way through these mountains is Foghaven Vale.

69. Lightning Pass

The ground rises steeply here, and jagged cliffs loom over both sides of the path. The trail, worn by water and the passage of many feet, winds into the mountains. Ahead, a ruined tower stands at the summit of the pass.

The tower is an outpost of Stormogre's realm. The guards have orders to keep people from the south out and to keep slaves in. The ruined tower is the hollow shell of a circular tower with a crudely thatched roof. It is manned by 10 ogres armed with halberds (1-10 + 2) and led by a Sivak. In addition, any Sivaks that escaped from the Encounter in Area 79 are here. The tower commands the pass, and the only way around it is through the mountains.

70. Thunder Pass

As the path enters the mountains it becomes first a steep incline, then a long stair. The steps have been carved for crea-

tures larger than humans and, though the risers are cracked by time and overrun by vegetation, there is a clear path up through the mountains.

The party is ambushed at the top of the pass by a party of 12 ogres, led by any Sivaks that escaped from Area 50

71. Gateway Pass

The ground grows steeper as you enter the mountains, and the trees thin out. The air carries the bitter tang of winter. Steep cliffs rise on either side, but the floor of the vale is level and clear. In the shadows of the vale, warm light streams from the windows of a small cabin.

The cabin is the home of Ogmag the hermit, an ogre mage cast out from Daltigoth. Ogmag is not at home if the characters head for his cabin, as he is waiting a few miles up the road for the heroes. Ogmag appears at the cabin five turns after the PCs do.

Ogmag's cabin is a simple, one-room affair with a door and window at one end, a fireplace with a huge cauldron at the other. The characters discover 300 steel pieces, a *shield +2*, and a *scroll of protection from elementals* in his lair. The poison is in an unlabeled clay jar in his cupboard (save or die in 1 to 4 rounds).

Ogmag is *polymorphed* into the form of an old man hobbled by age and firmly grasping his staff. He is friendly toward the characters, even if they break into his home. He invites them to dinner, putting a strong poison in their food. He waits until the party is drugged before attacking.

72. Eastern Wilderlands

This is a broken land of wind-shaped rock and water-eroded earth. Deep gullies crease the landscape and hardy shrubs have collected high islands of soil.

This is a land of wild ogre tribes. Some are going to Daltigoth to join Stormogre's band. Each six turns the characters are in this region, there is a 20% chance that the party meets a band of 30 wild ogres (18 warriors, 8 females, and 4 young).

73. The Plain of Battle

The land here has been stripped by the needs of an army. Not a tree stands, and the grass itself has been torn from the ground to feed the innumerable campfires, gathering points for small units of a huge ogre army.

As the characters enter this area, they are challenged by a unit of ogre guards. The guards do not attack, trusting their comrades at the passes to keep out invaders. They ask if the PCs have business in the camp, or are heading to Daltigoth. If assured they are friends, the ogres let the

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party pass into the camp.

Each turn the characters are in the ogre camp, there is a 15% chance they are drawn into some kind of altercation with the ogres. It is quickly apparent that the ogre army is a collection of independent tribes, most of which have some type of feud with the others. The characters can be involved in any of the following:

- **The characters are accosted by an ogre asking for a judgment in a dispute between tribes. The losing side takes personal and violent insult.**
- **An ogre tribal leader offers to buy one of the elves, dwarves, or kender from the party. They offer supplies, venison, or ogreish bone pieces.**
- **An ogre guard unit stops the party. Having more on the ball than the others, they ask for proof of intent, and are suspicious of elves, kender, and dwarves.**

If the party gets in a fight with an ogre tribe or unit, the other ogres gather around to place bets, but do not enter the fray. If the characters defeat the ogres, the others let them go, but pass on word to Daltigoth of the superior fighters headed that way.

74. Ogre Farms

The hard-packed earth here is broken by deep furrows. The first green sprouts of weeds and vegetables rise from the patchy snow. In the distance, two huge animals strain at a massive plow. A team of ogres follows the plow, thrashing the beasts with long prods, and following the team with huge sacks of grain.

This land is to supply the food for Stormogre's new army, and planting has already started for the spring. There is always a team of ogre plowmen in sight, each team consisting of five ogres, two baluchitheria, and a baaz adviser.

The farming ogres do not hinder the party's movements unless they are themselves disturbed. They then fight to the death, while the baaz seeks to reach Daltigoth and report the disturbance.

75. Daltigoth-The Ruined City

Daltigoth was once a mighty city of Ergoth. Now most of its buildings are shattered ruins, its wide avenues clogged with debris. The exception to this is the old amphitheater, called the Dome of Gold, now headquarters for the gathering ogre forces. The dome rises among the ruins, huge ogres and draconians standing guard at its entrances. Coiled around the fixtures of the roof are large, white dragons.

Daltigoth is the center of Dragon Highlord activity in Ergoth. Far in advance of the main battle lines in Solamnia, the Highlords have detached a flight of white dragon scouts to form a fighting force of united wild ogre tribes

against the elven refugees. They have chosen a powerful hill giant, Stormogre, as their agent.

The attempt has been partly successful. The ogre tribes are more interested in fighting each other and settling old scores than in fighting the elves. Stormogre's three sons, Thunderbane, Hammerfall, and Strokelightning, are helping. Thunderbane is in the west, and the party encounters him in Foghaven. Hammerfall and Strokelightning are in Daltigoth.

Stormogre has a detachment of 50 ogres in Daltigoth, all loyal to their leader. In addition, Stormogre has been supported by a large force of sivaks and baaz, which he has used to help control his own troops, and a flight of five white dragons.

Daltigoth is not described in full as it does not lie on the direct path of the characters' intended travels. The large number of enemy should deter the characters from heading there. However, the above information should be sufficient for creating an adventure in this area if the players are interested.

76. The Salt Marches

The ground has settled here, and the Bay of Darkness has swallowed large chunks of land. The result is a haunted, greenish fen. In the distance, small lights dance among the rushes.

The lights are will-o-wisps. If the heroes follow, they are led to a large patch of quicksand (Dexterity Check to avoid, Strength Check to climb out of, check once). The will-o-wisps disappear if attacked.

77. The Wild Fields

This area is open prairie, and is home to wild ogre tribes that have not yet joined Stormogre's army. Any ogre encounter is such a tribe of ogres, 9 to 18 in number. Unlike the disciplined brutes of Daltigoth, these ogres have no qualms about slaying the party and plundering their treasure and supplies. They are, however, open to negotiation and bribes (particularly food and steel pieces).

78. The Wasted Land

The wasted land is a desert that is slowly expanding southward into the ogre territories. There is no surface water available, and the party cannot cross with the supplies they have on hand.

Meager amounts of water are stored deep beneath the earth, hoarded jealously by landsharks. Each day the characters are in this land there is a 50% chance they are set upon by 1 to 2 of these creatures, which can track the party by the vibrations of their footfalls on the packed earth.

79. The Mines of Thunderbane

This side of the mountains has been carved away by dint of huge effort, the ground

despoiled by huge circular pits several miles in diameter. Thousands of slaves can be seen working at the walls of these pits, driven by ogre overseers.

This area is Thunderbane's fief, where he mines ore for his father. All non-ogres are slaves gotten by raiding the nearby regions. There is one ogre guard for each 20-person slave team, the slaves shackled to prevent escape. Any random ogre encounters are guards who are eager to capture more slaves. Thunderbane is not in camp; he is chasing an escaped prisoner to the west.

80. Gateway to Foghaven

The junction of mountain and plains is a series of rolling foothills at the base of Foghaven Pass. The bodies of several ogres litter the ground ahead. In the distance a long, lone howl echoes off the mountains.

Any evil beings with the party are filled with a feeling of dread at the howling of the moon dog, but there is no other effect as the creature is far away. The bodies are part of Thunderbane's hunting party, and carry shields showing his family's symbol, the stormcloud. There is no other sign of any leader, nor any bodies other than those of ogres.

Two turns after discovering the bodies, the party meets the moon dog that killed about half of Thunderbane's party. The moon dog has been charged with guarding the pass from evil creatures that may try to break into Foghaven Vale. The moon dog appears to be a large, dark hound. If no evil creatures are in the party, it lets them pass. If there are evil PCs, the moon dog attacks them.

81. Foghaven Vale

Mountainous walls rise hundreds of feet to either side of you, and a long, winding path enters the mountains proper. Huge statues once lined the passage, but they have been cast down by great force.

The statues are of Kagonesti, bird-men (arakocra), dragons, and Knights of Solamnia, the major forces that guarded Foghaven and held that land in reverence.

Foghaven Vale is described in full in the next chapter.

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Event 32: Sighting the Dragon

Run this Event one hour (six turns) after the heroes enter the vale.

The thick veil of fog that has blanketed the area begins to lift, revealing a deep natural valley green with grass and ancient forest. But the most stunning feature of the vale stands directly across from you on the opposing cliffs. There, rising far above your heads, is a huge statue of a dragon, carved from the rock of the mountain itself.

The Dragon is as it appears on the cover of this book, soaring 700 feet above the valley floor. Silvart, if present, states that the secret path (*sla-mori*) through the mountains is in the upper vale formed by the dragon's wings.

The rest of the valley is also visible, revealing the woods, the lakes, and a shrine on the opposite side, reached by a bridge. The walls of the vale are almost vertical, except for the Stone Dragon and the area around ruined Foghaven Keep.

Event 33: Thunderbane and Theodenes

Run this Event the fifth turn after the characters encounter Theodenes (in Area C on the map below).

The ground shakes as a huge boulder hits the ground not more than 15 feet from you. An angry voice shouts, "By the blood of Stormogre, I, Thunderbane, demand the

return of my property!" Another boulder drops behind you. Looking for the voice, you see a very large hill giant two other hill giants, and ten ogres, all dressed in livery bearing a stormcloud emblem.

The leader of this band is Thunderbane, son of Stormogre of Daltigoth, hunting Theodenes who stole the Singing Statue from him. The gnome has joined the party, and looks quite worried, pawing through his *bag of holding* for something he can use.

Thunderbane is willing to spare the party only if they immediately turn the gnome and themselves over to his men. If they refuse, he and the ogres close and attack, while the other two hill giants fling boulders every other round. They concentrate on nailing magicians and those with missile weapons, while Thunderbane engages in hand-to-hand conflict with the toughest-looking male fighter. The ogres start about 50 feet away from the party.

The ogres leave for dead any downed or unconscious characters, stripping the bodies of equipment and magic. They want to take the gnome alive and any treasure back to Daltigoth. They move at a leisurely four hexes per day.

Event 34: The Gray Wraith Descends

Run this Event the first night the characters spend in Foghaven, unless they are in a protected area such as Huma's Tomb.

Darkness falls and you make ready to bunk down in the relative warmth of the vale. Suddenly, a scream pierces the night. The wind rises, and to the east the darkness is illuminated by a pair of luminous green eyes, surrounded by roiling darkness. The eyes advance on you.

If Theros is there, the Gray Wraith has come after him. The mighty blacksmith falls into a faint when confronted by the creature, which seeks to destroy him and regain the Silver Arm. If Theros is not with the party, the Gray Wraith passes among the party, then departs.

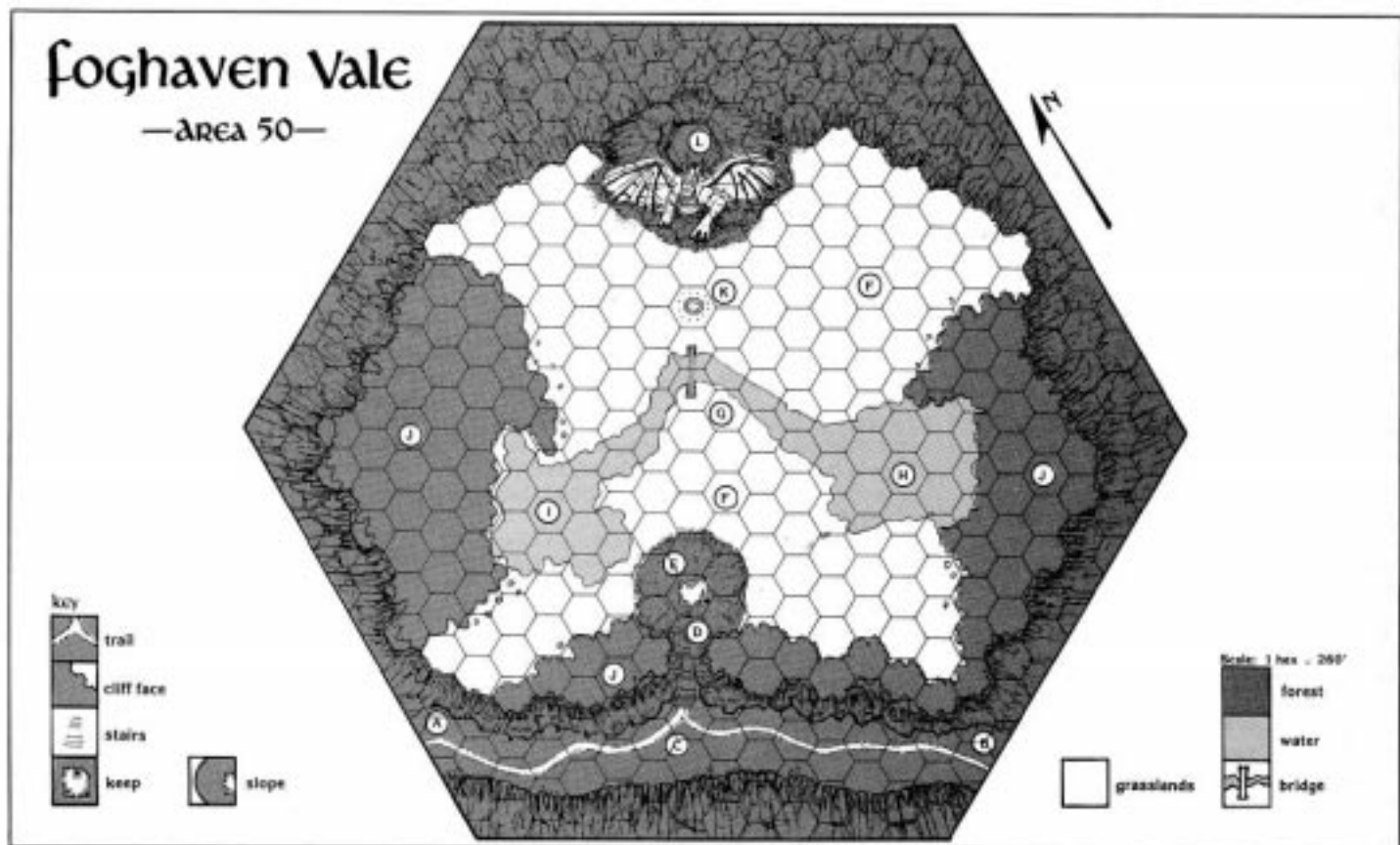
The Gray Wraith is a particularly powerful spectre (see the NPC Capsules Appendix) that guarded the Silver Arm. It cannot be turned.

Event 35: The Scout

Run this Event the third day after entering Foghaven, even if the characters are already involved in climbing the Stone Dragon.

There is a piercing shriek as a large white dragon breaks through the low cloud cover over Foghaven Vale. Almost simultaneously, a long, low howl goes up from both forests on the valley floor. The dragon circles once about the vale, then dives toward your party.

The white dragon is a scout from Daltigoth, sent by Stormogre to investigate the progress of his son. This dragon, along with the dis-



Chapter 8: Foghaven Vale

guised draconians of Vanderjack's band, are the first Dragonarmy forces to find the Stone Dragon. The white dragon's orders are to locate Thunderbane and report back. The white dragon circles about 60 feet above the party and breathes. If it takes any damage, the dragon flees, returning to Daltigoth with its report of the Stone Dragon and Thunderbane's progress.

Encounters

Many of the lettered Encounter areas listed below are shown on the "Map of Foghaven Vale" on the previous page. The Encounter areas lettered D, E, K, L, M, N, O, and P are shown on the maps on the following pages.

A. Western Entrance

The walls of the mountain pass are wet with cold mist, and the steep sides of the vale are lost in the clouds. A thick fog closes in, reducing shapes more than 10 feet off to mere shadows. Suddenly, the northern wall drops away to a steep cliff plunging into unknown depths below. The path continues to the east. Ahead, bells toll softly.

The cliff is 150 feet high, extremely sheer, and slippery from moisture. Any chances to *climb walls* are at -20%, and failure results in falling 50 feet before hitting a ledge.

B. Eastern Entrance

The mountain pass's walls are set with cold mist, and the entire area is wrapped in a thick fog. The sides of the pass quickly disappear in the thick clouds overhead, and vision is limited to a few feet before you. Suddenly the northern wall disappears, becoming a steep cliff vanishing downward into the fog. Ahead you can hear a bell toll. Huge shadows move in the fog.

This cliff is identical to that of Area A above. The huge shapes are baluchitheria, mounts for Thunderbane's party. There are no ogres in the area, just the seven mounts tethered to strong trees.

C. The Stairs of Foghaven

The muddy pass continues to the east and west, but to the north is a set of wide, low stairs. These stairs are each about ten feet long and wide, and rise one foot per step. The area is littered with ropes, stakes, and pitons driven into the rock. Ahead a small shadow in the fog cries out, "Hallo the bottom of the mountain! I'll throw you a rope." The end of a snakey rope sails down to you.

The characters obviously do not need a rope to ascend the stairs, and may do so without trouble. At the top of the stairs is a small gnome. His name is Theodenes. He is involved in a "climb" of Foghaven. His lone

companion is his cat, a sabre-tooth tiger kitten named Star.

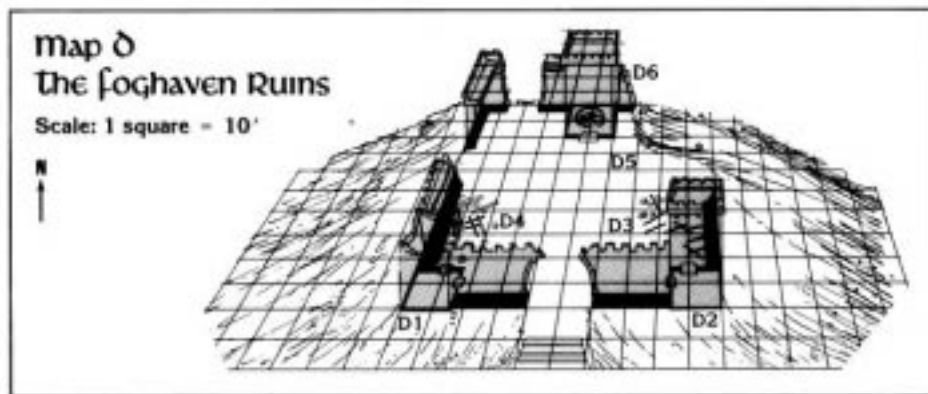
Theo is interested in the party and their destination. He was heading for Sancrist after adventuring in Abanasinia, but fell afoul of pirates, who sank his ship (well, actually it was one of his own experimental weapons that sank the ship, but no matter). He was sold into slavery in the ogre lands, but escaped.

Theo wants to join the party and says he

did great Huma seek To forge upon the dragon's peak With silver arm and silver pool And Hammer strong would forge wrym's doom. The lettering is only gilt, and worthless if peeled off.

D2. The Bell Tower

This tower is complete, 30 feet high, and hollow. At the top are a series of large bells, one of which is tolling in the breeze. Ropes of rot-



knows a secret tunnel through the dragon statue that leads to Sancrist. Theo is on the run from Thunderbane, from whom he stole the Singing Statue. He does not mention this to the party. You may wish to read Theo's tale (see page 48) to the party.

If Theo is the silver dragon, he keeps to gnomish character. He abandons the mountain climbing and puts his massive amount of equipment in a *bag of holding*.

D. The Ruins of Foghaven

Ahead of you is the ruins of a small keep, its walls shiny with water. The southwestern tower is a shattered stump, while the southeastern tower is still intact. A bell tolls softly in the breeze

This shattered keep (see Map D) was once maintained by elves and men for pilgrims seeking the Stone Dragon. It has been abandoned since the Cataclysm. Its arched entrance is now fallen, and the thick stone walls have crumbled in many places. If the characters enter it, read the following:

The archway and gate of this keep have long since crumbled away, and the courtyard is littered with debris and rotting wood. The northeast corner of the keep is missing entirely, having slid down the side of the cliff. Directly across from the entrance is a large, iron door.

D1. The Watchtower

This tower's top floor is gone; the tower is exposed to open air. Along the south wall, someone has inscribed in gilt letters: *Lances*

ting hemp lead down to the floor level.

The upper walls are the home of 10 giant bats. They are not bothered by the tolling bell, but if the other ropes are pulled, they attack those in the tower. Tolling the bell also warns any other creatures in the valley of the party's presence.

D3. The Ruined Stables

This pile of rotting wood was once a fine stables. There is nothing of value here.

D4. The Ruined Quarters

These were once quarters for pilgrims en route to the shrine. It too is a pile of rotting wood, and is infested with 10 rot grubs.

D5. The Missing Corner

This section and the cliff below it have slid downhill. The area is still so unstable that anyone within 5 feet of the edge must make a Dexterity Check or fall down the hill into Area E, taking 2 to 12 points of damage.

D6. The Thundering Stairs

The interior of this building is remarkably clean, and contains a spiral staircase leading down. The stairs are sheets of metal that create a thundering noise when stepped on. The stairway leads to Area E.

E. The Slopes of Foghaven

A steep slope of broken rock and gravel leads down from Foghaven to the valley floor. It is pocketed by many caverns.

Chapter 8: Foghaven Vale

There is a chance of losing control going down the slope. Make a Dexterity Check for every PC; failure results in sliding to the bottom and taking 1 to 6 points of damage.

The caverns are all entrances to the Dragon's Lair (Map E). Any entrance the heroes take combines with other caverns to form one of the large entrances (E2).

E1. The Dead End

This 70-foot-long, twisting passage is 5 feet wide and lined with brown mold, a freezer for Dargent's food.

E2. Entrances to the Lair

The description below applies to each section marked E2:

The cavern grows larger as other tunnels from the surface join from either side. The tunnels end in a large natural cavern deep beneath Foghaven. To the south and north are small alcoves. The room is dominated by a series of step-like rocks on the west wall. The steps are littered with precious coins and gems.

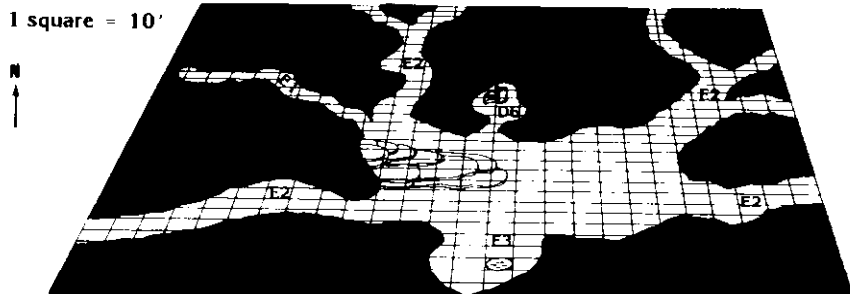
anger unknown dragons, but lets the characters take what they want. Later, as the dragon Dargent, she will ask the characters to return the treasures.

If Dargent has *magicjarred* a character, that character argues against killing this unknown dragon, but if the party seems intent on slaying it, will use all means available (spells, fighting skills, etc.) to stop them. As a last resort, the dragon flees back to its natural body and attacks the party using its paralyzing gas, dropping the bodies outside its lair. Dargent then abandons the party to their own devices and attempts to aid no more.

E3. The False Well

In an alcove on the southern wall is a well, filled to the top with silvery liquid. The liquid looks thicker than the silvery river water, and once removed from the well, soon dries to a hard, brittle substance. This is lance-metal, but it is impure and any weapons made of it break on the first use.

Map E The Dragon's Lair



If Dargent has used her *magic jar*, add this:

On the pile of treasure is an extremely large silver dragon, coiled up as is asleep. The torchlight reflects from scales like the sun on steel coins.

The treasure contains gifts from pilgrims to the shrine at Foghaven. There are 30,000 fold pieces, 50,000 copper pieces, and 700 platinum pieces scattered about the room, along with 10 gems of 500 gp value.

There is also a small wand of ivory with a bird's claw holding a sphere. This wand has *Nystal's magic aura* cast upon it, but has no magical powers, and is a symbol of power among the aarakocra. Finally, the lair contains six fist-sized gems that radiate magic. These gems are worth no more than 100gp each, but are taken from the Windpipe in Area K4, and control the Windpipe.

If Dargent is in *polymorphed* form as Silvert, Theo, Star, or Fizban, there is no dragon here. The *polymorphed* character protests any thievery, explaining that it is not wise to

F. The Foghaven Plains

As you descend into the vale it becomes warmer, and lush green shrubs dot the slopes. The grass at the bottom is neatly clipped, and thick woods stretch off to the east and west. Ahead is a herd of sheep.

There are about 15 sheep in this herd, passive creatures that will not bother the party. The sheep are guarded by three rams, all with nasty tempers.

G. The Bridge of Passage

Before you lies a huge span of white stone, glistening from the steam of the hot springs. The sides of the span are carved with figures of men, elves, and dragons moving in a procession to the north. The sides of the arch were once guarded by a railing, but the metal has rusted and all that remains are a few reddish holes.

The smooth surface of the bridge is even more slippery due to the condensed steam. Any character crossing the bridge must make a Dexterity Check or fall in the heated water taking 1 to 6 points of damage.

H. The Hot Springs

The steam hangs heavy over the lake, and the water bubbles and boils. A small white bird dives, skins the surface of the water, and is gone, lost in the fog.

The water in this lake is heated by volcanic fires far below. It will burn any who drink from it, and inflict 2 to 12 points of damage to any who immerse themselves in it.

I. The Cool Lake

This lake is cool and calm, its borders crowded with cattails and water lilies. Ripples radiate from the spot where a large fish briefly broke the surface. A large sign written in Common says "No Fishing."

The fish in question are giant gar. There are five of these creatures in the lake, watchdogs for the 14 nixies who make their home. The nixies do not bother the party unless provoked, and let the party drink and swim in the lake without incident. Any character attempting to fish, however, is attacked by a *charm* spell. Any characters lost in this fashion are returned to the party when Dargent or Fizban talk the nixies out of their prize.

J. The Woods of Peace

The forest begins at the edge of the grassland, and the trees' branches form an apron of solid darkness beneath their boughs. Deep within the dark interior of the woods, luminous figures move silently through the trees.

The woods are enchanted with a *darkness* spell operating beneath its boughs. The enchantment also creates the *illusion* of glowing men and women feasting and dancing within. Finally, any who enter the woods must make a saving throw versus spells or fall into a deep sleep. Those who fall asleep are taken to the nearest border of the woods by the forest's caretakers.

The caretakers are five moon dogs charged with guarding this place against evil. They attack any evil characters and seek to drive them away. They also attack those who seek to do damage to their forests, as damage may harm its enchantments.

K. The Shrine

Before you lies the Tomb of Huma, Knight of Solamnia, hero of a time now lost. It is a modest structure, dwarfed by the imposing weight of the carved dragon looming above it. The shrine rests on a set of low tiers, surrounded by tall pillars circling the site.

Chapter 8: Foghaven Vale

K1. The Guardians

As you approach the shrine, the pillars surrounding it seem to shimmer, as if exposed to great heat. You feel mildly unwell watching their forms twist, until finally each of the pillars resembles a familiar figure.

The pillars are the immobile guardians of the Tomb. Two enchantments are placed upon them. The first is an antipathy spell on the entire area that drives evil from the tomb. The second is an *illusion* that makes the pillars appear to be friends and comrades of the party. If the DRAGONLANCE® characters are used, the pillars appear to be Goldmoon, Raistlin, Riverwind, and other members of the lost party. The DM may also choose other friendly characters the players are familiar with.

K2. Huma's Tomb

The Tomb of Huma is a long, low building set atop three octagonal steps. Its door, made of heavy bronze, is shut, and a thick piece of oak bars the entrance from this side.

The Sword of Huma is a *sword +2, dragon-slayer*, with the ability to cast a heal spell once a day. Though as long as a bastard sword, it does longsword damage.

The Shield of Huma is a *shield +2*, with a *+3 protection against dragonbreath*. It appears to be a standard shield decorated with the emblem of the Order of the Rose.

Should either of these weapons be removed from the tomb, the new owner is cursed, being -1 to attack and -1 to save on all attacks. This curse may be reversed by an *atonement* spell, and is revoked when the weapons are wielded against an evil dragon.

K4. The Shattered Windpipe

The well before the door is covered with an ornate iron grating. Emblems of the Rose, the Crown, and the Sword are interwoven with vines of iron ivy. The well beneath the grating is lost in the darkness.

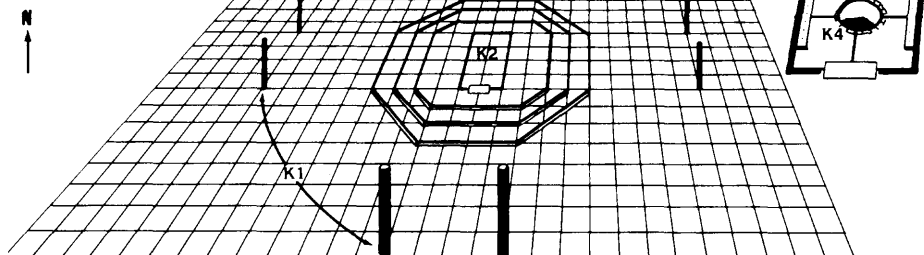
A successful Strength check is needed to move the grating. The well was once the Windpipe, a transport system to Level N, the Lower Gallery. It has caved in.

Six holes have been gouged in the circular wall of the well just below its opening in the Tomb. These are the holders for the control gems found in the dragon's lair (Area E). If the Windpipe can be eventually cleaned, the gems may be installed to make the Windpipe operate again.

Characters stepping or falling into the well fall 30 feet, until the Windpipe slopes and gently breaks their fall. If the characters follow the Windpipe, they find the way completely blocked after about 100 feet. The only way into the Dragon and beyond it to Sancrist is up the outside of the Dragon itself.

map k The Shrine

Scale: 1 square = 10'



The steps are as sharp and clear as if they had been cut from the mountain yesterday. The Tomb's exterior is carved with ornate symbols and pictures of men and dragons locked in combat.

The oak block can be easily moved by anyone making a Strength Check.

K3. The Tomb's Interior

The door silently swings open to reveal the final resting place of Huma. Both sides of the Tomb are lined with empty racks, holders for long pole arms. At the far end of the Tomb is a small dais, upon which there is a bier. At the near end is a well covered by an iron grating.

The Tomb is almost empty. The racks on either side, where Dragonlances once rested, are now bare. The bier that once held Huma's body is empty. At the foot of the dais are the Sword and Shield of Huma, revered artifacts,

Chapter 9: Stone Dragon



L. The Stone Dragon

From a distance, the great Stone Dragon seems a steep and treacherous climb. Its base is a gentle slope of stone shards cut from the mountain when the Dragon was made. The early going does not require any tools.

The route up the Stone dragon is known to both Silvert and Theo, as well as the Dargent character. Any of the three can show the paths leading to the hidden vale (shown on Map L).

About a day passes between encounters on the Dragon. Some areas require climbing equipment and ropes such as Theo's.

L1. First Camp

The lower part of the Stone Dragon is a broken slope of shattered stone, the remnants of the carving. At day's end, you reach a relatively level spot. Someone has been here before you, as you see from the ashes of a recent fire.

The fire is about four days old, and there are cast-off supplies scattered around, including several swords, packs of warm clothing, and parcels of food. Vanderjack's band abandoned these supplies as so much extra baggage when they passed this way.

L2. The Archway

It takes about a day's climb to reach this spot from L1. Make a Dexterity Check for each member of the party. Failure indicates slip-

ping on the rocks for 1 to 6 points of damage. Ropes do not negate this damage.

The archway is a wide gap between the Dragon's leg and the mountain, with the path passing beneath the arch and on to area L3. The underside of the arch is inhabited by 20 giant bats, who attack all members of the party save Dargent.

L3. Steep Going

This is the windward side of the Dragon. Ice and snow make this area very slick. Warn the party that proceeding without ropes is courting disaster.

If the party is continuing to climb without ropes, make two Dexterity Checks between here and area L4. Failure indicates a fall of 40 feet. If they have taken proper precautions, make one Dexterity check, with failure indicating a drop of 20 feet.

L4. Where Eagles Dare

This plateau is a day's climb from both Areas L6 and L3. It is a broad ledge that runs the length of the Dragon's elbow, and is scattered with large nests of broken trees and scrubs. This is the lair of seven giant eagles.

The eagles resent the party's intrusion and set up a cry of warning. If the party proceeds, the eagles attack. The party may try to skirt the area along the cliffs (Dexterity Check, failure indicates a 20-foot fall).

If someone can speak to the creatures, they can work out a deal, trading rations for safe passage. If the characters receive a good reaction roll, and prove not to be hostile, the eagles agree to carry the characters to Area L9.

L5. Second Camp

The brush begins to thin out here, and the path branches to the left (Area L7) and to the right (Area L6). At the branch is another dead campfire, again set about four days ago. There are discarded rations but no weapons.

L6. Nooks and Crannies

The right-hand path from L5 leads up the left leg of the Stone Dragon, an easy climb with plenty of handholds and easy footing. It is also the home of four yeti, who attack the party shortly before they make camp.

L7. Rough Sledding

This slope, like that leading to L5 and L1, consists of rock broken off when the Stone Dragon was carved. It is much steeper than either of the previous areas, and the threat of falling or avalanche is much greater.

Make a Dexterity Check for each character climbing here. Those failing fall 50 feet (10 feet if tied to other party members). If more than three fail Dexterity Checks, an avalanche of loose rock causes 2 to 12 points of additional damage to everyone in the party.

L8. Margoyles Lair

Upon reaching the Dragon's right elbow, the party finds a relatively level spot, where they are set upon by eight margoyles. If the heroes defeat the margoyles, the party finds the remaining clothes and climbing equipment of



Chapter 9: Stone Dragon

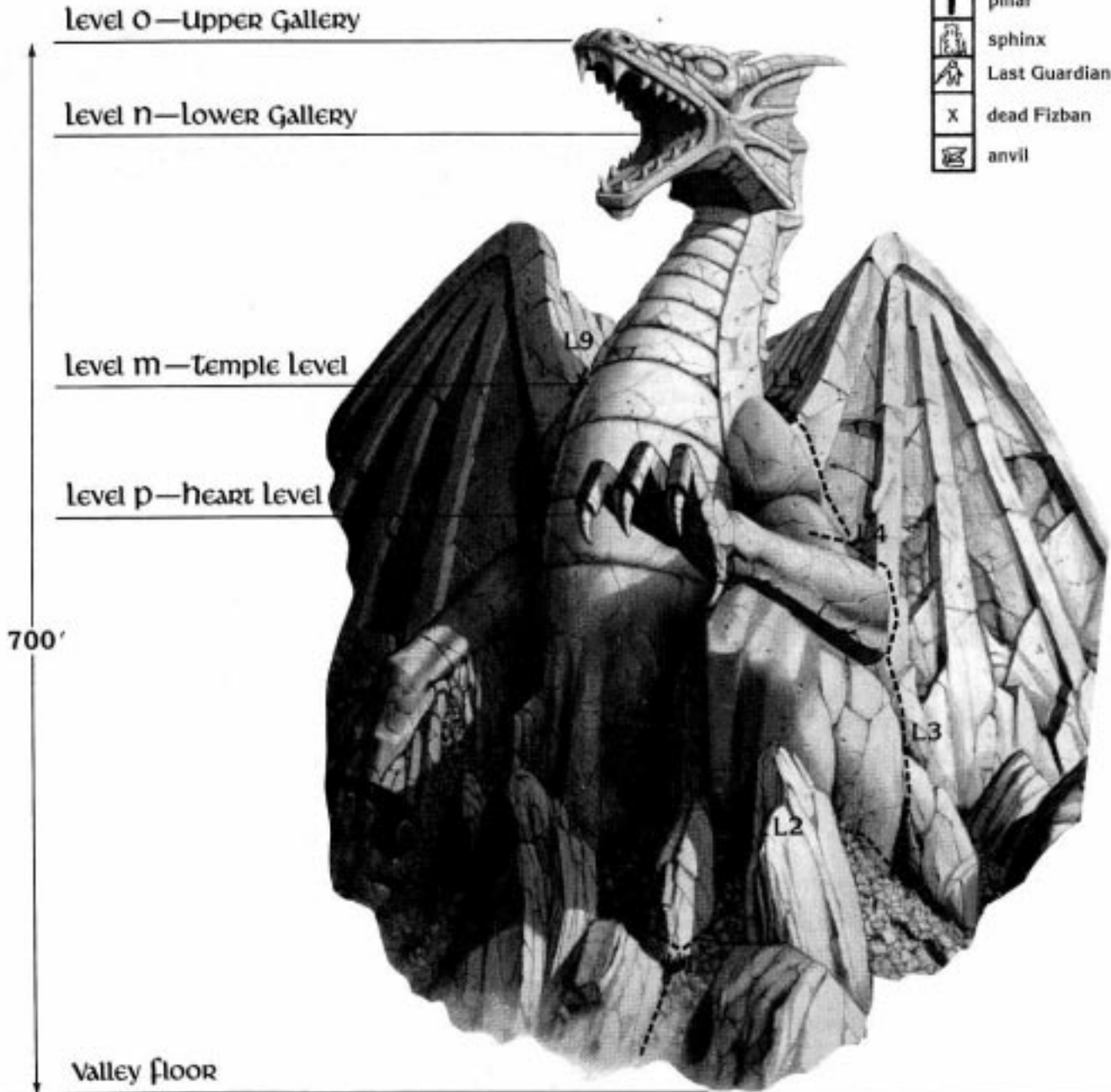


Map L The Stone Dragon of ERGOTH

Key

-  B1 encounter area
-  statue
-  door
-  altar
-  rack for Dragonlances
-  well

-  Windpipe
-  bench
-  secret door
-  spiral staircase
-  rubble
-  stairs
-  balcony railing
-  pillar
-  sphinx
-  Last Guardian
-  X dead Fizban
-  anvil



Chapter 9: Stone Dragon

Vanderjack's band. Vanderjack's men roused the margoyles, changed back into Sivak form, and flew the remaining distance up. The margoyles are the enemies of the aarakocra in Area L9.

L9. The Hidden Vale

This region can be reached from either L4 or L8. Upon reaching L9, the PCs are stopped by a group of aarakocra guards.

You climb the last few feet to the juncture of the wing and the body and look out over a hidden vale. Well-tended orchards dot the plains and humanoid creatures tend sheep and goats. The back wall of the vale is dotted with hundreds of shallow caves. There is a flurry of wings, and dropping in front of you is a group of four humanoids, each looking more like a bird than a man. They are armed with nasty-looking swords.

The leader of the aarakocra guards demands that the group tell their names and purpose in invading the aarakocra's kingdom. He then demands that the party accompany him and be presented to their king. The heroes are allowed to keep their weapons, but the aarakocra have them covered with crossbows. There are 120 aarakocras in the vale.

The aarakocra king is in one of the small grottoes. He is tending his son, who was gravely wounded by the Sivaks. The draconians fought past the guards, wounding the prince, and entered the Stone Dragon.

Should the party aid the aarakocra prince, the king will show them the concealed door into the Dragon. The characters also earn the good will of the king if they defeated the margoyles (the aarakocra would check this out) or swear to go after the draconians in the Stone Dragon.

The aarakocra know nothing of the interior of the temple, and do not wish to know. They are deathly afraid of enclosed spaces, or else they would go after the draconians. They were given this land ages ago by "The Great Dragons," huge silver-scaled creatures who used the interior of the Dragon to work mighty magics.

The Interior of the Stone Dragon

All the interior levels are mapped out on Maps M through P.

M. Temple Level

The only entrance from the Hidden Vale into the Dragon is through a concealed door on the Dragon's spine. The Sivaks broke down the door, which is hanging from its hinges. The aarakocra go no further.

M1. The Temple

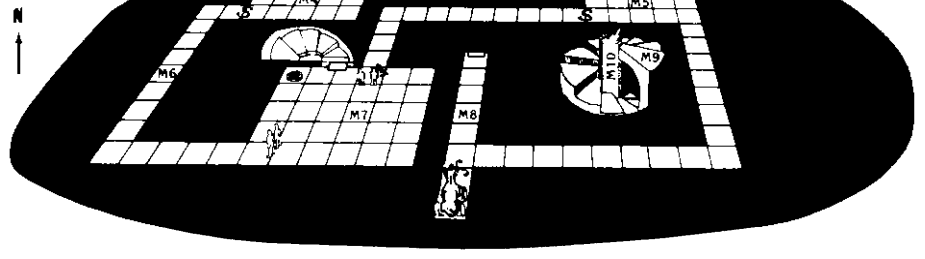
The corridor opens into a wide worship area with a high ceiling. The shrine is 40 feet deep with passages leading to the east and west. Benches line the walls, and at

the far end is a small altar beneath a huge tapestry of a warrior in armor of shining silver, a mighty dragon sitting regally behind him, and a constellation in the black sky.

The constellation is Draco Paladin, now absent from the sky. The dragon is the Platinum Dragon. The man is Paladine. The tapestry seems to indicate they are one in the same being.

Map M The Temple Level

1 square = 10'



Those worshipping at this small altar will receive the effects of a *bless* spell that lasts until they leave the Dragon.

M2. False Treasure Room

The walls of this room are dotted with small holes, as if burrowing insects had of thick gold bars in this room, each pile

The gold bars are ceramic bricks painted gold. The small holes are dart traps. Any character touching the floor is hit by 1 to 6 darts for 1 to 3 points damage per round.

M3. False Treasure Room

The walls here are smooth plaster. There are 10 piles of 20 gold bricks each here.

The walls and bricks are an *illusion* spell. The walls are really dotted with dart holes as in M2, with the same effect as noted there. The bricks are really steel bars clad in gold, and are worth 2,000 stlp each. They are also 2,000 gpw encumbrance.

M4. Priest's Room

This was the room for the priests and their assistants. The furniture and the tapestries have long since rotted. The dust has not been disturbed.

M5. Priest's Room

Same as M4, except that the tapestries have been torn down and the dust moved about by the passage of winged creatures. There are no prints in the dust. There is a door in the southeast corner of the room.

M6. Trapped Corridor

As the characters move down this corridor, the first trigger an ancient trap: 30 feet behind the party's leader, small jets of flame shoot out of the walls. Once these would have been deadly, but long disuse has clogged the valves. The jets inflict 2 points of damage to everyone in that area.

M7. Stone Guardians

The corridor opens into a large, ornately carved room ahead. Two huge statues stand before each corridor opening, shimmering as if exposed to great heat. A pile of broken stone lies by the northern passage. In the north wall there is a door, and a well in the northeast corner with a hole in the ceiling above it.

The four creatures are stone guardians, enchanted as are the pillars in area K1. Unlike the pillars, they can move and attack anyone entering their area. They resemble friends of those they attack.

The pile of rubble is a fifth stone guardian, this one apparently in the shape of a draconian when it was destroyed.

The well is the Windpipe from the Tomb to this level. It was filled with rock by the silver dragons before they left. The Windpipe up from here works, however, and will draw the characters upward to Area N1 if they touch one of the six control gems embedded in the sides of the well. The north door leads to stairs to the next level.

M8. Juggernaut Corridor

This corridor ends in a false door to the north and a secret door to the south. Behind the secret door is a large stone dragon on rollers. If someone attempts to open either door, the Juggernaut comes out of its hidden compartment, rolling north at 20 feet a round. Any characters caught beneath its rollers take 4 to 40 points of damage. The Juggernaut does not reach from floor to ceiling, so it is possible to fly over it or to leap onto it (Dexterity Check) without taking damage. The Juggernaut can be affected by any attack and takes 60 points before it is inoperative.

Chapter 9: Stone Dragon

M9. Staircase

This runs from the Upper Gallery to the Heart. It has no exit at this level.

M10. Windpipe

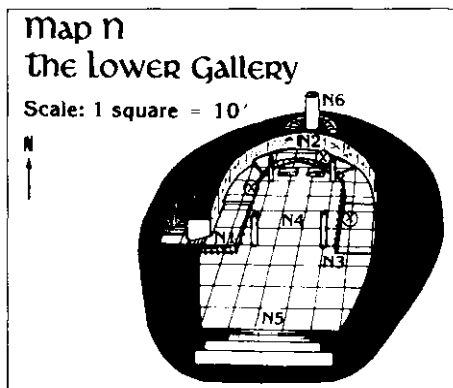
This Windpipe runs from the Upper Gallery down to the heart and is operational. It has no exit on this level.

N. The Lower Gallery

This level is at the base of the Dragon's head, 675 feet above the vale.

N1. Entrance Foyer

Characters drawn up the Windpipe from M7 will find themselves here, floating in midair and able to step out into N2. To the west is a long staircase from M7.



N2. Gallery of the Dragonwars

The 20-foot wide corridor curves east in broad, smooth steps. Along the right-hand wall is a large mural. The area is lit by bright torches, as if your coming were expected. Thirty feet away from you, at the corridor's bend, is the body of an old man, twisted in death. It is Fizban.

As the party checks the crumpled form on the steps, they find Fizban the Fabulous. But they also see another body 30 feet up the stairs that also resembles Fizban. Thirty feet beyond that body to the south, is another Fizban (these bodies are marked on the map). Finally, a fourth body is spotted at the top of the stairs (Area N3).

N3. Fizban

On the topmost step of the curving stair is another crumpled figure, again appearing to be the old wizard Fizban. This Fizban apparently died in his sleep, as he is propped delicately against a pillar.

This is the real Fizban, asleep. If anyone checks him, he awakens with a cheery "Hello, do you have breakfast ready?" If attacked, attacks miss and Fizban surrenders, pulling

out a white flag from his hat.

Fizban gradually remembers the party, mentioning previous encounters. He says he knew Derek when he was in the circus. He attempts to prove his identity by pulling a moose from his hat. (He gets a coatrack, but he is running true to form.)

If asked about the other Fizbans, he says that he slew four Sivaks and they must have taken his likeness while dying. If it is pointed out that there are only three bodies, he says that he must have miscounted.

Fizban knows that the PCs could not have gotten here without help. He knows the dragon Dargent, and knows she helped.

If Dargent has magicjarred a character, Fizban casts *dispel magic* on the victim. Dargent cowers in fear, begging the party to protect her from the mad wizard. Fizban does not explain himself except to say, "Things are not what they seem, children."

Should the PCs seek to restrain or attack Fizban, their attacks miss but ruin his concentration. Fizban has a 50% chance of any *dispel magic* spell driving the dragon out. After three spells are spoiled by attacks, Fizban becomes angry with the party. He straightens, seems to tower over them, saying to Dargent, "You endanger more than you know by breaking the Oath!" There is a brilliant flash of light and the ancient wizard is gone.

Dargent urges the party forward, saying that time is of the essence. She does not explain further or give a reason why Fizban attacked her. "What you seek" she says, "is found in the Head and the Heart."

If Dargent is among the party in *polymorphed* form, Fizban confronts her directly, asking why she has violated her Oath. She replies that any oath given under duress is not binding, and begins to change shape, assuming a smaller version of her silver dragon form. Fizban says that she endangers a great deal by breaking the Oath. Dargent does not wish to argue and tries to drive the frail mage off. She takes a swipe at Fizban with her claw. The old man dodges nimbly aside. Dargent does not wish to hurt Fizban, but only wishes to provide the party with the Dragonlances.

The PCs can try to restrain Fizban or Dargent. Fizban is not much of a fighter and can be held easily. Dargent flees as soon as she's hit, retreating down the stairs. If she gets to the Windpipe she escapes. If she is subdued, Fizban orders Dargent to leave the party, and she does.

If no one interrupts the combat, it continues for two rounds. On the third round the mage mutters a spell and both he and Dargent disappear in a flash of light.

If Dargent is defeated, Fizban returns to his normal befuddled self. He offers no explanations. He mutters something about a gambling debt if pressed. Fizban takes the *magic jar gem* if it is present.

If both Fizban and Dargent disappear, the party is on its own in the Throat.

N4. The Balcony

The full mural is visible from this balcony. It starts to the left, as did the one in Pax Tharkas. Great, evil dragons descend from the sky, destroying a mighty city similar to Tarsis. The devastaton fills the first panel. The central panel is a map of the interior of the Stone Dragon, noting its various levels as Head, Throat, Shrine, and Heart.

To the right of the central panel, the carnage continues, but this time dragons of silver and gold rise up to fight the evil dragons. Men armed with Dragonlances are mounted on the metallic dragons. Men on foot have smaller lances. In the final scene, the evil dragons are routed, but not without cost: Huma lies mortally wounded, cradled in the arms of a great silver dragon that sheds tears for his passing.

N5. The Staircase

This broad, white marble staircase is spattered with blackish liquid. If examined, it turns out to be blood. The first PCs walking up the stairs are attacked by the Sivak that got away.

The Sivak fights until half its hit points are gone, then escapes down the Windpipe. It will report to its masters in Daltigoth.

N6. Windpipe and Staircase

These are the Windpipe and staircase from the Upper Gallery to the Heart. There is currently no access on this level.

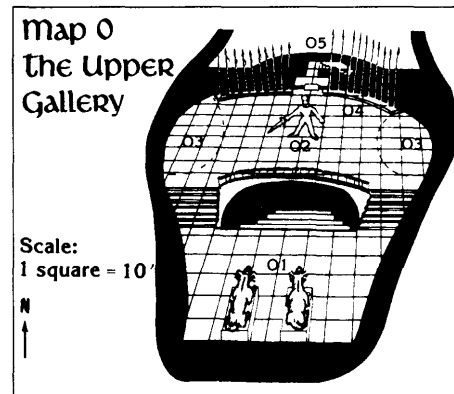
O. The Upper Gallery

This level occupies the Head and upper jaw of the Dragon, and is divided into two tiers. The lower tier is Area O1; the upper tier is reached via a 15-foot-high staircase on either side of O1.

O1. The Statues of Warning

This staircase opens onto a wide landing. Stairs lead up to the right and left. Directly ahead are two statues carved in dark stone to resemble crouching lions. Their heads are those of silver dragons.

The first sphinx speaks, saying, "The



Chapter 9: Stone Dragon

only evil here is that you bring." The second says, "One of pure heart can do the task of many." Then both are silent.

Other than the *magic mouth* spells cast on each of them, there is nothing unusual about these statues.

02. The Guardian of the Lances

The stairs lead up to a second tier lit by daylight through thick glass. A bronze door is in the far wall. To either side of the door are racks of mighty pole arms-*Dragonlances!* In the center of the room is a large humanoid with bronze skin and a steel sword. It has the head of a dragon and there is blood on its blade.

This is the Last Guardian, the watcher of the *Dragonlances*. Its abilities depend on how many people are in Area 02, and what their alignments are. Normally, it has the following stats: 4th level, AC 3, 16 hp, does 2-12 with sword. For each good character who attacks, add 2 to level, -1 to AC, 8 to hp, and 1 to damage. For each neutral character who attacks, add 3 to level, -1 to AC, 12 to hp, and 1 to damage. For each evil character who attacks, add 4 to level, -1 to AC, 16 to hp, 1 to damage. This lasts for one day. The Sivak has already attacked, to the guardian's stats are now: level 8, AC 2, 32 hp, damage 2-12 + 1. A *minor globe of invulnerability* is also cast upon the Last Guardian.

If reduced to 0 hp, the Last Guardian crumbles to dust. Its sword, however, remains: a nonmagical bastard sword.

03. The Light

Daylight illuminates this area by means of two *glasse* spells cast on the dragon's eyes. There is an *illusion* spell on the outside making the eyes appear to be stone. From this vantage point the characters can see the valley and Areas 62 and 80.

04. The Dragonlances

There are 20 *Dragonlances* here, 10 mounted and 10 footman's. See the Appendices for full descriptions of the *Dragonlances*.

05. Windpipe Down

This small room consists of a functional *Windpipe* and an oak door on the far wall. The door opens onto a long staircase down. Both *Windpipe* and stairs lead to the Heart.

P. Heart Level

The Heart of the Stone Dragon contains one of the necessities for fighting the war against dragonkind. Here are the foundries for making *Dragonlances* and the source of dragonmetal. The area is lit by a reddish light from the furnaces.

P1 . Windpipe's End

The *Windpipe* from the Head ends without warning, dropping you 20 feet onto the surface of a redly-lit pool of water.

The dragons removed the *control gems* at this end of the *Windpipe* when they abandoned this place. Characters drop into an underground reservoir for quenching the newly forged lances. They take no falling damage, but all in plate armor must make a Strength Check or take 1-8 points from foundering. The water is five feet deep, fed by a natural spring, and very cold.

P2. The Long Staircase

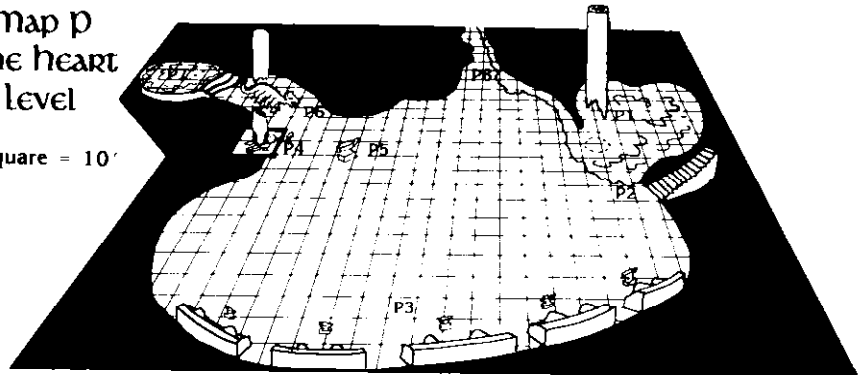
These stairs lead to Area 05 in the Upper Gallery. With the removal of the *control gems*, this is the only way up to the Upper Gallery from this level.

P3. The Furnaces of Ergoth

The cavern's dull red glow comes from five huge furnaces along the south wall. Their fires are banked and their chimneys are closed, but they seem fully operational, waiting only for a smith.

Map of the Heart Level

1 square = 10'



The furnaces are fed by volcanic heat from deep within the mountains. The chimneys lead to the Head; smoke pours from the nostrils during forging. Theros says that this is the best smithy he has ever seen.

P4. The Windpipe

This goes from the Lower Gallery to Huma's Tomb. It is blocked by rubble. One hundred men could clear it in a month; the gems are still there.

P5. The Anvil

Here stands a massive anvil. Tongs lie to one side, but there is no hammer. An inscription winds around the base: *With Silver Arm and Silver Pool/And Hammer to forge Wyrms' doom/Dragons hid these mighty tools/The last True Pool lies in this room/The Arm is lost to unknown fate/*

The Hammer lies past Dwarvengate

The anvil is made of a meteoric iron, and cannot be chipped or shattered. The heroes are set upon by the guardian of the pool.

P6. The Guardian

Stone scrapes on stone to the northwest; a huge shape lumbers into the red-limned cavern. The creature appears to be a stone dragon, except it has eight legs and no wings. It moves toward you.

The guardian is a stone golem. It will not let anyone near the pool, but follows the commands of any silver dragon. If Dargent is with the party, she commands the golem to stand aside. It attacks if Dargent is not with the party.

P7. The Pool of Dragonmetal

This is a pool of molten metal, cool to the touch. It is the last pure source of dragonmetal in Krynn, the only substance that can forge the *Dragonlances*. It can forge other +1 objects, but only *Dragonlances* have special properties against dragons. Three items are needed to forge a *Dragonlance*, according to legend: The Hammer of Kharas (still in Thor-

bardin), the Silver Arm, and the dragonmetal. The party has two of these items, but can only forge inferior *Dragonlances* without the Hammer of Kharas.

P8. Exit into the Human Lands

The exit north leads to a series of caverns that end in a small cave high above Area 82. It is an easy climb down.



By this time, the heroes have recovered the Dragonlances and know what is needed to forge most of them. Their immediate goal is to reach the outpost of the Knights of Solamnia, shown on Theros's map. From there, the heroes need to find transportation to continue their interrupted quest for the isle of Sancrist. Bringing the *Orb* safely to the Council of Whitestone is of utmost importance if the tide is to be turned in the battle against the dragonhordes. Pursuant to these goals, the heroes travel through two more areas before reaching the Knights' outpost.

Encounter Areas

82. The Exit to the Vale

The cavern opens onto a hillside overlooking a ruined town. The town was destroyed in the fury of the Cataclysm: pillars lie toppled and no building remains standing. Statues of men, dwarves, and elves are strewn through the wreckage. The vale leads down to a fertile valley farther to the north; smoke can be seen rising from the chimney tops of settlements in the distance. Suddenly, there is a piercing cry, unlike that of any bird. It is the angry scream of a dragon. From high above, a trio of riderless white dragons dives at you.

These are part of the white dragon wing at Daltigoth. They are acting on the reports of the dragon from Event 35 (The Scout, in Chapter 8), or, if that dragon was slain, these three have been sent to investigate its failure to return. In either case, their present orders are to slay any adventurers found in their search, and to bring any treasure back to their commanding officers in Daltigoth.

This is the party's first opportunity to use the Dragonlances that they took from the Stone Dragon. If Dargent is present, she *polymorphs* into her natural form and takes a hero aloft to do aerial combat. If she does this, she tells her rider that all the white dragons must be slain so that no word of her actions reaches outside ears. If Fizban is present, he begins to cast a spell, steps backward into a shallow hole, and struggles to free himself for the remainder of the conflict. The white dragons do not notice him.

The white dragons make two low passes as a group, raking the heroes with their breath weapons both times. They then land, one on each side of the party and one in the center. The central dragon is charged with taking out any spell casters while the other two concentrate on the toughest surviving fighters. Should Dargent go aloft, the dragon that would have landed in the center instead pursues the silver dragon. The white dragons do not threaten Dargent with her mysterious oath, but threaten to slay her.

After the battle, Dargent, if present, makes her farewells and returns to the cavern leading to the Stone Dragon. She explains that Fizban was right, that the old wizard knows more than she about the risk

she has taken in leading men to the source of the Dragonlances. She gives Theros the authority to start the foundry of the Dragonlance, and to forge new lances. Fizban, if he is present, recovers sufficiently from his struggles to join the party.

83. The Land of the Knights

This area is a bountiful land untouched by the tread of the Dragonarmies. It brings to mind the area around Haven long ago. Small settlements are scattered about, linked by ancient roads of packed earth. The natives, humans, are curious and friendly.

About 12 turns after entering the area, the heroes are hailed by a group of mounted men.

The group's leader is Kanthor Broadblade, a Knight of the Sword. He recognizes Lord Derek and Aaron. Word reached the outpost several days ago to be on the lookout for a group of adventurers and Knights bearing a great treasure, and he wonders if the party is the subject of his orders.

The heroes are escorted to the Knights' outpost without further adventures. At the outpost, the group is asked to report on what they found. It is up to the party whether to mention the Dragonlances, *Dragon Orb*, or silver dragon. Theros will definitely mention the foundries of the Stone Dragon, and indicates that he is interested in starting them up and beginning the production of new Dragonlances for the first time in centuries.

If Fizban left the party in Area N3, also turns up suddenly at the outpost. He says his *teleport* spell malfunctioned; he was aiming for Tarsis. He does not mention Dargent or the conflict inside the dragon and, if asked about it, requests the party not to mention her again in public, ever. The less said about oathbreakers, he says, the better.

Also present at the Knights' outpost is another group of shipwrecked adventurers. A band of Qualinesti Youngbloods was lost at sea and ran aground on the western shores of Ergoth. They are looking for a way home. Neither Silvert nor Theros wishes to return to the lands of the civilized elves, but Theros does offer them his map (unless the heroes wish to keep it). They are eager for any information of the lands north of theirs. The Youngbloods believe that news of the gathering evil hordes of the north will unite the feuding elven tribes against their common enemies.

Finally, the Knights are more than willing to provide a ship and sufficient manpower to sail to Sancrist, and send messengers ahead to report the good tidings of Derek's quest. The Knights have gained valuable allies, and the heroes have at last found others willing to stand up to the advancing dragonhordes.

In the next chapter, both Knights and heroes sail for the distant island of Sancrist, there to meet the Council of Whitestone. There also is the true purpose of the *Dragon Orbs* revealed.

Thero's Tale — As you remember, my friend's, I struck out against the dragon-men once, at the cost of my arm. Gilthanas's people were good enough to take me in, feeling that a one-armed smith could be of some use in their exile. I accompanied the Qualinesti to the edge of the channel, where we built boats to cross, crude ships that now rot on the beaches.

At that time was far afield, searching for ore to forge bolts and fasteners. What I found was a ruined place, a temple toppled by the Cataclysm and over grown with ivy. Thinking to salvage weapons or armor, I went in. When I found was this Silver Arm.

It was in a small alcove, bare, as if it was a shrine. I picked it up, thinking it part of a suit of armor, but found it cold. I placed it against the stump of my arm, and it bonded tight. I could move it as if it were my own.

It was the that I heard a deathly howl, and saw this hell-beast with green glowing eyes. I ran, feeling it hot behind me, and did not stop until I reached the beach. Porthios was amazed at my discovery, moreso because it could not be removed. We searched for the temple briefly, but found nothing. Then we sailed, landing here seven days later in leaky ships.

We found the Silvanesti here already, haughty, proud elves who seem a little too cool for my taste. Still, they allow me to walk through their lands, as do the Wild Ones, the Kagonesti.

This arm has been an aid. It is as natural as my own, and I can hammer from dawn to dusk without resting. It seems to know what I need to make.

One thing bothers me, though. I've been asked to make a lot of weapons. I'm afraid the elves aren't getting along too long well, and it will soon be coming to a head, I really would rather not be here when it does.

Vanderjack's Tale--I'll tell you, it was shortly after our brilliant defense of Vingaard Keep that I heard this story, a story of treasure from before the Cataclysm.

I know, you've heard plenty of dragon tales about lost cities and the lot, though most of them are stripped clean. This story I heard, it was on the level. I know, I popped a *detect lie* on the old coot telling it.

This tale says that in the center of Ergoth there's this Dragon. That's Dragon with a capital "D." One that's been around for years before these armies appeared quietly taking in his haul, entertaining pilgrims coming to worship him, and all that. I was told the Dragon can be found at the joining of three mountain ranges.

Say no more, I said. It doesn't matter that the beast is 700 feet high or has eyes that turn you to stone. I'm interested. Took a bunch of my mates and took off, a little vacation from the front, so to speak.

Landed near Daltigoth and have been running ever since. Ogres and dragons! They run that place! Just escaped with my skin and *that of my mates*. But *i'll tell you, with all that protection*, I'm convinced that this place

Foghaven is where that Dragon is. And I'm going to become rich finding it.

Theo's Tale--There isn't much to tell, really, you see, I'm an explorer, well, not an explorer, but an adventurer, well, really a discoverer, and a scientist too, I guess . . .

Anyway.

I'm from Sancrist (Know where that is?), and I was adventuring in the west, and found all sorts of neat items and stories that I'm going to have published, that is if I get back to Sancrist.

so.

I was en route back to Sancrist when pirates attacked and I, thinking of a neat item I had, pulled it out of my bag and let loose with an attack, though I think it blew a hole in the bottom of my boat.

Anyway.

I washed up on shore near this ruined city and was grabbed by these ogres and taken before this big giant who asked me who did I think I was washing up on his beach and I told him and he threw me in prison and took my bag.

so.

I was assigned to make big rocks into little rocks and even though it wasn't really my fault the quarry wall caved in and I escaped but not before I grabbed some more neat stuff and I got my bag back too but I think the big giant's son is angry at me.

Silvart's Tale--This is a legend among my people.

Long ago there was a mortal man, a warrior named Huma, who fought and gained great fame for his kindness and honesty and skill.

At that time there was a war with evil dragons who ravaged the land, and Huma did wish to drive the dragons from this land.

And so Huma went to a hidden valley, a pass between three mountain ranges, where there lived a wise dragon. The dragon appeared to him in female form, and was taken by his kindness and honesty and brave heart. They fell in love, but Huma did not know his lady was a dragon.

The dragon went to her people, and with the help of many races forged a great dwarven hammer and a magic arm, and delved deep into the earth to find the dragonmetal. And they forged the Lances of Doom.

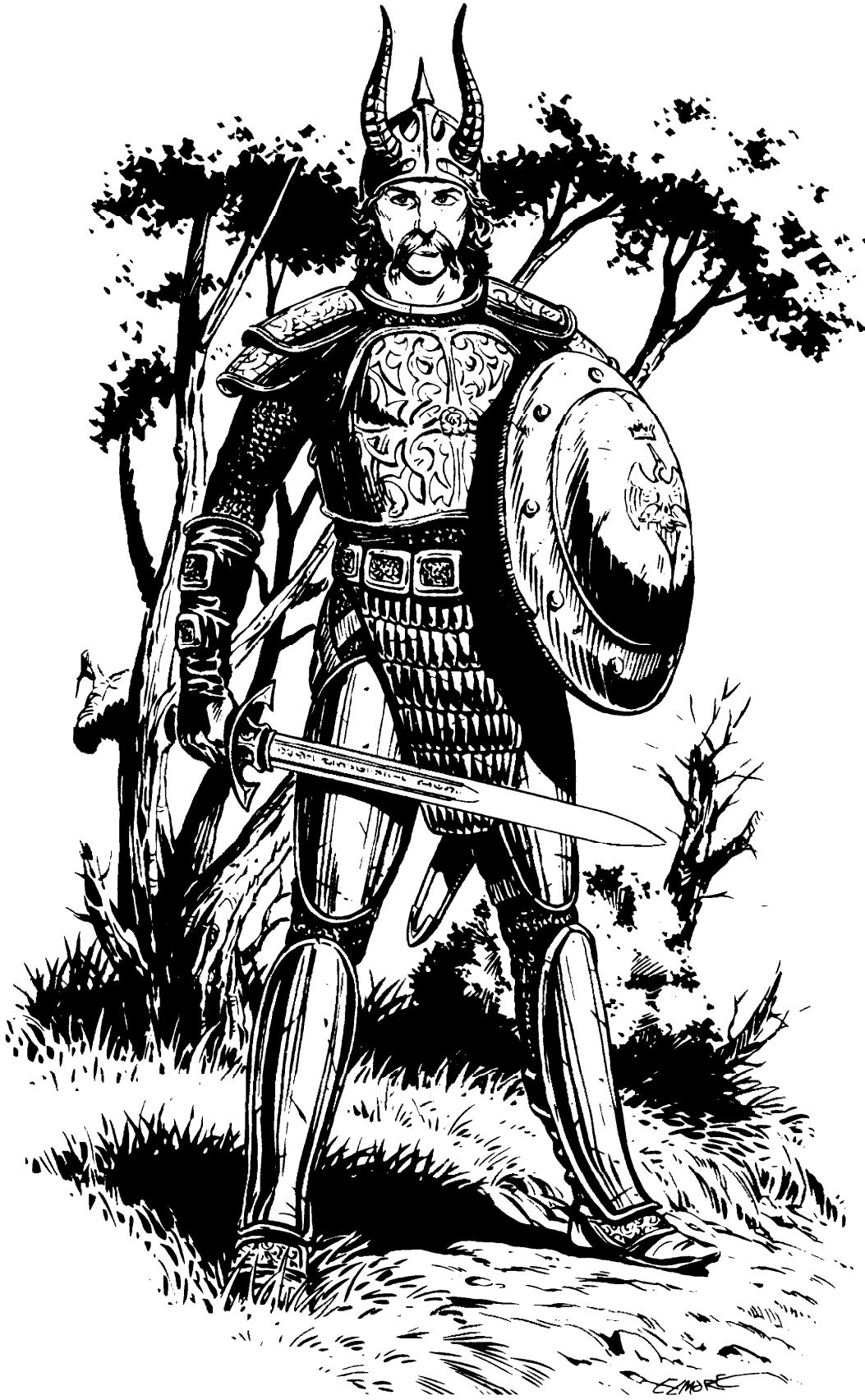
The evil dragons heard of the lances, and attacked the good dragon's people. Huma rode to warn them. Then the good dragon revealed her true form and, mounted on her back, the warrior Huma took to the air against the evil dragons, carrying a Lance of Doom.

The evil creatures were driven back to their foul holes, but not without cost, for the brave warrior was wounded unto death, and the dragon wept for him.

The good dragon and her people took the dead warrior up into their hills, and laid him to rest beneath a shroud of fog, with his Sword, his Shield, and his Lance of Doom. *The good dragon sickened and soon died as well.*

The Tomb of Huma was known until the great upheaval that you call the Cataclysm, and was a place of pilgrimage. But Huma's body disappeared from its locked vault, and it is said that he and his love dance beneath the trees in the fog.

I know this to be true. I have seen the Tomb of Huma beneath the Dragon's shadow, and seen strange lights dancing beneath the trees. You shall see it too, for it lies along the path over the mountains to the lands ruled by humans.





The Knights of Solamnia were once the greatest order of chivalry in all the history of Krynn. Now, their entire way of life hangs in precarious balance between the code of honor that once was and the truth of what the world has become.

The Origin of the Knights

The Knights came into being nearly 2,000 years before the War of the Lance, during the Age of Dreams, rising like a phoenix from the ashes of the empire of Ergoth.

Vinas Solamnus, commander of the Emperor's Palace Guard, set forth on his emperor's orders from the capital city of Daltigoth to squash the rebellion brewing in the northeastern reaches of the empire. However, Solamnus, who was a true and honorable man, found that the rebellion was well justified. Solamnus called his troops together and presented the case of the people. Any knights who believed in the cause of the rebels were entreated to stay. Those who did not were given leave to return to Daltigoth. Even though his men knew that doing so meant exile and possibly death, most chose to stay with Solamnus.

Thus began the War of Ice Tears. Although Ergoth was in the grip of the most terrible winter ever chronicled, Solamnus and his dedicated army of knights and frontier nobles marched on Daltigoth and laid siege to it. Solamnus personally led daring raids into the city. Within two months, the capital fell as a revolt of the people forced the emperor to sue for peace.

As a result, the northeastern plains of Ergoth, from the Vingaard Mountains to the Estwild gained its independence. The grateful people of that region chose Vinas as their king and named their new country Solamnia in his honor. Although it never attained any great power during the rest of that Age, Solamnia became synonymous with honesty, integrity, and fierce determination.

Vinas knew that those who followed him as rulers of Solamnia might not be as honorable as he. Thus, he organized the Knights of Solamnia. Through wars with bordering states, the Third Dragon War and Solamnia's subsequent rise to power during the Age of Might, the Knights of Solamnia remained true to the Oath and Measure established by the great and long-dead king.

The Oath and the Measure

The goals of the Knights have not changed in the last 1,800 years. The Knights subscribe to two codes: The Oath and The Measure. The Oath is "Est Sularus oth Mithas" (literally, "My Honor is my Life").

The Measure is a 37-volume set of laws that defines what honor means. The Measure is complicated and exacting; only a brief summary of its law is given here. It is important to remember that exact and unquestioned adherence to the law was the goal of the Knights.

The greatest problem facing the Knights now is that the spirit of the Oath has left them. Only the rigid, unbending shell of the Measure remains. If the Knights can be brought to understand that honor does not lie in the aged and dusty codes of the Measure, but in the heart of the true Knight, then they can unite against the Dragonarmies and avoid certain doom.

The following are excerpts from the Measure of Knighthood, compiled from the writings of Vinas Solamnus and his successors. The excerpts given here are sufficient for purposes of this adventure.

The Oath governs all a Knight is and does. It is his life's blood, it is more sacred to him than life itself.

The Measure of a Knight is taken by how well he upholds the Oath. We judge a Knight against the Measure and by the Measure. The Measure of the Rose deals with holy wisdom among the Knights. The Measure of the Sword deals with the discipline of Honor among Knights. The Measure of the Crown deals with the disciplines of Loyalty and Obedience.

Pertaining to the Order of Knights in Battle

Knights who take the field in defense of honor and the realm follow the order set forth by the Measure. Armies are made up of three brigades, each commanded by a Lord Knight from one of the three Orders of Knights. All armed persons operating under the protection and command of the Knights will be part of one of these three brigades.

The army is commanded by a Warrior Lord, one of the three Lord Knights commanding the brigades. The Warrior Lord is chosen by majority consent of the three Lord Knight brigade commanders and must exemplify the highest ideals of the Knighthood. Recognition of the Warrior Lord is to be made openly in Knightly Council.

Should a Lord Knight fall in battle, another must step forward and take his place. Should the Warrior Lord be lost, then shall each Lord Knight separately command his own brigade until such time as a Knightly Council can be called.

Pertaining to the Knightly Council

Such councils shall be convened as required by the Measure. They must include three Lord Knights, one from each of the Orders of Knights. If any order cannot provide a Lord Knight, then a Knight may stand in his stead so long as there is at least one Lord Knight presiding.

Councils shall convene for the following purposes: to determine strategies of war; to assign orders for war and battle; to select the Warrior Lord prior to a battle; to hear charges of unknighthly conduct; to honor those who have performed valiantly on the field of honor; for settlement of questions concerning the Measure.

Knightly Orders and the Measure

The Order of the Rose takes its Measure from deeds of wisdom and justice. Examples of deeds befitting the Measure of the Rose: taking compassion on the less fortunate; sacrificing one's life for the sake of others; taking no thought to one's own safety in defense of the Measure and its honor; protecting the lives of fellow Knights: seeing that no life is wasted or sacrificed in vain.

The Order of the Sword takes its Measure from affairs of courage and heroics. Examples of acts befitting the Measure of the Sword: facing evil without regard to personal suffering; accepting the challenge of combat for the honor of the Knighthood; defending the honor of a fellow Knight in good standing; protecting the defenseless and weak.

The Order of the Crown takes its Measure from affairs of loyalty and obedience to authority of the greater Knighthood through its High Councils and commanders. Examples of acts befitting the Measure of the Crown: unquestioned obedience to those whose authority is righteously maintained in the Knightly Councils; dedication to the ideals of the Measure; loyalty to brother Knights of all Orders; and all other acts that cause the strengthening of loyalty among the Knights.

No Knight found wanting in the Measure of any Order shall command Knights on the field of battle nor council with them until repented of his unknighthly deeds.



Knights of Solamnia



Changing of the Guard; PCs Take Charge

Player characters may be chosen to lead the Knights of Solamnia should replacement of their leadership become important. The process for replacing a leader is as follows:

1. The leader must relinquish his command: This may be done either with the Knight's consent or forced through a Knightly Council. If a Knight in leadership position is found wanting in the supreme qualities of the Knighthood, then he may not command and another must be elevated to command.
2. A new leader must be selected: No Knight may nominate himself for the office in question; his case must be given by another Knight in good standing. Non-Solamnics may not participate in this process.
3. The general Knighthood must consent: The Knighthood must make a morale check. For purposes of this roll only, use the following rules for morale determination: if a PC is nominated, subtract any morale modifiers due to heroic PC action. if no PC is nominated, then do not include heroic PC action modifiers for this roll. If the Knights fail their morale check, the PC's nomination is accepted and the PC becomes the leader of the unit or brigade in question.

The Knights always nominate Id3 NPC Knights for any position in addition to any PC nominations. The consent of the Knights (step 3) is carried out for each nominee in turn. If consent is given to more than one person, then step 3 is repeated until only one character has the consent of the Knights. If step 3 is repeated more than seven times, then the Knightly Council is declared undecided and the function of command is relegated to the unit's commander until the council may meet again. (Units fall under brigade commanders temporarily; brigade commanders fall under the Warrior Lord.) This severely limits the effectiveness of the unit until the situation is remedied.

PCs who become commanders of units are not required to stay with the unit, but unless they are with the unit when a battle takes place, their unit is considered out of command for BATTLESYSTEM™ rules purposes.

The Morale of the Knights

The Knights of Solamnia are seriously demoralized by the time the adventurers arrive (current Morale Rating is 13, down from the Knights' normal 17). For BATTLESYSTEM rules purposes, use the following system for determining base morale at the beginning of any Sortie; also use the same system for determining certain events according to the Events of Honor listed below. No morale additions can bring the morale of the Knights higher than their original 17 nor can any subtraction bring the morale of the Knights lower than 8.

Morale Modifiers for Solamnic Knights

Heroic Actions (+ 1 to +5)

The Knights' morale increases with every victory or whenever the PCs perform a heroic action. The amount of increase depends on the act. These include, but are not limited to, the following:

- +1 For every enemy unit destroyed or routed from the battlefield.
- +2 Whenever a PC becomes commander of the forces at the tower.
- +3 For every victory in a Sortie or battle.
- +3 Risking one's life for another.
- +5 Unselfishly sacrificing one's life for others.

Non-Heroic Actions (-1 to -2)

These acts lower the morale of the Knights.

- 1 Unwise PC actions
 - Violations of the Measure
 - Unwise commands
 - Disobedience to commanders
- 2 Each sortie in which the Knights suffer a defeat

Events of Honor

Events of honor occur according to the Knights' Morale Rating. If the morale of the Knights reaches 8 to 12, follow the instructions below. Also, the Morale Rating of the Knights affects how well they defend the tower. If the BATTLESYSTEM rules are not used for this adventure, then the Morale Rating of the Knights automatically determines the outcome of battles as described in the Events section of Chapter 11.

MR = 12, 10, or 9: Knightly Council

The leadership of the Knights is called into question. Any PC who has exhibited heroic conduct will be put forward to replace one of the brigade commanders.

MR = 8: Desperate Attempt

One of the Lord Knight brigade commanders attempts to command his entire brigade to enter the field of battle. Any brigade with cavalry will be first to leave. This reflects the desperation the Lord Knights feel as the morale of the Knights slips. Their reasoning seems to be that things will only get worse so best to attack now. With BATTLESYSTEM rules, run the Knights Breakout Sortie using the appropriate brigade of Knights and soldiers. Otherwise, the entire brigade disappears with the exception of one soldier returning to tell the tale of how they were trapped between thousands of monsters and crushed as between two rocks.

Knight NPCs

During this adventure, the morale of the Knights is of supreme concern. The NPC Knights encountered should be no more adventurous than the PCs. Take the same precautions with them as the players do with their PCs. The Knights will not normally volunteer for hazardous assignments and will probably be reluctant to help the PCs. Knights never allow themselves to be ordered about by anyone but their superiors.

Chapter 10: Winter Councils



This adventure centers around events at the High Clerist Tower at the Westgate Pass south of Palanthas. The heroes must make their way there from the coast of Southern Ergoth to Palanthas. There is much they must learn along the way.

Obscure Death

Beginning with this chapter, some characters may die permanently. Whenever this happens, it is noted; that character may die in that or later encounters. The character will not reappear later in the story. Beginning with this chapter, no PC is subject to the obscure death scenario. If a PC dies in this or later adventures-say goodbye!

Adventure Goals and Goal Artifacts

The PCs must reach at least one Adventure Goal and recover at least one Goal Artifact. Adventure Goal A is a part of the Crown of Yarus (Encounter 92 or 96); Goal B is learning about the 33rd piece (Encounter 16); Goal C is keeping the Orb and Dragonlances (Encounters 88 and 95). Each Adventure Goal has a corresponding Goal Artifact (pages 58-59). Without a Goal Artifact, the Whitestone forces face overwhelming odds at the Tower of the High Clerist.

Journeying

This chapter offers two options for running the journey from Southern Ergoth to the High Clerist Tower: Interactive Narrative and Wilderness Adventuring.

Interactive Narrative lets your players learn the adventure background and clues necessary for a successful adventure; it also lets them feel that they are active participants in the story. This method quickly transports the characters hundreds of miles directly into the heart of the adventure.

Starting with Encounter 84, read the boxed text to the players. Most encounters give the heroes several choices of where to go next. Read the options, ask the players to choose one (majority rules), then move on to the text for that encounter. Remember to mark off the number of days each journey takes on the Adventure Clock (on the next page). Keeping track of time is very important in this adventure, as it is quite possible that the PCs may not get to the High Clerist Tower on time.

Wilderness Adventuring The encounters have enough information to help you run an overland adventure. Use the Adventure Clock (on the next page), the Random Encounters Chart, and the Events in Chapter 10 to role-play the journey and still get the heroes to the war on time. The five pieces of information listed in Encounter 84 will help the PCs decide where to go.

Event 36: The Whitestone Council

This occurs only if the PCs are on Sancrist on day 15 (month 1). The Council decides to take the *Orb* and Dragonlances from the heroes for further study. This Event may be avoided by leaving Sancrist Isle before day 15 or by stealing the weapons and Orb back after they are taken.

Event 37: Wheeling Birds

On day 20 of month 1, wheeling kingfishers, a portent of war, are seen in the general direction of Solamnia.

Event 38: Fizban Returns

On day 30, the ancient wizard Fizban meets the party and urges the heroes toward Palanthas. There might the adventurers find answers to their many questions. Besides, he wants to visit an old friend and needs someone to help him with his baggage.

Event 39: Haunted Knights

On day 40 (day 12, month 2), the party encounters 20 war-weary Knights of Solamnia returning home after serving at the High Clerist Tower. They advise the PCs to get to the tower with all speed.

Event 40: A Hard-riding Messenger

On day 50 (day 22, month 2), the party meets a Knight riding with a dispatch from the commander at the High Clerist Tower. The Knight tells them the message is an urgent request for aid before the tower is overwhelmed by the Dragonarmy. Ignore this Event if the PCs are already at the tower.

Event 41: Impressed into Service

On day 60 (day 4, month 3), a relief force of Solamnic Knights impresses the heroes into the cause of the High Clerist Tower.

Chapter 10: Winter Councils

Interactive Narrative

84. The Solamnic Seas

A gentle breeze wafts over the shore. The quiet life of the Solamnic outpost, far from the war, belies the trouble and fear of its people. Here and there, knights canter their horses down the roughly cobble streets.

At this point the players must decide where to go. Ships at the outpost are setting sail for Paianthas, Caergoth, Crystyn, and Sancrist Isle. The PCs can also go overland to Eastport (on Southern Ergoth's eastern shore) and catch a ship to Caergoth from there.

The PCs' priorities right now are to find out how to operate the Orb and Dragonlances and to get to the war before it's too late. Remind the players of this and give them the following information from the Knights:

1. The Council of Whitestone on Sancrist may have advice on the Orb and Dragonlances.
2. Sailing to Caergoth is the fastest way to reach the war.
3. Crystyn reportedly has treasures and weapons for those bold enough to search the misty isle.
4. Overland to Eastport is a long journey but safer than the sea voyages. Rumors abound at the outpost of terrible devastation to the north, along the route to Eastport.
5. Time is of the essence. The Dragonarmy controls almost all of Ansalon and the forces of good are backed against the

Adventure Clock
Each [] = 1 day

Month 1 Su Mo Tu We Th Fr Sa

Week 1	[1]	[2]	[3]	[4]	[5]	[6]	[7]
Week 2	[8]	[9]	[10]	[11]	[12]	[13]	[14]
Week 3	[15]	[16]	[17]	[18]	[19]	[20]	[21]
Week 4	[22]	[23]	[24]	[25]	[26]	[27]	[28]

Month 2 Su Mo Tu We Th Fr Sa

Week 1	[1]	[2]	[3]	[4]	[5]	[6]	[7]
Week 2	[8]	[9]	[10]	[11]	[12]	[13]	[14]
Week 3	[15]	[16]	[17]	[18]	[19]	[20]	[21]
Week 4	[22]	[23]	[24]	[25]	[26]	[27]	[28]

Month 3 Su Mo Tu We Th Fr Sa

Week 1	[1]	[2]	[3]	[4]	[5]	[6]	[7]
Week 2	[8]	[9]	[10]	[11]	[12]	[13]	[14]
Week 3	[15]	[16]	[17]	[18]	[19]	[20]	[21]
Week 4	[22]	[23]	[24]	[25]	[26]	[27]	[28]

Month 4 Su Mo Tu We Th Fr Sa

Week 1	[1]	[2]	[3]	[4]	[5]	[6]	[7]
Week 2	[8]	[9]	[10]	[11]	[12]	[13]	[14]
Week 3	[15]	[16]	[17]	[18]	[19]	[20]	[21]
Week 4	[22]	[23]	[24]	[25]	[26]	[27]	[28]

sea. The Dragonlances need to get into action. While the players are deciding where to go, read the following to them.

Three ships are ready to sail. Their captains are known to the Knights as good and honest seamen. One great gull-winged ship stands ready to ply the seas to Sancrist, home in exile of the Solamnic Knights. Another stands ready for a journey to Crystyn. The third captain is risking the treacherous Chislev Break between Northern and Southern Ergoth to sail to Caergoth in southern Solamnia. He is impatient to return and fight with his comrades.

These ships are small merchant vessels (see DMG, p. 53) with hull values of 1d10 + 20.

Cast Your Fate!

Sail for Sancrist? Read Encounter 84A; mark 7 days off the Adventure Clock; go to Encounter 86

Sail for Crystyn? Read Encounter 84C; mark 1 day off the Adventure Clock; go to Encounter 85

Sail for Caergoth? Read Encounter 84B; mark 12 days off the Adventure Clock; go to Encounter 95

Journey overland to Caergoth? Go to Encounter 90

84A: Sail for Sancrist

The ship weighs anchor at evening tide, cutting pink salt spray with its bow. For several days you course through the waters of Krynn. At last, Sancrist is seen on the horizon.

84B: Sail for Caergoth

The ship weighs anchor and heaves to north and east. On the fifth day you're buffeted and driven back by terrible storms. The rocky shores of southern and northern Ergoth foam death white to the south and north. The grim captain stands determined watch; his will alone, it seems, gets you through. Now, under cold grey skies, you see the towering walls of Caergoth.

84C: Sail for Crystyn

The ship weighs anchor at first light, sprays of blue winter sea foaming about its bow. Come evening, the hulking grey mist of your goal is on the horizon. The captain drops anchor and you row ashore in a longboat. Nothing can be seen but the grey mists.

85. Crystyn

A continuous white mist laces the trees and ground in delicate splendor. Towering mountains stand dark against the brilliant night sky.

Mark one day off the Adventure Clock for every Wilderness Map hex the PCs pass through. It takes five days to explore a hex casually and four weeks to explore carefully. If the players explore a hex (even casually), read the following:

Struggling through dense forest, you suddenly come upon the remains of an ancient tower. Most of the tower was destroyed in some long-past conflict, but a broken ring of stones still stands.

If the players enter the tower they find a wand of *fire* (10 charges), a ring of *fire resistance*, and a *ring of protection* +3. The players do not find more of these items if they return to Crystyn.

Random Encounters on Crystyn are in the 1 d10 + 34 range on the Random Encounter Chart on the next page.

Roll 1d4 when the players wish to leave Crystyn. The result is the number of days they wait for a boat to bring them back to the outpost. Mark the number of days off the Adventure Clock and return to the "Cast Your Fate" section of Encounter 84.

86. Thalan Bay

Towering mountains form one side of Thalan Bay, the harbor of Sancrist Isle. Deep, lush forests ring the harbor and hold Castle Wistan, home in exile of the Solamnic Knights. Here also is the fabled Whitestone Glade where the council of free peoples will soon gather.

You are told that an ancient race of gnomes lives in the mountains of Nevermind. They hold many answers for those with technical questions, although the answers are not always intelligible.

Thalan was once a great port and sent ships to Tarsis, Istar, Palanthis, and even Silvanost. Regular routes exist only to Palanthis and Caergoth nowadays.

Vessels found here are small merchant ships (hull values of 1d8 + 28). Encounters are in the 1d12 + 7 range on the Random Encounter Chart.

Cast Your Fate!

Sail for Palanthis? Mark off 25 days; go to Encounter 96.

Attend the Whitestone Council? Mark off 2 days; go to Encounter 88.

Chapter 10: Winter Councils

Inquire of the Knights of Solamnia? Mark off 2 days; go to Encounter 87.
Climb Mount Nevermind? Mark off 4 days; go to Encounter 89.

87. Castle Uth Wistan

The spires of Castle Wistan rise above the forest canopy. Many Knights have set up camp on the castle grounds. There is a flurry of activity and a sense of great urgency.

Read the following only if this is the first time the PCs have been here.

As you approach the camp, guards hail you and ask your business. You are quickly escorted to Lord Gunthar Uth Wistan.

Gunthar sits straight and proud in his great high-backed throne. A good and noble leader, he is desperately trying to keep the Knighthood intact. He wishes to speak to you alone and dismiss the attendants.

As they leave, Gunthar's demeanor changes. He slumps forward with a sigh.

"I was told of your coming. I fear for all free people in Ansalon. The Dragonarmies have pressed across the Solamnic Plain and only now have we discovered our folly

in Palanthis. Draconian emissaries have charmed the Palanthisians with lies while building their armies. Now only the High Clerist Tower protects the most covered fleet of ships in all Ansalon. Unless the Westgate Pass is held our cause is doomed.

"Yet there is worse than that. My Knights waste themselves in pointless contests of power; my position is threatened by commanders in the field; my orders are questioned and even disobeyed! The Knighthood is dead unless an exemplar of honor and strength comes to us and renews our faith.

"There are three commanders at the tower, Lords Aurik, Michael, and Joeffrey. Lord Aurik is commander but is far in his years and lacks the wisdom he once had. Lord Alfred has great sense in battle but is indecisive. Lord Joeffrey is motivated by his own ambition-watch him with care.

"We will give you what we can spare from our armory if you agree to aid our cause. I would that you journey to Palanthis with a writ to Astinus and urge him to once again plead our case before the Senate. Then go to the High Clerist Tower. Another writ I give you to gain entrance into the tower-it is our holy place and the troops will allow no one in without my permission. None have entered there for hun-

dreds of years, to our knowledge. Our cause is desperate enough that I am requesting that you go into the tower that is forbidden to us. Within, I am told, is the ancient wealth of the High Clerist. Perhaps it can be used in our cause. Now you must hasten for time is short."

The PCs may take the following items if they agree to aid the Knights: *plate armor +4* (human sized); *plate armor +3* (dwarf sized); *shield of missile protection +1*; *cloak of invisibility*, *longsword +3*; and a *shortsword +2*.

Lord Gunthar's castle is a medium-sized castle with a curtainwall (a high, fortified wall that surrounds a castle). The castle is in excellent condition and fully functioning.

Tents and portable pavilions stand encamped all around the castle, forming a sea of color from the castle moat to the forest. There are three distinct camps (one for each Order of the Knights) and tempers often flare up. Encounters in this area will be in the 1d12 + 6 range on the Random Encounter Chart. Knights act according to the guidelines given on pages 50 and 51.

The Knights can offer no further aid and strongly encourage the PCs to head toward Palanthis and the tower as quickly as possible.

Random Encounters

In addition to the set Encounters and Events, the following Random Encounters can occur at your discretion. You can alter the frequency or omit them altogether if the party is seriously weakened. Properly run, Random Encounters can add flavor and excitement to the game.

Use the following tables to set up a Random Encounter. Table 1 contains a list of all the areas that might be explored during the adventure. Next to each area is a column labeled "Check." This shows how often you should check to see if a Random Encounter occurs in that area. For example, "1/3 hours" means that you should make a Random Encounter check once every three game hours while in that area. To make a Random Encounter check, roll 1d10. If the result is a 1, a Random Encounter takes place.

Next, look at the column marked "Range." Roll the die listed and add the modifier beside it. Look up the resulting number on Table 2 to find the Random Encounter that takes place. The statistics for monsters encountered are given in the Combined Monster Statistics Chart on the back cover of this book.

Table 1: Random Encounter Checks

Area	Check	Range
Kender Forests	1/3 Turns	1d6 + 3
Vingaard		
Mountains	1/Hour	1d8 + 3
Palanthisian Plains	1/2 Hours	1d10 + 3
Greater		
Wilderness	1/4 Hours	1d20
Cities and Villages	1/3 Turns	1 12+7
Battle Plains	1/3 Turns	1d20 + 12
Dragon Occupied	1/2 Hours	2d10 + 17
Ancient Ruins	1/3 Turns	1d10 + 34
Clerist Tower	1/3 Turns	1d12+37

Table 2: Random Encounters

1	1-20 Baaz Draconians
2	2- 16 Kagonesti Elves
3	1-8 Kagonesti Elves
4	1 White Stag
5	1 Kender
6	1-4 Kender
7	4-40 Kender
8	2-40 Peasants
9	1-12 Pilgrims
10	2-40 Army Troops
11	2-20 Army Archers
12	4-24 Cavalry
13	1 Kingfisher
14	1-20 Knights of the Sword
15	4-40 Peasants

16	1-6 Peasants
17	1-6 Knights of the Rose
18	1-10 Knights of the Sword
19	20 Pilgrims
20	1-8 Gully Dwarves
21	1-4 Army Archers
22	1-6 Cavalry
23	1-8 Bozak Draconians
24	2-12 Kapak Draconians
25	2-20 Baaz Draconians
26	1-6 Sivak Draconians
27	1-3 Blue Drabons
28	2-40 Hobgoblins
29	1-4 Peasants
30	2-12 Army Troops
31	1-6 Ogres
32	1-20 Vultures
33	1 Death Knight and 16 Warriors
34	1-6 Baaz Draconians (drunk)
35	1 Groaning Spirit (Banshee)
36	2-12 Wraiths
37	2-12 Spectres
38	2-12 Baaz Draconians
39	1-6 invisible Stalkers
40	1 Lurker Above
41	1-6 Phantoms
42	1-100 Rats, Ordinary
43	1 Shadow
44	1 Spectral Minion (Philosopher)
45	2-40 Spectral Minions (Reerlers)
46	2-12 Spectral Minions (Berserkers)
47	2-12 Spectral Minions (Warriors)
48	2-12 Bodaks
49	1-8 Willo-o-Wisps

Chapter 10: Winter Councils

Cast Your Fate!

Attend the Whitestone Council? Mark off 2 days; go to Encounter 88
Climb Mount Nevermind? Mark off 4 days; go to Encounter 89
Go to the ships of Thalán Bay? Mark off 2 days; go to Encounter 86

88. Council of Whitestone

The dense forest opens to reveal a great circular meadow. Lush grass and cool, clean air greet you as you enter the glade.

A slab of white gemstone rises at a slight angle from the center of the glade; the fabled and holy Whitestone. It is here that Paladine last touched the world.

Read the following only if this is the first time the PCs have been here.

As you watch, delegates from all the free lands of Ansalon enter the grove and sit around the Whitestone. The glade fills with elves, dwarves, kender, and humans. Lastly do the Knights of Solamnia enter with Gunthar standing before the seated assembly.

"Lords and Ladies, I call the Whitestone Council. May our discussions yield fruit in these evil times."

The meeting begins with an account of your travels and discoveries. A silence greets the end of the tale.

It is the last moment of peace at the meeting. The glen erupts into a confusion of shouting voices.

... send these lads and their new-found weapons to Palanthas! Let them prove the mettle of their weapons and valor!

... the Orb of Icewall belongs to the Qualinesti Elves. We demand its immediate return!"

... tales of the Dragonlance are known to all, yet are these true Dragonlances? Perhaps the gnomes could study them ..."

... like the Orb in the High Clerist Tower! This Orb must not leave Sancrist! Not until we understand its great powers and dangers can we dare ..."

"... so I see no reason why we kendars shouldn't take care of it. We have never lost anything as far as I can recall ..."

The Council comes to no conclusion. Indeed, the elves are ready to declare war on the Knights, while the dwarves carefully fuel the argument on both sides. The kender taunt both sides to keep tempers hot.

Still, the general mood seems to be against you. If you return here the Orb and lances might be taken from you. Swift departure is advised by Gunthar.

Record that the PCs have reached Adventure Goal C. If the PCs stay on Sancrist for six more days, run Event 37.

Cast Your Fate!

Go to Castle Wistan? Mark off 2 days; go to Encounter 87
Climb Mount Nevermind? Mark off 4 days; go to Encounter 89
Go to the ships of Thalán Bay? Mark off 2 days; go to Encounter 86

The Council of Whitestone consists of both seated and unseated members. Seated members may vote in the Council's decisions and include Lord Gunthar, Duncan Hammerrock (Master of Ergoth king), Serdin MarThasal (Duke of Vingard Keep), and Gnosh (Gnome Representative of the Collective Guilds). Unseated members may not vote in Council but may voice their concerns. Many members of all races take part in Councils as unseated members.

The council is unable to decide on a course of action. The elves demand that the *Orb* be returned to them and are prepared to go to war to regain it. The dwarves are skeptical of the worth of a Dragonlance not forged by the Hammer of Kharas. They demand possession of Huma's Tomb and sole right to forge and wield the lances. The Knights and other humans want the lances and *Orb* to go to the High Clerist Tower and Palanthas, respectively. None of the delegates trusts the others, nor are they willing to work together.

89. Mount Nevermind

For three days you climb the craggy mountainsides. The terrain is devoid of life until you come to the trail's end.

A small gnome stands in the mouth of a huge tunnel. His name is Gnarl and he proudly tells the history of the tunnel's lighting system. At first, metal rods running the length of the tunnel were heated until they emitted a brilliant white light. The tunnel was bright but passersby were roasted by the heat. Cold coils were placed between the rods to offset the heat. This eased the temperature problem, but resulted in billowing fog. The gnomes put a large fan at the far end to blow the fog out. The tunnel is now hot and cold and foggy and windy all at once-but at least it is lighted. This is a courtesy to visitors since gnomes could see in the dark all along.

Gnarl takes you inside and several committees of gnomes handle and investigate all your possessions. You learn first hand of the gnomes' improvement on stairs (they use catapults) and finally have an audience with the collective guild leaders to discuss your equipment. You seem to recall Fizban saying that there never was a gnome who could finish a sentence.

The gnomes are the technologists of Krynn. They love intricate and mechanical things so much that they make everything four times larger and ten times more complex than needed. As a result their devices seldom work right (average failure rate of 70%).

The gnomes can give advice on the Dragonlances or the *Orb*. Read the boxed description only if the PCs have the item. After reading any pertinent sections, read the final section of boxed text.

Dragonlance: The Weaponsmith Guild goes into emergency session and a special delegation is in negotiation with the Metalsmith Guild over which guild has jurisdiction in this matter.

An officious-looking gnome reports: "The traditional Dragonlance did terrific damage to dragons and was allegedly indispensable during the last dragonwar, especially since they used the larger version which was mounted on good dragons although the footman's model such as you have was hardly something to take lightly, especially if you are a dragon ..."

"Anyway. Well, there is only one question our guild has, to wit, that your Dragonlances were not forged by the Hammer of Kharas, which is an important part, according to legend, of the proper forging and any other method runs the risk of the lance breaking upon first use as indicated by our studies in the fields of ... Ahem. That's all we know about Dragonlances, I think."

Dragon Orb: Many guilds argue over the *Orb* (including the Curtainmakers Guild) but finally Gnarl reports.

"The *Dragon Orb* or *Orb* as it has come to be known in these latter days after the original loss of the *Orbs* which occurred around the time of the Cataclysm-the reason for which, I point out, has not yet been satisfactorily explained by the Cataclysm Section of the Cartographers Guild with whom I have a particular bone to pick ..."

"Anyway. In any event, the *Orb* has properties that none of our guilds has been able to discover, despite the fact that the *Orb* seems to constantly form a number of runic symbols on its surface and in its translucent interior. The *Orb* was made by the most powerful wizards of the Age of Dreams and was originally designed to control dragons during the time of the last dragonwar by somehow taking control of the device through a mental process that we do not understand ... That's all we know about *Orbs*."

The gnomes say they can tell you no more about your equipment than they have already explained. Somehow you manage to escape with most of it.

Chapter 10: Winter Councils

Encounters inside a gnomish kingdom are almost always (90%) with gnomes. The other 10% are in the 1d12 + 7 range on the Random Encounter Chart (only 1d4 monsters encountered each time).

Cast Your Fate!

Attend the Whitestone Council? Mark off 4 days; go to Encounter 88
Inquire of the Knights? Mark off 4 days; go to Encounter 88
Go to the ships of Thalan Bay? Mark off 4 days; go to Encounter 86

90. Southern Forest

The gnarled forest resists your every step. It is as though a power has been awakened by your trespass and now tries to hold you back. Yet, after four days, you reach the eastern edge of the woods.

The plains stretch endlessly before you under a chill sky. It will take some time to cross that empty expanse to Eastport, yet the only alternative is to fight your way back through the forest.

Cast Your Fate!

Return to the Solamnic outpost? Mark off 4 days; go to Encounter 84
Venture onto the Dead Plains? Mark off 5 days; go to Encounter 91

91. The Dead Plains of Ergoth

Dried grass on the western plains soon becomes barren wasteland. There is no game and even water is now scarce.

One day, as sunset turns the blue sky to brilliant orange, you see a tower suddenly appear to the north, glowing in the day's last light. The shimmering, ghostly shape looks more and more solid as the light fades. It seems to be too ephemeral to survive in the harsh light of day.

Cast Your Fate!

Continue toward Eastport? Mark off 2 days; go to Encounter 93
Divert to the ghostly citadel? Mark off 1 day; go to Encounter 92

92. Ghostly Citadel

Rushing madly across the darkening plain, you reach the great tower. Its form is hazy and hard to see.

The great doors open before you. Within, broad steps rise to a softly glowing dais. A brilliant crown of woven platinum strands set with jewels is atop the dais.

As you move toward the crown, the tower grows dark and transforms. You are standing atop a great tower with a battle breaking against its fortified walls. A shadowy figure places a crown atop a skull. Rays of light fly from the skull, dealing death to the enemies below. Scattered bones gather to the skull and a great bishop of good stands before you in brilliant robes.

Abruptly, the scene disappears. You are standing in the midst of the barren plain. Yet all is not as it was. An arc of stained platinum fitted with mud-dulled jewels is half buried in the ground. There is no doubt that this is one-third of the crown you saw on the tower dais.

The players now possess one-third of the Crown of Yarus (Adventure Goal A; see page 58).

If the crown is discovered here then the sea captain in Encounter 96 does not have it. Conversely, if the PCs already have the crown piece from the sea captain then it is not found here.

Encounters here are in the 1d10 + 34 range on the Random Encounter Chart.

Mark off three days, then play Encounter 93.

93. Eastport

A strong salty breeze beckons to you from over a last line of hills. Barren plains have given way to scattered farmlands and now the outpost of Eastport lies below.

The dirt streets are wet and muddy near the great docks. The small harbor provides some protection for the fishing boats that bob like toys in the storm-roughened waters.

At dock stands a massive Palanthian warship, proof that the Palanthian fleet still maintains her great and ancient warships, the only warships in Ansalon to survive the Cataclysm.

A nearby inn is full of troops from the ship. They jostle about with riotous abandon. You strike up a conversation with one of the soldiers. He urges you to take passage on his ship. It's leaving at dawn and is the only craft capable of taking you off Ergoth in this weather.

Cast Your Fate!

Return to the Solamnic Outpost? Mark off 7 days; go to Encounter 84
Sail with the Palanthians? Mark off 17 days and Adventure Goal B; go to Encounter 94

94. The Warship

The great warship offers you a chance to hone your skills in battle. The Palanthian troops offer you their best weapons to take with you into battle.

The PCs may take the following equipment: *medium shield +2, two-handed sword +2, banded armor +2, chain mail armor +3, battle axe +2.*

The PCs also meet the same soldier they saw at the inn in Eastport. He strikes up a conversation with them

"What a job, eh!" he says. "The Senate sends us out to find rare plants. Praise Paladine we have found them and are now returning home.

"I'll bet you're heading for the war. Well, you could do worse than come to Palanthas and help those poor crazed Solamnics! They are out at their holy tower, getting the draconians all stirred up. They're gambling our safety as though it were a game of Khas and I sincerely doubt they have the 33rd in their pocket.

"Haven't heard of the 33rd, eh? Well, it's an old legend of the Clerist Tower. Old Yarus, the last High Cleric of the place, loved Khas and seldom lost. It was said that he had a 33rd Khas piece, one more than the game calls for, that he could bring onto the board to magically eliminate his opponent's pieces.

"That's a miracle and I doubt the Knights have any left."

The ship is a Warship with a hull rating of 35 and a crew complement of 50. Go to Encounter 100.

95. Caergoth Citadel

Read the first boxed section only if this is the first time the PCs have been here. The second boxed section may be read each time the PCs enter Caergoth.

The great cliffs of Caergoth rise from the sea in breath-taking splendor. The gleaming towers of the citadel crown the cliffs. People hurry through the streets, impatient at even the slightest delay. There are many ships, heavily laden and all bound for distant shores.

As you travel through the city, you happen upon a group of wizards. Their response to you is most perplexing.

"We were worried that you would not come in time. We fear for the Knights at the High Clerist Tower. They are involved with powers far beyond their ken!

"That great tower was built during the Age of Dreams. Most peculiar is that its construction was planned around one central object—a dread *Dragon Orb!*

Chapter 10: Encounters

"Little is known of the *Orbs* save they were wrought by the mightiest of our order! We would not dare to use an *Orb*. Yet we fear an *Orb* still remains in the tower. If it is used by the Knights-woe unto them!"

The wizards leave you as quietly as they came.

The great city is emptying as its people flee to the west.

There is little else for you here. A ship is ready to sail to Palanthis. Perhaps the battles at Thelgaard and Solanthis could most benefit from your aid. You could always take the western roads overland to Palanthis from either of these cities.

Note that the PCs have reached Adventure Goal C.

Cast Your Fate!

Sail for Palanthis? Mark off 13 days; go to Encounter 96

Journey north toward Solanthis? Mark off 7 days; go to Encounter 97

96. Sea Voyage

On the long sea voyage, you come to know the captain of the ship. A hearty salt, the captain does his best to care for your needs.

One night he invites you into his cabin for supper. "I have word of where you be goin,' and would like to tell you a tale.

"My mother was a disciple of the religion of the Clerist Tower. O' course, this was many years after the place had become naught but a home for ghosts and the like. Still, she felt the spirit of the Old Ones and from time to time went to worship in the temple-not that the Knights liked it! They don't allow a soul into their edifice, not even themselves, so I hear.

"Still, I remember when she would tell me about the great temple and the time she managed to give those Solamnics the slip and get in. Said she cried at the altar for the beauty of the temple. Then angels came and led her to the heart of the tower.

"There she saw a piece of the Yarus Miter, the Crown of the High Clerist. She lifted it up and heard voices crying out in her head! She didn't remember more and awoke outside the tower with the crown still in hand. The thing cut deep into her flesh. She carried the scars to her final rest, she did. She said the spirits had told her to keep the piece safe from evil until the miter could be united and again crown the dead to save the living.

"She left it to me and if all I gather is true, it is better that you have it than I. I'd be grateful if you would return it to the tower."

He gives you a velvet bag. Within is an arc of platinum fitted with delicate jewels.

The remainder of the journey passes without incident. Soon your ship passes the Gates of Paladine and anchors in the magnificent harbor of Palanthis!

Tell the players that they now possess a part of the Crown of Yarus (see page 103). Note that the PCs have reached Adventure Goal A, then go to Encounter 100.

97. Southlund

Bitter winds sweep from the north down the Solamnic plain. Brittle twigs of brush shiver over the slushy ground on either side of the road.

You have traveled north for several days. Now the road forks to the northeast (toward the Solamnic plain) and to the northwest (along the west side of the Vingard Mountains).

Read the following boxed text only if this is the first time the PCs have been here.

From the northeast, a single line of figures can be seen approaching. Armored knights on horses stop warily as they near you. After exchanging greetings they give you news of the wars.

"The armies to the northeast are doing well enough," says Markus, a mercenary knight lately in the service of the Solamnit Knights at Solanthis. "It's the army at Palanthis that has 'em worried stiff. Sure enough the war may well be lost unless they get some help up there mighty quickly."

The mercenaries are tired of war and offer you the use of excess armor they have picked up. "Where you're goin' you'll need it more than we."

The PCs receive the following: *plate armor +3* (human-sized), *plate armor +2* (dwarf-sized), *longsword +3*, *dwarven battleaxe +3*.

Cast Your Fate!

Go west to Palanthis? Mark off 7 days; go to Encounter 99

Go east to Solanthis? Mark off 1 day; go to Encounter 98

Return to Caergoth? Mark off 7 days; go to Encounter 95

98. Thelgaard

The smell of smoke fills the air. The city surrounding Thelgaard Keep is a burning ruin. Yet the castle still stands. Far to the east, the towers of Solanthis can be seen. Great armies clash on the plain between the castle and the distant citadel. The brutal war continues.

You are soon halted by a guard and taken to the commanding officer of the watch. He hears only half your tale before taking you before the Lord Regenal, Warrior Lord of Thelgaard. You tell him of your journeys.

"Your aid is desperately needed to the north. Look upon this map of Solamnia."

Show the players a map of Solamnia as you read the following.

"Here, between Thelgaard and Solanthis, is where we have stopped the advance of the Blue Wing of the Dragonarmy. The Dragonarmy started its move from Daargard Keep. The northern force pressed swiftly across the plain to Vingard Keep, taking it in a few weeks. The southern branch, supported by fresh troops from Lemish, quickly moved to cut off Solanthis from outside help. It was between Solanthis and Thelgaard that the Dragon Highlord met her first real resistance.

"Our armies are giving a good fight to those terrible dragons and draconians. Much of the Dragon Highlord's might is concentrated here. Yet too late do we discover the flaw in our plan.

"Here, at the High Clerist Tower, is the small contingent we placed to guard the pass. Yet we have news that the northern branch of the Dragonarmy has marched from Vingard Keep and is moving toward the tower. Our armies here are engaged in fierce battle-we cannot aid the tower. Our northern brothers have only a tenuous hold on the very gates to Palanthis.

"Should Palanthis be lost, then so shall its fleets. Without them, we have little hope of sustaining ourselves in this long war.

"Please take this writ to Palanthis. If the Palanthisian armies come to our aid we have a chance to hold our free lands."

Encounters here are in the 1d20 + 12 range. You should encourage your players to avoid this area, leading them instead to where they are more needed: Palanthis and the High Clerist Tower.

If you are using the BATTLESYSTEM™ rules for this adventure and the PCs become involved in battles between the Whitestone forces and the Dragonarmies, select representative units from Appendix 4 and use terrain layouts from the BATTLESYSTEM Scenario book. Again, the players should understand that they are needed urgently at the High Clerist Tower.



Chapter 10: Encounters



99. Coastlund

The days pass as you travel through the small settlements and towns lacing the foothills west of the Vingaard Mountains. The towns and countryside are overflowing with refugees from the Solamnic plains who are now trapped between the mountains and the sea.

In one small town, an innkeeper happens to overhear your destination. "Pardon me, but an elder of our town had an ancestor who was a steward in the Clerist Keep. Would you want to speak with him before you leave? He might be able to tell you about the 33rd piece! He is but a day's travel up the mountain."

Note that the PCs have reached Adventure Goal B.

Cast Your Fate!

Climb the mountain to the elder? Mark off 15 days; read both following boxed sections; go to Encounter 100
Continue on to Palanthis? Mark off 13 days; read only the second section of boxed text; go to Encounter 100

A light rain begins to fall as you journey up the mountain. The last rays of sun stream through a break in the clouds, bathing the scene in orange light.

A simple cottage sits at a bend in the road, just as the innkeeper said. Inside you find an old man. The years have lined his face and whitened his thin hair, but his eyes are bright and clear. That night, to the constant rattle of the rain, he tells you his tale.

"My ancestor was there at the time of the Cataclysm. His tale has been passed down the generations in my family. Now I tell it to you.

"The tower is a deceptive building. In times of peace, one could walk from the base of the tower to its uppermost reaches without ever being hindered in one's passage. Yet, those who knew the ways of the tower could activate its marvelous defenses and make it a terrible fortress of war.

"Lord Yarus was the Lord High Clerist of the Knights of Solamnia in those times-the last of the Lord High Clerists. A good man and the most powerful cleric of his time. Yarus and his bitter enemy, Kurnos, Bishop of Sargonaas, often played Khas in Yarus's chambers. They played before the throne of Yarus, high above the Council Chamber in the uppermost reaches of the tower.

"So it was on the day of the Cataclysm. Kurnos was there with Yarus when the world came to an end. My ancestor was outside the tower and could not get back in. Sounds of battle and horror and

tormented spirits came from within. Yet he was confident that Yarus would win in the end. My ancestor said Yarus must have had the 33rd piece.

"The 33rd piece was a legend of old Yarus. A game of Khas has 32 pieces. When asked how he always won, Yarus would smile and say he had a 33rd piece. It was said that Khas pieces from previous games returned unseen and swayed the game in his favor.

"Now the Knights of Solamnia guard the Tower and only those who can slip past their watchful eyes can find the way into the inner chambers. The Tower's treasury at the end of the Eternal Hall has never been plundered because of the guards and the terror. The southern entrance leads straight to the heart of the tower. My ancestor also mentioned a stair that ascended the height of the structure. That is the end of my knowledge of the Tower."

You bid farewell and depart for the journey down the mountain. The day is still chilly despite the impending spring. You continue your journey northward for nine more days until you at last come around the northern end of the impassable Vingaard mountains. The great Gates of Paladine stand on either side of the bay's entrance while four days to the south gleams the city of Palanthis.

100. Palanthis

The great Cityhome of Palanthis majestically cradles the Bay of Branchala in her outswept arms. Spires of gleaming white pierce the blue sky. In the bay sits the greatest fleet on Krynn: mighty warships with their low hulls, merchant ships with tall rigging, fishing craft, and many smaller boats. It is a city without equal, untouched by the Cataclysm. Streets paved in close-fitted stone are lined by statues of ancient heroes. Wide steps of white granite rise to colossal pavilions supported by fluted columns. It is a city from a different age.

The Library of Palanthis is a huge building on the east of the main square.

Your request to see Astinus is greeted with skepticism until Astinus comes to greet you. He alone has seen your deeds and recorded them. Though he can only see events in the past, his visions of history may aid in your quest.

Astinus has much information to give the PCs about the Adventure Goals they have reached and the tower artifacts connected to those goals.

The Goal Artifacts in the Tower correspond to Adventure Goals the PCs reached. For each Goal, read the matching boxed text. Then roll 1d6 and check the Artifact Placement Table to learn the item's location in the

Tower (read the boxed text aloud). Roll twice if the players reached Adventure Goal A- once for each remaining piece of the Crown. On a duplicate roll, roll again. Note the location of each artifact.

Artifact Placement Table

Die Roll	Boxed Text	Artifact Location
1	D	118. Altar of the Orb
2	E	145. The Eternal Halls
3	F	148. Treasury
4	G	163. Nest of the Kingfisher
5	H	161. Grim Watch
6	I	146. Iron Golems

Only the artifacts that correspond to Adventure-Goals reached are in the -Tower.

Artifact A

"The Cataclysm struck the Tower felling the High Clerist as he sat playing Khas. His great crown, which held his life, was sundered into three pieces and taken by his spirit guardians to places of safe keeping. First one piece, then another. Only two of the pieces do I see . . ."

Artifact B

"Indeed there was a 33rd Khas piece; a wizard of crystalline steel whose powers were said to be connected with the Knights of Solamnia of old. It was secreted in the Tower long ago."

Artifact C

"The Tower of the High Clerist was built most oddly. There was once a Dragon Orb There although to what purpose it existed, none new understand."

Artifact D

"Even as the Cataclysm destroyed the land, it was placed carefully on a dais at the base of a great shaft surrounded by welded doors."

Artifact E

"A guardian in the Tower brought it with his last breath to a Hall of Eternity that looked infinitely far in all directions."

Artifact F

"It was placed in the most secure place of the tower, with all the other precious gems and treasures, suspended over a great shaft."

Chapter 10: Encounters

Artifact G

"It was lifted into the high places of the Tower and locked away."

Artifact H

"In Yarus's own chambers, under the guardianship of loyal and wondrous servants, was it set"

Artifact I

"In the depths of an endless hall was a room watched over by iron and wizardry. Here was it secured."

When all these preparations are completed, finish by reading the following.

Much to your dismay, Astinus's advice is the only aid this city offers. Complacent in their glory, the citizens do not believe that the Dragonarmy will trouble Palanthis. The Senate has been taken in by the assurances and smooth words of the draconian emissaries. Corruption is rife and the army can be bought into service if enough money is offered. You feel sure that the Dragonarmy will crush the city unless the people are brought to their senses soon.

You travel south to the Clerist Tower under cloudy skies. Rain soon pelts you, turning the road into a muddy morass.

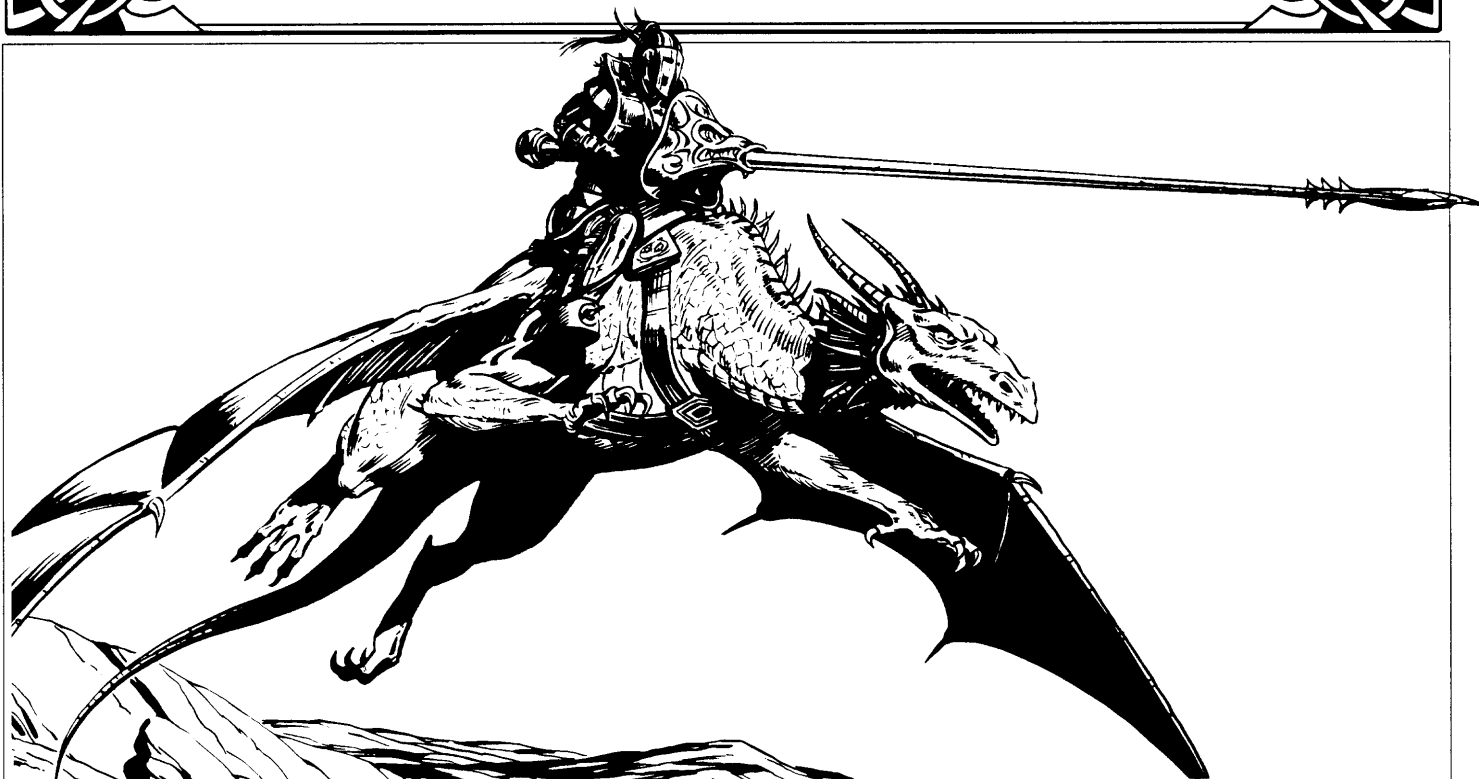
Palanthis is a focal point for all the good in man as well as the bad. The beauty of the city, the vast knowledge stored in her library, and its culture and history contrast sharply with the Senate's corruption and the complacency and indifference of the populace. The Palanthisians believe that the war, like the Cataclysm, will pass them by. They deride the Knights of Solamnia for drumming up support for the war. Only a great shock will bring them to their senses.

The army of Palanthis could be bribed into action with approximately 80% of the treasure in the High Clerist Tower.

Proceed to Chapter 11.



Chapter 11: The Last Bastion



This chapter is divided into Encounters (keyed to Areas) and Events (keyed to time counted on the Adventure Clock). The order of Events and Encounters depend upon player actions. Keep track of both time and location to know which Event or Encounter to run next.

Encounters for this chapter are keyed to the Westgate Pass map as well as some of the interiors of buildings on the map of the High Clerist Tower. Encounters occur as soon as the PCs enter an Encounter Area. Begin this chapter with Encounter 101.

Events

Event 42: Pilgrims at the Gate (Month 2, days 7, 14, 21, and 28)

Robed pilgrims have come to worship at the Tower. Though attired similarly to disguised draconians encountered in earlier travels, these are true worshipers. The Knights allow them to use the temples on Level 2 (see Chapter 12) but insist that they go there only during daylight hours. They camp outside the perimeter of the Tower's curtain wall.

These quiet people are dedicated worshipers of Kiri-jolith, Habbakuk, or Mishakal. They are not sociable and mind their own business.

These pilgrims approach the gate and hail anyone on watch. They say they are seeking to worship their gods at the temples of the great Tower. The Knights are used to this and, even in time of war, usually allow them access without question.

Event 43: Bogus Pilgrims (Month 2, day 21)

As Event 42 above except that these pilgrims have been infiltrated by 4d4 Baaz draconians in pilgrim guise in an attempt to gain entry to the Tower preparatory to the main force's attack. The Baaz break away from the pilgrims inconspicuously. In addition to anything they can learn about the defenses of the Tower, they will also attempt assassination of Solamnnc leaders if the opportunity presents itself.

Event 44: Juggernaut (Month 2, day 24)

If you are using the BATTLESYSTEM™ rules, run the Sortie "The Juggernaut Comes" as detailed on page 116. Otherwise, read the following boxed section to your players then determine the results using the Simplified Battle Resolution Chart on page 112.

The sound of distant thunder rolls across the plain. Soon the lookouts on the battlement walls cry out, pointing to the south.

The normally sharp line of the horizon is obscured by a cloud of dust rising from the distance. The Dragonarmies are attacking the pass!

A solid wall of draconians and kobold archers crashes across the plain under bow fire from the defenders. Their ranks break against the wall; their arrows cascade onto the top of the curtainwall. The battle is joined!

Event 45: Battle of the Clerist Wall (Month 3, day 6)

If you're using the BATTLESYSTEM™ rules, run the Sortie "Battle of the Clerist Wall" on page 116. Otherwise, read the following boxed section to your players, then determine the results using the Simplified Battle Resolution Chart (page 112).

They have returned! Once again the armies of draconians and kobolds raise clouds of dust from their swollen ranks. Their weapons flash and glint in the distance as they close again on the Tower.

Now, to the horror of the Knights, great blue dragons appear overhead! One dragon rakes the walls with its lightning breath while two other dragons, laden with nearly a dozen draconians each, start dropping them onto the outer wall! The attack is more furious than ever and fear of the dragons keeps many of the brave Knights down behind the bastions, unable to fight!

Event 46: The Challenge (Month 3, day 9)

A single knight approaches the gates of the Tower. His black armor glistens in the pale sunlight despite the dust that coats his leggings. He stops 100 feet in front of the gate and hails the sentry.

"Lord Knights of Solamnna! I, Vindar of Khurman, seek Harus of the Knights. He has done me injustice and I claim the right to single combat with him as is my right by your Measure. If you be men of honor, then I stand ready to fight!"

Chapter 11: Encounters

There is one knight named Harus among the Knights. This Harus is but a young Knight, 1st level at best, whose father had the same name and is now dead. It should be made apparent that Harus is no match for the great Vindar (see Heroes and Commander Statistics in Optional BATTLESYSTEM™ Rules on page 114). Harus will be near the majority of the PCs when word reaches them of this event and requests that a PC take his place. Harus is the only child of his father, whose lands are well behind the lines of the Dragonarmy. His mother now awaits him in Palanthas. If he should die, so will his line; his mother would never be able to reclaim her lands. (The Measure allows for honorable substitution in single combat.)

If no one takes his place, Harus will refuse the combat. The act shames the Knights and lowers their Morale by 2. If a PC fights Vindar, then the Knights' Morale goes up by 2. If the PC defeats Vindar, then Morale goes up by another 1. No NPC Knight of Solamnia will offer to stand in Harus's stead. Only a PC may do so.

Event 47: Nightfog

(Month 3, Nights 9, 10, 11, and 12)

A blinding fog comes at night. Any PC who is awake during the night sees lights high in the Tower and hears a voice calling to them. There is a 75% chance that the PC will understand what the voice is saying. "The answer is within. The time is come. Make haste!" This continues for four nights or until the PCs enter the Tower.

Event 48: Battle of the Reaper

(Month 3, day 13 or Final Battle)

If you are using the BATTLESYSTEM rules, run the Sortie "Battle of the Reaper" on page 116. If not, refer to the Simplified Battle Resolution Chart (page 112) to determine the outcome of the battle, then go to the Epilogue.

Encounters

101. Westgate of Solamnia

A bitter southern wind snatches at your clothing. Dark clouds boil over the pass as you make your way down the muddy canyon road. The peaks of the Vingaard Mountains disappear into the low, grey clouds. Chill rain falls as you make your way down the winding canyon.

The passage bends; suddenly the Tower of the High Clerist appears. Overlooking the rolling plains of Solamnia beyond, the Tower walls run from one canyon wall to the other, completely barring access to Palanthas. The walls rise 120 feet above the bedrock spur on which they are built, yet even this pales beside the Tower that rises more than 1,000 feet high.

The central Tower is flanked by eight surrounding towers connected by a curtain wall. You can see Solamnic Knights pacing out their watch on the eight octagonal battlement towers. East of the curtain wall, a newer set of walls reaches to the eastern canyon wall. A stream runs through multiple portcullises and under these walls and buildings. The rain-soaked banners of the Knights hang from the eight outer towers. No banner flies from the great Tower.

Three separate encampments are spread north of the Tower. Dark figures move among the tents.

Flashes of light roll through the clouds overhead. Thunder rocks the canyon walls and the rain becomes a downpour.

Use the picture of the Tower on the foldup map to help describe its environs.

The rain will be snow in the higher elevations from where the PCs have just come, making the canyon impassable for 14 days.

Huddled against the western cliff face, well-worn tents of every size and description stand in neatly spaced rows.

102. Encampments

These camps belong to recruited mercenaries who have joined in the service of the Knights. The Knights are billeted in the Knights' Spur (Encounters 106 to 109).

The soldiers are dispirited and feel they have good reason to be. PCs attempting to communicate with any of these soldiers must make a Charisma Check. If the check is failed, the soldier either hurriedly excuses himself or directs the PC to the commanders in the Knights' Spur. Successful Charisma Checks mean that the NPC trusts the PC and speaks openly with him. One of the following is disclosed in each such encounter (roll 1d6):

1. There is a great deal of discord among the Knights. The Measure has become a noose by which all, Knights and soldiers alike, may be hung.
2. The legends of the Tower's wealth and power are told by all the people of this region. A few have tried to sneak in but were captured and tried by the Knights.
3. Lord Alfred seems undecided as to how to proceed. The other Knights look to him for guidance but he seems unable to reach a decision.
4. Lord Aurik is a fine gentleman full of tales of the ancient, valiant days of the Knights. A strange gleam comes to his eye when he tells them.
5. Lord Michael is keen on charging into battle but sees this conflict as a means to satisfy his own ambitions. He seems not to hold to the Measure.
6. Unearthly music and laughter have been heard from the Tower at night.

Areas 19A, B, and C on the Extended Terrain Layout on the foldup map are the camps of the mercenaries under the command of the Sword, Crown, and Rose, respectively. These soldiers are loyal to their Order and are grimly determined to do their duty as best they can. Soldiers encountered in each Area are predominately those associated with the order of Knights that commands them (soldiers from other orders are encountered only 5% of the time).

103. Battlements of the Keep

Read the first section of boxed text when the PCs are below the wall; read the second when they are atop the battlements.

The curtain wall of the Tower rises 120 feet over the canyon floor. Parapets with merlon teeth stand atop the stone machicolation, defying any siege. Now and then, a dark silhouette of a guard paces slowly overhead.

Chill wind whips your cloaks as you stand atop the great wall of the Tower. Beyond the wall, the Solamnic Plain stretches to the southern horizon, its brown grasses shivering in the wind. Within the walls, makeshift camps of peasant refugees huddle in the courtyards. Above it all, the gray Tower of the High Clerist stands in the softly moaning wind.

The machicolations of the curtain wall and the great walls surrounding the Tower courtyards form a network of walkways connecting all eight small towers with the battlements as well as providing access to the Tower itself.

In preparation for defense, the Knights have installed makeshift ladders and wooden stairways that rise from the courtyards to the battlement walls. These can be dropped or kicked down to prevent their use by an enemy attempting to gain the walls. Ladders and stairs climb up the backsides of the curtain wall and the walls that connect the curtain wall to the Tower.

The Tower has its own defensive mechanisms, only a few of which are known to the Knights. Each wall connecting the curtain wall to the Tower has an archway. A hidden lever in each of the eight Towers activates a mechanism that releases the stone arch of the connecting wall. This not only fills the passage with stone (making it impossible to get to the next courtyard) but also breaks the connecting wall, making it impossible to cross from the top of the curtain wall to the keep. Each lever is constantly manned by three Knights who will activate the mechanism if the Dragonarmy takes control of the curtain wall.

Also, the Tower floors have defensive mechanisms (see Chapter 12).



Chapter 11: Encounters



104. Great Gates

Black ironwood gates, 50 feet tall, stand firmly against the armies of the plains beyond. Banded with steel plates, locked by bolt and magic, these gates seal the courtyards from intruders.

There is an opening mechanism located behind a concealed panel in the courtyard. The gates, as the Tower itself, are 75% magic resistant. Opening the gates using the mechanism takes only five segments (30 seconds).

105. Refugees

The refugees in the courtyard are all men (the Knights insisted that the women and children go to Palanthas long ago). They stay because of their desire for vengeance on the Dragon Highlord's army. These peasants are a silent and grim lot, yet they are willing to speak with characters who make a Charisma Check at -5. They will tell one of the following per conversation (roll 1d6):

1. A couple of the more adventurous men have tried to get closer to the Tower. They have all come back somewhat shaken and none dared actually enter the Tower. The Knights claim that it is holy ground. Singing and wild laughter has been heard from the Tower.
2. Before the Cataclysm, much of the kingdom's wealth was kept in the Tower.
3. Yarus, the last cleric of the Tower, was most powerful. It was said that he never lost a game he didn't choose to lose. His name struck fear into the armies of evil.
4. Yarus and Kurnos, bishop of evil, were both lost during the Cataclysm and no man knows their fate. The Tower sealed itself and since that time only worshipers have entered the edifice and then only as far as the temple rooms on the Second Level.
5. A tale is told of a villain who entered the Tower to do harm. He entered an endless hall and is said to walk there still.
6. The Tower was not always known as the Tower of the High Clerist. When it was first built it was called Dragondeath.

The refugees follow the Knight's instructions, although many think the Knights have fallen from the true Order of Solamnus. Though they do not like the Knights, they hate the armies of the Dragon Highlords even more.

106. Knights' Spur

The Knights' Spur sits east of the great outer wall of the Tower and blocks access to the Westgate Pass beyond. Consisting of three levels plus Towers, its defense is not as well planned as the Tower's, yet it is still formidable.

The stream runs under the spur through an aqueduct, baffled by a series of portcullises. Arrow slits open into the aqueduct from the first level of the spur. The main gates of the spur are made of iron barred from the inside. They require one melee round to open.

The spur is a courtyard; there are buildings to the north of the main curtain wall. A large, wide staircase in the east section leads inside. For defense, the iron gates close before two portcullises. One wall is lined with arrow slits.

107. Council of Knights

Faded banners hang in the great hall, their emblems in shadow. The great arch of the ceiling rises overhead into sooty darkness. To the west, a simple dais rises from wide steps. Three great chairs stand there, each bearing the crest of one of the Knightly Orders.

All Knightly Councils are held here. A total of 62 attend Councils: 24 full Knights and 38 Knights-in-training. At least 1d20 + 40 full and in-training Knights attend any Council (minus 10 for each unit lost in battle).

108. Rooms of Lords

The cold stone rooms are clean but sparsely furnished. A fur-covered cot is in the far room while a desk and chair stand in the middle of this one. A single, war-torn banner hangs from the wall.

These rooms belong to the Lords who command the armies: 25A are Aurik's rooms, 25B are Alfred's rooms, and 25C are Michael's rooms. There is a 25% chance of finding these NPCs in their rooms at any given time. When present they will be (roll d%) sleeping (1-40), passing judgment on a soldier (41-50) writing dispatches (51-70) or making battle plans (71-100).

109. Map Room

Makeshift racks hold hundreds of rolled maps; dozens are spread across a large oak table in the center of the room.

These maps show the area around the Tower and many other parts of Ansalon. The maps show the army of the Dragon Highlord cutting off all routes south. The size of the forces farther south are, however, unknown and not marked on the map.

110. Wings of Habbakuk

Flat grasslands run south from the tremendous walls of the Tower as the canyon mouth suddenly widens onto the plains. Below the flat land, the Virkhus Hills roll into the distance.

The low grasses in this area provide no cover to those who approach the Tower.

111. Virkhus Hills

Foothills roll along the mountains to the horizon. The road winds through the hills past scorched homes and abandoned farmhouses.

Baaz scout this area. A group of 2d10 are encountered 30 minutes after the PCs enter the area. The Baaz try to capture them and take them to Bakaris (Encounter 113) or kill them if capture is impossible. The Baaz are cloaked as pilgrims.

112. Draconian Patrols

The grasses and trees are burned here. Dark shapes move in the black landscape.

Regular patrols begin here. Roll in the Dragon Occupied Lands range on the Random Encounter Chart. Any PCs in this area have an encounter every turn (10 melee rounds). Any captured PCs or major NPCs are taken to Bakaris. Otherwise, the draconians attempt to kill the intruders to prevent them from returning to the Tower.

113. Army of the Blue Lady

Dark tents rustle on the black, ravaged landscape. The sounds of an army preparing for war greets your ears. Rows of tents stretch to the horizon. Thousands of draconians, kobolds, and men are readying for an attack on the Tower.

PCs stand an 80% chance of being noticed each melee round (modified for hiding in shadows, *invisibility*, etc.). Roll in the Dragon Occupied Lands range on the Random Encounter Chart if the PCs are noticed.

PCs who escape this area know the strength and makeup of the enemy forces. If they successfully spy on a unit commander or higher, they learn when the next attack will be and which forces will be used.

Captured PCs and high-ranking NPCs are brought to the great tent of Bakaris, assistant to the Dark Lady. Bakaris will seek to demonstrate his power and demoralize his enemy. He will cold-bloodedly kill any high ranking NPCs and strip any PCs of their armor and weapons. He has a 50% chance to find magical items hidden on a PC; he takes those (roll separately for each item).

The PCs are bound, gagged, put on horses (together with the bodies of any NPCs), and led to the Tower gates at night by a unit of draconians. Bakaris bids them farewell with, "Take these back to the vaunted Knights of Solamnia. Say that we shall soon tread on the bodies of all within the walls."

Chapter 12: Tower of the High Clerist



Chapter 12: Tower of the High Clerist

Vinas Solamnus built Dragondeath, the Tower of the Westgate Pass, during the Age of Dreams. Its origins are shrouded in mystery, although legend holds that the Tower was built according to the prophecies of Solamnic clerics for some unexplained purpose.

The center Tower is octagonal with smaller towers at each of its eight points, all set inside an octagonal curtain wall.

The letters for most Encounters correspond to the Area titles (A for Abbey, for instance). Letters I, O, and S are not used.

Tower Defenses

During times of peace, the Tower was open to all. Worshipers could enter the main gates to the lower courtyards and then climb the stairs to Level 2 to worship in the temples. Those with state business would take one of the two stairs on Level 2 up past Levels 3, 4, and 5 to the upper courtyards of Level 6. Levels 6 through 12 held ballrooms, dining rooms, guest suites, offices, abbeys, and public council chambers. Most notable were the great ballrooms of Levels 6 and 7 and the Knights' Hall on Level 11 whose chamber extended up past Level 12. All were open to visitors.

Visitors passed the Tower's hidden defenses that were activated in times of war.

Encounter Areas 115, 118, 122, 125, 144, and 145 contain the Tower's main defenses.

In addition, note the following:

Areas AA (Guard posts): These have baffles and arrow slits to let defenders slow the enemy's charge with minimal risk. The walls contain secret doors and false doors to confuse attackers.

Areas AB (Floortraps): These contain false floors released by a lever. When activated by retreating defenders, the floor swings down, pivoting at the arrows on the Tower map and dropping at the weighted end (indicated by an X). Floor traps open over spiked pits that are 10 feet deep.

Tower Interior

The Tower of the High Clerist is one of the largest buildings on Krynn. It is impossible to detail its every nook and cranny, but certain areas can be described generally.

A. Abbey

Delicate tiles cover the floor. Vibrantly colored frescoes ornament the arched ceiling 40 feet overhead. Polished benches are arrayed down the length of the hall. Many-colored lights stream through the great stained-glass window at the far end of the hall. There sits a great stone stand holding a book. The columns to either side are resplendent with delicate carvings.

Massive carved desks of polished oak sit in the center of the room with several chairs placed carefully about. A great chandelier hangs from the ceiling and unbroken mirrors run from floor to ceiling on opposite sides of the room. On the stone wall behind the desks hangs a brilliant banner of a kingfisher.

There are abbeys on Levels 8, 9, and 10. The large area was the main worship room while the annexes were used for council and meditation.

The Book of *Habbakuk*, an ancient work of the Age of Might, rests upon the stand. Any neutral or evil character who touches this book is struck by a *flamestrike*. (The book is immune to all fire-based attacks.) A good cleric who reads this book (one week to do so) gains half the difference between his current experience points and those needed for the next higher level. This effect only occurs once per cleric.

B. Bedroom

A simple cot stands against the wall. Clothing is carefully hung on pegs in the walls.

C. Corridor

The clean-swept corridor runs into the darkness. Tapestries hang at intervals in the halls.

The tapestries depict events and heroes from Krynn's past, including the Grey-gem of Gargath, Huma Dragonbane, and Vinas Solamnus.

D. Dining Hall

A great table runs the length of the room beneath dark chandeliers. Delicate porcelain plates grace the silk tablecloth. Polished silverware flanks each setting. The table is set with a sumptuous meal. There is no aroma from the food.

The food is preserved but still edible.

E. Elegant Quarters

Richly woven rugs cover the floor. Finely crafted cabinets and shelves line the walls; divans and chairs stand about the room.

Everything here speaks of comfort, wealth, and power. One room in each suite contains a great bed with soft linen sheets carefully turned down. Not a speck of dust is seen.

F. Food Storage and Pantry

Huge kegs and bins line the walls of this room. Grain is scattered across the floor. The bins contain vegetables and fruit, all fresh although it has no aroma.

This food is edible as in Area D.

G. Guard Quarters

There are two cots per 10 foot square area in the room. Each has a locked chest at its foot. Any treasure is randomly distributed among the chests.

H. Grand Hall

Frescoes cover the ceiling in brilliant detail. Banners hang stiffly from the rafters. Statues of ancient Knights are found in the hall, while scenes of their battles are immortalized overhead.

The statues are of Solamnic Knights from the Age of Might. The banners are from their campaigns.

J. Jail Cells

The key to the locked cell door is on a peg outside the door. The cell is clean and unoccupied.

K. Kitchen

Several large wood blocks stand in the center of the room. A huge, cold stone fireplace fills one wall of the room. Great bronze kettles hang from the walls alongside cutting knives of every type and description. One of the tables holds a slab of meat.

The meat is quite fresh.

L. Library

Floor-to-ceiling shelves line the walls of the room and stand in ordered ranks across the floor. The shelves are filled with books.

All the books are from before the Cataclysm and written in Solamnic. Most are historical and biographical works of the Age of Might. The largest book and the first the PCs notice is one on Virkhus, the Horn of Dawn. There is also a manuscript on the life of Yarus, High Clerist of Solamnia, but this work ends before the Cataclysm. It mentions Kurnos and his gaming relationship with Yarus. A work on Kurnos is available detailing his life prior to the Cataclysm. This gives the background material found on page 102.

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M. Meat Storage

Bins of salt stand at the back of the dim room. Cured meats hang from hooks on the rafters.

As with all foods in the Tower, these meats give off no smell and are edible.

N. Officers' Quarters

A simple wooden cot stands against one wall. At its foot a large chest lies shut. A steel mirror hangs on one wall.

P. Prison Pit

A wide, round shaft drops through the floor of the octagonal stone room. A chain ladder lies coiled on a platform that extends halfway over the shaft.

The platform hangs over a 30-foot-deep pit. The bottom of the pit is lined with clean, fresh straw. The chain ladder overhead is coiled around a rotating spindle which allows it to be lowered into the pit.

Q. Offices

High desks with tall stools stand neatly about the room. Papers are carefully arranged on the desk tops. Lanterns stand dark at each desk corner.

The lanterns are usable and half full of oil.

R. Rotunda

Delicate fresco paintings cover the high, domed ceiling of the room. Images of two kingfishers stand to either side of a great knight, flying through the heavens dispelling darkness. The floor is covered by a mosaic-tile map of pre-Cataclysmic Ansalon. Strange shadows are cast on the map.

If the players study the shadows on the map, have them make a Wisdom Check. Success means they realize that the darkest shadows cover the Dragonarmy-occupied lands, lighter shadows cover parts of pre-Cataclysmic Ansalon that are now under water, and the unshadowed portions are those lands controlled by the forces of good.

T. Temple

Intricate patterns are carved into the pillars on either side of the temple. Running the length of the ceiling is a frieze carved into the arched stone. At the far end of the temple stands a platform and a stone altar. Behind this is a great golden door.

Three kingfishers are carved on each side of the altar. The rectangular slab runs lengthwise with the room. There are kneeling slabs on both long sides of the altar.

The golden door is magically locked, the password long forgotten. A knock spell is the only way the heroes can open the door.

U. Servant Quarters

A simple frame bed filled with clean straw stands in the corner of the room.

There is a 25% chance that a cloth sack is discovered under the bed. Unless treasure, its contents are the dirty clothing of the servant who once occupied this room.

V. Walkway

An overhanging walkway with a carved railing looks down over the area below.

Check the map to see the general area the walkway overlooks. Then check that description for more information.

W. Potables Storage

Huge wooden kegs line the walls. In the center of the room stand many racks of wine bottles.

Most of the kegs contain water although some contain pre-Cataclysmic wines. All are drinkable.

X. Arrow Slits

These traps consist of corridors of various shapes and sizes, with slits along the walls. There is also a false iron door at the end of most of the corridors. (The real exit from this access is always either a concealed or secret door.)

These Areas were used to entrap invaders and eliminate them with missile fire from the side walls.

Z. Gardens

Grand trees stand amid lush bushes and ferns. The soil is patterned with pathways. Brilliant flowers stand in carefully tended groups.

Tower Treasure

Except for the main Treasury (Encounter 148) and the Goal Artifact locations (Encounter 100), treasure is found randomly throughout the Tower. (Over the centuries the local ghosts, minions, and shadows have moved the objects about.)

If a room the PCs enter is marked with a *, it contains treasure. Roll 1d12 and then 1d4 to determine which treasure the PCs find.

Random Treasure Location Table

Dice	1	2	3	4
1	4,400 kp	800 pp	plate armor +3	Potion of extra healing
2	7,650 kp	697 pp	Bow +3 amors	Potion of polymorph self
3	500 gpv gems	1000 gpv gems	hammer +3 Dwarven	Potion of Treasure Finding
4	750 pp	7,940 sp	Ring of Invisibility	Book of Exalted Deeds
5	8,300 sp	8,400 sp	Staff of Striking	Book of Infinite Spells
6	4,200 kp	655 pp	Sword +2 Dragonslayer	Wand of Wonder
		8,800 sp		
		9,250 cp		
7	8,950 sp	10,000 sp	Sword of Dancing	Wand of mass flying (*1)
8	6,300 ep	700 pp	Mace of Disruption	3 loun stones
				pale green, prism
9	4,200 kp	570 pp	Tower Map (*4)	Necklace of prayer beads
10	1,000 gpv	Map of	Ring of Protection	Tales of
	gems 22 each	the maze (*3)	from Lightning	Virkhus (*2)
11	Gauntlet of Fumbling	6,400 ep	Sword, Cursed Berserk	Codex of Kurnos (*2)
		700 pp		
12	Drums of Panic	850 pp	Sword +5 Holy Avenger	Tome of Yarus (*2)
		9,000 sp		

* 1 Wand of *Mass Flying*: Uses one charge to fly up to 10 creatures for 10 melee rounds. Creatures affected fly at will during the spell effect. Five charges.

*2 Books in the Tower: These three works-Tales of Virkhus, Codex of Kurnos, and Tome of Yarus-give the backgrounds of these individuals as found on page 102.

*3 Map of the Maze: This unlabeled map traces the route from one of the entrances to the Eternal Hall to the Treasury without passing through a single reduction teleport (see Encounter 145 and foldup map). The map does not indicate the entrance it starts at.

*4 Tower Map: This is a highly stylized map of the Tower. Mostly an art piece, it is difficult to read. There is only a 25% chance a PC can tell where he is on the map. From there, he can describe the function and general contents of the surrounding rooms. (Kender get a 35% chance to use this map.)

114. Tower Doors

The great iron portcullis is rusted yet still very solid. Behind it is a large entrance hall lined with alcoves containing weather-worn carvings. At the back of the hall, a smaller opening leads into darkness.

This portcullis is counterbalanced and lifts open easily-but with a horrible screech! The portcullis remains open to whatever height the PCs lift it. For every foot the PCs raise the portcullis, there is a cumulative 20% chance that a guard on the Tower wall notices the intrusion into the Tower. (Raising the portcullis 3 feet results in a 60% chance.) Closing the portcullis also makes noise but

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does not increase the guards' chance of hearing. If the portcullis is left open, the guards notice in 1d20 turns. There is a 20% chance that the Knights will figure out who has gone into the Tower. Modify this by any circumstances that apply.

115. Dragontrap

The walls of the central hall are laid in a herringbone pattern. Each side wall encloses a dark passage leading away from the central hall. At the far end of the hall, two iron grills make a portcullis with a 3-foot-diameter hole in the center. Beyond that is an octagonal room with a double golden door opposite the iron portcullis.

This is the dragontrap. To make it work, a *Dragon Orb* must be activated in the central room (Encounter Area 118). Any dragon within range is drawn toward it, entering the Tower through the great portcullis gate (Area 114). As the dragon gets closer, the hall narrows. The hall's herringbone pattern makes it easy for the dragon to enter but difficult to get out. Once this far, however, the call of the *Orb* becomes undeniable.

Once the dragon is in Area 115, the portcullis in Area 114 is dropped. The iron portcullis at 115a is dropped from Areas 115b. The dragon's head-and the dragon's breath weapons-are pinned in 115c. Knights then attack the dragon from the side halls, killing it easily.

This method would disgust modern-day Knights because they have lost the spirit of the Measure. Pre-Cataclysmic Knights knew that evil must be defeated; they felt that dishonor came from not using all available means to accomplish this. The dragontrap was safe and sure and much honor was earned in defeating evil dragons this way.

There is a 5% chance that any of the portcullis release mechanisms will not work.

The portcullis at 115a is shut when the PCs enter this room. The golden doors at the far end are 100% magic resistant and have been welded shut from the inside.

116. Gully Dwarves

The room is in turmoil! Small, smelly figures move hurriedly about the hall.

These gully dwarves have somehow found their way into the Tower. The room is in total disarray. There are 12 gully dwarves with one leader. This leader is a rather dirty but pompous and officious sort of fellow. He says he is on a secret mission to find the wonder of the Tower, the great steel marble! He insists that the PCs not tell anyone about this secret mission.

If any other treasures are described to him, he responds that he knows just where the treasure is and is willing to lead the PCs to it. (There is only a 20% chance that he

actually does know where the treasure is.) In any event he leads the characters on the most circuitous route possible, giving the PCs the "grand tour" of the Tower.

Gully dwarves pretend to be excellent spies and the bravest of warriors. They flee in panic at the first sign of danger.

117. Gully Dwarves and the Door

In this octagonal room, 30 gully dwarves lie murmuring on the floor. A great golden door stands before them.

These dwarves hush anyone who does more than whisper in this Area. They patiently explain that they are worshiping the great golden door in hopes that it will open and give them the great steel marble.

118. Altar of the Orb

Cold air falls from the darkness overhead. The room encircles a central dais. Five sets of doors open onto the room, an arched opening to the north. Deep dust covers the floor and dais.

Atop the dais, an ornamental pedestal is covered in dust.

(Possible Goal Artifact Location)

The Goal Artifact, if it is here, is under the dust on the pedestal. The shaft extends 260 feet up to Encounter Area 147.

119. Guardian of the Shaft

Tapestries cover the walls. In the center of the room stands a platform covered by delicate satin pillows. Overhead, a vertical shaft extends into darkness.

Standing on the platform is the shimmering figure of a huge man in armor, a large sword held across his chest.

This is a guardian minion watching the way into the upper reaches of the Tower. The minion moves menacingly toward the PCs and asks, "In whose name do you come?" in a deep voice. He attacks unless the PCs answer "Yarus." He will not leave this room.

120. Dungeon

A dark, robed form hangs from chains at the back of the cell.

This is a pilgrim who came to worship at the tower. He has no information but will join the party. The pilgrim will tolerate no disrespect or irreverence for the tower.

121. Spectre

A moaning figure hangs from chains against the back wall of the cell.

This is a spectre waiting for prey.

122. Supply Shaft

Read the first description if the PCs are outside the doors, the second if they are already inside.

Steel doors bar your way through the 30-foot-wide opening.

A great shaft extends overhead into the darkness. There are several landings at various levels in the Tower. Dozens of ropes and pulleys extend from the darkness overhead to the floor. A platform rests on the floor, ropes attached to its four corners. A hall opens to the east and west.

The main doors function as the portcullis in Encounter 114 except they swing open.

This shaft was used to bring supplies into the Tower. Defenders can fire down on the enemy as they entered the shaft.

Eight drelbs inhabit this shaft and float overhead. They have special illusionary movement that is 90% likely to make them appear to be moving away while actually moving toward the PCs.

123. Philosopher Minion

A ghostly figure floats in the middle of the room.

This is a philosopher minion. The minion may be either male or female. It attacks if attacked first or if it feels that the truth of its statements has been questioned.

The philosopher minion is floating 1 d4+ 1 feet above the floor. When first encountered it says, "I am the minion of wisdom and truth. Thou hast but to say 'Speak' and I shall give thee wisdom." If the PCs say "Speak" the minion speaks. Each time the minion speaks it comes one foot closer to the ground.

Philosopher minions can tell the PCs a great deal about the Tower. If the PCs ask so many questions that the minion touches the floor, it becomes enraged and calls in eight warrior minions. These arrive 1d4 rounds after called. The philosopher disappears when they enter the room.

What a philosopher minion says depends on the level he or she is encountered on. Roll 1d4 and add the tower level to determine (from the Philosopher Chart) what the minion says.

Philosopher Chart

Die Philosopher's Reply

- 3 Direction of one Goal Artifact*
- 4 Fleet of foot and swift as hare.
Beware the marble on the stair
- 5 Reflections of yourself beware,
The fetch awaits within that lair

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- 6 The endless halls will you diminish,
Unless on proper path to finish
- 7 Of dancing minions please take care,
That your soul they not ensnare
- 8 Direction of Goal Artifact 2*
- 9 Direction of Goal Artifact 1*
- 10 Virkhus the mighty hero of old,
Returns from death with armies untold
- 11 When Yarus returns to our land,
He has anger and power in hand
- 12 Tower depths hold cavernous room,
Dragon meets *Orb's* deadly doom
- 13 Direction of Goal Artifact 1*
- 14 The Horn of Dawn does Virkhus wield,
Causing the dark evil to yield
- 15 Direction of Goal Artifact 2*
- 16 Yarus and Kurnos in ancient days,
Played Khas in wizardly ways
- 17 Just below where Yarus slept,
Are halls where treasure is kept
- 18 Direction of one Goal Artifact*

*On this result, read the rhyme below and give the shortest direction to the treasure.

"Hear now and take heed
This way to the treasure you need."

Directions

Up: Over head and hair/Is the artifact's lair
Down: Under boot/Is your loot
North: North and away/Brings joy this day
South: From my mouth/Your way lies south
East: To sun's rise/Is the way that's wise
West: The way that's best/Is to sun's rest

124. Guardians of the Tower Way

Ten guardian minions stand watch with ethereal bows and quivers of arrows. Although spectral, the arrows do normal damage. The minions assume that only enemies enter this Area without first uttering the password (now known only to them). They cease fire if the PCs give them cause to suspect that they are of good alignment.

125. Guardian Arch

An alcove stands opposite the temple door. An ornate image of a kingfisher is carved into the wall, its jeweled eyes flashing in the darkness.

The kingfisher holds a sword in its claws with the hilt pointing to the left. A rose is set on the center of the sword and a crown of gems is over the bird's head. To either side stands an iron statue of an ancient Knight.

The statues are iron golems, activated 5 segments (30 seconds) after anyone enters the Area without opening the secret door here.

PCs must make an Intelligence Check (with a -5 penalty) to notice that the sword hilt is pointing the wrong way. Moving the sword hilt to the right opens the secret door.

The golems attack for 5 melee rounds before returning to their original positions.

126. Room of the Good Warriors

Twenty spectral minion warriors of good alignment are repairing their armor and healing wounds at a tremendous pace. They take no notice of characters of good or neutral alignment but attack any evil alignment.

Each day, at midday and midnight, these warriors march to Area 128 to do battle with evil minions for one hour. Unless the PCs somehow intercede, both sides retreat with heavy wounds only to fight again the next day.

127. Leader of Minions

A spectral minion in brilliant armor stands in this room with three other minions. They seem to be in animated conversation about the battle to come.

This is the leader of the good spectral minion warriors. He tries to convince PCs of good and neutral alignment to join his side in the upcoming battle. In return, he is willing to help the PCs as much as he can.

If the battle in Area 128 is won by the good warriors, then this leader will disclose a portion of the shortest route to one of the Goal Artifacts. The steps must be simple. For example: go north; pass two halls; climb the stairs; pass two levels; go west.

128. Battleground

Run this Encounter only during the battle periods between midnight to 1 a.m. and noon to 1 p.m.

The great domed room is suddenly flooded with hundreds of ghostly apparitions. Evil minions float down the great Staircase in a mad charge; spirits in brilliant armor wielding ethereal swords pour into the lower hall. Metal rings against metal. The battle of spirits is joined!

These are the minions from Encounter Areas 126, 127, and 134. To sway the battle and force the retreat of the evil minions, the PCs must slay no fewer than 20 minions of evil. This battle may also be won by activating the worshipful Knights of Encounter Area 133 and bringing them here. If the battle is won, the leader of the good warriors offers directions to the PCs (Encounter 127). The good warriors give a victory shout and disappear, released from their quest.

129. Shadows

There are 10 shadows in this room. They attack the PCs at once.

130. Bozak

Three bozak are in this room. They guard fiercely any treasure that is here.

131. Lost Pilgrims

Shadowy figures lurk in the corners of the room. Large hoods hide their faces above clerical robes.

These five pilgrims are lost in the Tower. They follow the PCs if offered a path out of the Tower. They know that the main treasury lies beyond the Eternal Halls on Level 5 and say that several of their members entered those halls never to return.

132. Water Creature

A water weird lurks in the main water area of this room. Any treasure in the room will be in the bottom of the water receptacle.

133. Worshipful Knights

You see the ghosts of warriors in full armor kneeling before an altar.

Ten spectral minion warriors of good alignment kneel here asking forgiveness for their sins. They listen to anyone of good alignment, ignore those of neutral alignment, and attack anyone of evil alignment.

They gladly follow anyone who can demonstrate that their quest is just. To this end, the Knights follow the PCs to any location on this level or the one below it. They act as party members in all respects.

134. Room of the Evil Warriors

Twenty-three spectral minion warriors of evil alignment move about the room. Some prepare their weapons while most regenerate their wounds. They ignore those of neutral and evil alignment but attack anyone of good alignment.

135. Berserkers!

These are 2d8 spectral minion berserkers. They will attack anything or anyone.

136. Groaning Spirit

There is a groaning spirit that attacks with its keening and then uses its other attacks to escape.

137. Kender

Just before this encounter, check to see if anyone hears the sound of metal clinking lightly together.

Several (1d4+2) kender are encountered. They say that they just wandered in and thought to clean the place up a bit by removing some of the more bothersome items lying



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about. They put up a fight if the PCs attempt to force the items from them. The items include silverware, silver goblets, and steel daggers. One of the kender, however, has an accurate map showing how to get to the Eternal Halls (Encounter 145) and another (highly inaccurate) showing how to get through the Eternal Halls to the Treasury. The kender have a lot more "cleaning" to do and will not accompany the party.

138. Lurking Above

Three lurkers above are waiting patiently on the ceiling of the room. Any treasure in the room will be directly under them.

139. Wraiths!

Ten wraiths float in the room.

140. Berserker Cook

A crazed ghostly figure in a tall hat and white apron suddenly lunges at you with a meat cleaver!

This is a spectral minion cook (with berserker statistics), enraged that someone in the past criticized his cooking and is no longer around to apologize for the remark.

141. The Revelers' Chase

Screams and giggles echo down the hallway. Suddenly, spectral women in gowns run down the hall, pursued by spectral

These are 6d4 spectral minion revelers. They race through the halls following the path labeled 58.

142. Hall of Mirrors

The hallway here is lined with dark mirrors, creating endless reflections of your party.

There are three fetch living in these mirrors. They attack the first three party members who look into a mirror. Fetch may only be seen in a mirror, and only by those they are attacking.

143. Searchers

Dimly glowing lamps can be seen in the distance. They are held aloft by ethereal figures in rags, coming in your direction.

These are spectral minion searchers, evil creatures who have been quested to find the Goal Artifacts that the PCs are seeking. They ask if the PCs have found the Goal Artifacts. The searchers never stop and leave the PCs

unless the PCs answer "Yes" or unless the PCs have one of the Goal Artifacts with them. Then the searchers scream hideously and attack the party in an attempt to get the artifacts or find out where they are.

144. Bowling Stairs

Stairs circle up into the darkness. Each step is made of granite framing an inlaid slab of polished marble.

A successful *find traps* roll (with a -25% penalty) reveals fine hairs encircling the entrance to the staircase. The trap is triggered if anything kender-sized or larger moves through the opening.

Once the trap is triggered, there is a time delay of five segments (30 seconds), then a huge ball of marble rolls out of a concealed door at the top of the stairs. The ball rolls onto a ledge on the staircase walls and clears the stairs by only a few inches. The ball causes 5d10 points of damage to anyone crushed under it. It moves at a rate of 12". Anyone on the stairs must move down at full movement rate and make a Dexterity Check to determine whether they fail. It takes 1/2 segment (and another Dexterity Check) to get up after falling. The ball continues down the staircase to Area 144a where it enters a teleport that teleports only the ball back to its niche at the top of the stairs. There are three balls in this niche, enough to provide a continuous stream of rolling balls. If the PCs try to go up the stairs right after a ball rolls past, they will find another ball rolling toward them.

The trap may be deactivated by finding the loose stone at the entrance to the staircase and pressing it. There is one such stone at each level (another *find traps* roll to discover this at -25 penalty). The trap must be deactivated before proceeding either up or down.

145. The Eternal Halls

Stretching as far as you can see is a room with a 10-foot-high ceiling. The end of the room cannot be seen, only 2-foot-diameter pillars standing at the corners of the 10-foot-square floor sections. The pillars are carved with ornate patterns and woven bands.

The Eternal Halls guard the entrance to the Treasury. No locked doors stand between the thief and the great wealth of the tower-only magic! There is also an invisible stalker who has been trapped in here for ages. Move the stalker randomly starting at 62a by rolling 1d4: 1 = north, 2 = east, 3 = south, and 4 = west. Ignore impossible results. Once the stalker contacts the PCs it stalks them through the halls until destroyed.

While this appears to be a huge room, it is actually a series of physically unconnected 10-foot-square floor sections connected by

teleports. (The Level 5 map shows this more clearly.)

The unmarked squares are normal teleports. All who pass between the pillars of the unmarked teleports go to the next section when they try to leave. The section to which the PCs teleport depends on the direction they were going when they passed the pillars. If the PCs walk through the south side of the teleport, for example, trace along the shaded corridor from that side to the next blank square. This is where the PCs teleport. They appear to have stepped into the next square.

The numbered squares transfer characters to other squares with the same number. For example, a PC leaving square 7 transports instantly to the other square 7. Square 9 teleports the PCs up to square 9 on Level 13.

Squares marked with arrows are teleports that also reduce the characters (and their equipment) to half size if they move in the direction of the arrow. A character who does so twice is reduced to 1/4 normal size. (The character's hit points, damage, and encumbrance also decrease.) Passing through these teleports against the arrows enlarges the character to twice his current size but no larger than his original size.

The shaded corridors show where the PCs end up when they're teleported.

Something unusual happens if there are two shaded corridors running from the old square to the new one: PCs who are still in the old square see two images of the teleporting PCs. To illustrate this, picture the PCs entering the maze through Area 145 in the north. The lead PCs are in the blank square south of the entrance. If they leave to the west or south, they end up in the same square (follow the shaded corridors). The remaining PCs see two images of the teleporting PCs. If some PCs remain at the entrance, they see the teleporting PCs moving one square at a time while actually being teleported quite a distance away.

Unless the PCs take the correct route to the Treasury, they may find that they are only a fraction of their normal size when they arrive. Each golden piece of treasure seems as big as a wagon wheel.

Characters who are reduced in size are restored to their normal size once they leave the maze and Area 148.

146. Iron Golems

(Possible Goal Artifact Location)

The room is lit by glowing globes set in the walls. These cast an eerie green light on two iron statues standing on either side of an alcove. At the back of the alcove is a carving of a kingfisher.

The doorways into this room are trapped and close five segments after someone enters the room. Then a booming voice calls out:

*The names of the Knights are three,
Give them and free the way for thee.*

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The names are Sword, Crown, and Rose, not necessarily in that order. If given within five segments then the emblem of the kingfisher glows white and the teleport in the alcove is activated, transporting anyone who steps into it to teleport location 1 in the maze. Activating the teleport also opens the doors for five segments.

If the names are not given, then the iron golems attack for 10 rounds before returning to their positions. The doors then open for five segments before the entire sequence begins again.

If a Goal Artifact is here, it is in the teleport alcove.

147. Bloodvine Shaft

A huge, dark shaft drops away, its sides covered with green vines sprouting from a smooth, yellow trunk.

This bloodthorn vine reaches into the middle of the shaft. It only grows to within 10 feet of Level 5 and does not block access to the Treasury.

148. Treasury

(Possible Goal Artifact Location)

A great platform is suspended over the center of the shaft. Gleaming steel, gold, electrum, and gems are heaped upon the platform, along with an occasional helm, shield, or sword of glowing brilliance. Three archways stand in the wall about the platform, a great shaft creating a chasm between each of these and the platform of the Treasury.

The Treasury platform is hung by four huge steel cables from the shaft ceiling. The PCs must get across the 20-foot-gap to gain any treasure. Remember that this gap will be proportionally larger if the PCs have been reduced by a reduction teleport in the Eternal Halls.

The Treasury consists of 156,450 stl pieces, 255,260 gp, 40,000 ep, 8,000 pp, 52 1,000 gpv gems, 23 5,000 gpv jewelry, 5 +3 longswords; 5 sets of +2 plate armor, 3 +3 maces; and a *Book of infinite Spells*.

149. The Grand March

Massive marble stairs cascade down from the level above. Highly polished brass railings shine in the flickering light.

Yet the wonder of the room is the processional. Spectral beings in elegant clothing march endlessly down the staircase, appearing at the top of the stairs and walking regally down.

There are 20 reveler minions here at any one time. They march down the stairs and then turn either to the left or right moving north down the hallways on either side of the stairs

toward the ballroom (Encounter 150). These minions ignore the PCs unless attacked by them.

150. Ballroom

The great hall echoes with hollow voices. Sweet dance music sounds from far away. Laughter floats up from a sea of spectral beings in elegant dress. Women in evening dress float over the floor in the arms of well-dressed ghosts. There is a madness to the scene, a reckless revelry that knows no bounds!

There are 120 spectral minion revelers here. A group of 2d6 notices the heroes and uses their special attack on at least one PC.

151. Dining Hall

Four ghostly figures float three feet over a table. They are all engaged in an animated discussion.

Treat these as the philosopher minions in Encounter 123. If any touches the ground, they all disappear. However, just after one has replied, one of the others totally disagrees. A pointless argument continues for 1d6 rounds; two minions take one side and two take the other.

152. Revelers!

Many (4d6) spectral minion revelers are found in an informal gathering.

153. Minion Grandee

An elegant ghostly figure sits on a raised dais. Before him stand his warriors.

The warriors attack if the PCs attempt to disturb this room in any way.

154. Will-O-Wisp

These creatures appear in the distance and attempt to lead the party to the nearest revelers or other dangerous creatures.

155. Office Workers

Three spectral figures float hunched over writing tables. They seem to be poring over ledgers and papers.

These spectral minion philosophers are trying to determine where the Goal Artifacts are located. There is a 50% chance that these office workers go berserk (treat as berserker minions) each time they are asked a question. If they do not go berserk, then they answer according to the Philosopher Chart in Encounter 123.

156. Minion Cleric

A bright figure kneels before the altar at the end of the abbey's cathedral.

This is a cleric of Yarus, now a spectral minion. He is the caretaker of the Tower and sees to its upkeep until Yarus returns.

He knows the following:

1. Yarus will return. His absence was planned. He but awaits his crown to call him forth in time of great need.
2. The tale of Yarus and the 33rd piece was no folk tale. Often did Yarus call Virkhus, the greatest Knight of that time, his "33rd piece" and said that the Knight's Horn of Dawn would call legends from their graves when the 33rd piece returned.
3. The *Orb* was an object of great mystery. Yarus claimed that it was not understood. The *Orb* never controlled dragons, it merely called them. The trick to the *Orb* lies in knowing where to call the dragons. If called into a place where the dragon was helpless, then the dragon could be killed with little danger.

This cleric can assist the PCs no further and suggests that they hurry for the time of the Last Battle is near.

157. Knights' Court

The hall is silent as a tomb. Ghosts of Solamnic Knights line the great hall. At the far end, opposite the main doors, three ghostly knights sit behind a great table.

Before the table, another ghostly Knight stands over the bones of a man in rusting plate. No one moves. All stare stoically at one another.

These are all good warrior knights; indeed, they were once living Knights of Solamnia. There is a 35% chance that a PC will notice that the standing spectral minion is the ghost of the dead Knight on the floor.

If the PCs make any disturbance in this hall, then the Lord Knight minion calls the party before the table. He informs them that this is a Knightly Council of Solamnia hearing charges against this Knight. They await the decision of the greater Council convened now in the High Council.

They have been waiting for 300 years.

158. High Council Hall

A great circular chamber rises high overhead; light streams in from crystal windows. Three entrances come into the hall from the east, south, and west. To the north, like the prow of a great ship, rises the Great Pillar of Yarus, its base a raised dais with a huge throne. There sits a single ethereal Solamnic Lord presiding over the assembly.

Chapter 12: Encounters

Such an assembly! Ghostly Knights stand on benches, yelling at each other and hurling challenges at a furious rate.

Finally, the Lord Knight stands and all quiet down. He speaks in old Solamnic, but his words are clear, "We cast our lot! Say ye for the man!" The east side of the hall shouts, "Aye!" Then says the Lord Knight, "Say ye against the man!" The west side of the hall shouts "Nay!" Says the Lord Knight, "35 aye, 35 nay; We reach again our impasse." The tumult again breaks out in the hall.

These are spectral minion warriors of good. For the last 300 years, they have voted on the fate of the Knight in Area 157. Their impasse can only be broken by the vote of a Knight of Solamnia in good standing. One or more of the PCs should be able to vote.

The case is complex. The Marshal of Kurnos, a most evil man, had abducted a damsel of a noble house. The good Knight pursued the Marshal into the Desert of Lost Names. Yet the Knight fell into great hardship and was near death when he came upon the Marshal and the abducted girl. He struck a bargain with the Marshal that they should set aside their differences for the sake of the damsel and find their way out of the desert. The Knight vowed to pursue the Marshal no more so long as the maid was returned to her family. All soon found their way into happier lands.

Half the Knights hold that the bargain was dishonorable. The other half say it was both honorable and wise. A deciding vote must be cast before these Knights are released from their bondage.

If the tie is broken, the Knights grant a boon to the PCs: the key to the Eternal Halls. It is this: "From the northern portal on level 5; left; left; 2 ahead; left; right; 5 ahead; speak 'crown,' 'sword,' and 'rose'; then enter the portal to the treasure trove." With this they all disappear.

159. Grim Lynx

This Encounter only occurs at night.

Curled in the center of the room is a lynx.

This is actually a black cat grim. Stalwart defenders of good, grims become ethereal during daylight hours. If discovered by the PCs, it will follow them and warn of impending danger with its mournful call. Once daylight breaks it returns to this location.

160. The Khas Room

A huge platform stands atop the Pillar of Yarus like the foredeck of some great ship. A marble railing runs around the platform between the three great spans that join the platform to the Tower walls. Beyond the railing is a drop to the floor of the High Council Hall below.

The platform juts into the center of the shaft from the north wall. Five-foot-diameter pillars rise from the platform to the domed ceiling of stained glass overhead. Multi-colored light streams through the glass onto the upper section of the great rotunda. One of the pillars has fallen over.

Broad steps lead to a platform on the north side of the room. There, a throne stands before an ornate steel door.

Two high-backed chairs face each other across a large and ornate Khas board. One chair is upright; the other was knocked over by the fallen pillar.

Closer examination reveals a human skeleton crushed beneath the fallen pillar. The hollow eye sockets stare sightlessly toward the other chair, one skeletal arm and hand reaching toward it. Seated on the upright chair is a skeleton dressed in gleaming armor. The skeleton slumps in the chair, a crown of black steel on its skull, the jaw fused to the hand on which it rests. This is the skeleton of Kurnos. The *Crown of Kurnos* is an evil artifact that acts as a *Book of Vile Darkness* (see DMG page 139). Placing this crown on one's head is equivalent to reading the book without the time-reading requirement.

This is the scene of the last Khas game between the great clerics of good and evil, Yarus and Kurnos. Bringing either the Crown of Yarus or the 33rd Khas piece to this place has a special effect.

If the heroes bring a piece of the *Crown of Yarus* to this Area, a hollow voice echoes through the hall. It is Yarus pleading for the rest of his crown. Placing Yarus's crown on Kurnos's skull results in a mild shock (1d4 points of damage) to the PC. Placing the crown on Yarus's skull causes his skeleton to float upward from under and around the pillar. The fallen chair rights itself before the Khas board. The cleric's ethereal form appears. Go to the Epilogue and run the end game.

Placing the 33rd piece on the board causes the ghostly form of Virkhus, ancient Lord Knight of Solamnia (see page 102), to appear. Virkhus offers himself and his troops to the cause of good. Go to the Epilogue and run the end game.

161. Grim Watch

(Possible Goal Artifact Location)

A black dog stands in the center of the room.

This is a grim. It acts as the grim in Encounter 159 unless this is one of the Artifact locations. If an Artifact is here then the grim is guarding it against evil but will relinquish it to the PCs.

162. High Lookout

The world seems much larger from this high vantage point. The plains of Solamnia to the south can be seen clearly from here-including the camps and formations of the Dragonarmy.

From the vantage point, the Dragonarmy forces can be estimated to within 25%.

163. Nest of the Kingfisher

(Possible Goal Artifact Location)

A black owl perches overhead.

This is actually a grim. It acts as the grim in Encounter 161 in all respects.

Epilogue

Epilogue

It is not enough for the players to solve the mystery of the High Clerist Tower or rally the Knights of Solamnna. The players must still defeat the Dragonarmy.

Five events might trigger the game's final confrontation, although only three are possible during any one game. Each triggering event modifies the end game, which will be resolved either using the Simplified Battle Resolution Chart (page 112) or the BATTLESYSTEM™ rules Final Battle Sortie (pages 113-120).

The Final Battle ends only when the Knights are driven from the Tower or the Dragonarmy retreats from the battlefield (this occurs if the Dragon Highlord loses 50% or more of her forces). You may need to repeat the Simplified Battle Resolution Chart several times before one of the two end results is reached. (This represents repeated attacks, one per day, until the battle is resolved.)

1. Sands of Time

If the PCs are not able to reach a solution to the game before the four months of the Adventure Clock runs out, then the final battle will begin against overwhelming Dragonarmy forces.

BATTLESYSTEM rules: Run the Final Battle Sortie as outlined. This will most likely result in the defeat of the Solamnna forces and the fall of the Clerist Keep to the Blue Dragon Wing.

Simplified Battle Resolution: Determine the Knights' modified Morale Rating, add 1d6 and check the result against the Chart. Repeat this procedure until the Tower falls (a result of 4-8 on the Chart) or the Dragonarmy withdraws from the battle (losing 50% or more of the army).

2. Military Victory

Using either BATTLESYSTEM rules or Simplified Battle Resolution, if the Whitestone forces must surrender the Tower of the High Clerist, then the Dragonarmies take it. If this occurs, read Epilogue 2. The players have lost the game and the Whitestone forces have suffered a major defeat.

3. The Dragon Orb Is Used

The heroes have to defeat the dragons in the Tower. The *Orb* has horrible effects on draconians, forcing a madness on them that routs them from the field of battle.

BATTLESYSTEM™ rules: All dragons on the field immediately suffer loss of discipline (BATTLESYSTEM case [4.6]) and charge the large entrances to the Tower on the first level in an attempt to get to the *Orb*. The dragons continue to fail discipline checks as long as the *Orb* is in use. Also, all draconian troops and commanders must make a Morale Check during each movement phase. Those failing

the check immediately flee. These units may not be rallied. This automatically raises the Morale Rating of all Whitestone forces by one-half the difference between their current morale and 20. Conduct the battle otherwise as outlined in the Final Battle Sortie.

Simplified Battle Resolution: The Knights' base Morale Rating increases by one-half the difference between its current value and 20. Add the +3 for *Orb* success. All dragons and draconians are effectively removed from the battle while the *Orb* is operating. Add +5 to represent the loss of approximately 50% of the Dragon Highlord's forces. Add any other morale modifiers that apply, then roll 1d6 and add that to get the total modified Morale Rating. Consult the Simplified Battle Results Chart. Apply the result and repeat the process until a final resolution is reached.

4. The Legions of Virkhus Return

With the return of the 33rd piece to the board, the Legions of Virkhus, the spirits of valiant Knights risen from the catacombs of the Clerist Tower, join side by side with the Solamnna Knights to defeat the intruders.

BATTLESYSTEM rules: Run the Final Battle Sortie with the following changes. All Solamnna forces suddenly assume the statistics of the Legion of Virkhus. Run the battle to its conclusion.

Simplified Battle Resolution: Add the morale modifier for Virkhus's appearance, along with any other modifiers that apply, to the Knights' base Morale Rating. Roll 1d6, add it to the modified Morale Rating and check the result on the Simplified Battle Results Chart. Apply any resulting casualties or morale modifiers and repeat the process until the Knights are driven out of the tower or the Dragonarmy retreats from the battle.

5. Yarus Joins the Battle

Yarus has been summoned by the PCs' retrieval of his crown and once again can participate directly in the events of the world.

BATTLESYSTEM rules: Place Yarus on the top of the Clerist Tower and add his character to the ranks of the Whitestone forces. Run the Final Battle Sortie otherwise as described.

Simplified Battle Resolution: Consult Appendix 3. Add the morale modifier for Yarus's appearance, along with any other modifiers that apply, to the Knights' base Morale Rating. Add 1d6 and check the result on the Simplified Battle Results Chart. Apply any resulting casualties and morale modifiers and repeat the process until either the Knights are driven from the tower or the Dragonarmy retreats from the battle.

The Final Battle will conclude with one of two results: either the players will defeat the Dragonarmies (go to Epilogue 1) or they will be defeated and driven from the tower (go to Epilogue 2). Read the appropriate Epilogue section to the players.

Epilogue 1: Fruits of Victory

The banners of the Solamnna Knights still fly over the Tower of the High Clerist. The first major trial of the Whitestone forces has been overcome.

Yet this was a costly victory. Many Knights have fallen in battle. The victory is theirs, bought with their lives.

The first blow of the War of the Lance has been struck. The heads of the blue dragons felled here will awaken Palanthis. Her armies will soon fight beside the Solamnna Knights.

The night is not yet ended but now there is at least a hope of dawn.

Epilogue 2: Bitter Defeat

The ruined High Clerist Tower stands in the morning light. Thin plumes of smoke drift in the morning breeze and great holes now mar its once-perfect walls.

You have escaped but at great cost. The armies of the Dragon Highlords now but catch breath before rushing toward Palanthis. Seeing what they have done to the tower, you shudder to think of what they can do to Palanthis.

You must leave quickly to reach the Palanthisian fleet before it falls to the Dragon Highlord. Whitestone and the Knights have failed; there is little hope left for Ansalon.

Chapter 13: The Silver Messenger

(my honor)

Music by Frank Mentzer
Words by Tracy Hickman

♩ = 104 Grandioso

The musical score is written in 8/8 time with a tempo of 104 Grandioso. It consists of six systems of music, each with a vocal line and a piano accompaniment line. The key signature has one flat (B-flat). The score includes various dynamics such as *ff*, *f*, *mp*, *mf*, and *fff*. Chord symbols are placed above the vocal line, and lyrics are written below the notes. The lyrics are in Latin with English translations provided below them.

System 1:
 C C7 G7 C F Dm C7
ff *f* Est su - la - rus oth
 My ho - nor is oth

System 2:
 F C7 F Bb F Eb C7
 mi thas ta - rus un ka - ram degh dra - co Pa - la - dine.
 li fe fight - ing for glo - ry by dra - gon Pa - la - dine.

System 3:
 F Bb F Bb6 F C C7
 Est su - la - rus vo - lo - ni mas ai est tho - rom na - fai ar - an pa - lan - i pax ai
 My ho - nor rules all of my deeds; all of my will breath - ing God's strength in - to my sword and

System 4:
 F Bb C9 F Gm7 C7 Dm
 vor Bar - us oth ar ath pax - um oth kan nai o - pa - ru -
 shield The crown is stead fast the sword is cou rage tem - por - ing
mp *f* *mp* *mf*

System 5:
 Gm G6 G7 C7 F C7
 sar du - su - ni ras oc par ai fam co - ni es est su - la - rus oth
 all bios - soms the rose of grace and love Grant me my ho - nor in life for

System 6:
 F Dm Bb F C F
 mi thas ha - nur est mas lor a - lan Pa - la - dine. *fff*
 ev er ac - cept my deeds Lord Fa - ther Pa - la - dine.

Chapter 13: The Silver Messenger

Lord Gunthar is a PC in this adventure. Any player whose character met a heroic death during the battle at the High Clerist Tower should play Gunthar. If no characters died, keep Gunthar in reserve in case a PC dies during the adventure (in which case Gunthar appears in Chapter 17).

Likewise, one player should play Silvart (her folio is on pages 107-110). The skill of the player controlling Silvart will affect the success or failure of the adventure. This is a challenging part, so offer it to a player with good role-playing skills! This player should not play any other PCs, and should regain his usual character after this adventure. Be sure to read the character sheet before giving it to the player. You, as the referee, are primarily responsible for making sure that Silvart abides by the Oath. Whether or not Dargent (the silver dragon) took the form of Silvart previously, she meets and travels with the PCs in this form during "Dragons of Deceit." Dargent will assume her true form only after the perversion of the good dragons' eggs is revealed in this adventure.

Remember that player characters are no longer subject to obscure deaths. If a PC dies, he's gone forever!

Allow your players' decisions to affect the direction and course of the adventure. The PCs have a great deal of freedom in determining how they pursue the quest that is laid before them in the first chapter.

At the start of the adventure, the player characters have 20 Dragonlances- 0 footman's and 10 mounted-unless some have been lost or destroyed.

Background

This adventure begins three days after the last battle at the High Clerist Tower. There are two introductions: one for players who won the battle at the High Clerist Tower, the other for players who lost.

Ask the players whether they wish to return to Palanthis after the battle (the meeting with Silvart occurs wherever the PCs are). If the Tower fell to the Dragonarmy, the heroes and all surviving defenders must retreat to Palanthis.

If they are in the city, establish some lodgings for the characters and tell them that they have just had time to rest from the journey, and are finally feeling fit and ready for action. Any wounds inflicted in the previous adventure have healed.

All of the adventure beginnings require Silvart to visit the PCs and ask them for aid.

Although you can try to summarize details to move the adventure quickly onto the road to Sanction, it is recommended that you allow the players to role-play the encounter between Silvart and the other PCs, working out the objectives among themselves.

Events

Event 49: Background

Read the first section of boxed text only if the players won the battle at the High Clerist Tower. The second section of boxed text is to be read only to players who lost that battle.

Battle Victors

The wounds of battle heal slowly, but you are the lucky ones, alive and whole after the horrible siege of the tower. You have spent much time thinking of the brave warriors who fell at the Tower, buying victory with their lives.

Back in Palanthis, the atmosphere is subdued. No celebrations greet the news of victory, for all know the respite is only temporary.

Within the city awaits a bit of good news: a visitor from earlier adventuring. The Kagonesti elfmaid Silvart has traveled far to find you-a rare friend in this war-torn world!

Battle Losers

The long retreat has been grueling, but not panicked. The Knights have fallen back to Palanthis, well aware that there is little hope of holding the city against a concerted Dragonarmy attack.

Scouts report that the Dragonarmy is not pressing the pursuit. The reason is unknown. For now, the evil forces seem content to occupy the captured tower. No one doubts that the assault will come against Palanthis, perhaps within the next few weeks.

Within the city awaits a bit of good news: a visitor from earlier adventuring. The Kagonesti elfmaid Silvart has traveled far to find you-a rare friend in this war-torn world!

Allow Silvart to meet the other players. She has the information necessary to get the heroes on the road to Sanction and the main action of this adventure.

This meeting can occur in any convenient location, most likely the PCs' lodgings or a place that the group frequents.

Allow the PCs to ask questions about the feasibility of the different routes. If they have a map of Ansalon from a previous adventure, they may consult it.

This is the only scheduled event of Chapter 13. Allow the players to proceed on their own from here.

Palanthis

Set in a narrow valley at the end of a long, fjord-like bay, Palanthis was the only deep-water port on Krynn to survive the Cataclysm unscathed. It is a center of learning and trade unmatched in the world.

The buildings in Palanthis are tall and well-built. The city is remarkably clean, with no garbage in the streets and a complete absence of rats.

The city is poorly defended, since its founders placed their faith in the command of the sea approaches and the strength of the High Clerist Tower. Of course, if the Tower has not fallen, then the city remains fairly secure since it still has enough ships to retain control of the nearby seas.

Since the city serves only as a meeting and starting place for this adventure, it is not detailed extensively here. Feel free to expand if you'd like to offer your players additional details. Keep in mind Palanthis's air of antiquity and high level of culture.

Sea traffic is still heavy in Palanthis, with several ships arriving and departing daily. These include merchant ships that ply the dangerous trade routes between Palanthis and ports in Solamnia, Ergoth, and Sancrist, as well as those attempting the even more treacherous northern passage to the eastern ports of Valkmord and Flotsam. Warships escort merchant expeditions and patrol the seas against the raids of pirates and the Dragonarmy vessels that venture out of the New Sea.

The only commonly used overland route out of the city leads to the pass guarded by the High Clerist Tower. Depending on the outcome of the battle for the Tower, this road may or may not be open as far as the Tower. In any event, beyond the Tower lies the Blue Wing of the Dragonarmy.

The mood of the people of Palanthis is relatively calm, but they are suspicious of all outsiders. Although some residents understand the danger presented by the invading army and appreciate the sacrifice made by the warriors at the tower, most feel that resistance is a mistake and believe the safest path lies in seeking a peaceful settlement with the Dark Queen.

Of course, it is too late for this route now. Nonetheless, the heroes will not encounter great cooperation, generosity, or gratitude from the bulk (80%) of Palanthis's citizenry.

Encounter Areas

Palanthis is mapped on the next page. The city is divided into five districts, each of which is briefly explained below.

164. Temple District

An impressive array of huge marble and granite buildings extends far up the side of the western valley slope of Palanthis. As a general rule, the higher up a temple, the more important its god.

Although none of these temples has fallen into disrepair-the city fathers would not allow that-many are preserved as little more than museums. A temple of Mishakal the Healer has been claimed by clerics of that benign goddess, and thrives as a focal point of goodness and health. At the top of the

slope, the ancient temple of Paladine commands a view of the entire city and fjord. It has recently seen the return of a few clerics and worshipers, their numbers growing slowly but steadily.

Word of the return of the True Gods is slowly spreading through Palanthis. Although the same people who scoff at the Knights still believe that the True Gods abandoned Krynn, the number of believers is growing. This is due in great part to the earlier efforts of the heroes in spreading the word of the Disks of Mishakal (see *Classics Volume 1*).

165. Waterfront

This is the working district of Palanthis: the busiest and dirtiest section of the city. Unlike many other port cities, thievery is not a great problem here; there is plenty of work and money for everyone. The work ethic is doubtless encouraged by the ruthlessly enforced death penalty for those caught thieving!

The waters of the Bay of Branchala wash gently at the shore, for the port is well sheltered from tempests by the windings of the fjord.

This district is crowded with inns and warehouses as well as a few shops catering mainly to seamen. Virtually every type of nautical supply is available for sale here, at the rates listed in the *Players' Handbook*. If the PCs seek a vessel to carry them to Sanction, they will find that nearly all captains refuse to enter the New Sea. After a little searching, however, they will be referred to Captain Karyzzal, of the *Jolly Widow*. This worthy seafarer frequents the Salty Spider Inn. See the NPC Capsules in the DM Folio for Karyzzal's traits.

He will agree to carry the party into the New Sea for 500 stl, but requires the heroes to purchase all the provisions for a three-month voyage (300 stl extra).

If the PCs wish to purchase a boat on their own, they will find vessels for sale. Prices range from 5,000 to 10,000 stl, so they need to have a cash reserve from previous adventuring.

166. Nobles' Hill

Across the valley from the beautiful Temple District towers the height of Nobles' Hill. This is another region of striking marble buildings and ornate, inspiring architecture. The buildings on Nobles' Hill are all built into the slopes of the hill, above the clutter and crowd of the city below.

Lord Gunthar has access to a mansion on the hill that is retained for the use of the leaders of the Knights of Solamnia. Although not one of the more spectacular structures on the hill, it is quite adequate for the needs of the player characters. They may choose to lodge here, if Lord Gunthar is a PC and invites them.

If Lord Gunthar is not a PC, he will meet the PCs if they venture on to Nobles' Hill and will encourage them to embark on the

mission urged by Silvart. He will provide the heroes with 1000 stl as funding for the quest.

167. Plaza

The central plaza of Palanthis is flanked by two great buildings. To the north lies the palace of the Lord of Palanthis. The Lord is a kindly old gentleman who realizes that he is in deep trouble in the war with the Dragonarmy. His powers are kept well in check by the city's High Council.

To the south sprawls the vast edifice of the Library of Astinus. Part of this library contains works of public record, available to all citizens; another, larger part of the building is sealed and guarded. It is here that Astinus, Lorekeeper of Krynn, writes his histories.

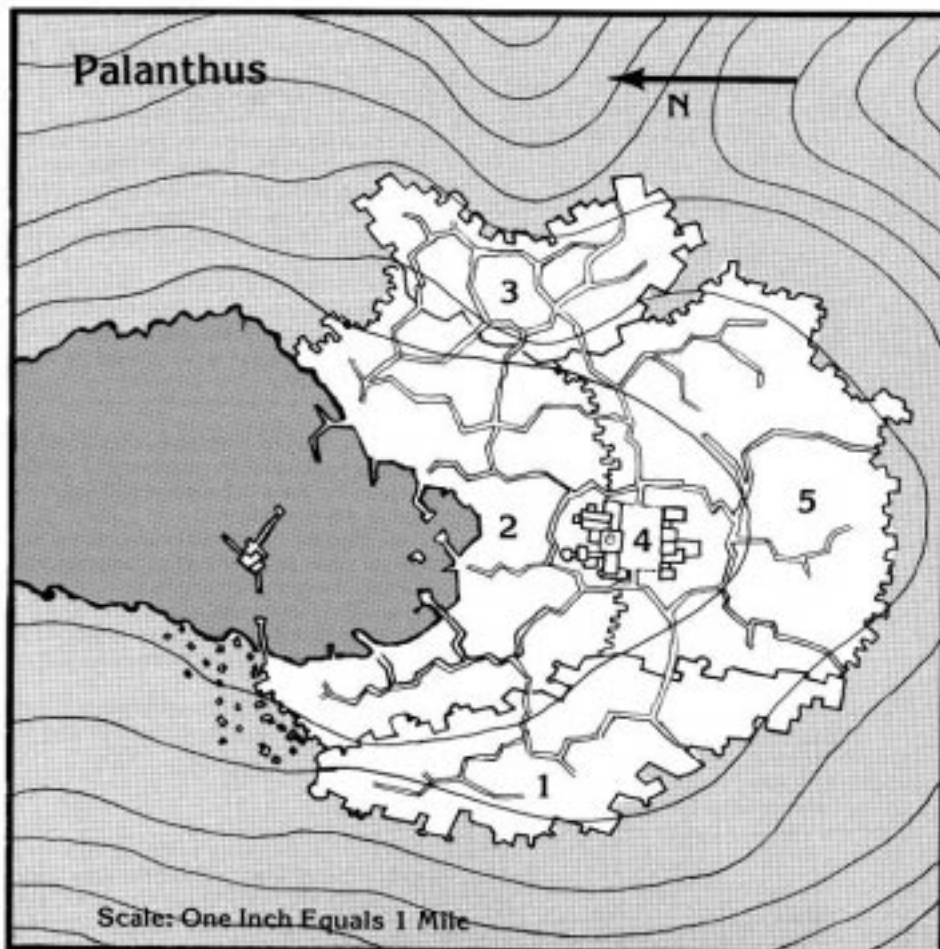
In the center of the plaza, rising like a tall peak to dominate the city, stands the Tower of High Sorcery. No one approaches the tower; it radiates a sense of fear similar to dragonfear if any approach within 100 feet. Any PCs who try to approach will feel a sense of physical revulsion and will not be able to get closer than 100 feet.

168. Mercantile District

This portion of Palanthis is home to most of her citizens, and contains most of the merchant and craftsmen shops in the city.

With the exception of nautical supplies, all of the equipment listed in the *Players' Handbook* is available in this district. Of course, the conversion from gp to stl applies to all prices on Krynn.

One building the PCs should be told of if they enter this district is a small shop labeled "Wise Wyckert: Cartographer and Surveyor." If they investigate the shop, they will meet the withered old proprietor. For 50 stl, he will sell a map noting several hidden passes over the Vingaard Mountains



Chapter 14: Into the Dragonlands

Through conversation with Silvert, the heroes should realize that a great secret lies concealed in the city of Sanction, in the very heart of the territory controlled by the Queen of Darkness.

If this has not been made clear through role-playing, Elistan (or any PC cleric) has the following dream:

Three mighty volcanoes spew smoke and lava over a doomed, smoldering city. Dragonians and humans scuttle through the streets while huge army camps sprawl around the city's outskirts.

From somewhere within this vision of horror, a sparkle of light and goodness strives for life. But danger is all around, and aid must come quickly, or this spark will be forever snuffed.

The light glistens with metallic colors: copper, bronze, brass, silver, and gold. You must find it before it is too late.

Any seafaring Palanthian recognizes the description as the city of Sanction, if the cleric does not figure it out for himself.

This chapter covers the heroes' journey to Sanction. Separate sections detail the journey by sea and by land.

Use the foldup map of Ansalon to plan the course of the heroes' journey. Make sure that you note the locations of encounters shown on the map.

There are several chances for the heroes to get captured on the journey to Sanction. In each case, their captors will lock them in chains, throw them into a darkened and heavily locked hold, and sail directly to Sanction. Once the characters arrive in Sanction, go directly to Event 59 in Chapter 15.

To Sanction by Sea

The journey to Sanction by sea takes eight weeks. Do not use random encounters while the player characters are at sea.

Events

Event 50: The Captain's Tale

This Event occurs if the PCs book passage aboard the *Jolly Widow*. Captain Karyzzal, in a thoughtful mood, lights his pipe and speaks quietly.

"Sanction, now that's a port I haven't docked in for years! I don't even know for sure it's still there—they don't call that the City of Doom for nothing."

If the PCs show any further interest or ask questions, the captain continues. If not, he will not reveal the rest of this information during the voyage.

"Three volcanoes, they call them the Lords of Doom, surround the place. They're slowly eating the city away. Lava runs in rivers right through Sanction and there's always smoke hanging overhead.

"Of course, it's a good port. The docks are sturdy and the water's deep. Well protected from the sea, too!

"There's certain to be a blockade, you know. From what I've seen of those Dragon Highlords, they'll be going over incoming vessels with a fine-tooth comb. What are you going to tell 'em when they try to come aboard?"

Event 51: Fizban

This Event occurs after two weeks at sea.

The steady rise and fall of the vessel's prow has grown familiar. The wind is fair, and progress steady.

Suddenly, a loud thump sounds from below the prow! The ship has struck something, probably a hulk since no land is in sight. Immediately, an enraged voice calls out from below the bow, "Get this confounded thing out of my way! I've got places to go, and I can't have every wreck on the high seas thundering into me! Move, I say!"

As soon as a character investigates by looking over the side, read the following:

A ragged old man, almost hidden behind a long white beard and an immense, floppy hat, stands in the middle of a small rowboat. He shakes his fist angrily at the larger vessel.

"Get out of my way, you idiots! I've got important things to do! Move, or I'll ram you again!"

With that outburst, the old man is at his oars and laboriously backs the rowboat several feet away from the ship. Then he sends it forward again, to thump resoundingly against the side of the ship. This time, the hull of the rowboat splits and water begins to pour in.

"Take that!" he calls, standing again. Water washes around his skinny legs as his boat rapidly sinks. "Now move, before I get really tough!"

His boat is by now completely awash and the water has risen to his waist.

This, of course, is Fizban the Fabulous. If the heroes do not pull him aboard their vessel, Fizban goes down with his rowboat, leaving his huge hat floating on the surface. (He does not die, however.) If he is pulled aboard the ship, he will accompany the heroes for the adventure. ("I was on my way to Sanction anyway-lucky thing for you!")

Event 52: Mad Boris and the Black Skull

Run this Event when the PCs have been at sea for four weeks and are out of sight of land. This Event is shaped primarily by PC reactions.

As dawn breaks one morning, whichever hero is first on deck notices a tall, black sail several miles astern of the *Jolly Widow*. It belongs to a very fast ship; even if Captain Karyzzal tries to outsail it, the other ship steadily closes in.

If the *Jolly Widow* sails away at top speed, it will take eight hours for the other ship to pull alongside the heroes' vessel. If the PCs reverse direction to confront the other ship, it takes four hours to meet.

The sail belongs to a pirate vessel, the *Black Skull*. She is manned by a crew of bloodthirsty minotaurs, commanded by one Mad Boris of Mithas (see NPC Capsules). The *Black Skull* pulls alongside the PC vessel, regardless of evasive action. The *Black Skull* is a small, two-sailed ship that is highly maneuverable compared to the merchant ship. The pirates rely on their strength and savagery to prevail over their victims, who often outnumber them.

When the *Black Skull* has drawn alongside the heroes' ship, the pirates drop three boarding ramps. Each ramp is a 4-foot-wide plank equipped with heavy spikes in the end. The spikes sink into the deck of the victims' ship, securely nailing the two ships together.

After the ramps are dropped, 15 minotaurs charge across to the PCs' ship, five across each ramp. Because of the narrowness of the planks, the pirates must cross single file. Five minotaurs are left behind to man the *Black Skull*.

These pirates usually defeat the crews of the merchant ships they prey on. They usually take no prisoners. However, if at least four minotaurs are slain, the others realize that they are up against some tough opposition. In this case, they attempt to capture all surviving PCs for delivery to the Dragon Highlords in Sanction.

If the pirates are overcome by the heroes and the *Black Skull* is searched, the characters find:

- Four chests of jewelry, gems, and coins, with a total value of 4,000-32,000 (4d8 x 1,000) stl
- A charter, signed by the Dragon Highlord Ariakus, commissioning Mad Boris to scourge the seas in the name of the Queen of Darkness, and promising a large reward for any important prisoners returned to Ariakus in Sanction
- A *ring of fire resistance* and 2 *rings of protection +2*
- Assorted battle axes and swords, all non-magical

The heroes can take over the *Black Skull* if they wish. The ship is much faster than their own, and by showing the charter to the vessels blockading the approaches to Sanc-

Chapter 14: Into the Dragonlands

tion, the heroes gain passage to the port. (The charter does not mention that the *Black Skull* is manned by minotaurs.)

Event 53: Dragon Flyover

Run this Event after the heroes have been at sea for about six weeks.

The evening sun glints off a speck in the sky to the east. Gradually, the speck moves closer, becoming recognizable as the sleek form of a soaring blue dragon. It glides lower as it nears the vessel, making a soaring pass about 50 feet overhead.

After its single pass, the dragon (an average young adult of 36hp) turns and glides over the ship again. If the heroes make no hostile moves, the monster flaps its wings and slowly gains altitude as it continues on its westward course.

If the PCs attack, however, the dragon responds in kind, using breath weapon, teeth, and claws to get at the insolent humans.

Encounters by Sea

169. Gates of Paladine

The mouth of the Bay of Branchala narrows to a few miles here. Beyond, the vast emptiness of the great ocean beckons.

The Gates of Paladine are towering cliffs that close in to form a bottleneck entrance. Atop each cliff is a battery of five gnomish catapults, designed for superior range. Each catapult can throw a rock the size of a small house; a direct hit is enough to sink any vessel on Krynn.

The defenses have a fatal flaw: The catapults' range does not quite reach the middle of the channel. There is a path about 300 yards wide through which an enemy fleet could sail with perfect impunity, out of range of the weapons on either shore.

Of course, the gnomes have told no one of this flaw. They are busily, and unsuccessfully, working to correct it and see no need to worry the Lord of Palanthis.

Friendly vessels, such as the PCs' ship, pass unmolested.

170. Whirlpool

If the heroes travel around this point without making a wide circuit out to sea, this whirlpool may draw their vessel to her doom. Even an experienced captain will not know of this phenomenon, since it is of recent origin.

As the ships draw near, a group of porpoises surfaces, blowing and squawking noisily. They turn and head out to sea, stopping and circling back if the characters do not follow.

If the heroes persist in sailing into the whirlpool, the porpoises grow more frantic,

rising out of the water onto their tails and backing away from the heroes' vessel.

If a *speak with animals* spell is used, they communicate intelligently about the treacherous whirlpool.

If the heroes ignore all of these warnings, the ship is soon caught in a swirling current that draws her in toward the foaming hole. The character manning the helm of the ship must now make a Wisdom Check with a -3 penalty.

If the check is successful, the ship can be steered away from the whirlpool at the last possible minute. If the check is unsuccessful, the vessel is pulled onto the rocks and smashed.

When their ship is destroyed, each PC must make a saving throw versus breath weapons in order to be cast ashore alive. Failure means that the character goes down with the ship.

Even if cast ashore, the heroes will have lost all their possessions, including weapons and armor, and will have to begin the adventure anew, at a considerable disadvantage (see Encounter 176).

171. Scrag Patrol

This narrow bottleneck leading into the New Sea is guarded by some of the Dragon Highlords' most disgusting minions. Although not actually serving the Queen of Darkness, the marine trolls (scrag) guarding this approach have a deal with the Dragon Highlords: The scrag may plunder all ships not in the service of the Highlords.

Groups of four scrag swim back and forth across the channel. If a ship sails overhead, they grab on, then slowly climb up her hull, two on each side. When they reach the gunwales, they climb over and attack the crew. The scrag receive a +1 to their chance to surprise the crew. If two scrag are slain, the survivors attempt to leap overboard.

172. Highlords' Blockade

This narrow channel is well-guarded by Dragon Highlord Ariakus's personal fleet. This Encounter may be avoided if the heroes sail through this gap at night (33% chance, unless they declare an intent to wait for darkness) and make a special effort to hug the coastline. Otherwise, day or night, they are accosted by one of the Highlord's mighty warships.

These huge warships are not particularly fast, but will launch a fiery ball of oil from a catapult as a signal that the heroes' ship should stop. If the PCs elect to run the blockade, the Highlord's ship will make a lumbering pursuit.

The crew of the warship includes 12 Sivak draconians, 20 Baaz draconians, 10 minotaurs, and 30 seamen. The seamen remain on board their warship; all the monsters make a boarding attempt. The captain of the warship, commanding any boarding party in person, is Nefarik Gistar (see NPC Capsules).

The *Black Skull* can easily outrun the warship, if she tries. If the PCs are aboard the *Jolly Widow* or their own vessel, they have a 75% chance of being able to outrun the warship.

The draconians make every effort to capture the PCs if they catch up with them. They use the same tactics as the *Black Skull*, except that five boarding ramps are lowered.

If the PCs outrun the warship, a flight of 12 Sivak draconians takes off from the warship and attacks the PCs' vessel. If the Sivaks gain control of the upper deck of the ship, they will tear down the sail so the warship can catch up. If the Sivaks are defeated, the PC ship can make Sanction harbor six hours before the warship, but as soon as the warship arrives, the heroes will be the object of a major manhunt.

On the other hand, the heroes may try to talk their way through the blockade. If they carry Boris's charter for the *Black Skull*, they are let through. If they do not have the charter, Gistar demands the reason for the ship's journey to Sanction. Any reason that sounds threatening to the Highlords, should the PCs be foolish enough to use one, causes an immediate attempt to seize all the characters and the vessel. If the PCs claim to be carrying a cargo to Sanction, the captain checks to make sure that the cargo is aboard. If the heroes claim that they are picking up a cargo at Sanction, Gistar demands a written order signed by a Dragon Highlord. Gistar is not clever enough to detect a forgery.

Any other explanation for the mission must sound plausible to the suspicious, humorless, and ill-tempered captain. If it is not, his boarding party tries to capture the heroes and take them to Sanction in chains.

To Sanction by Land

The journey over and from Palanthis takes about eight weeks, assuming the party sets a good pace. (Use the Random Encounter Chart on the next page as they journey.)

If the heroes are captured, they are taken to Sanction as prisoners. Their guards are whatever type of creatures captured them, and they will be tied with ropes. Characters trying to escape can make a Dexterity Check once per day, with a -10 penalty applied to the character's Dexterity score. If the check succeeds, then the bonds are broken and the character can escape or free his fellow PCs. If the check fails on a roll of 16 or higher, the captors notice the attempt and secure that character much more tightly. After this, no further escape attempts by that characters will succeed.

If the characters are brought to Sanction as prisoners, go to Chapter 15, Event 59, as soon as they arrive.

Chapter 14: Encounters

Events by Land

Event 54: The Lost Goatherd

This Event occurs a few days after the PCs leave Palanthis, ideally in a barren, snow-bound portion of the Vingaard Mountains.

A frail old man, his long beard bristling beneath a huge, floppy hat, walks in circles in a narrow clearing. Suddenly, he looks up and speaks. "Sorry to bother you, but have you seen my goat? It was here just a minute ago, but it seems to have wandered off. You wouldn't mind helping me look, would you? Thank you so much! Now his tracks. . . hmmm, I know he left some tracks. . . ."

This is the Fabulous Fizban, wizard extraordinaire (see the NPC Capsules). Of course, he has no goat and no tracks can be found. Regardless of the PCs' actions, Fizban follows them, muttering absently about the goat. "Perhaps it went this way. In fact, I think I hear it!"

This is the only scheduled Event if the heroes travel by land. The other occurrences of their journey depend on where they go.

Encounters by Land

The Encounters listed here describe the many lands that the heroes might travel through on the way to Sancton. Use a generous number of encounters from the Random Encounter Chart to spice up the journey.

Random Encounter Chart

In addition to the set Events and Encounters in this adventure, you may choose to include random encounters. You can alter the frequency if you choose, or omit them altogether if the party is seriously weakened. Properly run, random encounters can add flavor and excitement to the game.

Table 1 lists the areas in the adventure. The "Check" column shows how often you should check for a random encounter. For example, "1/3 hours" means that you should make a random encounter check once every three game hours for that area. To make a random encounter check, roll 1d10; on a 1, a random encounter takes place.

Next, look at the "Range" column. Roll the die listed and add the modifier beside it. Look up the resulting number on Table 2 to find the random encounter that takes place. The statistics for the monsters encountered are on the Combined Monster Statistics Chart on the inside cover.

173. Vingaard Mountains

This range of lofty, rugged peaks is still locked in the icy cloak of winter. The high ridges of the range are heavy with snow, and avalanches are common. The only well-known pass through the range is the gap guarded by the High Clerist Tower and this is effectively sealed by the large enemy army camped on the southern approach.

If the heroes purchased the map from Wise Wyckert in Palanthis, they can select a secret, unguarded pass across the mountains.

As long as the characters travel through a pass, they are not caught in an avalanche, although they have a 66% chance per day of seeing one. If they attempt to blaze their own trail, however, they run a 20% chance per hour of causing an avalanche. In this case, each PC must make a Dexterity Check to avoid being swept into the snowslide. If the check fails, the character takes 3-18 points of damage.

Crossing the mountains through a pass requires four days of travel time; trailblazing across the high ridges takes six days.

If the PCs decide to travel to the High Clerist Tower and sneak past the army camped there, they encounter virtually unlimited numbers of hobgoblins, goblins, Baaz, and Kapaks. Smaller numbers of hill giants, ogres, Bozaks, and Sivaks are also present, as well as human mercenaries. The enemy camp completely blocks the valley, and guards are maintained at all times.

Table 1: Random Encounter Checks

Area	Check	Range
Mountains	1/4 hours	d8
Plains	1/3 hours	d10 + 3
Forest	1/3 hours	d8 + 5
Estwilde	1/4 hours	310 + 7

Table 2: Random Encounters

1	1-16 Winter wolves
2	2-8 Hill giants
3	2-12 Ogres
4	4-40 Buffaloes
5	1-2 Wooly rhinoceroses
6	3-12 Hobgoblins
7	3-34 Goblins
8	1-6 Giant eagles
9	1-8 Giant spiders
10	1-8 Huge spiders
11	1-6 Dire wolves
12	1-8 Baaz draconians
13	1-6 Kapak draconians
14	2-12 Wild boars
15	3-18 Giant bats
16	1 Bulette
17	1-8 Minotaurs

174. Vingaard Keep

This fortress is garrisoned by a small force of the Knights of Solamnia and is besieged by a detachment of the Blue Wing. The camps of the surrounding monsters sprawl across the plains, creating a virtually impenetrable ring around the fortress.

If the heroes move into these camps, they encounter hundreds of hobgoblins and Kapak draconians. There is also a 25% chance that 1-6 blue dragons are with this force.

Vingaard Keep is holding out, although the forces of evil control the surrounding countryside and even the top of the fortress. The stone gates are so solid and specially designed to defend against attack from above that even the airborne forces of the dragons have not been able to penetrate the interior of the castle.

175. The Plains of Solamnia

This vast plain is one of the broadest on Ansalon and offers little cover to the traveler. The winter's snow cover has begun to melt, and brownish grass pokes through in many places. The rivers are swollen and treacherous; the heroes have a 10% chance per mile of riverbank traveled to discover a suitable ford.

None of the settlers who farmed the plains remain. The occasional farms and towns have usually been razed, although in a few places groups of draconians or hobgoblins have moved into dwellings after the original owners fled or were butchered.

176. Caergoth

This forbidding fortress rises above a sheer cliff that looms over a sheltered harbor. An outpost of the Knights of Solamnia, Caergoth has sent most of its fighting men to aid in the defense of Thelgaard.

The few soldiers and the peasants left behind are very suspicious of strangers. The regent, ruling in place of the absent lord, is Lord Kenneth Dergonne. Under the guise of maintaining order, he is quick to throw "wrongdoers" into his dungeon. It is Lord Kenneth's intent to secure a solid grip on his ill-gotten throne, so that when the rightful ruler returns, Kenneth will be strong enough to retain his position.

Characters who persuade Kenneth that they can help him achieve his objective might find themselves with positions of responsibility in the usurper's forces.

177. Thelgaard

This is another battle scene. The mighty Thelgaard Keep holds the left flank of the Knights' tenuous southern line. The rest of the force holds a thin position across the open gap to the Mountains of Garnet.

Chapter 14: Encounters

Although the Dragon Highlords' armies outnumber the Knights and possess the aid of a skillful mobile defense, fighting the monsters only when the dragons are involved elsewhere. Despite the thin nature of the lines here, both sides guard the front carefully. Any attempts by PCs to pass through here result in encounters both with suspicious Knights and bloodthirsty Kapak draconians.

178. Solanthus

This formerly mighty fortress has been reduced to rubble by the Highlords' armies. Once a strong outpost of the Knights of Solamnia, Solanthus is now solidly under the control of the evil forces.

No walls remain standing, nor have any of the above-ground buildings escaped damage. The subterranean network of chambers and passages survives intact, and a few resistors still live and fight underground.

The ruins are garrisoned by several hundred goblins and a few dozen Bozak draconians. Because of their position behind the battle lines, their attention is directed at the renegades beneath the castle, ignoring the possibility of attack from without.

179. Garnet

The dwarven kingdom of Garnet seals the flank of the Solamnic defenses. Unlike most other races of dwarves on Krynn, the Garnetian dwarves have cooperated and aided their human allies in the war against dragonkind.

Unfortunately, the dwarves cannot field a very large force, so their participation is limited to an aggressive defense of their homeland. They will provide aid to any friends of the Knights who pass through their kingdom.

180. Lemish

This is a kingdom of humans who have cast their lot with the forces of evil during the current war. The fortress and the surrounding Darkwoods are dangerous to all save the minions of the Dragon Highlords. Although technically allies of the Dragonarmies, the humans of Lemish are used as little more than servants, subject to the whims of draconian masters.

The primary function of the Lemishite forces is the conquest of the dwarven kingdom of Garnet. Every attack upon the dwarves has been repulsed with heavy losses. The Lemish forces have now collapsed, exhausted, into a holding action. Their objective is to prevent the dwarves from breaking through the Darkwoods and threatening the flank of the main Dragonarmy advance across the Plains of Solamnia.

Characters traveling through the Darkwoods will encounter many types of monsters. The city of Lemish is currently a primary center of recreation for the Dragon Highlords' troops. The formerly pleasant town has become a collection of filthy, brawl-

ing taverns and brothels. No attempt at maintaining order is made by the draconian commanders of units that visit Lemish, so anarchy usually prevails.

181. Dargaard Mountains

This range of forbidding peaks is marked by a sheer spine of granite, several thousand feet high, that cuts down the center of the range. There is not a single pass or path across the entire length of the range. If the heroes try to cross, even a thief must make numerous *climb* walls rolls, trailing a rope so that others can climb behind. Assuming the PCs do not fall to their deaths, crossing the mountains takes at least two weeks.

The western slopes of the range and the nearby plains are home to most of Krynn's hobgoblins. War parties of 10-40 of these brutish monsters are frequently encountered. The fortress in the southern reach of the range is a shabby pile of rock by most standards. Nonetheless it represents the pinnacle of architectural accomplishment of all the goblin races.

Dargaard Keep, at the northern tip of the range, is steadfastly avoided by the hobgoblins. It and the surrounding region are ruled by Lord Soth (see the Appendices). Soth has a personal guard of three banshees and all types of undead are common around and throughout the keep. The fortress's appearance is one of decay and death; the stench of rot and foulness is heavy in the air here.

182. Throtyl

This region is an extension of the Solamnic Plain but is inhabited almost exclusively by nomadic tribes of hobgoblins. Their crude and dirty tent communities are scattered throughout the area. As in the Dargaard Mountains, war parties of 10-40 hobgoblin warriors are common here. Unlike their mountain-dwelling kin, however, the Throtyl war parties have a 33% chance of being mounted on worg wolves.

The nomadic communities consist mainly of females and young since all males of fighting age have been conscripted into the Dragon Highlords' armies. The war parties, however, are made up of army troops.

183. Estwilde

This barren, dry region is a high plain interspersed with frequent mountain ranges. Inhabitants are uncommon. The few known waterholes are guarded by small groups (3-18) of Baaz draconians with orders to control the movement of "undesirables."

The primary group of undesirables is the band of freedom fighters led by Warren Windsound (see NPC Capsules). This band is made up of 50 men and women whose homes and communities have been overrun by the Dragonarmies. They roam the wilderness of Estwilde, attacking draconians and other evil troops whenever they get a good opportunity. They have been waging

a successful guerilla war for several months.

If the heroes enter Estwilde, they will encounter Windsound's band within a few days. The guerrillas will observe the PCs' progress from the moment they enter Estwilde. If Warren is convinced that the heroes are enemies of the Dragonarmy, he will offer any aid he can to the PCs. If Warren believes that the heroes are in the service of the Dragon Highlords, his band attempts to kill the PCs.

If friendly relations are established, Warren speaks privately to the PCs about his brother, Nathan, who was captured with several dozen other fighters months ago. He has heard that the prisoners are being tortured for the entertainment of Dragon Highlord Ariakus, who is surely the most evil man on Krynn.

The most valuable piece of aid that the guerrillas can give the PCs is the location of a hidden pass leading over the Doomrange and right into Sanction itself. If the heroes take this pass, they will avoid all draconian patrols and guardposts in this range.

184. The Doomrange

Unlike the mountains farther north, the peaks of this range show no sign of snow. Instead, fiery lava bursts from many of the mountains, and a cloud of steam and ash hangs in the air. The range contains dozens of volcanoes, but the most awesome are the three Lords of Doom that surround Sanction.

The mountain range is cut by two wide, easily traversable passes, both leading directly to Sanction. Each is heavily guarded by 4d10 Kapak or Baaz draconians. These forces are concealed in such a way as to lure unwary travelers into the clutches of the guards before the travelers even realize they have been discovered. They can summon reinforcements from all directions with horns if an intended victim somehow gets away.

The only way the PCs can penetrate this range without encountering these ambushes is to follow the secret pass known to Warren Windsound, as explained in Encounter 183.

Chapter 15: Sanction



Sanction Overview

Sanction is a nightmarish place, wedged under the three active volcanoes known as the Lords of Doom. Lava flows continually from each Lord, hot red rivers that snake through the city and boil into the black waters of Sanction Harbor.

A pall of ash and smoke hangs in the air; sunshine is a thing of the past in Sanction. The low, smoky clouds reflect the heat from the lava rivers. Day or night, winter or summer, the temperature of the city hovers around 100 degrees.

During the day, the grayish-brown sunlight that makes it through the heavy clouds illuminates a twilight city. At night, the city looks truly hellish as the lava glow is reflected by the clouds, casting the scene in a blood-red, fiery light. Much of the city has been ruined or destroyed by the volcanoes. The rivers of lava are gradually widening, every day taking another inch of ground as they cut their blistering beds. This is truly a City of Doom.

When the PCs first come within sight of Sanction, read the following description. If they arrive by sea, this happens as their ship draws within a mile or two of the port. If they come over the mountains, they pass through a dense and smoky layer of cloud at higher elevations, emerging at 500 feet above sea level.

A low pall of thick gray clouds seems to smother the mountain valley. This ceiling is supported by the walls of three mighty volcanoes rising at the edge of the city. Fiery lava rivers flow down the mountain slopes, burning paths through the city.

Hundreds of buildings, some small and some immense, crowd in the narrow valley floor near the harbor. All look filthy, and many are in ruins. Ramshackle dwellings crowd together so closely that it is impossible to tell where one ends and another begins.

On the higher ground to the east of the city, several army camps sprawl over the rocky ground. Hundreds of tents testify to the many troops bivouacked here. Above the camps, three huge edifices squat, looming over the rest of the city. They have the look of temples, with imposing columns, gaping doorways, and strategic positions that command the entire city. One temple rests on the slopes of each of the three mountains.

The streets of Sanction are seldom deserted, but are never very crowded either. Many races can be found here. About half the occupants lived here before the coming of the Dragonarmies and have attempted to survive under their new lords. These shopkeepers, sailors, and innkeepers move furtively about their business, showing obvious fear of the evil troops.

The other half of the city's occupants are the soldiers and minions of the Highlords. They walk arrogantly through the city, often drunk, and always eager to bully the unfortunate citizens.

Use the NPC Parties Encounter Table any time to determine how many groups of NPCs the PCs see on the streets of Sanction.

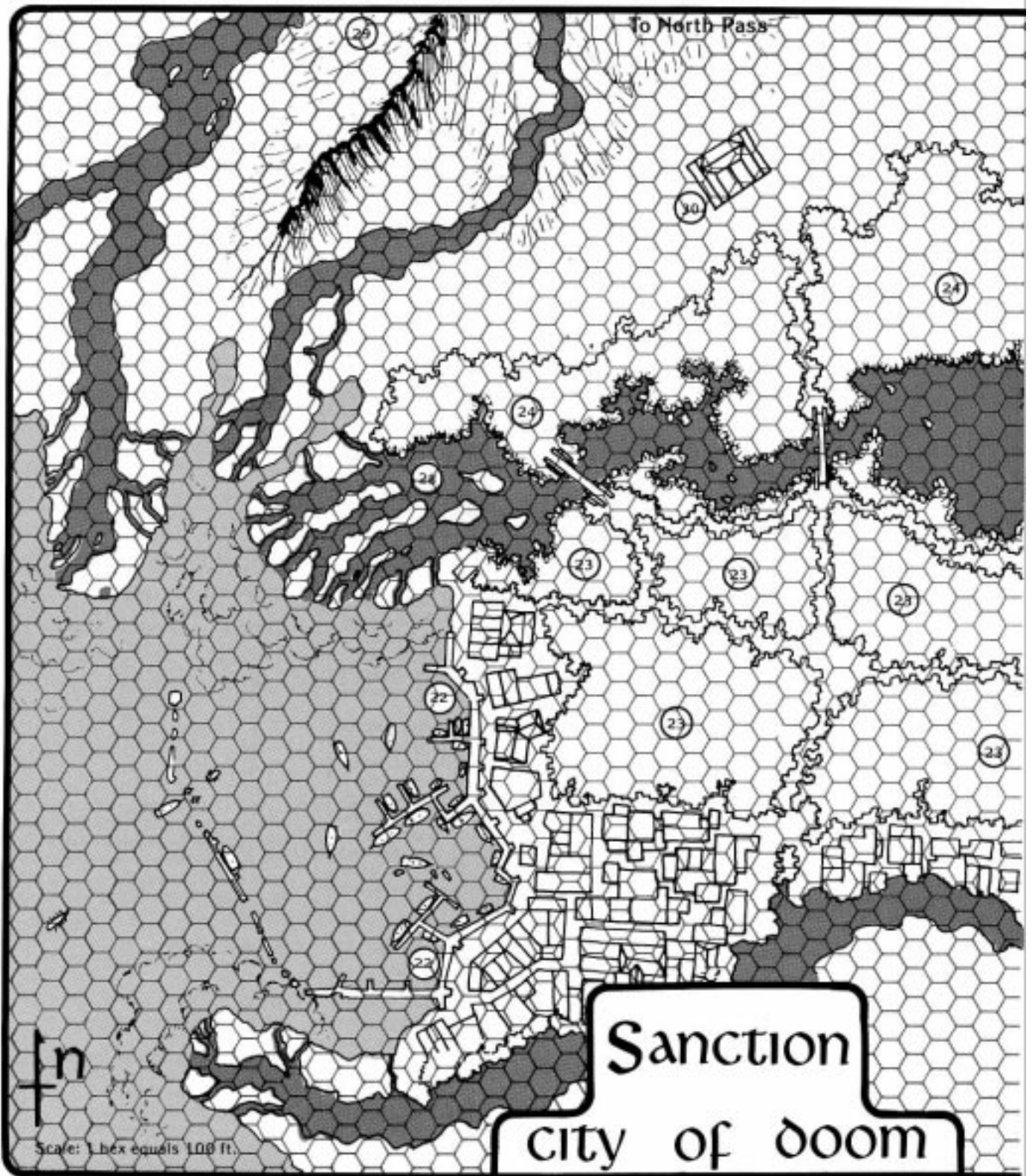
NPC Parties Encounter Table

D10 Roll	# NPC Groups
1-2	0
3	1
4	2
5	3
6	4
7	5
8	6
9	7
10	8

The racial makeup of the population is reflected on the Sanction Population Table (roll 1 d100). To determine the nature of the folk encountered on a street at any given time, re-roll any results in the 1-20% range, since natives tend to stay inside as much as possible.

Sanction Population Table

D100	NPC Type	Number of NPCs
01-40	Sanction natives (human)	(1-6)
41-60	Human mercenaries	(2-12)
61-66	Goblins	(3-18)
67-70	Hobgoblins	(2-12)
71-77	Baaz draconians	(1-8)
78-81	Kapak draconians	(1-8)
82-84	Bozak draconians	(1-4)
85-88	Sivak draconians	(1-4)
89-92	Minotaur seafarers	(1-8)
93-95	Ogres	(1-6)
96-97	Trolls	(1-3)
98	Hill giants	(1-6)
99	Red Watch Sivaks*	(1-6)
00	Clerics of Takhisis	(2-12)





Chapter 15: Sanction

*Red Watch Sivaks are the personal bodyguards of the Dragon Highlord Ariakus. They are easily recognized by their blood-red uniforms. They walk arrogantly through the streets, and all other NPCs give them a wide berth. Hit points = 40 + 1d4.

Unless you have a reason for deciding differently, all NPCs in a group are of the same race. A human is found with other humans, an ogre with other ogres, etc.

It is not always necessary to describe any NPCs on the street with the heroes. It is probably enough to describe which races the PCs see walking along the streets. Only roll for racial types when the PCs have a specific need to know.

Another race, not listed on the chart, lurks in the underground reaches of Sanction. These are the Shadowpeople (pages 96-97). The heroes can only meet the Shadowpeople in Event 62.

If the heroes disguise themselves as Dragonarmy mercenaries, they can walk about Sanction unmolested. They will be bullied by the draconians, ogres, and other large monsters, but they treat all human mercenaries this way. Violent resistance to this bullying is not unusual.

Because of the wide variety of units in the evil army, virtually any kind of standardized insignia will allow the PCs to pass as mercenaries. Of course, displaying the crests of the Knights of Solamnia or other recognizable symbols of the forces of good will result in an immediate attack by all evil troops on the street.

If the heroes are captured at any point, proceed to Event 59: Audience. If captured NPCs escape and are recaptured, precautions against a second escape attempt will be increased. In this case, the Shadowpeople will not be able to rescue the PCs (see Event 62).

Events

Events 55 through 58 should be run while the characters are free and venture at least occasionally onto the streets. See Events 59 through 62 if the heroes are captured.

Event 55: Streets of Sanction

This Event occurs right after the heroes arrive in Sanction, on any road in the city. It is representative of the atmosphere in Sanction.

A party of ogres swaggers down the center of the street, rudely pushing everyone else out of the way. Suddenly, the clash of steel rings out; a group of human mercenaries faces the monsters, refusing to budge.

In seconds, chaos reigns as the ogres attack with their brutal clubs, bellowing savagely. The humans fight well, however, cutting skillfully with longswords and daggers. Quickly, four ogres drop to

the ground, fatally stabbed, while two of the mercenaries crumple with crushed skulls. Outnumbered now, the ogres turn and lumber up the street, while the humans clean their swords and go on about their business. Six bodies lie in the street, ignored by passersby.

Event 56: Bullying Bulls

This Event occurs shortly after Event 55.

The door to a dingy, unnamed tavern bursts open. Six minotaurs stagger out into the street, cursing and shouting.
"a pox on all human scum!" growls the leader, belligerently eyeing everyone on the street. People quickly move away.

The minotaurs bully the PCs, insulting the appearance and feeble fighting qualities of humans. If the heroes try to avoid the band, the minotaurs press them to the limit, even pushing the heroes around. Any female PCs are selected as "companions" by the minotaurs, who attempt to pull them away.

If a fight breaks out, the minotaurs suffer a -2 penalty to all to hit rolls (they are very drunk). No other NPCs will attempt to intervene.

Event 57: High Cleric of Darkness

This Event occurs on the second day the heroes are in Sanction.

A commotion up the street is drawing a large crowd. Apparently, some kind of procession is moving down the avenue, the mob parting quickly before it.

A column of huge Sivak draconians, clad in blood-red uniforms that allow their large wings to spread easily behind them, marches in disciplined file down the center of the street. Immediately following the draconians rolls an ornate chariot. As the red-robed troops pass, the unfortunates pulling the chariot move into view: several dozen filthy and pathetic men. Scars made by cruel whipstrokes mark the back of each.

The red-armored charioteer stands with a bearing both arrogant and cruel, as if the rest of the world is his plaything. The grotesque mask of a Dragon Highlord exaggerates his intimidating presence. Next to him stands another masked Highlord. This one is shorter, and clad in glistening blue armor.

"Hail the Highlord Ariakus!" rasps the lead draconian, and the crowd mutters the name, half in awe and half in terror.

The procession includes 20 Sivak draconians of the Red Watch, 30 slaves, the Dragon Highlords Ariakus and Kitiara, and another file of 20 Red Watch Sivaks. The Red Watch is Ariakus's personal bodyguard. The slaves

are from Warren Windsound's band of guerrillas. Warren's brother Nathan is among them.

Event 58: The Army Marches

This Event occurs when the PCs have spent a week in Sanction. Instead of one incident, this series of occurrences takes one day.

In the morning, the streets are unusually quiet as Ariakus's soldiers gather in their camps. There is a great deal of activity as tents are struck and units formed.

For the entire afternoon, columns of troops march from the camps through the center of Sanction and up the mountains toward the north pass. All types of draconians, ogres, trolls, hill giants, goblins, hobgoblins, and humans make up the units.

The entire affair is very well organized, the camps emptying from south to north with no bunching up or confusion as the columns fall into line. Each commander seems to know his unit's place. Nor is there a gap in the line; the town of Sanction is effectively cut in half for six hours-unless the heroes wish to try breaking through a column of enemy troops!

The troops are on their way to reinforce the armies on the plains of Solamnia. Sanction is much emptier after they depart; cut the number of NPCs encountered in half and double the proportion of encounters with native humans.

Events in Captivity

Use Events 59 through 62 only if the PCs arrive in Sanction as prisoners or are captured while in Sanction.

Event 59: Audience

If the prisoners are captured outside the city, they are brought immediately to the Temple of Luerkhis. If they are taken prisoner inside the city, a patrol of three Bozak and 12 Sivak draconians comes to take custody of them. Their hands are securely bound before being taken to the temple.

The procession is marched across any necessary bridges, the PCs taking damage if they fail their saving throws (see Encounter 19 1). Immediately before the great iron doors to the Temple of Luerkhis, their bonds are double-checked by the guards. Then the prisoners are taken inside.

The huge black doors swing slowly open. Beyond is a vast audience chamber, lit in the hellish glow from a series of blood-red, glowing columns. At the far end of the hall, flanked by dozens of ogre guards, is a huge man dressed in the sinister mask of a Dragon Highlord. He sits upon an immense throne.

"Bring the prisoners to me!" rings powerfully through the hall, echoing like the tolling of a funeral bell.

Chapter 15: Encounters

This is the Dragon Highlord Ariakus, ruler of the Dragonarmies and second in command to the Queen of Darkness herself.

Ariakus immediately suspects the PCs of treachery and spying, at the very least. The group is questioned about the Knight's plans, the whereabouts of the elves, why the PCs are in Sanction, and so on. You may wish to create some questions appropriate to your adventure.

If any of the PCs shows signs of cooperating, Ariakus has them removed to a comfortable interview chamber (Area L2 on the map on page 89). Here they are questioned in a friendly, conversational fashion by the Highlord.

Regardless of the outcome of these interviews, all the prisoners are turned over to the elite draconian guards of the Red Watch. Continue with Event 60.

Event 60: Transport to the Prison

The draconians of the Red Watch replace the character's rope bonds with chains, unless they are already chained. Then they chain the entire group together in a long line. A number of Sivaks equal to half the number of PCs (rounded up) escorts the party from the Temple of Luerkhis to the Temple of Duerghast.

The other monsters in the city give the procession a wide berth, for the uniform of the Red Watch is feared by the evil forces.

The heroes have a chance to escape here, if they are bold (and lucky). A character can break free of his chains with a successful bend bars/lift gates roll, or a successful open locks roll (thieves only). The chains do 1d6 damage. PCs who are still chained can participate in the fight, with a -4 penalty to all attack rolls.

The Sivaks of the Red Watch fight to the death. No other NPCs come to their aid, as the elite Sivaks are hated even among the Dragonarmies. If the heroes succeed in their escape, a manhunt begins within 1d6 hours.

If the characters do not escape during this march, they are taken into the imposing black edifice known as the Temple of Duerghast. Continue with Event 61.

Event 61: Dungeons of Duerghast

This Event occurs if the heroes reach the Temple of Duerghast as prisoners. They are taken to the lower level of the temple, split into two groups, and locked in two cells labeled D15 (see page 87). The draconians do not know about the secret doors.

If the heroes do not escape within the first 12 hours of captivity (via the secret door), the Sivaks of the Red Watch begin to torture them. One at a time, the PCs are taken to room D14. There they are subjected to all manner of horrible treatment.

Do not tell the players details of their treatment. Instead, say that one PC (choose randomly) has been removed from the cell. For eight hours, the other heroes hear crackling, crackling, and snapping noises, assorted screams and cries. Tell the unfortunate character that the experience is horrible beyond words and that the shock of the torture wipes out all memory of what actually happened. If a PC claims that he will not scream and beg for mercy, allow a Constitution Check with a -8 penalty to see if the hero can remain silent.

The character is eventually returned to the cell. Although no wounds are visible, the hero has only 2 to 12 hit points left. The torture has an additional effect on the character: He must save throw versus paralysis whenever he faces Sivaks of the Red Watch. If the save fails by less than 7, the character attacks the Sivaks in true berserker fashion, fighting to the death. If the save fails by 7 or more, the character freezes in place, shivering in terror, incapable of any action until the Sivaks are no longer in sight. This effect lasts as long as the PCs are in Sanction.

After half the characters have been tortured, proceed to Event 62.

Event 62: The Shadowpeople

This Event occurs in the middle of the night, when the Red Watch guard activity is at a minimum.

A soft scrape sounds from the back of your cell. A dull, flickering light suddenly spills into the chamber from a hole that has miraculously appeared in the wall. Cloaked in a huge robe, a tall figure can be seen in a narrow doorway that has opened in the solid wall. The figure beckons you to follow it.

The Shadowpeople have come to free the heroes. The figure in the door remains for one round. If the heroes do not follow, it closes the door and leaves. If attacked, it turns and flees, leaving the door open behind it.

If the heroes follow peacefully, the figure is joined by several others of its kind, each carrying a dully glowing torch. They lead the heroes through the underground passages to the Shadowhall in the Temple of Huerzyd, described in Encounter H11 in Chapter 16.

This ends the Events for characters who have been captured.

Sanction Encounters

Use the following encounters to describe the various parts of the city of Sanction that the heroes seek to examine.

NPC Encounters

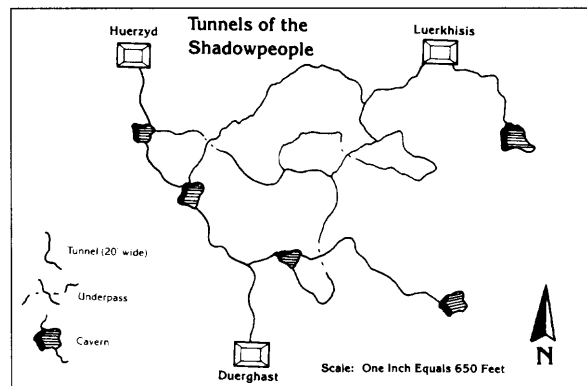
Encounters between the heroes and residents of Sanction can have various outcomes. The members of the Dragonarmy are almost universally hostile and belligerent. As a rule, the heroes are not suspected of being more than a group of human mercenaries in some army unit.

The only way to generate a little conversation with the humanoids is an offer, and deposit of cash, to join one of the many gambling games common in the taverns.

The human natives of Sanction regard the heroes with suspicion and fear. These people, who lived in Sanction before the coming of the Highlord's armies, own nearly all the taverns, inns, and shops in the city. If the heroes look for a specific type of shop that is on the list, let them find it. If they happen to wonder what is on a particular street, roll d100 a few times and check the table to come up with some shops.

Random Business Table

D100	Type of Business
1-31	Inn
32-35	Food market
36	Blacksmith
37	Moneylender
38	Brewer
39	Vintner
40-41	Wainright
42-44	Stable
45	Leatherworker
46-48	Weaver/tailor
49-51	Stonemason
52-53	Sailmaker
54-59	Carpenter/shipwright
60-63	Net/rope maker
64-65	Mapmaker/surveyor
66-70	Brothel
71-73	Embalmer
74-76	Apothecary
77	Astrologer
78-80	Potter
81-85	Armorer
86-90	Weaponsmith
91	Scribe
92	Jeweler
93-94	Physician
95-98	Tentmaker
99-00	Officer's club



Chapter 15: Encounters

Warehouses are noted on the map and are stocked with military supplies of all kinds (food, weapons, wagons, uniforms, etc.) until Event 58. After this they are virtually empty.

The proprietors and human native customers encountered at these businesses greet the heroes with varying levels of enthusiasm, ranging from helpful to downright rude. Use the Human NPC Reaction Table to determine the response a native of Sanction has to the PCs.

Human NPC Reaction Table

D20	Reaction
1-3	Hostile, refuses to deal with PCs
4-5	Sullen and uncommunicative
6-7	Insulting, greedy
8	Businesslike but silent
9-11	Cold but professionally polite
12	Cautiously helpful
13-14	Talkative but trite and foolish
15	Fearful but helpful
16-17	Friendly and helpful
18	Old-timer, talks about Shadowpeople and "good old days"
19	Tells PCs of hidden pass to north
20	Tells PCs that Temple of Luerkhis was the start of Sanction's corruption and the heart of its evil

Encounters

185. Docks

Sanction's waterfront is as filthy as port as can be found on Krynn. All sorts of vile characters lurk here, and the inns and streets host countless bloody fights every day.

The smell of rot is oppressive, and the humidity at the harbor makes it very uncomfortable.

186. Central Slum

These small, close-packed areas teem with thieves and the drunken troops of the Highlord's army. Although the inns in this area are small, they tend to be crowded.

The ramshackle buildings are rude and look temporary. The entire slum area is crisscrossed with a maze of winding alleys and twisting walkways.

If the heroes try to go through a slum district, use the Sanction Slum Flowchart on this page to describe their path. Each box on the flowchart represents an intersection of several alleys.

187. Northern Slum

This Area is as dense as the central slum, but does not have as many inns and brothels. It is much less likely to be visited by the minions of the Highlord's army.

There are many more hungry children and unfortunate residents here than in the other slums. This district is much quieter than any other part of Sanction. (Use the Sanction Slum Flowchart to describe the heroes' path through here.)

If the heroes go into an inn or shop, the crowd is mostly native humans. When using the NPC Reaction Table, add +1 to the d20 roll (treat 21 as 20).

188. Southern Army Camp

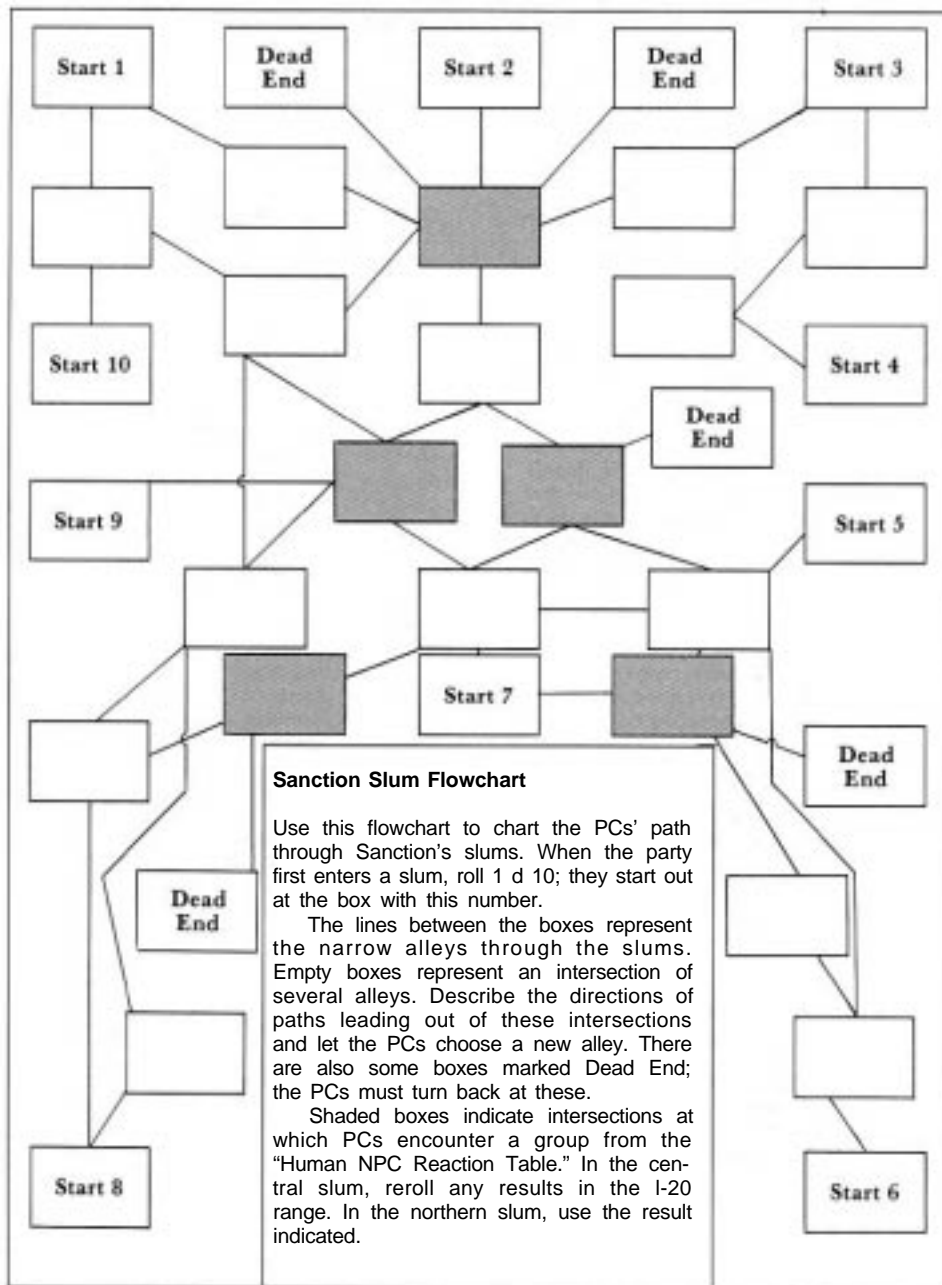
This camp is home to the Highlord's goblin, hobgoblin, and human troops. Like the other troops in Sanction, these are reserve units. After Event 58, the camp is struck and the Area deserted.

Until the troops move out, this camp is filthy and raucous. The bored troops often gamble and fight. Commanders seldom come here, preferring the decadent comfort of their establishments in the city.

Each tent houses a dozen troops of one of the three races. There is only a 25% chance at any time that any of the troops are in the tent. If a tent is occupied, d12 of its residents are present.

The troops keep clothing and second weapons in their tents, but little else. Troops are armed in Sanction, and no soldier trusts his fellows enough to leave valuables in the tent.

Pitched on the slopes of the southern volcano, the camp is uncomfortably hot.



Chapter 15: Encounters

189. Eastern Army Camp

This small camp is home to the formidable heavy units of the Highlord's reserve army: Ogre, minotaur, troll, and hill giant troops.

Each tent in his camp houses six of one type of monster. There is only a 20% chance that any tent is occupied (d6 monsters present). In atmosphere and culture it is very similar to the southern army camp.

Humans are bullied unmercifully in this camp unless they prove a match for the bullies (on a d6, 1-2 = ogres, 3-4 = minotaurs, 5 = trolls, and 6 = hill giants).

190. Northern Army Camp

Baaz, Kapak, Bozak, and Sivak draconians camp here. This camp is much cleaner and quieter than the others. They regard non-draconians with hostility. The heroes are ignored if they ask information.

The tents are occupied 50% of the time by d12 draconians. If occupied, roll d4 to determine draconian type: 1 = Baaz, 2 = Kapak, 3 = Bozak, 4 = Sivak.

191. Lava Streams and Bridges

The rivers of molten rock flow slowly through the City of Doom. They mean near-certain death for any creature unfortunate enough to fall into one.

The lava flows about one foot per turn. The rock rivers have a crust of superheated rock that breaks if anything heavy (100 gpw or more) lands on it. The crust is a brownish gray, although at night it glows red. Brightly glowing crimson lava bubbles through the crust. Any character touching the surface takes 6d6 points of fire damage. A successful save versus breath weapons halves this. A character falling onto or becoming immersed in the river takes maximum damage (36 points) each round.

Even standing next to the lava is dangerous. Each round a character stands at the edge of a lava river or lake, he takes d6 points of fire damage. A save versus breath weapons negates this damage.

At several places (shown on the map) solid stone bridges cross the lava rivres. Characters on the bridges must save versus breath weapons every round or take d4 points of damage.

192. The Lords of Doom

These volcanoes soar to 4,000 feet; in the hollow crater at each summit is a pool of bubbling lava. The same risks of standing next to the lava rivers apply to characters at the summit of any of these mountains.

The ridges extending from the summits are extremely steep, but characters without special skills or even ropes can still climb them. A thief must lead the way on the slopes between the ridges. He must make a successful climb sheer surfaces roll every 200 feet (failure means a fall of 10-100 feet). If he trails a rope, other characters can climb

up without risk.

Area 192a marks the location of the secret tunnel entrance to the Temple of Luerkhis. Each character gets one find secret doors roll to locate it. A success means that the hero notices the crudely disguised tunnel mouth 500 feet up the mountain slope.

193 Temple of Huerzyd

This temple is the smallest of the three and shows few outward signs of activity. The Highlord's clerics and troops usually ignore this temple, as they feel an uncomfortable sense of danger here.

Huerzyd is the Shadowpeople's center in Sanction. They can reach any other part of the city through their network of tunnels from here (see page 83). (Huerzyd is described in more detail in Chapter 16.)

194. Temple of Duerghast

This forbidding edifice is a tall, black fortress. High walls surround it and two solid iron gates seal the only two entrances (except the Shadowpeople's tunnels).

Ariakus uses Duerghast as a prison and torture chamber. He comes here occasionally to be entertained by the suffering of some unfortunate captive. (Duerghast is described in more detail in Chapter 16.)

195. Temple of Luerkhis

Luerkhis is the focus of the power of the Queen of Darkness on Krynn. It contains the throne of Ariakus, her most powerful servant, as well as the good dragon's eggs, the objects of the heroes' quest.

The temple is guarded by Sivak draconians of the Red Watch. Trespassers must fight 1 to 3 Red Watch bands of 2-8 Sivaks each before reaching the temple. *Invisibility* or move silently might help avoid these encounters. (Luerkhis is described in Chapter 16. The PCs' mission should eventually bring them to this evil place.)

Chapter 16: The Lords of Doom

This chapter describes Encounter Areas in the temples of Huerzyd, Duerghast, and Luerkhis. There are no scheduled Events in the chapter; the story develops from the PCs' exploration of the temples. Some of the Events in Chapter 15 occur in these temples.

After the characters have reached the Altar of Corruption in Luerkhis, however, a chain of events propels them toward a specific destination. These events are described in Passage from Darkness, the closing event of the chapter.

The Temple of Huerzyd

This is the oldest of the temples in Sanction, originally built before the Cataclysm in honor of the True Gods. It is the only temple that has not been perverted to evil purposes.

It looks plain and unassuming on the outside, unlike its two counterparts. Its white stone walls somehow remain clean in this smoky city.

Huerzyd is the bastion of the Shadowpeople in Sanction. Although they rarely venture above ground, their community thrives on the lower levels of the temple. Subterranean passages connect the temple to most other locations in Sanction.

Level I

The Shadowpeople do not use the upper level of the temple. A number of scavenging creatures have moved in here. Also, a party of draconians is on guard duty here; Ariakus has not figured out the secret of the temple, but he suspects illicit activity.

There is a 50% chance of a random encounter every turn spent on the first level. If an encounter is indicated, roll 1d6:

Roll	Encounter
1	2-12 Giant rats
2	1-6 Carrion crawlers
3	2-24 Giant centipedes
4	3-30 Stirges
5	2-12 Baaz draconians
6	1-6 Sivak Red Watch draconians

H1. Altar Room

This immense chamber is dedicated to six of the ancient gods of Krynn, each portrayed by a giant granite statue. Paladine occupies a central position; immediately to his side stands the benign Mishakal.

H2. Cells

These are small meditation cells, once used by the temple's monks and clerics. Each contains some trash and rubble, but nothing of value.

H3. Storerooms

These rooms held the supplies used by the temple's inhabitants many years ago. The western and middle storerooms contain crates and barrels that at one time held food and drink. Each container has been opened and emptied by scavengers. The eastern room contains scrolls, quills, clerical robes, and other tools of scholarship.

H4. Monks' Chamber

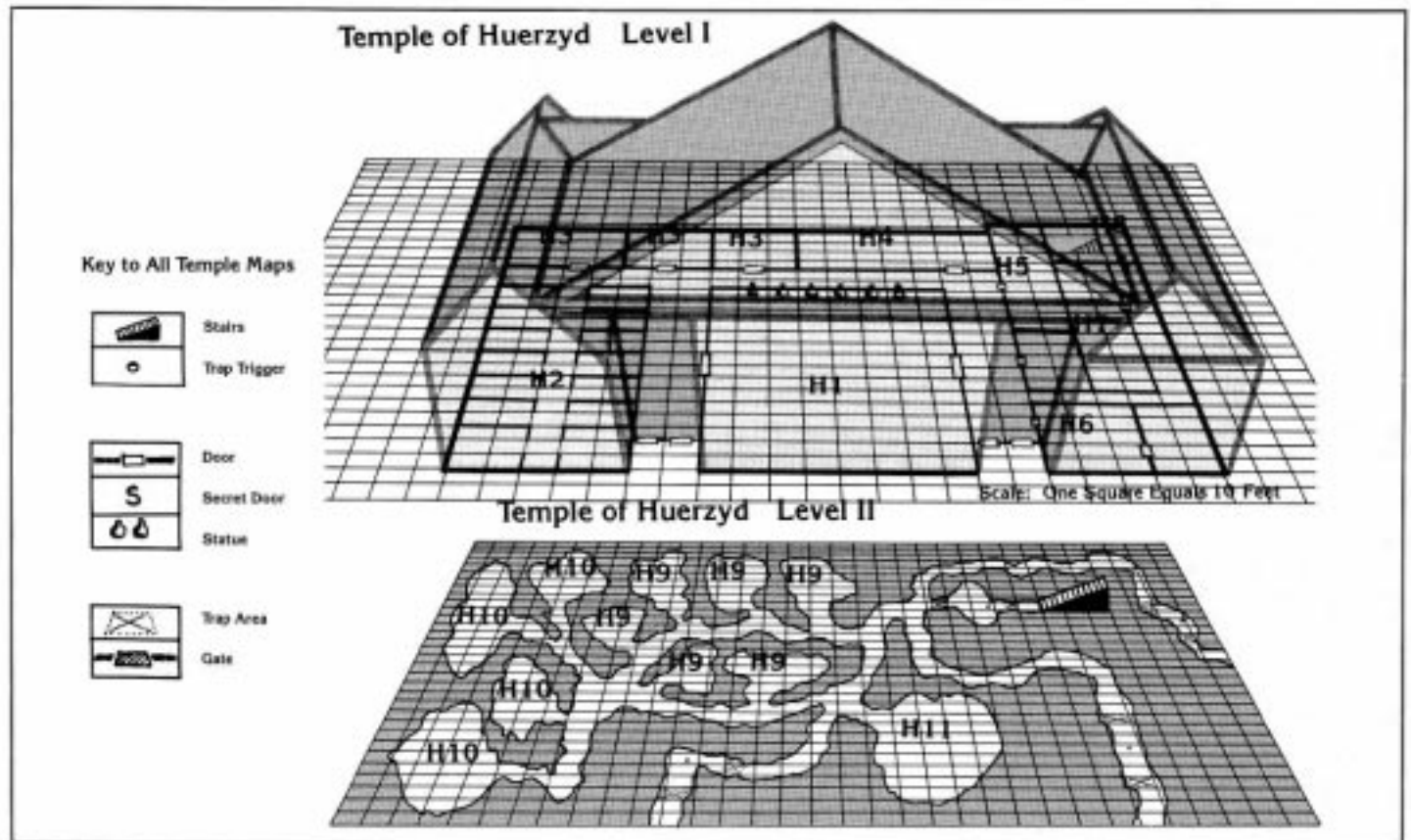
This large common room sheltered several dozen monks and clerics. The rotted remains of straw mats on the floor provide the only clues to the room's purpose.

H5. Dining Hall

This is the room where the monks took their meals. Several long wooden tables flanked by low benches run the length of the room. Several large clay ovens, as well as some rusted pots, line the far wall. A small cistern in the northeast corner has collected some stagnant water.

H6. High Cleric's Chambers

This formerly opulent office once quartered the high priest of the temple. Soft chairs and colorful tapestries in the outer office have faded and rotted to the point of worthlessness. A large desk in the center



Chapter 16: Encounters

of the office contains some old writing instruments.

The inner chamber contains a large bed and several more chairs, also rotted. Beneath the bed is a secret compartment, located by a roll to find secret doors. It contains a scroll with three *cure serious wounds* spells on it.

H7. Library

This dusty and dark room was once the temple's library. Nearly all the books and scrolls are gone; bare shelves, a few empty tables, and some unused candles are all that is left.

H8. Secret Door

The Shadowpeople built this secret door to keep the Highlord's minions from finding the entrance to the temple's lower level. Because of the crude work, PCs get a +1 to all rolls for detecting it.

Level II

The lower level is the center of the Shadowpeople's labyrinth. From here, tunnels lead to the other parts of Sanction. The only encounters on this level are with Shadowpeople; there is a 33% chance per turn of encountering 3-18 warriors.

The traps (marked with Xs) on this level are designed to confine intruders until the Shadowpeople determine what to do with

them. Unless the heroes successfully detect traps they do not notice the trigger. When someone sets foot on a trap's trigger, two blocks of stone weighing several tons each drop into the corridor on both sides of the party, completely blocking passage.

The Shadowpeople telepathically interview trapped characters. The heroes are told to lay down their weapons and attend a Council of the Shadowpeople. The Shadowpeople's ESP powers let them detect any intent of betrayal. Creatures of great patience, the Shadowpeople simply wait until the heroes are ready to agree to their terms.

When the characters are released, the traps are raised two feet; the heroes must crawl out under the gaze of 20 warriors.

H9. Clan Caverns

Each of these caverns is the home of d20+30 Shadowpeople. Despite the crowded conditions, the rooms are clean and airy. Sophisticated vents bring in fresh air, and each room has a well and a small hole leading deep into the volcano for sanitary necessities.

H10. Mushroom Farms

These rooms are filled with an incredible variety of thriving fungi, the Shadowpeople's food. Warm drafts of volcanic air keep the chambers warm.

H 11. Shadowhall

All adults gather here for conferences when important matters are afoot. The arrival of the heroes warrants a meeting. Only during a Council can the Revered Ancient One come into existence (see page 101).

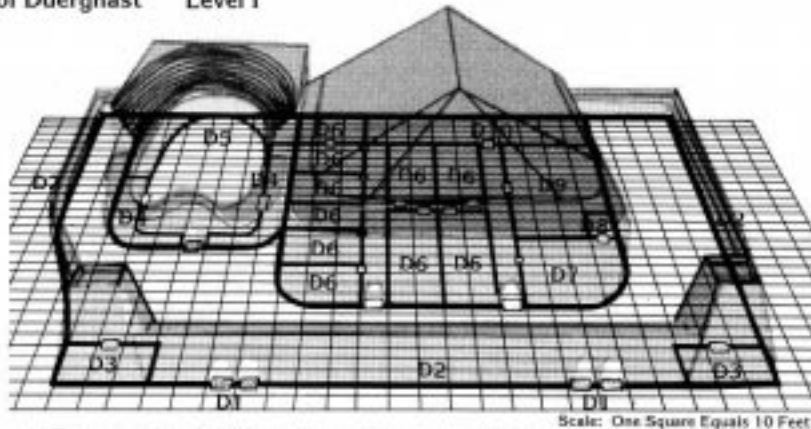
If the PCs prove themselves enemies of the Highlord, the Shadowpeople provide them with all the information (secret doors in temples, locations of guard posts, etc.), and other aid they can give.

The Temple of Duerghast

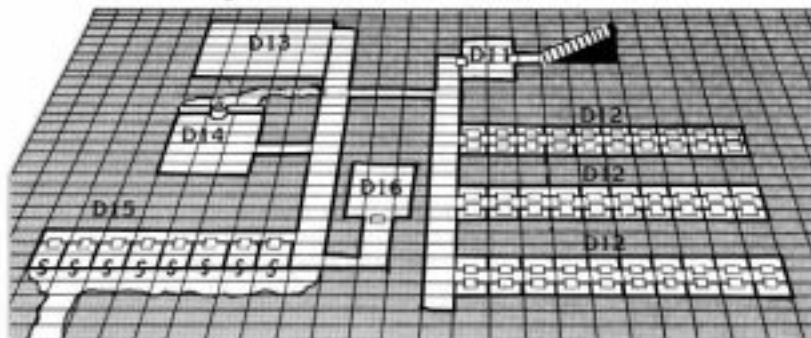
Duerghast is a forbidding structure of black granite. It was built as a temple to one of the false gods commonly worshipped after the Cataclysm. Since the clerics of this god decided that their deity enjoyed displays of violence and bloodshed, the temple has an arena and torture chambers. It has served very well as Ariakus's prison.

Guard patrols are frequent here; all random encounters are with these. Check once per turn with a 33% chance of an encounter. Roll 1d6 to determine the encounter.

Temple of Duerghast Level I



Temple of Duerghast Level II



Chapter 16: Encounters

Roll Encounter

1	1-2 Red Watch Sivaks
2	1-6 Baaz draconians
3	1-6 Kapak draconians
4	1-4 Bozak draconians
5	1-4 Red Watch Sivaks
6	1-4 Ogres

Level I

D1. Gates of Duerghast

Each of these two gates is made of two heavy iron slabs, 4 inches thick, 10 feet wide, and 20 feet high. The huge winches that open them are in the nearest tower. The gates are open during the day and closed at night.

D2. Walls

Each of these walls is made of smooth black granite (-10% to climb sheer surfaces rolls) and rises to a height of 40 feet. The walls are 20 feet wide at the base and 10 feet wide at the top. A 3-foot battlement encloses the top of the wall. The only way onto the wall, short of climbing or flying, is through a tower.

D3. Towers

These tall structures are made of the same stone as the walls. Each is 80 feet high. Each is 60 feet square at the bottom and narrows to 30 feet square at the top, where a battlement surrounds the platform.

A staircase leads from ground level to the doors opening on to the walls, and from there to a trapdoor leading to the platform. The doors to the tower are locked and must be picked or opened with a key (carried by the leaders of the Red Watch guard patrol).

D4. Arena Cages

The narrow corridors surrounding the arena lead into many small, bare cages. Iron bars and gates seal each of them. One of the cages holds an immense tiger, eventually intended to die for Ariakus's amusement.

D5. Arena

The arena is filled with sand. A grandstand rises up the slope of the mountain to the rear of the arena. Twelve rows of benches, capable of seating a total of about 600 people, surround an ornate center ringside box. The seats is raised above the arena by a 12-foot-high wall.

D6. Guard Barracks

Each of these rooms is sleeping quarters for a dozen Baaz or Kapak guards permanently stationed in the city. The rooms are plain and crude, containing nothing of value. Roll for a random encounter (with the usual 33% chance) each time the heroes examine one of these rooms.

D7. Practice Room

The guards practice with their weapons in this large room. There is a 33% chance that a group of guards are in here. The room is built of black stone and unfurnished except for torch sockets in the walls.

D8. Armory

This room is locked, but the Red Watch commander's key opens it. Within are stacked 36 spears, 24 long swords, 24 shields, 12 Red Watch uniforms, and a locked chest. The PCs cannot get this key, but if they pick the lock they find a long sword +2, a shield +2, and a shield +1.

D9. Monstrous Altar

The only room with any religious significance in the temple, this chamber contains a statue of a hideous god that looks like a cross between an octopus and a spider. A low dais, stained brownish red, is before the statue. This room is not used anymore.

D10. Entrance to Lower Level

The door to this hallway is locked (again, a Red Watch commander's key or picking will open it). A long staircase descends from the west end of the room.

Level II

D11. Guardroom

This room is always guarded by four Red Watch Sivaks. The locked doors at either end are barred iron gates.

D12. Cells

Each of these dingy cages is a 10-foot by 10-foot cube of stone and iron, with not even a mat for the inmates. Four listless male prisoners languish in four separate cells (determine randomly). If freed, the prisoners will not fight with the heroes, but make every effort to escape.

D 13. Morgue

Prisoners who die under torture or from lack of food are brought here and left to rot. The stench in the room is vile. In addition, five ghosts subsist on the corpses. Although they do not attack draconians, they eagerly assault any warm-blooded prey entering the room.

D 14. Torture Chamber

This room contains every type of device for inflicting pain known to the macabre imagination of Ariakus. The secret door at the far end leads to a gallery where the Highlord often comes to watch the "festivities."

A low brazier flickers with a dull, smoky fire in the center of the room, giving off a nightmarish red glow.

D15. Maximum Security Cells

The PCs are taken to these cells if they experience Event 61 from Chapter 15. Thick stone walls separate the cells, and the doors are double-locked. The Red Watch commanders keep one of the keys needed to open these cells; the Torture Master has the single copy of the key to the second lock.

The Shadowpeople have carved the secret doors with great care, but a normal roll to find secret doors can locate them.

D16. Torture Master's Chambers

This opulent apartment is decorated in the most garish fashion imaginable. Bright red and purple tapestries line the walls and a huge canopy bed dominates one end of the room. A locked chest containing 800 stl and 2,000 stl worth of gems, sits in one corner; the Torture Master has the key.

The Torture master is a bloated little hobgoblin, puffed up with his own importance. He is a coward and a sneak. He will go to any lengths to save himself if his life is endangered.

The Temple of Luerkhis

Luerkhis is the largest temple in Sanction, and is the headquarters of the Dragon Highlord Ariakus. He is constantly surrounded by members of his elite Red Watch unit of Sivaks.

Luerkhis is the center of the power of the Queen of Darkness on Krynn. The lower level once held the first altars used in the unholy worship of the evil gods. Now it contains the key to the good dragons' Oath and the secret of the origins of the draconian race.

Random encounters are frequent in Luerkhis. The following chart applies to all Temple levels. There is a 33% chance of a random encounter every turn.

Roll Encounter

1	1-6 Red Watch Sivaks
2	1-10 Red Watch Sivaks
3	1-3 Clerics of Takhisis
4	Small juvenile red dragon
5	Medium juvenile blue dragon
6	Large adult white dragon

Level I

L1 . Audience Hall

This vast room is flanked by smooth marble columns and is bare of any decoration. At the far end rests a huge granite throne. This is the audience hall of the Dragon Highlord Ariakus. It is illuminated by flaring torches that cast everything in a brilliant reddish light. The secret door at the back of the hall is locked and Ariakus has the only key.

Chapter 16: Encounters

L2. Interview Rooms

These two rooms are virtually identical, except that one is decorated in blue and the other in red. Each is lushly appointed with soft carpeting, brilliant golden chandeliers, and soft chairs and pillows. The rooms are consciously designed to put their occupants at ease.

Ariakus prefers to question prisoners who show signs of cooperating in an interview room. There is always time to send them to the dungeons later. The secret door connecting the two rooms is concealed behind a tapestry; Ariakus has the only key.

L3. Conference Room

This chamber is splendidly appointed with a large mahogany table and 20 plush armchairs. Several silver chandeliers light the room softly. An unlocked cabinet holds 12 bottles of fine wine, two bottles of equally fine brandy, and 20 long-stemmed crystal glasses.

L4. Ariakus's Apartments

This three-room suite shows the Highlord's taste for luxury. The outer room, decorated in black silk, matches the description of the interview rooms. Next there is a small office with papers and writing implements. The desk's drawer is locked and protected with a poison needle trap; it holds orders for the

reserve army to march to Vingaard and destroy it.

Concealed in a false bottom in the desk are a *ring of protection +1*, a *ring of fire resistance*, a *wand of negation* with three charges, and a small key to the Treasure Room.

The bedroom is the ultimate in decadence. Mirrors line the walls and ceiling and a huge bed with a white canopy towers in one corner. A tapestry depicting a great five-headed dragon with heads of green, white, blue, red, and black hangs on one wall. Behind the tapestry is a *mirror of life trapping*.

L5. Treasure Room

This chamber contains the vast treasures assembled by Ariakus from all over Krynn. Coins of steel and platinum, in uncountable numbers, fill dozens of chests. Gems and jewelry well in excess of 10,000,000 stl fill another 10 chests. All the chests are open, revealing their contents to any visitors.

Paintings and tapestries adorn the walls; sculptures rest on marble pedestals that are themselves worth a small fortune. Four chandeliers, enchanted with *continual light* spells, keep the room illuminated. One entire wall is devoted to weaponry, and displays a *long sword +4*, *10 spears +3*, a *longbow +3*, a *dwarven throwing hammer +3*, a *crossbow of speed*, and *10 arrows +3*. Standing before the wall are two sets of human-sized *plate mail +3*, each adorned with a

shield +3. A suit of *feather armor +1* also hangs from the wall.

Of course, there is a trap. The door is double locked, and needs the key Ariakus carries as well as the key in the secret door of his desk. All attempts to pick the locks are at -10% due to the sophisticated mechanism.

Unless a thief finds and removes both traps, a failed attempt to pick either lock drops the 30-foot x 10-foot section marked on the map into a 20-foot deep pit lined with poisoned spikes. Those falling into the pit get 3d6 of damage and must save versus poison (with a +5 bonus because the poison is old) or die immediately.

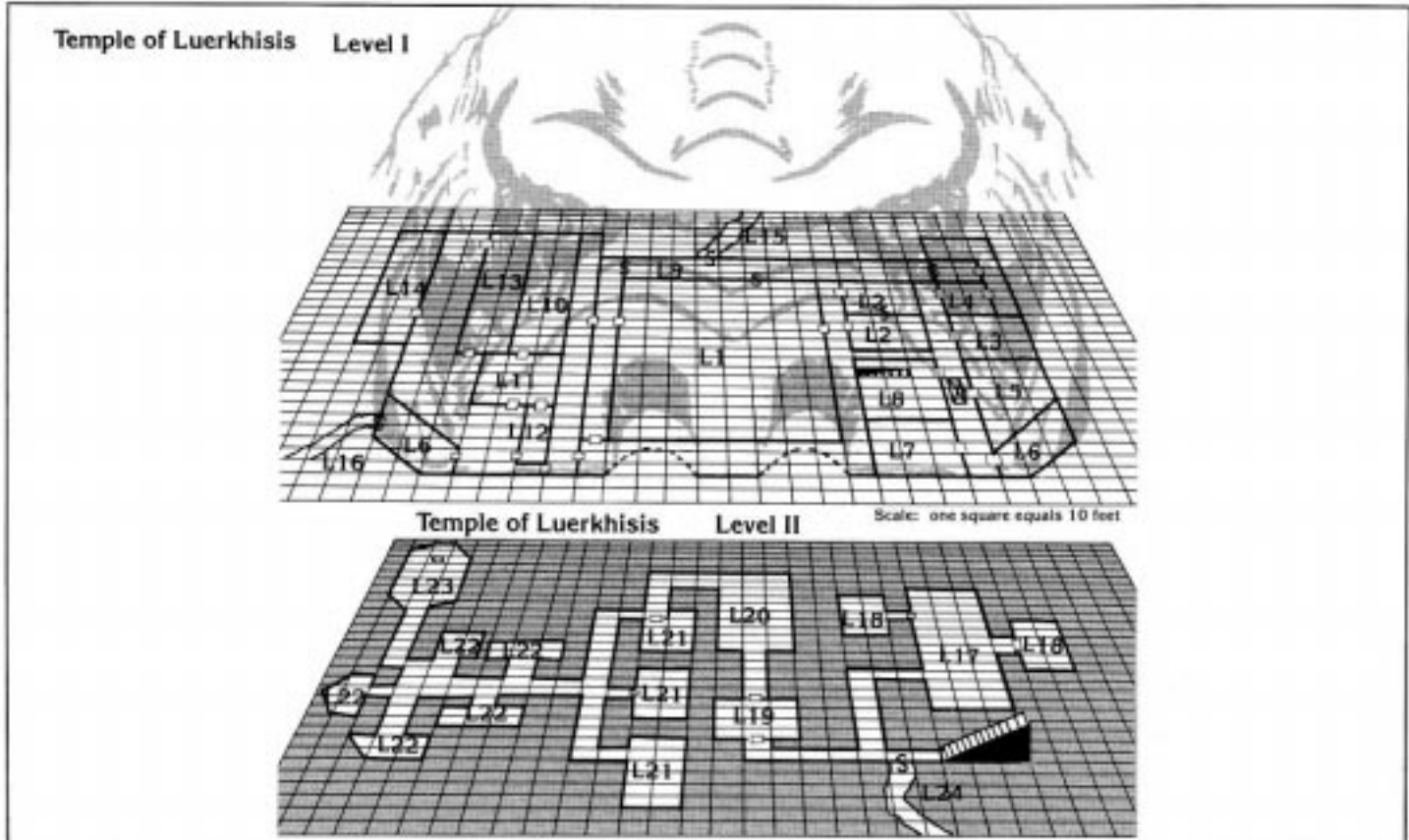
L6. Observation Tower

Each tower has several peepholes from which Ariakus's spies watch the city. The towers are otherwise identical to the two in Duerghast.

The tower to the west has a secret door connecting the temple to the Shadow-people's tunnels.

L7. Highlord's Library

This lushly furnished room contains hundreds of books and scrolls. Many tomes on military tactics and strategy, the history of Krynn, and the geography of the world before the Cataclysm highlight the collection. None of the scrolls is magical.



Chapter 16: Encounters

L8. Gateway to Evil

This is the top of the staircase leading to the lower level, the true center of the Dragonarmy's evil. Four Sivaks of the Red Watch are on guard here at all times.

L9. Secret Entrance

A secret door in this corridor leads to the tunnel (L15) that goes from a high ridge on the peak of Luerkhis (Area 192a on the map) to the temple. The Shadowpeople built the door; the Highlord and his troops do not know it exists.

L10. Dining Room

The Highlord's troops stationed in the temple eat their meals here. Several long wooden tables and benches run the length of the chamber.

L11. Kitchen

This is a large and immaculate kitchen. Draconians prepare both Ariakus's elegant meals as well as the more mundane fare of the draconian troops. Several large ovens and a counter holding every conceivable type of cooking device are the main features of the room.

L12. Storage

This room contains the foodstuffs used in the preparation of the temple's meals. Flour, fruit, dried vegetables, and all sorts of spices are stored here in quantity. Also, a wooden icebox chills several cuts of fine meat and 24 bottles of rare wine.

L13. Red Watch Barracks

This is the barracks of the guards detailed to duty in the temple. Forty bunks line the walls. The bunks are occupied by 1-10 Red Watch Sivaks if the PCs enter.

L14. Slave Quarters

In this locked room are the 30 slaves who pull Ariakus's chariot. They were all freedom fighters in Estwilde and they yearn for an opportunity to escape. They will be courageous and helpful if the heroes offer them a chance to regain their freedom.

Although not trained as a fighting unit, they look to Nathan Windsound as their leader.

L15. Luerkhis Passage

This passage leads to the secret door in Area 192a on the Sanction map.

L16. Shadowpeople's Passage

This passage leads to the Shadowpeople's network of tunnels beneath the city.

L17. Hall of Learning

This room is the large chamber where the clerics of Takhisis perform their studies and learn the ways of their vile goddess. Three clerics are always here, studying tomes at the table in the center of the room. If they get a chance to raise an alarm, 10 more clerics from each of the two meditation cells arrive in two rounds (see the Random Encounter Chart for these clerics' statistics).

The near end of the room is a library, containing tables, chairs, and bookshelves. Simple lanterns, enchanted with continual light spells, provide light. The books here are texts describing a wide variety of activities, nearly all of them evil. Books on torture, sacrifice, oppression, and other sorts of cruelty are readily apparent. Each is embossed with Takhisis's emblem of the five-headed dragon.

The north end is a combat training facility. Staves, several maces, and a few hammers rest on a rack against the north wall.

L18. Clerical Meditation Cells

These are the plain rooms where the clerics of Takhisis eat, sleep, and ponder the ways of evil. Ten clerics occupy each, unless called forth by an alarm from room L17.

L19. Red Watch Deathguard

The door to this chamber is locked. Within the room wait eight members of the Red Watch, sworn to defend to the death the secret of the temple.

L20. Cell of Sorrow

In this room is chained the unfortunate copper dragon Cymbal (see page 100). The Highlord has convinced him that the future of his race, in the form of the good dragons' eggs, depends on Cymbal preventing intruders from gaining access to the eggs. Consequently, Cymbal tries to prevent anyone except a Dragon Highlord or draconian from passing through his room.

Cymbal is not very bright, but if he can be forced to understand the realities of the situation, he will try to help the PCs carry their message to the Isle of Dragons.

L21. Dens of the Corrupters

These large chambers are the lodgings (going from north to south) of Wyrllish, Dracart, and Harkeil (see pages 121-122), the three NPCs responsible for corrupting the good dragons' eggs. The rooms are currently empty, although they look lived in and recently visited. Each is relatively plain, with a bed, table, chair, and a painting of the five-headed dragon.

A low chanting (from Area L22) is audible as the heroes enter this Area.

L22. Egg Rooms

These rooms hold the eggs of the good dragons, readily recognizable by their metallic colors. Each room contains the eggs of one type of dragon. In order from east to west are the rooms of the gold, silver, bronze, copper, and brass dragon eggs. There are about 1,000 eggs of each color in these rooms.

The chanting is louder as the PCs pass these rooms. Now, the word "Takhisis" is recognizable as a central ingredient of the chant.

L23. Altar of Corruption

This is the chamber where the chanting is coming from. As the heroes reach the doorway, describe the scene:

Two hooded figures flank a small, slime-covered altar. They stare at an object on the altar in rapt concentration, uttering a low, droning chant. Also staring at the object on the altar, a sinuous red dragon looms over the two humans.

Straining for a better view, you see that on the altar sits a silver dragon egg.

The chanting has reached a climax, for the hooded figures pause. Suddenly, a drop of saliva from the red dragon's hideous maw drops onto the egg.

Immediately, the silvery egg becomes black and slimy. Like some poisonous tumor, the egg begins to grow, changing shape and writhing as if in agony.

The egg becomes huge and begins to split apart. Instead of the silver dragon that should emerge, however, many squirming, lizard-like creatures begin to spill forth.

The egg has just spawned several dozen miniature Sivak draconians.

If the heroes interrupt this procedure before the draconians emerge, the egg still goes through the birthing process (4d12 2-foot high Sivaks emerge). The three watchers continue to stare at the egg unless distracted by a loud noise or an attack.

Chapter 16: Encounters

If the corrupters are attacked, they fight to the death. The baby Sivaks have 2 HD and cause only 1 to 2 points of damage with each of their three attacks. They also suffer a -2 penalty on all attack rolls because of disorientation.

If the player controlling the silver dragon does not realize the significance of what has just happened, you should tell him that he has just obtained enough evidence to free the good dragons from their Oath.

This process is repeated every day. The various kinds of draconians are created through the corruption of the good dragons' eggs-eggs that the Queen of Darkness has sworn to protect in return for the good dragons' Oath not to interfere with the war.

Passage from Darkness

This section allows the heroes to take a direct and magical route to the conclusion of the adventure, but only if they have discovered the secret locked within Luerkhis. Do not use this section if the PCs have made enemies of the Shadowpeople.

Encounters

196. Pursuit

The passage is through the Shadowpeople's secret door, marked as Encounter L24. The route leads downward, into the heart of the volcano Luerkhis. If the heroes can reach the Cavern of the Old One (Encounter 198), the Revered Ancient One will see that they are safely transported to the Isle of Dragons.

Ariakus senses the PCs' intrusion at the Altar of Corruption, and he immediately dispatches troops to kill them. The troops will not take prisoners. At the same time, several Shadowpeople warriors emerge from the secret door leading to L24, climb the stairs to room L8, and fight to the death in order to prevent the draconians from moving down the stairs. This delays pursuit for 10 rounds.

One of the Shadowpeople warriors races to the PCs, telepathically signaling the necessity of rapid escape. Images of hundreds of enraged draconians fill the characters' minds.

After 10 rounds, 40 Red Watch Sivaks, 200 Kapaks, and 200 Baaz stream down the stairs. Because of their hasty retreat, the Shadowpeople warriors are not able to close their secret door, and the draconians discover it and charge through.

The corridor behind the secret door winds downward for some 3,000 feet, twisting and curving back toward the heart of the volcano. The characters should hear sounds of armed pursuit as they flee with the shadow warrior. Finally, the corridor ends in the Cavern of Fire.

197. Cavern of Fire

The cavern is a hot, fiery chamber within the volcano. The floor is specked with pools of lava, gouts of flaming gas, and hot but hardened rock. The bridge has no railings and is 20 feet wide. The bridge descends from 700 feet above the cavern floor at the entrance to 300 feet above the floor at the exit. A fall from the bridge will be fatal to anyone who cannot glide or float down. Even if a character glides to the bottom, he takes 3d6 points of fire damage per round (half damage if he saves versus breath weapons).

When any monster or character within three feet of the edge of the bridge is hit in combat with an attack roll of 18, 19, or 20, he must make a successful Dexterity Check or be knocked off the edge. (All draconians are Dex 11.)

When the heroes are one-third of the way along the bridge, the draconians emerge into the cavern. The Red Watch Sivaks immediately launch themselves into the air, soaring to a point beyond the characters on the bridge. At the same time, from a location high up the wall of the cavern, a flight of 40 shadow warriors glides into the air.

Some of the shadow warriors attack the Sivaks, but most strike at the pursuing draconians on the bridge. Only twelve Sivaks make it to the blocking position on the bridge. The rest of the draconians become embroiled with the shadow warriors, except for 20 Kapaks that break free to pursue the characters along the bridge.

The shadow warrior escorting the heroes sends a last message: "Please, for the sake of us all, reach the cavern of the Old One!" (he means the small cave at the end of the bridge). Then he soars off the bridge to join his comrades in battle.

Since this encounter is the heroes' major ground battle in Sanction, it should be tough! If they seem to be handling it with little difficulty (remember, they should have a silver dragon on their side now), you can have a medium juvenile blue dragon emerge from the tunnel to join the draconians in the fight, or you could have some more draconians break free to pursue the PCs.

198. Cavern of the Old One

The cave at the end of the bridge is the home of the Revered Ancient One (page 101), honored leader of the Shadowpeople. The cave mouth is protected by a barrier that allows the Revered Ancient One to decide who passes through. All the heroes and Silvert/Dargent are allowed into the cave.

The Old One cannot be seen or touched, but it is here. The darkness in the cave cannot be dispelled by the PCs.

No light of any kind reaches the cave, yet the atmosphere is relaxing. A soothing touch reaches into your minds: "You have done very well, but you are not yet finished. Rest, and I shall send you where you must go."

A deep sleep falls over you, and you breathe easily. The dreams, when they come, are pleasant.

Chapter 17: War in the Skies

This chapter begins in a place of beauty and peace: The Isle of Dragons. If the heroes convince the good dragons to join in the war against the Dragonarmy, the heroes will ride good dragons as steeds, carrying mounted Dragonlances. The chapter climaxes with an aerial battle between the PCs and a force of evil dragons.

The Isle of Dragons lies several hundred miles to the north of Ansalon, and it is here that the powerful magic of the Revered Ancient One has sent the PCs.

Events

Event 63: Awakening

This Event occurs immediately after the heroes are *teleported* by the Revered Ancient One. When the characters arrive, read the following description:

You awaken slowly, feeling well rested and refreshed. Your wounds are healed and the scene surrounding you is unexpectedly pleasant.

Soft grass covers the loamy earth. Trees of birch and pine tower on all sides. All your companions are nearby.

A metallic glint in the forest catches your eye. An awesome shape emerges abruptly into the clearing. It is a dragon, the largest you have ever seen. Its bearing is not hostile so much as puzzled. Its scales are the color of burnished gold.

As the characters adjust to their surroundings, more dragons enter the clearing. Any hostile acts on the part of the PCs will be dealt with by the use of the paralyzing gas breath of several large silver dragons. If things get testy, Fizban walks out of the trees and tries to calm everyone; the dragons settle down and listen when he speaks.

The dragons entering the clearing include all age categories except the young and very young. The dragons' colors are gold, silver, bronze, brass, and copper.

The first dragon to enter the clearing is Aurumnus, a huge ancient gold dragon. In the absence of Paladine, Aurumnus is the leader of the good dragons.

Event 64: Confrontation

The heroes are surrounded by an assortment of suspicious and angry dragons. Aurumnus selects Silvert/Dargent for particular rebuke, chastising her for bringing the PCs here. "Remember the Oath," he growls, "we must honor our word!"

The dragons begin to debate the heroes' fate: should they be killed, imprisoned on the island, or warned and returned to Ansalon? Discuss all points of view; imprisonment gradually wins out. The heroes must interrupt the dragons' debate to make their case. If the PCs mention the eggs, the good dragons pay rapt attention. The dragons believe the story unless the PCs greatly distort the facts.

If the heroes explain the deception being wrought by the Queen of Darkness in Sanction, the good dragons are freed from their Oath and make immediate preparations to join the war. If the PCs do not explain this, the good dragons imprison them on the island; they are free to walk around, but unable to leave.

Dragon Steeds

If the good dragons join the war, several offer themselves as steeds to the heroes. Of course, Silvert/Dargent will not ride a dragon; it is up to her player to decide if she will carry a hero on her back.

Allow each player to roll on the following table to determine which type of dragon steed offers himself to each PC.

Dragon Steed Determination Table

Roll	Dragon Age and Color
1-12	Old brass
13-20	Very old brass
21-27	Ancient brass
28-37	Old bronze
38-46	Very old bronze
47-54	Ancient bronze
55-63	Old copper
64-71	Very old copper
72-75	Ancient copper
76-83	Old silver
84-89	Very old silver
90-91	Ancient silver
92-95	Old gold
96-98	Very old gold
99-00	Ancient gold

Each player rolls a d8 to determine dragon size: 1-2 = small; 3-7 = medium; 8 = huge.

It is important to remember that dragons are intelligent and proud. They do not tolerate being treated as servants or beasts of burden by their riders.

Stored on the Isle of Dragons since the last Dragon War is a collection of saddles, once used to carry the Knights of Solamnia into battle on dragonback. These saddles are brought out for the heroes' use.

Aurumnus tells the PCs that he knows that a number of Dragonlances are in Palanthis. If the heroes do not have enough Dragonlances to outfit themselves, Aurumnus suggests that the characters and their mounts travel there to outfit for war against the evil dragons.

Hearing of Takhisis's treachery and the horrible fate of the eggs has ignited a burning hatred in the hearts of the good dragons. They are determined to storm Sanction and recover their eggs. Most of the dragons (about 200) will head to Sanction. They ask the PCs to join them and provide air cover and reconnaissance while the riderless dragons invade the Temple of Luerkhis. The PCs may go along with the dragons or they may decide to go elsewhere with their steeds (see Event 67 if the PCs decide not to return to Sanction).

The dragons will wait two days if the PCs must get Dragonlances in Palanthis, but they accept no other delays of their vengeance.

Event 65: Return to Palanthis

Run this Event if the heroes return to Palanthis to get the Dragonlances.

The mighty serpents crouch expectantly, their huge wings slowly fanning, limbering themselves for the journey. Suddenly, iron muscles flex and the dragons leap into the air!

Swiftly the ground falls away. The saddles seem secure, but the effect is still dizzying. The dragon glides out over the wave-tossed ocean, soaring steadily to the south. Necks and tails extended to streamline their flight, the good dragons are eager to join the war.

The heroes find that riding dragons is the easiest and most exhilarating way to travel. In less than a day they reach Palanthis—a trip that would take several weeks by ship.

The landing in Palanthis is dramatic. People run screaming from the mighty serpents and their riders. An armed force of Solamnic Knights confronts the dragons and their riders as they land. The Knights are suspicious, but know that dragons of these colors have never been seen with the Dragon Highlords' armies.

Nonetheless, it takes much persuasion to convince the Knights and the people that their intentions are peaceful and their dragons good. Once this is accomplished, the heroes are told that ten mounted Dragonlances were delivered to Palanthis by a ship from Ergoth. One is given to each rider, and is carefully attached to the lance mechanism on the saddle.

Event 66: Dragons to War!

This Event occurs as soon as the PCs have mounted Dragonlances (after Event 65 or after Event 64 if the heroes brought Dragonlances with them to the Isle of Dragons).

Read both sections of boxed text only if this is the PCs' first ride on dragonback. Read only the second boxed text if the PCs traveled to Palanthis in Event 65.

The mighty serpents crouch expectantly, their huge wings slowly fanning, limbering themselves for the journey. Suddenly, iron muscles flex and the dragons leap into the air!

The air is filled with glistening metallic colors as hundreds of dragons launch into flight. Mighty wings flap thunderously as the dragons strain upward.

Chapter 17: Events

Swiftly the ground falls away. The saddles seem secure, but the effect is dizzying. The dragons move out over the wave-tossed ocean, soaring steadily southeast. Necks and tails extended to streamline their flight, the good dragons are eager to exact their vengeance.

The flight to Sanction takes two days, including necessary stops.

The dragons head toward the Temple of Luerkhis. Their immediate concern is the rescue of their eggs. They will not hesitate in their attack on the Temple, reasoning that delay means more eggs lost to perversion. They attack every creature within the Temple, except Cymbal if he is still there.

Once in Sanction, the riderless dragons dive at the Temple entrance. Gold, silver, and bronze dragons *polymorph* into bats and speed toward the eggs. The other good dragons land at the entrance and lumber into the Temple. Several dragons stop at the doorway and use spells, breath weapons, and natural weaponry to prevent evil ground troops from entering.

The heroes' duty is to guard the airways and warn of any approaching evil forces. Ariakus has not been idle since the PCs' intrusion into his domain. Realizing that trouble might come soon, he called in reinforcements. He now commands nine average-sized old blue dragons and three average-sized very old red dragons, in addition to several hundred draconians and assorted humanoid monsters. The evil dragons take flight to challenge the PCs and their mounts as the Temple is being invaded. Read the following to the players:

The thrill and fear of battle grips you as the good dragons invade the Temple far below you. Draconians, ogres, and minotaurs are swept aside like leaves in the dragons' enraged charge through the Temple doors. Several bronzes hold the entrance against the evil hordes.

The streets of Sanction are also the site of bloody battle as the human natives and shadow warriors, emboldened by the dragons' attack, fight back. More shadow warriors glide down upon bewildered draconians. The citizens of Sanction are exacting their revenge!

Suddenly, you hear the roar of other dragons. Below you a flight of blues and reds soar upwards. Your dragons roar challenge and a whirling, confused aerial melee is joined!

Running the Aerial Battle

Consult the DMG for the rules of aerial combat. Allow creatures that fly at half their maximum speed to maneuver at one class better than their listed maneuver class. A dragon flying at less than half its maximum speed stalls and drops 100-600 feet before it can recover.

Dragons on Krynn also have the ability to perform a "wingover" maneuver. To do a wingover, the dragon stalls, drops 100 feet, and turns up to 120 degrees. The dragon must climb on the round before the wingover is performed.

Dragons maneuver normally when carrying passengers. When mounted Dragonlances are used in a charge, however, they do not inflict double damage on their victims.

A wide shield made of evil dragon scales comes with each dragon saddle. The shield gives a rider protected by it +2 to the saving throw against an evil dragon's breath weapon. In addition, the character takes only half damage if he fails the saving throw and no damage if the save is successful.

The mounted Dragonlances are designed to swivel upward and away when they strike a target in the air. They cannot be used to attack a creature lower than the path of the attacking dragon—in other words, the dragon carrying the Dragonlance must fly under the target.

The heroes find themselves in a fight with all twelve evil dragons (three red, nine blue) that Ariakus has at his command. The red dragons will attack the most powerful good dragons, leaving the blues to handle the rest. There are more evil dragons than PCs on good dragons, so several blues will circle the battle, waiting to take the place of a dead or defeated dragon. No good dragon reinforcements arrive until the 2nd round of the aerial battle (it takes them that long to secure the Temple and the egg rooms). Two heavy catapults with a range of 36" (1080 feet) are emplaced on either side of the Temple of Luerkhis. They can fire at aerial targets at an altitude of 16" (480 feet) or lower. Ten Kapak draconians attend each catapult. They fire if a good dragon defeats his opponent or breaks free of the fight.

The evil ground troops are wiped out soon after the good dragons reemerge from the Temple. Sanction is once again in the hands of its natives and the Dragonarmy has suffered a disastrous defeat with the loss of the city and the capture of the Altar of Corruption.

Event 67: Battle in the Air

If the PCs do not accompany the dragons to Sanction, they still have an aerial combat. Let the PCs decide where they wish their mounts to take them. They encounter the 12 evil dragons (described in Event 66) in the air over land. This Event occurs whenever and whenever you wish.

The evil dragons are flying at 500 feet when the PCs spot them. The PCs surprise the evil dragons on 1-3 on a 1d6 because the evil dragons do not expect aerial opponents. Also, add 1 to the chance of surprise for each 300 feet of altitude. (See Event 66 for aerial combat rules.)

Epilogue

The winds from the northern sea now carry the balmy promise of summer. The snow has retreated to the highest peaks of the mountains and green is once again the color of the plains.

What has proven to be one of the most terrible winters in the history of Krynn has finally passed. The destruction wrought by the war remains, and many fields will lie fallow through the growing season, for there is no one to tend them. Yet in other places, which the evil forces have not yet despoiled, crops will grow; the food will again be plentiful.

The war goes on. Vingaard, Solanthalas, Thelgaard, and all the other battlefields on war-torn Krynn continue to be stained with the blood of the wounded and dying. The might of the Dragonarmies is vast, and their numbers seemingly endless.

But, for the first time, there is a chance of defeating the Dragon Highlords on the field of battle. The unstoppable force of an evil dragon and rider has met its match with the return of the good dragons.

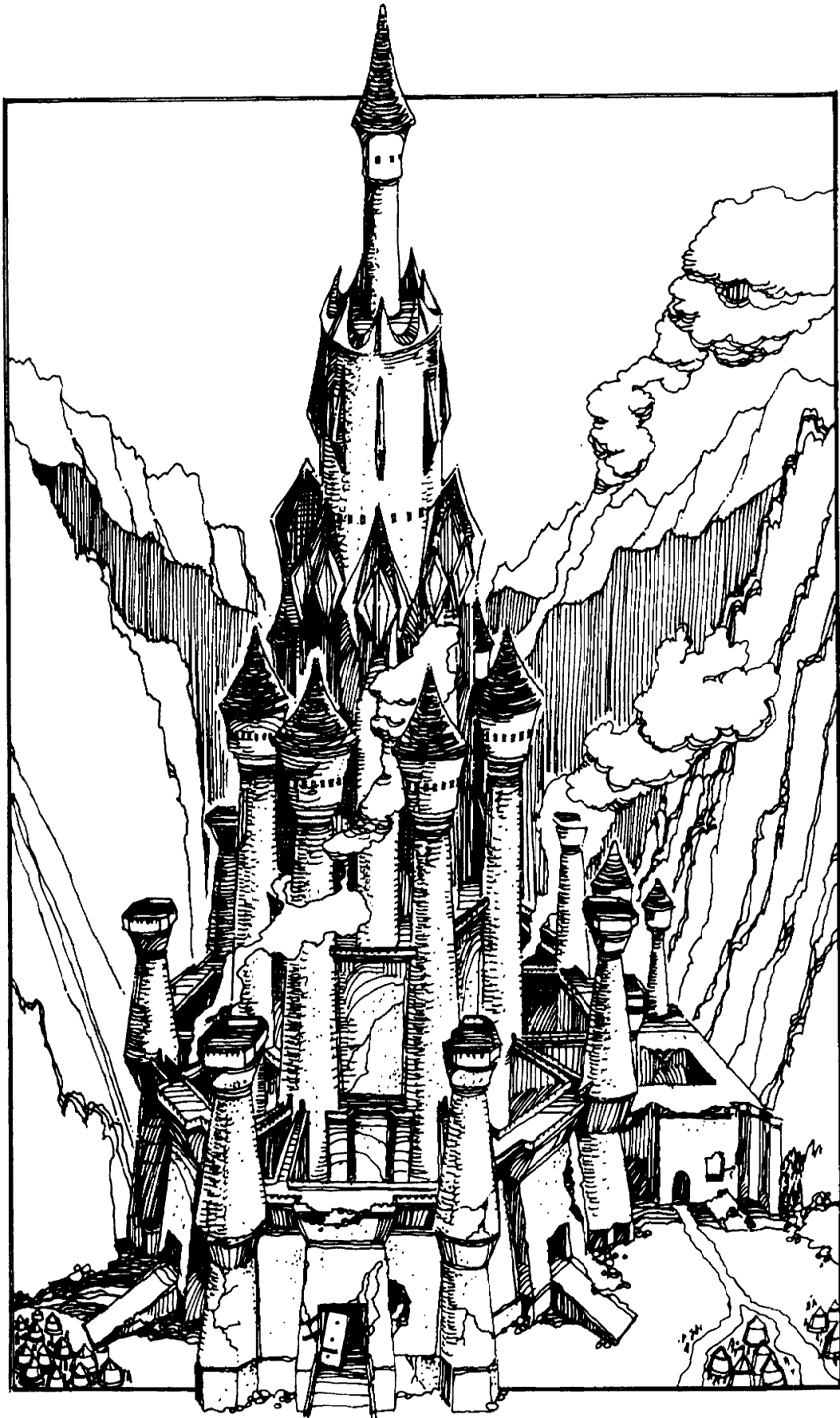
Certainly the road to victory will be long and hard. But from the lowest ranking page-boy serving the Knights of Solamnia to the generals and heroes who hold the fate of the world in their hands, there is a growing feeling that the war might eventually end in triumph.

The long journey to victory may have finally begun.

This ends the second book of the DRAGONLANCE® adventure. In victory or defeat, the heroes have taken the war into the skies and have met the evil minions of the Queen of Darkness on their own terms. Certainly, the combination of good dragons and potent Dragonlances gives the forces of good an opportunity to stem the tide of evil that has hitherto swept the face of Krynn.

If any Player Characters met an untimely end during this adventure, the players may roll up new characters to fight with the armies of good. These characters can be Knights of Solamnia, stalwart dwarves, or perhaps even a renegade elf from the wilds of Ergoth. The campaign has grown beyond those few heroes who started adventuring together at the Inn of the Last Home in Solace, and the party of PCs can grow to meet the needs of each campaign setting.

If you have TSR's BATTLESYSTEM™ Fantasy Combat Supplement, you can set up any number of battles as scenarios using the BATTLESYSTEM rules. As the war rages, sharp encounters are fought throughout Ansalon. Of course, the PCs and their dragon steeds can journey to different areas to help fight these battles, but other good dragons have returned to Ansalon, and many of the Knights of Solamnia will soon learn to ride them into war. The PCs have begun to turn the war in favor of the forces of good.



Monsters

Baaz Draconians

Frequency:	Uncommon
No. Appearing:	2-20
Armor Class:	4
Move:	6 "[15"]/18"
Hit Dice:	2
THACO:	19
Percent in Lair:	5%
Treasure Type:	J, K, L, U
No. Attacks:	1 or 2
Damage:	1-8 or 1-4/1-4
Special Attacks:	None
Special Defenses:	None
Magic Resistance:	20%
Intelligence:	Average
Alignment:	Lawful Evil (Chaotic)
Size:	M (5½ feet)
XP Value:	81 + 1/hp



Baaz are the smallest of their species and the easiest to pass off as humans. They are also the most plentiful of the draconians and are common ground troops. At the bottom of the draconian social ladder, they often tend to be chaotic in nature and self-serving when they can get away with it.

Baaz are often encountered in disguise. They can conceal their wings under robes and, wearing a large hood and mask, can pass through civilized lands as spies. Dragon Highlords often use the Baaz in this manner just before an invasion.

When a Baaz reaches 0 hit points, it turns into a stone statue. Anyone hitting the statue must make a Dexterity Check at -3 or his weapon sticks in it. The statue crumbles to dust after 1-4 melee rounds. Its armor and weapons are unaffected; any stuck weapons may be retrieved.

Bozak Draconians

Frequency:	Uncommon
No. Appearing:	2-20
Armor Class:	2
Move:	6"/[15"]/18"
Hit Dice:	4
THACO:	17
Percent in Lair:	15%
Treasure Type:	U
No. Attacks:	1 or 2
Damage:	1-8 or 1-4/1-4
Special Attacks:	Spell use
Special Defenses:	+2 saves
Magic Resistance:	20%
Intelligence:	High
Alignment:	Lawful Evil
Size:	Medium (6 feet+)
XP Value:	175 + 4/hp



Bozak are magic-users and have a higher resistance to magic than other draconians. Bozak can cast magic spells as fourth-level magic-users. They are devoted to the purposes of the Dragon Highlords. They never show mercy once they attack. However, they will not destroy an opponent if they believe their case can be advanced by sparing the life.

When a Bozak reaches 0 hit points, its scaly flesh suddenly dries and crumbles from its bones. The bones then explode, doing 1d6 points of damage to anyone within 10 feet (no saving throw).

Draconians

Draconians, or dragonmen, are the basic troops of the Dragon Highlords. Their origin is unknown to anyone in this part of Krynn. They first appeared with the coming of the Dragonarmies.

All draconians have wings, but only Sivaks can fly. Draconians have three movement rates: walking, running on all fours while flapping their wings, and gliding or flying. They must use all four limbs and have their wings free to use the second movement rate. Draconians prefer to charge this way, carrying their weapons in their teeth. They can glide from any height up to four times greater than the height they launch from.

See the separate Baaz, Bozak, Kapak, and Sivak entries.

Fetch

Frequency:	Very rare
No. Appearing:	1
Armor Class:	4
Move:	6"
Hit Dice:	9
THACO:	11
Percent in Lair:	100%
Treasure Type:	Nil
No. Attacks:	2
Damage:	Special
Special Attacks:	Drains two levels/hit
Special Defenses:	Visible only to victim
Magic Resistance:	Normal
Intelligence:	High
Alignment:	Chaotic Evil
Size:	Medium
XP Value:	650 + 10/hp



Monsters

Fetch are harbingers of death. Existing on the fringes of the Abyssal Plane, these creatures may only reach into our world through reflective surfaces (mirrors, calm pools, etc.).

They appear as haggard and deathly pale imitations of the person gazing into the surface. The fetch appears to be standing immediately behind the person gazing at his reflection.

Fetch attack twice per melee round, using an exact replica of the weapon of its victim (the fetch's weapon disappears if it is killed). Fetch are always invisible, even while attacking, to all but the victim. Thus, the victim is -2 to hit and +2 to AC when attacking the fetch. Others are -4 to hit the fetch since they cannot see it.

Ice Bears

Frequency:	Uncommon
No. Appearing:	1-4
Armor Class:	6
Move:	12"
Hit Dice:	6 + 2
THACO:	15
Percent in Lair:	Nil
Treasure Type:	Nil
No. Attacks	3 (claw/claw/bite)
Damage:	1-8/1-8/2-1 6
Special Attacks:	Hugs for 2-12
Special Defenses:	Immune to cold
Magic Resistance:	Standard
Intelligence:	Semi-intelligent
Alignment:	Neutral
Size:	Large (12 feet +)
XP Value:	975

These carnivorous great white bears mainly eat fish. However, any other prey that stumbles into an ice bear's path is likely to be consumed as well. While they are colored like polar bears, ice bears resemble cave bears in their size and ferocity.

Ice bears and thanoi have developed an unusual cooperative relationship. Although occasionally seen in small groups of their own kind, most ice bears are found with the walrus-men. Ice bears have an uncanny ability to track prey over snow and ice, and the thanoi use them for tracking, sharing any reward with the bears. If no new snow has fallen, an ice bear has a 100% chance to follow a trail one day old or newer. For each day since the trail was made, subtract 10%. Subtract another 10% for every inch of new snow. Roll once per day. If successful, the ice bear follows the trail for the entire day, otherwise the trail is lost forever.

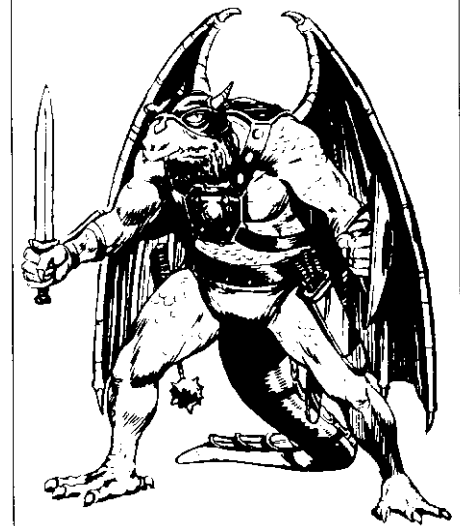
Kapak

Frequency:	Uncommon
No. Appearing:	2-20
Armor Class:	2
Move:	6"/[15"/18"
Hit Dice:	3
THACO:	17
Percent in Lair:	15%
Treasure Type:	K, L M
No. Attacks:	1
Damage:	1-4 + poison
Special Attacks:	Acid pool
Special Defenses:	None
Magic Resistance:	20%
Intelligence:	Average
Alignment:	Lawful Evil
Size:	M (6 feet)
XP Value:	105 +3/hp

Kapaks have venomous saliva, which paralyzes for 2-12 turns any creature failing a save vs. poison. They often lick the blades of their weapons (commonly shortwords) before combat, envenoming them for three rounds. It takes one round to poison the blade again after the venom wears off.

Kapaks are larger than Baaz, and often bully and abuse their smaller cousins. (The Dragon Highlords try to keep different types of draconians separated.)

When a Kapak reaches 0 hit points, its body immediately turns to acid and spreads into a 10-foot-diameter pool on the ground. Any character within this pool takes 1d8 points of damage per round from the acid. The acid dissolves other materials at the rate of one inch per round. Use the Saving Throw Matrix for Magical and Non-Magical Items. All the Kapak's items become useless.



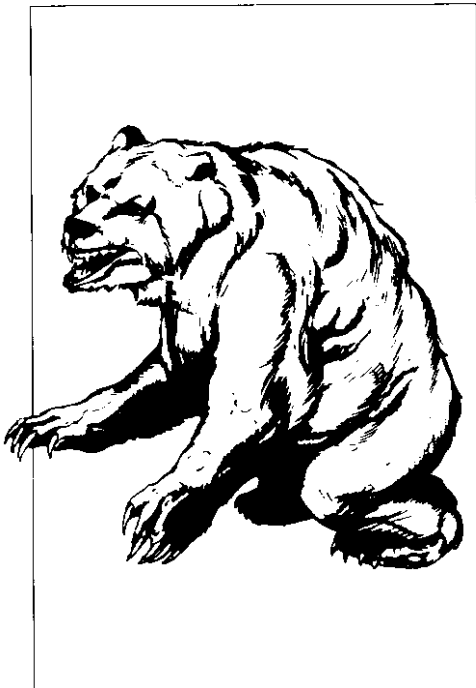
Shadowpeople

Frequency:	Rare
No. Appearing:	2-40
Armor Class:	2
Move:	12"/18"
Hit Dice:	3 + 1
Percent in Lair:	100%
Treasure Type:	Nil
No. of Attacks:	1
Damage:	1-8
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Standard
Intelligence:	Very
Alignment:	Neutral (good)
Size:	Medium
XP Value:	175

The Shadowpeople are a race of mammals that has dwelled in Sanction since the city was founded centuries before the Cataclysm. Their existence has always been rumored, but never proved to the satisfaction of scholars.

Shadowpeople dwell almost exclusively underground and suffer greatly in the light of the sun. Under an overcast, such as always exists in Sanction, Shadowpeople in daylight suffer a -2 penalty on all attack rolls. The penalty is increased to -4 under bright sunlight.

A long membrane connecting their arms to their flanks is the primary distinguishing characteristic of the otherwise humanoid Shadowpeople. They are covered in dark, smooth fur. The membrane gives them the ability to glide through the air. They can glide a distance equal to 10 times the height from which they leapt to glide.



Monsters



The Shadowpeople have a close, clannish culture. The young are cared for by whatever adults happen to be nearby. There are two classes of adults: warriors and councilors. The warriors patrol the underground tunnel network used by the race, and defend the clan against intrusion. The councilors meet regularly to educate the young and make the important decisions about the survival and future of the race.

Shadowpeople have a primitive language of squeaks and growls, but they are much more likely to use their advanced ESP abilities to communicate. This ESP accounts for the Shadowpeople's low armor class: In combat they are able to anticipate the enemy's actions and so defend against him. They cannot be surprised by any sentient creature.

In combat, shadow warriors employ a wickedly curved hook both to attack and restrain opponents. Once an enemy has been struck by the hook of a shadow warrior, the enemy suffers a -2 penalty on all attack rolls and sustains an additional d8 of damage every round until one or the other combatant is dead or the fight ends.

Although the councilors have none of the combat abilities of the shadow warriors, they have another ability: The creation of the Revered Ancient One in its secluded cavern (see NPC Capsules). The Revered Ancient One can only function while the Council of the Shadowpeople is in session.

Sivak

Frequency:	Uncommon
No. Appearing:	2-20
Armor Class:	
Move:	6"/(15")/18"
Hit Dice:	6
THACO:	15
Percent in Lair:	10%
Treasure Type:	Q
No. Attacks:	3
Damage:	1-6/1-6/2-12
Special Attacks:	None
Special Defenses:	+2 to saves
Magic Resistance:	20%
Intelligence:	High
Alignment:	Neutral Evil
Size:	Large (9 feet)
XP Value:	350 +6/hp



Sivaks are the most powerful draconians yet discovered, and are used on both the battlefield and as spies in Ergoth, Palanthas, and the High Clerist Tower, where people have become suspicious of the robed Baaz.

Sivaks normally attack with two wicked-edged swords but are also dangerous with their claws. In addition, they attack with long, armored tails. They can only use this attack when in draconian form.

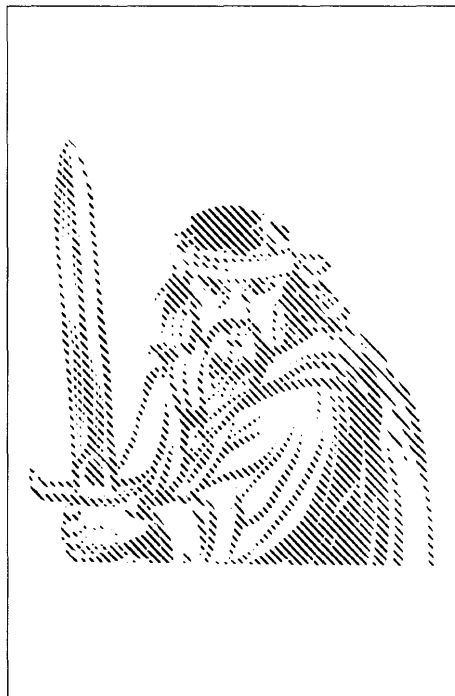
Sivaks are shapeshifters, capable of changing their form under two conditions. When they slay a humanoid of their own size or smaller, they may take the form of their victim. The Sivak does not gain the memories, experiences, or spell use of its victim and, like all draconians, radiates magic. Its appearance and voice are exact matches of its victim. The Sivak may change back to its normal shape, but after doing so may not *polymorph* again without finding another victim.

A Sivak also changes shape when slain, assuming the form of the creature that killed it. This death shape lasts for three days, then the body decomposes into black soot. If its slayer is larger than the Sivak, or not humanoid, the Sivak bursts into flame, causing 2-8 points of damage to all within 10 feet (no saving throw).

The fact that Sivaks change shape upon death may be conveniently used to explain the apparent demise of characters (the obscure death scenario).

Spectral Minions

Frequency:	Very rare
No. Appearing:	1-40+
Armor Class:	2
Move:	30"
Hit Dice:	Varies
THACO:	Varies
Percent in Lair:	100%
Treasure Type:	Nil
No. Attacks:	0, 1, or 2
Damage:	Varies
Special Attacks:	See descriptions
Special Defenses:	+1 or better to hit
Magic Resistance:	20%
Intelligence:	Standard
Alignment:	Varies
Size:	M
XP Value:	
Berserker:	900 + 14/hp
Guardian:	900 + 14/hp
Philosopher:	525 + 8/hp
Reveler:	525 + 8/hp
Searcher:	525 + 8/hp
Warrior:	900 + 14/hp



Monsters

Spectral minions are the spirits of humans or demihumans who died before they could fulfill powerful vows or quests. Like ghosts, spectral minions do not fully exist on the Prime Material Plane. Even in death, spectral minions are bound to the vows and quests upon them in life. Every day they must relive the events leading to their deaths, trying to fulfill their quests.

Outdoors, spectral minions must stay within 1,000 yards of where they died. Indoors, they must stay in the corridor or room where they met their death. On very rare occasions where the quest was to perform an act over an area, they are free to roam within the area stated in the quest. Spectral minions' speed gives them a +1 on initiative rolls.

Spectral minions can only do damage if they died holding a weapon. Their weapon is a part of them. Unless otherwise noted, 50% of all spectral minions have weapons. Those that do have weapons have swords, unless otherwise noted. They disappear forever if their vows or quests are fulfilled or if a *remove curse* is cast upon them.

When very powerful people become spectral minions, their hit points and level remain the same.

Spectral people look like the people they were before they died, but they are almost transparent.

There are six types of spectral minions in the High Clerist Tower, although they cannot be readily distinguished by appearance alone.

Berserkers: Some agents of evil in the Tower were driven into a berserker frenzy when the Cataclysm came upon the world. Though quested to find the Khas game pieces, they have rebelled against the task and have no hope of ever being freed from their charge. They will communicate with adventurers only 5% of the time.

Guardians: At Yarus's death, these minions were quested to guard the ways of the Khas pieces. They require a password, known only to Yarus, to allow non-minions past their posts. Guardians are of good alignment; harming them would be evil.

Philosophers: Over the centuries, philosopher and reveler minions have fallen back into the ways of their lives. Philosophers love libraries and books and can spend decades studying the nuances of a single book. Philosophers can be of any alignment. When more than one is encountered, they are often debating each other heatedly, to the exclusion of any interruption. They usually attack only if their honesty is questioned.

Revelers: These minions revel through the Tower halls. When encountered, they are engaged in one of the following (roll 1d6): dancing madly through the halls; laughing in groups and drinking spectral ale; chasing members of the opposite spectral sex; playing parlor games: playing music; dining

gluttonously.

Revelers have a special ability-temptation. This means that any PC seen by the revelers is surrounded by their madly laughing forms. The PC must save vs. spells or be hypnotized by them. The PC falls into a deep sleep and slumps to the floor. Other PCs see that PC's spirit essence step from his body and he revels with the spectral minions until either the group of revelers is defeated or 1d6 turns have passed. For every turn the PC revels, he suffers a temporary one-level reduction following the reveling. This reduction is cumulative. The PC regains one level every four hours after awakening.

Searchers: These armed (broadswords) minions of evil stalk the halls of the Tower of the High Clerist, forever searching for the Khas game pieces.

Warriors: Both good and evil warrior minions wander the Tower of the High Clerist. They fight a battle with each other every day, neither side gaining an advantage, both sides grimly determined to win. Spectral minions can do no permanent damage to other minions, thus these battles are truly eternal conflicts. Only the PCs' intervention can turn the tide.

Thanoi (Walrus Men)

Frequency:	Uncommon
No. Appearing:	1-20
Armor Class:	4
Move:	9"/1 5"
Hit Dice:	4
THACO:	17
Percent in Lair:	25%
Treasure Type:	Individuals M; Lair C
No. Attacks:	1 or 2
Damage:	Weapon tusks (1-8)
Special Attacks:	None
Special Defenses:	Immune to cold
Magic Resistance:	Standard
Intelligence:	Below average
Alignment:	Lawful evil
Size:	Large (8 feet)
XP Value:	120

Thanoi are a bizarre blend of the human and walrus races. The creatures have huge, padded feet, stocky arms with fingers capable of holding a weapon or throwing a spear, and faces much like walruses'. Two huge tusks grow from a thanoi's mouth, jutting wickedly downward. The beast may use these to attack (1-8 points of damage each), or it may use a weapon, gaining a strength bonus of +2 to damage only.

A group of thanoi always has a leader of 5 hit dice. This leader is usually the meanest and most aggressive of the band. The walrus-men are a vicious race, enjoying the torment of other creatures; often thanoi kill for the sheer joy of it. Their primary food is the fish that are trapped in the ice-covered lakes on Icewall Glacier. They are not above eating carrion, bear meat, or any other protein that fate sends in their direction.



Thanoi are protected by a tough leathery skin and a thick layer of fat. They can swim in arctic waters with no danger of suffering from the cold. In fact, thanoi are immune to all forms of cold, both natural and magical. This immunity has its disadvantages: a thanoi loses one Hit Die per week while exposed to a warm (above freezing) climate. Thanoi also take an extra points of damage per die from fire-based attacks.

Although large and clumsy-looking, a thanoi can maneuver its bulk surprisingly well. Their clawed feet let them keep a good pace over ice or snow.



NPC Capsules



Alfotost the Sprite

Warden of the Borders

Neutral Good	Hit points 10
Armor Class 6	Movement 9"/18"
No. Attacks 1	Damage by weapon
Hit Dice 2	THAC0 16
Becomes invisible	

Alfotost is the leader of the sprites in Northern Kagonesti. They are also called Wardens, as they protect the woods from vile creatures and malicious intent. Alfotost is the 43rd leader since the task was given them by the silver dragons of Foghaven, long before the Cataclysm. He is true to his word and honest in his dealings.

Aliona, Leader of the Youngbloods

5th-Level Elven Fighter

Strength 15	Dexterity 14
Intelligence 15	Constitution 14
Wisdom 10	Charisma 16
THAC0 16	Hit Points 31
Armor Class 5	Movement 12"

Wears *studded leather +1*, carries a *sword +1* and a *dagger +2*

Aliona is a young elf, as they reckon their years, and is leader of the Youngbloods, a faction of young Qualinesti who feel themselves superior to the haughty, overbearing Silvanesti. The Youngbloods raid Silvanesti lands, disrupt Silvanesti hunting, and encourage Kagonesti elves to escape. The Youngbloods wanted to fight the Dragonarmies when their people went into exile, but now raid their cousins out of boredom.

Aliona, like most Youngbloods, grew up on tales of Gilthanas and, to a lesser degree, Tanis. They believe the Qualinesti would be better off if Gilthanas were the heir instead of Porthios.

Aurik Archuran (Lord of the Rose)

12th-Level Fighter

Strength 16	Dexterity 15
Intelligence 17	Constitution 17
Wisdom 11	Charisma 13
THAC0 10	Hit Points 58
Armor Class 0	Movement 12"

Wears *plate armor +1*, carries a shield, and *longsword +2*

The tradition of the Knighthood runs deep in Aurik's ancestry and colors all his thinking. Unfortunately, he is unbending in his adherence to the Measure. His age has not tempered his judgment with the wisdom a Lord Knight should have.

Bakaris, Lieutenant to Kitiara

10th-Level Fighter

Strength 16	Dexterity 12
Intelligence 10	Constitution 15
Wisdom 14	Charisma 13
THAC0 12	Hit Points 55
Armor Class 1	Movement 12"

Wears *plate armor +1*, carries two-handed *sword of life stealing +2*, and two daggers (poisoned)

Bakaris is the second in command to Kitiara. He is a skilled mercenary who also rose through the ranks by whatever means was most expedient. He met Kitiara early in her career and knew that she was going places. He arranged it so he could go with her. A healthy respect exists between the two of them. They trust each other as much as is politically healthy and have developed a friendship of sorts.

Bakaris's unshaven and sloppy appearance belies a keen tactical mind. He loves a fight and glories in the thrill of battle.

Bensoldi the Hermit

6th-Level Magic-User

Strength 9	Dexterity 9
Intelligence 18	Constitution 17
Wisdom 14	Charisma 12
THAC0 19	Hit Points 29
Armor Class 3	Movement 12"

Wears *bracers of defense (AC 3)*, and carries a *dagger +3*

Spells:

Level 1: *Read magic, sleep, charm, protection from evil*

Level 2: *Rope trick, wizard lock*

Level 3: *Lightning bolt, suggestion*

Bensoldi is a native of Palanthis, far to the north, and an associate of Astinus, the scribe of Krynn. Bensoldi left Palanthis to wander many years ago, and settled in the mountain vales of Ergoth before the civilized elves arrived.

Bensoldi is a kindly soul who does not wish to hurt any living creature. He will use his spells only if attacked, and prefers flight to fighting. He makes very good candies with special properties from tree sap. Each candy cures two points of damage and acts as a *neutralize poison* spell.

Blue Lady (Kitiara)

12th-Level Fighter, Dragon Highlord

Strength 14	Dexterity 18
Intelligence 13	Constitution 14
Wisdom 7	Charisma 14
THAC0 10	Hit Points 65
Armor Class -3	Movement 12"

Wears *Dragonarmor plate + 1*, carries *spear +3, shortsword +2*, and two daggers

Kitiara is the Blue Lady of the Dragon Highlords. She rules over all the Blue Dragonarmies and reigns over their conquered territories with a tempestuous hand.

Kitiara's early history is recounted in DL5, *Dragons of Mystery*, and those interested are referred there.

Kitiara has a wild spirit and often goes through drastic mood swings in short periods of time. She is driven by her emotions, most notably her thirst for adventure and power. It was, perhaps, this side of her that appealed to Tanis, who found the strictures of elven society too monotonous for his human side.

The heroes know nothing of Kitiara's life after they parted five years ago to search for the True Gods. Kitiara traveled north across the New Sea with Sturm Brightblade. It was an uneasy alliance at best, as Kitiara loved to tease the dour Sturm. The knight was much relieved when Kit went in search of her father's family.

Kit never found them. Instead, she found the Dragonarmy building in the Khalkist Mountains. Here was an opportunity! Knowing that in such a place one either manages or dies, she quickly learned the ropes. She was in her element. In only a few years she stood second in power only to Ariakas, the Red Emperor of Krynn.

Now Kitiara and her second in command, Bakaris, command the Blue Dragonarmy in the westward campaign. She holds unquestioned dominion over the northern half of the Estwilde and all of Nordmaar. She has pressed across the northern Solamnic plains from Dargaard Keep to Vingaard and now presses to take Palanthis, the jewel of western Ansalon. Only the High Clerist Tower and its pitiful defenders frustrate her efforts.

Kitiara is cool and cunning one moment, full of rage the next. Yet her emotions are held in check by her superior intellect. She does, however, often fall prey to her own sentimentality and will rein in a direct attack against her former companions if she recognizes them. This does not mean that she will allow them to spoil even the least of her plans. She may warn them out of her way, but feels that one warning should be sufficient. She will avoid killing her ex-companions if possible; if not, she will shrug and get the deed over with.

Kitiara's only apparent weaknesses are her feelings for her former companions and her arrogance. These weaknesses might be exploited in the future to obtain important information from her.

Kitiara is 5'9" tall with black hair and deeply tanned skin. Her crooked smile and flashing brown eyes can unsettle even the most hardened man. She has the strength of an accomplished warrior and the striking beauty of a temptress. She is not to be dealt with lightly.

NPC Capsules

Cymbal, a Copper Dragon

Chaotic Good Hit points 40
 Armor Class 1 Movement 9"/24"
 No. Attacks 3 Damage 1-4/1-4/5-20
 Hit Dice 8 THACO 13
 Acid and Slow Gas Breath

Cymbal is a medium adult copper dragon who has been imprisoned by Takhisis. He guards the approach to the good dragons' eggs. The Queen has managed to convince him that anyone passing through his room without orders from the Highlord Ariakus is intent on the destruction of the eggs.

Cymbal has some doubts about this explanation, but ignores them; it would certainly drive him mad to discover that he had been used to further the cause of evil.

Dargent, a Very Old Silver Dragon

Lawful Good Hit points 70
 Armor Class -1 Movement 9"/24"
 No. Attacks 3 Damage 1-4/1-4/5-30
 Hit Dice 10 THACO 10
 Paralyzing Gas Breath

Spells:

Level 1: *Read magic, sleep*
 Level 2: *Invisibility, wizard lock*
 Level 3: *Protection from normal missiles*
 Level 4: *Minor globe of invulnerability*
 Level 5: *Magic jar*

Dargent is the silver dragon who was left as caretaker of Foghaven Vale when the good dragons took their Oath not to interfere with the affairs of men. She made her lair beneath Foghaven Keep and watched over the Vale, Huma's Tomb, and the Stone Dragon, driving off those who sought to enter it. Her resolve to guard and not interfere was shaken by the increasing successes of the Dragon Highlords. Finally she left her abode to wander among the places of men and elves, using her natural and magical abilities to mask her presence.

Dargent wants mankind to rediscover the Dragonlances and use them against the evil dragons. While she cannot act directly, Dargent sees nothing wrong with meddling in human and elven affairs so they discover the Dragonlances on their own.

For purposes of the *magicjar* spell, Dargent has Wisdom and Intelligence at 17.

Feal-Theas, Dragon Highlord of the White Wing

7th-Level Chaotic Evil Elven Fighter/Magic-User

Strength 18/35 Dexterity 17
 Intelligence 13 Constitution 10
 Wisdom 11 Charisma 8
 THACO 13 Hit Points 33
 Armor Class -2 Movement 9"

Spells:

Level 1: *Charm person, hold portal, detect magic, read magic*
 Level 2: *Web, mirror image, ray of enfeeblement*
 Level 3: *Dispel magic, slow*
 Level 4: *Polymorph other*

Wears *chain mail +2*, carries *shield +1* and *longsword +2*

Feal-Theas is a slender, unusually dark-skinned elf. His armor and shield are of gleaming black, and his dark eyes seem to glow with the fire of madness.

Feal-Theas has sold out his race and his lands in return for promises of great power from the Dragon Highlords. Any elves with the party remind him of his treachery, inciting him into a berserk rage when attacking them (Feal-Theas gets a +2 to hit elves).

Despite his treasonous nature, Feal-Theas is not afraid to die. He will stand his ground courageously, using spells and his longsword intelligently.

Fizban the Fabulous

Fizban is a powerful wizard of indeterminate level. His powers are apparently hampered by his befuddled mental condition, as his spells often result in spectacular failures. Play him for laughs, but invoke the obscure death scenario in situations where he appears to die.

Fizban does not use spells to attack or otherwise obstruct the enemy, although he appears to try. However, if a PC seems sure to die, Fizban will try to cast a spell to save the PC's life, if possible. He can cast any magic-user spell.

Nefarik Gistar, War Galley Captain

6th-Level Human Fighter

Strength 14 Dexterity 10
 Intelligence 16 Constitution 11
 Wisdom 12 Charisma 15
 THACO 16 Hit Points 31
 Armor Class 5 Movement 12"

Wears *studded leather +1* and uses a *hammer +1*

Gistar is a ruthless captain who will go far in the evil forces. He runs a tight ship and enforces strict discipline; as a result, his troops perform well in combat situations.

He is dedicated to the cause of evil, and not susceptible to bribery. Any attempts at bribery result in immediate arrest.

The Gray Wraith

Lawful Evil Hit Points 52
 Armor Class 2 Movement 15"/30"
 No. Attacks 1 Damage 1-8
 Hit Dice 7+3 THACO 13
 Level Drain

The Gray Wraith was the guardian of the Silver Arm now worn by Theros Ironfeld. The Wraith, actually a spectre, is cursed to pursue the thief until one or the other of them is destroyed. To that end it has two special abilities: It cannot be *turned* while in the presence of the Silver Arm, and its piercing scream may create *fear* in the owner of the Arm. The Gray Wraith is faultless in its tracking and tireless in achieving its mission.

Harald Haakan, Ice Folk Chieftain

14th-Level Lawful Good Fighter

Strength 18/54 Dexterity 10
 Intelligence 13 Constitution 15
 Wisdom 14 Charisma 14
 THACO 5 Hit Points 88
 Armor Class 1 Movement 9"

Wears *chain mail +2*; carries *shield +1* and *Frostreaver (+4 battle ax)*

Harald is the fierce and proud leader of the people of the Ice Reaches. His face is framed by a flowing mass of red hair and a long beard of the same color. A large nose pokes out from this mass of hair; the eyes above are a deep, icy blue. Harald is a huge, heavy-set man, nearly seven feet tall and weighing over three hundred pounds. His clothing is made of pure white furs.

Harald takes his duties as chieftain very seriously. Everything he does is motivated by his concern for the Ice Folk. He is superstitious and distrusts anything he does not understand, including most forms of magic. Quick to anger, Harald is also quick to admit mistakes. Often, however, the victim of the mistake is no longer capable of accepting the apology.

Harald has been gravely disturbed by the appearance of minotaurs and other evil creatures in the Ice Reaches in recent months. The thanoi are an ancient enemy of his race, but their increasingly aggressive behavior has contributed to his concern. For many months, his warriors have returned from hunting trips with reports of having seen a great white serpent soaring high above the glacier, flying to and fro from Ice-wall Castle. Harald senses an evil master plan behind these events, and thus he is very suspicious of strangers, and cautious in all endeavors.

Harkunos the Boar

Neutral Evil Hit Points 48
 Armor Class 6 Movement 12"
 No. Attacks 1 Damage 3-18
 Hit Dice 7 THACO 13

Harkunos (the Thunderer) is a huge wild boar that stalks the Kagonesti forest. It is seven feet high at the shoulder and has a nasty temperament. It is hunted by all three groups of elves.

NPC Capsules

Michael Jeffrey (Lord of the Crown)

8th-Level Fighter

Strength 12	Dexterity 14
Intelligence 14	Constitution 16
Wisdom 14	Charisma 16
THAC0 14	Hit Points 46
Armor Class 0	Movement 12"

Wears plate armor, carries shield, *longsword* +3, lance

Lord Michael's outward appearance is that of a model Knight who follows every letter of the Measure. Only rarely does he allow his true self to show through his gleaming armor. Michael is a cunning and ruthless leader who uses the many convoluted strictures of the Measure to further his ambitions. He sees the campaign at the High Clerist Tower as an opportunity to improve his position among the Knights. If that means slandering or destroying the reputation of those around him, so be it. Seldom does anyone ever see this side of this Lord Knight.

Captain Karyzzal

Lawful Good	Hit Points 8
Armor Class 10	Movement 12"
No. Attacks 1	Damage 2-8/1-4
Hit Dice 1	THAC0 13

Captain Karyzzal is a grizzled seafarer who has a surprisingly pleasant manner. He abhors the spreading reign of the Dragon-armies and yearns for his younger days when he might have done something about it. Now he will do his utmost to aid the PCs in their quest, even to the point of sacrificing his life.

Raggart Knug, Ice Folk Cleric

10-Level Lawful Good Cleric

Strength 8	Dexterity 9
Intelligence 12	Constitution 9
Wisdom 15	Charisma 8
THAC0 13	Hit Points 33
Armor Class 5	Movement 12"

Wears *leather armor* +2, carries shield and mace

The frailty of this old man is well concealed by bulky furs. Only his face, thin and wrinkled, betrays his age. His eyes sparkle with wisdom and humor, and his voice is kindly.

Raggart is descended from a long line of clerics pledged to await the return of the True Gods to Krynn. He is familiar with the symbols that represent the True Gods-including the medallion that will be worn by any PC cleric-and will herald the discovery of a spellcasting cleric as a sign that the True Gods have returned.

The Revered Cleric of the Ice Folk is the only person who can craft the *Frostreavers*, though he may not wield the weapons in bat-

tle. In exchange for knowledge of the True Gods, he will provide the party with a *Frostreaver* before the heroes continue their quest.

Mad Boris, Captain of *Black Skull*

Chaotic Evil	Hit Points 45
Armor Class 6	Movement 12"
No. Attacks 2	Damage 2-8/1-4
Hit Dice 5+3	THAC0 13

Mad Boris is the ruthless minotaur captain of the pirate vessel *Black Skull*. He has a charter to plunder in the name of the Highlord Ariakus, and enthusiastically goes about his trade.

Alfred Markenin (Lord of the Sword)

10th-Level Fighter

Strength 15	Dexterity 12
Intelligence 10	Constitution 15
Wisdom 14	Charisma 13
THAC0 12	Hit Points 59
Armor Class 2	Movement 12"

Wears *plate armor* +1, carries two-handed *sword* +2, lance, bow, and quiver of 20 arrows

Lord Alfred is the wisest of the Lord Knights present at the Tower of the High Clerist. He sees the tactical situation clearly and recognizes that the low morale of the Knights will bring about their defeat more surely than any army. Yet despite the clarity of his vision, Alfred lacks the courage to take a stand and oppose his peers. Although a skilled warrior and leader, he hates war and would avoid it at almost any cost. The loss of life appalls him yet he feels powerless to stand up and correct the many problems he sees.

Merathanos of the Silvanesti

6th-Level Elven Fighter/Mage

Strength 17	Dexterity 13
Intelligence 16	Constitution 15
Wisdom 9	Charisma 13
THAC0 16	Hit Points 348
Armor Class 5	Movement 12"

Spells:

Level 1: *Charm* (x2), *sleep*, *light*
 Level 2: *Ray of enfeeblement*, *web*
 Level 3: *Slow*, *water-breathing*

Merathanos wears *chain mail* +2 and carries a *longsword* + 1. She also carries a longbow and quiver of 20 arrows, all tipped with venom (save vs. paralyzation or be paralyzed for 1-10 rounds).

Merathanos is a leader of House Woodshaper, but she excels at the hunt. She uses her spells in hunting for her people, but more often does without them for the thrill of the chase. She is well aware of her skill, and is haughty, proud, and used to getting her way.

She views other elven race as lesser than her own.

Ogmag, an Ogre Mage

Lawful Evil	Hit Points 42
Armor Class 4	Movement 9"/15"
No. Attacks 1	Damage 1-12
Hit Dice 5+2	THAC0 15
Spells	

Ogmag is the keeper of the road through Gateway Pass. He was an advisor of Storm-ogre's who got on the hill giant's bad side and was cast out. He lives in the vale and has a good idea of the situation on both sides of the mountains.

Ogmag makes his living by preying on travelers. He is usually in his *polymorphed* form (an old human hermit). He invites the unwary in to dinner and then poisons them.

Revered Ancient One

Shadowpeople's Leader

The Revered Ancient One has no physical attributes, and consequently no statistics. It is the focal point of the mental energies of the Shadowpeople. It dwells in a cave in the heart of the volcano Luerkhis. It has the abilities to *cure serious wounds* and *teleport* an unlimited number of times per day, but only while the Council of the Shadowpeople is in session.

Sleet, an Ancient White Dragon

Chaotic Evil	Hit Points 56
Armor Class 3	Movement 12"/30"
No. Attacks 3	Damage 1-4/1-4/2-16
Hit Dice 7	THAC0 14
<i>Cold Breath</i>	

Sleet's Treasure Pile:
 3,000 pp; 24,000 gp; 12,000 ep; 40,000 sp
Wand of fireballs (2 charges)
 Potions, 2 doses apiece: *gaseous form*, *invisibility*, *healing*, *speed*
Ring of fire resistance
 10 +2 arrows
Rope of entanglement
Orb of Dragonkind

Sleet is the mount of Feal-Theas. She cannot cast spells, but attacks savagely with her breath and other natural weapons. While she is not very intelligent, Sleet's animal cunning makes her dangerous. She will use only two breaths in combat, saving the third to make her escape, if necessary.

If reduced to half her hit points, Sleet will leap through the waterfall and freeze it solid with her third breath. It will take the heroes at least one turn to hack through the mass of ice, and by that time Sleet will have fled up her escape tunnel and reached the exit onto the glacier.

NPC Capsules

Lord Soth (The Black Rose Knight)

Deathknight

Strength 18/99 Dexterity 14
 Intelligence 10 Constitution 17
 Wisdom 9 Charisma 17
 THACO 12 Hit Points 59
 Armor Class 0 Movement 12"

Wears *plate armor +3*, carries two-handed sword +2

Soth was an ancient Lord Knight of Solamnia at Dargaard Keep. Through his own acts, he called a terrible doom upon himself and his associates, including his loyal Knights.

Now does he brood in the dark castle, with groaning spirits singing a never-ending dirge of his folly. He is a dark soul. The Blue Lady has made some contact with him that brings him into this war of men and dragons on the side of evil.

He casts *wall of ice* at will, generates *fear* in a five-foot radius, and has innate power to *detect magic* and *detect invisibility*. He can *dispel magic* twice per day. Once per day he can use any one of the *power word* spells, a *symbol of pain or fear*, and generate a 20d6 fireball.

The heroes would do well to avoid this Knight until they are better prepared.

Thunderbane, Son of Stormogre

Neutral Evil Hit Points 48
 Armor Class 4 Movement 12"
 No. Attacks 1 Damage 2-16
 Hit Dice 8 THACO 12
 Hurls Rocks

Thunderbane wears a *cloak of protection +3* and a *brooch of shielding*; he carries three *javelins of lightning*

Thunderbane is the son of Stormogre (ruler of Daltigoth) and is foul-tempered and mean-spirited. Thunderbane enjoys his position, and is a bully and a tyrant; he hunts creatures that have escaped his mines or offended him. He knows that his father will kick off soon, either in war or of his own greed, and is content to wait for that happy day. Thunderbane has two equally repulsive brothers, Hammerfall and Strokelightning, who have similar stats.

Virkhus (The Horn of Dawn)

Undead Knight Returned

Strength 18/99 Dexterity 14
 Intelligence 8 Constitution 14
 Wisdom 10 Charisma 17
 THACO 1 Hit Points 135
 Armor Class -2 Movement 12"

Wears *plate armor +5*, carries two-handed sword +2

Virkhus was the Lord Knight of the Rose in the Tower of the High Clerist at the time of the Cataclysm. He was Yarus's closest friend and confidant.

Virkhus was a defender of the weak and an untiring foe of evil and injustice. Some knew him as Yarus's "33rd piece," a term that referred to the Knight's ability to influence great events in favor of the good.

Virkhus uses the *Horn of Dawn* to call his troops. These are the Legion of Virkhus who were the most fearsome warriors known in the land. Before each battle, Virkhus would sound this horn to call his troops forth.

The fate of Virkhus is unknown, although he disappeared at the time of the Cataclysm.

Warren and Nathan Windsound

5th-Level Human Fighters

Strength 15 Dexterity 10
 Intelligence 14 Constitution 11
 Wisdom 13 Charisma 15
 THACO 16 Hit Points 30
 Armor Class 5 Movement 12"

Carries *longsword +1* (Warren only)

These are twin brothers from Estwilde. They fought together, leading a band of guerrillas against the Highlord's occupation forces, until Nathan's capture several months ago. Now Warren carries on the fight as sole commander of the guerrillas, while Nathan sweats under the whip as one of the Highlord's personal chariot slaves.

Lord High Cleric Yarus

23rd-Level Cleric

Strength 15 Dexterity 14
 Intelligence 17 Constitution 10
 Wisdom 21 Charisma 13
 THACO 9 Hit Points 85
 Armor Class -2 Movement 12"

Wears *plate armor +3*; carries *shield + 1*

Spells:

12 1st-level, 12 2nd-level, 11 3rd-level, 12 4th-level, 10 5th-level, 7 6th-level, 3 7th-level

Selected for this day:

Level 1: *Bless* x 3, *cure light wounds* x 5, *detect magic* x 3, *sanctuary*

Level 2: *Augury* x 2, *hold person* x 3, *resist fire*, *silence 15' radius* x 3, *spiritual hammer* x 3

Level 3: *Animate dead*, *continual light* x 2, *cure blindness*, *dispel magic* x 3, *prayer*, *remove curse* x 3

Level 4: *Cure serious wounds* x 8, *divination*, *lower water*, *protection from evil 10' radius* x 2

Level 5: *Commune*, *cure critical wounds* x 2, *dispel evil* x 2, *flame strike* x 3, *insect plague*, *raise dead*

Level 6: *Animate object*, *blade barrier* x 2, *conjure animals* x 2, *heal*, *word of recall*

Level 7: *Earthquake* x 2, *holy word*

Yarus, Lord High Cleric of the Knights of Solamnia, was the most powerful man in Solamnia. His forefathers had been of the Order of the Crown since the days of Vinas Solamnas. He sat in his great Tower in the Westgate Pass south of Palanthas.

Yarus was not concerned for his power but for the good works he could perform. Ever and always was he an opponent of evil. Thus it might seem strange that he befriended his greatest enemy.

Kurnos was the greatest tyrant remaining during the Age of Might. Himself a prisoner of Yarus, he was treated more like a guest than someone taken in battle.

Both men found diversion in games of Khas. They amused themselves for hours, playing games that lasted weeks. Their final game continued for over four months with neither gaining the advantage. They were playing when the Cataclysm came.

A great pillar in the Hall of Yarus fell as they played. It struck Yarus from behind, crushing his body and pinning one hand at his side. Thus did Yarus find himself powerless and dying.

Kurnos, sitting placidly in his chair despite the destruction, looked silently for a moment at Yarus, then smiled. Slowly rising to his feet, Kurnos swept all the pieces to his side of the board. "Your men are mine! I have won!"

With his free hand, Yarus gestured: All his Khas pieces disappeared from the board. With this gesture, Yarus died. Yet as the fire burned in Kurnos's eyes, Yarus's voice filled the domed hall: "I will return to finish our game when the 33rd piece is come."

Kurnos, refusing to accept defeat, called his minions into the Tower. Only a few of the valiant souls within escaped before Kurnos sealed the Tower. He set them to searching the Tower to find either the spirit of Yarus or the 33rd piece. Kurnos sat down again in his massive chair and waited.

And there, still waiting, did Kurnos die.

Yet was the vengeance of Kurnos tempered by the justice of Yarus. The spirits of the Tower opposed the searching spirits of Kurnos. Their battle goes on to this day, awaiting those whom Yarus foresaw coming to call him back from the dead.

Magic Items

Crown of Yarus

The Crown of Yarus is an artifact that dates to the time of the Cataclysm. Broken when Yarus was struck by a falling pillar, the three pieces of the crown were scattered about the Tower of the High Clerist. Some came under guard, others fell into forgotten rooms and places.

This was unfortunate, for it is only through the power of the crown that Yarus could re-enter the world and finish the game that bound so many souls to the Tower.

The crown is made of intricately laced polished steel fitted with diamonds (10,000 gpv).

Anyone who puts the crown on must save vs. spells. If the save fails, the person hears voices and suffers the effects of a *fear* spell. The person has the urgent need to remove the crown. If the save succeeds, then the PC hears the distant voice of Yarus calling, saying, "Come, noble one, come to me and fit me with my rightful crown. Journey (give directions)." Give the shortest possible directions to the Khas room (Encounter 77) in terms such as "up," "down," "left," "right," "forward," etc. This even works in the Eternal Halls (Encounter 62). These directions continue for one turn before the character must make another save as above. As long as the PC continues to save, the directions continue.

If the crown is placed on Yarus's skull, it slowly floats off the floor, followed by Yarus's scattered bones. All settle with great serenity into the form of a skeleton seated at the Khas board. A moment later, a ghostly blue aura surrounds the bones. See the entry on Yarus in the NPC Capsules for clues to subsequent events.

Dragonlances

Dragonlances are ancient artifacts created to defeat the evil dragons at the end of the early Dragonwars. There were 20 surviving Dragonlances hidden inside the Stone Dragon of Ergoth, ten each of the two types. In addition, more Dragonlances are being forged for the current Dragonwar.

There are two types of Dragonlances: mounted and footman's. Each is made of the same silvery metal, and gives off a healthy silver glow. The head is sharpened to a fine edge, and small barbs protrude from the sides.

The footman's lance is 8 feet long, while the mounted lance is double that length. The footman's lance can be cast as a spear at a -2 to hit. The mounted lance is heavier and often has a shield guard attached.

A footman's lance does 1d6 damage versus normal foes and 1d8 against larger than man-sized targets. Against any dragon it inflicts damage equal to the hit points of the wielder. (A 14-hit point fighter causes 14 points of damage.) The weapon is always +1 to hit (unless thrown).

The mounted lance does 3-9 versus normal foes and 3-18 against larger than man-sized targets. Against any dragon it inflicts damage equal to the hit points of the wielder and his mount. (A 15-hit point fighter on a 40 hit point dragon causes 55 points of damage). The mounted lance is too large for horse cavalry and is used almost exclusively by riders on dragonback. If not used mounted, the lance does damage to dragons as normal against large opponents. This weapon is always +2 when the wielder is mounted, and has normal chances to hit and damage when unmounted.

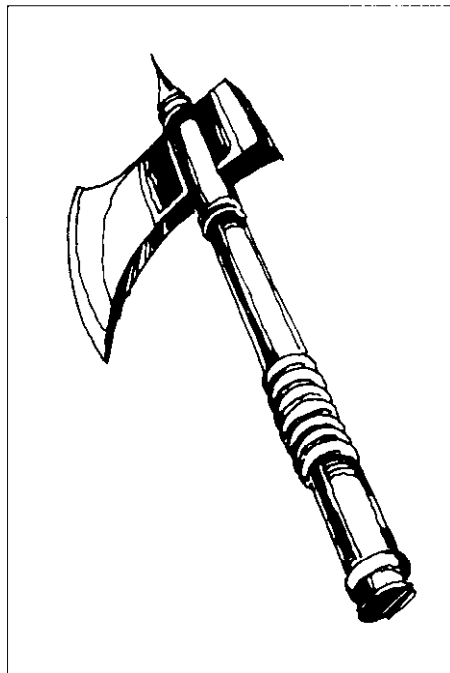
Frostreavers

A *Frostreaver* is a heavy battle axe +4 made out of ice taken from a secret location on Ice-wall Glacier where tremendous pressure, exerted for centuries, has created ice of extraordinary density. When it is specially treated by the Ice Folk, using the oil of the thanoi among other things, a blade of exceptional strength is created.

Only the Revered Cleric of each tribe of Ice Folk possesses the knowledge needed to create the *Frostreavers*. Each blade requires an entire month of work, so these are rare and valuable weapons.

The weakness of the blade is its nature; temperatures above freezing cause the ice to melt, rendering it worthless. Even though the ice is superhard and very dense, one day at a temperature above freezing will cause it to soften and become useless as a weapon. In a very hot environment, this softening occurs in only three hours.

Because of its weight, a *Frostreaver* can only be wielded by a character with a Strength of 13 or greater.



Magic Items

Glasses of Arcanist

These magical lenses are set in solid platinum frames. The frames are so narrow that the glasses will only fit on a halfling or an elf.

The *Glasses of Arcanist* were designed by the mage Arcanist several centuries before the Cataclysm and have lain unused in the secret library for nearly 200 years.

The glasses enable their wearer to read all writings, rendering a perfect translation of any topic in any language. Magical scrolls and spellbooks can also be read using these glasses.

Unfortunately, some concepts will be impossible for the reader to grasp despite the glasses' perfect translation. Therefore, make an Intelligence Check for each paragraph or section of writing that is read using the glasses. If the check is successful, the message is understood. If the check fails, the message is garbled: One word in the message is significantly changed for each number that the check fails by.

Thus, on a check result of 17 for a character of Intelligence of 12, five words will be garbled. The message "The hobgoblin army assembles before Pax Tharkas at dawn-prepare an ambush to meet them a mile down the valley" might become "The elephant army assembles before Pax Tharkas last year-prepare a banquet to meet them a mile down the ocean."

Khas (Krynnian Chess)

Khas is Krynn's version of chess. It is played with the same types and numbers of pieces as chess (eight pawns, two rooks, two knights, two bishops, and one king and queen on each side), but is played on a hexagonal field with each troop starting in opposing corners of the board.

The Solamnic Knights believe that the game reflects battles that are currently being fought somewhere in the world. Indeed, legends tell that great battles have been won or lost because of a Khas game being played elsewhere.

Yarus's board is 3 feet across and made of finest carved ivory inlaid with polished blue and cream marble. The pieces themselves are intricately crafted blue and cream granite.

Orb of the Silver Dragon

The three *Orbs* are fragile, etched crystal globes 10 inches in diameter. They were used long before the Cataclysm to destroy evil dragons—at least, this is the legend that has trickled down through the centuries. This is all the PCs know about the *Dragon Orbs*. They have no idea how the *Orbs* work.

Dragon essences imprisoned in the *Orbs* are the source of their power. The *Orbs*' real function is to summon evil dragons so they can be destroyed. Any character attempting to use the *Orb* must place his hands on the surface, gaze into it, and speak the command words (*Argentum Commandares*) inscribed on its surface. The globe expands to 20 inches in diameter.

You should secretly roll a saving throw vs. spells for the character using the *Orb*. If the saving throw is successful, any evil dragons within 10-40 miles (roll 1d4) hasten to the *Orb*. Roll percentile dice to determine whether there are any dragons within range:

01-20	Summons a blue dragon
21-30	Summons a red dragon
31-00	No dragons in range

These dragons viciously attack any non-evil creatures they find near the *Orb*. If the campaign situation does not specify the location of nearby dragons, there is a 33% (a 1 or 2 on a d6) chance that 1 to 3 dragons will show up. Each dragon arrives separately, 1 to 6 turns after the previous one. Randomly determine the ages, sizes, and colors of the summoned dragons unless campaign considerations dictate a certain result (white dragons while the party is on the glacier, for example).

If the character fails the saving throw, no dragons are summoned, but the character is *charmed* by the evil dragon essence within the *Orb*. Tell the player secretly that his character has been charmed but will act normally unless told otherwise.

Although the dragon in the *Orb* knows nothing about the current state of affairs in Krynn, it will guide the charmed character so as to aid the cause of evil. This is done subtly so that the other PCs suspect nothing until a critical point is reached (for example, if the PCs are attacked by evil creatures who stand a good chance of killing or capturing the party). Then the charmed character(s) will turn against the party if it appears that doing so will swing the battle over to the side of evil.

Any character who gazes into the *Orb* and speaks the command words immediately knows the *Orb*'s three secondary functions and may inform the party of these even if *charmed*. The *Orb*'s three secondary abilities are *cure serious wounds* three times per day, cast *continual light* at will, and *detect magic* at will. Whenever the *Orb* is used, check to see whether the character has saved vs. spells and whether the *Orb* has summoned any evil dragons. No one who activates the *Orb* learns its primary function (summon dragons) or of the *charm* effect.

Detect magic and *detect evil* spells show positive results if cast on the *Orb* or any charmed character. No NPC will voluntarily use an *Orb* except in the most dire of circumstances.

For purposes of dispelling, treat the *charm* effect as if the spell was cast by an 11th level magic-user.

The Silver Arm

The Silver Arm of Ergoth was forged by dragon, elf, man, and dwarf during the time of the creation of the original Dragonlances. This artifact is able to wield the Hammer of Kharas to create a perfect Dragonlance. Only with pure dragonmetal, the Silver Arm, and the Hammer can true Dragonlances be crafted.

The Silver Arm also acts as a *ring of regeneration* for its owner.

Singing Statue

This item appears to be a hollow statue of the healer goddess Mishakal that is made of beaten gold. If water is poured into the hole at the top, the statue begins to hum a varied, peaceful tune. The statue has the following properties when "singing": It acts as a *chime of opening* against any locked or held door; it prevents undead from approaching within 20 feet of its wielder; once per day it heals 1-6 points of damage to any person within 10 feet.

NPC & Dream Cards

Dream Card #1

Tasslehoff Burrfoot *?-Level Kender Thief*

Languages: Common, Kenderspeak

Thief Skills: Pick pockets 70%, open locks 67%, find traps 60%, move silently 72%, hide in shadows 64%, hear noise 30%, climb walls 81%, read languages 35%

Kender Traits

Taunt: Kender are masters at enraging others though verbal abuse. Any creature that understands the taunting kender must save versus spells or attack wildly for 1-10 rounds at a -2 penalty to hit and -2 to its armor class.

Fearlessness: Kender are immune to fear, including magically induced fear. They are curious about everything, and the combination of traits often gets them into trouble.

Dream Card #2

Theros Ironfeld *3rd-Level Human Fighter*

Str 17	Wis 16	Con 13	THACO 18
Int 12	Dex 12	Cha 9	AL NG HP 27

AC 2 (chain, shield +2)

Weapons Hammer (2-5/1-4), spear (1-6/1-8)

Equipment Smithy tools, rope, as selected by player

Languages Qualinesti Elf, Common, Solamnic

See back of card for more information.

Porthios of the Qualinesti *7th-Level Elf Fighter*

Str 18(45)	Wis 10	Con 16	THACO 14
Int 14	Dex 15	Cha 17	AL LG HP 65

AC 0 (chain +2, shield +2)

Weapons Longsword +3 (4-11/4-15), dagger +3 (4-11/4-15)

Equipment as selected by player

Languages Common, Qualinesti Elf, Silvanesti Elf

See back of card for more information.

Silvart of the Kagonesti *4th-Level Elf Fighter/9th-Level Thief*

Str 13	Wis 13	Con 15	THACO 16
Int 15	Dex 17	Cha 18	AL CG HP 34

AC 5 (Leather armor, Dex bonus)

Weapons Obsidian dagger (1-4/1-3), Hunting club (1-6/1-3)

Equipment Medicine bag with medicines to cure light wounds, cure serious wounds, and cure diseases once a day.

Languages Kagonesti Elf, Silvanesti Elf, Qualinesti Elf, Common

See back of card for more information.

Vanderjack the Sellword *10th-Level Human Fighter*

Str 17	Wis 9	Con 18	THACO 12
Int 13	Dex 13	Cha 10	AL N HP 80

AC 0 (plate mail +2)

Weapons Lifeleaver, a sword +2, nine lives stealer (3-10/3-14), dagger + 1 (2-5/2-4)

Equipment Ring of feather falling and as selected by player

Languages Common, Silvanesti Elf, Solamnic

See back of card for more information.

Theodenes the Gnome *5th-Level Gnome Fighter*

Str 15	Wis 6	Con 17	THACO 16
Int 17	Dex 10	Cha 14	AL CG HP 39

AC 3 (chain mail, ring of protection +2)

Weapons Guisarme (2-8/8), bardiche (2-8/3-12), trident (2-7/3-12)

Equipment Bag of holding, singing statue, climbing gear as selected

Languages Gnome, Common, Solamnic, Ergothic, Qualinesti Elf

See back of card for more information.



NPC & Dream Cards



Dream Card #2

You have been magic jarred. Your spirit is safe inside a ruby gem, and the individual who has possessed you is not interested in hurting you or your party. The spirit now in your body is that of a silver dragon named Dargent.

Dargent is interested in guiding the party to the Knights' outpost past Foghaven Vale. There is a great treasure there that she wishes you to find. She does not wish to reveal herself to the party or have her actions known, so pretend you still are who they think you are.

As a silver dragon, you have the following spells: Level 1: *Read magic, sleep*; Level 2: *Invisibility, wizard lock*; Level 3: *Protection from normal missiles*; Level 4: *Minor globe of invulnerability*; Level 5: *Magic jar* (in use).

You know the tongues of Common, Silver Dragon, Gnome and Kagonesti Elf. All knowledge of your former self is temporarily lost, including spell use.

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Dream Card #1

You are troubled by bad dreams that torment you but stop shy of waking you. You are standing on a mountain, looking over a great statue of a dragon. Something tells you that the dragon is very important, that it holds a great treasure. Looking to the south, you see a path filled with evil creatures in the service of the Dragon Highlords. Dragons fill the air and swoop down on you. You run toward the Dragon Statue, but find it receding as you approach. The evil dragons are almost upon you, breathing fire and ice.

You awaken in a cold sweat. Nothing is amiss.

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Theros Ironfeld, a metalsmith by trade, wandered into the Haven Valley from far to the north several years before the first incursions of the Dragon Highlords. He dealt chiefly in weapons, and his craft was known throughout the area, particularly among the Qualinesti Elves.

When the draconians invaded, Theros worked against them alongside Gilthanas. The price of his rebellion was the loss of his arm to a draconian squad. Theros was brought to Qualinesti and accompanied the elves into exile.

in their flight, Theros discovered the *Silver Arm*, a magical device that has replaced his lost limb. The *Arm* has many strange properties, including aiding him in regaining lost health and aiding in his forging.

Theros is a large, gruff man of few words. He is unhappy working with the elves, and would rather be among humans, preferably fighting against the draconians that crippled him.

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Silvart, also called Silvara, is of the Kagonesti, a group of elves that rejected the civilized trappings of their eastern kindred. The Kagonesti have no metalworking abilities and live in harmony with the land.

Silvart is of a line of wise women, denoted by their fair skin and pure white hair (most Kagonesti have dusky complexions and dark hair). With the coming of the Silvanesti, Silvart entered into the service of these invaders in order to discover their intentions and actions, as part of a network of Kagonesti spies.

Silvart is a stunning beauty, but in her role as servant is usually dirt-caked and savage-looking. She wishes to help her people escape the burden of the other elves, and the only way to do so is to bring in the aid of others.

Silvart is aided in her missions by her dog, Dargo, a snow-white cooshee with 27 hit points.

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Porthios is the son and heir of the Speaker of the Suns, the leader of the Qualinesti people. He is the elder brother of Gilthanas and Laurana.

Unlike his siblings, Porthios has remained with his people and helped them in their flight before the Dragonarmies. He has supported his ailing father and it was his ship that first found Harkun Bay and the Silvamori encampment.

Porthios is a wise leader for whom the welfare of his people is the highest goal. He resents the attention paid to his brother's flighty adventures while he has helped steer the ship of the elven nation. He has no respect for his sister, who ran off to be with the half-elf Tanis.

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Theodenes is a respected authority on almost any subject, as is every other gnome on Krynn. Adventurous, curious, and with a deep love of mechanical objects, gnomes are master tinkerers. However, there is a saying: "If you want something broken, give it to a gnome."

Theodenes is good-natured, willing to help, and totally unable to learn from previous experiences. He is the ultimate handyman, and always carries a small bag of odd-shaped tools, each one specially made for some now-forgotten task.

Theodenes travels with his companion, a saber-toothed tiger kitten named Star. The kitten has 2 HD, 16 hp, and bites for 1-4 points of damage, and is almost as big a pest as her owner.

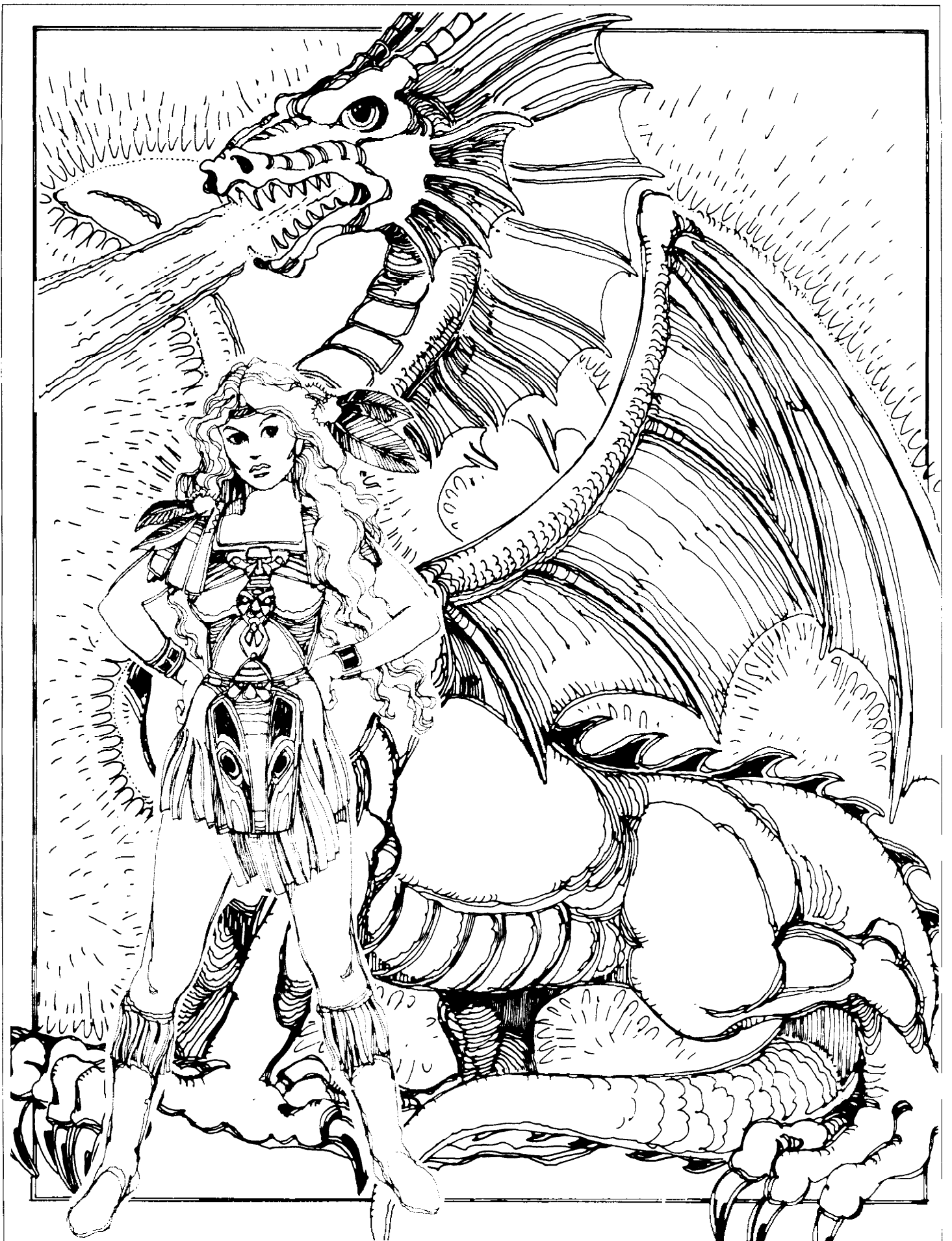
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Vanderjack is a sellsword, a mercenary who works for the highest bidder. He has served in both Solamnic and dragonarmies with less than spectacular results, and is currently working freelance, seeking the treasure of the Great Dragon while the armies fight.

Vanderjack is neither evil nor good, only greedy. A cache of gems is worth more to him than an entire nation. He sees himself as a well-respected leader, a shrewd dealer, and a master negotiator. Besides these delusions, he also tends to talk to foreigners and people of other races by speaking very loudly, confusing language barriers with deafness.

Vanderjack carries Lifecleaver, an energy-draining sword that he says he bought off his mother on her deathbed.

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The Silver Dragon

Although temporarily polymorphed into the form of the elfmaid Sylvart, you are really Dargent, a very old silver dragon. You were left as caretaker of Foghaven Vale when the good dragons took their Oath not to interfere in the affairs of men and left to dwell on the Isle of Dragons.

You made your lair beneath Foghaven Keep and guarded the Vale, the Stone Dragon, and Huma's Tomb against intrusion. For a long time, you drove away all who sought to enter the vale.

Gradually, your resolve to obey the Oath and maintain the sanctity of the Vale was shaken as the Dragon Highlords gained victory after bloody victory. The forces of good were driven before the brutal hordes of the Dark Queen on all fronts, and your heart grew heavy with foreboding and sorrow.

Finally, polymorphed as Sylvart, you left the Vale to travel among elves and men. Although your Oath prevented you from directly interfering in the affairs of men, you were able to subtly steer a group of heroes to Foghaven Vale, where they discovered the secrets of the Dragonlances. Although your interference in this process was minimal, you have been warned not to violate your Oath again.

You dare not assume your dragon form outside of Foghaven Vale for fear of being caught violating the Oath. Of course, in elven form you do not have the use of your breath weapons or flying abilities, but you are not prohibited from using your spell abilities.

Should you again violate the Oath, the great god of good, Paladine, has made it clear that, at the very least, you would be banished to the Isle of Dragons to languish there while the forces of evil overrun the world.

Your interpretation of this warning, however, allows you to travel as the elfmaid Sylvart, using her powers and abilities without violating the Oath. It is in this guise that you have made the long journey to Palanthis, where you desire to meet some of the same heroes who discovered the Dragonlances, seeking to persuade them to accompany you on a journey of the utmost importance.

As Sylvart, you have the abilities listed on the next page as well as the hit points of the silver dragon (70). Use the smaller number of hit points listed for Sylvart to conceal your true identity (they have no effect on play). Also Dargent's THACO of 10 remains with you in your polymorphed form, should you need to use it. Be careful though; a steady stream of successful combat rolls will make concealing your true identity more difficult.

The Oath

The good dragons have taken a solemn Oath that forbids them from entering Ansalon to aid the forces of good in the war against evil dragonkind. This Oath was demanded by Takhisis, the Queen of Darkness herself.

The Oath was taken because the Queen of Darkness stole all the good dragon's eggs: gold, silver, bronze, brass, and copper. She holds these eggs in a closely guarded secret location.

If the good dragons abide by the terms of the Oath, the Queen has promised to return all the eggs unharmed after the war has run its course and evil has triumphed.

If the good dragons interfere, however, Takhisis has promised to destroy the eggs.

The eggs, the future of the dragon race, are the only things that could have given the evil Queen the leverage she needed to restrict the good dragons. Because of their lack of opposition, the forces of evil led by the evil dragons show every sign of eventually conquering and laying waste to the world of Krynn.

Dargent, Very Old Silver Dragon

Alignment Lawful Good

Armor Class -1

Hit Points 70

Hit Dice 10

No. Attacks 3

Damage 1-6/1-6/5-30

Movement 9"/24"

Breath Weapons

Paralyzing gas

Cone of frost

THACO 10

Spells

Level 1: *Read magic, sleep*

Level 2: *Invisibility, wizard lock*

Level 3: *Protection from normal missiles*

Level 4: *Minor globe of invulnerability*

Level 5: *Magic jar*

For purposes of the *magic jar* spell, Dargent has Wisdom and Intelligence of 17 each.

Motivations and Restrictions

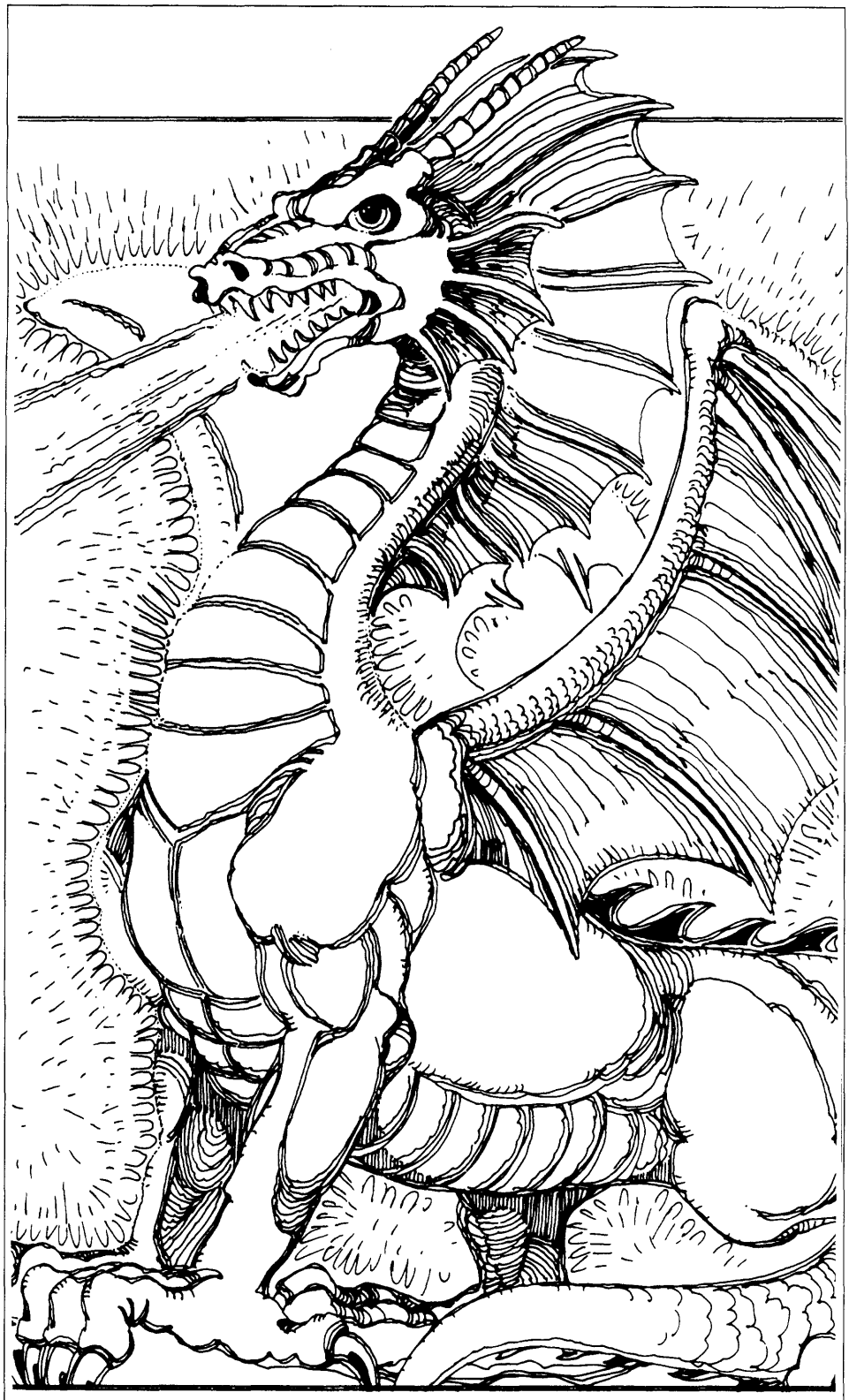
A confrontation with Paladine has left you certain that the key to the Oath lies in the city of Sanction, at the very heart of the lands controlled by the Dragonarmies. Yet even in your elven form of Silvart you would not stand a chance of entering that foul city and getting past the many guards to find that key to the Oath. Therefore, you have turned to the help of the heroes you knew and aided in the past. (Remember that Silvart has already established a relationship with the heroes. When you meet up with the heroes in Chapter 13, try to refer to your previous adventures.)

You suspect that the good dragon eggs are hidden at Sanction; your quest leads you there. If you could steal the eggs away from the Queen of Darkness, perhaps the rest of the good dragons could be persuaded to fight against her.

While you are not certain of the exact consequences, you know that if you shift into your dragon form while bound by the Oath, something very unpleasant is bound to happen. Paladine might not stop short of exacting your death as penalty should you again violate the Oath.

Thus you feel that you must remain polymorphed in the form of Silvart until you can gain a legitimate reason to consider the Oath broken. Without such a reason, you know that the vengeance of Paladine will be swift and terrible. The whole future of Ansalon may depend on you and your friends, and you don't want to risk being caught by Paladine again!

At the same time, the god hinted that if the Oath were broken legally or had been violated by Takhisis, not only could you freely change



to your dragon form, but the rest of the good dragons could return to Ansalon to aid in the fight against evil. How to break the Oath legally, however, remains a mystery. Perhaps the answer can be found in Sanction.

The aura of the befuddled wizard Fizban, whom the humans seem to regard with tolerance and good humor, awes you. You sense that there is much more to the man than anyone has guessed. He is a puzzle that is missing many pieces-in more ways than one, it seems!

Depending on the previous experiences between the PCs and Dargent, the players may or may not know that your character (Silvart) is in fact a silver dragon. Although the adventure is playable either way, if they do not already know your true identity, try to keep the information secret until the moment arrives when you can polymorph into your dragon form. This will heighten the suspense of the adventure and provide the other players with quite a surprise when they least expect it.

Sylvart, Kagonesti Elf

4th-Level Elf Fighter/10th-Level Elf Thief

Str 13 **Dex** 17
Int 15 **Con** 15
Wis 13 **Cha** 18

THACO 16

AL Chaotic Good

Hit Points 34

AC 5 (leather armor, Dex bonus)

Weapons Longsword + 1

Equipment Medicine bag containing ingredients to *cure light wounds*, *cure serious wounds*, and *cure disease* once per day; pack as selected by player (500 stl/500 gpw maximum)

Languages Kagonesti Elf, Silvanesti Elf, Qualinesti Elf, Common

Sylvart belongs to the elven race of the Kagonesti, a group that rejected the civilized trappings and conflicts of their cousins the Qualinesti and Silvanesti Elves. In Chapters 6 through 9, Sylvart helped the heroes escape from imprisonment by the feuding factions of elves. She proved her loyalty and courage many times during those adventures.

A stunning beauty, Sylvart has left the wilderness and learned to live in the civilized world so that she might follow her companions to Palanthas and enlist their aid in a mission of the utmost importance.

She is accompanied by her dog, Dargo, a snow-white cooshee. Dargo's attributes are:

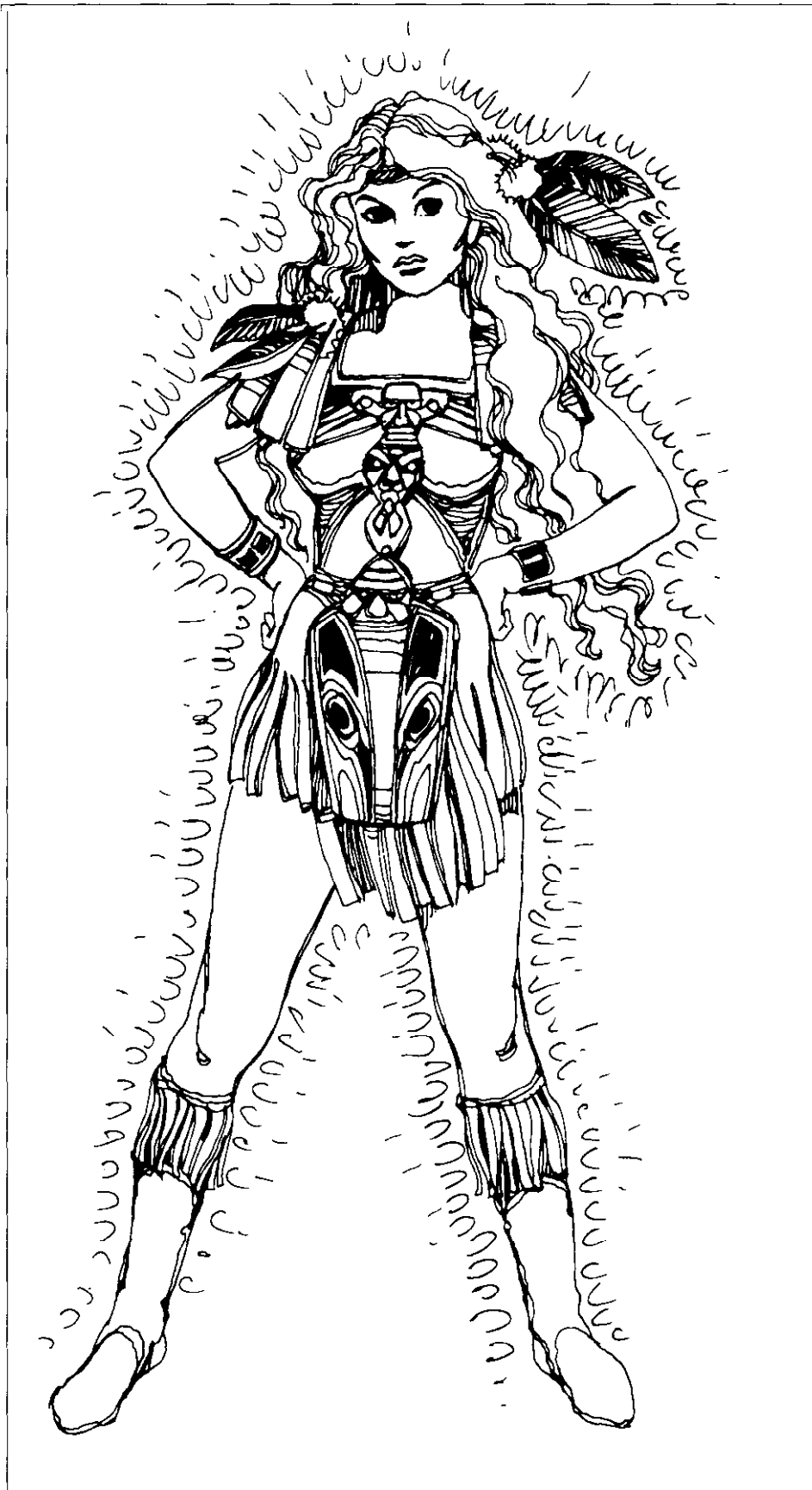
AC 5
HD 3+3
Hit Points 27
Movement 15"
Sprint 21"
No. Attacks 1
Damage 7-10

Special

Can use sprint speed when running in a straight line.

75% chance of camouflaging herself in brush and woodlands.

Knocks two-footed opponents off their feet with a successful hit.



Lord Gunthar kept a journal detailing the adventures encountered on his voyage from the Solamnic outpost on Ergoth to Palanthis. Show this to the player controlling Gunthar if he is a PC.

We sailed from Ergoth into a gray mass of clouds and storm. Traveling south around the elven cape, we passed up the protected channel between Ergoth and Qualinesti. It pains my heart to see that large stretches of the Qualinesti Forest have been put to the torch.

After two weeks of hard sailing, we called at Caergoth. That forbidding fortress is still held by a small band of Knights; most of its force has been sent northeast to the front.

In Caergoth, we met one Edward Whiterose. Poor fellow lost both of his legs in the fighting around Thelgaard. He keeps his chin up, and had much news of the war.

He reported that Solanthis has been captured and sacked by the Dragonarmies. From his stories, it sounds like nary a stone is left standing. Even so, several Knights have fallen back into the tunnels beneath the castle and carry on the fight from there. It's only a matter of time, I'm sure, until their food runs out. Still, I rejoice at this evidence of the spirit that once made the Knights great!

Edward served with a relief force sent to Solanthis. They arrived in time to witness the sacking of the fortress, but made contact with the Knights inside. Then his force was attacked by blue dragons and many draconians. They fell back toward Thelgaard, escaping the dragons at knight and knocking a few draconian heads in a midnight ambush.

In southern Solamnia, the Knights are mounting aggressive attacks followed by swift retreats into mountains or fortresses. Often they use diversions to draw the dragons away from the battlefield.

It was on such a sortie that Edward lost his legs; the dragons did not fall for the diversion and a sizable number of Knights were slain in that attack. Even so, Edward tells of a dozen Knights standing in line at a deep ditch, holding off hundreds of draconians while their

fellows made their escape. Finally, the breath of a blue dragon put an end to the stand.

We left several footman's Dragonlances with the troops at Caergoth. I gave strictest orders that they be transported immediately to the front. I hope that I will be obeyed.

From Caergoth we sailed north, still sensing the winter's ending warmth in the steady stream of storms. Three days out of Caergoth, we encountered another display of the cancerous spread of the forces of evil: A fleet of huge warships approached us from the south, making fair speed under a good wind.

We could have outsailed them easily, save for the loaded cargo ships that lumbered along with our fleet, so we turned to do battle. Five of their warships attacked, and we had but six smaller vessels to stop them. While the cargo ships made their escape, we turned into the wind and met the Highlord's fleet.

Fire arrows arched overhead, and our catapults launched burning bundles of oily rags. The Highlord countered with forces of airborne draconians, launched from the high masts of their vessels. Landing amid the Knights on deck, these draconians attacked savagely. Bloody fighting raged across each of our ships. Three of the Highlord's vessels were completely engulfed in flames.

The two remaining enemy ships closed with a pair of ours, and boarding parties crossed to aid the draconians already aboard. In the meantime, we succeeded in driving the draconians from the decks of our other vessels. Swiftly the little ships darted to the aid of their beleaguered comrades, but for one—the *Crimson Rose*—the relief was too late. The last of the Knights were put to the sword as our own vessel drew alongside; our only satisfaction came when we put the captured vessel to the torch to prevent the enemy taking her.

The ships of the Knights swarmed around the other Highlord's vessel. That ship was lashed to my own vessel, the *Regent's Crown*. The crew of the *Crown* put up a valiant defense, and aided by reinforcements from the rest of the fleet, we held her and broke off contact with the Highlord's ship.

The cargo vessels had made good their escape, so we broke off the action and sped northward. The dragonships did not pursue.

Because of damage sustained in the battle, the *Regent's Crown* required immediate repairs, so we made a brief stop in the kender port of Hylo. It was here that we were treated to a most entertaining display of the ingenuity of that diminutive race.

The Highlords had somehow managed to land an army on northern Ergoth, under the command of a brutal hobgoblin-Toede, they called him. It was a weak force by Dragon-army standards, primarily goblins and hobgoblins, but nevertheless posed a grave menace to the kender population.

Toede's force attacked the port the day after we called there, and we witnessed an unusual battle. The kender forces trooped through the city in chaotic fashion. I got the impression they thought they were attending a carnival. They drew up into a thin line on the field north of the city as the evil army came into view.

And then the kender began to taunt them! My ears have never been treated to such a variety of insults and verbal abuse. Of course, the hobgoblins and goblins went berserk, attacking wildly with no sense of order. This was all part of the plan, as the kender fell back in the center and drew the monsters into a narrow corridor of death. The kender attack was speedy and merciless and the surrounded monsters were massacred. We sailed before I could look more closely at the battlefield, but I know that the forces of evil were dealt a stunning defeat at the hands of the kender that day.

From Hylo, two weeks of clear and smooth sailing brought us at last to Palanthis with our precious cargo of Dragonlances. I can only hope that we have arrived in time.



Simplified Battle Resolution Chart



Since the battle of the High Clerist Tower is a great and complicated affair, role-playing without the BATTLESYSTEM™ rules would be impossible because of the large number of creatures involved.

If you are not using the BATTLESYSTEM rules with this adventure, use this simplified resolution system for determining the outcome of battles at the High Clerist Tower.

1. Determine Current Morale of the Knights. Find the current morale of the Knights of Solamnia.
2. Add or subtract any modifiers. Use the Morale Modifiers Chart and add or subtract any modifiers that apply. These modifiers do not change the morale of the Knights, they are only modifiers for determining the results of the simplified combat resolution.
3. Determine the results of the battle: Roll 1d6 and add it to the modified morale as determined in step 2. Find the result on the Simplified Battle Results Chart and determine the effects of the battle.

Return to the adventure once you have determined the results of the battle.

Morale Modifiers Chart

- +1 Previous Dragonarmy losses: cumulative for every 10% loss.
- +3 *Dragon Orb* success: If the *Dragon Orb* is used to lure a dragon to its death, either in the Dragontrap (Encounter 32) or by some other method, then this modifier is applied. Also negates "Dragons in the skies" modifier.
- +5 Virkhus returns and his legions join the battle.
- +5 Yarus returns and joins the battle.
- 1 Previous Solamnic losses: cumulative for each 10% loss.
- 2 Dragons in the skies.
- 5 Knights of Solamnia charge: see Events of Honor in the Knights of Solamnia section.

Simplified Battle Results Chart

Morale

Plus

Roll

Results

- 4 The Tower fails with heavy losses. The raging hordes of the Dragonarmy break over the walls of the Tower with devastating effect. The will of the Knights is broken and the Tower falls to the Dragonarmy! Solamnics take 50% unrecoverable losses and are driven from the Tower. Outside the Tower, the PCs have a random encounter (no random encounter check needed) every turn in the 2d10+ 17 range. Within the Tower, encounters continue to occur normally as the Dragonarmy has no interest in entering the Tower.
- 5-6 The Tower falls with losses: As above except that losses are held to 35% unrecoverable.
- 7-8 The Tower falls to cunning: As above except the Knights retreat from the Tower with only 25% losses unrecoverable.
- 9-12 Barely hold with losses: Pressed hard from the wall in several places, the Solamnics somehow manage to hold back the terrible tide of evil. Yet they know that this was only a portion of the Dragonarmy that fought here today. Solamnics lose 10% of their force.
- 13-14 Barely hold with minor losses: As above except that the Solamnics only lose 5% of their force.
- 15 Hold with losses: The Knights valiantly defend the wall and keep the Dragonarmy from gaining the battlements. Solamnics lose 10% of their forces unrecoverably but their morale remains the same.

- 16 Hold with minor losses: As # 15 above except that losses are held to 5%.
- 17 Hold without loss: As #15 above except that the Knights take no losses.
- 18 Repel with loss: The dragon forces fight fiercely yet the Knights drive them from the tower. The Knights suffer 10% unrecoverable losses. Treat this as a minor victory, raising the Knights' morale by 1.
- 19-20 Repel without loss: Same as #18 above except Knights incur no losses. Knights' morale increases by 1.
- 21 Repel and inflict minor damage: The dragon forces are surprised by the tenacity of the Knight's defenses as well as their cunning. They retreat from the field with a new respect for the Knights and a desire to bring up the rest of their army for the next engagement. Dragon forces take no appreciable losses and the Knights' morale is raised by 2.
- 22-23 Repel and inflict damage: Same as above except that 5% of the Dragonarmy forces involved are lost unrecoverably.

BATTLESYSTEM™ Optional Rules

The Battle of the High Clerist Tower was actually a series of battles conducted during the siege of the Tower.

When using the BATTLESYSTEM™ rules, the battle is divided into a series of Sorties (scenarios) which are to be played when indicated. Each Sortie lists time and location of the battle, the forces involved and their objectives, specific orders, and conditions for withdrawal.

The objective of the Dragon Highlord is to either take the Tower or isolate the Tower and match the army through the Westgate Pass into Palanthis.

Historical Background

Palanthis is the only deep-water port to survive the Cataclysm intact. It is also the center of learning and art on Ansalon. This prize has long been desired by the Dragon Highlords.

The Dark Lady led the primary thrust of the Blue Wing armies across the broad Solamnic plains while Ariakas commanded the Red Wing armies to the south. After Vingaard Keep fell to the Blue Wing, the combined armies of the Dragon Highlords moved toward the two western exits from the plains: One south of Thelgaard and Solanthis, the other the Westgate Pass north of the High Clerist Tower. The Red Wing was halted by the forces from Thelgaard and Solanthis; a division of the Blue Wing was detached south to break the impasse.

The Blue Wing rushed to conquer Palanthis. Only one thing stood in the Dark Lady's way: The Solamnic forces at the High Clerist Tower. Only a handful of demoralized Knights and mercenaries oppose Kitiara's march toward Palanthis. This adventure will determine whether the defense of the Westgate Pass succeeds.

Setting Up

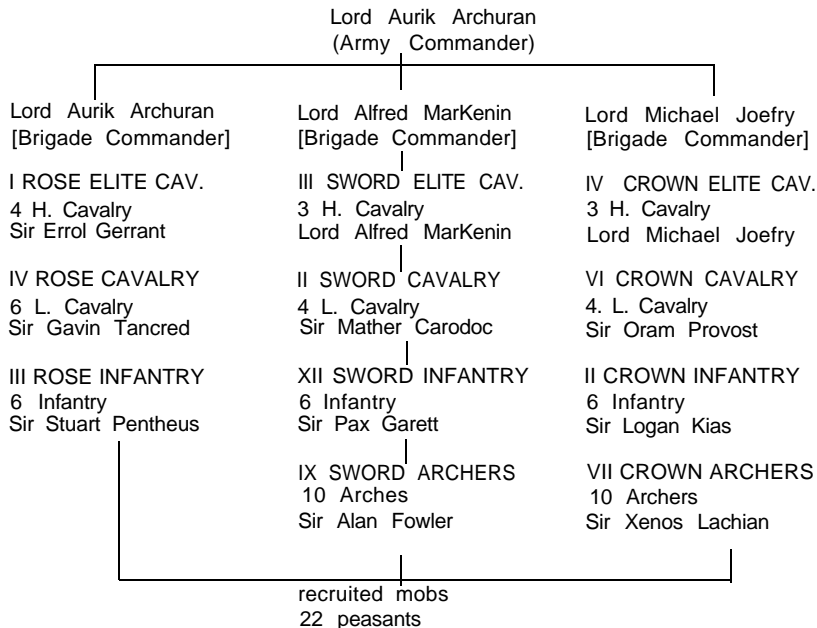
If you intend to use the BATTLESYSTEM rules for this adventure, it is a good idea to prepare in advance.

You need Hero and Commander Rosters and Army Roster Sheets. Using the statistics on the following Tables, fill out all the sheets. Everything you need is on the tables below.

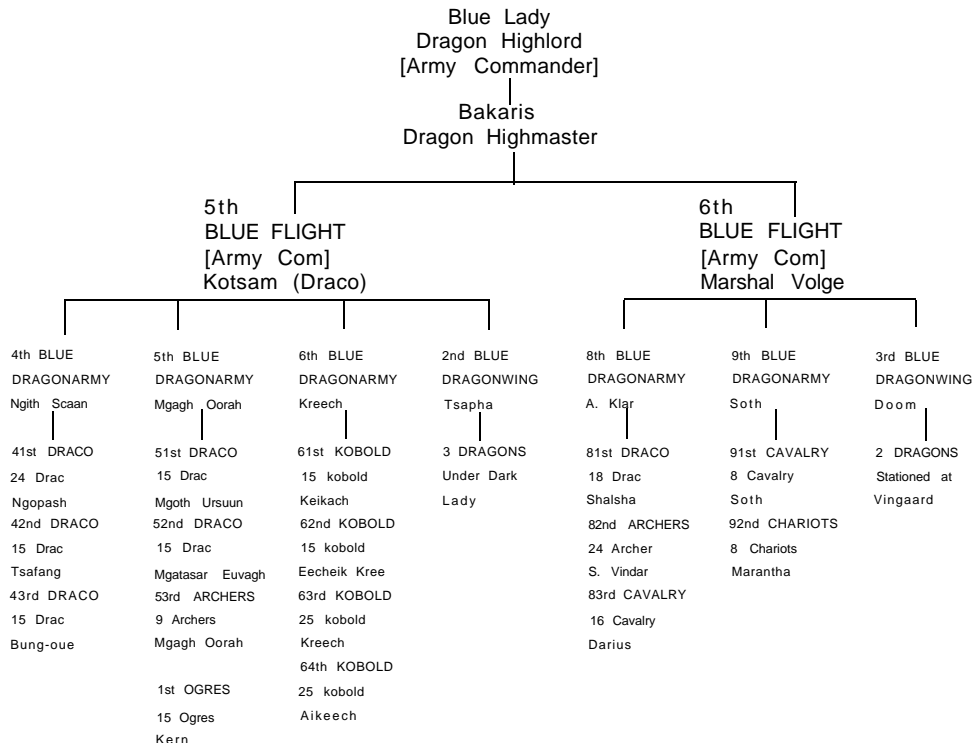
Not every role-playing session involves a battle, so you may not always need the full map of the High Clerist Tower and surrounding battlefield. If you have space to set up the battlefield for each play session you will be able to keep the players on their toes since they will not know when to expect an attack. Since battles tend to take up the entire night's gaming you should try to plan your game sessions around the battles.

Order of Battle

Whitestone Forces



DRAGON ARMY FORCES (BLUE DRAGON WING)





BATTLESYSTEM™ Optional Rules



HEROES AND COMMANDERS ROSTER

COMMAND	TYPE
LORD WARRIOR	ARMY COM
ARMY OF THE ROSE	BRIGADE
ARMY OF THE SWORD	BRIGADE
ARMY OF THE CROWN	BRIGADE
I ROSE ELITE CAV.	UNIT
IV ROSE CAVALRY	UNIT
III ROSE INFANTRY	UNIT
III SWORD ELITE CAV	UNIT
XII SWORD INFANTRY	UNIT
IX SWORD ARCHERS	UNIT
IV CROWN ELITE CAV	UNIT
VI CROWN CAVALRY	UNIT
II CROWN INFANTRY	UNIT
VII CROWN ARCHERS	UNIT
LEGIONS OF VIRKHUS	UNIT
DRAGON HIGHLORD	ARMY
DRAGON HIGHMASTER	ARMY
5TH BLUE FLIGHT	ARMY
6TH BLUE FLIGHT	ARMY
4TH BLUE DRAGONARMY	BRIGADE
5TH BLUE DRAGONARMY	BRIGADE
6TH BLUE DRAGONARMY	BRIGADE
8TH BLUE ARMY	BRIGADE
9TH BLUE ARMY	BRIGADE
4 1 ST DRACO	UNIT
42ND DRACO	UNIT
43RD DRACO	UNIT
51ST DRACO	UNIT
52ND DRACO	UNIT
53RD DRACO	UNIT
1ST OGRES	UNIT
61ST KOBOLD	UNIT
62ND KOBOLD	UNIT
63RD KOBOLD	UNIT
64TH KOBOLD	UNIT
81ST DRACO	UNIT
82ND ARCHERS	UNIT
83RD CAVALRY	UNIT
91ST CAVALRY	UNIT
92ND CHARIOTS	UNIT
2ND BLUE DRAGONWING	HERO
2ND DRAGON 1	HERO
2ND DRAGON 2	HERO
2ND DRAGON 3	HERO
3RD BLUE DRAGONWING	HERO
3RD DRAGON 1	HERO
3RD DRAGON 2	HERO

HEROES AND COMMANDERS STATISTICS

CLASS/		COMMANDER LVL																
AC	CB	HD	CR	hp	MV	T	H	C	A	R	MR%	PPD	P/P	RSW	BW	SP	DMG	SM/L
LORD AURIK	FTR/12	0	0	12	12	58	12	10	25	0	7	8	9	8	10		d8+2/12+2	
SIR ERROL	FTR/10	2	0	10	11	49	12	12	27	0	8	9	10	8	11			
SIR GAVIN	FTR/8	4	0	8	8	40	12	14	29	0	10	11	12	12	13			
SIR STUART	FTR/8	4	0	8	a	46	12	14	29	0	10	11	12	12	13			
LORD ALFRED	FTR/10	2	0	10	12	59	12	12	2	0	8	9	10	9	11		d10+2/3d6+2	
SIR MATHER	FTR/6	4	0	6	7	28	12	16	31	0	11	12	13	13	14			
SIR PAX	FTR/6	4	0	6	6	37	12	16	31	0	11	12	13	13	14			
SIR ALAN	FTR/6	4	0	6	9	44	12	16	31	0	11	12	13	13	14			
LORD																		
MICHAEL	FTR/8	0	+1	a	12	46	12	14	29	0	10	11	12	12	13		3d3d8+3d12	+3
SIR ORAM	FTR/5	2	0	5	8	28	12	16	31	0	11	12	13	13	14			
SIR LOGAN	FTR/4	4	0	4	5	27	12	18	33	0	13	14	15	16	16			
SIR XENOS	FTR/4	4	0	4	6	29	12	18	33	0	13	14	15	16	16			
BLUE LADY	FTR/12	-3	+1	12	13	65	12	10	25	0	7	8	9	8	10		d6 + 2/d8 + 2	
BAKARIS	FT/10	1	0	10	11	55	12	12	27	0	a	9	10	9	11		d10+2/3d6+2	
MARSHAL																		
KOTSAM	DRC/BAZ	4	-1	6	5	27	*	13	28	20	14	15	16	17	17		2d4;d8/d10	
NGITH SCAAN	DRC/BAZ	4	-1	4	4	17	*	15	30	20	14	15	16	17	17		2d4	
NGOPASH	DRC/BAZ	4	0	3	5	14	*	16	31	20	14	15	16	17	17		2d4	
TSAFANG	DRC/BAZ	4	0	3	5	19	*	16	31	20	14	15	16	17	17		2d4	
BUNG-QUE	DRC/BAZ	4	-2	3	3	13	*	16	31	20	14	15	16	17	17		2d4	
MGAGH																		
OORAH	DRC/KPK	4	0	6	9	25	*	13	28	20	13	14	15	16	16		1d4 + poison*	
MGOTH																		
URSUUN	DRC/KPK	4	0	5	7	28	*	15	30	20	13	14	15	16	16		1d4 + poison	
MGATSAR																		
EUVAGH	DRC/KPK	4	0	5	6	22	*	15	30	20	13	14	15	16	16		1d4+poison	
KERN	OGR	5	-1	6	+1	5	34	9	13	28	0	13	14	15	16		1d10	
KREECH	KBL	6	0	1	4	4	6	19	34	0	14	15	16	17	17		1d4	
KEIKACH	KBL	6	0	1	7	4	6	19	34	0	14	15	16	17	17		1d4	
EECHEIK KREEKBL	KBL	6	0	1	5	4	6	19	34	0	14	15	16	17	17		1d4	
AIKEECH	KBL	6	0	1	5	4	6	19	34	0	14	15	16	17	17		1d4	
VINDAR	FTR/9	1	0	10	9	65	12	12	27	0	8	9	10	9	11			
SHALSHA	DRC/BOZ	2	0	6	7	28	*	13	28	20	11	12	13	14	14		2d4	
DARIUS	FTR/7	-2	-2	8	10	45	12	14	29	0	10	11	12	12	13			
SOTH	DTH/KNT	0	+2	9	13	59	12	12	27	75	8	9	10	9	11			
MARANTHA	BANSHEE	0	-2	7	10	36	15	13	28	50	10	11	12	12	13		1d8	
TSAPHA	DRC/BOZ	2	0	6	9	38	1	13	28	20	11	12	13	14	14		1d4	
ELECTRUS	B DRAGON	2	-	9	-	54	9/24	12	27	0	5	6	7	5	8		2d6+4d4;d12	
THUNDERKILL	B DRAGON	2	-	8	-	48	9/24	12	27	0	7	a	9	8	10		2d6+4d4;d12	
BLUEFLASH	B DRAGON	2	-	8	-	48	9/24	12	27	0	7	a	9	8	10		2d6+4d4;d12	
DOOM	DRC/SIV	1	0	8	9	64	*	12	27	20	11	12	13	13	14		4d6	
KINDLEDOOM	B DRAGON	2	-	9	-	72	9/24	12	27	0	3	4	5	4	6		2d6+4d4;d18	
KNIGHTSTORM	B DRAGON	2	-	8	-	64	9/24	12	27	0	4	5	6	4	7		2d6+4d4;d16	
SKIE (Kil's)	B DRAGON	2	-	10	-	80	9/24	10	25	0	3	4	5	4	6		2d6+4d4;d20	

* See dracoman statistics in Appendix 1

Player Character BATTLESYSTEM™ Statistics

PC	MR%	CB	CR	MV	AR	PPD	P/P	RSW	SW	SP
Aaron	0	+1	12	12	29	11	11	12	12	13
Elistan	0	+1	12	12	31	7	10	11	13	12
Laurana	0	+1	10	12	31	11	12	13	13	14
Sturm	0	0	11	12	27	8	9	10	9	11
Flint	0	0	10	9	29	7	8	9	8	10
Tasslehoff	0	0	9	9	34	11	10	10	14	11
Gilthanas	0	0	9	12	31	11	12	13	13	14
Derek	0	0	10	12	27	8	9	10	9	11



BATTLE SCHEDULE

Use the sequence of Events in Chapters 10 through 12 to determine when each of the following battles take place.

The sorties listed here all occur in one of two places: the approaches to the Tower of the High Clerist or among the Hills of Virkhus. Use the battle map as a guideline for setting up the Hills of Virkhus.

The large map also gives the general layout of the approaches to the Tower. The environs of the Tower are detailed on the BATTLESYSTEM™ map. Tape this map down to your playing surface with masking tape and then place your terrain features around it as indicated. Place counters or figures directly on this map when running the battles around the Tower.

The interior maps of the Tower are on the other side of the large map. If you need to refer to this map during a battle, photocopy them for the purposes of running this adventure.

Sorties

The Juggernaut Comes (Battle of Firstblood)

Time of Battle: This battle is Event 9 found in Chapter 11. Run this battle when indicated.

Location: The Clerist Tower

Units Engaged:

- All Whitestone forces
- Dragon Highlord's forces:
 - 5th Blue Flight
 - 5th Blue Dragonarmy (all units)
 - 6th Blue Dragonarmy (all units)

Whitestone Orders: Repel the attack

Dragon Highlord Orders: The 63rd and 64th kobold archer units will attempt to pin down movement on the top of the curtain wall in support of the draconian advance. The 5th Blue Army will then select the weakest point of wall defense and, under cover of the 53rd draconian archers, make an attempt to scale the wall.

This attack will test the defenses for weaknesses. Break off attack if more than four units rout or if any unit takes more than 25% casualties.

Battle of the Clerist Wall

Time of Battle: As indicated by the Adventure Clock. See Chapter 11 for details.

Location of Battle: The Tower environs

Units Engaged:

- All Whitestone forces
- Dragon Highlord's forces:
 - 5th Blue Flight (all units)

Whitestone Orders: Repel the attack

Dragon Highlord Orders: The 2nd Blue Dragonwing begin the attack with magic and *dragonfear* to pin the wall troops while the draconian forces advance. The 53rd archers use arrow fire to keep resistance pinned down while the draconian units try to scale the wall. If this is successful, then the kobold units try in support while the draconians attempt to take the wall. Should this fail, the dragons land behind draconian lines. Remaining draconian assault units then mount the dragons and conduct drop assaults on the wall in support of ground assault units in an effort to gain a foothold on the wall.

Should the army take greater than 50% losses from either destruction or rout, then the Dragonarmy retreats and reforms for the final attack. Treat each unit loss as 0.5%. Thus, if more than 100 figures are either routed or destroyed, the Dragonarmy must retreat.

Special Orders: The objective for the DM is not to actually take the Keep, but to scare the players. The players need to understand that their position is tenuous and that something must be done about the Knights' morale.

Knights Breakout

Time of Battle: When the Knight's Morale Rating reaches 8 (see pages 00 and 00) or if the PCs decide to take the field.

Location of Battle: Virkhus Hills

Units Engaged:

- All Whitestone forces
- Dragon Highlord's forces:
 - 5th Blue Flight (all units)
 - 6th Blue Flight
 - 8th Blue Dragonarmy
 - 9th Blue Dragonarmy (Reaper)

Whitestone Orders: The infantry will march from the southern gate followed by the cavalry and will deploy themselves to engage and charge the enemy.

Dragon Highlord Orders: The 61st, 62nd, 63rd, and 64th kobolds will be *hasted* by the 81st draconians before the engagement occurs. The entire 6th Blue Dragonarmy will

deploy in closed formation on both sides of the road. The kobolds will almost certainly rout when charged.

Hidden in the hills south, east, and west of this location will be the 4th Dragonarmy to the west, the 5th Dragonarmy to the east and the 8th Dragonarmy with the 9th Reaper Dragonarmy to the south.

The Dragon Highlord's objective is to crush the offensive and destroy the Whitestone army.

Special Orders: Pull out all the stops.

Battle of the Reaper (Final Battle)

Time of Battle: This battle takes place when the conditions given in the Epilogue are fulfilled. (See the Epilogue and the Adventure Clock.)

Units Engaged:

- All Whitestone forces
- Dragon Highlord's forces:
 - 5th Blue Flight (all units)
 - 6th Blue Flight
 - All units except the 9th Blue Dragonarmy

Whitestone Orders: Hold the Westgate Pass and High Clerist Tower at all costs.

Dragon Highlord Orders: All remaining forces of the 5th and 6th Blue Flights are thrown against the Tower. Assault drops of draconians and dragon lightning will be employed to breach the walls and gain the Tower.

The Dragon Highlord's forces will press the attack until 50% of her units are routed or destroyed.

Special Orders: Pull no punches. If the PCs have successfully completed their quest in the Tower you should find yourself with a good fight on your hands. On the other hand, if the PCs fail at the Tower, then you must show them the results of their failure. Good luck, Dragon Highlord!

Special BATTLESYSTEM™ Rules

The Tower of the High Clerist is a fortress from the ancient days of Krynn. It has a central keep surrounded by a curtain wall for defense. Although it looks rather indefensible (many gates and seemingly easy access to the keep itself) it is a formidable fortification when properly defended.

Altitudes of the Tower

The curtain wall that surrounds the Tower is at Medium Altitude (see BATTLESYSTEM™ case [15.11) while the inner Towers are considered High Altitude (8").

Access to Walls

One Game Round (GR) of movement is needed to move down from a wall to a courtyard (4") and two GRs of movement to climb up onto a wall (8") on the internal ladders and stairs that the Knights have in place. These ladders are easily kicked down from the walls and are destroyed if this is done. The eight inner towers may only be reached by climbing the external ladders the Knights have propped at the exterior of the towers. Climbing into a turret from the curtainwall takes 8" movement.

Main Gates

These gates may be opened from the inside by any unit. The unit must start its movement adjacent to the door and take the entire GR to release the lock mechanism and open the gate.

Special Defenses

The Knights are only partially aware of the defensive mechanisms of the Tower but can use the ones they know about to good advantage. There are many arches that connect the curtain wall with the Tower. Defenders can cross the tops of these walls to reach the curtain wall. The section of wall directly over the arches is trapped, but can be released by the defenders. This causes the span over the arch to fall, completely blocking the access between the courtyards and between the curtain wall and the Tower. Each of these sections may be dropped separately.

Should the Knights take up positions inside the Tower, then the Knights inside the Tower gain a -5 to their AR and a +8 to their defense. This is because of the defensive structures inside the Tower. The Knights will not enter the Tower unless their situation is extremely desperate.

Dragonlances

There are 30 Dragonlances available, enough to arm three units of 10:1 ratio troops. These are all footman's lances. See the Magic Items appendix for more information on Dragonlances.

Only troops trained in the use of the Dragonlances will be able to use them effectively against dragonkind. If the troops using the lances have not been trained in them during the course of the adventure, then treat the Dragonlances as + 1 lances doing 1d6/1d8 damage.

Siege Wall Defense

Future BATTLESYSTEM™ supplements will address the official rules of siege combat and defense. Until those rules are available, use the following special rules for purposes of these battles.

Battlement Walls

The curtain wall of the High Clerist Tower and the Tower itself are considered battlement walls. Unless climbed via a stair, ladder, rope, or some other means such as flying, these walls are impassable.

Attack and Defense Modifiers for Walls

Defenders on a battlement wall receive a melee attack rating bonus of -4 and a defense rating bonus of -4 to their armor class when attacked from below. Units atop battlement walls may not be engaged in melee combat by troops below them unless the attackers first scale the walls.

Melee Weapon Troops: Melee troops on top of a battlement wall may drop objects onto troops beneath them. Normally these objects are rocks that do 1d4 points of damage. These attacks receive the -4 AR bonus for attacking from above. This is that unit's attack for the round.

Missile Fire Modifiers: Archery units on top of the walls are entitled to the AR bonus for melee (-4) when firing on units within 2 inches of the wall's base. In addition, the following rules apply:

1. When firing up: altitude affects range. The curtain walls are medium altitude (4") and the towers are high altitude (8"). Add the height difference (between target and attacker) in inches to the horizontal distance to determine the range for the missile attack. For example: a unit of kobold archers is firing up at defenders on the curtain wall of the Tower (4" above the field of battle). The kobolds are 10" from the base of the wall. Their range for missile fire is 14" (10" from the wall base +4" for the height of the wall).

2. When firing down: altitude affects accuracy. Measure the from the base of the wall to the target with no height modifiers. However, add 1 to the AR of any elevated unit for every 2 inches of altitude. Thus, archers firing from a low-altitude wall would incur no addition while archers firing from a medium-altitude wall would add 2 to their AR and units at high altitude would add 4.

Exception: If the target is within close range of the weapon then the AR penalties for height are ignored. For example: an archer unit on a medium altitude wall (4") is firing on an approaching draconian Assault Unit that is 6" from the wall. If the archer unit has longbows (short range of 7") then the AR penalty for height is ignored. If the archers are using short bows (short range of 5") then the draconians would be at medium range and the AR penalty would apply.

Scaling the Battlements

For Dragonarmy ground troops to engage the enemy inside the fortress, they must deal with the wall around the keep. They must either go through it (by creating a breach or breaking down a door) or go over it (either by flying or scaling the wall).

Scaling the wall may be accomplished with grappling hooks and ropes or with ladders (Draconian assault forces carry both.) Ladders require one full BATTLESYSTEM™ Game round to put into place and then may be climbed on the following GR. Grapples may be thrown and climbed in the same GR.

In either case, it takes one GR to climb to the top of a ladder or grapple. Units that climb ladders or grapples are at the top of the wall but not yet on the wall at the end of their movement phase. They may engage in melee with any units opposing them on the top of the wall. Units ending their movement at the top of a grapple or ladder may be fired at, without benefit of cover, by missile-firing units on or beyond the wall they are attempting. On the following turn any unopposed wall assault units may move onto and along their wall at their normal movement rates.

Ladders may be pushed away from the wall by any figure. One figure may push one ladder away from the wall per GR, but may not perform any other action that round. Grapples ropes may be cut during an end of Game Round phase in which there is no attacking unit remaining on the rope.

Only one figure may climb a ladder or grapple rope at a time. If a figure becomes engaged in melee when climbing, it stops on the ladder or rope. Only the climbing figure is engaged; the other figures in the unit are not engaged. Units attempting to scale a wall automatically go to open formation (without movement penalty).

Figures on a grapple suffer a +6 to their attack roll due to the instability of the grapple rope as a fighting platform. Figures on a ladder suffer a +2 to their attack roll for the same reason.

Units other than Assault Units may climb ladders after they have been placed by Assault Units. Missile firing units may not fire missiles while climbing ladders. Only Assault Units may use grapples for scaling walls.

Units Dropping onto Walls

Draconian units that are flown over a wall may glide onto it and engage defending troops in melee combat. The draconian commander has the option of landing troops either immediately in front of or immediately behind defending troops on the wall. Troops landing behind the defender's lines get a -2 to the attack roll for attacking the rear of the formation but do not immediately disengage defending troops. Attackers landing immediately in front of defending troops get no attack bonus but force the defending troops to disengage immediately from the wall.



Wall Breaches and Gates

Siege walls may only be damaged by siege equipment, magic, certain large creatures (ogres in this adventure), and breath weapons. The curtain wall of the High Clerist Tower (as with the stone of the rest of the building and the rock on which it is built) is 75% magic resistant. *Knock* spells fall under this 75% resistance. The damage done by spells is found in the Siege Attack Values Table (page 109 of the *DUNGEON MASTER™ Guide*).

It takes 100 points of damage to create a breach in the curtain wall surrounding the keep. It takes 50 points of damage to open holes in the keep's wall or any of the gates. The breach in the wall will be 30' wide (1" on the BATTLESYSTEM™ scale). Place magic markers to delineate the position of the breach. Troops must pay Rough Terrain movement penalties (see BATTLESYSTEM rules Table 14) to pass through a breach.

The gates of the curtain wall are of magical iron wood and take 70 points of damage before breaking. Broken gates are treated as obstacle terrain.

Charging from the Tower

It is possible to mount a charge from within the Tower. The gates must be opened and remain open throughout the round in which cavalry attempts to leave the Tower. The frontage of the cavalry must not exceed the width of the gate.

Units and the Width of the Wall

A unit may be on the wall despite the fact that the unit is wider than the wall. Units on the wall may only be one rank deep. The only exception to this is draconian air assaults.

Routing Within a Fortress

Whenever a rout takes place outside a fortress (on the field of battle), normal BATTLESYSTEM rules apply. Units inside a fortress also rout normally when the rout is as a result of melee combat.

If a unit inside a fortress routs due to missile or magical attack (including *dragonawe*) while in command, that unit must immediately make a second morale check. If the second check fails, then the unit routs normally. If the second check succeeds, then the unit has the option of going "turtle down."

A unit that goes turtle down hides behind hard cover. Turtle down units may not perform any further action until the rally phase of the following turn or until they are engaged in melee combat. Turtle down units automatically rally during the rally phase and are no longer considered turtle down.

If a unit that was previously turtle down is subsequently engaged in melee combat, that unit immediately rallies and engages the enemy. Turtle down units fight melee at a -4 to their attack.

Units that have gone turtle down may not be fired at with missile weapons using direct fire unless the attacker is at a higher altitude than the turtle down unit. Units that are turtle down may be fired at with missile weapons using indirect fire.

A unit may decide to go turtle down on its own (to avoid missile fire, for example). Units that elect to go turtle down, however, must make a Morale Check. If failed, then the unit routs away from its position. Otherwise the unit goes turtle down. Units routed this way may not try to turtle down until the next Game Round.

Mounting Cavalry and Air Assault

Cavalry units and draconian Assault Units may change from mounted to dismounted and vice versa under certain circumstances.

Mounting requires one full movement phase. A unit that begins its turn in base-to-base contact with an enemy unit may not attempt to remount on that turn.

Draconian Assault Units may mount one figure on a dragon at a time.

General Dismounting Rule

Dismounting takes place at the beginning of the movement phase. It costs cavalry 1/2 their infantry movement rate to dismount. Dismounting assault troops suffer no movement penalty.

Dismounting from Non-Intelligent Mounts (Horses)

If the dismounting cavalry wishes to retain its mounts, at least one out of every four units must hold the mounts for the units engaging in combat. For example: 10 Solamnic cavalry units dismount and want their horses to remain nearby so that they may later remount. Three units must not engage the enemy but must hold the mounts, leaving seven units to fight in melee. If the dismounting cavalry is willing to lose their mounts, then all units may engage in melee. If a unit holding horses becomes engaged in melee, the horses rout from the field and may not be recovered by either side until the battle is over.

Draconian Assault and Command Status

Draconians prefer to combine ladder and air assaults when attacking a wall. Draconians drop down from flying dragons while ground forces attack the same section of wall. This often results in draconians clearing a foothold atop the siege wall and overcoming the defense.

However, since a dragon may only carry one figure of draconians (10 draconians) at a time, this often means that part of a single unit will be assaulting a wall while the other part is out of command behind the battle lines awaiting its turn. The Dragon Highlord should always attempt to keep the

waiting units within the command radius of either a brigade or army commander. Out-of-command draconian units cannot mount.

Terrain

The stream running through the map costs 1/3 movement as per obstacle rules in the BATTLESYSTEM booklet. Draconians who are moving on all fours suffer no penalty for crossing the stream as their wings and momentum carry them over.

Gliding Draconians

Draconians may glide a distance up to four times greater than the height they launch from.

Draconian Gliding Distance

Level of Launch	Maximum Glide Distance
Low (30 feet)	4 inches (120 feet)
Medium (120 feet)	16 inches (480 feet)
High (240 feet)	32 inches (960 feet)

When draconians attempt to glide onto a wall, subtract the height of the wall from the launch height. The draconians can be up to four times the height difference away from the wall and still be able to glide onto the wall. For example, draconians that launch at 120 feet toward a wall 30 feet high are 90 feet higher than their target and may be up to 360 feet (90 feet times 4) away when they launch.

Dragon Movement

Dragons moving at full speed have a Maneuverability Class of E (30 degrees per Game Round). By slowing to half speed their maneuverability improves to class D (60 degrees per GR). Very young and young adult dragons have one class better maneuverability (class D at full speed and class C, 90 degrees per round, at half speed). Dragons that move less than half their full movement stall and lose one altitude level during their movement.

Dragons on Krynn may perform a wingover. This maneuver requires the dragon to climb one altitude level the round before the wingover is performed. When doing a wingover, the dragon stalls, loses one altitude level, and turns 120 degrees.

Dragons are exempt from the rule lowering their maneuver rating when mounted. Dragons suffer no penalty for having riders.

Minimum Air Movement

Dragons on Krynn must maintain a minimum movement of 6" in order to maintain their flight level. Otherwise they are required to drop one flight level whenever their air movement drops below 6".

Higher Flight Levels

The BATTLESYSTEM™ rules give three altitudes for flying creatures: low (1"), medium (4"), and high (8"). However, the curtain wall of the Tower is at medium altitude (4") and the tall towers are at high altitude (8").

For these scenarios, the battlefield extends up to a height of 16". This is double the BATTLESYSTEM rules high altitude. Creatures flying higher than this altitude have disengaged and left the battlefield as per BATTLESYSTEM rules case [15.1].

To designate the altitudes of flying creatures, you may have to use two altitude markers. Add the heights on the markers to get the total altitude of the creature. For example: a dragon with a medium and a low altitude marker on it would be flying at a height of 5". If the dragon is flying over the curtainwall of the tower (the wall has a height of 4") then the dragon is at low (1") altitude for archers on the wall trying to fire at it. (See earlier missile fire sections for altitude modifiers.)

Flying into Solid Objects (Walls & Tower)

If through miscalculation or magic a dragon flies into a solid object such as the canyon wall or a part of the Tower, then the following occur:

1. The dragon stops and may move no farther this round.
2. The dragon is stunned and immobile for the remainder of the round.
3. The dragon receives damage in hit points equal to its movement in inches during the round in which it hit the wall.
4. The dragon also receives any applicable falling damage.

Dragonawe and Rout

The awe of the dragon only affects those who are aware of the dragon's presence. All units in these battles will know of the dragons' presence since other units will shout about the attacking dragons, horses will be skittish, etc.

Units that are forced to save against *dragonawe* are only required to save once per dragon during any one battle. Once a unit saves against a certain dragon, it need not check its morale again for the awe of that dragon so long as the current engagement continues. Mark on the unit's roster when it saves against a dragon and which one. If that unit encounters that same dragon again in a future battle, however, the unit must again save until successful.

Undead Reaction to Natural Awe and Fear

Soth and his knights, Yarus, and Virkhus and his legion are all undead. Undead always save vs. natural awe or fear effects of other creatures. They are still subject to magical fear (e.g., *fear* spells).

Raise Water on the Stream

A reversed *lower water* spell cast on the stream will swell the stream into a wall of water 3" to either side of its usual bed. Units of small-sized creatures will automatically be washed from the battlefield in the area of the effect. Units of medium size are allowed a Morale Check; if successful, then the unit may make no other action in the current Game Round and must on the following round immediately move out of the area of effect before any other movement may take place. Units failing the check are swept off the field of battle as if they routed. Units larger than medium sized are treated as medium units but allowed a +2 to their Morale Check.

Morale and Orders of the Knights

The Whitestone forces are demoralized at the beginning of the game. The reasons for this demoralization as well as how the morale of the Knights and their armies can change through the PCs' actions are all detailed in the Knights of Solamnia section, in which is the system for determining the base morale of the Whitestone forces. This base morale should be substituted for the morale normally determined for a unit as outlined in BATTLESYSTEM rules case [4.1].

In addition to determining the base morale, this system also indicates specific commands that NPC Solamnic Lords will give under the given morale conditions. If an NPC Solamnic Lord is in charge of an army and the morale condition of the Knights indicates an order, that NPC Lord will give the order and the battle proceeds as indicated. All battles will be conducted with the orders given unless the PCs somehow manage to take control of the army.

Command Orders for Dragon Highlord

As DM, you will act as the Dragon Highlord. Running the tremendous battles that take place requires a considerable amount of work. You might try to enlist the aid of some additional gamers who are not currently playing PCs in the game. They may be able, for example, to take the part of brigade commanders and move the units in their brigade for you. This will not only speed up the play but enhance everyone's enjoyment of the game.

Recovering Casualties

It is important to remember that only one-third of units "killed" or routed from the battlefield are actually dead. Two-thirds of the units are simply disorganized and may be recovered (see case [16.1] of the BATTLESYSTEM rules).

Thus, the Dragon Highlord may take a terrible beating in the first two sorties and still have plenty of fight left for the final battle. The same may be said for the Whitestone forces.

Dragonarmies will only take important PCs or NPCs prisoner, preferring to kill the remaining prisoners outright unless they can be *charmed* into changing sides.



Role-Playing BATTLESYSTEM™ Game Options

The BATTLESYSTEM rules are for a miniatures game of battle in a fantasy setting. This is a great deal different than the role-playing your players may be used to. Try to enhance the role-playing aspects of what is happening on the battlefield. Your players may be expecting to hear the cries of warriors, see the flash of metal on metal, and smell the smoke. *Use your own descriptions of the battle to enhance the image.*

Three-dimensional representation of the field will also help your players to visualize the battle. These scenarios can be played with the pieces in the *BATTLESYSTEM Miniatures Rules* book, but any miniatures you can add to the field will help you create the picture. "The Art of Miniatures Gaming," Appendix IV in the *BATTLESYSTEM Miniatures Rules* book, has many hints on creating the setting.

Any help you can recruit to help you speed up your side of the battle means all the more enjoyment you players will get out of the game. With practice, a single round of BATTLESYSTEM game combat for these scenarios can be played in as little as 15 minutes. (You can kill a lot of draconians in those minutes!)



Str 15 **Wis** 18 **Con** 11
Int 13 **Dex** 12 **Cha** 15
THACO 9 **AL** LE **HP** 88

AC -2 (Plate mail +4)

Weapon Mace +3

Spells: 11 First Level; 11 Second Level;
 10 Third Level; 10 Fourth Level; 9 Fifth
 Level; 7 Sixth Level; 3 Seventh Level

Instead of assigning specific spells for most
 levels, assume Ariakus can use any desired spell
 of first through fifth level. His sixth- and seventh-
 level spells are as follows:

Sixth: *Aerial servant, animate object, blade barrier, conjure animals,
 harm, word of recall*

Seventh: *Astral spell, destruction, earthquake*

Lord Soth *Death Knight*

Str 18/99 **Wis** 9 **Con** 17
Int 10 **Dex** 12 **Cha** 17
THACO 12 **AL** CE **HP** 59

AC 0 (Plate armor +3)

Weapon Two-handed sword +3

Magic Resistance 75%
 (If percentile roll is 11 or less, spell
 rebounds against caster)

Special Abilities Continually generate *fear*
 (5' radius); create wall of *ice* at will; innate
detect magic and *detect invisibility*; *dispel magic*
 2 times per day; can use any *power word* spell once per day;
 generate 20-hit dice *fireball*; use *symbol of pain* or *fear*

All magical effects at 20th level of ability

Mount Nightmare

Wyrllish *10th-Level Human Cleric*

Str 12 **Wis** 15 **Con** 14
Int 14 **B** 9 **Cha** 5
THACO 14 **AL** LE **HP** 38

AC 10 (no armor)

Weapon none

Spells: 6 First Level; Second Level; 3 Third
 Level; 3 Fourth Level; 2 Fifth Level



Kitiara *14th-Level Human Fighter*

Str 14 **Wis** 7 **Con** 14
Int 13 **Dex** 18 **Cha** 14
THACO 10 **AL** LE **HP** 65

AC -3 (Dragonarmor Plate +2, Dex Bonus)

Weapons *Shortsword +2; spear +3;
 dagger +1*

Equipment Kitiara has access to virtually
 unlimited funds and supplies, so she will be
 outfitted with anything and everything the
 situation demands



Harkiel *Huge, Old Red Dragon*

AL Chaotic Evil **Hit Points** 66
Armor Class -1 **Movement** 9"/24"
#Attacks 3 **Damage** 1/8/1 -8/3-30
HD 11 **THACO** 10

Spells

First: *Enlarge, detect magic*
 Second: *Invisibility, mirror image*
 Third: *Slow, phantasmal force*



Dracart *10th-Level Human Magic-User*

Str 8 **Wis** 13 **Con** 11
Int 16 **Dex** 12 **Cha** 7
THACO 19 **AL** LE **HP** 21

AC 10 (no armor)

Weapon None

Spells:

4 First Level; 4 Second Level; 3 Third Level;
 Fourth Level; 2 Fifth Level





DRAGONLANCE® NPC Villain Cards



Kitiara is the older sister of Caramon and Raistlin. After long wanderings, she has found her niche with the forces of evil in the Dragon Wars. Her keen military ability, a gift from her warrior father, has enabled her to progress swiftly through the ranks of the Dark Queen's forces until reaching the rank of Dragon Highlord.

Although observers have noted that Kitiara seems to have ice water in her veins when it comes to combat, she is a hot-tempered woman and wreaks horrible vengeance on those who displease her.

Determined to control her own destiny, Kitiara has made a conscious choice between good and evil. She feels that her skills and talents will enable her to carve a niche for herself in the Dark Queen's world, and she remains untroubled by matters of morality.

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An unusually intelligent and evil dragon, Harkiel has been appointed by the Dark Queen to preside over the foul draconian creation process. Harkiel bears a fanatical and undying hatred for all that is good-good dragons in particular. She thus tends to the corruption of the good dragon eggs with enthusiasm.

If confronted with a situation in which her aims are frustrated, Harkiel is likely to go berserk. When engaging in combat, she is very likely to fight to the death; if the opponent is a good dragon, she is certain to do so.

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Dracart performs the magical incantations required to corrupt the good dragon eggs. Together with Harkiel and Wyrllish, he goes through the daily ritual in the chamber underneath the Temple of Luerkhis.

Dracart despises all that is good. His life is dedicated to the cause of evil and he serves enthusiastically. Like Wyrllish, he never emerges from the underground chamber where he wreaks his foulness.

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Ariakus is the personification of ambitious evil. A reasonably competent fighter in his younger days, he cast aside the study of war when he discovered the pure evil of the Dark Queen, Takhisis. His life has been dedicated to her service, and he has risen in power correspondingly.

Ariakus is now the highest of the Dragon Highlords, answering only to Takhisis herself. His power is immense and has led to the development of his only real weakness: arrogance. Ariakus is so confident of his supreme abilities that he has a tendency to be careless in estimating the strengths of his enemies. He does not give them credit for their abilities and consequently his plans often contain weaknesses that a clever opponent can capitalize on.

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If Ariakus is the personification of evil, Lord Soth is the undead version of the same. A burning hatred for all things living has long ago wasted any memories of humanity he once held. A Knight of the Rose prior to the Cataclysm, Lord Soth committed a long series of vile crimes before the end of his life, including the murder of his wife and cowardice at a time when he might have prevented the Cataclysm.

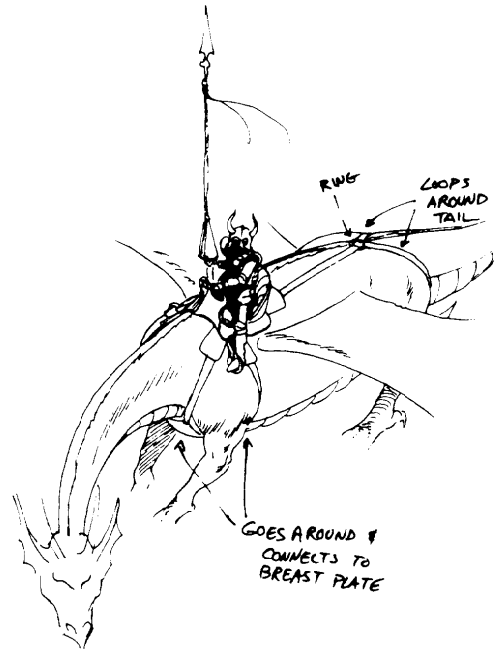
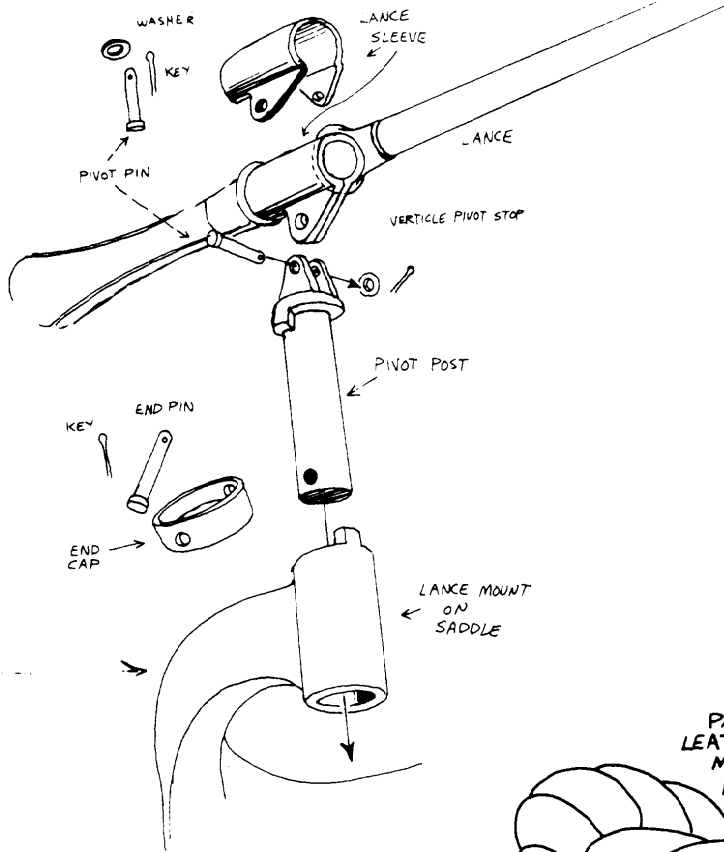
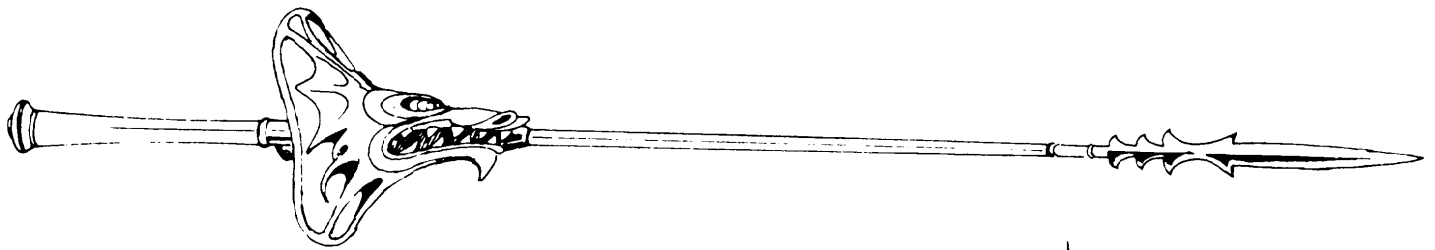
During the Cataclysm, his second wife and young child were slain by the gods as punishment for Soth's crimes, and he sank into bleak despair. Withering to a hopeless end, he has become animated in his present hideous form.

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Wyrllish is a devout cleric of Takhisis. He has dedicated his life to the Queen of Darkness and has found his niche as the clerical controller of the perversion of the dragon eggs in the depths of the Temple of Luerkhis.

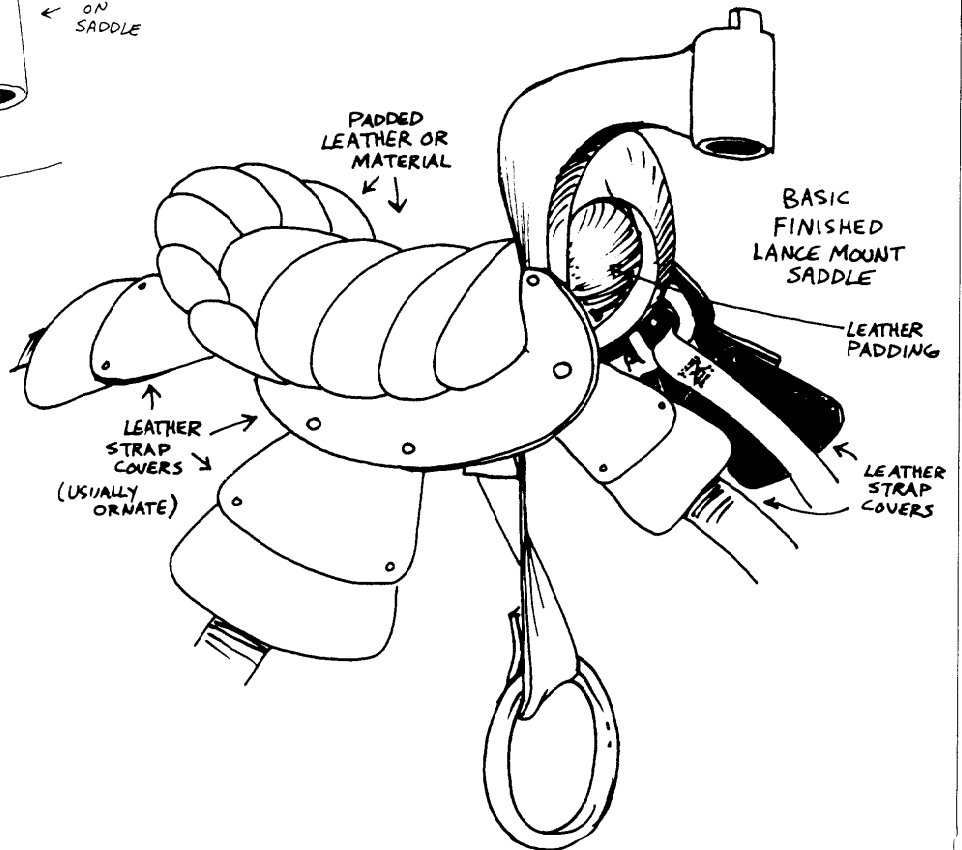
An ugly and misshapen man, Wyrllish wishes to have nothing to do with the world of men. He remains in his subterranean chamber, eating and drinking only what he needs to survive, completely immersing himself in his work. It is he who sets the pace of the chant that corrupts the eggs.

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NOT TO SCALE

MOUNTING LANCE TO SADDLE





Creation of the World



Astinus of Palanthas, the renowned historian, spent many years collecting legends and stories concerning the early history of the world of Krynn, from which he created his famous scroll set, The Iconochronos.

The material presented here was drawn from the pages of that great tome, translated in to a form more appropriate for the modern reader.

The Creation of the World

Before the beginning there was Chaos.

Then the Gods appeared from Beyond, bringing Good, Evil, and Neutrality into existence.

Reorx, the Forging God, struck his hammer amidst the Chaos. Chaos slowed and the sparks from his hammer became the stars. The Gods then created the spirits of all the races that would eventually people the new worlds born in the Great Forging. These spirits were the Children of the Gods.

The Gods began to quarrel over these spirits. The Gods of Good wanted to nurture the spirits in the paths of righteousness and share with them dominion over the universe. The Gods of Evil sought to make the spirits their slaves, to do their every bidding. The Gods of Neutrality sought a balance: to give the spirits freedom to choose for themselves whether they would serve Good or Evil.

And so the All-Saints War raged among the heavens. The Good and Neutral Gods combined forces to keep Evil from a final victory.

Then spoke the HighGod from Beyond, who decreed the Balance of the World. The Gods of Good, Evil, and Neutrality would each be allowed to bestow one gift upon the spirits.

The Gods of Good gave the spirits physical life and form. Thus, the spirits gained control over the material world and became more like the Gods themselves. The Goods of Good hoped the spirits would bring peace and order to the worlds, and lead them along the path to righteousness.

The Gods of Evil decreed that these physical beings would hunger and thirst, and have to work to satisfy their needs. The Gods of Evil hoped that through hunger and suffering they could subjugate the races.

The Gods of Neutrality gave the spirits the gift of free will, to choose freely between Good and Evil. Thus did they preserve the Balance of the World.

And so the Gods created the world of Krynn as a dwelling place for the spirits. The HighGod decreed that each could choose his or her own way through life. Then would come death, the passage from Krynn to the next state of existence.

The Races of the World

Many races were created from the spirits. First were the elves, most favored by the Gods of Good. Elves are the Shapers of the world, who possess good magic to bend nature to their will. They have the longest life span of all the spirits -although they change the world, they themselves change very little.

The human race are most favored by the Gods of Neutrality, although the souls of men are coveted both by the Goods of Good and of Evil. Men can choose most freely between Good and Evil. Their shorter time in the world is spent in striving for power and knowledge. They are quick to think and to act-often without considering the consequences. Thus men give the world motion.

The race of ogres is most favored by the Gods of Evil. In the beginning, the ogres were the most beautiful of the races, but they could think only of their hungers. They were easily enslaved by their needs, and their beauty vanished as their hungers devoured them. The ogres are selfish and cruel; they delight in inflicting pain and suffering upon the weak.

The HighGod created the fourth class of beings: the animals. He created them with a balance of Good, Evil, and Neutrality, and they were born of the world itself. Dragons are the lords of the animal kingdom. As with all other beings, they are free to choose among the alignments of the gods.

The Age of Dreams

The Age of Dreams was the first age of the world of Krynn. It is shadowed in myth and song, and little is known of the earliest days of the world.

This Age began when the world was created and ended when recorded history began, about two millennia ago. The most comprehensive record of those days is contained in the *Lifescroll of Song* compiled by the bard Quevalin Soth.

In those days was founded the first elf-realm, Silvanesti, and construction of Kalthax, the great kingdom of the dwarves, was begun.

The dragon of evil were the dark force in those days making war upon the other races to enslave them many and horrible were the wars of those centuries but always the dragons were beaten back

Tragedy struck the other races as well. the great kin-slayer wars between elves and humans lasted for fifty years until a peace could be negotiated. The Swordsheath scroll ended the kin-slayer war, but many elves left Silvanesti to seek new homes. they traveled, and founded the nation of Qualinesti.

The human empire of Ergoth was the greatest kingdom of that age. Founded on ideals of peace and justice, it became corrupt and oppressive. Vinas Solamnias, head of the imperial guard led an army to the east to quash a rebellion, but found that the rebellion was justified. He joined and rebels and commanded the army that won freedom for the eastern states of Ergoth. He created the Order of the knights of Solamnia to protect the freedom of the people.

Ergoth was divided into independent states and the nations of Istar, Solamnia, and Goodlund were born.

The knights of Solamnia ruled justly for many centuries, and peace settled over the land.

Then came the third Dragonwar, the most terrible challenge of the peace of the world. It lasted nearly three hundred years.

Huma Dragonbane, a knight of solamnia, studied with a holy man and prayed to the Gods for aid. His quest for aid took him to many lands. In his travels, he met a silver dragon in human form, who fell in love with him. The silver dragon gave Huma the secret of the Dragonlance. Paladine, the greatest of all the Gods, came down to Krynn in mortal form to aid Huma. Huma drove the dragons from Krynn, and battled Takhisis, Queen of Darkness, with the aid of Dragonlance He drove the dragons from the world and cast them into darkness

Thus ended the third Dragonwar, and with the banishment of the Dragons, the Age of Dreams came to an end.

Creation of the World

The Age of Might

The Age of Might was the golden age of Krynn. It lasted nearly one thousand years and was a time of power, glory, peace, and achievement.

Following the banishment of the dragons, the ogres, now without their powerful allies, overestimated their own strength and attacked the dwarves of Kal-thax. The Ogre Wars lasted nearly a hundred years, and ended with the total defeat of the ogres and their enslavement by the other races of Krynn. Although bands of renegade ogres lurked in the mountains and occasionally attacked settlements, the ogres as a nation were completely dead.

Ergoth, weakened by its fragmentation into independent states, declined as a major power. The nation of Istar took its place as the dominant political power on the continent of Ansalon.

The independent kender states united with Istar in a treaty known as the Kendermeld. Silvanesti also joined the Empire of Istar in the Treaty of Elfmeld. Under heavy pressure from neighboring states, the Dwarf kingdom of Kal-thax agreed to the Dwarfmeld. Finally, Solamnia and Ergoth submitted to the Greatmeld. The Empire of Istar had created the first government to rule all Ansalon.

The glory of Istar had now triumphed. An unlimited future of peace was at hand. The forces of evil seemed to have been completely banished—dragons were no more and the power of the ogres had been broken. And in the 959th year of the Age of Might, the High Kingpriest of Istar decided to rid the land of even the vestiges of evil by summoning one of the Gods to do his bidding...

The Cataclysm was the result.

The Cataclysm

The Gods were angered at the pride of the High Kingpriest, as a parent is angered by a willful child. The Gods may sometimes give aid, but must be approached with humility instead of pride. And so they determined to teach the people of Krynn a lesson, since it is a parent's duty to correct a child's willful behavior.

A fiery mountain was flung from the heavens to destroy the city of Istar. The very face of the land was changed. Mountains were raised up and land sank into the sea. Thus did the Gods punish the behavior of their children, and so did they hope that their children would return to the paths of righteousness.

But the peoples of Krynn did not understand the lessons the Gods taught. They did not see that their pride had brought catastrophe. They saw only the wrath of the Gods. Believing themselves abandoned, people turned from the worship of the True Gods and searched for other gods. Men came to worship false gods and clerics lost the power to work magic. Everywhere the people of Krynn turned on their champions. Even the once-noble Knights of Solamnia lost favor because they could not undo the Cataclysm.

Chaos reigned throughout Krynn in the shadow years that followed the Cataclysm. The dwarves of Thorbardin, blaming humans and all other races for the tragedy, shut their doors of their kingdom against all, including their own kin on the outside. The wizard Fis-tandantillus, the most powerful mage of his time, led the armies of hill dwarves and humans in the Dwarfgate War. When his defeat became certain, he loosed a spell of such destructive power that both armies were destroyed.

And so the doors to Thorbardin were shut, and their location lost in the changed land. The elves also withdrew from contact with humanity, and the lands of Silvanesti and Humanity were shut to all but a few outsiders.

Those were shadow years. False gods were better than no gods at all, and a variety of faiths sprang up. Ancestor worship was common among the peoples of the Plains. The scholars of Haven and Solace founded the Seeker movement, initially a gathering of seekers after the old truths—or at least new truths that might work. In time, the intellectual Seeker movement turned into a political movement, and the Seeker Theocracy came to power in Abanasinia. The adopted "new" gods and abandoned the search for truth.

Poverty was now everywhere, for much of the wealth of ancient times had vanished in the Cataclysm. Gold, the precious metal of history, was all too common and useless for everyday living. Steel became the metal of value throughout most of the continent of Ansalon, for it was useful and practical. Soon, coins of steel became the basic trade material.

The elves remembered the times long past, but the short memories of humans caused the ancient world to be largely forgotten within a few generations. Dragons were thought to be simply creatures of myth, fit only to frighten children. The idea that clerics could once work spells was blasphemy in the Seeker Theocracy. People were imprisoned and sometimes burned for such claims.

Slowly, Krynn began to recover from the Cataclysm, but soon reports of a greater evil were heard. Warlords in the north were conquering the lands of the ancient nation of Istar. Armies were on the march again. The broken forces of the scattered people were no match of the strange forces allied to these new "highlords."

Soon, the people of the north knew the terrible truth. The Highlords had allies out of nightmares. The dragons had returned to Krynn!

The Dragons of Krynn

Dragons have not appeared in the world of Krynn for over a thousand years, not since the end of the Age of Dreams. Indeed, most people of Krynn, except for scholars and wizards, believe that dragons are but children's tales.

The origins of dragons seems to stretch back to the forging of the world itself. Dragons came into being not from the stars, as did men and elves, but from the very essence of the world itself. Thus the dragons are the life force of Krynn become flesh.

Dragons allied themselves with the forces of good, evil, and neutrality, as did all other races, according to their natures.

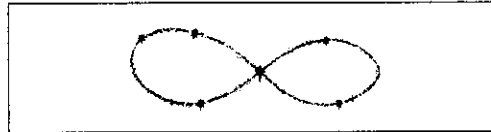
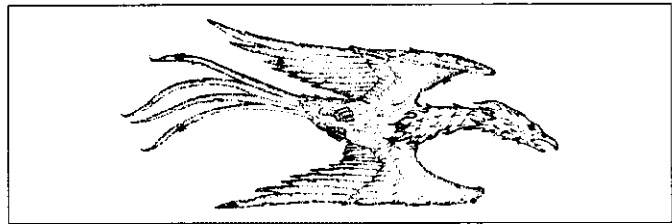
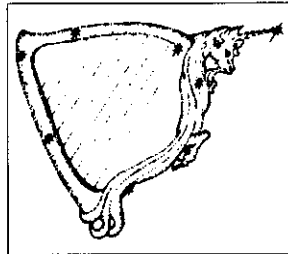
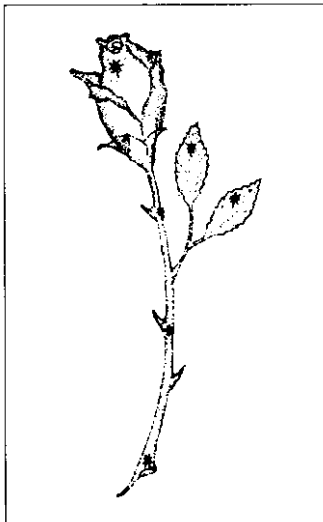
Three Dragonwars were fought during the Age of Dreams. In the final Dragonwar, a young Knight of Solamnia named Huma was given the secret of the Dragonlance. Flying a silver dragon, he battled the dragons in the skies. When the battle was over, the evil dragons had been defeated. To preserve the balance, the dragons of good and neutrality departed the world.

After the Cataclysm, reports of dragons increased. Soon, the lords of the land came to know that myth had become reality: Dragons had returned to Krynn.

What brought these dragons back to the world? None could say. The dragons themselves seemed to be in the service of the strange Dragon Highlords. None knew how the Highlords acquired dragons, but all knew that the dragons and their allies had created the most formidable single army ever to march across the face of Ansalon.

The wise saw an ever greater mystery. If the dragons of evil were stalking the land, where then were the dragons of good? There were a few reports of good dragons being sighted, but they refused to fight against their evil cousins. Why did they refuse? It was not until the strange quest of the Heroes of the Lance was far advanced that the reasons started to become clear...

The Gods of Krynn



The gods of Krynn came from beyond out of Chaos to forge the universe during the Age of Starbirth, as told in the Tale of the Creation. The origin of the gods is unknown, although it is believed that they came from a different sphere of existence. All of the facts of the Age of Starbirth are now heavily obscured in myth and legend, especially since the Cataclysm, when knowledge of the True Gods departed from Krynn.

All the information here was gleaned from the Disks of Mishakal, which were found by the Innfellows in the ruins of Xak Tsaroth. If a person reads the Disks with the proper devout attitude, he can become a true spell-using cleric. Clerics of Krynn wear a Medallion of Faith engraved with the symbol of the god they follow. These medallions have only one power -they magically duplicate themselves when a new cleric comes into being. The new medallion bears the symbol of the god the new cleric follows-regardless of the symbol on the original.

Only the gods themselves know their true names, and certainly do not disclose them to mortals. The names given here were in common use during the years following the great Dragonlance Wars in the different cultures on the continent of Ansalon. The list is by no means complete.

There are twenty-one known gods of Krynn: seven gods of Good, seven of Evil, and seven of Neutrality. All the known gods are represented in the heavens. Six gods of Good and six gods of evil make up the zodiac. Six gods of Neutrality are represented by the wandering stars (planets). The remaining three gods-of White, Black, and Red magic-are represented by the three moons that orbit Krynn.

THE GODS OF GOOD

Paladine, the Celestial Paladin

Other Names: Draco Paladin (Ergoth), Skyblade (Goodlund), E'li (Silvanesti), Thak (Thorbardin), The Great Dragon (Solamnia)

Symbol: The Silver Triangle; also the Pinetree (Silvanesti) or Anvil (Thorbardin)

Colors: Silver, white

Sphere of Influence: Rulership and guardianship

Many believe that the ancient Huma was actually Paladine in mortal form when he drove the dragons from the land during the Age of Dreams. Paladine's constellation traditionally guards the Gate of Souls, keeping the dragons from returning to Krynn.

Majere

Other Names: Manthus (Ergoth), Mantis of the Rose (Qualinesti), Matheri (Silvanesti)

Symbol: Copper Spider, also the Single Rose (Qualinesti, Silvanesti) and the Mantis (Solamnia)

Colors: Copper, red

Sphere of Influence: Meditation, control, and thought

Majere is the favored god of monks. he is said to give his followers symbols that, when cast upon the ground, become insects that fight for their owner.

Kiri-Jolith

Other Names: Corij (Ergoth), Kijo (Thorbardin), Jolith (Kharolis)

Symbol: Bison's horns, also horned battle ax (Thorbardin, Kharolis)

Colors: Brown, white

Sphere of Influence: War and battle

Kiri-Jolith is a god of war, but not of battle-lust. He is the favorite god of paladins and good-aligned fighters. His constellation seems to threaten that of the Queen of Darkness in the night sky.

Mishakal, the Healer

Other Names: Ka-mel-sha, the Healer in the Home (Tarsis), Mesalax (Thorbardin), Meshal (Icewall), Mishas (Ergoth), Quenesti Pah (Silvanesti), Quen (Qualinesti), Skymistress (Goodlund), the Blue Lady (Balifor, Highlo)

Symbol: Blue infinity sign

Colors: Sky blue

Sphere of Influence: Healing, knowledge, fertility

Mishakal is found in nearly every known civilization of Krynn.

Habbakuk, the Fisher King

Other Names: The Blue Phoenix (Ergoth, Silvanesti, Qualinesti), Skylord (Balifor, Goodlund)

Symbol: Blue bird, also blue phoenix (Ergoth)

Colors: Deep blue, white

Sphere of Influence: All animal life and the sea

Branchala, the Bard King

Other Names: Songmaster (Goodlund), Astra (Qualinesti), Astarin (Silvanesti), Bran (Ergoth)

Symbol: Bard's harp, flute (Goodlund, Qualinesti, Silvanesti)

Colors: Yellow, green

Sphere of Influence: Elves, kender, forests, music

Branchala appears in the form of whatever people he is visiting. He is considered the highest god of the elves and kender.

Solinari

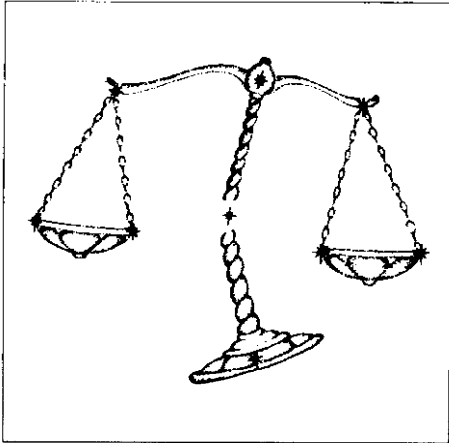
Other Names: Solin (Ergoth), White-eye (Goodlund, Balifor), God's Eye (Thorbardin), Ivory Disk (Highlo)

Symbol: White circle or sphere

Colors: White, silver

Sphere of Influence: Good magic

Solinari is the white moon of Krynn. The influence of good magic waxes and wanes according to its position in the heavens.



THE GODS OF EVIL

The Queen of Darkness

Other Names: Dragonqueen (Istar, Silvanesti, Ergoth), She of the Many Faces (Highlo), Mai-tat (Tarsis), Nilat the Corruptor (Icewall), Tamex the False Metal (Thorbardin), Takhisis (Dragonarmies)
Symbol: Black crescent
Colors: Black
Sphere of Influence: Night, evil dragons, hatred

The Queen of Darkness is worshipped by the dragon highmasters, the draconians, and allied humans.

Sargonnas

Other Names: Argon (Istar, Ergoth), The Firebringer (Highlo), Misal-Lasim (Tarsis), Gonnas the Willful (Icewall), Sargonax the Bender (Thorbardin), Kinthalas (Silvanesti), Kinis (Qualinesti)
Symbol: A stylized red condor, also a red fist
Colors: Red, black
Sphere of Influence: Deserts, volcanoes, vengeance, fire

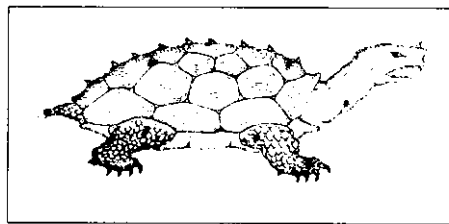
Morgion

Other Names: H'rar (Ergoth, Istar), Gormion (Tarsis), Morgi (Icewall), Morgax the Rustlord (Thorbardin)
Symbol: A hood with two red eyes, also an upside-down ax (Thorbardin), or a rat's claw (Highlo)
Colors: Deep brown, black
Sphere of Influence: Disease, decay, plague

Morgion's followers meet in dark places of worship, and are very secretive in all things.

Chemosh

Other Names: Aelet (Ergoth), Dron of the Deep (Tarsis), Chemos Joton (Icewall), Khemax (Thorbardin)
Symbol: A yellow skull
Colors: Black, sickly yellow
Sphere of Influence: All undead



Worshippers of Chemosh generally wear white skull masks and black robes.

Zeboim

Other Names: Rann (Ergoth), Zyr (Tarsis), Zebir Jotun (Icewall), Bhezomix (Thorbardin)
Symbol: A turtle-shell pattern
Colors: Green, red
Sphere of Influence: The sea, undead sea races

The name for Zeboim translates as "Sea Queen" in both Tarsis and Ergoth. Zeboim is unknown to most dwarven races.

Hiddukel

Other Names: None
Symbol: Broken merchant's scales
Colors: Red, bone white
Sphere of Influence: Demons, damned souls

Hiddukel is a deal maker who trades in souls. He controls all ill-gotten wealth in the world, which he uses to corrupt greedy men. He is the patron of evil businessmen.

Nuitari

Other Names: None
Symbol: A black circle or sphere
Colors: Black
Sphere of Influence: Black magic

Nuitari is the black moon of Krynn. Its existence is known only to astrologers, navigators, magic-users, and others who watch the heavens closely, for it is known only when it blots out the stars and planets. The influence of black magic waxes and wanes according to its position in the heavens.

THE GODS OF NEUTRALITY

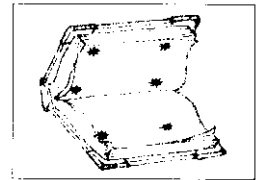
Gilean

Other Names: Gilean the Book, Grey Voyager, the Sage, the Gate of Souls
Symbol: An open book
Colors: Gray
Sphere of Influence: Knowledge

Gilean holds a book, the Tobril, which contains all the knowledge possessed by all the gods. All truth is contained in that single tome-but portions of it are sealed.

Sirron, the Flowing Flame

Other Names: The Alchemist, The Firemaster
Symbol: Multi-colored fire
Colors: Bright reds, yellows
Sphere of Influence: Flame



Reorx, the Forge

Other Names: None
Symbol: Forging Hammer, Dwarven Hammer (Thorbardin)
Colors: Slate gray, red
Sphere of Influence: Dwarves, weapons, technology

Humans tend to portray this god as a paunchy squire to Kiri-Jolith, but dwarves and gnomes hold him as the highest of the gods. Reorx forged the universe with his hammer. He also forged the Greystone of Gargath and is thus the father of gnomes, dwarves, and kender.

Chislev

Other Names: None
Symbol: The feather
Colors: Brown, yellow, and green
Sphere of Influence: Nature

Chislev is nature incarnate. He/she is served by a large number of animated wooden creatures who carry out his/her wishes in the known world.

Zivilyn

Other Names: The World Tree, the Tree of Life (Qualinesti, Silvanesti)
Symbol: A great green or gold tree, sometimes a Vallenwood
Colors: Green, gold
Sphere of Influence: Wisdom

Zivilyn is said to exist in all times and lands, and possess all the wisdom of all the planes of existence. He is the counterpart to Gilean, the god of knowledge.

Shinare

Other Names: Winged one, Gold master, Walking Liberty
Symbol: The griffon's wing
Colors: Gold, silver, brown
Sphere of Influence: Money, wealth

Shinare is a favorite god of the dwarves, and is the patron god of merchants and commerce.

Lunitari

Other Names: Luin (Ergoth), Red-Eye (Goodlund), Night Candle (Thorbardin)
Symbol: Red circle or sphere
Colors: Red
Sphere of Influence: Neutral magic, illusionist magic

All neutral magic and illusionist spells are governed by Lunitari, the red moon. The influence of neutrality and illusion waxes and wanes with the position of the red moon in the heavens.

canticle of the dragon

Out of the darkness of dragons,
out of our cries for light
in the blank face of the black moon soaring,
a banked light flared in Solamnia,
a knight of truth and of power,
who called down the gods themselves
and forged the mighty Dragonlance, piercing the soul
of dragonkind, driving the shade of their wings
from the brightening shores of Krynn.

Paladine, the Great God of Good
shone at the side of Huma,
strengthening the lance of his strong right arm,
and Huma, ablaze in a thousand moons,
banished the Queen of Darkness,
banished the swarm of her shrieking hosts
back to the senseless kingdom of death, where their curses
swooped upon nothing and nothing
deep below the brightening land.

Thus ended in thunder the Age of Dreams
and began the Age of Might,
When Istar, kingdom of light and truth, arose in the east,
where minarets of white and gold
spired to the sun and to the sun's glory.
announcing the passing of evil,
and Istar, who mothered and cradled the long summers of good,
shone like a meteor
in the white skies of the just.

Yet in the fullness of sunlight
the Kingpriest of Istar saw shadows:
At night he saw the trees as things with daggers, the streams
blackened and thickened under the silent moon.
He searched books for the paths of Huma
for scrolls, signs, and spells
so that he, too, might summon the gods, might find
their aid in his holy aims,
might purge the world of sin.

Then came the time of dark and death
as the gods turned from the world.
A mountain of fire crashed like a comet through Istar,
the city split like a skull in the flames,
mountains burst from once-fertile valleys,
seas poured into the graves of mountains,
the deserts sighed on abandoned floors of the seas,
the highways of Krynn erupted
and became the paths of the dead

Thus began the Age of Despair.
The roads were tangled.
The winds and the sandstorms dwelt in the husks of cities,
The plains and mountains became our home.
As the old gods lost their power,
we called to the blank sky
into the cold, dividing gray to the ears of new gods.
The sky is calm, silent, unmoving.
We had yet to hear their answer.

Then to the east, to the Sunken City
scarred in its loss of blue light,
came the Heroes, the Innfellows, heirs to the burdens,
out of their tunnels and their arching forests,
out of the lowness of plains, the lowness
of huts in the valleys,
the stunned farms under the warlords and darkness.
They came serving the light,
the covered flames of healing and grace.

From there, pursued by the armies,
the cold and glittering legions, they came
bearing the staff to the arms of the shattered city,
where below the weeds and the birdcall.
below the vallenwood, below forever.
below the riding darkness itself,
a hole in the darkness called to the source of the light,
drawing all light to the core of light,
to the first fullness of its godly dazzle.

Map Legend:

Population Centers	
★	Capital
⊙	City
○	Village
▲	Village, Barbarian
Terrain	
Yellow	Barren
Orange	Desert
Green	Forested
Blue/White	Glacier
Light Green	Grasslands
Yellow/Green	Hills
Light Green	Moors/Marsh
Dark Green	Mountain
Dark Green/Black	Mountain Volcano
Yellow/Black	National Boundary
Blue/Black	Ocean Current
Blue	Ocean, Deep
Blue/Green	River
Yellow/Black	Road, High
Yellow/Black	Road, Normal
Yellow/Black	Trail
Blue/Black	Submerged Area
White	Sites
Black/X	Battlesite
Black/Line	Bridge
Black/Circle	Dolmen Ring
Black/Dots	Ford

⊙	Fortress
⌂	Lair
①	Locale of the Unknown
⚡	Mine
▼	One-Rich Mountain
⚓	Pass
⌂	Portal
Ⓛ	Relic, Bakab
Ⓜ	Relic, Mda
Ⓜ	Relic, Hulorefolke
Ⓚ	Relic, Kymic
Ⓢ	Relic, Scion
Ⓢ	Relic, Shadowfolk
⦿	Ruin, Major
⦿	Ruin, Minor
⚓	Shipwreck
⊙	Tower/Castle
■	University

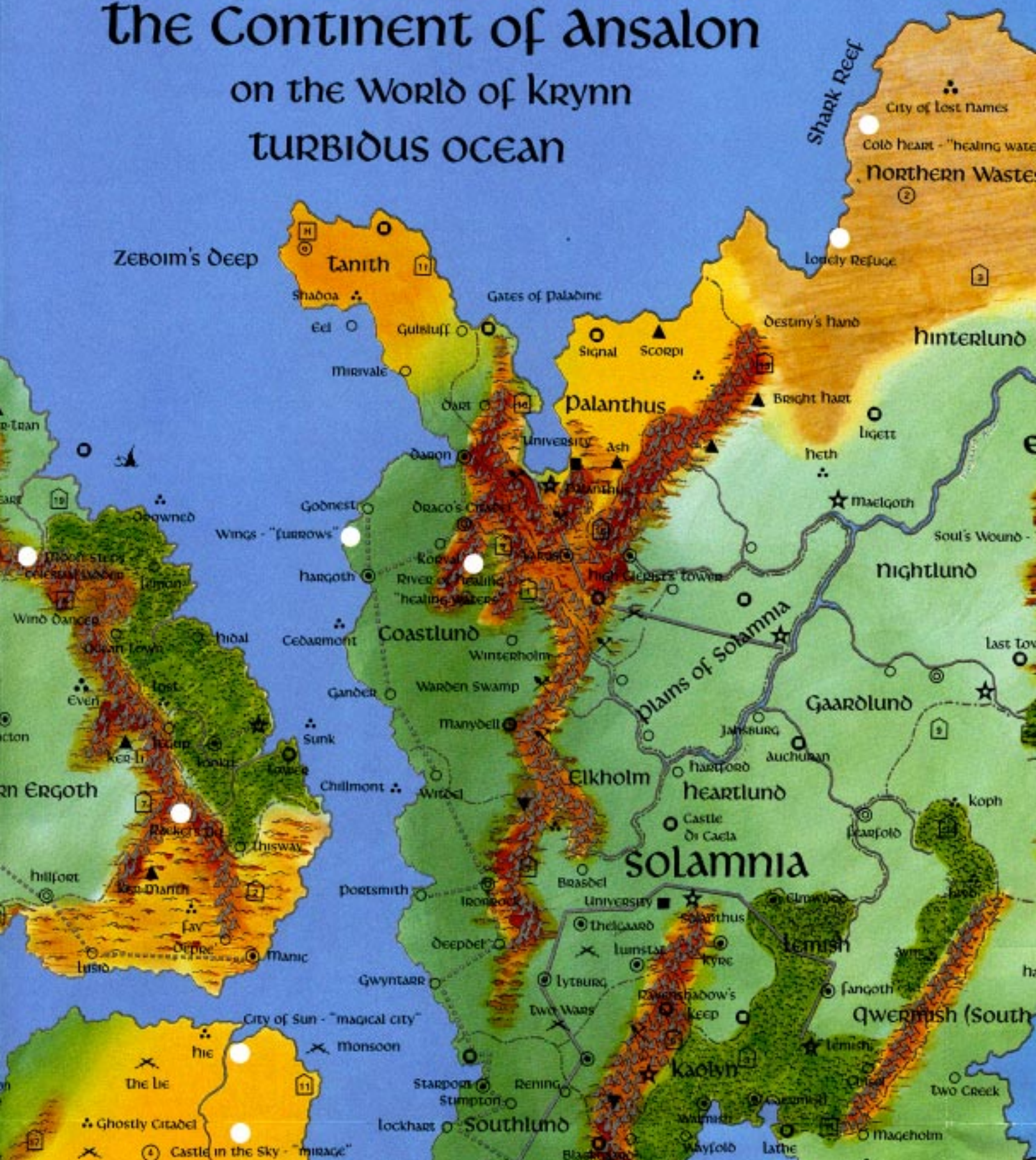


Lighthouse - "mirage"

The Continent of Ansalon

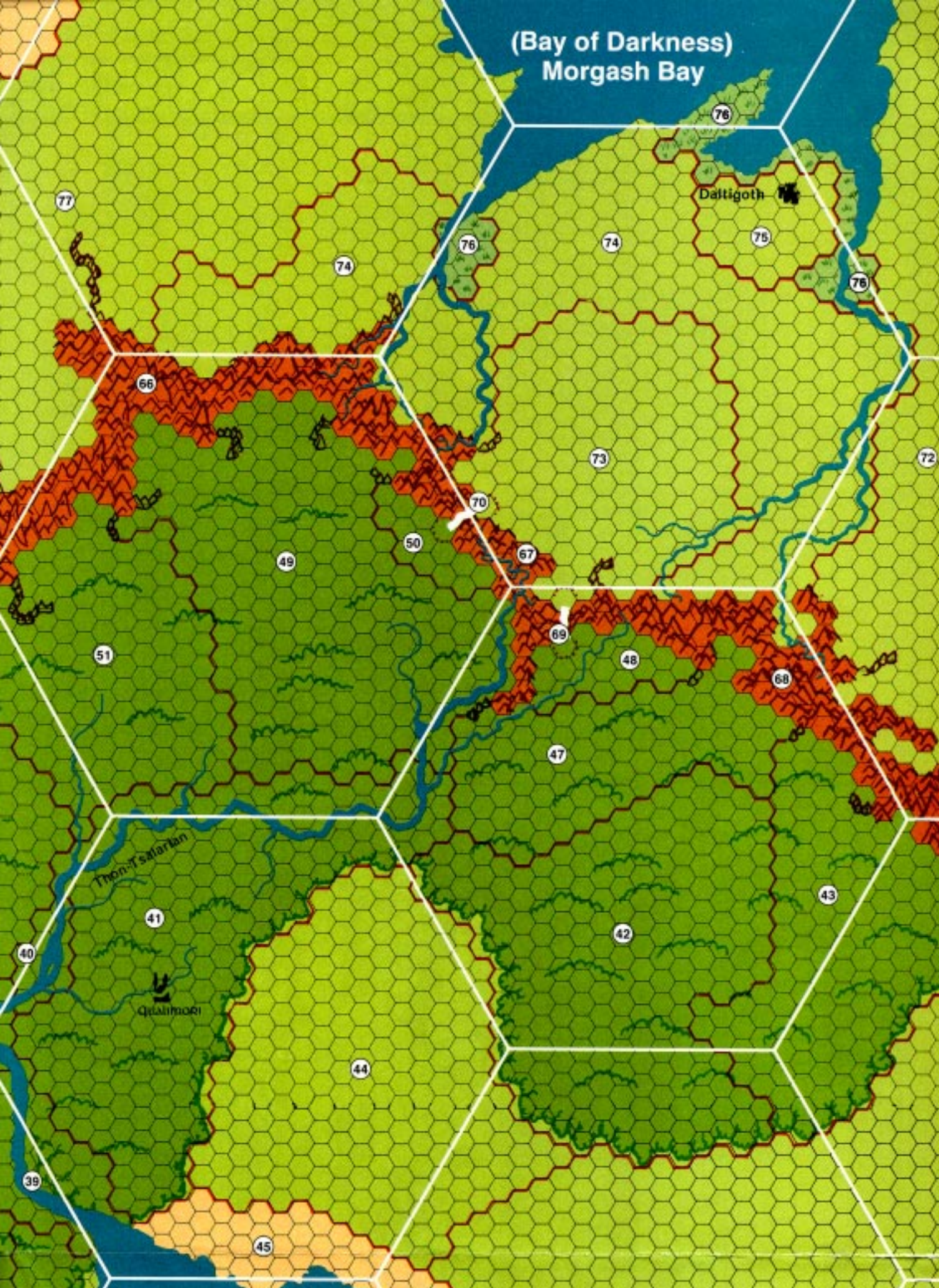
on the World of Krynn

TURBIDUS OCEAN





(Bay of Darkness)
Morgash Bay



Daitigoth

Thon-Tsalaran

Qialimori

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Lair Inhabitants

- 2 Bestial: any animal type, but bigger, deadlier, and more crafty than usual
- 3 Darkness: unknown creature of evil
- 4 Dwarf: hill, mountain, dark or gully dwarf
- 5 Earth Child: any protector of nature, such as a satyr, faun, or centaur
- 6 Elemental: the unnatural embodiment of a living element, such as earth, mud, water, lava, fire, air, storm, or plant
- 7 Enchanted: an unnatural magical creature such as a fairy, an ogress, or a nighthound
- 8 Fungus: any mobile fungus, such as a myconid, basidiomycete, phycomycete, black pudding, or gray ooze
- 9 Guntkin: any ogre, ogremage, ettin, and giant
- 10 Gnome: occasionally a gnome; more often a runaway gnomish contraption
- 11 Goblin: any goblin race, such as kobolds, goblins, hobgoblins, and bugbears
- 12 Insectoid: any insectoid race in either giant or hive form
- 13 Lizard: any lizard or turtle
- 14 Man: typically a hermit, trapper, or madman; can be any type
- 15 Minotaurs: any half-man/half-animal creature
- 16 Sea Monster: any hideous fish, octopus, squid, clam, or other creature from the cold depths
- 17 Serpent: any size serpent, worm, slug, or similar creature
- 18 Spiders: any size and type of spiders
- 19 Troll: trolls and other regenerating bestial man-things
- 20 Undead: any ghost, haunt, ghoul, skeleton, or similar creature
- 21 Wyrm: any winged serpent, dragon, draconian, or similar creature

lands of the Unknown ① - ⑳

These mystic sites appear to wander the face of Krynin at will. Either the discoverers are untrustworthy or they unknowingly passed through a portal that led to one of these sites. DMs may determine chance of discovering one such location.

1. The Neverending Road (Mishakal)
2. The Refuge/Grove (Beanchala)
3. Fountain of Renewal (Mabrakuk)
4. Road of Time (Solmaei)
5. Celestial Forge (Reoex)
6. The Lost Mountain (Reoex)
7. The Column of Change (Zivilyn)
8. The World Tree (Zivilyn)
9. Iluk, the Alchemist's Stone (Sission)
10. The Enlightened Veil (Sission)
11. Pillar of Flame (Sission)
12. Killigal's Vale (Chislev)
13. Insect Kingdom (Shimare)
14. The Hidden Path (Lunitari)
15. Quicksilver Sea (Moeqon)
16. Ironvale (Hidbukel)
17. Fount of Wisdom (Hidbukel)
18. The Forgetting (Murtari)
19. Sands of Time (Murtari)
20. Hyacinth, Lost Kingdom (Huibeck)

Gunthar

Cristyne

SIRRION SEA

Bhaum





Southern Ergoth

Abanasinia

plains of dust

Thorbarin

Kharolis

Ice Mountain Bay

Schallsea

New Sea

New Coast

Straits of Alconi

Qualinesti

The Run

Icewall Glacier

500 miles to Ch...

sea

Bhagum

Icewall Castle

Ice folk Camp

halik

Trandol

Sthem

Barred Door - "portal"

Guardian

Drankhal

valens

surf

The Sloughs

Deadlights

Waw

Vash

hamlet

pensbale

Windkeep

Tower of High Sorcery

halter Wood

Lauranost

Shrengal

Postlost

nalunc

ankatavaka

Therigal

Bavit

Pontigoth

Vuvvil

The Bluffs

Linker

Vocation

Eastport

Khimel

Castle in the Sky - "mirage"

Straits of Schallsea

North Keep

Zarabene

Goodbay

Shrivest

Jabok

Blancet

Qualinesti

Dark Tower

Mivie

Hillow

Lies Spring

healing waters

Thallas

Barber

Karim

Father's Challenge

Bonfalle

Wayens

fallen Moon

LARSIS

Rights

Right

Lantern

Barin

Zerlak

halik

Ice folk Camp

Icewall Castle

Coossing

Port O'Call

Xak Khalan

Lantallon

Xak Esaroeth

Skulicap

Dax Tharkus

New Ports

Windowavers

Restigate

Southgate

Wajik

hopeful

Stone Rose - "monument"

Buntol

Wallach

Blood Stand

Stone Rose - "monument"

Stone Rose - "monument"

Stone Rose - "monument"

Stone Rose - "monument"

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Stone Rose - "monument"

Coossing

Port O'Call

Xak Khalan

Lantallon

Xak Esaroeth

Skulicap

Dax Tharkus

New Ports

Windowavers

Restigate

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hopeful

Stone Rose - "monument"

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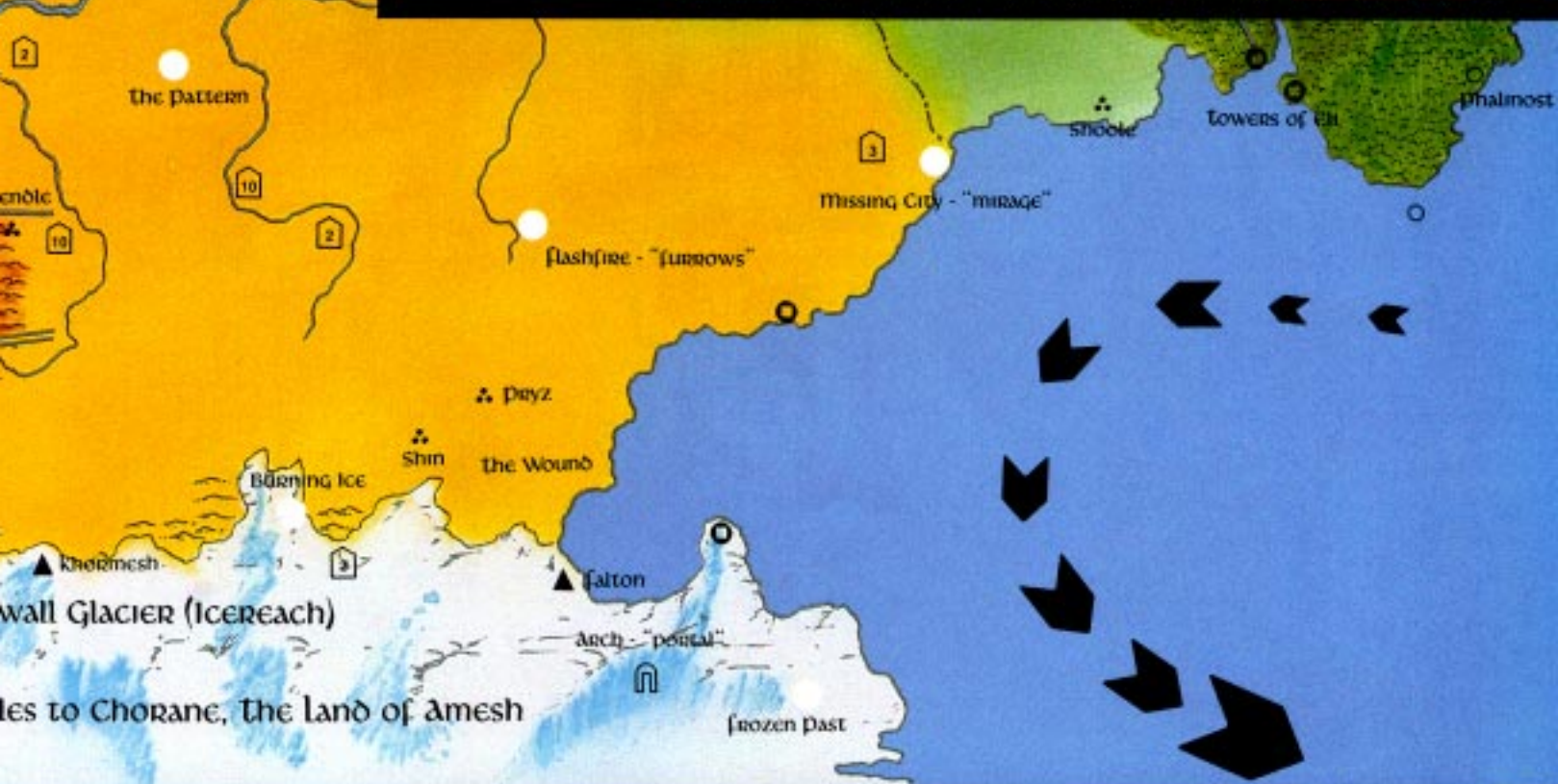
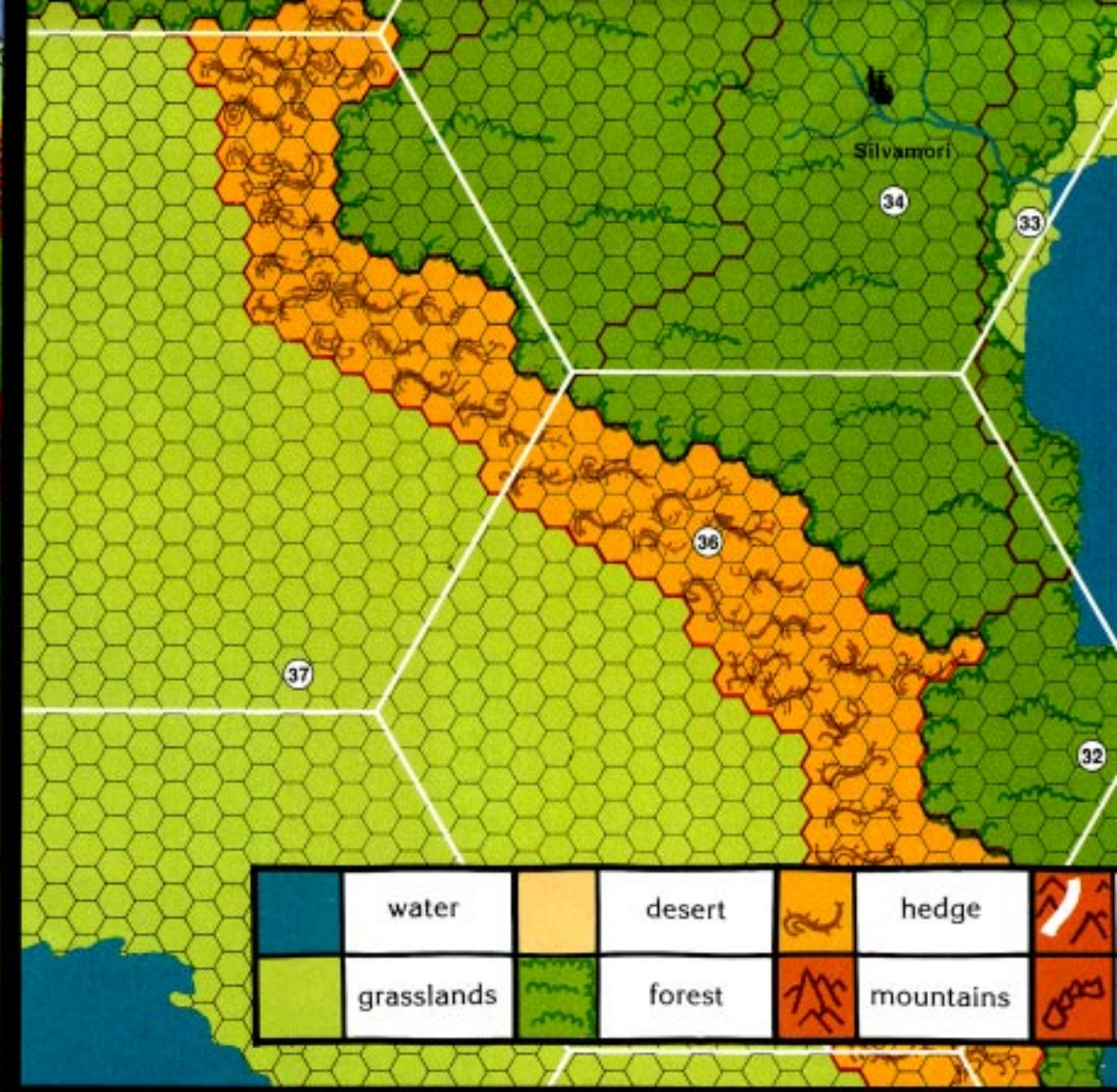
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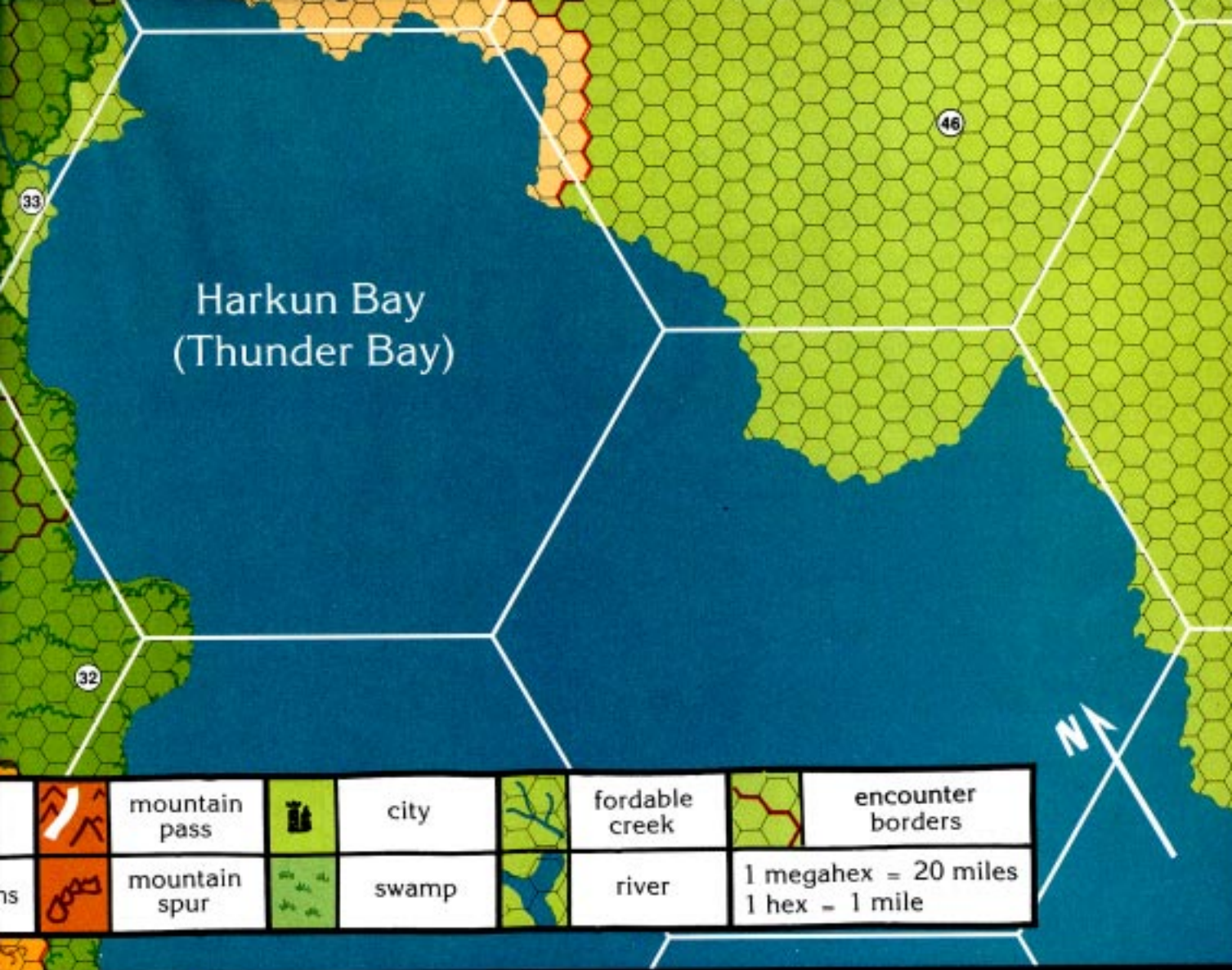
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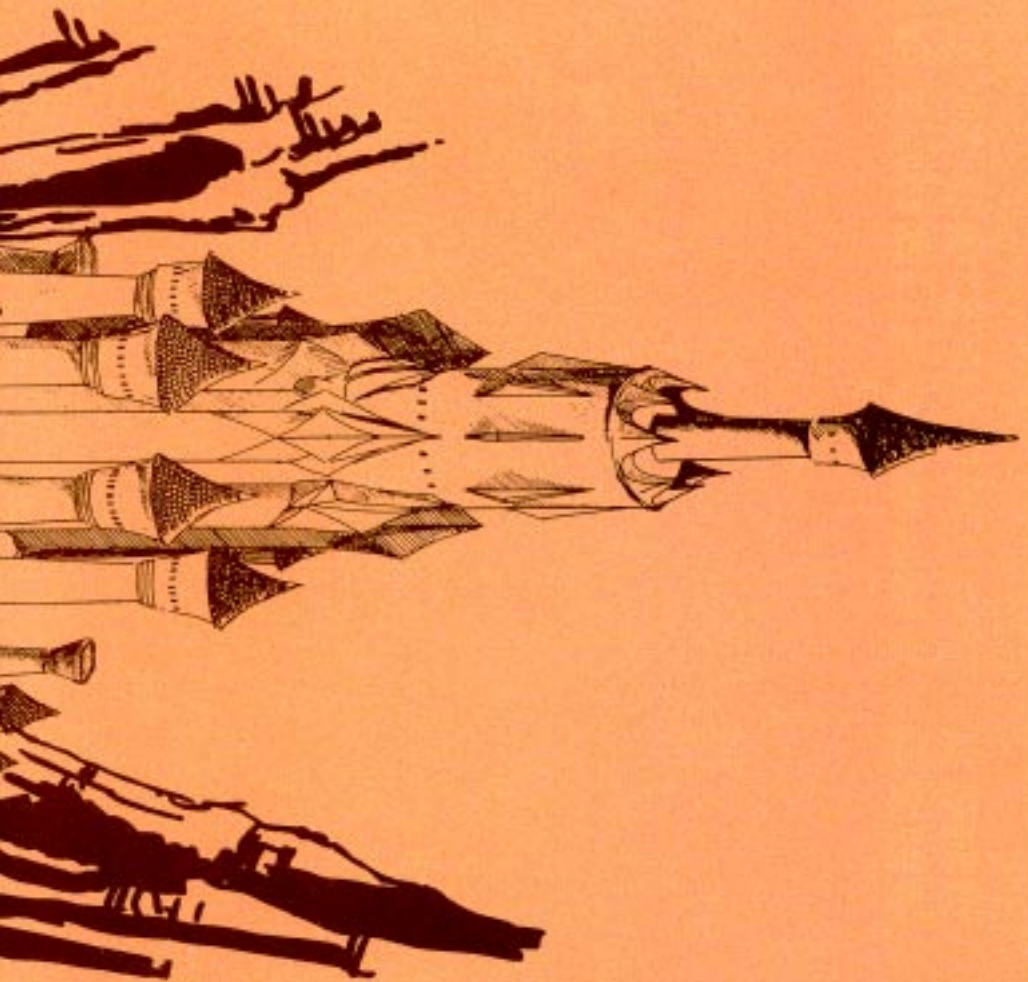
Harkun Bay (Thunder Bay)



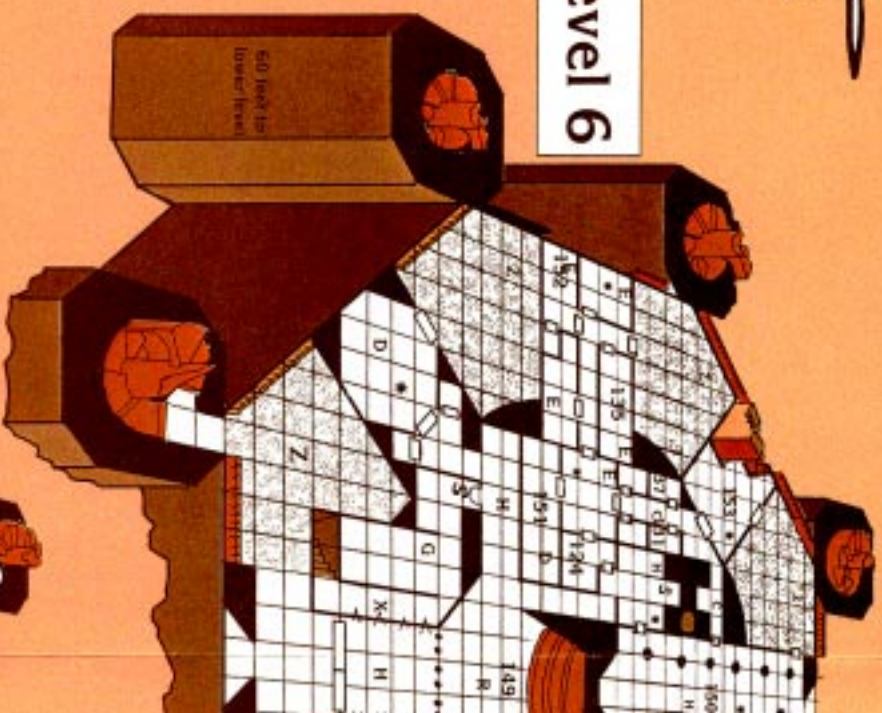
Dragon Lance

Map

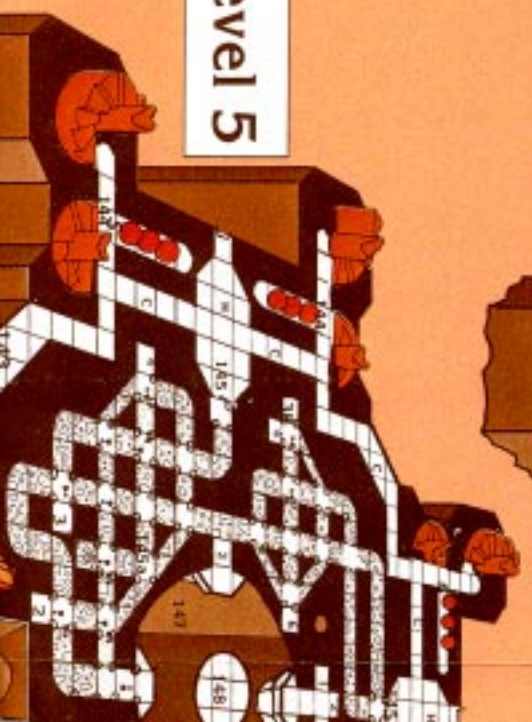
Tower of the High Clerist

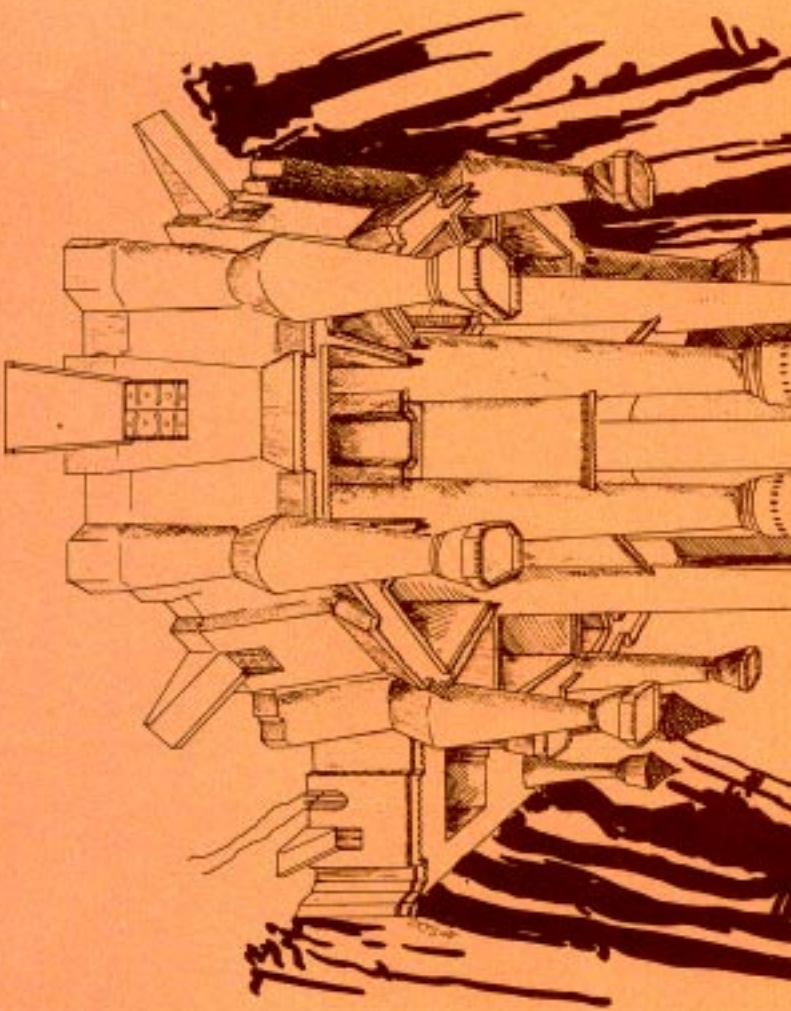


Level 6

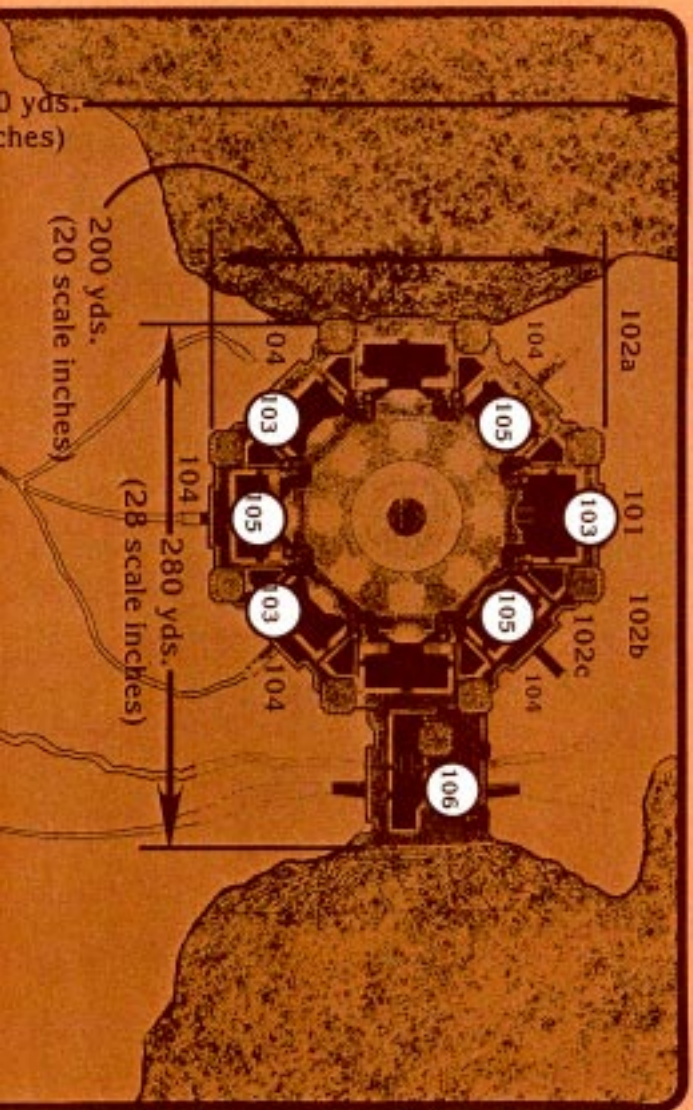


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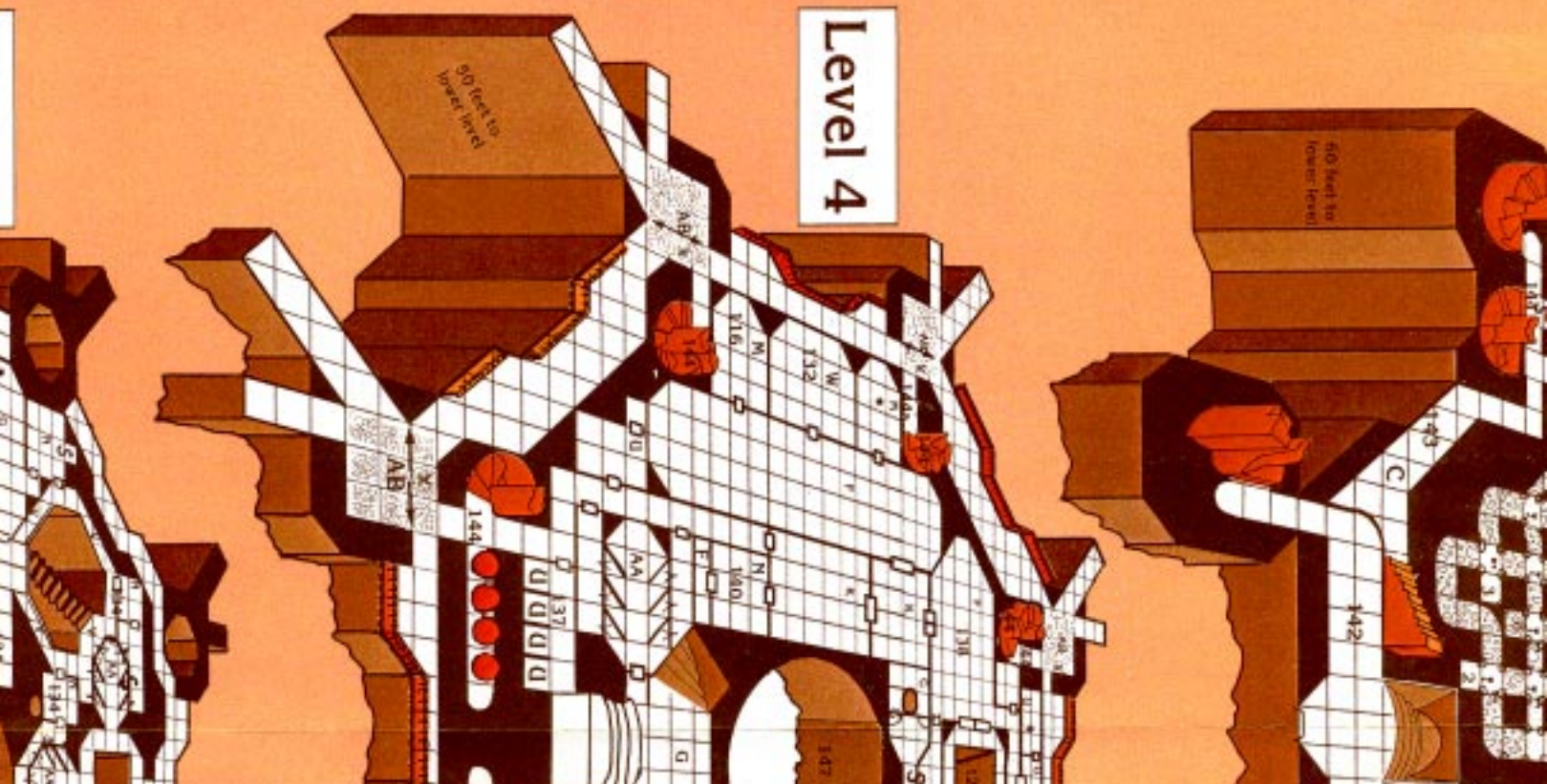


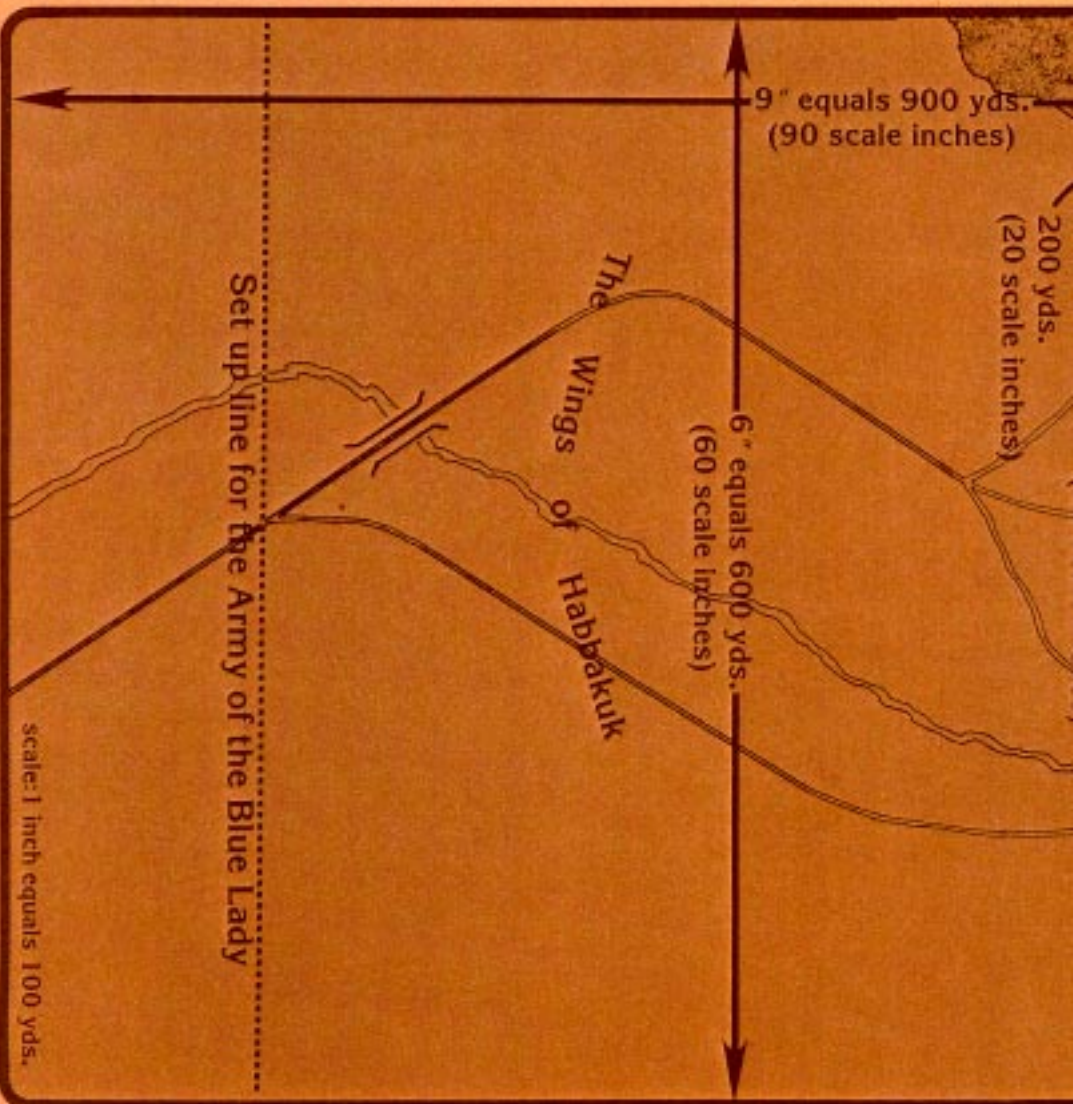


EXTENDED TERRAIN LAYOUT FOR BATTLE MAP

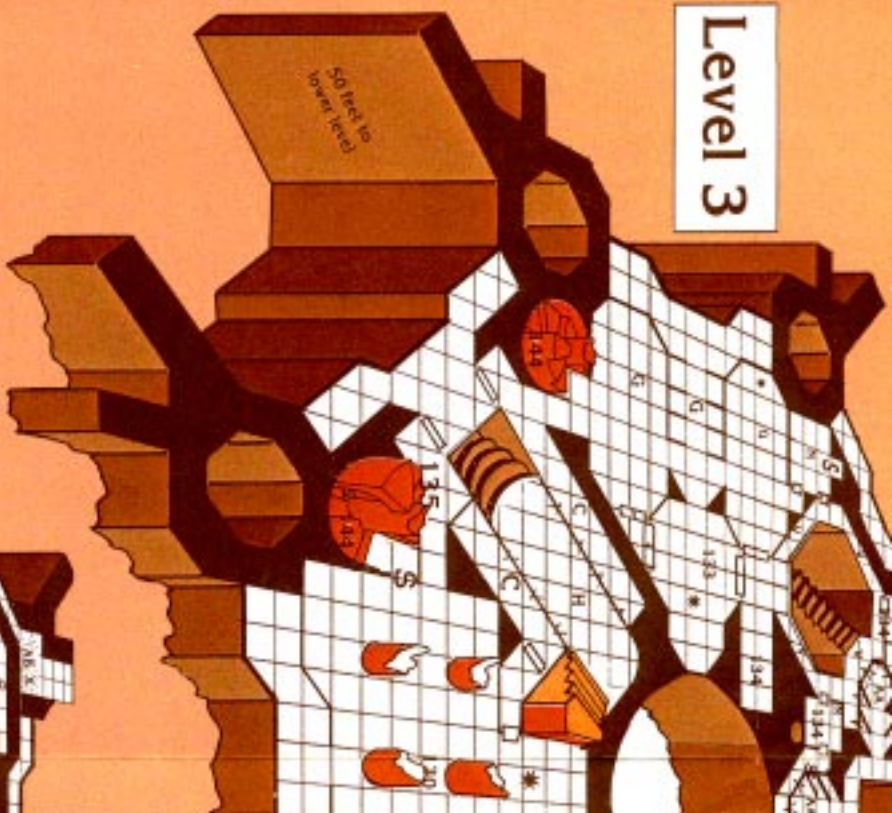


Level 4





Level 3



Level 2



**DETAIL OF WORLD MAP,
NORTHWEST SOLAMNIA**

Scale: 1 hex equals 1 mile



KEY

CASTLE GATES

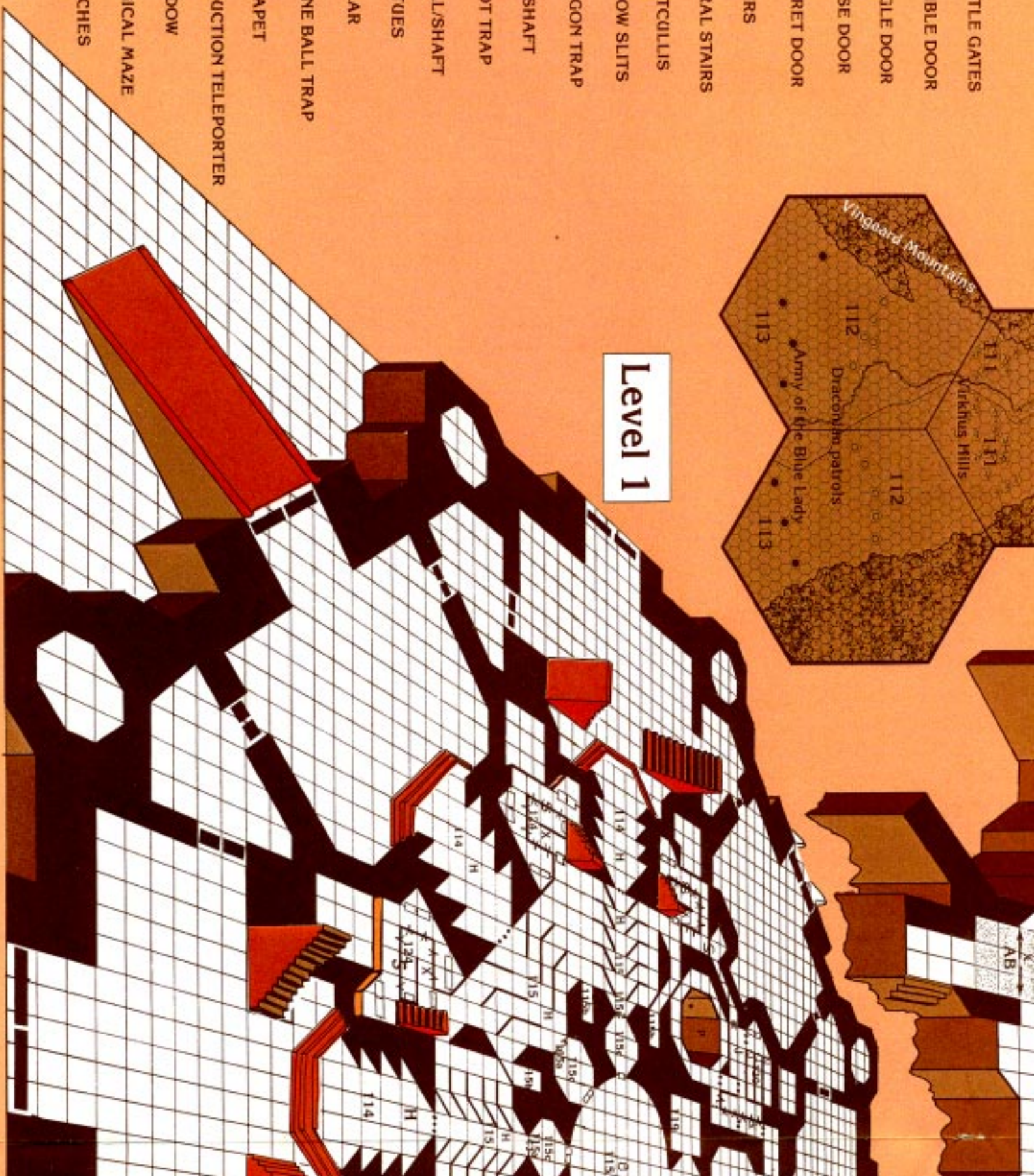




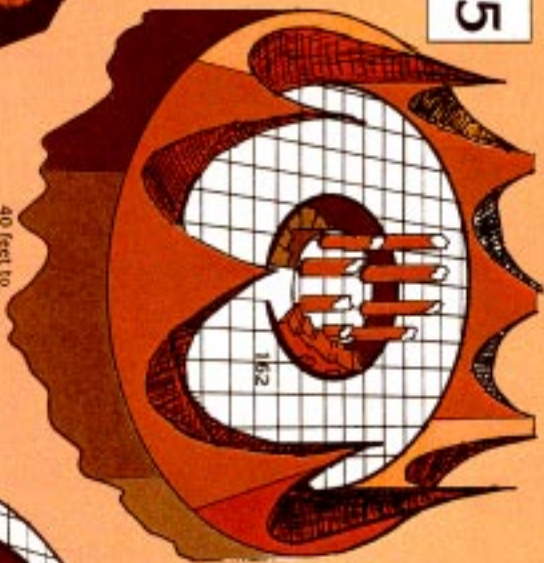
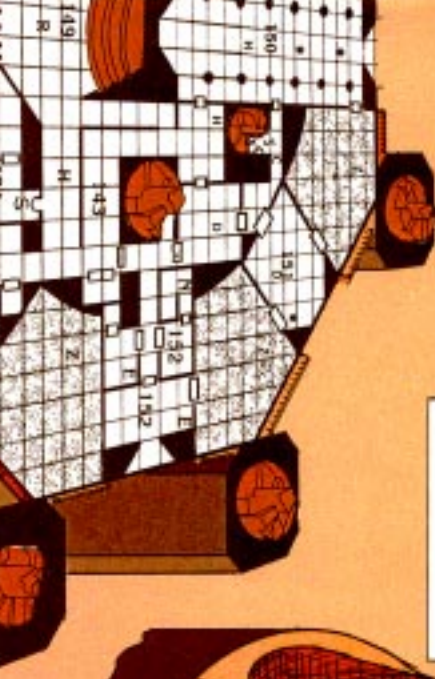
- CASTLE GATES
- DOUBLE DOOR
- SINGLE DOOR
- FALSE DOOR
- SECRET DOOR
- STAIRS
- SPIRAL STAIRS
- PORTCULLIS
- ARROW SLITS
- DRAGON TRAP
- PIT/SHAFT
- PIVOT TRAP
- WELL/SHAFT
- STATUES
- PILLAR
- STONE BALL TRAP
- PARAPET
- REDUCTION TELEPORTER
- WINDOW
- MAGICAL MAZE
- BENCHES



Level 1



Level 15



40 feet to lower level



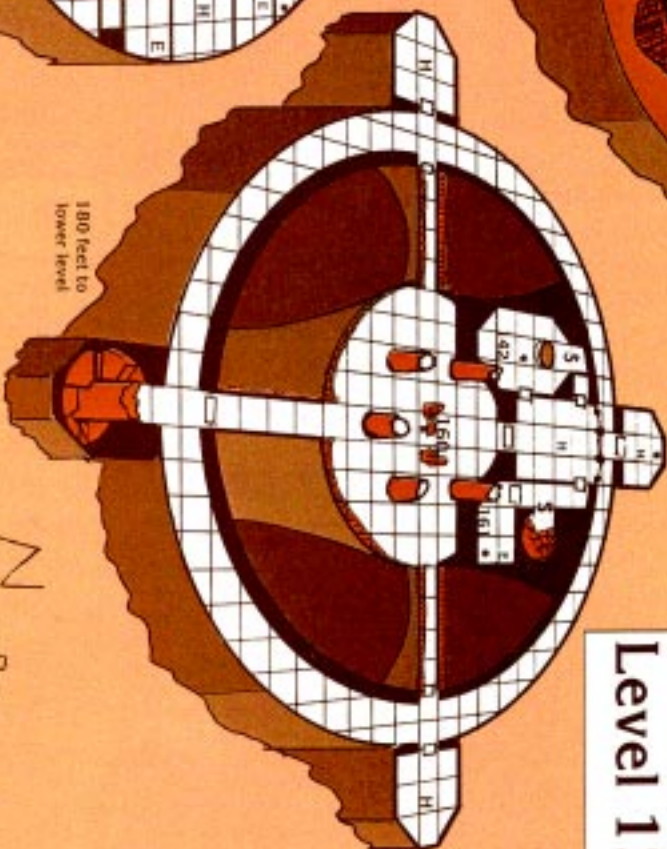
40 feet to lower level

Level 16



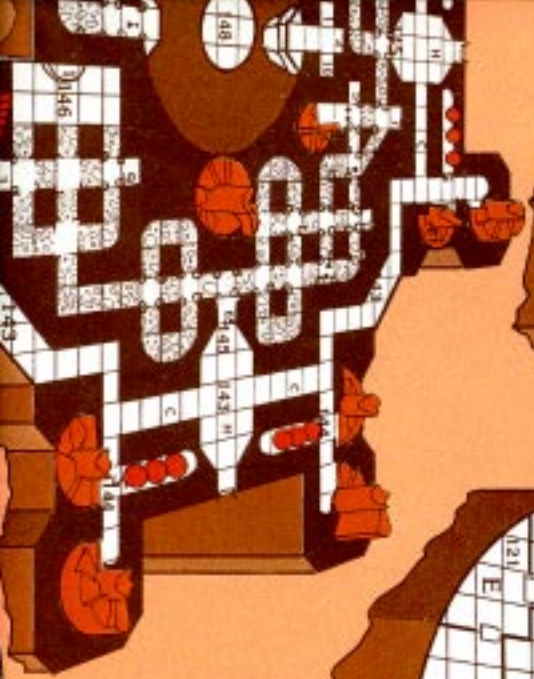
150 feet to lower level

Level 12



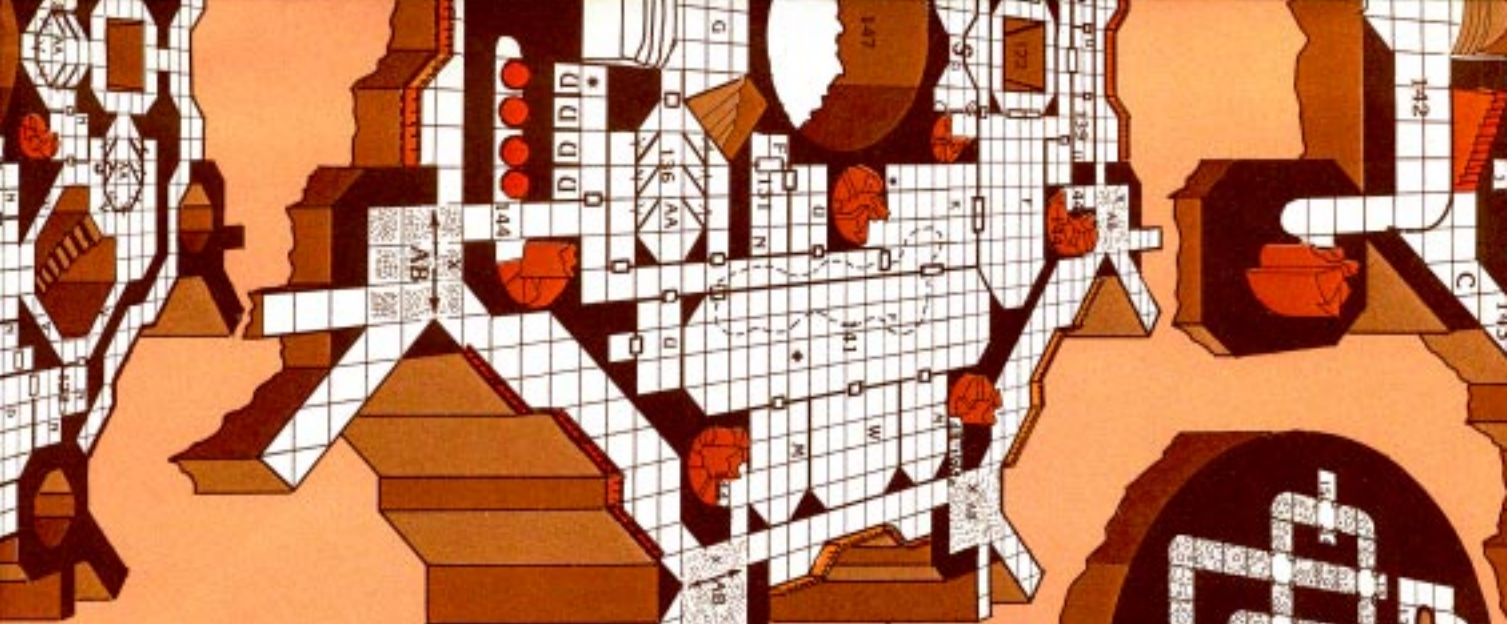
100 feet to lower level

Level 14



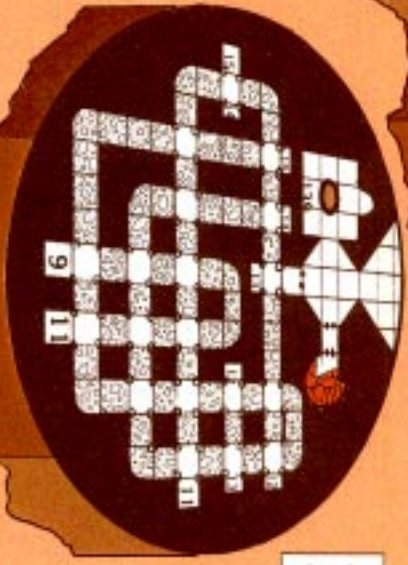
side view of Levels 11 and 12





Level 11

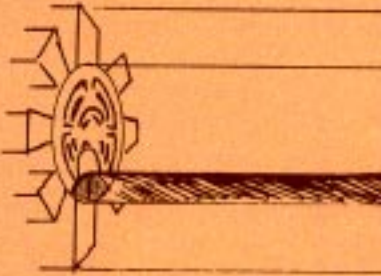
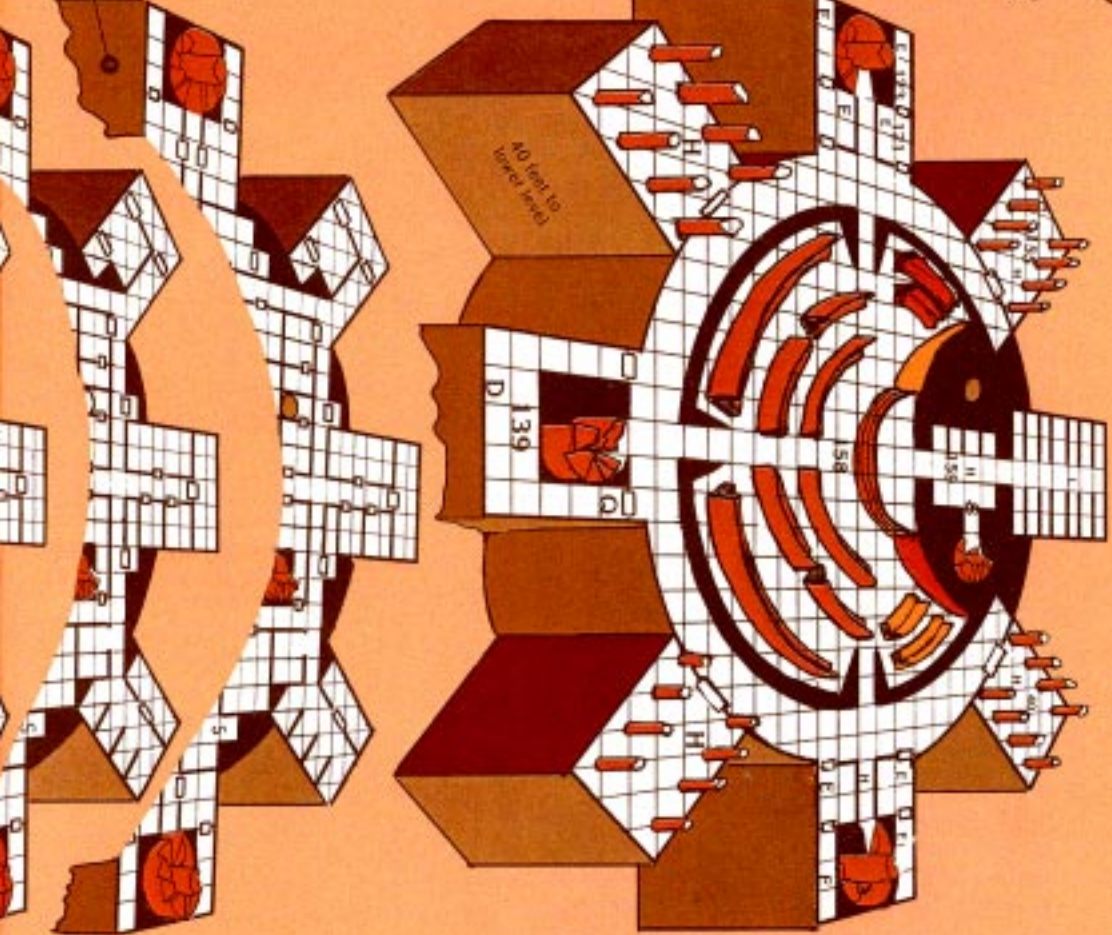
130 feet to lower level

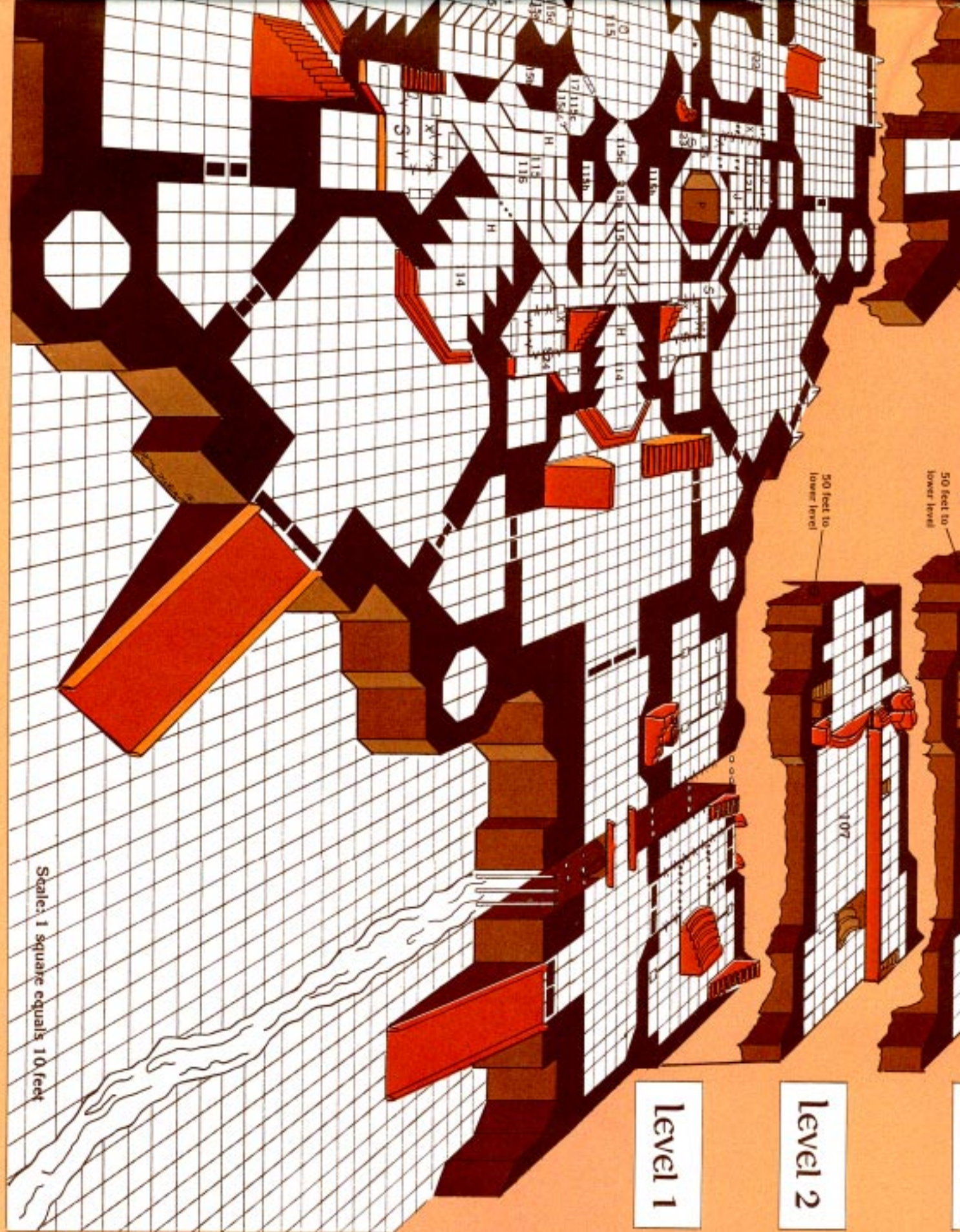


Level 13

Level 10

40 feet to lower level





Scale: 1 square equals 10 feet

Level 1

Level 2

50 feet to lower level

50 feet to lower level

GILTHANAS IS THE SECOND-BORN OF THE SPEAKER OF SUNS, LEADER OF THE QUALINESTI PEOPLE. WHILE HIS ELDER BROTHER PORTHIOS LEARNED THE IMPORTANT TASKS OF GOVERNING, GILTHANAS HAS ACTED AS A MESSENGER, SPY, AN ADVENTURER FOR HIS PEOPLE. HE WAS CAPTURED, ALONG WITH HIS CONTACT THEROS IRONFELD, BY THE DRACONIANS WHEN THEIR ARMIES OVERRAN SOLACE VALE. FREED WITH THE INNFELOWS, GILTHANAS CHOSE TO ACCOMPANY THEM INSTEAD OF GOING INTO EXILE WITH HIS PEOPLE.

GILTHANAS IS A HANDSOME ELF, EVER-YOUNG BUT WITH EYES OF DEEP MATURITY. IN THE SERVICE OF HIS PEOPLE HE HAS LEARNED TO MOVE SILENTLY, KEEN-EARED AND SHARP-EYED. WHILE VERY CHARMING, HE RESERVES HIS ATTENTIONS FOR ELVEN LADIES, AS HE RECOGNIZES THE GULF BETWEEN ELF AND MAN.

THIS ATTITUDE HAS BROUGHT HIM INTO CONFLICT WITH HIS SISTER LAURANA, WHO HAS FALLEN FOR THE HALF-ELF TANIS. THOUGH TANIS WAS LOST IN A FIRE IN TARSIS, THE GULF BETWEEN THE SIBLINGS REMAINS.

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LAURANA IS THE ONLY DAUGHTER OF THE SPEAKER OF THE SUNS, LEADER OF THE QUALINESTI PEOPLE. SPOILED AND PAMPERED AS A CHILD, SHE WAS SEEN AS A FRAGILE FLOWER COMPARED TO HER BROTHERS PORTHIOS AND GILTHANAS. BUT BENEATH THAT BEAUTIFUL FLOWER IS A STRONG-WILLED, INDEPENDENT ELF-MAIDEN.

HER GREATEST SHOW OF WILL HAS BEEN HER FEELINGS FOR TANIS, A HALF-ELF WARRIOR RAISED IN QUALINOST AS HER FRIEND. SHE CARED FOR TANIS DEEPLY, DESPITE THE OBJECTIONS OF HER FATHER AND BROTHERS. SHE ACCOMPANIED TANIS AND THE INNFELOWS WHEN HER PEOPLE FLED INTO EXILE.

TANIS WAS LOST IN A FIRE IN TARSIS. IN THE WEEKS THAT FOLLOWED, LAURANA SHED MUCH OF HER IMMATURETY, SHOWING THE CAPABLE WILL AND INNER STRENGTH THAT RUNS IN HER BROTHERS. SHE HAS FOUND THAT THE WORLD OUTSIDE IS VERY DIFFERENT FROM HER NATIVE, NOW-LOST QUALINOST, AND SHE HAS CHANGED ACCORDINGLY, THOUGH SHE HAS NOT LOST THE VIRTUES OF YOUTH—OPTIMISM, LOVE, AND A HAPPINESS THAT DEFIES THE EVIL AROUND HER.

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DEREK CROWNGUARD, LORD OF THE ORDER OF THE ROSE, IS THE LEADER OF ONE OF THE THREE ORDERS OF THE KNIGHTS OF SOLAMNIA. HE HAS ATTAINED HIS POSITION BY HIS SKILL WITH THE SWORD, HIS QUICK MIND, AND HIS RIGID ADHERENCE TO THE DOCTRINE OF THE KNIGHTS.

DEREK IS DOUR, QUIET OF VOICE, BUT EXPECTS TO HAVE HIS OPINION HEARD AND HIS ORDERS FOLLOWED. HE IS STEADFAST IN HIS BELIEF IN THE ORDER AND IN THE ULTIMATE TRIUMPH OF GOOD OVER EVIL.

DEREK FEELS HE CAN IMPROVE THE POSITION OF THE KNIGHTS (AND HIMSELF) BY TAKING AN ACTIVE ROLE AGAINST THE DRAGON HIGHLORDS RATHER THAN FALLING BACK TO CASTLES AND ISLANDS. TO THAT END, HE SET OUT TO LOCATE THE DRAGON ORB, AN ARTIFACT OF GREAT POWER USED TO DEFEAT THE DRAGONS LONG AGO, AND RETURN IT TO SANCRIST. HIS COLLEAGUE LORD GUNTAR OF THE CROWN HAS SADDLED HIM WITH AARON, A CHEERFUL KNIGHT OF GUNTAR'S ORDER. THEIR JOURNEY TOOK THEM TO TARSIS AND A RAGTAG GROUP OF ADVENTURERS LED BY A PSEUDO-KNIGHT NAMED STURM. AIDED BY THE PARTY, DEREK RECOVERED THE ORB.

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ELISTAN WAS ONCE A SEEKER PRIEST, MEMBER OF A FAITH THAT WORSHIPPED THE FALSE GODS THAT BECAME COMMON FOLLOWING THE CATAclysm. HIS NO-EXISTENT DEITIES WERE OF LITTLE VALUE WHEN THE DRAGONARMY TOOK HAVEN. AS A CAPTIVE, ELISTAN MET GOLDMOON, CLERIC OF THE TRUE GODDESS MISHAKAL. HE RECOGNIZED THE TRUE FAITH IN HER POWERS.

ELISTAN WAS BROUGHT BEFORE VERMINAARD, A DRAGON HIGHLORD, AND TORTURED WHEN HE WOULD NOT JOIN THE CAUSE OF EVIL. HE WAS RESCUED BY THE INNFELOWS AND HELPED LEAD THE REFUGEES TO SAFETY. AT THIS TIME, ELISTAN ACKNOWLEDGED THE TRUE GODS AND, WITH GOLDMOON'S AID, BECAME A FOLLOWER OF PALADINE, ALSO CALLED DRACO PALADIN, AND THE CELESTIAL PALADIN.

ELISTAN IS A DEVOTED FOLLOWER OF PALADINE AND IS DEDICATING HIS LIFE TO SPREADING HIS FAITH AND FIGHTING THE EVIL AROUND HIM. ALTHOUGH A MAN OF PEACE, HE DOES WHAT IS NEEDED FOR HIS CAUSE.

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FLINT FIREFORGE IS THE ELDEST MEMBER OF THE PARTY. HIS FATHER FOUGHT IN THE DWARFGATE WAR BETWEEN THE HILL DWARVES AND THE MOUNTAIN DWARVES OF THORBARDIN, AND FLINT GREW UP HEARING OF THE MOUNTAIN DWARVES' TREACHERY. HE LEFT HIS NATIVE HILLS TO SEEK HIS FORTUNE, BUT PLANNED TO RETURN ONE DAY.

IN HIS TRAVELS, FLINT WAS CAPTURED BY GULLY DWARVES WHO HELD HIM PRISONER FOR THREE YEARS. ESCAPING TO HIS OWN LAND, FLINT FOUND THE DWARVES HAD ABANDONED THE AREA. THE DWARF WANDERED, EVENTUALLY SETTLING IN SOLACE AND LIVING AS A TINKERER.

THE ELVES OF QUALINOST RESPECTED HIS WORK, AND IT WAS THERE HE MET TANIS THE HALF-ELVEN. TANIS WAS THE LEADER OF THE INNFELOWS IN THE DESPERATE FLIGHT FROM THE DRAGONARMIES, BUT HE IS NOW GONE, LOST IN A FIRE IN TARSIS. FLINT'S OTHER FRIEND IS THE LIGHTHEARTED TASSLEHOFF BURRFOOT.

FLINT IS CYNICAL BUT BRAVE AND HONEST. HE UNDERSTANDS OTHER DWARVES BETTER NOW, BUT HAS A NEW HATRED: BOATS.

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AARON TALLBOW COMES FROM A LONG LINE OF SOLAMNIC KNIGHTS OF THE ORDER OF THE CROWN AND IS A NATIVE OF SANCRIST ISLE. HE HAS DEVOTED HIS LIFE TO THE PERFECTION OF HIS ARCHERY SKILLS AND IS RECOGNIZED AS ONE OF THE FINEST BOWMEN AMONG THE KNIGHTS.

AARON IS AN EASY-GOING AND PLEASANT PERSON, WITH A READY LAUGH AND PERVERSIVE GOOD HUMOR. HE IS TALL AND LEAN AND WEARS HIS FLOWING RED HAIR AND MUSTACHES IN THE MANNER OF THE KNIGHTS. HIS FRIENDLY SMILE AND GOOD NATURE HAVE MADE HIM WELL-LIKED BY FELLOW KNIGHTS AND LANDHOLDERS ALIKE.

GUNTAR, THE LORD OF AARON'S ORDER, REQUESTED THAT AARON ACCOMPANY LORD DEREK OF THE ROSE IN A QUEST TO LOCATE THE DRAGON ORB OF ICEWALL, A GREAT ARTIFACT USED IN THE ANCIENT DRAGONWARS TO DESTROY THE DRAGONS. GUNTAR FELT THAT AARON'S NATURE MIGHT TAKE THE EDGE OFF DEREK'S PERSONALITY. IN THEIR QUEST, AARON AND DEREK ENCOUNTERED A PARTY OF ADVENTURERS ALREADY WORKING AGAINST THE DRAGONS. WITH THEIR HELP, THE ICEWALL ORB WAS RECOVERED.

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TASSLEHOFF BURRFOOT LEFT THE HOMELANDS OF THE KENDER AS A CHILD TO ACCOMPANY HIS PARENTS. WHEN HE REACHED ADULTHOOD, HE WANDERED OFF ON HIS OWN, AS IS THE KENDER TRADITION.

TAS WAS HIT HARD BY KENDER WANDERLUST, AND IT WAS SEVERAL YEARS BEFORE HE ARRIVED IN SOLACE VALE. HE CARRIED WITH HIM THE NECESSITIES OF KENDER SURVIVAL: A CASE FILLED WITH OUTDATED MAPS, HIS HOOPAK SLING, ROPE, FOOD, AND A BAG OF ODD ITEMS HE HAD "ACQUIRED" IN HIS JOURNEYS. TAS, LIKE MOST KENDER, HAS THIEVING ABILITIES, THOUGH KENDER PREFER TO CALL THEMSELVES "HANDLERS." TAS "BORROWS" ITEMS NOT OUT OF GREED, BUT INSATIABLE CURIOSITY.

TAS FIRST ENCOUNTERED FLINT WHEN HE "BORROWED" ONE OF THE DWARF'S BRACELETS WITHOUT ASKING, AND THEY BECAME FAST FRIENDS (IN TASS OPINION). TAS IS GOOD-NATURED, HAS GREAT ENERGY AND A QUICK WIT, AND HAS KEPT THE PARTY'S SPIRITS UP DURING THE LONG FLIGHT BEFORE THE DRAGONARMIES. TAS IS ALSO IMMUNE TO THE EMOTION OF FEAR, AS ARE ALL KENDER.

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STURM BRIGHTBLADE IS THE SON OF A SOLAMNIC KNIGHT, AN ANCIENT ORDER OF THE NORTHERN KINGDOMS. WHEN THE ORDER WAS THREATENED, STURM'S FATHER SENT HIS WIFE AND YOUNG SON SOUTHWARD FOR SAFETY. WHEN STURM REACHED ADULTHOOD, HE RECEIVED HIS FATHER'S LEGACY: HIS SWORD AND RING, BOTH INSCRIBED WITH THE SYMBOL OF THE ROSE. HE ADVENTURED WITH THE INNFELOWS FOR A SHORT TIME BEFORE JOURNEYING NORTH TO TAKE HIS FATHER'S PLACE AMONG THE KNIGHTS. HE FOUND THE KNIGHTS SPLIT BY INTERNAL TURMOIL AND FLED BEFORE BEING TESTED FOR THE KNIGHTHOOD.

STURM HAS ADOPTED THE IDEALS OF THE KNIGHTS AND THE SOLAMNIC MOTTO "OBEDIENCE UNTO DEATH." HIS GREATEST DESIRE IS TO DIE A WARRIOR'S DEATH, FIGHTING THE FORCES OF EVIL. HE IS A MAN OF GREAT DIGNITY, FEARLESSNESS, AND HONESTY, DEEPLY CONCERNED FOR THE WELFARE OF OTHERS. STURM HAS ADMITTED TO THE PARTY THAT HE IS NOT A "TRUE" KNIGHT, BUT THAT HE WISHES TO BE RECOGNIZED AS ONE BY HIS ACTIONS FOR GOOD. LORD DEREK, FOR ONE, IS UNIMPRESSED.

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Character Cards

CUT OUT CARDS

Laurana 5TH LEVEL ELF FIGHTER

STR 13 **WIS** 12 **CON** 14 **THAC0** 16
INT 15 **DEX** 17 **CHR** 16 **AL** CG **HP** 30

AC 0 (CHAIN MAIL +1 AND SHIELD, DEX BONUS)

Weapons SHORT SWORD +2 (3-8/3-10)

DAGGER (1-4/1-3)

Equipment AS SELECTED BY PLAYER; 500 STL/

1000 GPW MAXIMUM

Languages COMMON, QUALINESTI ELF,

SILVANESE ELF



See back of card for more information.

Gilthanas 5TH LEVEL ELF FIGHTER/6TH LEVEL ELF MAGIC-USER

STR 12 **WIS** 10 **CON** 12 **THAC0** 16
INT 14 **DEX** 16 **CHR** 13 **AL** CG **HP** 25

AC 1 (CHAIN MAIL AND SHIELD +1, DEX BONUS)

Weapons LONGSWORD +1 (2-9/2-13)

LONGBOW AND QUIVER OF 20 ARROWS

(1-6/1-6)

Abilities SPELL USE: 4 1ST-LEVEL, 2 2ND-LEVEL,

2 3RD-PER LEVEL-PER DAY

Languages COMMON, QUALINESTI ELF,

SILVANESE ELF



See back of card for more information.

Elistan 9TH LEVEL HUMAN CLERIC

STR 13 **WIS** 17 **CON** 12 **THAC0** 16
INT 14 **DEX** 12 **CHR** 16 **AL** CG **HP** 49

AC 4 (CHAIN MAIL AND SHIELD)

Weapons MACE +2 (4-9/3-8)

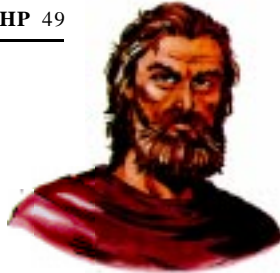
Equipment AS SELECTED BY PLAYER; 500 STL/

1000 GPW MAXIMUM

Abilities SPELL USE: 6 1ST-LEVEL, 6 2ND-LEVEL,

4 3RD-LEVEL, 2 4TH-LEVEL, 1 5TH-LEVEL

Languages COMMON, QUALINESTI ELF, SEEKER



See back of card for more information.

Derek Crownward 9TH LEVEL HUMAN FIGHTER

STR 17 **WIS** 11 **CON** 16 **THAC0** 12
INT 12 **DEX** 13 **CHR** 12 **AL** LG **HP** 70

AC 3 (CHAIN MAIL +2)

Weapons HALBERD +1 (2-11/3-13)

DAGGER (1-4/1-3)

Equipment AS SELECTED BY PLAYER; 500 STL/

1000 GPW MAXIMUM

Languages COMMON, ERGOTHIC, QUALINESTI

SOLAMNIC



See back of card for more information.

Aaron Tallbow 8TH LEVEL HUMAN FIGHTER

STR 15 **WIS** 10 **CON** 12 **THAC0** 14
INT 14 **DEX** 18 **CHA** 16 **AL** LG **HP** 49

AC -1 (CHAIN MAIL AND SHIELD +1, DEX BONUS)

Weapons LONGSWORD (1-8/1-12)

LONGBOW +1 WITH FOUR ARROWS +2 (3-8/3-8/)

QUIVER OF 20 NORMAL ARROWS (1-6/1-6)

Equipment AS SELECTED BY PLAYER; 500 STL/

1000 GPW MAXIMUM

Languages COMMON, ERGOTHIC, HYLO KENDER,

QUALINESTI ELF, SOLAMNIC



See back of card for more information.

Flint Fireforge 7TH LEVEL DWARF FIGHTER

STR 16 **WIS** 12 **CON** 18 **THAC0** 14
INT 7 **DEX** 10 **CHR** 13 **AL** NG **HP** 70

AC 1 (PLATE MAIL +1 AND SMALL SHIELD)

Weapons 2 HAND AXES +1 (2-7/2-5)

DAGGER (1-4/1-3)

Equipment AS SELECTED BY PLAYER; 500 STL/

1000 GPW MAXIMUM

Languages COMMON, HILL DWARF



See back of card for more information.

Sturm Brightblade 10TH LEVEL HUMAN FIGHTER

STR 17 **WIS** 11 **CON** 16 **THAC0** 12
INT 14 **DEX** 12 **CHR** 12 **AL** LG **HP** 74

AC 3 (CHAIN MAIL +2)

Weapons TWO-HANDED SWORD +3 (4-13/6-21)

DAGGER (1-4/1-3)

Equipment AS SELECTED BY PLAYER; 500 STL/

1000 GPW MAXIMUM

Languages COMMON, QUALINESTI ELF, SOLAMNIC



See back of card for more information.

Tasslehoff Burrfoot 8TH LEVEL KENDER THIEF

STR 13 **WIS** 12 **CON** 14 **THAC0** 19
INT 9 **DEX** 16 **CHR** 11 **AL** N **HP** 34

AC 5 (LEATHER ARMOR, DEX BONUS)

Weapons HOOPAK: COMBINATION BULLET SLING

(2-5/2-7) AND +2 JO STICK (3-8/3-6)

DAGGER (1-4/1-3)

Equipment THIEVES' TOOLS, LEATHER MAP

CASE AS SELECTED BY PLAYER; 500 STL/

1000 GPW MAXIMUM



See back of card for more information.

Combined Monster Statistics Chart

Name	A C	M V	H D	hp	#AT	Dmg	SA	SD	AL	THAC0	Book
Men	8	12"	1-4	V	1	1-6	NO	No	N	V	M-66
Men, Archers	4	12"	3	V	2	1-6/1-6	NO	No	V	18	M-66
Men, Cavalry	????	12"/[15"]	4	V	1	1-8	No	NO	V	18	M-66
Men, Peasant	9	12"	2	V	1	1-6	No	No	V	20	M-66
Men, Pilgrim	9	9"	2	V	1	1-4	No	No	NG	20	M-69
Men, Troops	4	12"	4	V	1	1-8	No	No	V	18	M-66
Merchant	9	9"	1	V	1	1-6	No	No	LN	20	M-69
Minotaur	6	12"	6+3	V	2	2-8/1-8	NO	Yes	CE	13	M-71
Moon Dog	2/0/-2	30"	8+16	V	1	3-12	Yes	Yes	NG	2	M2-92
Nightmare	-4	15"/36"	6+6	V	3	2-8/4-10/4-10	No	Yes	N(E)	13	M-74
Nixie	7	6"/12"	1/2	V	1	by weapon	Yes	No	N	20	M-74
Ogre	5	9"	4-1	V	1	by weapon or 1-10	No	No	CE	15	M-75
Oliphant	4	15"	8+4	V	4	3-12/3-12/3-12/3-12	Yes	No	N	12	M2-96
Phantom	NA	9"	NA	NA	NA	NA	Yes	Yes	V	NA	M2-100
Porcupine, Giant	5	6"	6	V	1	2-8	Yes	Yes	N	13	M-79
Rat, Giant	7	12"	1/2	V	1	1-3	Yes	No	N(E)	20	M-81
Rat, Ordinary	7	15"	1/4	V	1	1	No	No	N(E)	20	M2-105
Remorhaz	0/2/4	12"	12	V	1	6-36	Yes	Yes	N	9	M-82
Scrag	2	3"/12"	6-12	V	3	1-4/1-4/9-16	Yes	Yes	CE	13	M-67
Seamen	9	12"	1	V	1	1-6	No	No	N	20	DLC2-00(DL9)
Shadow	7	12"	3+3	V	1	2-5	Yes	Yes	CE	16	M-86
Shadowpeople											
Warriors	2	12"/18"	2+2	V	1	1-6	Yes	No	N(G)	16	DLC2-00(DL9)
Skeleton Warriors	2	6"	9+12	V	1	weapon (1-8)	Yes	Yes	N(E)	10	FF-79
Snow Leopard	6	12"	3+2	V		1-6/1-3/1-3	Yes	Yes	N	16	M-60
Spectral Minion											
Berserker	2	30"	10	V	2	1-10/1-10	No	Yes	CE	12	DLC2-00
Guardian	2	30"	10	V	1	1-10	No	Yes	LG	12	DLC2-00
Reveler	2	30"	5	V	1	1-4+revel	Yes	Yes	CE	16	DLC2-00
Philosopher	2	30"	4	V	NA	NA	No	Yes	V	NA	DLC2-00
Searcher	2	30"	6	V	NA	NA	No	Yes	LE	NA	DLC2-00
Warrior	2	30"	9	V	1	1-10	No	Yes	V	12	DLC2-00
Spider, Giant	4	3"*12"	4+4	V	1	2-8	Yes	No	CE	15	M-90
Spider, Huge	6	18"	2+2	V	1	1-6	Yes	No	N	16	M-90
Sprite	6	9"/18"	1	V	1	by weapon	Yes	Yes	N(G)	19	M-92
Spy	8	12"	T7	27	1	2-9	Yes	No	LE	19	PH-26
Stag, Normal	7	24"	3	V	1 or 2	2-8 or 1-3/1-3	No	No	N	16	M-92
Stag, White	-5	24"	10	77	3	1-12/1-6/1-6	No	Yes	LG	10	DLC1-00
Stirge	8	3"/18"	1+1	V	1	1-3	Yes	No	N	13	M-92
Stone Guardian	2	10"	4+4	V	2	2-9/2-9	No	Yes	N	15	M2-115
Taers	4	18"	3+6	V	3	1-6/1-4/1-4	Yes	Yes	N	15	M2-117
Tarsian Men	7	12"	1	V	1	1-6	No	No	LN	20	M-68
Thanoi	4	9"/15"	4	V	2	1-8/1-8	No	Yes	LE	15	DLC2-00
Thieves	4	12"	T5	V	1	2-9	Yes	No	CE	18	PH-26
Tiger	6	12"	5+5	40	3	2-5/2-5/1-10	Yes	No	N	13	M-94
Vulture, Ordinary	6	3"/24"	1+1	V	1	1-2	No	No	N	18	M2-125
Water Weird	4	12"	3+3	V	1	NA	Yes	Yes	CE	13	M-100
Will-o-Wisp	-8	18"	9	V	1	2-16	Yes	Yes	CE	12	M-101
White Stag	-5	24"	10	77	3	1-12/1-6/1-6	No	Yes	LG	10	M-92
Wolf, Dire	6	18"	3+3	V	1	2-8	No	No	NE	16	M-101
Wolf, Winter	5	18"	6	V	1	2-8	Yes	No	NE	13	M-101
Wooly Rhinoceros	5	12"	10	V	1	2-12	Yes	No	N	10	M-82
Wraith	4	12"/24"	5+3	V	1	1-6	Yes	Yes	LE	15	M-102
Yeti	6	15"	4+4	V	2	1-6/1-6	Yes	Yes	N	15	M-103

Abbreviations

AC = Armor Class, AL = Alignment, #AT = Number of attacks per round, CE = Chaotic Evil, DMG = Damage, FF-(X) = Found in Fiend Folio, Page (X), HD = Hit Dice, hp = hit points, LE(C) = Lawful Evil with Chaotic tendencies, LG = Lawful Good, M-(X) = Found in MONSTER MANUAL II, page (X), MV = Movement Rate, N = Neutral, N (C) = Neutral with Chaotic tendencies, N(E) = Neutral with Evil tendencies, NA = Not Applicable, NE = Neutral Evil, NG = Neutral Good, SA = Special Attacks, SD = Special Defenses, THAC0 = Base number to hit AC 0 (does not include racial, strength, or weapon bonuses), V = Varies

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