

DragonLance

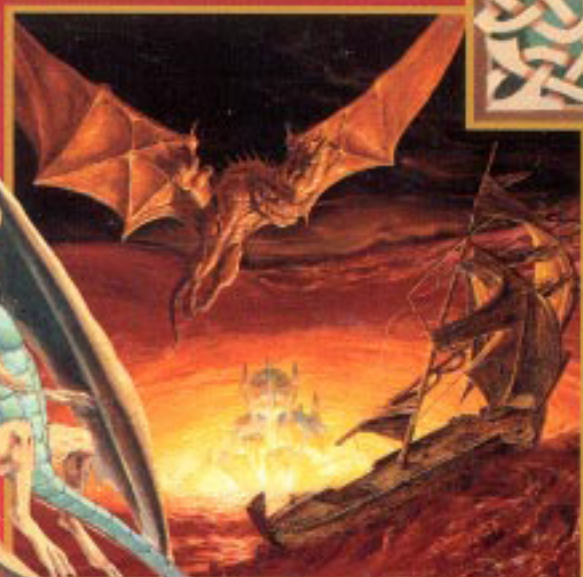
SAGA

CLASSICS VOLUME III

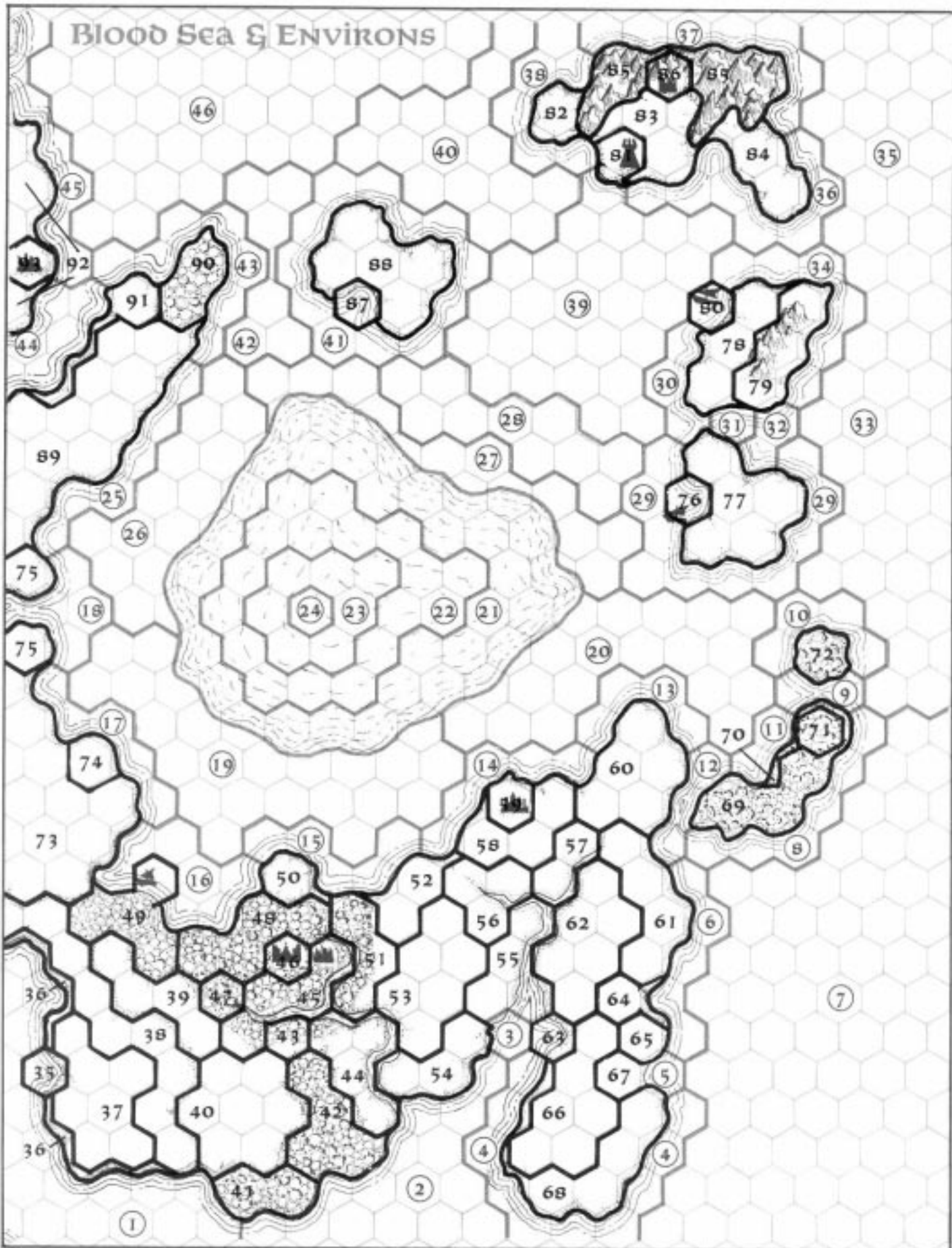
by Grubb, Hickman, and Niles

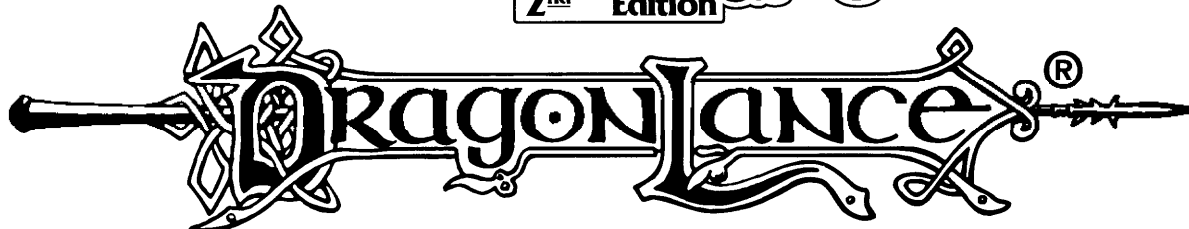
DRAGONS OF DREAMS
DRAGONS OF TRUTH

DRAGONS OF FAITH
DRAGONS OF TRIUMPH



BLOOD SEA & ENVIRONS



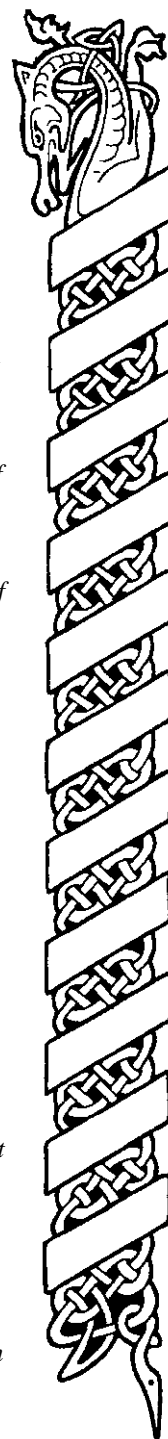
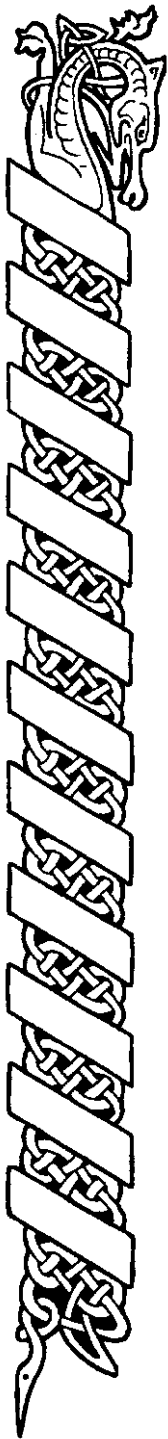


Official Game Adventure

DRAGONLANCE® Classics, Volume 3

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Prologue



Notes for the Dungeon Master

DLC3 is the third, and final, compilation of the original DRAGONLANCE® modules. This volume contains the newly revised adventures first published as DL10 ("Dragons of Dreams"), DL12 ("Dragons of Faith"), DL13 ("Dragons of Truth"), and DL14 ("Dragons of Triumph"). DL11 is not included here, as it is a war game simulation of the DRAGONLANCE series.

In DL6, "Dragons of Ice," the original party of heroes was separated into two groups during the destruction of the city of Tarsis. Laurana, Sturm, Flint, Tasslehoff, and others fled south, then traveled northward. They left behind their friends, not knowing if they were dead or alive. DL6 through DL9 detailed the adventures of these heroes.

This adventure starts out following the group of heroes left behind in Tarsis—Tanis, Caramon, Raistlin, Tika, Goldmoon, and Riverwind. It begins as they flee from Tarsis. About two-thirds of the way through this volume, the two groups of PCs are reunited to face the final battles.

All DRAGONLANCE adventures attempt to recreate the conditions of the novels with the player characters cast in the roles of the epic's heroes. Thus, it is recommended that the adventures be played using the player characters provided (in the "PCs" section of the Appendix). If players wish to use their own characters, however, allow them to do so.

Obscure Death

In the DRAGONLANCE epic, some NPC heroes and villains figure prominently in later adventures. If such "Name" characters as Fizban or Kitiara, for example, should be slain, invoke the "obscure death" rule. This rule states that the circumstances surrounding the death of an important character should be confused and the body not recovered. Later, the hero or villain can reappear, usually with a story of how he or she was miraculously saved.

This is true of NPCs only. The obscure death rule does not apply to player characters. If a PC dies in this or later adventures—say good-bye!

Events and Encounters

Each chapter in DLC3 begins by listing several Events that occur at the times indicated, regardless of the actions of the PCs. Events are governed primarily by time.

Following the Events comes the listing of Encounters, each representing areas the PCs can visit. Encounters are governed primarily by location. An Encounter occurs only if the PCs enter the appropriate area.

For both Events and Encounters, the text enclosed in boxes should be read aloud to the players.

Ability Checks

Occasionally, an Ability Check is called for against one of the character's abilities: Strength, Wisdom, Dexterity, etc. Roll 1d20. If the number rolled is less than or equal to the ability, the action succeeds; if greater than the ability, the action fails.

The Novels

Some of your players might have read the DRAGONLANCE novels. Reading the novels will not take the mystery and excitement out of your adventure; the information related in the books is similar, but by no means identical, to the events and encounters in this module.

Indeed, players who assume the adventure modules to be exactly the same as the story might soon find themselves in trouble! The adventure attempts to re-create the conditions surrounding the story, while leaving the decision-making and role-playing up to the players. Do not feel obligated to have the adventure turn out the same way it did in the novels. Allow your game to have its own feeling and texture.



Remember that the DRAGONLANCE story is a complex saga. To run it well, read the adventure carefully, anticipate your player's actions, and think of ways to motivate players to stay within the boundaries given in this volume. Let the players explore the setting—do not lead them around by the nose. Instead, try to draw them in the direction desired by using tantalizing information. Do not be afraid to improvise to make the adventure more enjoyable for the players.

The World of Krynn

There are several important differences between the world of Krynn and the standard AD&D® 2nd Edition campaign. New players should be made aware of this information.

True clerics have been unknown on Krynn since the Cataclysm, a mighty catastrophe that changed the face of Krynn. Most clerics have no spellcasting abilities, since 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 gods of good have so far been revealed—Mishakal, goddess of healing, and Paladine, leader of good, the Celestial Paladin. All PC clerics brought into the campaign must follow one of these two faiths.

All PC elves here are Qualinesti elves.

All PC dwarves are hill dwarves.

The equivalent of halflings on Krynn are kender. Kender resemble wizened 14-year-olds.

The values of gold and other trade items are completely different in this world than in familiar campaigns. Steel is the main trade metal, and 10 gold pieces are worth only one steel piece. PCs who enter Krynn from other campaigns can trade their gold pieces for steel.

Finally, dragons had been absent from Krynn for nearly 1,000 years and have only recently returned as conquerors. The only dragons most people have seen are red, green, black, blue, and white dragons—all creatures of evil. Stories exist that once there were dragons of good—copper, bronze, brass, silver, and gold. Only the PCs have met some of these good dragons.

A Note to the DM New to the DRAGONLANCE Series

Even if you have never played any of the other adventures in the DRAGONLANCE series, you can still start out with the adventures contained in this volume. Options in the first chapter are provided that give you and your players some knowledge of the history and events in the story to date.

Time: Because events are linked to time, it is important that you keep a record of the day and time of day. You may choose the time at which an event occurs, unless a specific time is listed in the text.

The Fall of Silvanesti

Wherein the most ancient kingdom of elves met its doom.

Review of the Elven Chronicle

Note to the DM: This section reviews the background history of elves. If you are already familiar with this information, proceed to the section titled "The Tragedy of Lorac."

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

The elven races are collectively called Colinesti, "people of the morning," in the ancient texts. The races are now more commonly known by their subracial names: the ancient Silvanesti, the outcast Qualinesti, the wild Kagonesti.

The eldest of the established subraces is the Silvanesti. Theirs was the first race to emerge from the Age of Dreams as a unified civilization. They take their name from their first leader, Silvanos.

The Silvanesti have endured for over 3,000 years, surviving wars with dragonkind as well as the Kinslayer War against humans. The Silvanesti have become firmly set in their ways and traditions.

The Silvanesti are a fair-skinned race. Their eyes are blue or brown, and their hair color ranges from light brown to blonde to white. They prefer wearing loose garments, flowing robes, and capes.

In lifestyle, the Silvanesti differ greatly from their brethren. Long years in a safe empire has stratified the various crafts 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. The House Protector (the Wildrunners) serves as the army of the Silvanesti.

The Qualinesti, or "Western Elves," are elves originally from the western edges of Silvanesti. The enmity between the two races is strong.

In the days of the ancient Dragon Wars, the western borders of Silvanesti were under assault from the forces of the Dragonarmies. The elves of western Silvanesti excelled in battle. Many were members of the Wildrunners, and cross-class war training prevented the stratification that typified Silvanesti life in the interior of the nation.

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. After they left, the Gardeners of Silvanost grew the Hedge, a region of dense underbrush, to prevent western invaders from entering their lands.

The Tragedy of Lorac

Excerpted from the *DRAGONLANCE Chronicles, Volume Two, "Dragons of Winter Night."*

The Creation of the Dragon Orbs

During the Age of Dreams, when wizards were respected and revered upon Krynn, there were five Towers of High Sorcery. These Towers were centers of learning and of power for the mages of Krynn. Here were housed great libraries of spell books and magical artifacts. Here all mages desiring to rise to higher levels came to take the grueling Tests.

Here, also, the mages came together to work their greatest magic. Toward the end of the Second Dragon War, when the world itself seemed doomed, the highest of the mages of all three Orders (good, neutral, and evil) met together in the Tower of Palanthis and created five *Dragon Orbs* to help defeat the dragons. All but one of the *orbs* were taken from Palanthis and carried to each of the other four Towers.

As Istar rose during the Age of Might to greater and greater glory, the Kingpriest of Istar and his clerics became increasingly jealous of the power of the mages. As times grew more and more evil, the priests placed the blame for the evil upon wizards. The Towers of High Sorcery became natural targets. Mobs attacked the Towers. For only the second time in their history, the wizards of all the Orders came together to defend the last bastions of their strength.

When it became clear that the battle was hopeless, the wizards themselves destroyed two of the Towers. The blasts devastated the countryside for miles around. Only three Towers remained—the Tower of Istar, the Tower of

Palanthis, and the Tower of Wayreth.

The terrible destruction frightened the Kingpriest. He granted the wizards passage from the Towers of Istar and Palanthis if they would leave the Towers undamaged.

Before the Tower at Istar was abandoned, an elf named Lorac Caladon arrived at the Tower to take the Tests. During the Test the *Dragon Orb* spoke to Lorac's mind. The *orb* foresaw a dreadful calamity. *You must not leave me here in Istar, the orb told him. If so, I will perish and the world will be lost.*

Lorac took the *orb* away with him, hidden in a small bag. Some might say that this great lord of the elves stole the *orb*. He maintained, however, that he was rescuing it. The Towers were abandoned. The mages fled to the Tower at Wayreth. All knowledge of the *Dragon Orbs* perished during the wars against the mages, which became known as the Lost Battles. Lorac kept the *orb* hidden in Silvanesti.

Then came the Cataclysm. The Silvanesti elves survived it far better than others in the world. The Silvanesti heard tales of the suffering of others, particularly of their cousins, the Qualinesti. There were some among the Silvanesti who said they should go to the aid of their brethren.

But Lorac, their ruler, refused. After all, he told his people, what did they expect, living as they did among humans? Many agreed with Lorac, and the Silvanesti withdrew into their forest. None passed their borders for centuries.

Then a new evil arose. Dragon Highlords sent emissaries to Lorac, promising to leave Silvanesti untouched if he promised to leave them alone in turn. Lorac agreed. He had lived in the world long enough to expect treachery, however.

Thus, when the Dragonarmies attacked Silvanesti, the elves were prepared. Lorac ordered his people to sail to safety. Then he descended to the chambers beneath the Tower of the Stars where he had secreted the *Dragon Orb*.

Lorac knew, even as he rested his fingers on the globe, that he had made a terrible mistake. He had neither the strength nor the control to command the magic. But, by then, it was too late. The *orb* had captured him and held him enthralled.

And now, it is the most hideous part of his nightmare—to know that he is dreaming, yet unable to break free.



Chapter 1: Griffon's Flight



The major portion of this adventure deals with the elf king, Lorac, Speaker of the Stars, who is being held prisoner by a *Dragon Orb* and by the green dragon, Cyan Bloodbane. Cyan has been whispering nightmares into Lorac's mind. These nightmares have become reality for the once-beautiful kingdom of Silvanesti.

At the beginning of DL6, the heroes were under siege in the city of Tarsis, which was being attacked by the Dragonarmies. It was here in Tarsis that the party of heroes was split.

Chapter One offers you several options for running the companions' journey from Tarsis to the Nightmare Borders of Silvanesti.

If You Have Never Played a DRAGONLANCE Adventure Before:

Read the Game Start boxed text to your players, followed by the Quick Start boxed text. Then proceed to Encounter 8 of this chapter and begin the game.

If You Have Played DL6, You Have Two Choices:

1. You can use the **Quick Start** narrative text to describe the companion's journey across the Plains of Dust. This option allows you to go right to the heart of the adventure.

2. You can run the Wilderness Adventure.

Read the Adventure Start boxed text to the players and begin the adventure with Encounter 1: The Fall of Tarsis.

If the players are using the DRAGONLANCE series characters, give them the character cards at the back of this book.

Game Start

Read this section to your players if they have *not* played DL6. Follow this by reading the **Quick Start** boxed text as well.

The world of Krynn teeters on the brink of chaos. First came the Cataclysm. Man's pride called down destruction from the gods over 300 years ago. The might and the glory that was Krynn passed away in that instant. Civilization was plunged into darkness.

Then came the dragons. Awakened from their millennia-long sleep, they now ravage the land under the command of Dragon Highlords, whose highly trained armies are bringing the continent of Ansalon under their domination.

Yet there is hope. The gods have ended their centuries-long silence. A tribal princess of the plains has restored the light

and knowledge of the true gods. The healing arts—once lost—are now known again, and a small number of true clerics walk the land. They are eager to spread the truth, yet fearful that their knowledge might perish with them in an instant.

But not all bend quietly to the will of the Dragon Highlords. You are among those who have fought the tyrants with your sword and shield, your magic and prayers. Your efforts have brought you to this city, where you had hoped to gain passage over the seas. Yet this once-fabled seaport is now landlocked, the harbor destroyed by the Cataclysm. You and your companions have come to the Red Dragon Inn to determine what to do now.

So far, nothing has been able to stop the advance of the Dragonarmies. There are rumors of magical weapons that might aid your cause—powerful lances that slay dragons and mystical orbs that enable the user to control the monsters. But no *one* knows where to find these weapons. Somewhere in this gloomy city, you must find a ray of hope.

But even as you and your friends discuss your plans, Tarsis is attacked! Flights of dragons appear in the skies, draconians fill the streets.

Chapter 1: Griffon's Flight

Quick Start

Read this if players have played DL6 or as a continuation of the Game Start above.

Your rest in Tarsis was all too short. Outside the inn, you hear the shrill screams of dragons. The chill air is filled with the smell of burning and the cries of death. Through the windows of the Red Dragon Inn, you see draconians glide down into the streets. Then the inn itself explodes. You seem to remember falling...

A bitter wind rushing into your face awakens you. You are now flying high over frost-covered plains on the backs of griffons. Leading this flight of winged creatures is the elven princess, Alhana Starbreeze. Glancing fearfully behind, you can see dark specks in the sky-pursuing dragons! Yet, even as you watch, the dragons fall far behind. Looking ahead, you see a line of trees stretching to either horizon.

"The borders of my homeland," Princess Alhana tells you. "The ancient elven kingdom of Silvanesti."

The griffons circle down among the tree-lined border. The beasts appear nervous and frightened. They allow you to dismount on an ancient elven road, then, the moment you have recovered your belongings, they leap into the air and fly to the west, leaving you in the company of Alhana Starbreeze.

Adventure Start

Read this if you have played DL6 and want to role-play through the trek across the Plains of Dust.

You have left the refugees from Pax Tharkas in the dwarven kingdom of Thorbardin, the safest place for them until the wars are over. True safety will be achieved only when the Dragonarmies are defeated. Your purpose in coming to the port of Tarsis was to obtain passage for the refugees to a safe place far across the sea.

But, in Tarsis, you find only bitter disappointment. The Cataclysm caused the sea to recede 40 miles, leaving the port city landlocked. Beached ships still lie scattered about the ancient bay.

Events

If using the Quick Start to begin this adventure, skip to Event 2.

Event 1: Griffons of Alhana

(Whenever any PC drops to 0 hp or with a "1" on 1d6 rolled each day.)

A great shadow falls over you. A voice as pure and distant as the stars speaks. "I desperately need your help. You are fight-

ing a losing battle. Agree to aid me, and I will save you!"

Four huge griffons alight, their powerful talons striking the stone near you.

Alhana and her griffons stay for 1d4+2 combat rounds before leaving again. During this time, the griffons protect the PCs while they mount. If the PCs refuse to take Alhana up on her offer, the griffons leave immediately.

Event 2: Dragonwing

(Check the PCs' position daily. Ignore this event if the PCs have gone with Alhana.)

Each day, the Dragon Highlord, Kitiara, launches a search for the PCs. This search begins at the PCs' last known location. From that area, six flights of dragons take to the air—three to the east and three to the west.

For each of the dragon flights, roll on the appropriate part of the table below to determine which hex that flight patrols. The directions given are from the PCs' last known location. Each flight gets one roll for every day since the PCs were last spotted. (If it's been three days since the PCs were last spotted, roll 1d6 three times for each flight, checking on the following table each time.) Continue rolling until either all the rolls have been made (the flights return without success) or the PCs are spotted.

Dragon Search Table

Eastward Dragons

D6 Roll	Hex Searched
1-2	Northeast
3-4	East
5-6	Southeast

Westward Dragons

D6 Roll	Hex Searched
1-2	Northwest
3-4	West
5-6	Southwest

If a flight of dragons enters the same hex as the PCs, there is an 80% chance that the PCs are discovered (then read the following text).

On great soaring wings, the dragons wheel overhead. Their eyes glint cruelly. After a time, they turn and fly swiftly west.

As referee, you can press draconian takeover of lands (see Event 3) toward the last known location of the PCs. Note that such takeover does not begin until the third day after the fall of Tarsis.

Event 3: Draconians

(Each day, starting on Day 4)

The draconian ground forces expand their territory, occupying three large hexes on the Wilderness Map per day, thus making En-

counter Areas 2 and 3 smaller by three hexes every day and Encounter Area 7 larger. The hexes occupied must be adjacent to hexes that were occupied on the previous day, starting at the indicated arrows on the Wilderness Map. The general flow of the occupation forces should thus start from the west and move toward the east, pressing the PCs in the direction of Silvanesti. Use Encounter 7 for descriptions and options for players.

Event 4: Capture Attempt

(Once per day after Day 10)

In the distance, you see dragons again, but this time they are coming straight for you! There seems to be no escape! Draconians with swords clenched in their teeth cling to the backs of the dragons. The draconians leap from their terrible mounts, gliding on their leathery wings down on top of you!

These are 1d8+8 Kapak draconians, who attempt to capture—not kill—the party. Those captured have all their weapons taken from them, although they are required to carry their own armor, equipment, and supplies. The draconians then try to march the PCs back to Tarsis. The draconians grumble about this, since they would prefer to kill the PCs here and now, but they have strict orders to bring them back alive.

Eventually Alhana tries to rescue the PCs with her griffons. The PCs should be allowed enough time to escape, but not sufficient time to regain their weapons.

Encounters

1. Tarsis the Beautiful

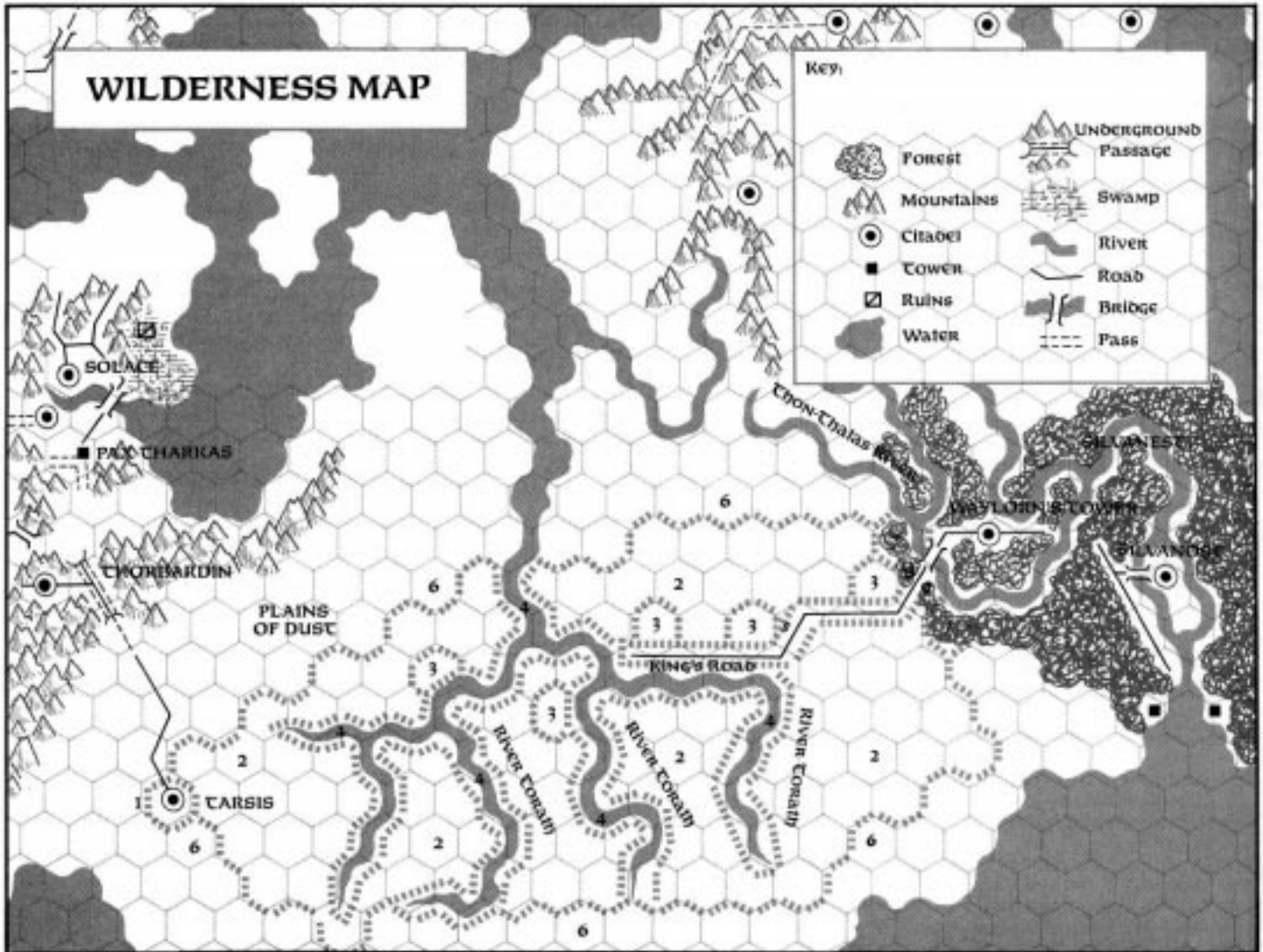
You sit in the musty common room of the Red Dragon Inn—not a particularly funny name, considering what you have been through these last few months.

Now this! You have traveled long miles over frost-hardened plains in search of escape from the dragon forces, only to find that the great seaport of Tarsis is landlocked! The ancient maps were wrong again. The ships of the harbor now lie frozen in mud. There is no escape this way.

Several of your friends have gone into the heart of the city, having discovered knowledge of ancient and marvelous magical devices called *Dragon Orbs*. Now your friends are searching the ancient libraries located in Tarsis, hunting for the knowledge of where these *Dragon Orbs* might be found and how they can be used against the Dragonarmies.

You tried asking the townspeople for help, but everyone stares at you suspiciously. You have been able to pick up some news, however.

Chapter 1: Griffon's Flight



At this point, give each of the players one of the following rumors, determined randomly:

1. The elves of Silvanesti passed through this place a few years ago. There weren't many at first, but the numbers increased. Many believe the elves were leaving their homeland.

2. Since the Cataclysm, none except the elves of Silvanesti themselves dare cross the borders of that elven kingdom with hope of returning among living men.

3. *Dragon Orbs*, fabled and magical devices of great power, still exist. One of them is located in the Ice Wall far to the south, and one is said to be located in Silvanesti.

4. *Dragon Orbs* were said to be able to control dragons. With these devices, the war now being waged might well be won in a single blow!

5. There are draconians, emissaries of the Dragon Highlords, who daily attend the city council's meetings and advise caution and restraint.

6. Alhana Starbreeze, princess of Silvanesti and daughter of the Speaker of Stars, has recently arrived here in search of aid. She is trying to hire mercenaries to mount an expedition to her homeland. The city council turned down her petition. No one has seen her since.

7. The Silvanesti realms to the east were the most beautiful in Krynn. Great and marvelous was their magic and their craft.

8. A gold dragon was seen flying over Silvanesti just after the elves departed. Some believe that the gold dragon lives there now. (FALSE RUMOR)

9. There were many Dragonlances, but only one had the power to rid the world forever of evil. This was Huma's Lance, which was given to the Speaker of Stars to keep.

10. It is said that he who casts coins from his purse into the river the elves call Thon-Thalas will see his own future reflected in its surface.

After distributing the rumors, continue by reading the following aloud:

Your musings are suddenly shattered. A distant blast of thunder shakes dust from the beams above. More explosions follow in rapid succession, each blast coming nearer to you. Hurrying to the window, you see a terrible sight. Driven wild by panic, people clog the streets. Hundreds of draconians are gliding into the courtyard beyond. Suddenly the roof above you explodes!

Within two melee rounds, 1d6+4 Baaz draconians rush the door of the inn from the outside. Every five rounds thereafter, an additional 2d6 Bozak draconians join them. The draconians are hindered in their attacks by the fires and chaos generated by the dragons. Therefore, they are limited to a movement of 6 while still in the city.

Chapter 1: Griffon's Flight

Several (1d4+4) rounds after the PCs engage in combat, read the following boxed text aloud:

Suddenly, amid the carnage, a shadow falls over you. Fearfully, you look up. Through the smoke, you see griffons spiraling down past the flights of dragons in the sky. Four of the griffons land next to you. Astride one of them sits a beautiful elven woman. Her tone is urgent. "Quickly! I can carry you to safety, unless you prefer to stay here and die!"

Alhana Starbreeze has arrived with her griffons. She offers the PCs a chance to escape. She stays for 1d4+2 rounds before leaving either with or without the players.

If the PCs accept Alhana's offer, the griffons hold the draconians at bay long enough for the PCs to grab their equipment and mount the beasts. The griffons then leap into the sky and fly eastward. The griffons obey only Alhana. Go to Encounter 2A.

If the PCs choose not to go with Alhana, continue as follows:

The griffons depart as quickly as they came. The draconians jeer and close in battling ferociously, for now they can smell victory.

The PCs must now fight their way out of the city. Use the Random Encounter Chart to determine encounters inside the city after its fall. PCs discovered by the draconians are subject to capture or summary execution by any draconian patrols. You should, of course, give the PCs a sporting chance of escape should such an unfortunate event occur.

2. The Plains of Dust

Your footfalls crack the brittle crust of snow that covers the plains. Here and there, brown stalks of grass quiver in the biting wind. There is little shelter to be found—and less food.

Check the PCs' provisions. It takes one full day to cross a hex on the Wilderness Map. For each day after two days that the PCs do not have food, subtract 1 point of Constitution. This loss of Constitution is temporary, and a player suffering such a loss regains 3 points of Constitution for each day he eats properly thereafter, up to his original Constitution. Any effects of such Constitution loss (i.e., hit point adjustments, system shock survival, resurrection survival, etc.) are in effect. When a character reaches a Constitution of 0, he lapses into unconsciousness and dies.

Food can be obtained on the plains, but only in certain areas (see Encounter 3). Ask the PCs each day the direction in which they

want to travel. Be sure to check for random encounters and any Events that might be scheduled to take place.

2A. Griffon Flight

(If the PCs have just left Tarsis with Alhana, use the first boxed description. Otherwise, use the second.)

The griffons soar into the bone-chilling air. The wind rippling over their great wings cuts through your wrappings and into your joints.

The plains beneath you seem to be an unending carpet of blowing snow. In the distance, you see smoke rising from the burning city of Tarsis. Heading toward you from its ruins are three dark specks—dragons!

You climb onto the backs of the griffons. The creatures leap into the air again, barely noticing the burden that they carry.

The griffons cover six hexes on the large map during one day's flight. They cannot cover more ground during that time without rest. Any dragons following them are pressing as hard as they can to keep up, yet do not close or engage. Eventually the dragons fall behind and disappear from sight.

Each night, the PCs must make camp. It takes three days to reach the borders of Silvanesti, and they camp for two nights on the way. The PCs can use this time to learn from Alhana something about the fate of her kingdom and her people. She should also use this time to convince them that a *Dragon Orb* and *Dragonlances* are in Silvanesti.

For each day spent riding the griffons, mark one day off the Event Clock and move the PCs' position six hexes nearer Silvanesti. Run appropriate Encounters during that time. The PCs should be moving toward Encounter 8.

The PCs can leave the griffons if they choose. Note their positions on the Wilderness Map and continue running Encounters and Events as listed.

3. Plainsfruit

Small bushy plants can be seen jutting from crags in the frozen plain. Thankfully, you recognize plainsfruit—an edible plant that tastes delicious when picked fresh.

These plants provide nourishment, as long as the PCs eat them fresh. Those who eat them can restore 3 points to their Constitution if any points were lost due to starvation. This effect occurs only once per day.

If the PCs pick the fruit and carry it off, the fruit spoils within one day. At this time, the fruit gives off a noxious odor and the taste turns foul. The only creature capable of eating the spoiled fruit is a gully dwarf!

In addition, the horrible smell attracts randomly encountered monsters. Add 1 to any

random encounter checks on any day the PCs carry the rotten fruit. It takes a full day for the smell to leave the PCs' clothing.

4. River Torath

Winding slowly across the great frozen plain is the River Torath. Its surface is crystal white, frozen over from the winter chill.

Roll dice each time a PC crosses the river. Shake your head and tell the PC that the ice crackles under his feet but he manages to cross safely. Do this for each PC who crosses the river, then go to Encounter 2.

5. King's Road

Great pillars of broken stone form a series of tremendous arches that march eastward across the plain. Looking above you, you see that the arches support some sort of huge platform, now broken and crumbling. The stone is molded, not cut, obviously elven work.

This is the ancient King's Road—an elevated highway. Once, long ago, the marvelous carriages of the Silvanesti Elves traveled here. The Cataclysm destroyed all that, however, and now all that remains is the skeleton of its glory. The road is broken and too far above the ground to be of much use, but it does serve as a guide to the ancient kingdom of Silvanesti.

6. Northern Dragonwing

Toward the west, you can see a cloud of snow blur the horizon. The distant sound of clashing armor and metal occasionally pierces through the wail of the chill wind.

These are the armies of the Dragon Highlords, who are now moving to take over this land.

Should the PCs remain in this area for over one hour, begin rolling random encounter checks every game turn. If an encounter is indicated, it is with a draconian patrol. The army is gaining on the PCs.

7. Borders of the Forest

(If the PCs are with Alhana, read the first boxed section. Otherwise, read the second.)

To the east, a sea of green treetops can be seen in the distance, extending to the cloud-shrouded horizon. This is Silvanesti—fabled and forbidden home of the elves.

Suddenly, the griffons start to descend. Within moments, you land on the edges of the great wood near where the King's Road dropped down to enter the land.

Chapter 1: Griffon's Flight

A dark line of trees can soon be seen along the horizon. Silvanesti! According to legend, only Silvanesti elves return from beyond the wall of trees.

Soon you stand staring in wonder at the dark and forbidding forest. A flicker of light and movement attracts your eye. Alhana Starbreeze steps from the woods. "What took you so long?" she asks. "Grow weary of the way? Come, we have work to do."

8. The River Thon-Thalas

A great river flows slowly through the woods. Huge trees form a vast canopy high above the 100-foot-wide waterway. Silvery leaves flutter down to rest on the water's tranquil surface. The temperature of the air is warmer than in the plains. It is, however, not a pleasant warmth. The air seems stagnant, as if spring was slowly rotting.

If any elves or half-elves are present in the party, give them Rumor 10 from Encounter 1 above. You should now give the rumors listed in Encounter 1 to those present, if you have not already done so.

If Alhana has not already done so, she explains her reasons for needing the PCs' help. She also insists that the PCs perform the Casting of Coins into the waters before they proceed.

Casting of Coins: This is a vital part of the adventure and deals with the goal and final outcome of this adventure—to free the realm from this terrible nightmare. To do this, King Lorac Caladon must either be awakened from the dream or killed.

When the PCs cast coins, they are determining the means they will use to awaken Lorac.

Simulate the casting of coins into the waters by having three of the players each toss one coin onto the playing surface. (The party as a group gets one toss only.) Each coin must be of a different denomination. Let the coins lie undisturbed while you read the following boxed text:

In the ripples of the water below, you see withered trees bleeding from horrible cracks in their bark. Dark and loathsome creatures move in the dense and mangled brush.

A twisted tower stands among the winding streets of a tortured city. Within sits the Elf King upon his throne. His mouth gapes in a silent scream. Shadows shift behind him.

Reading the Coins: Heads represents "X" and tails represents "0." Read the results from the highest denomination to the lowest and find the result in the following paragraphs. Note

the action that will awaken Lorac, as given in the Epilogue, and then read the proper section of boxed text below.

0 0 0—Damage by Kin

(Mark goals 1, 5 & 6)

A weeping elfwoman draws her sword and strikes the king. He bleeds yet all around him fades into mist. The vision ends.

0 0 X—Power of the Gods

(Mark goals 2, 5 & 6)

A woman standing before the king raises her hands. There is a blinding flash. The king falls from his throne, and the evil about him vanishes. The vision ends.

0 X 0—Conscience of the King

(Mark goals 3, 5 & 6)

The king stirs fitfully on his throne, as though he hears voices trying to awaken him. A man in tattered robes, chained to a wall, can barely be seen in the distance. His voice cannot possibly be heard across the void, yet his words seem to reach the sleeping king. Lorac awakens with a cry, and the evil around him vanishes. The vision ends.

0 X X—Love of Alhana

Mark goals 4, 5 & 6)

A sobbing elfwoman falls at the feet of the king. Her tears drop on his robe and her hand touches his arm with the lightness of a feather. The king screams as the world about him crumbles. The vision ends.

X 0 0—Damage by Kin

(Mark goals 1, 5 & 6)

A sobbing elfwoman raises her weapon above the king, then strikes. Her blow causes him to bleed. He awakens, and the world dissolves around him. Suddenly ripples cross the water. A figure of light stands over the king. In a blur of motion, the king falls lifeless, and the walls crumble slowly about you. The vision ends.

X 0 X—Power of the Gods

(Mark goals 2, 5 & 6)

A woman surrounded by light points her finger at the king. The air wavers, her light splits the darkness and awakens the king as the world about him fades. Suddenly, ripples cross the water. Beside the king is seen a glowing orb filled with both darkness and light. It falls to the floor and shatters as the hall fills with evil. The king awakens, and the evil crumbles into dawn. The vision ends.

X X 0—Conscience of the King

(Mark goals 3, 5 & 6)

The king stirs fitfully upon his throne as though he hears voices trying to awaken him. A man in tattered robes, chained to a wall, can barely be seen in the distance. His voice cannot possibly be heard across the void, yet his words seem to reach the sleeping king. Lorac awakens with a cry, and the evil around him vanishes. Suddenly, ripples cross the water. A figure of light stands over the king. In a blur of motion, the king falls lifeless and the walls slowly crumble about you. The vision ends.

X X X—Love of Alhana

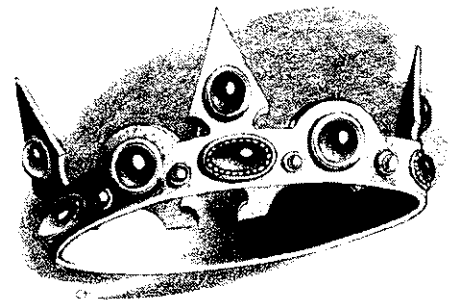
(Mark goals 4, 5 & 6)

A weeping elfwoman falls at the feet of the king. Her tears drop onto his robe and her hand brushes his arm, her touch light as a feather. The king screams as the world around him crumbles. Suddenly, ripples cross the water. Beside the king is seen a glowing orb filled with both darkness and light. It falls to the floor and shatters as the hall fills with evil. The king awakens, and the evil crumbles into dawn. The vision ends.

9. Bridge of Dreams

A great bridge of stones arches over the still waters of the Thon-Thalas. Dead leaves spin across its silent surface. Green vines hang down from the forest canopy overhead. Beyond lies a road, winding into the woods.

There appears to be nothing unusual about the bridge. It can be crossed without incident. However, the moment the PCs either lose sight of the bridge or lose sight of someone who can see the bridge, they find that they have crossed into the Bleeding Forest (Chapter 2, Encounter 11).



Chapter 2: The Bleeding Forest



Held in thrall by the *Dragon Orb* and the green dragon, Cyan Bloodbane, Lorac is trapped in an unending dream. It is his nightmare that shapes the land. Cross the border, and you enter Lorac's tortured dreams!

Whenever the PCs lose sight of the Bridge of Dreams (as explained in Encounter 9), they have crossed the Borders of Sanity. Within these borders, the once beautiful land of Silvanesti has turned into a living nightmare. Directions are meaningless inside its borders. Only certain areas are still recognizable and retain their significance. These are connected by previously existing roads and paths that can still be seen in the dream. Following the paths is dangerous...leaving them is even more dangerous!

Starting the Chapter: Players crossing the border enter the lands of Silvanesti at one of the Encounter 10 areas. Roll 1d6 on the Dreammap Chart when the PCs cross the border to determine where the PCs enter.

Conditions in the Land: Layers of noxious green fog cover Silvanesti. The land itself seems to be in a perpetual twilight, neither daylight nor darkness. Once straight and

lovely trees are now twisted into tortured shapes. Everything that lives here lives in pain.

Becoming Lost: As long as the PCs can trace a line of sight back to a numbered Encounter location, they can leave the paths and roads and advance into the woods—either singly or in a group—without becoming lost.

A PC is considered lost if any of the following happens:

1) PCs who enter the woods and cannot trace a line of sight back to the last numbered encounter location, either by their own sight or by looking at someone who can see the last location, are lost. The length of this visual chain of reference is limited only by the number of PCs available. Note, however, that visual contact is broken when any PC moves more than 1d20+30 feet from the PC he is using as reference. Thus visual chains cannot be very long before either forcing the PCs to break visual contact with the last Encounter area or returning to it.

2) If PCs attempt magical or flying movement and cannot trace a line of sight back as indicated above.

Effects of Being Lost: Whenever PCs become lost, use the following procedure:

- 1) Roll 1d12 and multiply the result $\times 2$. This is the number of turns the PCs must walk before they reach another road or Encounter area.
- 2) Make the appropriate number of random encounter checks as required. Run the random encounter as described.
- 3) Roll 1d12 on the Dreammap Chart to determine where the PCs come out of the woods.

Dreammap Chart

Roll	Location	Roll	Location
1	11A	7	12
2	11B	8	13A
3	11C	9	16A
4	11D	10	15
5	11E	11	14B
6	11F	12	12

Distances Between Encounter Locations: All distances are distorted in the dream, but the PCs do retain some perception of motion and the passing of time. Distances between loca-

Chapter 2: The Bleeding Forest

tions are expressed in terms of the time it takes the PCs to wander between locations. The paths between locations all wind confusingly through the woods, making it impossible for the PCs to know which way is north until they reach their next Encounter location.

It is important to note that, when running this and later sections of the adventure, the terrain being described is not the actual terrain of the area but the terrain as the PCs perceive it. The PCs might actually travel many miles in the "real world," yet only perceive themselves moving a short distance. The PCs' perception of time is equally distorted. They might believe that only minutes have passed when, in reality, it has been days. True perception returns to them only when they have penetrated the dream and awakened King Lorac.

Effects of the Dream: There are three levels of the dream, each successive level being represented by Chapters 2, 3 and 4.

The first level (Chapter 2) takes place in the forest lands surrounding the elven capital city of Silvanost. While in this area, the PCs' perceptions of space, time, and reality of things around them are distorted. To survive, the heroes must continually attempt to find out what is real and what is illusion.

In the second level of the dream (Chapter 3), it is now the individual PC who must attempt to distinguish between what is real and what is illusion.

Finally, in the third level (Chapter 4), the PC must not only deal with the distortion of things happening to him, he must deal with the distortion of his own abilities and what he perceives about himself!

Primary PCs and Illusory (Secondary) PCs:

In this level of the dream (Level 1), all the characters who start this adventure as PCs are Primary PCs. Primary PCs are actually present at each Event or Encounter being described. In later levels of the dream, those PCs who are Primary in an Encounter vary.

Illusory PCs are player characters who are not actually present for the Encounter but appear as life-like apparitions of the dream. In this level of the dream, Laurana, Sturm, Tasslehoff, and the other Heroes of the Lance are illusory PCs. Illusory PCs should be played by their original players.

PCs will also encounter dreamwraith or dreamshadow PCs (explained more fully in Level 2 of the dream). Dreamwraith or dreamshadow PCs are designated by the symbol *.

Due to the subconscious presence of the PCs' minds in the dream, illusory PCs and *IPCs cannot be disbelieved into nonexistence. Disbelief checks against them (see below) have no effect.

The Basic Rules of Disbelief: For purposes of this adventure, the following rules should be used regarding the disbelief of illusions. These rules apply for Chapters 2, 3, and 4. Always go through the disbelief procedure and make the dice rolls even if you know that the target is real. You must keep the players guessing!

Disbelieving an illusion requires a period of concentration. If a player states that his PC is trying to disbelieve an illusion, follow these steps:

1) Ask the player how long his PC concentrates on the suspected illusion. This should be stated in melee rounds.

2) Determine the modifier for the check. Compare the duration of concentration time indicated by the player to the following chart to determine a concentration modifier for the roll.

Concentration Modifiers for Illusion

Time	Modifier
1 round	+1
2 rounds	+2
3 rounds	+3
4-6 rounds	+4
7-9 rounds	+5
1-3 turns	+6
4-6 turns	+7
1+ hours	+8

During this period of concentration, the PC can perform no other actions. It is the unbroken period of concentration that determines the modifier. Note that the available concentration time of any PC is very limited if the illusion attacks the PC who is trying to concentrate.

A PC who has suffered damage from an illusion cannot try to disbelieve it (see "Physical Damage" below).

3) Determine the Disbelief Number. Add the Intelligence of the PC to the concentration modifier, then subtract the Dream Level Modifier (see below) as well as any other modifiers you feel should apply. Add 1 for every other person present who has made a successful disbelief against the particular illusion in question. The result gives you the Disbelief Number.

Dream Level Modifier Chart

Dream Level	Modifier
1	-10
2	-15
3	-20

4) You then secretly roll 1d20. If the result is higher than the Disbelief Number, then the PC thinks the object is real. Note: Illusory and dreamshadow PCs always fail their checks, regardless of their rolls. Only Primary PCs can successfully disbelieve.

A disbelief check can be performed only once by a single character against any one illusion per hour or whenever another PC in the group makes a successful check. The illusion is either discovered by the character or else it is believed. For purposes of play, the PC who meets up with a group of draconians is allowed only one check against the entire group, not against individual draconians.

Detect illusion spells do work in this dream, but they must be cast separately for the spellcaster and for each other person who is to gain the benefit of the spell's effect. *Dispel*

also works, but only on an individual illusion. Each group of dreamwraiths and dreamshadows is counted as a separate illusion. Since the illusions are generated by 21st-level magic, they are nearly impossible for characters of this level to dispel.

Effects of Disbelief: An illusion that is successfully disbelieved cannot harm the PC. Illusions most often encountered in this adventure are illusory PCs, dreamwraiths, and dreamshadows.

Remember that illusory and dreamshadow PCs *never* succeed at a disbelief check.

Physical Damage in the Dream: The actual physical damage that a PC suffers from attacks during the dream depends upon whether the creature attacking is real or illusory.

Real creatures strike for real damage. The damage from these creatures is handled in the usual way.

Illusory creatures strike for illusory damage. This damage at the first level of the dream is equal to 1 hit point of real damage per 4 hit points of illusory damage.

Note: While in the dream, the PCs believe illusory damage to be actual and therefore drop to the ground as though lifeless after receiving what they believe to be sufficient damage.

During the adventure, a PC who has received sufficient hit points of damage (either real or illusory) is dead. Only after other PCs successfully end the Nightmare of Lorac (see the Epilogue) is the illusory damage apparent for what it is. Illusory damage cannot be disbelieved after it is counted against the PC. You should keep track of real damage and illusory damage for each PC separately.

Illusory Special Damage: Spells cast by illusory mages cause illusory damage (see above), unless the special attack is disbelieved before the attack is initiated. The same holds true of monsters that have special attacks, such as a dragon's breath weapon. Thus, a *fireball* cast by an illusory Fizban causes the same amount of illusory damage as a real spell. An illusory cockatrice can turn a PC into illusory stone until the dream is ended.

Damage to Illusory PCs: These PCs are the dreamworld manifestations of the subconscious mind of the PC. Wherever the real PC is at the time, even though a thousand miles away, his mind is drawn into the dream while he sleeps. Therefore, illusory PCs also suffer damage from the dream but on a much smaller scale than Primary PCs.

The real characters of illusory PCs receive only 1/10th of the real damage received by their illusory forms in the dream. If an illusory Laurana suffers 10 real damage points or 40 illusory damage points, the real Laurana (wherever she is) suffers only 1 point of actual damage. (Remember, 4 illusory damage points equal 1 real damage point in the dream.)

Chapter 2: The Bleeding Forest

Real PCs who are not Primary PCs (e.g., Laurana, Sturm, Tasslehoff, and so on, the Heroes who are not really in this adventure) return to the dream each time they sleep until their illusions die in the dream. When this occurs, the illusory PC no longer comes back into the dream. The details of how illusory PCs enter and participate in the dreamworld should be kept secret from the players. Keep them guessing as to whether their PCs are really there and suffering damage, or not.

Dreamshadows: These are described in the "Monsters" section of the Appendix. Dreamshadows take on the forms and characteristics of the creatures they represent. A dreamshadow gorgon has the statistics of a real gorgon, except that the dreamshadow gorgon inflicts illusory damage rather than real damage, and its turn-to-stone attack is also illusory (although just as debilitating until the dream ends).

Dreamshadows are listed by the name of the creature they represent in the text but with a special symbol * to tell you that the creature is illusory. A real gorgon in this adventure will be listed as "gorgon" while a dreamshadow gorgon will be listed as "* gorgon."

Whenever you see a * monster, remember that any damage or special damage done by the illusory creature is also illusory.

Events

Event 5: Friend or Foe

(10% chance per day; +2% cumulative chance per day spent in the dream.)

This event happens with increasing frequency the longer the PCs remain in the dream. Roll 1d12 on the following table to determine who is encountered in such an event.

1 Laurana	7 *Laurana
2 Sturm	8 *Sturm
3 Flint	9 *Flint
4 Tasslehoff	10 *Tasslehoff
5 Gilthanas	11 *Gilthanas
6 Elistan	12 *Elistan

If an illusory PC is encountered, that PC stays with the party for as long as he can survive in the dream. **Note:** Creatures of the dream usually concentrate on destroying illusory PCs as quickly as possible.

Each illusory PC can be seen by the players only one at a time. Thus, there cannot be two illusory Lauranas in the same party at the same time. If a roll would indicate such an occurrence, reroll. Such is not the case, however, for dreamcreatures. There can exist as many dreamcreatures in the dream as rolls would indicate. (See "Monsters" in the Appendix for the description of dreamwraiths.)

Bring illusory PCs into the game in a realistic manner. At the time the encounter is rolled, the illusory PC could be sleeping, lost and wandering, caught in a trap, a prisoner of those in the next encounter, walking toward the PCs out of a fog, searching for the PCs, or already fighting the next encounter.

Event 6: * Verminaard (morning of day 2)

The dim light of dawn filters green through the pervading fog, outlining a huge man clad in armor and dragonhelm. His powerful muscles are drawn taut, his face is hidden beneath the hideous mask. He looks familiar.

The dead Dragon Highlord *Verminaard has come to the party for aid. He offers to help the party because he, too, is trapped in this great nightmare and wants only to escape.

*Verminaard is actually a dreamshadow emissary of the green dragon, called up from the memories of the PCs. XVerminaard will, in fact, lead them along the most direct route to the Gate of the Citadel (Encounter 19). He accompanies the party into the city as a secondary PC, only to turn on them once inside the gates. As a dreamshadow under direct control of the dragon, he can discern which of the PCs in the city are the Primary PCs in each dream and, unlike most dreamshadow enemies, he seeks to destroy them himself once inside.

If the PCs attack *Verminaard, he uses all of his powers to defeat them. His attacks are, however, illusory. (*Verminaard's statistics can be found in the "NPCs" section of the Appendix).

Event 7: Otherself (Evening of day 2)

Shadowy forms, vaguely seen in the sickly green light of the dying day, move out of the tortured woods.

These forms are horrible dreamshadow manifestations of the PCs themselves. Roll 2d4 to determine the number of dreamshadows encountered in this event. Determine randomly which * dreamshadow PCs are represented. Each #PC has the face, clothing, and equipment of the real PC, but he appears to be near death from starvation and thirst. Each has 1d4 hp remaining.

The *I PCs state that they have been fighting day and night and have gone without food or good water for weeks. When first encountered, they beg the PCs for food and water. If the PCs give them food and water, the *I PCs mention that a great tool for good can be found "in the Ancient Tower that holds the Woods." The *I PCs give specific directions as to how to reach the Tower (Waylorn's Tower), then they leave peacefully.

If the PCs deny the * PCs food or water, the * PCs become enraged and attack the real PCs, claiming that the PCs are actually dream manifestations of the real characters.

If * Verminaard is with the party, the * PCs attack him immediately. They stop their attack only if the real PCs interpose themselves between the * PCs and * Verminaard.

Event 8: Waylorn Dream (Night of day 2)

Only one of the PCs has this dream (choose randomly). Take him (or her) aside and read the following aloud quietly:

An ancient tower stands before you. It has no doors. An old man dressed in glowing robes walks in front of the tower. He first takes seven steps to the north, then seven steps to the west, then seven steps to the east, then seven more steps north. As he finishes, the entire tower splits wide open, revealing trees growing inside and a wealth of riches amid the trees.

Event 9: Night of Elements (Afternoon of day 5)

The greenish fog of the land swirls about you. Leaves rustle in the tortured trees. As the fog begins to lift, you see rolling black clouds overhead. Lightning lances through the thunderheads. They take on a greenish tinge and then begin to whirl about in a vortex.

* Air, * earth, and * fire elementals rise up, one after the other, to hinder the party in their journey. All these creatures have 16 Hit Dice.

First, an * air elemental begins to form in the darkening clouds overhead. It attacks the party. Since it is in the wilderness, it is uninhibited by height or confinement restrictions.

Three rounds after the *air elemental begins to form, a * fire elemental tries to encircle the party with flame by setting the woods on fire. This blaze rapidly becomes an inferno fanned by the * air elemental. The blaze reaches its height at about the same time the * air elemental makes its full-strength attack.

The fire is 1d20+4 yards across and inflicts 1d8+5 points of damage per round to anyone attempting to cross it, plus any incidental damage caused as the PCs themselves catch fire, 1d4+4 points for 1d4 rounds [thereafter or until the fire is put out. This is also in addition to any attacks made by the *I fire elemental, but the * fire elemental does not attack unless the #earth elemental is defeated.

As soon as the area is ringed by fire, an * earth elemental pushes up through the ground. It attacks the PCs until the *air elemental makes its full-strength attack, then all of the * elementals subside and retreat, leaving behind burning embers in the charred woods.

Chapter 2: The Bleeding Forest

This is a real condition for these trees, not illusory. The trees have been shaped by Lorac's twisted vision.

These areas are clear and have no set encounters with monsters. PCs can find rest here, though they should beware of wandering creatures.

11. The Bleeding Forest

Note: Several of the Encounter 11 location points on the Dreammap have letters following their numbers (e.g., 1 la, 11 b, etc.). These are used with the Dreammap Chart in determining where PCs can find the road after becoming lost, as well as where the PCs first enter the wood.

All around you are the trees of fabled Silvanesti—hideously changed. The soul of every tree appears to be trapped in torment, imprisoned within the trunk. The twisted branches of the tree are the limbs of its spirit, contorted in agony. The grasping roots claw the ground in hopeless attempts to flee. The sap of the living tree flows from huge gashes in the trunk. The rustling of its leaves is a cry of pain and terror. The trees of Silvanesti weep blood.

Should the PCs become lost in this wood (see the earlier "Becoming Lost" section for details), they might have several random encounters before they return to the road or any other set Encounter location. Following are guidelines for some of the encounters that the PCs might have while lost in this wood. Feel free to improvise.

- **Dryad:** Any encountered dryads are essentially the same as those detailed in Encounter 14.

- **Elf, Siivanesti:** These are most often seen at a distance. The elves moving through the forest carry lanterns that look a great deal like the light of a will-o-wisp. If encountered, there is a 90% chance that the PCs see the elves this way first as opposed to stumbling upon the elves' hidden encampment in the forest. If the PCs follow the lights, they are led to the elves' encampment within 1d6 turns.

These elves are essentially the same as those in Encounter 13.

- **Groaning Spirit:** These are the spirits of the elven clerics who remained behind in the mistaken belief that they could gain true power from the Dragonarmies. Their spirits are condemned by Cyan to patrol the land, bringing death to any who now move among the dream.

- **Kech:** These creatures were once friends of the elves. Now, because of the constant torture of the dream, they have become savage, attacking all with a ravenous vengeance.

- **Will-o-Wisp:** These lights dance through the forest. They lead the PCs to the nearest deadly Encounter.

12. Tower of Shalost

The tortured wood suddenly ends at the edge of a huge clearing. This clearing is not filled with the green fog that covers the rest of the land. Instead, wild flowers grow amid tall green grass covering the hill in the clearing's center. A great, strange-looking tower stands atop the hill. The only ornamentation is the battlement that runs around the top. The main tower rises 200 feet into the air, then a second, thinner tower extends upward an additional 30 feet. It is capped by a crystal cone. The base of the tower is 100 feet across.

There is a feeling of peace here, although tracks through the glade indicate that the dark creatures of the surrounding wood do wander here.

This is the tower that holds the great druid Wylorn Wyvernsbane. Wylorn was put to sleep in a magical grove here over a thousand years ago at the beginning of the Age of Might. This was, of course, long before the Cataclysm that changed the face of the world. The elves, fearing Wylorn might still escape and cause trouble for them, built the tower around the grove.

The outside of the tower is smooth. On the far side of the glade, where the PCs first enter the glade, a stone ladder is cut into the outer wall. The ladder leads up to the parapet at 12A. This can be climbed easily by any of the PCs, but they must climb single file.

Climbing the exterior of the tower itself requires a thief using his climb walls ability (with a check every 10 feet). There are no windows in the tower. There appears to be some sort of clear crystal capping the structure.

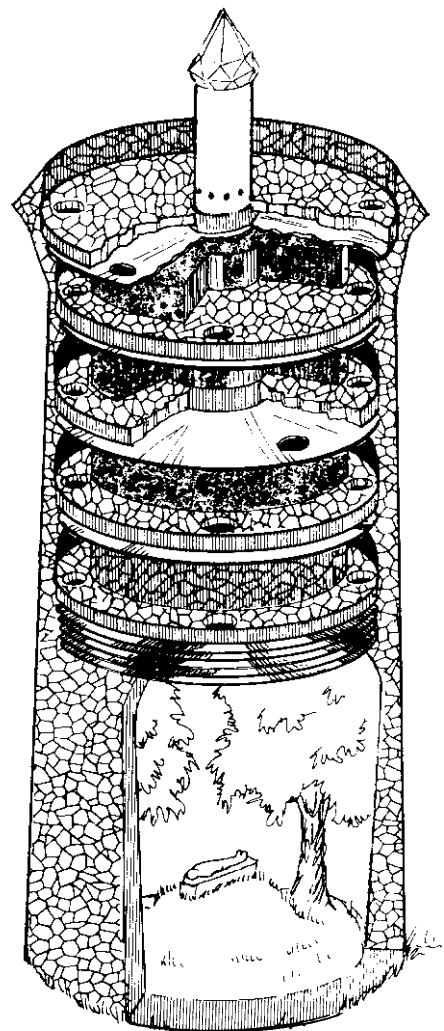
There are no ground entrances to this tower. The stone itself is 80% magic resistant.

12A. Top of the Tower

From the walkway that encircles the top of the tower, you look out over the surrounding forest. Noxious green mists hang over the forest; they seem to darken toward the east. Gray clouds fill the sky. Peering east through the mists and the clouds, you can barely make out the dark outlines of the city of Silvanost—and the palace of King Lorac.

Looking down at the floor of the tower, you see that there is a five-foot-diameter opening in the stone tile at each of the four compass points. Each of these openings is sealed by a silver-steel door. There are no handles. To all appearances, the door can be opened only by operating some mechanism that slides the door back into the stone floor. The only decoration on the doors are elvish letters. The letters are identical on each door.

Tower of Shalost



The smaller tower rises to a height of 30 feet. It is capped by a crystal dome. There is no door into this small tower. However, there is a series of steel rings attached at eight points around the smaller tower, about four feet off the floor.

If the players read the elvish inscription, they find the following, written in ancient Common:

T'ward the Lands of Knighthood
T'ward the Sunset Elves
T'ward the Sunrise Land of Balif
Back to Where Istar Delves
Turn the Tower Round About
Open Doorways Long Held Shut
Pass Them Right and Me You'll Meet
Else the Baser Natures Greet

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First Combination

The only access down into the main tower is through a large, combination-lock type mechanism that runs from this level—Level 12A—down through floors 12B, 12C, 12D and 12E (see the diagram of the tower).

The central, smaller tower rotates easily. The large rings that surround the tower serve as handholds. The referee should roll an Intelligence Check for anyone who does anything with the rings. Success means that the PC has discovered that the tower rotates.

When the tower is rotated, it turns a steel plate in the floor. The plate has a square opening cut into it that is exactly the same shape and size as the compass-point silver-steel doors the PCs see on the floor.

Rotating the central tower turns the steel plate so that either the northern, southern, eastern, or western door in the upper floor opens. The opening in the plate is normally stationed between two of the openings in the upper floor, thus all four openings appear closed.

This locking device is, of course, trapped. The traps can be deactivated only by dialing the correct opening on each level. On Level 12A, for example, the opening in the plate must be turned so that it appears under the northern door. If it appears under any other door, the trap is activated (see "Trap," Level 12B). Roll 1d4 to randomly determine which door opens first, with 1 = N and 2 = E, etc.

If the opening appears under any door but the northern one, and the PCs go through that door, the trap is sprung. The PCs can deactivate the trap by continuing to move the tower until the opening appears under the northern door. This also works to deactivate the traps on the other levels—if the first door opened isn't the correct one, the PCs can continue to turn until the correct one opens.

There are two ways for the PCs to figure out which door is the correct one on each level. They can either correctly decipher the elvish inscription mentioned earlier, or they can use the trial-and-error method, trying the doors as they open and checking to see if the trap is sprung. The former method is much less dangerous.

If one of the players states that his PC is trying to figure out the inscription, you could allow him an Intelligence Check with a -10 penalty. (Or, if your players' PCs are really getting chewed up by the traps, you could allow them each an Intelligence Check out of the goodness of your heart.) If the check is successful, the PC realizes that the proper combination (to avoid the traps and to grant access to Level 12F) is north, west, east, north.

All of the doorways, once opened, lead to a five-foot-deep square shaft. A stone ladder cut into the outer wall of the shaft allows the PCs access to the next, lower level of the tower—Level 12B—25 feet below Level 12A. The shaft opens into the ceiling of the hall below.

12B. Second Combination

A 10-foot-wide by 20-foot-high corridor circles around the inner core of the tower. Steel rings are set into the inside wall. The walls and the ceiling are made of roughly hewn stone, making it seem like a cave.

Here, too, are four openings that lead down to the next level. All are blocked by a steel plate, exactly as in the level above.

If the PCs have rotated the steel plate on Level 12A to the northern door, they have the correct combination. The PCs can then try to dial the next door.

Trap: If the PCs have hit the wrong combination, they are confronted by an elemental grue—a chaggrin.

The moment a PC touches one of the iron rings, the chaggrin flashes into existence next to one of the four openings leading down to the next level. The chaggrin remains on this level, even if the PCs climb up or down. Redialing the previous floor's combination does not make the grue disappear.

When the chaggrin appears, the overhead plate on the previous level suddenly begins to spin. The plate spins for 10 melee rounds. On each of these rounds, each PC can attempt to jump up from the stone ladder through the nearest opening in order to escape. The attempt requires a Dexterity Check with a -15 penalty.

Getting into position to jump from the top of the stone ladder requires one round doing nothing but climbing the ladder. Only one person can be on the ladder at a time.

After the plate stops spinning, it comes to rest with the opening at one of the four exits leading up. Roll 1d4 with 1 = N, 2 = E, etc., to determine which door it stops at.

Any failed attempt to jump through the opening results in 1d6+10 points of damage. In addition to this damage, a PC who fails the jump is knocked off the ladder and falls 25 feet to the floor of the corridor.

PCs can try to stop the plate's rotation with a sword or other object. Nonmagical objects have no chance to stop the plate's rotation, and there is a 35% chance that they break when struck by the plate.

Magical items do stop the plate. Unfortunately, the item jams the plate shut in the closed position. The plate remains stuck until the item can be worked loose. If a PC wants to remove the object, add the PC's Strength and Dexterity scores together and then roll percentile dice against this total. If the percentile number rolled is less than or equal to this total, then the item comes loose and the plate slides to an open position above the PC's head. Otherwise, it remains jammed shut.

PCs can dial a combination for the next floor (it takes one PC one round to dial, doing nothing else) and escape downward. However, the chaggrin is still on this level, waiting for them when they return.

If the chaggrin is killed, its remains vanish

from this corridor. It does not reappear at this time, even if the iron rings are moved again.

Once the chaggrin is dead (or if the PCs managed not to spring the trap), the PCs can rotate the wall on this level to try for the correct door to reach the next level—Level 12C. The correct door is the western one. Roll 1d4 with 1 = N, 2 = E, etc., to determine which opening the plate slides to first. If the PCs fail to get the western door, the chaggrin reappears on this level the moment the PCs touch the rings on the next level—Level 12C. The chaggrin waits for the PCs to return to this level.

Note: All levels must be turned to the correct combination or the door at Level 12E does not open. There is only one grue on a level at a time.

12C. Third Combination

Another corridor circles around the core of the tower. Mist fills the corridor, making it difficult to see.

The general dimensions of this hallway and the access shaft to it are the same as Level 12B. The mist obstructs vision beyond 20 feet.

Trap: If the PCs missed the correct door on the level above, an ildiriss swirls into existence next to one of the four lower openings the moment a PC touches an iron ring. The overhead access plate spins as described in 12B. If the chaggrin was killed earlier, it now reappears on Level 12B.

There are four openings leading down to the next level—Level 12D. The same type of rings can be found on the inner wall and can be used to rotate the plate. The door once again opens over a five-foot-square shaft at any of the four locations. The correct door here is the eastern one. This deactivates the trap and prevents the monster from appearing in Level 12D. Roll 1d4 with 1 = N, 2 = E, etc., to determine which opening the plate slides to first.

12D. Fourth Combination

A familiar corridor circles the inner wall of the castle. This one is very dry. Scorch marks scar the walls and black soot covers the ceiling.

Black iron rings are bolted to the inner wall that rotates about its axis just as the other inner walls do. The same familiar four openings leading downward are also present, each blocked by a steel plate.

Trap: Unless the door opened on Level 12C was the eastern door, a harginn appears randomly next to one of the four downward openings on this level as soon as any PC touches

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the rings. As in 12B, the plate for the openings overhead spins. If the ildriss on the level above was killed earlier, it reappears on Level 12C and waits to attack the PCs.

The plate on this level must be turned to the north to deactivate the trap below and correctly open the final door.

12E. Final Combination

If the PCs dialed the proper (north) combination on the floor above, then use the first description. Otherwise, use the second.

The cavernous walls glisten with moisture. The same familiar four openings leading downward are blocked by wet steel doors.

The stone ladder leads down to a pool of shallow water that covers the floor of the cavern hall.

If the PCs entered this level through the correct access (north), then they can check the openings on the floor.

Trap: If the PCs missed the combination on the level above, a varrdig forms over one of the exits the moment any PC touches the water. This also causes all the plates on all the levels above to spin as described in 12B, including the floor plates below the feet of the PCs on this level.

The referee should note which PCs are standing on the doors when the plate begins to spin. Any PCs standing on a door that suddenly opens are tossed to the floor, suffering the same damage as described in 12B. Those stepping on a rotating floor plate suffer the same damage. In addition, the PCs suffer a -2 penalty to all attacks due to the slippery floor. As in the other levels, once the trap is sprung, the harginn on Level 12D reappears (if it was killed earlier) on that level and waits to attack the PCs when they try to return.

If the varrdig is killed, both it and the water disappear. The plates continue to spin as in 12B.

There are none of the familiar iron rings on this level. Four plates are placed in the floor.

Note: The floors above must be set to north (12A), west (12B), east (12C), and north (12D) for the PCs to enter Level 12F. If the PCs have set the first four plates correctly, the southern door is standing open. There is no way the PCs can adjust the plates on levels above from the ground floor. The PCs must return to the various levels to perform the adjustments. At this time, they must fight any grues that have reappeared.

When the southern access opens, the PCs look down into the top of a leafy green tree. A cool summer breeze wafts up from the brightly lit opening below. The PCs can climb down into the upper boughs of the tree, and from

there down to the floor of Encounter area 12F.

12F. Grove of Waylorn

Perpetual sunlight illuminates the silver bark and golden leaves on the trees that grow abundantly here. Brilliant flowers bloom among them. In the center of the trees, the soft grass rises slightly. Here stands a bier of crystal. The body of a man lies on it. He is dressed in leather armor of the finest make. His flowing hair and clean-shaven face show no sign of the passing of time.

If the players make any noise or touch the man, he awakens as if from a peaceful slumber. He identifies himself as Waylorn Wyvernbane. If the PCs say anything about dragons, the man appears startled, and then claims that he is actually Huma, come back to stop the terrible dragons.

Waylorn thanks the PCs for freeing him and presents them with the *Diviner of Life* (see the Appendix). As he is instructing them in the *diviner's* use, he gets a faraway look in his eye and says that he foresees the day when this instrument will be able to tell them truthfully how much life they have left to them, for it never registers illusions.

Waylorn agrees to come with the PCs. As stated in the "Player Characters" section of the Appendix, he is eager to fight dragons.

If the PCs do not take Waylorn with them, he bids them farewell. After they are gone, he leaves the tower and wanders the land, undoubtedly meeting the PCs again.

13. Land of the Ancestors

Your path leads you suddenly into a small community of elves. Their eyes are those eyes of the haunted.

There are 1d20+5 elves here, 1d6 of them women. There are no children. Their village is a collection of crude lean-tos and huts, all clustered as far from the woods as the small clearing allows.

These elves refused to leave their homeland with their brethren. They live with the nightmare every day. They fight the evil any way they can, but they believe that only by entering the gates of the city can the nightmare be brought to an end.

They have tales about what happens to those who pass the gates. Each one who enters the city walks his own path. The nightmare grows more horrible. Terrors walk the tortured streets. No two people who have passed the gate tell the same tale about what happened within, though they swear they were never parted.

The elves cannot help the PCs. All of their warriors are engaged in defending what little they have left.

14. Dryads

A lone woman sits at the base of a tree, sobbing her heart out.

The woman is a dryad. When she sights the PCs, she flees into the woods. There are 1d6+5 dryads hidden there.

The dryads lived for many centuries as caretakers of the trees in the Silvanesti lands. Dryads are usually kind creatures. Now, however, their woods are under attack. They consider all intruders to be enemies. They use all their cunning and charm to capture those who enter the woods.

The dryads release any PCs they have charmed if they are persuaded that the PCs are here to save the forest. The dryads direct the PCs to the Tower of Shalost (Waylorn's Tower), telling them that a great man of ancient times lives there.

15. Brotherhood of Night

Your path leads you suddenly into a small community of elves. Their eyes are those of the haunted.

To all appearances, these elves are similar to those in Encounter 13. They are, in fact, illusions of the dream. They are actually mino-

This appears to be a collection of 1d6+6 elves in a small village as described in Encounter 13. They ask the PCs to stay with them and to attend their nightly prayers to the gods of good. If the PCs question this, the elves claim that they never worshiped false gods.

If the PCs agree, they are taken to what appears to be a huge, ancient temple. Inside, the PCs find a gigantic statue of a bull. Within 1d4 rounds, the statue suddenly "comes alive." The illusion of the temple and the elves disappear. The PCs find themselves in the middle of six minotaurs and a *gorgon. The minotaurs have no idea that their *gorgon is only an illusion. All attack until dead.

16. Swampfire

If the PCs enter this from an Encounter area, use the first boxed description. If they enter from a swamp area, use the second.

The ground descends suddenly into brackish, black water. Gnarled roots twist in the muck. Bizarre crystal formations jut from the water. In the far distance, a strange melody floats on the sickly green fog. Indistinct voices can be heard singing.

You wade waist deep in the still waters. You can still hear the song in the distance, its lyrics sounding maddeningly just beyond your hearing.

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The PCs probably get lost in the swamp. There is also a 25% chance per turn of encountering a will-o-wisp in the swamp. The song seems to come from the lights of the will-o-wisp.

16A. Catoblepas

A huge, hulking form rises silently up out of the black, still waters.

This is a * catoblepas, an apparition of the dream. Its gaze does death damage, which is illusory.

16B. Crystal Death

The area underfoot is covered with three * crystal oozes. A few (1d4) rounds after this encounter, a * crystal rises up out of the water and attacks the PCs as well.

16C. Fetch

The still water ripples with reflections as you move through it. You see your own face. It is drawn with fatigue and filled with sorrow.

There are 1d6 * fetch in the water. Determine which characters the * fetch have come for randomly.

17. Raging Tears

Black, rotting leaves drift past, each striking the surface of the river with a sob. The dark water reflects the tortured trees and the green, boiling fog overhead.

The Thon-Thalas is a majestic river of wondrous beauty outside of the dream. Within the dream's borders, however, it becomes terrible.

Though the river moves slowly (movement rate of 3), the current will eventually take the PCs to the city of Silvanost—if they survive.

The PCs can build a raft. This takes 1d4 hours for every PC the raft must carry. Thus, a raft for a party of six requires 6d4 hours to build.

Roll random encounter checks as usual while on the river. Few of the creatures encountered can fly. All creatures appear on the river banks.

The river is roughly 150 yards wide. Every 100 yards, the PCs' raft is swept 2d20 yards closer to the nearest shore. A Strength Check made by a PC controlling the boat halves that distance.

The river is controlled by the dream; when a random encounter occurs along the riverbank, there is a 2 in 6 chance that the current shifts to carry the PCs into shore, directly toward the monster. The river can make up to six such current changes, one per round.

17A. River of Tears

The clear waters of the Thon-Thalas wind among the trees. A beautiful boat stands tied to the landing.

The boat is abandoned. The PCs can board it and take it down the river. As the PCs move downriver, however, the Thon-Thalas changes.

The cool waters generate a cold deeper than the Abyss itself. The silver of the tree bark glows with an eerie reflection of the water. The beautiful leaves falling about you turn black with rot. Even your boat changes! Its former elegance now appears cracked and worn, its fittings loose and leaky. Reddish muck oozes up between the floorboards like blood oozing from a wound.

Even though it appears unsafe, this craft is capable of taking the PCs down the river to Silvanost.

17B. Crossing of Tears

Here, the thick black waters of the Thon-Thalas slow. Its stillness mirrors the overhanging canopy of gray sky and twisted trees. Strange voices seem to cry in pain all around you. Dark shapes shift beneath the water's mirror-like surface.

In the water are 1d6 * fetch. They try to push or pull the heroes into the water before attacking. PCs must roll successful Dexterity Checks or fall in. PCs in the water suffer a -4 penalty to their attack rolls and a +2 penalty to their Armor Class.

17C. Tears Meeting

Ahead, the wailing of many elves floats toward you, mingled with the sound of rushing waters. As you round a bend, you see this river joining another. Amid the swirling froth of the waters, several figures dance and sing on top of the waves.

These are 1d4+4 groaning spirits. They have been condemned to dance upon the water and relive the pain they inflicted on the living. (Because of the constant twilight condition of this land, none of the groaning spirits can keen.)

The current sweeps the players toward these creatures as detailed above. The banshees attack any PCs that approach within 20 feet of them.

17D. Tears Parting

The chill black waters split here, as they enter the bleeding woods. The darkness is even more oppressive beneath the trees. Wind whistles through the leaves and seems to whisper from the right-hand passage. You cannot understand the words, but they seem to be calling to you.

The words cannot be interpreted. The PCs must declare which fork-the right or the left—they take if they are floating down the river.

17E. Terror of Tears

The water begins to move more swiftly now, boiling and surging around you.

The water now tries to keep the PCs in the center of the river. The current becomes stronger; by the end of the next turn, the river is a froth of rapids. If the PCs are still on the river, read the following:

Fantastic shapes rise out of the foaming water, surrounding the boat. Three great dragons, formed out of the shifting, thundering water, scream cruelly at you.

Three * water elementals in the form of dragons rise up and attack the boat, easily upsetting it. The PCs must fight the * elementals and get to shore before drowning.

PCs trying to swim to shore must roll a successful Strength Check with a -5 penalty. All PCs should also subtract their natural (non-magical) Armor Class from their roll. Those who fail are swept 100 feet down the river, suffering 1d12 points of drowning damage. They then check against Strength again to reach shore.

18. Silvanost

A sagging pier juts out into the deathly cold waters of the river. Thrusting up through the layers of fog are two great pillars, standing at the corners of the pier. Beyond, a road of cracked stones leads toward the silhouette of a large city.

19. The Gate of the Citadel

As the gate swings open, green fog and smoke pour out down the road. Inside, you see constantly shifting streets and buildings. The great blackness of the Tower of Stars claws its way into the deep gray sky. Welcome to Elvenhome.

Chapter 3: Hollow Glory



At this level of the dream, each PC must now try to distinguish between reality and illusion.

It will appear to a PC as if all his friends are with him, but only a few of the PCs in a given Encounter are really there. All others are present as images in the dream. Only the DM knows which PCs are suffering real damage. PCs might watch their companions die horribly, only to see them return in another Encounter. This takes effect when the players enter the City Wall of Silvanost (Encounter 20).

From time to time during the dream, characters who were separated from the PCs appear. These are illusory PCs. This is the evidence of King Lorac's subconscious attempting to fight the mind-web being spun by Cyan. Once an illusory PC is killed in the dream, he or she does not reappear.

The fact that these illusory characters are not real should be kept from the PCs who are really present. Let them believe that these characters were actually here.

There are three types of PCs in the dream. *Primary PCs* are the PCs who are actually in a particular Encounter. Illusory PCs are PCs who are not physically present in Silvanesti but who, nevertheless, share the dream (Sturm, Laurana, Tasslehoff). Dreamshadow PCs are any of the PCs who appear to be in the Encounter and who might be playing in the Encounter, but who are not actually present.

Perceptions in the Dream

The individual PCs now perceive events and encounters differently.

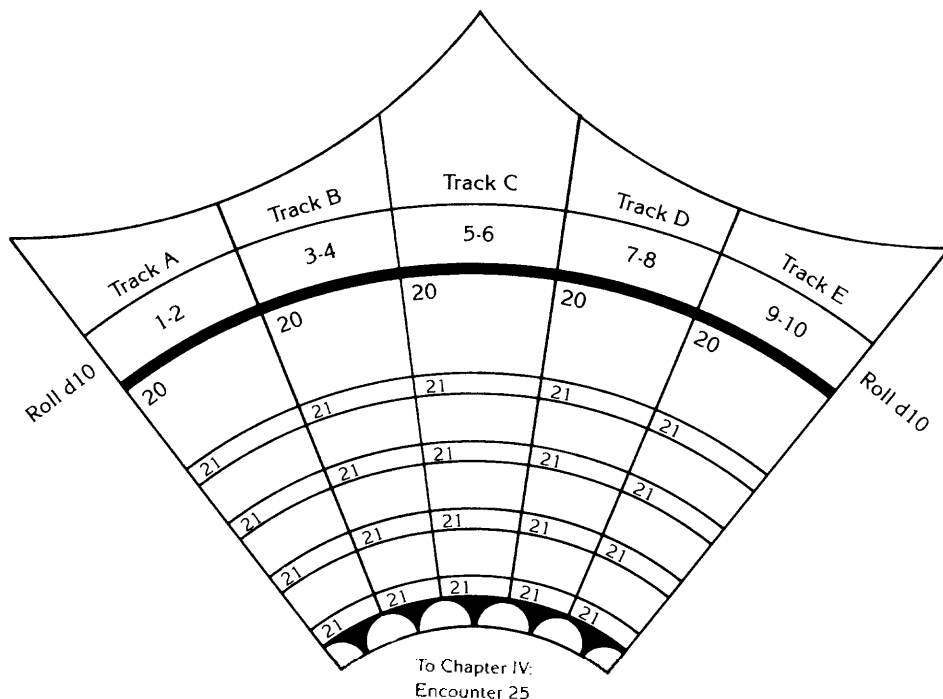
Randomly divide the PCS (both Primary and Illusory) into five groups. Number each group and note which PC is with which group.

You will be running different storylines for each group. The PCs can be Primary Characters in one and dreamshadows (*) in another.

The Citadel Nightmare Chart should be prepared ahead of time. The chart consists of five separate tracks for Encounters, all of which lead the PCs to the final Encounter—the Tower of the Stars (Chapter 4). All of the tracks start with Encounter 20. Between that Encounter, which enters the city of Silvanost, and the tower (Encounter 25), the PCs must

go through four Encounters. This does not include Encounter 21, which occurs four times for each group—in between the other Encounters (they use the streets of Encounter 21 to get from one Encounter to the next).

To prepare the Citadel Nightmare Chart, determine the sequence of Encounters from Encounter 22 through Encounter 24 for each of the groups (Encounter 21 is the same for all groups). Write these Encounters in the appropriate column on the Citadel Nightmare Chart.





Chapter 3: Hollow Glory



Encounters

20. Screaming Gate

(All tracks)

Begin each of the different tracks with the following text. Read this text the same way each time so the players get the idea that they are reliving the same Encounter.

As you enter the gate, the terrible screaming stops. The gate slams shut behind you, blocking the way back. Ahead, you see twisted streets winding into the thick, green fog. The buildings on either side seem to lean over, threatening you. A number of dark figures are approaching you. They bear a great burden on their shoulders and sway as they walk.

20A. Prisoners of Silvanost

The dark figures are eight elves, forced to carry a great chair. On this chair sits a dream-wraith dressed in ornate robes. The figure's hood turns toward the PCs—and they see there is no head within its folds! The elves trudge toward the PCs, paying no attention to them. When they get near the PCs, the dream-wraith calls out:

“Lorac Caladon, dead king of dead elves, bids you welcome. None who look upon this realm shall leave again.” The dreamwraith resumes his seat and the elves start to carry him back down the city streets.

If attacked, the dreamwraith frees the chained elves and orders them to fight the PCs. The elves do so, but in a slow, dream-like manner.

If the PCs kill this dreamwraith and free the elves, they stare vacantly for a few moments, then give grateful thanks to the party. The elves have been living in the dream for so long that they simply assumed the PCs were just one more illusion.

The elves have learned about navigating in the dream. One of them, an elf named Tarakanthis (or Tarak), volunteers to lead the PCs to the Tower of Stars but no farther. This NPC is faithful and true (see the “NPCs” section of the Appendix). Tarak leads the PCs down the most direct Encounter path to their destination. Roll 1d6. If odd, the PCs can skip one Encounter on their way. If even, they can skip two.

20B. Elfkiller

Run this as Encounter 20A, except the figures who carry the chair are *elves. An ornate box covered with jewels and bright platinum fittings rests on the chair. If attacked, the *elves drop the chair and fight, but they flee into the ruins after only 1d6 rounds of fighting.

The box is locked. It contains a * beholder that immediately attacks the PCs if they open the box. An *Icon of Truth* is also in the box (see the “Magical Items” section of the Appendix for details).

20C. Emissaries of the King

Run this as Encounter 20A. The figures are *elven women who are carrying a coffin. The *women drop the coffin at the sight of the PCs and flee screaming into the ruins. There is a 30% chance that the coffin breaks open when it hits the ground.

Inside the coffin is the dead body of one of the * PCs. The eyes are open, staring sightlessly into the sky. The mouth gapes in a silent scream. A hollow voice issues from the unmoving lips, “Despair! For this is the realm of madness!” The figure inflicts 1d6 points of damage on anyone who is within three feet of it.

20D. The Forgotten Elves

Seven elves are discovered carrying the body of one of their heroes out of the city. These elves are suspicious of the PCs. They have lived in the dream a long time and suspect the PCs of being part of it. Thus, when they first notice the PCs, they lay down the body and draw their swords to prepare for an attack.

If the PCs manage to convince the elves that the PCs are real and have come to help, then one of the elves gives the following speech:

Beware, for the dream is like a whirlpool. The closer you come to the center, the worse it gets. In the forest, you knew the friends around you were real. Here, your best friends might be only shadows cast by the dreams of your mind.

We come into the city often on missions such as this. Each time we see our friends die horribly, only to find them alive when we emerge from the gates. Yet sometimes we enter and some of our number actually die.

Such, apparently, was the fate of the elven hero whose body they bear. He was discovered by his fellows outside the locked door to the tower-dead.

These elves must give proper rites to their dead and cannot help the PCs. They tell them, however, that one of their number can be found somewhere inside the city.

20E. Bearer of Death

The figures of eight *elves carrying an ornate box enter from the PCs' right and cross to their left. These *elves do not stop for the PCs unless the PCs attack. If attacked, the elves fight until dead.

The box is not locked. If no one opens it, the box opens by itself in 1d4 rounds. A *para-elemental (smoke) emerges, mingling with the sooty fog as it attacks the PCs.

21. Twisted Streets

Use this Encounter to get PCs from one Encounter to the next.

The street buckles beneath your feet as it twists its way past sagging buildings. Each building's facade has been horribly transformed into the face of its former occupant. Every home screams silently at you from gaping doorways. Each shop watches you from glassy-eyed windows.

The players must pass through these streets in order to reach the Tower of Stars. There are many branching streets, but all lead to the next Encounter. Each group of PCs now moves to the Optional Encounters (22 through 24) on the Citadel Nightmare Chart. This means that each group might or might not experience each Encounter. Once each of the groups has passed through two Encounters, go to Encounter 25 in Chapter 4.

The great silhouette of the Tower of Stars can be seen in each Optional Encounter from the streets. After each Encounter, the Tower seems to grow larger.

Roll 1d12. The result is the number of turns of street travel on from one Encounter to the next. Check for random encounters while the PCs are moving through the ruined streets.

22. Life as Usual

Suddenly, the sound of haunting music is heard. The sad sound of a lute wails an ancient children's song. The sound comes from the end of the lane.

Any who proceed see the following:

The mist-shrouded courtyard is surrounded by broken walls of jagged stone. A wooden gate is set into the wall at the far end of the courtyard.

The courtyard is filled with elves. Their clothing is torn and ragged.

In the center of the courtyard stands a scaffold. A figure, its head shrouded in a hood, kneels on the scaffold. The prisoner is bound hand and foot; his head lies on a great block. Another hooded figure stands next to the prisoner, a great axe poised above the prisoner's neck.

Elven children run and play, their laughter echoing hollowly against the walls. Adult elves go about their affairs or stand in groups talking casually. All seem unaware of the execution. The melancholy sound of a lute floats through the mists.

If the PCs make no attempt to stop the execution or remove the hoods, the execution takes place. When the prisoner's head falls from the body, the hood comes off. The executioner also removes his hood at that time. This Encounter has five variations.

The number of *elves present in the courtyard is 1d10+6 in all of this Encounter's variations.

Chapter 3: Hollow Glory

22A. Sturm's Justice

The executioner is a crazed apparition of *Sturm Brightblade. His prisoner is *I Lord Gunthar. * Gunthar is bound hand and foot. * Sturm attacks any PCs who try to stop him. This causes the * elves to attack the party. If *Sturm is defeated, the * elves flee into the mists.

If the PCs free * Gunthar, he thanks them. Then his armor begins to glow and he floats up into the air, calling down, "In the heart of the darkness, your strengths become your weaknesses. Beware lest you fall into the dream and never awaken."

22B. The Golden Victim

Run this as Encounter 22A, except the executioner is tKitiara and the prisoner is *I Laurana.

22C. Twin Prisoners of the Elves

Run this as Encounter 22A, except the executioner and the prisoner are both real elves. They are held prisoner here by * elves, who surround them. The * elves allow the PCs to move into the center of the square, but they do not allow the PCs to leave.

Only when the PCs are in the square do the *elves reveal their terrible nature, and then only if the PCs attempt to escape or stop the execution. The PCs have to fight their way out of this one.

22D. Slaughterhouse

Run this as Encounter 22A, except that the *elves watching the execution are weeping in despair.

All of the * elves are held in thrall by the executioner, who is * King Lorac. This is discovered only if his hood is removed. The prisoner is either * Laurana or Wilthanas.

*Lorac attacks the PCs on sight and forces the * elves—against their will—to attack as well. The reluctant *elves suffer a -4 penalty to their attack rolls. This represents their willful resistance. If the * king is killed, all attacks by the * elves stop. In their joy, they open the gates at the other side of the square.

22E. Death of a King

Run this the same as Encounter 22A, except that the prisoner is * King Lorac Caladon, as can be readily seen if the hood is taken from his head. The executioner is the PC who removes the mask from the executioner.

If the * king dies here at the hands of the executioner, then all of the * elves in the square vanish into the mists, as does the executioner. If the PCs manage to rescue the *I king, he speaks with them, answering three questions as best he can before disappearing into the mists.

23. Madmen

The sounds of weeping clash with wild laughter, all coming from the side alleys. Suddenly you are set upon by elves gone insane.

Roll 3d6 every time you run this Encounter to determine how many of these * elves attack. This makes the Encounter different for each group.

24. Innocence

A great stone pillar stands in the center of the street. Carrion birds wheel in the sky overhead, circling the top of the pillar. A figure hangs suspended from the top of the pillar by manacles attached to his wrists. Tortured cries echo across the city.

The pillar is 100 feet tall and its sides are smooth, although riddled with cracks. The birds circle 10 feet from the figure, occasionally swooping in to brush against it.

24A. Loralon, the Conscience of the King

The figure is *I Loralon, the once-great cleric of Silvanesti, who has been drawn into the nightmare. The King seeks his cleric's forgiveness and help, but at the same time punishes him for leaving.

*Loralon begs the PCs to rescue him. He hangs just below the top of the pillar. The manacles around his wrists are steel. He is suspended from the manacles. If simply released, he falls 100 feet to the street below, suffering 10d6 points of damage from the fall.

The pillar itself is slick, requiring a thief's climb walls check with a penalty of +20% on the roll. This check should be made at 25, 50, and 75 feet off the ground.

Circling the pillar are eight giant * vultures. They attack anyone who gets within 30 feet of the top.

If the PCs successfully rescue * Loralon, he tells them all that he knows about Lorac Caladon (see the "NPCs" section of the Appendix for details). * Loralon accompanies the PCs if they ask.

24B. Pillar of Virtue

The pillar is * Loralon. The figure suspended from the pillar is *I King Lorac Caladon, who has been driven mad. *Lorac calls a * quasi-elemental lightning to attack the PCs.

If * Lorac is freed, he attacks the players. If by some chance he is actually brought before Lorac, he makes every attempt to kill the real king, though this means destroying himself.

The pillar—* Loralon—speaks to the mind of any PC who gets within 10 feet. The only way he can be freed is for the PCs to end the dream. He answers questions as best he can and offers what knowledge he has for the use of the PCs.

Circling the pillar are eight giant * vultures. They attack anyone who gets within 30 feet of the top.

24C. Groaning Spirit

The figure chained to the top of the pillar appears to be an elfmaid at first sight, but it is actually a * groaning spirit. The birds circling over her head are actually Itdrelbs.

Due to the height of and distance to the pillar, the true nature of the *groaning spirit can be discovered only by magic or by a PC coming within 30 feet of the * groaning spirit. The * spirit attacks only if discovered. If she attacks, the *I drelbs also attack. There is only a 20% chance the *I groaning spirit uses her keening attack in the twilight.

24D. Siren Song

The figure chained to the top of the pillar is a sirine named Kiiren, who was pulled from the Thon-Thalas river by dreamwraiths. She is chained here and has been tortured. She has come to know the difference between the dream and reality, however. She does not trust the PCs until they convince her that they are real and not apparitions of the dream.

If Kiiren is released, she accompanies the PCs on their quest.

24E. Repentant General

The figure on the pillar is an *I elven general, who once commanded the armies of Silvanesti. He has long since forgotten his name and is now a raving maniac, near death. The birds flying around him are actually six * guardian spectral minions, all armed with swords, who attack the party.

If freed, the *I elven general dies, yet with his dying breath he relates the story of the Dark-Night Child (see Lorac's part of the "NPCs" section in the Appendix).

Chapter 4: The Web of Shadow & Night

25C. The Lock is Trapped

The lock is trapped with a poisoned needle that reduces the PC victim's remaining hit points to 0. The trap works only once, then there is no longer enough poison to harm anyone else who touches it. The PC affected is allowed a saving throw vs. poison for half damage (he retains half his remaining hit points). The lock remains locked until either a successful open locks check is rolled or the proper key is inserted. Only the Primary NPC Alhana Starbreeze has the correct key (the Key to *Qualinost*; the "Magical Items" in the Appendix). All *, Alhanas have similar keys, but those do not work.

25D. Skeletons Rise From the Ruins

The skeletons in the courtyard rise up and attack the party. All of these creatures hit as if they were using *swords +4* (these become rusty normal swords once the skeletons are defeated). There are 1d6+10 skeletons attacking. If the PCs defeat the skeletons, they find the door locked but not trapped.

25E. Succession of Doors

Once the door is unlocked, the PCs find that the door leads into a 30-foot-long corridor that ends in another locked door. There are a succession of 1d6+4 such corridors, all ending in locked doors.

As soon as the PCs open the third door, a smoky mist inside the corridor takes the shape of six mihstu. These creatures slam shut the outer door and lock it, then they seep through other locked doors to attack the PCs.

Only by passing through all of the doors can the PCs reach the next Encounter.

Each group must now face three tests beyond the locked doors of the great tower. Two of the Encounters are your choice, the third is mandatory (Encounter 33). As DM, you should choose those Encounters (from 27 through 33) that will be most difficult for each group of players.

Use Encounter 26 (following) to move the groups between Encounters.

26. Twisted Halls

The corridors of molded rock slant and twist like the bowels of a dragon. The once beautifully crafted shapes have been wrenched into a seemingly endless succession of agonized stone.

The halls lie between the Encounter areas of the Tower. Players encounter 1d10+3 corridors or rooms before coming to the next track encounter on the Shadowweb Chart.

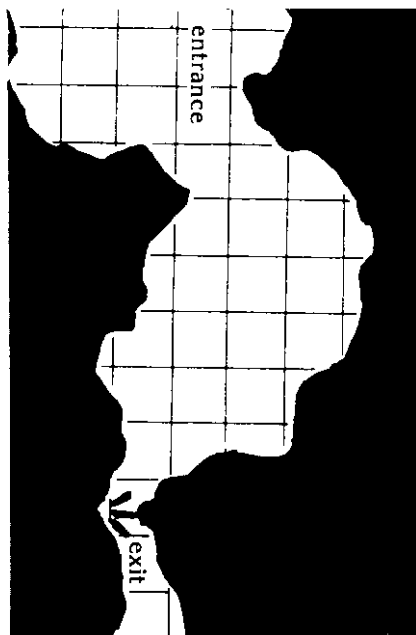
The sizes and shapes of these corridors and rooms are completely up to you. Vary the corridors and rooms (or at least their order) from one group to the next.

Roll for random encounters every 60 feet. Use the random encounter chart in this book-

let to determine the type and number of creatures encountered.

27. Crystal Dragons

No matter what direction the PCs take, the air in this corridor gets colder and colder. Soon, ice begins forming on the walls until the walls themselves can no longer be seen through the thick, white frost. The PCs then enter the following area:



The cavern-like walls are lined with elves who might appear to be sleeping if it weren't for the frigid whiteness of their skin and the frost that coats them. Warriors dressed in heavy furs and elven refugees lie huddled together in frozen death.

The sinuous figure of a white dragon lurks in the shadows of her lair. Her wings are tucked back and her neck is arched. The monster hisses at you from the top of an imposing pile of gold, jewels, and strange, glowing devices. A clear crystal orb is directly in front of the dragon. Standing next to the orb is the black cloaked figure of a Dragon Highlord. At the far end of the ice cave, a waterfall cascades out of a crack in the wall.

This Encounter has three variations, as outlined in the following text. In all variations, the waterfall is an illusion. Any PCs who pass through it find themselves entering a winding corridor that takes them to the next Encounter.

27A. The Dragon is a Polymorphed PC

The Dragon Highlord's hand rests on an * orb that glows with a brilliant non-light. The

Dragon Highlord, if unmasked, is discovered to be * Lorac Caladon. At sight of the PCs, he commands the dragon to attack.

The * dragon is a polymorphed illusory PC, who talks to the PCs and tries to convince them that it is really their fellow adventurer, now being forced to attack them against its will. The * dragon does attack them, however, forcing them to fight. If the * dragon is slain, it reverts to the form of the PC that was supposedly polymorphed.

While the * dragon is talking, the * Dragon Highlord grabs the * orb and tries to escape beyond the waterfall. If the PCs follow him, he vanishes.

27B. The Dragon is an Iron Golem

Run this the same as Encounter 27A, except that the dragon is actually an * iron golem. It is incapable of speech and attacks the PCs instantly.

27C. The Dragon Highlord is a Lich

Run this the same as Encounter 27A, except that the dragon is actually dead. The Dragon Highlord is a * lich version of Lorac. The * lich has the following spells:

- 1st Level: *charm person, comprehend languages, detect magic, feather fall, magic missile*
- 2nd Level: *continual darkness, detect invisibility, invisibility, mirror image, web*
- 3rd Level: *dispel magic, fireball (x2), lightning bolt, protection from normal missiles*
- 4th Level: *dimension door, fire trap, fumble, polymorph other, wall of fire*
- 5th Level: *animate dead, Bigby's interposing hand, feeblemind, telekinesis*
- 6th Level: *control weather, death fog, legend lore, repulsion*
- 7th Level: *delayed blast fireball, reverse gravity*

The * lich is capable of destroying the entire party of PCs in their current weakened condition. However, Lorac's subconscious still has some control of his own mind. He allows the lich incarnation of himself to fight for only five rounds or until all of the * PCs are killed. Then he escapes back through the waterfall and disappears.

28. Evil Elves

A single, bleeding figure drags itself toward you down the hallway. In the distance, you can hear harsh shouts and see the torch lights of pursuers.

28A. The Figure is a Primary NPC Elf

The figure is the elf, Tarak. If he was with the PCs, he refused to accompany them through the tower doors. He tells them that he later changed his mind and entered after them.

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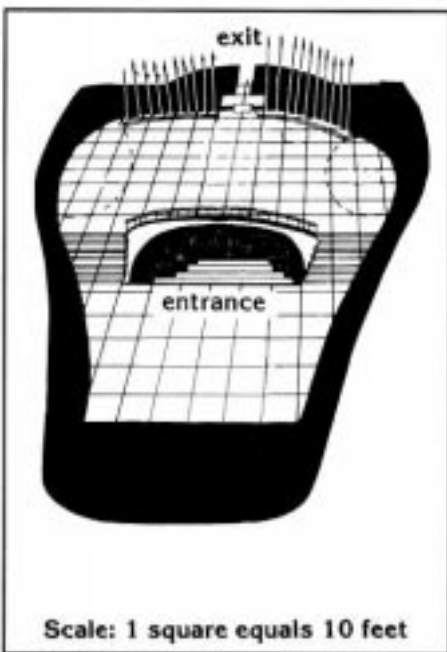
Within 1d4 rounds, eight \blacksquare elves arrive with torches in their hands. They claim that Tarak is actually a demon in disguise and that he has already killed many elves. The PCs must decide who is real.

28B. The Figure is Lord Soth

Run this as Encounter 28A, except that the figure only appears to be Tarak. In truth, it is \blacksquare Lord Soth. If discovered, \blacksquare Seth attacks for 1d6 rounds before attempting to flee (see the "NPCs" section of the Appendix.)

28C. The Pursuing Figures are \blacksquare PCs

Run this the same as Encounter 28A, except that the pursuing figures are \blacksquare PCs. They attack the party on sight.



29. Dragonlances

Stairs lead you up to a great platform. Dim green light comes from what appears to be a pair of giant glass eyes staring down at you from the ceiling. You are amazed to see Dragonlances standing on either side of a doorway on the far side of the platform. In the center of the platform lie the broken remains of a great bronze statue. Curled upon the floor in the doorway is a single, dark figure.

29A. The Dragonlances are Cursed

The figure in the doorway is that of \blacksquare Dargent in her Silvart form. The lances on the wall appear to be normal Dragonlances, but these are cursed and sentient. They attack the

party at will, starting by slaying \blacksquare Silvart.

The \blacksquare lances attack as though wielded by a 10th-level warrior (THAC0 11) and cause 40 points of damage against \blacksquare Silvart.

The \blacksquare lances also try to form a barrier at the exit, preventing the PCs from leaving. The PCs must spend one full round in combat with the blocking lances and then gain initiative in order to jump through them. If the PCs lose initiative, they can try to jump through again only if they fight one more round.

29B. The Figure is Silvart Gone Mad

This at first appears to be Silvart. However, this is a dream manifestation of a crazed \blacksquare Dargent, who suddenly turns against the party on a roll of 1 on a d6. Check once per turn or when any subsequent battle with the lances ensues. (See the "NPCs" section of the Appendix for details on Silvart.)

29C. The Figure is Takhisis

The \blacksquare Queen of Darkness grows from the prostrate form, filling the platform. Her five heads writhe to the attack.

This is not the actual Queen of Darkness, but a creation of the tortured mind of King Lorac. Assume that the PCs' attack cause damage to Takhisis but basically have no

effect (they cannot hope to defeat her). \blacksquare Takhisis attacks with her breath weapons (one breath of each of the evil dragon types) and magic for 1d6+4 rounds before appearing to flee back to her demonic plane. This apparition concentrates her fire on \blacksquare PCs and NPCs, but she does not leave the Primary PCs untouched!

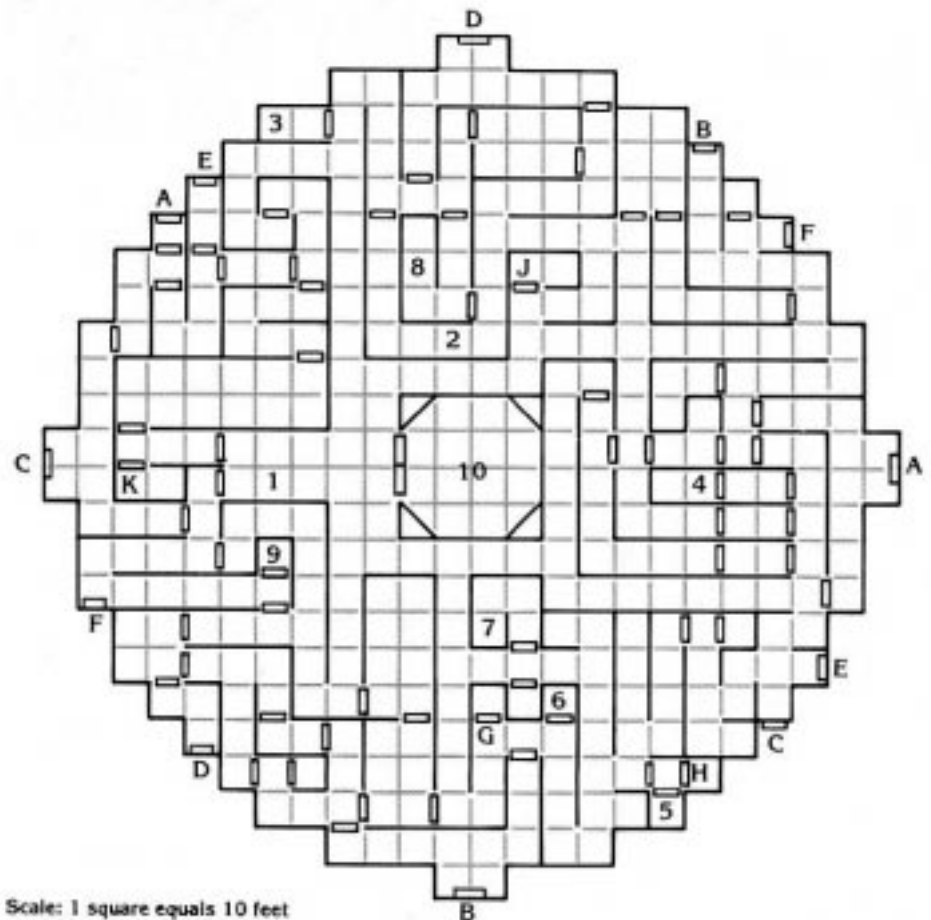
The \blacksquare queen's spells are as follows:

- 1st Level: *magic missile, protection from good*
- 2nd Level: *darkness 15' radius, web*
- 3rd Level: *fireball, lightning bolt*
- 4th Level: *polymorph other, wall of fire*
- 5th Level: *contact other plane, cloudkill*

30. Towers in Solamnia

You step out into a great courtyard. Dawn's light bursts red beneath the clouds. To your right stands the main portion of what appears to be the High Clerist's Tower. To your left, a great wall looms between you and the grassy plains beyond.

Two great stone staircases ascend the battlements of the wall. Beyond the wall, you can hear familiar harsh trumpets and the clash of steel. The Dragonarmies! They have come in full force and are about to assault the wall! Within moments they will be pouring into the courtyard!





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The courtyard leads up to the battlements. There are no other figures on the wall. If the PCs do not mount the wall within five rounds (it takes one round to climb the stairs), the attacking army reaches the top of the wall and begins firing arrows down on the PCs.

If the PCs mount the wall, they look down over a great plain that is a seething mass of enemies! The enemy is planting four ladders against the walls, one per round. Each of these ladders can be kicked down, but only after the PCs gain initiative over enemy figures they encounter on the ladder. Any ladder kicked down takes two rounds to be replaced.

After 1d4+2 rounds of fighting, a large figure swoops down and attacks the PCs (what it depends on the variation of this Encounter). This figure first calls on the PCs to surrender, telling them that the fight here is hopeless.

The figure even lands on the wall, leaving itself open to attack in its arrogance. If this figure is defeated, then all the other figures in the encounter flee in terror and the gates from the courtyard open. Fog wells up from the plain and, regardless of which exit is taken by the PCs, they find themselves back in the corridors of the Tower of Stars.

30A. The Attacking Figures are Elves

The figures coming up the wall are *ϵ elves. The huge figure flying down toward the wall is a *ϵ griffon with *ϵ King Lorac on its back. All of these *ϵ elves are armed with bows and arrows as well as swords.

30B. The Attacking Figures are Draconians

The figures scaling the wall are draconians. The large figure is the *ϵ blue dragon, Skie, with *ϵ Kitiara, the Dragon Highlord, on his back.

30C. The Attacking Figures are Skeletons

The figures scaling the wall are skeletons. The large figure is a fantastic skeletal dragon with a *ϵ skeleton Dragon Highlord on its back (use Verminaard's statistics in the "NPCs" section of the Appendix).

31. Endless Halls of the Dead Kings

A thick, wooden door blocks the end of the corridor. The muffled sounds of hoarse screaming come from the other side.

The door is locked but not trapped. Once the PCs open the door, read the following:

The door opens on twisting corridors of obviously dwarven design. Other doors can be seen at various places along the corridor, each marked with a distinctive dwarven rune. Overhead are mirrors,

fixed at intervals in the ceiling directly above the dwarven runes and above each door. The sound of screaming stops. You hear broken sobs and whimpers echoing through the hallways.

When they enter this door, the PCs find themselves in a maze of corridors that all have distinctive dwarven markings and runes carved deeply into the stone walls (see the diagram). Anyone in the party who speaks dwarven can explain that the symbols on the doors are actually letters in the dwarven alphabet. The symbols cut on the floor are numbers.

Roll 1d4 to determine which doorway (A through D, at the cardinal points of the compass) the PCs use to enter the maze. The doorway still leads the PCs back to the halls (Encounter 26) between Encounters as long as one Primary PC is still on the other side of the door or can still see through the door. As soon as all Primary PCs lose sight of that door, the passage back vanishes.

The actual exit from this maze depends on which version of this maze is being experienced by the PCs.

In all versions, be sure to roll for random encounters.

The continuing sound of sobbing comes from a *ϵ groaning spirit, who is trapped in the maze. The *ϵ spirit is beautiful and pleads with the PCs to help her escape the maze. She promises not to harm them if they help her. She gives them the clue to escaping the maze listed under the appropriate maze description (this depends on which maze a particular group of PCs is experiencing).

You should make it clear to the PCs that this is indeed a *ϵ groaning spirit (albeit a contrite one). It is up to them whether they believe her or not. She remains true to her word unless the PCs attack her first. Roll 1d10 to determine at which numbered spot in the maze she is found.

In addition to the *ϵ groaning spirit, there is one other encounter in the maze. Roll 1d10 for this encounter; it occurs at the spot given in the chart below. Which encounter it is depends on which Encounter variation this particular PC group is experiencing (see the descriptions after the chart).

Encounter Location Chart

Roll	Location	Roll	Location
1	A	6	F
2	B	7	G
3	C	8	H
4	D	9	J
5	E	10	K

Note that locations A through F indicate side doors out of the maze. The encounter occurs just inside the door. If E or F is rolled, you choose at which of the two possible locations the Encounter occurs.

31A. Mirrors are the Exit

There is a Primary NPC minotaur wandering this maze. This minotaur longs for the open sea. He has worked himself up into such a frenzy that he attacks anything that moves. If the PCs calm him down and offer him a way out, he helps them. He knows the clue to the riddle of the maze.

One of the mirrors overhead conceals the exit from this maze. All that is required to find it is to break that mirror. When this happens, green fog pours down and the PCs find themselves again in the halls of the Tower of Stars. Breaking any other mirror reveals only bare ceiling. Note that the sound of breaking glass immediately draws the minotaur!

Determine which mirror is the exit by first rolling 1d6. If the result is odd, the mirror is above a side door; if it's even, the mirror is above one of the 10 numbered spots in the maze. Then roll 1d10; the result corresponds to either a numbered spot in the maze or a side door (consult the Encounter Location Chart; reroll results greater than 6). Either the *ϵ groaning spirit or the minotaur knows the following clue to what is happening here, but neither one can figure it out.

"Seek out the (number or letter)
With downward looks casting
Shatter illusions
While you are reflecting."

31B. The Right Door is the Exit

The two *ϵ will-o-wisps in this maze attempt to mislead the PCs. Failing that, they attack them.

One side door from this maze allows the PCs to exit. Roll 1d10, ignoring numbers greater than 6, and consult the Encounter Location Chart to determine its location. It is locked, as are all doors in the maze. Once opened, green fog pours in, swirling around the PCs. Moments later it clears, revealing the hallways of the Tower of Stars. (The other doorways will not open.)

The *ϵ groaning spirit knows the following clue, which can also be found scrawled in Common language on one of the walls in the maze (location, your choice):

"Find the (letter location)
Make no delay
Open the one door
That takes you away."

31C. The Right Symbol is the Exit

At the second Encounter location, the PCs find duplicates of themselves. These duplicates are starving to death. With their dying breaths, they explain that they have been trapped here for uncounted years. These are *ϵ IPCs and each has only 1 hit point. They will not go with the party.

The exit from this maze is found by standing on the proper number symbol on the floor of the maze and naming that number aloud. When this is done, green fog swirls up and

fills the corridor. When it clears, the PCs find themselves back in the corridors of the Tower of Stars.

Both the ☞ groaning spirit and the dying ☞ PCs know the following clue:

“Find the (number location)
For that is the best
Speak symbol's name
To continue your quest.”

32. The Arena

You enter a great arena. In the center of the dirt floor, several dark figures are taunting and attacking something in their midst.

The exit from this circular arena is on the far side. The arena is 160 feet across.

32A. The Evil Stag

The figures are six ☞elves, each of whom is thrown aside and killed. The creature they were attacking is the ☞ White Stag. This ☞stag's eyes burn with red fire. The ☞stag immediately attacks the PCs.

32B. Figures are Zombies

The figures are 30 ☞ zombies that have killed the White Stag and are devouring it. When they see the PCs, they turn and attack them.

32C. Minotaur's Justice

The figure being attacked is an elfmaid who was caught in the dream as she returned to her home. She is being attacked by six ☞minotaurs. The stands of the arena are filled with cheering ☞ minotaurs.

Under no circumstances do the ☞ minotaurs in the stands attack the PCs if they try to rescue the elfmaid. The ☞ minotaurs enjoy a good fight. The elfmaid comes with the PCs, if they win. She suffers from amnesia and gives neither information nor help. Tarak does not know her.

33. The Gemstone Man (Mandatory Encounter)

You enter a great rotunda. The warped glass of the dome overhead casts ripples of green light on the floor. Two robed men are locked in combat. Suddenly, there is a brilliant, blinding flash of light, and one of the figures slumps to the floor.

The only exit is the door on the far side from the entrance, 80 feet away. Before the PCs leave, the dying figure speaks:

“Harken back to the Thon-Thalas. The river never lies when the coins are cast. The vision shows how to awaken Lorac and end the nightmare.”

33A. Fizban of Death

The dying figure on the floor appears to be ☞ Berem, the Gemstone Man (see the “Player Characters” and “NPCs” sections of the Appendix). The victorious figure is a crazed ☞Fizban, who attacks the PCs for 1d4+6 rounds before attempting to escape. For purposes of this encounter, use the statistics and spells of the lich in Encounter 27C for Fizban's powers.

Once Fizban has fled, ☞ Berem tells the PCs the clue, then he dies.

33B. Fizban Dead at the Hands of Raistlin

The dying figure is ☞ Fizban, apparently murdered by Raistlin. This Raistlin wears black robes and attacks the party with all his power, targeting on Raistlin first.

33C. Madman of the Gem

The dying figure is ☞ Fizban, apparently murdered by ☞ Berem. This ☞ Berem has all of the qualities of the real Berem (see the “Player Characters” and “NPCs” sections of the Appendix), but he is crazed and attacks the party. He wields a ☞ sword +2, *nine lives stealer*.

☞ Berem cannot be destroyed. The PCs have to find some way to stop him or get past him.

34. The Throne of the King

Shifting green mist writhes through the great hall. In the center of the hall, illuminated from above by a single shaft of ghastly white light, stands the throne of King Lorac.

The king's body is emaciated. His right hand rests on a great globe of crystal that glows with swirling colors of light and dark.

Surrounding Lorac's throne are the sinuous bodies of five huge, green dragons. Each dragon's head hovers near the tormented king, murmuring the nightmares. The dragons' whispers echo across the hall.

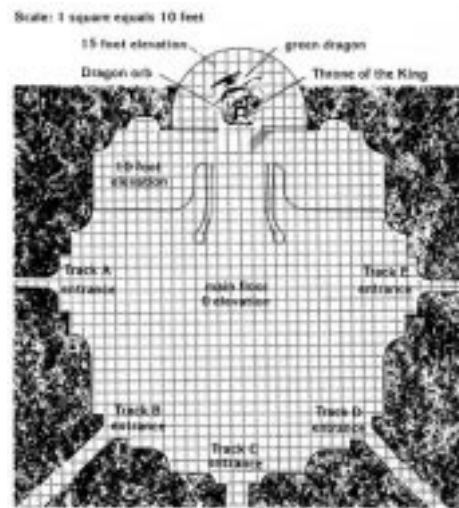
There is only one dragon. The others are ☞dragons. The dragons immediately separate in an apparent attempt to surround the PCs as they enter.

As if the dragons aren't shocking enough, all PCs from all tracks enter the room at the same time. There are Primary and Illusory PCs and NPCs, as well as ☞ PCs. For example, Raistlin enters from his true track. He sees

another Raistlin enter from track A, another from track C, etc. (assuming Raistlin's true track is B). Any PCs or ☞ PCs who died during the adventure are not present.

The keys to the PCs' success here lies in determining which of the PCs are real and which dragon is real.

Do not tell players which group contains their PCs. You can give players clues by recapping previous Encounters. If the player has been alert, he has already figured out which group contains his PC.



At this point, turn over control of all incarnations of any PC (both Primary and ☞ PCs) to the player running that PC. If he has figured out which one is real, then he can use the illusions to protect his PC.

Choose one of the green dragons to be Cyan. The other dragons suffer damage, both real and illusory. Illusory dragons disappear when defeated. If the PCs kill Cyan, his body remains. **Note:** Cyan suffers damage that is both illusory and real from ☞ PCs and Primary PCs.

Cyan defends the throne. Since he is the spinner of the nightmares, the dragon can distinguish the Primary PCs from the ☞ PCs.

The PCs can try to end the dream at the same time they fight the dragons (see the Epilogue for how to end the dream). If Lorac is awakened, the illusory dragons vanish and Cyan tries to flee by leaping through the large window behind the throne.



Epilogue



The Long Dawn

No Epilogue is provided for PCs who fail on this mission. If the PCs fail, they have died and thus have written their own epilogues!

To succeed, the players must awaken Lorac Caladon, Speaker of Stars, from his nightmare-ridden sleep. The ways to draw Lorac from his dreamstate are listed below. Two of these always work. The third choice was determined by the coin toss the PCs made when they entered Silvanesti.

Damage by Kin

Should Lorac be struck by Alhana for any kind of actual damage, the king awakens. This action must have been foretold by the coin toss to work. If not, the king does not react. Alhana's touch does not work either. (You can use the chart under the "Love of Alhana" section, below, here if you wish. Invert the statistics.)

The Power of the Gods

Goldmoon, Loralon, and Wylorn are all true clerics. Either of the following clerical spells can be used to awaken Lorac from his dream: *dispel magic* (against 21 St-level magic) or *remove curse* (saving throws apply; Lorac saves with a 6+ on 1d20. A successful saving throw means the orb retains control.)

If this option was not determined by the coin toss, these spells have no effect on Lorac.

Loralon: The Conscience of the King

Loralon was a cleric from Silvanesti before the Cataclysm. Loralon's memory might end the dream.

If Loralon, or any of the PCs, recites to Lorac the tale of the Dark-Night Child, then Lorac awakens from his dream. This action must have been determined by the coin toss.

The Love of Alhana

If Alhana, beloved daughter of Lorac, simply touches the king, she has a chance of awakening him. The more gentle the touch, the more successful is the attempt. Use the following to determine success:

Type of Touch	Saving Throw
Loving touch/tears	6
Gentle touch	8
Ordinary touch	12
Rough touch/grab	15
Striking blow/slap	18
Weapon damage *	20

* Each time Lorac is damaged, check for a random encounter.

This action must have been determined by the coin toss. You must decide into which of the above categories Alhana's touch fits, given the situation. A successful saving throw on Lorac's part means, in this case,

that the hold of the orb is broken and Lorac awakens.

Breaking the Orb

If the orb is hurled to the floor, there is the possibility it shatters. Simply removing the orb from Lorac's hand does not break the bond.

For every 6 points of nonmagical damage the orb suffers, check to see if it shatters by rolling 1d20. The orb shatters on a roll of 18+. Magic cannot harm the orb.

Whenever the orb finds itself under attack, it reacts through the dream. Check for a random encounter each round the orb is struck.

Breaking the orb ends the dream.

Death of the King

If Lorac dies, the dream disappears. Thus, the orb reacts to attacks against Lorac just as it reacts to attacks against itself. Check for a random encounter each round that Lorac is struck.

Killing the king always ends the dream.

In the first chapter, the PCs determined which of the above actions would work by the coin toss. The last two always work. Breaking the orb, however, means that the PCs no longer have the orb. The death of the king is a tragic act. Given the situation in the tower, however, these two are probably going to be the most difficult to achieve.

When the dream is ended, the throne room is suddenly plunged into utter darkness. The PCs have to find their own light. When they do, they discover that only they themselves—the Primary PCs—are in the hall. All dream-wraiths, dreamshadows, and illusory PCs have disappeared.

Recalculate the True Damage suffered by the PCs and inform the players of their actual status.

Note: Any real monsters that were not slain still remain. Nothing attacks the PCs at this time, however.

Read the following boxed section aloud to your players. If Lorac is still alive, he talks to them. If Lorac has died, insert the words in parentheses.

Suddenly, the apparitions of the dream disappear. You find yourself in a vast hall. Though it is still filled with green mist, the horror that was here is gone. As you look around, you see your companions are also in this room.

(The spirit of) King Lorac Caladon sits upon his throne in a dazed silence, staring around the hideously changed throne room. The scars of the dream are still visible. He turns to look at you. His eyes reflect a sorrow deeper than the Abyss.

"My pride, my weakness..." he murmurs. "I wanted to save my nation. Now my pride is turned against me, my greatest fears become reality."

"I have taken so much from the land of my ancestors," he says softly. "I have much to return."

"I give myself to the land. Bury my body in the soil. As my life brought this curse, so, perhaps, my death will bring a blessing."

So passes the spirit of Lorac Caladon, Speaker of the Stars.

Current State of Silvanesti

The terrible nightmare that the *Dragon Orb* inflicted on the realm is now ended. Its effects on the land and creatures here are not. For the elves, the nightmare continues.

All structures remain contorted and deformed. The green mists still cling to the ground. The trees still bleed from gashes in their bark. Further adventuring in the tower and Silvanost profit the PCs little.

Before the PCs leave, Alhana insists they take the following gifts (refer to the "Magical Items" section of the Appendix): a *brooch of Imog*, a golden *circlet*, a *flute of wind dancing*, and the swords *Redeemer* and *Mantooth* (*Wyrmsbane* and *Wyrmslayer*).

The griffons return when the dream ends. They take the PCs northward, where they can hope to find passage home. To the west, the Dragonarmies are still searching for them.

Impress upon your players the need to go north. If they decide to go north, the griffons take the PCs to the entry point of Chapter 5.

Wrapping up the Adventure

Finish by reading this text:

Lorac's funeral was held the next day. According to his last wish, he was buried in the ground outside the gates of the city. This barbaric custom shocked the elves, yet Alhana could not deny him his dying wish.

You journey onward, traveling the only route open—north, hoping to find passage back home, hoping once more to see the friends whose presence in the dream only made the sting of their absence sharper.

The land of Silvanesti is still a tortured nightmare. But one tree's beautiful green leaves stand in splendid contrast to the black desolation of the forest around it. It sways in the chill wind, singing soft music as it spreads its limbs to shelter Lorac's grave from winter's darkness, waiting for spring.

It will be long before the elves can heal their beloved homeland. Yet that one tree will ever stand as a symbol of their hope.

Interlude

The next six chapters (Chapters 5 through 10) take the PCs from Silvanesti to the Blood Sea of Istar and beyond. The following notes are provided as aids to the DM in running this part of the adventure.

Random Events

Tables of random events for these chapters are in the "Random Events" section of the Appendix. The DM can use these to add excitement to the adventure (or you can ignore them if your party is getting enough excitement without them). These tables include random encounters, events, and *omens*. Omens are mysterious happenings that might provide warnings to the PCs. The DM should adapt each event, encounter, or omen so that it suits the current situation of the PCs.

Each day you should roll for the chance of a random event on the table for the locale. If an event is indicated, you decide whether it occurs during the day or at night. You can create your own events to reflect common occurrences on the road or you can run more than one event a day.

To create some variation in events, alter an event if it comes up twice or replace it with an event you have not used yet.

Synopsis of the Story

This synopsis highlights the key steps of the adventure. Players can go in any of a number of directions, so this is provided to insure that the story progresses toward its climax. If the PCs stray too far from the course of the adventure, the DM should get them headed in the right direction by providing helpful information from strangers, through omens, by warnings of places to avoid, or increasing attacks from Dragonarmy patrols.

1.) The adventure begins with the PCs traveling the road from Silvanesti by night to avoid draconian patrols. Their first encounter has them rescue two new PCs, Kronn and Serinda, and possibly Waylorn, if he is not already with the party.

2.) The PCs should be directed toward Goodlund for information and shelter. This direction might come from Kronn, from an encounter with the disguised silver fox and rebels, or from a stranger or spy.

3.) The PCs should learn of the Oracle's prophecy and seek her for advice. Adventures result from searching for the way to the Oracle and perhaps being misled to the Dairy Plains.

4.) Once the PCs learn their ultimate purpose, they should be directed to Flotsam to hire a ship. The cost to hire a ship is exorbitant and PCs should be provided with rumors about where or how they might acquire the needed funds. Opportunities include exploring the Dairy Plains east of Goodlund where several ruins exist, visiting the dangerous islands of Elian, said to hold a city of wonders, raiding the treasury of the Dragon Highmaster, stealing into the Ogrebond stronghold, and playing in a high-stakes card game.

5.) During the journey and while at Flotsam, the PCs should have the opportunity to meet possible allies and featured villains, including Toede, the rebels, Sevil, Gildentongue, and Kitiara.

6.) At Flotsam the PCs should be concerned with finding a boat to hire and avoiding the guards. They should be drawn into discovering the secret goal of the Dark Queen.

Other activities also occur during this time:

- Toede tries to find and capture the PCs.
- The rebels try to aid the PCs.
- Berem tries to avoid the PCs.
- Sevil aids the PCs if it suits him, or misleads them if he discovers their identities.
- Kitiara uses spies to sniff out strangers and then delays them with misdirection.
- Gildentongue seeks to discover the PCs' purpose and sends them into danger.

7.) If Kitiara's ruse does not work, or the PCs return to Flotsam after following the ruse, Berem is kidnapped by Sevil. Encourage the PCs to locate and rescue him.

8.) The storm that has been threatening for weeks arrives with all its elemental fury.

9.) With Berem in tow, the PCs flee and should reach the *Perechon*. Under cover of the storm, they should evade any pursuit.

10.) Direct the PCs toward the maelstrom. Perhaps Kitiara discovers them and gives

chase, or they receive a plea for help in a sea encounter, or they seek the key to the Dark Queen's defeat.

11.) PCs should eventually be called on to aid the sea elves in defeating the evil forces.

12.) After the battle, word should reach the PCs about the following: Maquesta and friends were captured by pirates, Berem was sighted headed toward Mithas, and the *Perechon* was washed ashore on Karthay. PCs should be encouraged to take appropriate actions. During this time Lady Lengstrien and the Blue Wizard should join the party as escaped slaves. All paths eventually lead to Karthay.

13.) The PCs should explore the gnome tower, thinking that Berem is there. Here Kitiara and Skie are unmasked and trap the PCs in the tower. They then fly north after Berem. Persuade the PCs to pursue Kitiara if they do not do so on their own.

14.) The final confrontation between Kitiara and the PCs should occur after a mad chase. Victory seems in Kit's lap, but Berem makes an unexpected escape.

Note: Many of the maps for Chapters 5 through 10 are on the black and white side of the large, fold-out mapsheet. The Blood Sea and Environs map is on the inside cover of this book.



Chapter 5: The Prophecy



How to Start

The events chronicled in this chapter begin about a month after the player characters awakened Lorac Caledon, the elfking. Leaving Alhana Starbreeze behind to mourn her father and to rebuild Silvanesti, the heroes journeyed north to Balifor. Discovering they are now in enemy-held lands, they seek passage on a boat to the free lands. But they must proceed cautiously, so as not to draw the attention of the conquerors.

You might want to create a small adventure to bring them to this point (Encounter Area 40). If they find a boat to cross the Bay of Balifor, it should wreck in a storm or be attacked and hulled by a shadowy dragon (see Event 26).

Note that Serinda and Kronn are met in Event 1, the start of this adventure. With the party is the NPC druid, Waylorn Wyvernbane. It is important that this character accompany the party. If he was not with the PCs at the end of Chapter 4, he joins them before they leave Silvanesti.

The party starts the adventure in Encounter Area 40. This is done to move the adventure swiftly along.

Events

Event 12: Friends in Need

(This event occurs in the early evening on the first day of the adventure.)

The journey from Silvanesti has been long and tiresome. You leave that nightmare land to reawaken to the song of spring. But it remains shadowed, its king giving his life to renew the earth.

The land around you has fallen to the conquering armies of the Highlords and their draconian minions. Freedom is a thing of the past, safety but a fleeting shadow. Hard times are at hand, and every man might sell his brother. Elves and their kin are hunted and any resistance seems useless. Your only hope is to raise sufficient funds to board ship to the free western lands.

This eve's journey is interrupted by sudden shouts and the sound of a battle ahead.

Some 200 yards down the road, where a cluster of trees forms a pool of shadow, a struggle is taking place. If the PCs listen they hear a voice swearing in Silvanesti Elf.

A hobgoblin patrol of 20, lead by a Bozak, has discovered Kronn and Serinda hiding in the trees and is attempting to capture them. So far each has suffered 1d8 points of damage, and there are four dead hobgoblins.

This group carries only 2d20 coppers plus credit vouchers for Port Balifor worth eight steel. They know little, but are under orders to stop strangers and capture any who seem odd.

Event 13: Traveling

The Dragonarmy has orders to detain any who appear odd and to bring them to Flotsam (area 49) for questioning. They are also hunting elves and rebels. Most of the army tries to capture elves and rebels to gain the higher reward for living criminals.

The heroes have to either travel by night or assume disguises. If they travel during the day, they encounter 1d4 patrols (see Event 12) per day. If the PCs have no disguises, these encounters automatically turn into battles in which the patrol tries to capture the PCs. The following are the chances that the PCs are allowed to pass if they are in disguises.

Farmer garb = 40%
Merchants = 50%
Entertainers = 60%
Dragon soldier garb = 65%
(PCs are asked for orders)
Soldiers w/prisoners = 75%

Event 14: A Warning

If the PCs are still on the road after three days and have not turned toward Goodlund, run this event.

Half a mile ahead, the road runs through boggy land and a squad of draconians occupies the road, questioning a small merchant party.

Chapter 5: The Prophecy

The patrol consists of 20 Baaz and a human leader (see Men, Warrior on the Combined Monster Statistics Chart in the Appendix). They are consulting with a small weasel-like fellow as they examine the merchants and their cargo. Suddenly they haul a man off a wagon and disarm him, then the merchants are handed a poster and waved on.

The PCs can remain in hiding or question the merchants as they pass. The merchants have no love of draconians and show PCs the poster or drop it as they pass. These are just eight common men trading in pelts and pottery.

The poster says the following:

REWARD!
for capture of elves
and their kin
Captured: 15 steel
Dead: 1 steel

If the PCs rescue the captured man, his name is Erewan, a rebel, and he takes the PCs to meet the Fox, Encounter 49B.

Event 15: Kender Catch

When the party enters Goodlund (areas 45-48) for the first time, read the encounter description and then run this event at nightfall.

This evening is overcast and gray. A chill wind howls. You move beneath the moonless sky with dim light by which to pick out your path.

Shortly after nightfall a dragon is sighted. He approaches from the northeast, remaining out of missile range. He wheels in the wind as if searching the ground and then moves on.

Waylorn counsels that they seek shelter deeper in the woods. This night the woods appear black and twisted. The moan of the wind and the creaking and rustling of the trees make it difficult for the PCs to hear each other.

Once in the woods, a small figure breaks from the brush and runs off down a trail toward Kendermore (area 46). He seems injured, for he runs with a limp. He is actually the bait for an ambush and he tries to get the PCs to chase.

If the PCs pursue they eventually find him collapsed, lying face down on the ground. This is a trap. It's a straw dummy lying atop a covered pit. In front of the pit, hidden by leaves, is a lo-foot-wide net. When someone falls into the pit (dmg 1d4 - 1), the net is sprung and snares those standing on it. The person falling in the pit is tangled in a tarp and cannot get free.

This is a kender ambush and should be made to seem ominous. They stay out of the light, throwing water and dropping cloaks over light sources from the trees overhead. Using pikes and throwing rotten squash, they herd the remaining PCs beneath some

weighted nets and capture them. PCs who are captured are bound, gagged, and blindfolded.

If the kender are discovered or the PCs do not follow the bait, but track it later, they find the kender camp. The kender camp in the branches of trees, using small hammocks and fires in clay pots. There are 30 kender and one leader. They are wary of strangers and take them to Kendermore (area 46) only if they surrender their weapons.

Go to Event 16 for the journey to Kendermore.

Event 16: A Tiring Trip

This journey should be run swiftly with no encounters on the way, unless the party is free to lend a hand. The kender take the PCs along a forest track to a small boat on the Bristle River (area 45). They sail down to the fork and then pole up the Willow to Kendermore in one day.

If the PCs were captured, they are thrown across the backs of some ponies and carried to the riverboat. This is an unpleasant trip for the PCs as they are bounced around and jabbed by branches, or dropped in puddles of water. The entire trip is made in ominous silence.

Event 17: A Strange Welcome

This occurs when the PCs enter Kendermore (area 46). If they came of their own will, they are led through to a hall escorted by guards.

If they are brought here as prisoners, they are carried to the hall and dumped on the floor. When their blindfolds are removed, they are momentarily blinded by the bright light. Laughter and applause fill the room.

This room is filled from wall to wall and floor to ceiling with giggling, nudging kender. Obviously some sort of feast hall, there are long tables, benches, and ornate pillars strewn about. The hall is 30 feet tall. Despite the gaiety, you notice that many kender have weapons drawn and ready. Three grim-looking kender in floor-length vests approach.

At first the PCs are accused of being mercenaries or spies of the Highlords and taunted with dire threats. If Kronn is with them and speaks for the PCs, the kender swap good-natured barbs with him about his choice of companions. They demand that he prove he is who he says. The kender are just having some fun at the party's expense.

After several minutes, or if it is pointed out that there are elves with the party, a tall kender with graying hair leaps down from a chandelier and shouts, "Enough! Forgive our poor manners! Welcome to Kendermore! Welcome back, son!"

This is Kronin Thistleknot, marshall of Kendermore and Kronn's father. He orders a feast of roast pig, wine, bread, cheese, dried fruits, fish, and vegetables.

The PCs' weapons and gear are returned, though some items are missing and some pieces are not theirs. You should inform Kronn that he can eventually "re-borrow" (i.e., steal back) all of the PCs' gear before they leave.

The feast is swiftly set forth and all but the PCs have a grand time. The feast is very infuriating, for things keep appearing and disappearing before the PCs. They find kender children and women tugging at them and looking in their pockets while kender males slap them on the back. This should be played as a comedy of thefts and returns.

Rumors can be gathered during the feast, selecting either from the rumor chart or the following:

- Draconian patrols rarely come here.
- Ogres patrol the area and have killed several kender.
- The ruins of Kendermore are rich in treasures and dangers, and are an interesting place to visit if the PCs would like a guide.

The Prophecy: At some time during the evening, Kronin casually mentions a warning he received from the Oracle of the Woods. She foretold that a band of heroes gifted by the gods would pass through Kendermore. He was told to tell them they would be wise to seek her out. He wonders if the PCs have seen any such heroes?

The Oracle is said to have the ability to read the plans of Fate and can show the best paths to take. Kronin does not remember the way to the Oracle, nor does anyone else here. There is one, Master Spry, who might be sought for directions. He lives atop Springfalls at the source of the Bristle River.

The Gift: At the end of the feast, a woman, dangling bare feet from atop a pillar, suggests their guests be given a gift. All the kender agree and there is a shouting, giggling discussion. It is decided the gift is to be a companion to go along with them and return with the story of their great adventure.

Kronin chooses Kronn to go. Kronn is both cheered and jeered. He is tossed about by several kender, dumped in the punch bowl, and finally rolled down the carpet to the PCs' feet. The feast is over.

Event 18: Kronin's Council

Kronin is a wise kender, as kender go, and might be sought for advice. Below are his responses to typical questions:

Where can the heroes hire a ship? The only port with free ships is Flotsam (area 49). He has heard of someone known as the Black Captain, who is said to be fair and close-lipped.

How much might a ship cost? He thinks several thousand steel in these tough times.

Where might they find such money? He is unsure. He has heard of two ruins in the Dairy Plains (Legends 2 and 5; see the "Rumors, Legends, & Omens" in the Appendix) and of a valley of gems in the OGRELANDS (Legend 19). Or they might try to steal from the Highlord's treasury.

How do they reach Flotsam? It is four days journey overland to the west. Or they can travel to the coast in one day and hail a ship,

Chapter 5: The Prophecy

or he offers to help them catch a small pirate ship.

What should they beware of overland? Watch out for ogres and the Shirgrent. He gives them a ring to identify them to a friend of his named the Fox.

If they decide to attack the pirates. Kronn says there is a secret cove that pirates often use at Norreach (area 50) and gathers 15 kender to go with him and the heroes.

Event 19: An Eerie Feeling

As the PCs prepare to leave Kendermore, they get the eerie feeling that someone is watching them. There is an invisible spy, Gildentongue the Aurak, who is also searching for the Oracle. He follows at a distance.

Event 20: Searching for Spry

Kronn does not know Master Spry, but he learns the way to Springfalls (area 47) and can guide the party there. Kronn recognizes many of the kender snares and warnings along the way and knows them to be mostly harmless. You should take Kronn's player aside and explain this to him. Kronn can do as he wishes with this knowledge, just let the player know when they are encountered by nodding at him.

The journey to Springfalls is fairly uneventful, but run three of the small kender encounters listed under Goodlund (Encounters 45 & 48).

Event 21: Master Spry

Sitting behind a rock in the clearing is an elderly kender with spectacles, fishing in a pool. He is surly and does not like to have his fishing interrupted, even though there are no fish in the pool.

If questioned, he answers in a rude and roundabout fashion: "Yes, the Master's home is at the top of the cliff," "How would I know if he's home, I haven't been there." This fellow is Marigold Featherwhistle Spry, but does not admit it. He wants to be left alone.

The cliff is slick and dangerous. To climb to the top requires three successful Dexterity Checks with a -2 penalty. Using a rope eliminates the penalty. If a check is failed, the character falls. On a second successful Dexterity Check with a -4 penalty, he catches himself on a branch for 1d4 points of damage. Otherwise he falls into the pool (2d4 points of damage).

The old kender does not appreciate them scaring the fish, and wonders aloud why they do not use the ladder behind the waterfall. This ladder is slick and requires one Dexterity Check to use. It exits through a tunnel at the top.

When the PCs return from the house, Spry admits he is the one they are looking for. "I would not live up there—too dangerous!" He tells them the way to the Oracle if they promise to leave him alone.

The way to the Oracle, he says, is to follow the river east to a divided tree. Then turn due

north until they come to a dog-headed rock. Then go southwest until they come to the stony pointing finger. From there they must cross the Teeth of Despair, enter the Gap, and pass the Guardian. There is the Oracle's cave.

These directions lead the PCs in a circle, bringing them back past the pool and a half mile to the north. It is evening by the time they return and Spry is gone.

Event 22: The House

The top of the pinnacle is swept by a cold wind and there are patches of ice and snow. Spry's house sits on a spur of rock and is reached by a rickety old rope bridge.

This house has been abandoned for years and is now a taer lair, home to two taers. (Spry lives in a cave.) The house is in disrepair. Doors are warped and ajar.

PCs studying the house see a shadowy figure moving about on the first floor. If the PCs decide to search Spry's house, the taer retreats, making sounds as he goes which should convince the PCs that Spry is here.

The small house has a porch with a rickety railing in front. Anyone stepping onto the porch (the only way into the house) has a 10% chance of breaking through the floorboards and falling into the pool far below (3d4 points of damage). Inside, the house is a single room with several pieces of broken furniture and tattered remnants of decorations.

The two taers wait until at least one character has stepped into the house before attacking.

Event 23: The Path to the Oracle

The Berries

Before you, an odd rocky formation points a stony finger to the southwest. At its base a tired oak grows in the midst of a stand of briars and weeds near a small hillock. Large golden berries hang from vines wound around the oak.

A path through the briars can be discerned from a tree. If the PCs try to cut their way through, they encounter four patches of tanglevines (AC 7; dmg 1 d4+ 1 /round; hp 20).

The berries grow high in the tree and can be picked by climbing the tree or standing on the hillock and using a bladed weapon. The hillock is a giant slug. It attacks when a PC steps on it or when the PCs have the berries.

The Teeth of Despair

Now it starts to drizzle and the ground becomes slippery. After 300 yards, have the PCs make a surprise roll. If not surprised, they spot a figure behind a tree, unmoving. If surprised, they stumble face to face with the corpse of a man pinned against the tree by a spiked sapling trap. It is the weasel-faced man from Event 14.

The next 100 yards are full of traps every few feet; if the PCs look for them they can avoid them. If they do not look, there is a 1 in 4 chance each round that someone blunders into another spiked sapling (2d6), pungi stakes (1d4), or spiked pit (2d4). A wolf howls if a PC is wounded.

The rain starts to fall heavily and the party is pursued by 20 wolves who close to attack if the party stops for more than three rounds. If attacked, the party can lure wolves into the pits by rolling a successful Dexterity Check to step out of the way in time, or a Strength Check to throw a wolf into a trap. The wolves flee once they have lost half their number.

The Gap

The black maw of a tunnel opens in the cliff face ahead. This tunnel turns to the left after 100 feet and goes into a boxed valley.

Just around the bend are four weary ogres and their leader. If they hear the party approach, they retreat to the valley and set an ambush for the PCs. If surprised, three ogres rush the party while two throw darts.

If the ogres hear the party, they use a dead-fall log to surprise the party first (saving throw vs. petrification or the party's first rank suffers 2d6 points of damage). Then two ogres use darts to pin the remainder of the party in the cave while the other three rush those hit by the log.

The Guardian

The valley is 100 yards wide. In the opposite cliff is a cave entrance, 50 feet above the ground. The valley is barren except for a leafless, lightning-struck tree 10 yards in front of the cave. This is really a living black willow. There is a hollow cavity at its base, shelter from the storm. The tree waits to attack one PC when the others are distracted.

A faint glow of a fire can be seen within the cave. High winds in the valley make it dangerous to levitate. The cliff imposes a -40% penalty to climbing attempts.

The Oracle

The cave is filled with an obscuring, shifting mist. As PCs explore the mists they find the chambers seem endless, filled with illusions of danger, such as:

- A *dancing light* of a man that leads to a 10-foot-deep pit
- Doors that vanish when touched
- Voices of friends calling out
- Dead comrades who seek to harm the PCs

No harm results from these illusions. After a while the PCs reach the central chamber.

Before a bubbling cauldron from which mist pours sits a bulky figure in shadow. This is the Oracle, an ogress (use Hag stats on the Combined Monster Chart). She is a hideous old thing who speaks in riddles and vagaries. If attacked she can double her size and use a giant broom to sweep the offenders out the

Chapter 5: The Prophecy

mouth of the cave, actually only 50 feet away. Or if she is in real danger she shrinks to the size of a mouse and escapes.

The Oracle agrees that the PCs are the ones of whom she spoke, but she casts their fortunes only for a price. She accepts the golden berries or a magical item. (Give vague hints about upcoming events in the adventure.)

At the end of the reading she gives a final warning that the choice for good or ill is theirs. Then fear creeps across her face and she says "Evil comes this way. It will be my undoing." She vanishes and the mists clear.

The PCs find themselves in a bare cave with the entrance but 50 feet away.

Event 24: Looking Back

As the heroes leave, a PC looks back. He sees a man standing beneath the devil tree. There are two flashes of light from within the cave, and after a moment a hawk flies out.

This was Gildentongue seeking the Oracle. Failing to get the answers he sought, he attacked her and then fled as a hawk.

Event 25: Hailing a Ship

When PCs are in a coastal hex, there is a 1 in 4 chance that they sight a ship per day. To hail the ship, they must build a bonfire or signal in some manner. On a roll of 1 on 1d6, the ship does not respond, otherwise it draws close and puts a longboat ashore. Use the map of the pirate ship and the descriptions in the next chapter in Flotsam. The ship's captain asks for a fee of 100 steel per person to take the characters to Flotsam.

Event 26: Dragon Strike

If the PCs take a boat to Flotsam, this event occurs one hex away from the port.

All day clouds have filled the skies. Now as the sky darkens to night it looks as if you are facing a nasty squall.

If the PCs stole a pirate ship, the ship runs aground on a sandbar, 50 yards from shore.

If the PCs hired a ship, they are betrayed as the storm closes in. The PCs are outnumbered and taken by surprise. These pirates want to steal their valuables and throw them over the side.

Just as things start to look grim, a shadow falls across the ship. This is the bronze dragon Clarion. In the darkness he cannot be identified. Thinking this to be a pirate ship, he is set on sinking it. He maneuvers for two rounds. On the third round he fires a *lightning bolt* near the water line, hulling the ship.

The crew panics; the PCs can use a longboat to escape to shore.

Event 27: Helpful Stranger

On the second day of the overland trek, the party encounters Gildentongue disguised as

Master Spry. He is as rude as when first encountered. He is curious about the heroes' purpose, however.

In return, he notes that if the PCs want to use his boat to reach Flotsam then they are welcome to it. The boat is in a sea cave and he provides directions and leaves.

The cave is at the nearest coast and indeed there is a rickety old longboat with a sail there.

Encounters

35. Port Balifor

Nestled beside a sheltered cove with barren steppes to its back, a low stone wall and a salty canal protect the town. This port has grown out onto the pilings of the many wharfs and piers, and half the town is built above the tidal flats. Beneath the pilings is said to be another world.

Port Balifor is a conquered town. Weapons are forbidden, the penalty for violating this law is flogging (dmg = half hp + 1d12). Troublemakers become hunted men. The soldiers can be bribed.

Strangers in town are welcome at the Pig and Whistle tavern. The owner, William Sweetwater, has the face of a pig but is kind-hearted. He recommends that PCs go north to Flotsam.

The waterfront is under the control of the Dragonarmy, and only their ships can come and go freely. Characters wandering in this area might be forced into work details.

Beneath the wharfs is a maze of pilings and sewers frequented by thieves, scalawags, and off-duty hobgoblins. Most anything can be bought here at 10 times normal price, but characters must beware discovery and betrayal.

36. Coast of Balifor

Patrols of draconians prowl this land and there is a 35% chance of meeting one each day.

A patrol consists of 15 Baaz and either a human warrior leader on horseback or a Bozak with these spells: *fight*, *magic missile*, *shield*, *ESP* and *web*. They question anyone they meet.

Once the party should witness eight warriors and 13 Kapaks executing a dozen rebels.

37. Inner Steppes

This country is empty, save for an occasional huddle of farms. When the PCs first enter this land, they encounter a rough-looking warrior sitting on a saddle. He smiles wryly. His horse was commandeered by some hobgoblins for dinner. He is a mercenary and, seeing the party's weapons, notes that people carrying weapons had better join the dragons or find themselves spitted on their own swords. He might share a rumor or legend.

Squads of 15 hobgoblins mounted on wolves prowl the plains during the day.

38. Steppe's Edge

The high plains of the steppes fall off to grasslands to the east. Rugged bluffs form a wall. Blind canyons slice through the bluffs.

This ridge line is mostly abandoned. There is a 20% chance that the PCs encounter a band of 10 bandits and a leader (use Slig stats). The bandits use a decoy of an overturned wagon and three wounded merchants. Five Kapak bodies lie on the ground. These draconians are not really dead. The remaining bandits are hidden in grass-covered pits.

The bandits lair in a box canyon with 15 others, an ogre, and three watch wolves. They always post three sentries. Their treasure includes trade goods, rations, and jewelry worth a total of 2,356 steel.

There is a 10% chance each day that there is an earthquake in this area. Roll 1d4 for intensity: 1 = rumbling; 2 = knocked off feet; 3 = 10-foot-deep crevices open; 4 = 5d6 points of damage to each, half if successful saving throw vs. petrification.

39. Mellow Swath

The grasslands stretch for miles. The spring thaw has turned patches into a muddy marshland. Flowers and trees bear garlands of white blossoms.

Occasional farms are encountered here (30% abandoned). The local folk live in terror of something they call the Dark Queen's child, a giant serpent (use Giant Sea Serpent stats). The party discovers signs of the creature's existence—eight-foot-wide swaths of flattened grass and crushed bodies.

On the third day, they sight a house. Someone on the roof is waving a flag. There are four women, a boy, a girl, and a terrified hobgoblin.

They try to persuade the PCs to stay, fearing that the horror will catch them in the open. They have enough food for three days. That night the serpent comes in the dark and drags off the hobgoblin. The snake returns each evening and chases those who try to flee.

40. Verdant Plains

Spring has started to paint the plains of Balifor green. There are few inhabitants, but buffalo roam the plains, herded by men with dogs.

The PCs begin the adventure here. There is a 35% chance that they find their way blocked by wild buffalo. Herders might be encoun-

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tered here, but they avoid strangers. Reward posters are tacked to trees everywhere.

41. Grimsome Glade

The forest presses close upon itself as if marshaling to hold back foes. Dim light and shadows fit beneath the canopy. The wind sighs through the woods.

There is a 10% chance that the PCs encounter a fallen log bridge that is really a black willow with something glinting in the hollow interior.

42. Wendle Woods

The undergrowth of tangled bushes restricts movement to narrow trails. An occasional hut is found huddling beneath the mighty trees.

A band of 18 wild elves lives in the woods. There are three druidic leaders who can control the elder elms in the area. These elves grudgingly give shelter if asked by elfkin. The night they do, 28 Baaz and three Bozaks attack.

43. The Break

The forest falls away to the north and south, leaving a gap of broken grasslands. A muddy road winds past clumps of thorny bushes. A mile north of the road stands a hut on stilts, smoke curling from its chimney.

An old hag lives in the hut with three hellcats (use Hellhound stats). She can cast two *illusions* a day and usually makes it seem that her hut can animate. She has cages, shackles, and stocks in her hut. She does not chase people, but if someone comes visiting, she tries to drug them and lock them up. She has a pouch of 20 gems (50 stl each) stuffed in a shrunken head.

44. Wendlerithing River

The waters of this river are high. Many trees stand with their trunks awash. Dogwoods flower on the banks.

In the weeds beside the bank are two skiffs that barely hold 10 people and their gear. Long poles can be cut to travel upriver. Since the PCs are not sailors, whenever they face a difficulty, the rudder man must roll a Wisdom Check. If he fails, anyone who does not roll a successful Dexterity Check falls overboard.

Difficulties include choppy waters, high winds, snags, or being attacked while in the boat. A difficulty occurs once per hexside that

the PCs travel along. A giant eel might (30%) attack anyone entering the water. This river is 100 yards wide and requires two successful Dexterity Checks to swim.

45. The Willow & Bristle Rivers

Running swift and darkly, this forest stream gurgles merrily through wild woodlands. Time and again the narrow stream tumbles over shallow falls.

This area has several encounters.

Kender: A patrol of 14 kender and a leader ambushes the PCs, decoying them with one kender who acts like a frightened child stuck in a tree. He is scared of weapons and tries to get PCs to put them down. If the PCs are known, the kender taunt them.

Crazed Buffalo: This beast charges after 1d8 rounds.

Log Bridge: This bridge is rotted and has a 20% chance of breaking and dropping the victim into icy water (1d4 points of damage per round).

Snare: A piece of bright cloth or a coin lies beneath a bush. Picking it up triggers a noose that lifts the victim into the air.

Trap?: In the middle of a 30-foot-diameter puddle of mud lies a coin pouch with 50 copper. Those exploring might slip and fall in the mud. The center of the puddle is an eight-foot-deep mire, treat as quicksand. The pouch is on a pole in the mud.

46. Kendermore & the Ruins

Winter squash, grape vines, and fruit trees are all abloom. The air is filled with the hum of bees. What first seems wild is discovered to be carefully cultivated. Suddenly you are surrounded by armed kender.

There are 25 kender and two leaders. Unless they have some business in Goodlund, the PCs are asked to turn around. If they desire to see the chief, the kender demand the PCs disarm first, then escort them to Kendermore. If the kender are attacked, they blow a horn. Read the following if the PCs manage to talk their way into Kendermore.

What first appears to be a tangled forest is the city of Kendermore.

Its gateway is a simple arbor opening onto a footbridge over a creek. Vines grow over the buildings with broad roofs and courtyards. Twisting stairs, ladders, and rope-ways link the rooftops.

This town is filled with curious kender. The PCs gain an audience and are robbed blind if they are not careful. If a kender is confronted, he returns one item.

The ancient tomb, called the Ruins, is a mammoth structure carved out of a hill of rock. Vines drape the ruins. Dark empty niches bespeak treasures long since pilfered. There seem to be no entrances.

If the PCs want to explore the Ruins, they need a kender guide to find an entrance. This ruin was once the tomb of a king. Anything the PCs find is stolen and left in the ruin before they manage to leave. Typical monsters encountered here include umber hulks and boring beetles that create more tunnels. Other creatures include a gargoyle, ochre jelly, and an ettin. Encounters found here include these:

- Slides and water with leeches
- Floors that collapse
- A semi-intelligent beetle hive

Featured treasures here:

- A diamond (500 stl)
- A golden orb and cupped scepter (1,800 stl)
- A *wand of wonder* (36 charges)
- A *decanter of endless water*
- A *mirror of opposition*

47. Springfalls

The forest climbs a stony hill. Rising above the woods is a 150-foot-high stone peak. Built on a spur of rock at the summit is a small house. A silvery strip of water cascades down the cliff to an ice-rimmed crystal clear pool.

This is similar to the house in Event 22, but 14 goblin deserters from a Dragonarmy live here. They attack as the PCs reach the summit. Mountain goats climb the steep rock and butt climbers (use Wolf stats).

48. The Gagle Wood

The dark giants of the forest are just budding. Prickly gooseberry and gray gorse huddle in the shadows, while songs of birds are a symphony within the cool recesses of the wood.

A number of encounters might occur in this area (DM's discretion).

Ogres: This group of six ogres and leader is hunting for rebels. If they spy the PCs, they try to catch one for questioning.

Slapshot: Here is an obvious pit. Stepping to either side triggers a branch that knocks the victim into the pit (2d4 points of damage).

Roots: Tangled roots trip a character (successful Dexterity Check to avoid). If he fails, he must roll a successful Wisdom Check or suffer a sprain (half speed for two days).

Shirgrent: The land is scorched. In the shadows is a fearsome shape with glowing

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eyes. The beast waits, watching the party. This is a dummy of hides over wicker. Within the beast are casks of tar, naphtha, and oil, which explode if they catch fire (4d6 points of damage to anyone within 60 feet).

49. Flotsam

The forest has been cruelly cut back from the path. The trails have been churned into mud by many clawed feet.

After two hours, a group of five rebels disguised as merchants meets the PCs and asks to travel with them. Later, they meet helmed mercenaries wearing Dragonarmy colors, actually more rebels. This is a test to see if the PCs fight the mercenaries when they start to get rough. If they do, the fight is ended before anyone is really harmed. The rebels offer to lead the PCs to their chief. If the PCs do not help, they are allowed to continue after the rebels relieve them of their purses.

The rebels' base is reached via a maze of brambles. Silver Fox is friendly, though Badger growls a lot. Besides rebels, there are also six wolfhounds and a spotted lion trained by Badger. The rebels offer advice and might agree to aid the PCs.

The land is hilly and cultivated. A small, dirty village sits on the edge of a sheltered bay. This is Flotsam, a collection of the castoffs of Krynn. Rickety wharfs run out to the bay. To the east a curving hook of land forms a stony bluff. The town's few respectable buildings are built upon that rock. This is the capital of the Highmaster of Balifor.

For more on Flotsam, see Chapter 6.

50. Norreach

This land forms a windy bluff above the Sea of Istar. Once many villages dotted the land. Now they are only empty shells, broken and overgrown.

There is a secret cove on the coast used by pirates. A pirate ship is here now with 23 pirate guards and three warriors. If the three leaders are defeated, the remaining pirates agree to sail to a destination in return for their lives. This ship travels one day before worm-ridden wood causes it to sink. If the kender help capture the ship, they loot it before leaving. These pirates have only eight casks of brandy.

51. Wood's Edge

Here the forest ends. The fields beyond are dressed with clusters of thorny bushes.

A hunting party of 15 sligs and a leader hides in the grass. They want to capture characters to carry off to feast (see Encounter 53).

52. Somber Coast

The rocky bluffs and low hills are carpeted with yellow grass. Clusters of thorn trees dot the land. Inland, large piles of stone sporadically interrupt the flowing fields.

A pack of 18 ghouls stalks this land at night, hiding in the ancient cairns by day.

53. The Laughing Land

Here the land is a sea of grass. Valleys are marshy and thorn bushes crest the hills. The crowns of several hills are bare, beaten flat by many clawed feet.

Each evening the sound of stone drums beats across the night sky. A band of 29 sligs and two chiefs feasts on their latest captives, building a fire around victims tied to stakes. If no characters are caught, two human hunters are staked up. If the PCs rescue the hunters, the hunters just want to return home and are abrupt in their leavetaking.

54. Writhingwreck

Tall sea grasses blow in the salt breeze. When the tide is out, one can walk miles from shore on the tidal flats. Crabs scuttle across the marshy ground and gulls circle above. Clouds of midgets gather.

55. The Gullet

Here are muddy, marshy flats narrowing to the mouth of the Gullet River. When the tide changes, a 20-foot-high wall of water rushes across the flats in 30 minutes.

At low tide there are patches of quicksand that might be blundered into. A character sinks below the surface in 1d6+1 rounds if not aided; a sinking character must roll a successful Constitution Check each round or lose 1d8 hit points.

56. Lifesbreath

Gentle rolling hills are covered by spring grasses. The river splashes noisily to the sea. Cottonwoods crowd the banks. The breeze fills the air with foam and wind-blown seeds.

Strangle vines grow on the riverbank.

57. Heartsblood

The river is thick and muddy. Across the southern grasslands the river widens but remains swift. Only bare trees line the bank.

Near the source of the river are the three-foot-tall entrances to a borer beetle hive. There are 32 beetles and 16 larvae. In the hive are the remains of a warrior and his *shield +1* and *ring of warmth*.

58. The Hollow Lands

The wind moans through this land. The rugged upland plains are shrouded with gray grasses and barren trees. Bones thrust up out of the earth.

Packs of 2d4 hell hounds hunt the land. At night, 2d6 ghouls join the hunt, crawling from their burrows. A small shrine stands in the center of each hex, haunted by a wraith who warns the PCs to turn back, their time is not on them yet.

59. Bloodwatch Ruins

Here the grasses are withered and the blossoms have fallen. The land is windswept rocky hills. Overlooking the sea sits an abandoned monastery.

The inhabitants of this ruin were spared the devastation of the Cataclysm, but they were made to watch the destruction as punishment for their pious pride. Now they must watch for all eternity. This ruin includes encounters such as:

- A maze of broken tombs
- A living altar that animates
- A wall that weeps

Typical monsters include wraiths, ghosts, ghosts who walk the halls, and a lonely spirit who desires to talk unto eternity.

Treasures of the ruin include the following:

- The treasury (10,000 pp)
- A scroll of *protection from undead*
- A clerical scroll: *raise dead, speak with dead, and animate dead*

60. Lands End

Short grass covers the low hills and sandy soil. Gorse and briars twist through the grass. On a northern spit of land is a large stone well.

Two spotted lions stalk this land at night; there is a 20% chance they are encountered. There are four cubs in the den (HD 3+3; dmg half; hp 18). There is a battered old helm and

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a medallion on a chain with a 600-steel ruby, which the cubs play with.

The well appears to be bottomless. A spirit naga lives at its bottom (100 feet down), hidden by a *continual darkness* spell. When someone approaches the well, it claims to be the spirit of the wishing well. Then it tries to get the PCs to throw treasure down. If someone climbs down, there is a secret door into a tunnel up. The naga's treasures include 6,000 stl, 21 gems (worth 75 stl each), *potions of clairaudience* and *cloud giant strength*, a scroll of *transmute mud to rock*, *stone shape*, and *stone to flesh*, and a *bag of holding*.

61. Edgewater

Long beaches of sand stretch before stony cliffs. On the beaches are the rotting hulks of wrecks. Odd tracks of a beast that walks upright on two-toed claws can be found on the beach.

A pair of adult vodyanoi, aquatic umber hulks, lives just off shore and hunts the beach for food. In places the hummocks of their tunnels can be seen. Elsewhere careful pits have been dug beneath the sand. When someone walks on one, he falls into the beast's clutches.

62. Northern Dairly Plains

Stony hills rise from the plains. Rocky canyons and stream valleys slash through the hills. The ground is broken and rocky. There is a feeling of being watched.

A bizarre creature stalks these plains. By day it is incapable of harming anyone. By night it gains solid form and hunts for someone to feed on. (Use Death Statue stats, but its touch causes paralysis.) In light it is AC -1 but suffers a -1 penalty to its attack rolls. In its throat is a pearl worth 2,000 steel that regenerates the creature if exposed to moonlight.

63. Windpipe Cove

Narrow paths cross cliffs and tumbled rock. Surf crashes against the cliffs. A faint hooting sound is heard in rhythm with the waves.

This land hosts the Maddening Spring. Those who drink from it once are cured of all ills, but those who drink again must roll a successful saving throw vs. poison, with a -2 penalty. If the roll fails, they are driven mad for 2d6 days. This madness takes many forms:

- Uncontrollable desire to giggle
- Cannot stay awake
- Dazed, confused, and wandering
- Attack any within 30 yards

The spring is in a sea cave that hoots with the crash of the waves. The cave has various

obstacles that require Ability Checks to cross, such as the following:

- A slippery wall to climb (Dex)
- Tight space (Dex)
- Poison sea urchins (dmg 1d4)
- Crevice, might get stuck in (Str)
- Crashing surf that knocks one over (Str)

64. Boilers Bay

The sound of crashing waves echoes across the broken hills. Steep cliffs face the sea. The shattered stone at its base is clouded with a mist as waded crash against the wall. From a distance, the tall spumes of spray look like clouds of steam.

Fourteen skyfishers lair here.

65. Eastern Coast

The cry of birds fills the air. A narrow gravel beach edges the shore.

66. Southern Dairly Plains

Spring has begun to paint this land of broken hills and rugged gorges. The grass is turning green and thorny plum trees blossom. The song of crickets fills the air.

You can run one of these encounters.

Swarm: This is an army of fierce velvet ants. Treat as the swarm in area 14, but they do not obscure sight. Their venom causes pain for 2d4 turns (-2 to attack and damage).

Carrion: The evil odor of death is carried on the wind. The raucous call of a cowbird is heard as it chases gnats drawn to this grisly feast, the corpse of a man or a slig.

Tomb: Through a cleft in a rock is the tomb of an ancient hero. A slig spear lies here. Beneath webs on the wall are carvings of a warrior astride a dragon wielding a mighty lance. In a gully outside is the shriveled form of a slig. Terror grips its face, for around its throat are the hands of the dead warrior.

67. Thunderhead

A thundering, booming sound echoes here. Rocky gorges and canyons split the land from the sea coast. There is little life here, and the few animals you see are moving inland. You feel a tug in that direction.

In the center of this land is a grotesque beast that spins a magical net. When PCs enter this land, they feel a desire to travel to the center. Every hour a successful saving throw vs. spell (with a -1 penalty for each hour here) must be rolled by each PC. Any who fail are compelled to move toward the center. The PC can

resist, but at best he finds himself walking sideways, slowly spiraling in.

The heart of the land is a funnel of sand with the feaster inside. Any caught in the funnel slip to the center in three rounds. The feaster cannot move out of the funnel. (Use Undead Beast stats, but it has two 20-foot-long flails of bone.) Its maw is many toothed and acidic (1d8 points of damage per round).

The creature has a treasure of 10,000 stl, 120 gems (10d10 stl each), and a *ring of swimming*.

68. Southern Coast

The seashore is edged by rocky bluffs. Off the shore are many small islands, their summits covered with trees. Some of these islands can be reached during low tide, if one can climb the 50-foot cliffs.

There are six islands the PCs can reach. Each has a clan of 2d8 taers.

69. Elian Wilds

Lush green forests mantle the island. The cries of wildlife wings echo beneath the trees. No paths wend through the woods and one must cut the trail. There are overgrown blocks of stone and toppled pillars here.

A giant black panther stalks the forest island (use Spotted Lion stats). Its roars can be heard at night. The clans of forest taer are often its victims. There is a 20% chance the panther hunts the PCs.

On the southern tip of the island is a giant tree hut in which an ettin lives. The ettin is sly and can imitate the cries of wild animals. The ettin has nothing of value except eight taer pelts (1d6 sp each) and 14 wolf hides (2d10 stl each). The roof of his porch is a seaworthy longboat.

70. Illtide Landfall

Tall, broad banyan trees stand on roots above a black cinder beach. Streams meander through the roots and cascade in a 15-foot-high waterfall from the higher inland. Broken planking and masts are washed up here beside colorful tidal pools.

71. Claren Elian

As one proceeds north there are more ruins. The forest falls away to reveal the ruins of a once-glorious city, now overgrown. Pillared courtyards crowd many-tiered buildings that tower 60 feet above you. Friezes of serpents and flowers and ornate statuary decorate everything. In

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the heart of the city is a 150-foot-tall building. Slender crystal towers capture and focus the light onto the center palace, which sparkles like a thousand stars.

This is the ruin of Claren Elian, once known as the Garden of Wonder. Lost to the ravages of time, only this ruin of mystery remains. The types of encounters that can occur here include the following:

- A reflecting pool that shows your heart's desire
- A burning mirror (1d4 points of damage)
- A sweetwater spring
- Moving stones and statues that change position and shape
- Pollen that makes all seem fair

Creatures that haunt this place include gargoyles, jade serpents (use giant eels), natives (use wild elves), and a giant slug.

Treasures of note here:

- A *drum of warning* that beats when a foe is within 1 mile
- 800 pearls (20 stl each)
- Living crystal that shines in the dark for 2d8 turns
- An 18-foot-tall pillar of steel (5,000 stl)
- A *sash of irresistible dancing*

72. Misty Isle

Mist surrounds this isle. Sheer cliffs encircle it. Forest crowns the plateau. A mournful, marrow-chilling cry comes from overhead.

The cliffs are 80 feet tall. Skyfishers attack those who climb.

The summit of the island is covered by a forest of giant trees and huge ferns. Immense insects dance in the air and lizards abound. A network of gorges and marshes isolates the center of the island. Giant bony tracks of some creature are found.

A great undead beast (see Combined Monster Statistics Chart) lairs here.

73. Ogrelands

Grassy steppes and dark forest give way to withered grass and thorny trees. Steep hills and dusty canyons wend through the south. To the north are hills and withered vegetation.

The Ogrelands host the Vale of Vipers far to the west in a hidden canyon. The valley is 200 feet deep, with groves of fruit trees and a clear lake with a marsh at one end. The stones

of the vale are diamonds (20d6 stl each), but they are poisonous to the touch and even soak through cloth eventually. There are 350 huge snakes (Giant Eel stats), 69 giant snakes (Giant Slug stats), and a dozen gargantuan serpents (Giant Sea Serpent stats) that prowl the vale.

The following encounters occur:

Ogre Grave: Ogres lay their dead out on ridge lines for the birds of prey to feast upon.

Ogre Justice: A man's corpse is hung upside down on a cliff face, his body blistered by the sun.

Ogre Chat: A group of five ogres trades weapons and ale with a second group of five wearing stone necklaces and carrying two-handed swords. The second group trades furs and gems. A battle erupts.

74. Ogrebond

This is a broken land with clumps of withered plants. A squat fortress broods high on a steep hill; a dusty road snakes its way up to it. A guard is mounted on the walls. Patrols prowl the wastes periodically.

There are three patrols of 12 ogres and five patrols of 12 human guards (use the Men, Guard stats). The ogre patrols guard the inner wall, the outer wall, and the gate. The humans patrol the countryside.

This squat stone structure is 300 feet wide and 500 feet long. An outer wall stands 50 feet away from the inner keep. Steep hillside fronts the wall and spikes adorn the top. The gate house has two large gates and a spiked portcullis. The inner wall is 30 feet thick. A five-storey keep is attached to the rear wall. A deep gully separates the keep from the inner court, and two giant boars (use Buffalo stats) lair in the gully.

Special features of the fort include a games pit that holds three black willows, the commander's quarters with his pet wolverine, a treasury with 20,000 steel, and within a locked tower room, a gateway to Neraka that can only be opened by the proper command phrase (no one in the fortress knows the phrase).

This is the site of a secret meeting between the two ogre tribes from Kernen and Bloten. The two chieftains and their guard of nine ogres each are here. Kern possesses a wicked cunning and a thirst for power. Blode is a violent ogre, too stupid to be scared by anything. He does not trust Kern. His weapon is a huge, spiked club (3d6 points of damage). Kern's ogres wear dragon armor; Blode's wear leather hides.

Sevil (see the "NPCs" section of the Appendix) is here disguised as a guard. He wants to ruin the alliance. He helps the PCs once he encounters them, encouraging them to adopt his plan. He wants to murder some ogre guards and plant evidence that the deed was done by the others. Then he wants to loot the treasury. He is sure to escape if trouble erupts, deserting the PCs.

Also here are a Dragon Highmaster, Ettel, and an Aurak draconian, Gildentongue. The first meeting of the ogres is full of accusations. Gildentongue uses *suggestion* to smooth the discussion. A second meeting is scheduled. If Sevil or the PCs murder some ogres, accusations and tempers flare, but Gildentongue investigates the matter. Then he disguises himself as one of the guards and spies until he discovers the PCs and reveals their treachery.

If the PCs are discovered, they have to fight half of each chieftain's guard and one patrol of men. They can escape via Sevil's route (an open postern gate) or down a well and out the sewers. Gildentongue, Kern, and Blade should escape alive. Once the party has fled, all Uneventful Trips become Random Encounters while in the Ogrelands. (See the "Random Events" section of the Appendix.)

75. Death's Teeth

Overlooking the bay is a lonely, dark tower. Across the bay is its twin. A party of ogres camps on the shore some distance from the tower and two skiffs bob in the water.

These abandoned towers were once the homes of two brothers who hated each other. Eventually each brother slew the other's family. Now they live eternally. Ogres use the promontory to watch the bay, but they do not go near the towers.

There is a low wall around each tower; a graveyard lies to one side. There are eight ghosts within the graveyard. Each tower is haunted by five wraiths and the spectre of one brother.

The towers are four stories tall with a roof walk and a dungeon. Possible encounters:

- The crypt, where the spectre is unturnable and gains a +2 bonus to all rolls
- Two animated swords (use Sea Elf stats)
- Exploding dishes (1d4 points of damage to all within 10 feet)
- Doors that lock themselves
- Manacles that attack to capture (AC 0; THAC0 16; Dmg 1d6 + 1; hp 20)

This is where Ettel leads the PCs if they follow. She uses a scroll of *protection from undead* and enters the southern tower from the roof.

The treasure here is 15,000 stl, but it is cursed. Anyone stealing anything finds that he cannot speak plainly, he suffers a -2 penalty to all reaction rolls, and hostile creatures attack him with a +1 bonus to their attack rolls.

Six ogres, a chieftain, and two skiffs are on the bank.

Chapter 6: Flotsam



This chapter details the environs of the run-down port of Flotsam, its personalities and their plots, and the story events that lead the heroes toward victory. Since many things can happen in a city, it is important that you read all of this chapter first to become familiar with the many facets of Flotsam, before running this chapter.

Events

Event 28: The Streets of Flotsam

This chapter takes place in and around the port of Flotsam, capital of Balifor and the home of Highmaster Toede. Its narrow streets are filthy and rat-infested. Most of the 4,000 people are sailors, artisans, fishermen, merchants, and shop or tavern owners. Another 1,500 are troops—draconians, mercenaries, sligs, hobgoblins, and ogres.

A list of common locales is provided in the encounter section. You can place the Events in any of these locations, or you can create your own.

The guards of Flotsam are as slack and corruptible as their Highmaster. They can be bribed to look the other way, unless they are draconian. However, they detain elves and

any elfkin they discover. The town wall is fallen into disrepair, but patrols watch the main roads and ask the PCs their business. A small boat can slip into the harbor at night and only has a 30% chance to draw a patrol.

If the party is traveling in disguise, use the rules in Event 13 for chance of detection. Captured PCs face the following punishments:

Public Rowdiness = Relieved of weapons, flogged (lose half hp), placed in public stocks for 2d6 days, and fed only gruel.

Elves or Rebels = Taken before Toede for questioning (lose 2d8 hp) and imprisoned.

Toede Recognizes = Interrogation (lose half hp); held to be dragon food after two days.

For random encounters in Flotsam, use the Random Events, but most people encountered mind their own business and avoid the PCs.

Rumors can be gained in town by nosing about, by frequenting taverns, or by bribing guards. About half of these rumors are confused and unreliable. Alternatively, the PCs can seek out Sevil Rev. Though only here a month, he is easily the most knowledgeable person in town. There is a 10% chance each day that a spy overhears any questioning and reports back to Gildentongue (Event 36).

There are several important NPCs who

might be met in Flotsam. These include the following:

Highmaster Toede: He is lord of the city and responsible for stopping rebel activities. He does not like the Highlord and wants to show her up with his conquest of the sea.

Highlord Majere: Kitiara has been sent here by the council of Highlords to act on their behalf in apprehending a man with a certain stone that is somehow important. She does not like Toede.

Ettel Rense: Kitiara's lieutenant

Beyla Donth: Kitiara's lieutenant

Blue Dragons: There are three—Skie, Stroak, and Rumbler.

Gildentongue: A golden draconian (Aurak) and master spy for the Highlords.

Sevil Draanim Rev: A man with all the answers for the right fee.

Maquesta Kar-Thon: The black captain of the *Perechon*, a freebooter ship.

Fritzon Dorgard: Bodyguard to Maquesta and a real carouser and womanizer.

Bas Ohn-Koraf: A brutal, brawling minotaur who is Maquesta's first mate.

Erewan: The leader of the town rebels.

NPC entries are provided (in the Appendix) for all but Erewan, who is detailed in the Prison (F12).

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Event 29: Patrols

A patrol might be met when approaching Flotsam, at the gates to Flotsam, wandering the streets, or they might respond to trouble. Here are three sample patrols; you can pick one or create your own. If the party is disguised, see Event 13 for the chances of discovery. Should any PC be caught, see Event 28 for his fate.

Patrol 1: Twelve Baaz march along. If the PCs hide, there is a 10% chance that they are spotted and the draconians try to capture them. If the PCs were walking in the open, one Baaz walks up and demands that they state their business. Should the PCs state they are mercenaries, he sniffs derisively and directs them to the barracks. If the heroes act suspiciously, the Baaz send one to follow the PCs to where they are staying.

Patrol 2: Twelve human guards and a leader are tramping through the mud, wrapped in wet cloaks and looking miserable. If the PCs hide, they are not seen. If the PCs are in the open, they are splashed as the patrol passes. Should anyone be carrying a visible weapon, the soldiers stop and the leader orders the party to "Drop them blades and get lost!" Those who refuse are attacked.

Patrol 3: Five human guards huddle in a muddy intersection or clearing, talking among themselves. There is no leader. The armor of the guards might fit the characters. The guards ignore the party. Two rounds after meeting the guards, a rumbling croak sounds and the bulk of Toede's amphi dragon comes splashing along behind the characters. Toede is astride and barks "Make way for Highlord Toede!" Behind a quick trot comes his guard of 18 sligs. The human guards are quick to leave.

If Toede sees through the heroes' disguise, he has his dragon grab one with its tongue and leap away to interrogate the prisoner later. Otherwise he continues on splashing all with mud.

A scroll falls out of his saddlebag as he leaps away. It contains a message to the green Highlord in Neraka, written in Goblin. It read as follows:

"Victory is nearly ours, Commander! The secret of the spring gives us command over the watery domain! An alliance has been forged with my people's counterparts and the dragons of the deep. Istar will fall and the prize in the ancient temple will be ours!

"None can stop us now!

(Signed)
"Highlord Toede"

Event 30: An Odd Aide

This event can occur at any point when the PCs have a chance to observe Toede from a safe distance.

The gross little Highmaster paces uneasily before his inhuman guards. Lying nearby like a faithful hound, his obese dragon watches through half-lidded eyes. Then the waiting ends as a tall draconian wearing a cloak and combat harness strides forward. This dragonman is unlike any you have yet seen, for he bears no wings and his skin shines golden. The two are quickly engaged in an intense conversation, the hobgoblin nodding and rubbing his hands.

This event should not lead to confrontation. If it does, Toede and Gildentongue escape. The guard is comprised of 18 sligs and a leader.

Event 31: Sevil's Services

The man known by most as Sevil is a shadowy figure who is said to be willing to sell anything for the right price and is no friend of the Highlords. Few find him, but word can be left in a friendly tavern (F6) and he finds the PCs. Sevil speaks in a hoarse whisper and bears the marks of a man who has escaped the gallows. He acts like an old friend. Sevil mostly sells information.

Most of Sevil's information is accurate, but 20-40% of the time it contains flaws that omit deadly obstacles. His asking price starts at 100 steel and multiplies the more difficult the item or valuable information. You have to determine a fair price for his info. Sevil does not give anything for nothing.

Sevil knows all Rumors and Legends, and at your discretion might know about other things that happen near or in Flotsam. He knows of the *Perechon* and recommends it over other ships. He knows of a high-stakes card game where someone might make some money (Event 40).

Sevil also has Highmaster Toede believing in him. He uses this trust to feed Toede false information laced with enough truth to be believed.

Use Sevil to motivate the PCs and to nudge the story along when needed. He can crop up at any time to propose tasks and keep the PCs on track.

Event 32: Recruiting Help

If the PCs decide they need help to complete some task, there are two parties they can appeal to: the rebels of the land, and Sevil, who uses mercenaries and the rebels.

To recruit the aid of the rebels, the PCs need to leave the town or contact Erewan, if they know him, to get in touch with Renard, the Silver Fox. They must then persuade him that it is in the rebels interest to help them.

Sevil charges a fee up front, but he accepts collateral in the form of magical items or weapons that are later to be bought back.

The rebels respond one day after they have been contacted. Sevil responds in 12 hours. Aid that might be gained from either source includes information, limited transportation, a

breakout (Event 38), and a delay or decoy to gain the PCs an hour lead.

Event 33: Spying on Toede

Resourceful PCs can attempt to sneak into Toede's manor to spy on him, or they might find him when they attempt to break into the manor. The first thing to note is that Toede should always escape death, even groveling for mercy. Renard is quick to point out that Toede's incompetence helps the rebel cause immensely.

If the heroes manage to spy on Toede, he should have a strong guard of Baaz or sligs beside him, or his amphi dragon.

Here are some typical scenes that might be observed; pick one that suits the situation.

- Sevil selling obviously false information about the PCs and their location to Toede
- Toede being chastised by Kitiara for letting the graystone man get away.

Event 34: Crazy Rebel

If a character walks alone through Flotsam in a stolen uniform, there is a 40% chance he will encounter a Wild Elf seeking vengeance. This NPC tries to lure the PC into an alley and attack him. There is a 30% chance that the elf tries to throw a bag over the PC's head and knock him out with a club. (He must make an attack roll, with a +4 bonus). A captured PC is taken to the Jetties (area F5).

Event 35: An Unlikely Encounter

If any single character is moving about Flotsam, there is a 50% chance that he or she meets a Highlord (50% of the time it is Kitiara, 25% it is Ettel, and 25% it is Beyla). Their response depends on the guise of the PC.

If Ettel or Beyla is encountered and the PC is dressed in a stolen uniform, they demand the character's name and rank and his business in the area. If the answer is unsatisfactory, the Highlord calls for a patrol and tries to capture the PC for questioning. If the answer is satisfactory, the Highlord is taken with the character and invites the PC back to the Inn of Saltbreeze to share dinner and speak of duties. If the PC is of the opposite sex, the Highlord might demand that the PC spend the evening. If the PC is not wearing a uniform, the Highlord is haughty and you should check to see if she sees through the guise (use Event 13).

If it is Kitiara, she responds differently to different characters:

Kronn and Serinda: If she sees through their guise, she sets Gildentongue to follow them.

Goldmoon: She might stop and stare, but will not do anything.

Riverwind: If he is not wearing a uniform, she bumps into him and glares at him, then moves on. If he is wearing a uniform, she smiles and flirts with him, winking and nodding her head for him to follow. If he responds she invites him to the Saltbreeze.

Tika: Kitiara frowns and stares at the girl,

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chance to remember. She does not recognize her if she wears a uniform. If Kit does not remember, she walks away deep in thought. If she does recognize Tika, she says, "You are brave to dare come so close to the dragon's den! Do not push your luck, for your companions will not always be there to protect you!" Kit then leaves.

Tanis, Caramon, or Raistlin: Kitiara seems surprised and thinks the PC has abandoned old friends. She tries to persuade him to join her cause. She invites him to the Saltbreeze.

If a PC threatens violence, Kit points out that many soldiers walk the street ready to respond to her shout.

If someone agrees to accompany Kitiara to the Saltbreeze, she plies the PC with strong drink, asking many questions to test their loyalties. If the character is Tanis or Riverwind, she suggests he stay the night. After a day of getting to know each other, she is called away on an important mission, but she tells the character to await her return. If the PC leaves, Gildentongue follows him.

Event 36: Uninvited Guest

If the PCs act in a rather conspicuous way while in Flotsam, Gildentongue is alerted and tries to follow them for one day to see what they are up to. He is a master spy and avoids attacking anyone if he can, preferring to gather valuable information. His primary mission has become finding a man with a large gray gem.

Gildentongue might search the rooms of the heroes while they are out. He could be discovered as he searches. Before any can react he will use *dimension door* to zip to the street below. He then waves and flees.

Event 37: A Helpful Hint

Run this event if the players do not think to search the Highlord's room for clues.

Sevil Rev sends a message to the PCs that he possesses valuable information they might desire. They can meet him at midnight at the base of the Beacon; they must make sure they aren't followed. The information he has for sale is that the Blue Highlord is staying at the Saltbreeze Inn and is often out of her room.

Event 38: The Cavalry

If the PCs get in trouble and need to be helped out, you can use Sevil and the rebels once each to help the heroes without being requested. After that the PCs are on their own. If Sevil helps, he demands pay or a service for his efforts.

These two can help break PCs out of prison using a diversion, rescue them from sure death, or provide timely help when needed.

Event 39: A Wild Goose Chase

If Gildentongue or the Highlords discover that someone knows what they are looking for,

they create a decoy to draw the PCs away from the true goal. The Highlords leak information that they almost have the goal in their hands and a Highlord is going to leave that evening to fly north where the quarry is hiding. If the PCs know of Berem, he will have disappeared (see Event 48).

Beyla leads the party north into the Ogrelands and if possible to Death's Teeth (75).

Event 40: High-Stakes Card Game

If the PCs are looking to raise a small stake to buy ship passage, they can play cards. The game is in the cellar of a friendly tavern. The PCs stand a 30% chance of winning (1d10 × 100 stl), a 20% chance of breaking even, and a 50% chance of losing (1d10 × 100 stl). To play, the PCs must put up a stake of 1,000 stl. Their winnings are added to this, their losings are taken from it.

Event 41: The Highlord's Mission

This event occurs on the party's third day in town or when the party believes that Kitiara is going elsewhere seeking her prize.

The piercing shriek of a dragon echoes across the land, and all stop to watch as two blue dragons and their riders climb into the graying sky. Their mighty pinions beat the air as they climb swiftly toward the clouds and head north.

The Highlord has been called back to lead her forces in the campaign on the plains of Solamnia. She and Beyla fly first to Ogrebond (area 74), where Kitiara uses the teleport nexus. Ettel remains behind with Gildentongue to cement the ogre alliance. Kitiara and Beyla return in four days.

Event 42: Rumor of Hope

Run this event to delay the PCs until Kit's return, if they do not follow the decoy.

Sevil Rev sends a message for the PCs to meet him in the marketplace at the eel vendor's booth at midday. He has information the party might find interesting. Be sure to avoid suspicion. His information for sale is Rumor 20, only he knows the precise location of the meeting (Ogrebond, area 74) and that the top ogre leaders will be present. He encourages the heroes to help break the alliance and possibly steal the ogres' rumored treasure. He even throws in a leaky fishing boat and an old captain (use Guard stats) to take them near Ogrebond. Sevil learned the info from an overly talkative Toede and doesn't mind letting them know his connections pay.

Event 43: Return to Flotsam

If the PCs find themselves stranded on a shore far from Flotsam, this event can be used to get them swiftly back. The *Perechon* shows up, either as a passing ship that can be hailed,

Or as the crew performing a daring raid to help the party escape. Maquesta is happy to be of help. However, she's low on supplies and must return to Flotsam. Besides, her helmsman stayed behind and she won't risk open water without him.

Event 44: Dark Lady's Return

This event occurs four days after Event 41, or just before the PCs return to Flotsam.

The sky is gray and overcast threatening a storm, but the wind has died to a light breeze. Overhead is heard the flap of heavy wings approaching. Appearing from the cloud bank comes a dark dragon with rider heading toward Flotsam, the wind of its passing tossing cloak and hair. The Highlord has returned!

Event 45: Friendly Help

If the PCs are ever trying to evade the guard, an event like this might happen. On a dark, narrow street a door suddenly opens and a woman's voice urges the PCs to enter swiftly. The blond maiden locks and bolts the door and leads the PCs out a back door. This is really Gildentongue. In this guise, she claims that her parents were slain by draconians and she wants to help.

Event 46: Raid on the Jetties

About the fourth day in town, Gildentongue discovers the rebel hideout and Toede sends a squad of guards, hobgoblins, and Baaz, a dozen each, to raid the Jetties' cellar in the middle of the night. Alert the sleeping PCs to the noise of armor clinking and let them see the forces marshalled. If the PCs rush to the cellar, they can escape with the rebels through the secret tunnel.

If the PCs stay in their rooms, the soldiers burst into the cellar. After a while there is knocking on the PCs' doors. The soldiers are looking for rebels. If they find the PCs' weapons, a young officer tells his men to detain them for questioning. However, just as the PCs are about to be arrested, an older officer with coppery skin enters and whispers to the young man. After a moment's discussion, the soldiers are ordered out of the room and the characters are left in peace. (The older officer was Gildentongue, who wanted the PCs free.)

Event 47: The Storm

The day before the party prepares to leave, a storm unleashes its fury, flooding the streets and making travel seem impossible. Treat it as Random Event 19. On the second day the storm lessens somewhat, but the seas are choppy and travel is hazardous.

If the PCs try to flee, 24 Baaz and eight ogres are sent to chase them as they make their way to the *Perechon*. Any reasonable delaying tactic should work.

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Event 48: Berem Kidnapped

This event occurs upon the party's return to Flotsam or before Kitiara's return to further delay the heroes.

Berem, the helmsman of the *Perechon*, is missing. Sevil also cannot be contacted. Several clues can be discovered.

- A message from "S" to Berem is found in his cabin asking for a meeting on the wharf.
- Someone saw Sevil meet a sailor and retire to a friendly tavern.
- Neither Sevil nor Berem has been seen leaving town.
- Maquesta can verify that Berem has a strange gray gem attached to his chest, if persuaded the matter is serious.

Sevil has indeed kidnapped Berem, once he discovered the man was the key that everyone was looking for. He is desperate to hold onto his prize until he can negotiate with the Queen of Darkness herself.

Sevil is hiding in the sewers. He knocked Berem out, bound him, and dumped him down a hidden cistern opening behind one of the entrances into the sewers. Sevil knows the sewers very well.

There is a small trail of torn cloth, tracked slime, and scraped sludge that the party can follow with a ranger or by rolling two successful Intelligence Checks (by one PC). The path leads through streams of sludge, across a pool of filth, and up into a series of tunnels that are drier and don't see much use. The PCs face three challenges in their search:

The Pool: There are three ochre jellies in the pool and a 10-foot-high slippery wall to climb to the drier passages beyond.

Rats: The walls of the passage are riddled with holes. Three times the PCs encounter 3d4 rats (use Salmon School stats). If any rats survive the first three encounters, the PCs face a pack of 4d10 rats as they ascend a slippery, slanting corridor.

Confrontation: The final chamber is only 10 feet tall. There is an exit on the opposite side and a rusty chain hangs from the ceiling there. There are several small alcoves, one of which is blocked by an old table propped up with some stone. There are several cots, two large covered baskets and stores of fresh water and rations.

Berem is within the blocked alcove. Sevil is waiting for the heroes and tells them to go back and leave him his prize. He has five champion sligs hiding in the other alcoves and two giant snakes (use Giant Eel statistics) in the baskets. If the PCs refuse to leave, Sevil uses spells while his guard attacks the party. If things look grim, he retreats to the opposite passage and pulls the chain, which releases a load of sewage that appears to block his escape and bury him (it doesn't).

Event 49: The Perechon

This event details the *Perechon* and its crew and personalities. Use this event whenever the *Perechon* is encountered with a crew.

The *Perechon* is a modified two-masted pentane. As with most ships of war on Ansalon's seas, it bears both sails for swift movement and oar ports for quick maneuvering in battle. However, the *Perechon* is special.

The entire crew of the *Perechon* numbers 22 sailors (use Guard stats), a helmsman, a minotaur first mate, a warrior second mate, a gnomish engineer, the captain, and her bodyguard.

The captain of the *Perechon* is Maquesta Kar-Thon, a black woman. Her bodyguard is Fritzon Dorgard and her first mate is the minotaur Bas Ohn-Koraf. The helmsman is the mysterious Berem. These four are detailed in the "NPC" section of the Appendix. The rest of the crew are typical rogues and scoundrels, very loyal to Maquesta and the *Perechon*, but superstitious and wary of outsiders.

Berem the helmsman avoids people. He is thought to be a mute, because he refuses to talk. There is only a 20% chance that a visitor on the boat notices the gray gem embedded in his chest. Whenever he leaves the *Perechon*, he is careful to hide this feature. He is a loner, but he is grateful to Maq and will not betray her.

The other sailors view Berem as their lucky charm and do not look kindly upon any who harass him. Any PC can try to get Berem to speak by rolling equal to or less than his or her Charisma, plus reaction bonuses, on 1d100.

If confronted before Maquesta, Berem admits that he is the one the Highlord seeks, though he does not know why. If pressed he notes he is from the plains of Neraka, the heart of the Dragonarmy's empire.

The gnome is Lendle Chafka, a 5th-level fighter. Lendle was able to mount an ancient gnomish engine into the hold of the *Perechon*. Now the war oars of the *Perechon* are controlled by a gnomish engine that gives the *Perechon* a maneuverability class of C, where other similar ships only have class D or E maneuverability. The *Perechon* can maintain maximum speed while maneuvering. Only Lendle is necessary to run the engine, leaving Maq and her entire crew to fight.

Lendle is very loyal to Maquesta. He also has a fondness for drink and becomes talkative when drunk, speaking in long, unbroken sentences while acting sly and deceiving.

Deckplans: See the diagram of the *Perechon* on the fold-out mapsheet. The numbered locales are described here. A crow's nest tops the center mast.

1. Main Deck: The main deck is about 15 feet above the waterline. Most of the daily activity takes place here. There is one longboat on the deck.

2. Maquesta's Room: This captain's cabin is fairly austere. Maquesta and Fritz have the only keys. Fritz's small hammock hangs by the door. Charts and maps are stored in a cabinet divided into a hive of compartments. Two locked treasure chests hold the *Perechon's* money.

3. Kitchen: This is the ship's galley and larder. Stores of freshwater and food are here.

4. Armory: Here are stored the ship's weap-

ons—swords, crossbows, ballista bolts, oil, armor, and the ship's supply of brandy. Lendle has a secret crawlway near the bow.

5. Upper Aft Deck: Here the helmsman and his aides handle the mighty sweep of the ship. There are two ballistae that can be fitted with flaming bolts. They are hidden by tarps.

6. Upper Bow Deck: Here is the anchor chain and bowsprit. A spare anchor is stored here.

7. Combat Turret: Mounted on a raised platform, with walls for protection from enemy missile fire, is a ballista hidden under a tarp.

8. Lower Deck: Here are 20 oar benches and the covered oar hatches. The oars are stored in rafters overhead. Odd metal poles with sleeves for the oars extend up through the decking from the hold. There are two trap doors that lead to the hold.

9. Crews' Quarters: Hammocks and duffel bags hang from hooks in here. The crew sleeps in shifts.

10. Passengers' Cabin: This cabin has been taken over by the first and second mates. Kof claims the majority of the space, sleeping on a pile of straw on the rolling deck.

11. Passengers' Cabin: Lendle is many things to the crew: cook, physician, and ship's engineer. He has been allowed to commandeer this cabin and litter it with diagrams and drawings, pens and inkwells, and small gizmos that spin and whirl.

12. Passengers' Cabin: This section is used as cargo space if there are no passengers. Only hammocks, four benches, a built-in window chest, and two tables are in this room.

13. Cargo Hold: Cargo is stacked to either side of the center beam and tied down beneath tarps. An odd array of metal bars and gears decks the ceiling, forcing the visitor to stoop to avoid them.

14. Prison Cell: This dank cell can be bolted.

15. Storage Area: This room holds stacks of wood and a large metal furnace. It also holds the gnomish engine Lendle designed. The engine requires fuel when in use; it burns a cord of wood in three turns.

Encounters

Flotsam

Flotsam (area 49) is cupped in a valley beside a sheltered harbor. Only a 10-foot-tall crumbling wall surrounds the town; open gates with portcullises cross the main avenues into town. There are guard towers every 200 yards. The northern section of town along the coast is mainly occupied by the army's barracks. Across the harbor a rocky peninsula rises 30 feet above the water and many of the town's better buildings stand on that "Rock." See the map of Flotsam on the fold-out mapsheet.

F1. Town Gates: The town gates are watched by patrols of 12 human guards or 18 hobgoblins. They can be bribed to gain passage. If trouble comes, they sound a gong from the gate house and a second patrol

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arrives in 15 rounds. There is a separate gate in town that must be passed to enter the Rock, and a patrol of eight ogres and their leader stands guard there. They demand twice the normal bribe and close the gate if attacked.

F2. Guard Towers: These towers are 30 feet tall. Stairs lead up to the second floor guard room and wall top, and a ladder reaches the roof. There are small patrols of eight sligs or 12 hobgoblins posted here with a human guard leader. They are bored and don't expect to be attacked.

F3. The Marketplace: This is a standard market of canopy covered stalls and open carts. Most supplies can be bought here, but the asking price is twice normal. Weapons are not available, but some thieves or a group of disguised guards hunting rebels might agree to sell a weapon in a back alley at five times normal price.

F4. The Wharves: A fish market lines the wharf front and nets are laid out to dry. There are two dozen leaky fishing boats that would not survive the high seas, 1d6 carracks, plus 1d4+1 warships manned by mercenaries anchored in the harbor. Most fishermen mind their own business and don't like outsiders. But careful questioning might bring the characters in contact with a captain who is willing to hire out. The typical asking price for passage is 2,000 stl per person, but still might be bargained down to 1,000 per person. The captains and ships of note are the *Bloodhawk*, Captain Rensill of the *Pink Lady*, the *SeaFarer*, the *Hardtimes*, the *Silver Spear* and the *Perechon*. The mooring locations of these ships are labeled BH, PL, SF, HT, SS, and P, respectively, on the diagram of Flotsam.

The *Perechon*: There is a 40% chance the *Perechon* is not in port and won't arrive for 2d6 days. If it is, Maquesta agrees to take the PCs on only if they can pay the price. Maquesta needs at least a week to prepare the crew and get enough supplies.

The *Bloodhawk*: This is really a pirate ship. Captain Maccaby, called the Scar, is more than willing to take on passengers and asks only half the normal rates. It is his intention to put all passengers over the side once they are out of sight of land. His crew consists of 25 sailor guards and four ogres. He is a warrior. If the heroes defeat the pirates, a fire breaks out on board and the PCs just manage to escape in a longboat. If the pirates defeat them, they take all the PCs' gold, items, and weapons, and toss the PCs overboard. (They can try to swim toward land.)

The *Pink Lady*: This is a rich merchant carrack. Capt. Rensill is headed for Nordmaar with his cargo of ore, wood, and ale. Off the shore of the OGRELANDS (area 73), a storm springs up and wrecks the ship (see Sea Encounter 22).

The *SeaFarer*: This ship is ridden with worm holes and barnacles, its hull is buckled, and its decks are warped. Capt. Qualoth can be argued down to 600 steel per person. Each hex it travels there is a 20% chance that it sinks. The party has six turns to build some means of escape, since the longboat is no

better. The captain refuses to leave the ship.

The *Hardtimes*: Captain Jagger agrees to take on passengers only if they act as added guards. His first destination is a small village on the coast of OGREBOND (area 74). They are trading a few goods with the local ogre chief; weapons for the ogres, hidden in barrels of cider. His crew includes eight human guards and five human warriors. When he reaches the village, the 30 ogres and three chiefs betray him and he flees, abandoning the party.

The *Silver Spear*: Lieutenant Poliander captains this mercenary war galley and works for the Highmaster. He claims to be willing to take passengers, but he intends to rendezvous with a minotaur ship of 18 minotaurs off the coast of area 58 and sell them into slavery. His crew consists of 24 human guards and six human warriors. The galley moves at half speed in open waters, so it hugs the coast a lot. The PCs can escape, wreck the ship, or be rescued by the *Perechon*.

The pirate ship map gives the deck plans of a typical pirate ship. Use this for the *Bloodhawk* as well.

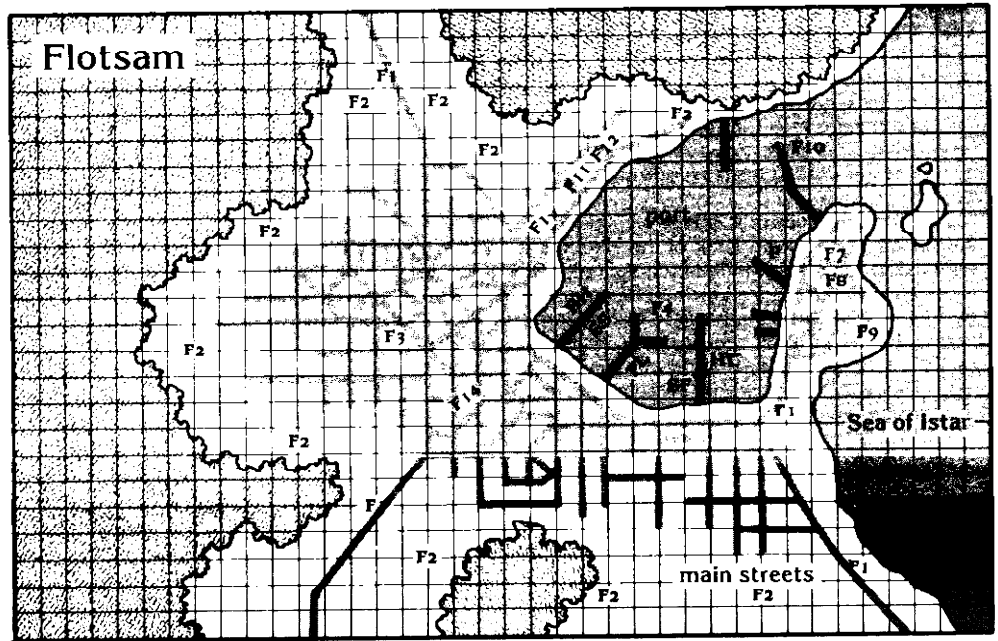
F5. The Jetties: The first inn the party finds is called the Jetties, a ramshackle but friendly

inn several blocks south of the wharves. The price of lodging is fair, the food edible, and people keep to themselves.

The cellar of the Jetties is a secret hideout of the rebel bandits acclaimed to be heroes of the people. This band's leader is Erewan the Shaggy, described in the prison (F12). If the PCs prove their worth to the rebels and ask for help, Erewan can muster a group of 12 thieves (use Men, Common stats). The cellar is connected to the harbor via a sewer.

F6. A Friendly Tavern: If the PCs do not choose to stay at the Jetties, they can find another tavern where things are not so quiet. At this inn, the PCs have to watch their gear jealously or it might be stolen. Every evening there is some rowdy activity—a brawl, a raid by guards, thieves in the room, a duel, an ogre is assigned to the PCs' room, etc.

F7. Highmaster Toede's Manor: This building is built out upon the Rock on the harbor side. It is two storeys tall with a flat roof and a small watch tower. The manor ground is surrounded by a 10-foot-high wall that attaches to the house. A metal gate is guarded by two warriors. A small stable holds three medium horses and a shaggy pony. A 10-foot-tall wooden platform with a ladder leading up to it



Scale: one square = 200 ft

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has been built against the wall.

Toede's dragon, Hopsloth, lairs on the roof, leaping there from the platform. The dragon can enter the room down a wide flight of stairs in the tower. There is slime all over the stairs and hall leading to Toede's audience chamber.

There are four sligs, a champion slig, two ogres, two Baaz and eight hobgoblins here. The ogres command the troops. The sligs guard the first floor—two on the front door with the champion and two on the door leading to the treasury compound. The Baaz guard Toede's audience chamber on the second floor, while the hobgoblins are in the kitchen and stables.

The first floor holds the staff's quarters and the kitchen. The second floor holds Toede's quarters. This floor can be reached by a front stair and a hidden rear set of stairs from the kitchen. Beyond the audience chamber is a locked room where PCs' gear is stored if confiscated. A rope on the inside of the door rings a bell on the roof, alerting Hopsloth to intruders (he comes slithering immediately). Hopsloth's tactics are to spit acid once and then to grab someone with his tongue and attack others with his claws and acid warts. If he suffers 25 or more points of damage, he crashes out a window and flees, dropping his prey.

The tower has two cells where prisoners are kept chained to walls. Also here is a chamber in which Toede has been drawing up his secret plan of attack against Sunken Istar.

Sevil Rev knows of, and sometimes uses, a secret passage into the manor through the wine cellar. This leads upstairs to the kitchen. The passage comes from an entrance in the sewers.

F8. The Highmaster's Treasury: This treasury is attached to the back of the Highmaster's manor. It is surrounded by a spiked, 10-foot-tall wall. A small guardhouse, manned by four ogres, watches the gate to the compound. However, a tall tree grows in the compound and its branches can be reached by a leap (Dexterity Check with a -4 penalty) from the building across the street.

The courtyard is guarded by two hell hounds that hide in the shadows and attack silently. The front door to the treasury is triple locked; there is a window 20 feet overhead that is barred and opens onto the entrance hall. A second door down a 30-foot hallway is locked and trapped. If the door is opened without turning a nearby torch sconce upside down, a 10-foot square section of floor opens onto a 30-foot-deep pit with 10 feet of water at its bottom (2d6 points of damage). The pit walls are unclimbable.

The treasury has an odd musky odor. A giant wolverine guards the room and is hidden in an overturned chest. There is a large locked chest that releases a cloud of sleep gas when it is opened. Anyone who fails a saving throw vs. breath weapon falls asleep for 2d6 turns and is captured by Toede's guards. The room holds coins worth 25,000 steel, along with gems, jewels, and metalware worth 15,000 steel. There are also stacks of grain and cords of cured mahogany.

If the alarm is sounded, the guards from the manor arrive in eight turns.

F9. Inn of Saltbreeze: This is the best inn in Flotsam. It is not uncommon to find a blue dragon perched on the crest of the inn's gabled roof. The inn sits on the seaward side of the Rock and is quarters to many of the Dragonarmy's officers, including Kitiara and her two lieutenants.

Meals here are good but expensive; lodging costs five times the normal rate. Quartered here are 15 warriors, 23 guards, seven ogres, and the three Dragon Highlords. On guard to protect the quarters are eight Baaz who watch the tavern, stairs, halls, and kitchen.

The third floor contains private quarters for Kitiara, her lieutenants, and four warriors. The second floor hosts the remaining warriors and ogres and a half dozen guards. The first floor has a tavern in front and a kitchen, pantries, and more rooms in back. There is a back entrance and a trap door to the cellars.

The cellars hold wine and food stored in three rooms. Behind a locked door in the wine room, a Bozak stands an invisible guard. The door leads to a tunnel down to a cave in the stony cliff where the three blue dragons lair. The Bozak's spells include grease, magic *misile*, *shocking grasp*, *invisibility*, and *darkness*, 15-foot radius.

Two Baaz mount a guard outside Kitiara's room. The room can also be reached by climbing the wall on the cliff side, but a character who falls drops 50 feet to the sea (5d6 points of damage).

The table is covered with reports of the battle in Solamnia, written in Solamnic. There are several half-filled mugs of wine. Kit's travel wear fills the travel chest. A simple wooden comb lies atop the drawers beside the wash basin and cracked mirror. The locked trap on the top drawer has a poisoned needle in the lock. Inside lie several knives, a cloak, a pouch of 50 pp and three sapphires (100 stl each), an alluring, blue velvet gown, and a locket given her by Tanis.

F10. The Beacon: On a stone jetty is a beacon tower. Atop the 50-foot tower, a watch fire is maintained by five sailors who periodically replenish the supply of fish oil that burns in the basin.

F11. The Barracks: This area is not well fortified and is poorly guarded. However, a separate inner town gate must be crossed to enter the barracks neighborhood. The prison (F12) lies to the north.

Any lone character wearing a stolen uniform might be able to enter the area without challenge (80%). The chance of success drops 5% per additional person in the party. If the PCs are challenged, the guard of 24 Baaz is alerted. The guards are illiterate; a fake written order can fool them into releasing a prisoner. The PCs can neutralize the two ogre guards, but they have only three turns before the alarm sounds.

Lost equipment is in Toede's quarters. The guard is suspicious if the PCs ask the location of the Highmaster's quarters, and an alarm sounds after the PCs have left the gate. There is a drunken human warrior in the central bar-

racks compound. He might talk to a fellow officer, giving information about the prison, the Dragonarmy, or the Highmaster's alliance with the beasts of the deep.

F12. The Prison: The prison is a one-storey stone building with barred windows and a wide, walled courtyard. It can be reached only through the barracks. A stone stair leads up to the wall top, where three gibbets hang over the court. The cells are small and damp. Sewage troughs lead out into the corridor and into a grate-covered pit connected to the sewers. A barn with stacked hay is attached to the rear.

A nearly blind ogre jailor stands guard. If attacked, he retreats into the darkness of the cellblock where others suffer a -4 penalty to their attack rolls (but he is not affected).

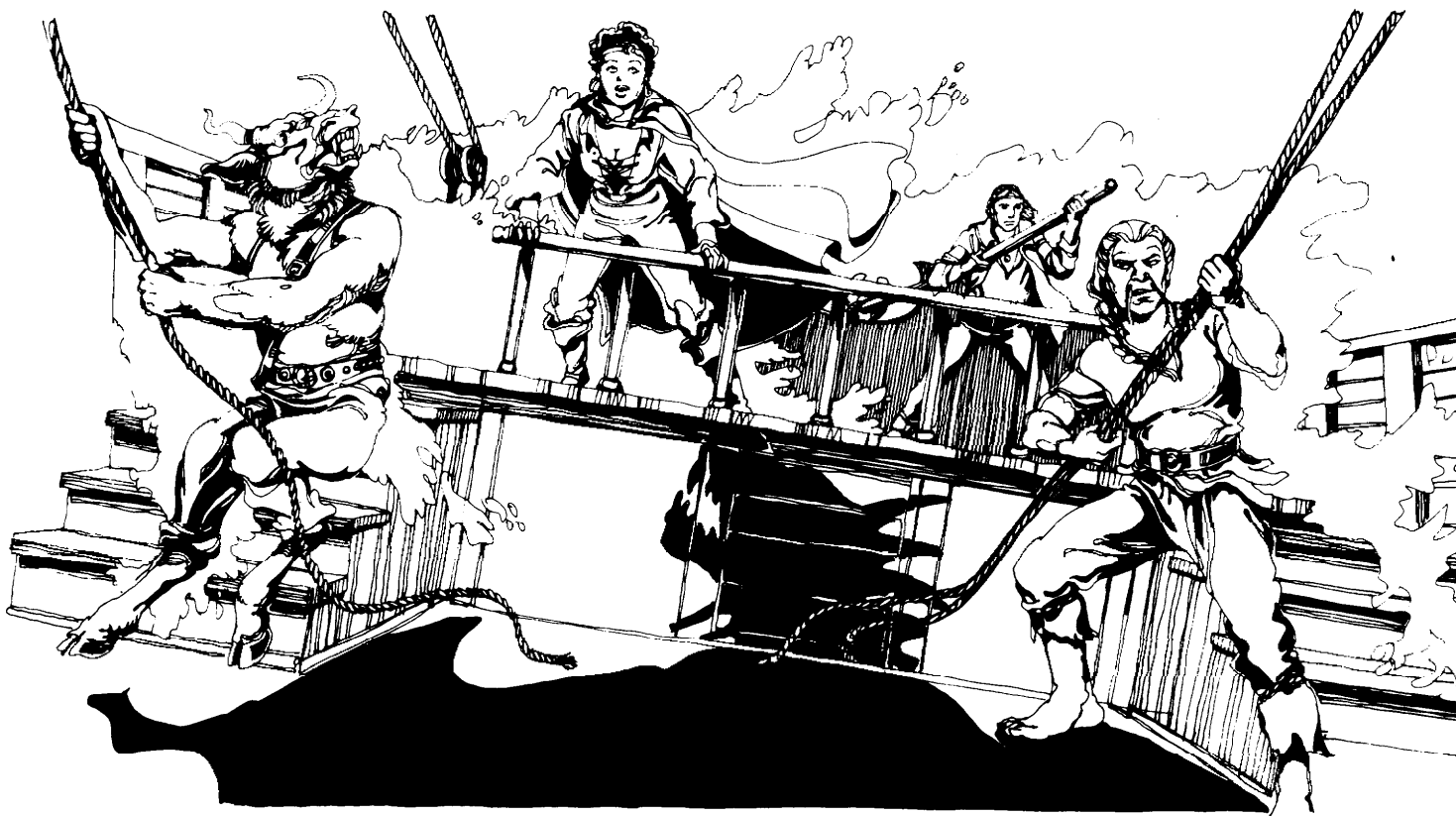
If a PC is imprisoned here, he shares a cell with a hairy, insane-looking inmate. This man chases stray rats, pouncing on them and eating them. This is Erewan the Shaggy, leader of the rebels and lieutenant to the Silver Fox. He is not insane, but he is a survivalist and does whatever it takes to persevere. (Inmates are not fed since they are usually quickly executed.) If the PCs break out and take Erewan with them, he is deeply in their debt.

The other inmates of this prison include pirates and an old man who foams at the mouth.

F13. The Sewers: A network of sewers and cellars lies beneath the wharf. This might provide a dangerous hideout. The place is frequented by ochre jellies, giant scavenger beetles, and packs of 1d10 rats (use Salmon School stats).

F14. A Hiding Place: If the heroes are on the run from the law, they can find a place to hide under the wharfs or in the cellar of a burned-out building. This place is damp and dark. There is a 10% chance that a spy can follow a PC back to the hideout and return with a double-sized patrol.

Chapter 7: The Blood Sea of Istar



This chapter provides details of Encounters at sea. The Events given are for use after the heroes flee Flotsam aboard the *Perechon* with Berem, the Highlords' prize. You can adapt one or two of the Exploring events (50) if the heroes go sailing earlier.

Events

Event 50: Exploring the Blood Sea

You can choose one of these Events to enliven each voyage of the heroes. You may also create your own sea Events.

A) **The Albatross:** A large sea bird takes to following the ship, circling in the sky and acting as if spying on the PCs. It circles for days, veering off just before the characters have an encounter. If the PCs kill the bird (AC 7; hp 3), the sailors are mortified—it is bad luck to kill a bird while at sea.

If the bird is slain, the sailors attribute all their misfortunes to the PCs' action. You

might wish to add to the paranoia by having several chance events occur, such as the main mast developing a crack, the food turning sour, the wind suddenly dying, an epidemic spreading on ship (Random Event 15), a sailor is lost overboard at night, and so forth.

B) **Stranded:** The wind dies down and the vessel is becalmed. The captain sets all able-bodied men and women to the oars (Maq is conserving the gnomish machine). Movement by oar covers two hexes per day. The weather turns warm and the rowing is very exhausting, causing a loss of 1d4 hit points per day. After two days, the crew grows discontent and there is talk of abandoning ship. The crew might attribute their bad fortune to the heroes, using words like "jinx" and "overboard." The lack of winds lasts for 2d6 days.

C) **Land Ho:** As the evening darkens the sky, the lookout sings out, "Land Ho." He has sighted a small, rocky island off the starboard bow. This is actually the back of an ancient

sea dragon. Sea weed and barnacles disguise the shell. A man's corpse is tangled among some of the fronds. If the PCs wait an hour, they see the "island" slowly sink. If they go ashore to explore, they see their ship suddenly move away (in fact the island is moving). After 1d6+4 rounds, the dragon raises its long, sinewy neck to see what there is for dinner. The corpse bears a magical medallion that always points north and adds +25% to a navigator's chance to avoid becoming lost.

D) **Abandoned Dinghy:** Early one morning, the lookout sights an old dinghy adrift off the starboard bow. The craft is abandoned and only strands of seaweed decorate the seats. The gunwales bear claw marks. Stuffed beneath the rear seat is a blood-stained leather vest.

E) **Sea Race:** The lookout sights a piece of wreckage adrift with an injured creature clinging to it. This might be a mermaid, a Dimer-nesti (in human or otter form), or a Dargon-esti. The creature is in bad shape and dies in

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two days if not helped. The creature must be kept moist or it loses 1d4 hit points an hour. Communication is difficult; those able to speak other elven languages can understand only one-third of what is said.

This event could be played one of several ways. A growing affection might develop between a rescuer and the victim. Or the creature might be a thief desiring to steal metal tools. It might be a wounded scout of its people with a dire message about the koalinth and sea dragon alliance. Or it might lead the PC to the wreck of a pirate ship, 30 feet down, and provide the party with three potions of water *breathing*. The treasure is 10,000 gold and metalware worth 1,500 steel. Whichever scenario is played, the creature leaves after 1d8+2 days or when a port is sighted.

F) Haunted Ship: The sky darkens and the sea turns an ugly green. The wind moans in the rigging. A mist creeps out of the sea and the clang of a distant bell can be heard. Suddenly a dark ship with torn sails is sighted off the port bow. A lonely hooded figure stands at the helm. Three skeletons dangle from the rigging.

On the ship is an insane sailor, the only survivor of a voyage into unknown distant lands. He lives a lonely existence at sea, feeding on what little he manages to catch. The ship is in fair repair, but he does a haunted ship act to keep sailors and pirates away. Also on the ship are three tamed forest taer, their fur bleached white. The taer might be mistaken for ghostly figures. If someone has fallen overboard in choppy waters, he might have been rescued by the sailor, who is holding him as a prisoner against his will. The sailor has no treasure except for polished bones and shells and a single beige pearl (50 stl).

G) Choppy Waters: The ship encounters heaving waters, a storm, or is attacked by a huge monster. In each of these conditions, it is possible for a man to become seasick or fall overboard.

Each time a character takes a voyage, roll 1d20 and add any Constitution bonuses. If the result is a 5 or less, every time choppy waters are encountered, the character must roll a successful Constitution Check or become seasick for 1d10 hours. Treat the sick PC as in Random Event 15. Sailors do not become seasick.

In choppy waters, the chance for PCs to fall overboard is left to you. If you feel that a character is too near a railing and not braced, have him roll a Dexterity Check (using his Strength bonuses as a bonus to the roll; all sailors are treated as having a Dexterity of 16). If he fails, he falls overboard. A man overboard must roll a successful Constitution Check each turn or suffer 1d10 points of damage. If he fails three Constitution Checks, he sinks beneath the waves and drowns. It takes 1d6+2 turns to bring the ship about; the man overboard must roll a successful saving throw vs. breath weapon to be sighted.

If one of the PCs falls overboard, you might have him rescued and later reunited with his comrades. Supply him with a harrowing tale of peril and sudden rescue.

H) The Mire: A thick fog blankets the sea, obscuring vision. The ship is gripped by a current, despite any efforts of the crew to break free. After half a day, a dark mass looms on the horizon and the ship crashes into a floating hulk, suffering 10 points of hull damage.

The ship has been snagged by the Mire, a mile-wide, floating graveyard of a dozen ships and a tangle of seaweed and debris. This event should be played for horror. It takes 1d4 days to repair the ship. Then the party has to discover some means of escape. This can either be through the aid of the Dimernesti living in a wreck, by using *remove curses*, or by torching the Mire (the last is a desperate measure).

This ships' graveyard can be explored either by climbing from one rotting hulk to the next or by using a small long boat. Things that might be met while exploring are as follows:

- Strange noises: creakings, groanings, and shrieks in the mist
- Slime tracks that cross the wrecks
- Patches of strangle weed
- Falling into kelp (it acts as quicksand, see Land Encounter 55)
- Falling beams, see Random event 1
- Rotten decking that drops a PC 10 feet (1d6 points of damage)

The creatures that inhabit this haunted mire include a giant crayfish, a giant slug, three wraiths, a ghost, a band of 14 Dimernesti and their two hippocampi, and 43 lacedons.

The treasure that could be found in various ships' holds totals 400,000 copper, 60,000 silver, 100,000 gold, trade goods worth 3,500 stl, and gems and jewelry totaling 8,000 stl.

Event 51: Flight from Flotsam

Moments after clearing the harbor mouth and reaching the choppy waters of the bay, the alarm is sounded. Troops and sailors crowd the decks of their craft. Already, the lighter galleys are pulling from their slips, as the fishing boats row frantically aside.

A fleet of five galleys pursues the players within two turns, four turns if delayed. Maquesta orders full sail, despite the storm. The pursuit lasts for several hours, until the rain stops and a thick bank of fog rolls in along the coast. After an hour, the wind dies and oars must be put into the water. Maquesta decides to risk the fog in hopes of losing her pursuers. This game of cat and mouse is played by rolling 1d12 each turn and consulting the following paragraphs, after adding any modifiers from previous rolls (all modifiers are cumulative).

-2 or Less—SUCCESS! Maquesta has slipped by the last pursuer and vanished into the fog. (This cannot occur if the *Perechon* is engaged in melee.) The wind gradually rises and the *Perechon* escapes!

-1 to 4—Treacherous Reef If a PC is at the bow, have him spot the reef and shout a warning (roll a Dexterity Check). If successful, he warns the helmsman and the *Perechon* veers away in time. If there is no PC at the bow or he fails, the *Perechon* scrapes a reef and suffers 1d4 points of hull damage. On the third reef, warn the Heroes that the *Perechon* starts shipping water. The ship runs aground the fourth time it hits a reef. If grounded, the crew might abandon ship or try some other ploy. They might eventually capture another ship or the haunted ship if the *Perechon* is lost.

If the *Perechon* is grappled to another ship, either both ships hit the reef or both miss. If the enemy craft suffers more damage, there is a 10% chance per point that it ran aground.

5 to 8—Close Encounter One of the pursuers looms out of the fog and sails past. A voice hails the ship, “. . . Ho, on the starboard, state your name!” If the name of another ship from Flotsam is shouted, there is a 50% chance the pursuer veers off (-10% for each previous Close Encounter). Add +1 to future rolls.

If the *Perechon* calls an unknown name, the ship grapples and a boarding party (see under number 12 below) is sent across. If already locked in melee, a boarding party is the automatic result.

9 to 11—Crashing Sound The sounds of wood groaning and tearing on a hidden reef echo in the fog. Then come cries to abandon ship. One of their pursuers has run aground. Subtract one ship and add -1 to future rolls. Once all pursuers are defeated in combat or have run aground, the *Perechon* escapes.

12 or more—Boarding Party A pursuer closes with the *Perechon* and grapples, binding the two ships together. The attacker is a light galley 80% of the time, with a crew of 15 marines (use Guard stats). There is one warship with a crew of 25 marines (use Guard stats) and two warriors. If the marines suffer 50% or more casualties, they retreat to their ship and sail away. Add -1 to future rolls.

The *Perechon's* crew fights to the last man, but its speed is reduced to 4 hexes in 12 hours if the crew is reduced to fewer than half. If the *Perechon* is captured, the major NPCs and PCs are loaded on an enemy ship that turns toward Flotsam. However, the enemy vessel tears its hull on another wreck and the crew abandons ship, leaving the characters locked up. It is up to the PCs to break free and construct a crude raft. The ship sinks in three turns.

The PCs may be allowed to explore the sea at their leisure, but it is important to the story that they eventually enter the Maelstrom (Sea Encounter area 24). The next three Events offer three ways to get the PCs there.

Event 52: Dragon Flight

A day or two after evading pursuit, one of the PCs awakens from a dream of being scrutinized by a dark orb with many eyes high in the sky. All morning he has a feeling of being watched. He might imagine he sees eyes in the water. Around midday, he swears he hears

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the baying of hounds and starts to watch the skies toward Flotsam anxiously. Near evening, he sights them—a flight of blue dragons on the horizon winging toward them.

Maquesta orders the ship turned into the Blood Sea (Sea areas 21-24), where the storm that constantly broods there might cover them from pursuit. Undaunted, the Highlords pursue.

The dragons reach the ship after it travels two hexes. Kitiara demands the surrender of the man with the gray gem. If the PCs fail to comply, the dragon flight attacks the ship. There are up to three dragons (if Kitiara and both of her lieutenants are still alive). The dragons concentrate on sinking the ship. If the ship has entered the storm, the dragons are at one maneuverability class worse. They also suffer a -2 penalty to their attack rolls. The PCs and their allies gain a +2 bonus to saving throws vs. the dragons' breath weapons.

As in the story, Berem should panic and attempt to escape the dragons. If he is unable to escape, he is swept overboard by a wave at the last possible moment.

If the ship is hulled and Berem escapes, it drifts and is pulled toward the Maelstrom (Sea area 24). If the ship enters the Blood Sea, it is caught in a current and swept toward the Maelstrom.

Event 53: The Reaver

A few days after evading pursuit, the lookout sights a black sail on the horizon. Maquesta seems worried, even though she has been known to fly that sail herself. She paces, waiting for it to draw closer. "Is it that fatherless scum Mandracore?" she calls. And yes, indeed it is the Reaver.

Maquesta, though usually welcome on the pirate isle of Kothas, is at odds with the chief of the pirates, Mandracore the Reaver (see the "NPC" section). She knows that his ship, the *Butcher*, has the *Perechon* outmatched and that her ship cannot survive an encounter. She orders the *Perechon* turned about and seeks cover in the Blood Sea.

The Reaver knows that now is the time to eliminate his competition without witnesses. He pursues with a vengeance. The *Butcher* has a crew of 24 sailors (use Guard stats), nine warriors, and eight ogres with a leader. He wants to sink the *Perechon* and fish Maquesta out of the drink. He does not follow farther than Sea area 21. By then the *Perechon* is caught in the current of the Blood Sea and drawn to its heart.

Event 54: To Save a Comrade

The PCs receive a cryptic message from a creature of the sea (see Event 39E). It's about a friend they believe has drowned. Their comrade needs the PCs to come help him and the sea folk before the evil blot of the dragons invades the peaceful sunken realms. The PCs need to sail into the Blood Sea where they will be met by friends and brought to their lost companion.

Encounters

Most of the sea Encounters occur in open water that looks the same as any other open-water locale. Thus only the types of creatures in each area, as well as some special areas, are detailed in the sea Encounters.

If the encounter is in coastal waters, check the description of the coastal land area. The PCs should be able to sight land from eight miles out. Coastal waters are plagued by reefs, sunken wrecks, and sandbars.

The color of the water varies with the depth and the presence of seaweed. Several descriptions and encounters common to sea voyages are provided in the following paragraphs. Descriptions A and B occur only in coastal waters.

A. Sunken Obstacle: A reef or sandbar blocks approach to the shore. During the day it is easily avoided, but at night or in fog, a successful Dexterity Check by the bow man enables the ship to avoid a collision. If the ship hits the obstacle, it suffers 1d4 points of hull damage and has a 10% chance per point of running aground. Once grounded, they must wait for the tide to get off.

B. Wreck: Usually a shipwreck indicates the presence of a reef or sandbar. You may create your own adventure aboard the wreck.

C. Fog: Movement is reduced to two hexes per day. There is a 40% chance that the ship becomes lost (the DM should pick a new location, up to two hexes distant from the starting position).

D. Winds & Current: The ship might encounter a current or strong wind that carries it along swiftly. The direction of the current or wind is determined by rolling 1d6. Count the direction the ship is traveling as 1 and then go clockwise around the hexsides (thus 2 is to the right and 6 is to the left). If traveling with the current or wind, the ship moves one additional hex. If sailing across a current or wind, the ship loses one hex of movement. If sailing against the wind or current, movement is reduced to two hexes.

E. Squalls: Squalls come on suddenly but last for only 2d4 turns. They create choppy waters, however—see Event 50G.

There is a 10% chance that a waterspout accompanies a squall; treat this as in Random Event 19.

F. Ship Damage: Periodically the ship might suffer damage due to age or the elements. This could include a ripped sail, a snapped rope, cracked spars, or water leaking in from worm holes or warped timbers. The ship needs to trim sails and put into port as soon as possible. Trimming sails reduces speed to half normal.

Aquatic Creatures

Several of the creatures found on the Monster Chart have aquatic counterparts. The same stats can be used for both varieties, except the aquatic versions can swim.

Anemone (Black Willow)—no *sleep*, attack paralyzes with a -2 penalty
Bullshark (Buffalo)—only 1 attack, stuns for 1d4 rounds
Ghagglor (Slig)
Koalinth (Hobgoblins)
Kapoacinth (Gargoyle)
Lacedon (Ghoul)
Nudibranch (Giant Slug)
Sea Lion (Spotted Lion)
Vodyanoi (Umber Hulk)

Island Encounters

76. Kalpethis

Hidden in a rocky bay is Kalpethis, the pirate capital of Kothas. Low stone-walled outposts flank the harbor entrance, protecting the bay with catapults. A watch is always mounted. The town is a collection of ramshackle wooden buildings clinging to the side of the cliff. Their odd shapes result from having been built from the wood of plundered ships. Long rickety wharfs extend out into the bay. A network of wooden stairs, walkways, and rope-ways connect the buildings. In the harbor, several small war galleons constantly patrol.

This is the home of Capt. Mandracore, the Reaver of the Blood Sea. Several hundred pirates and their families live here when not out raiding. Outsiders are not welcome, and Maquesta can visit only when Mandracore is not here. Justice here lies with the strong and swift of sword. Constant troublemakers either become leaders of the pirates or dance a jig on the gibbet.

77. Kothas

This island is a rugged land with high hills and simple farms. Sheer bluffs face the raging sea and small fishing villages cling to the cliffs. Inland there are small villages and fortified manor houses. Signal towers dot the island. A network of dusty roads and trails links the island's communities. This land is frequently visited by chill rains from the east.

Pirates of lesser repute and their families live on the highlands. Strong marshals, retired captains, administer the land from their manors. There are many minotaurs, but they are relegated to the role of serfs who work the soil.

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78. Mithas

This wind-scoured rock is a barren land with only occasional shrubs clinging tenaciously. The eastern mountains are dormant volcanoes; their heat warms the land. Everywhere are hot springs, bubbling mud, and geysers. The rocks are encrusted with lime. Most of the minotaurs live in stone homes built in cool caves or in the shadows of cliffs.

Minotaurs of the inner lands make their living mining ore and working the metal. Few crops grow here. Most of the inhabitants live on fish and the bounty of the pirates. Minotaurs live in close-knit family units. They accept only those outsiders who can prove themselves by defeating one of the minotaurs. They are very loyal to their family members.

79. Dragon's Spine

High winds rip through the narrow passes and mountain peaks here. Several of these mountains are dormant volcanoes; steam vents periodically from crevices. There is some snow cover at higher altitudes, including a small glacier that pushes north into the sea. Large winged creatures that seem vaguely humanoid ride the winds off the ridges.

Minotaur mines dig ore from the lower slopes of the mountains. They mine iron, copper, and gold for weapons, armor, and ornamentation.

High in hidden vales near the mountain peaks lives an odd race of birdmen called the kyrie (use Bozak stats). They can cast spells as 3rd-level druids. The kyrie are the only ones to have ever escaped from the Arena of Games (see area 80). They periodically raid the mining camps.

80. Lacynos

Lacynos is the major port and capitol of the minotaur land of Mithas. Its squat stone buildings sprawl along Horned Bay and rise into the hills. The harbor is large, protected by two stone jetties and a breakwater reef made of sunken ships. Many small galleys and larger marauder ships find anchorage here. Back in a bowl in the hills is the Arena of Games.

Lacynos is a cruel place. The only free creatures are minotaurs and visiting draconians, who are looked upon as potential allies. Men, ogres, goblins, and kender serve the bullmen as slaves or entertain them in the arena.

The leader of the minotaurs is Chot Es-Kalin; he is detailed in the "NPCs" section of the Appendix. Chot is as hot-tempered as all minotaurs, but he has a cruel cunning and is

negotiating alliances with the Highlords. Chot's people provide naval expertise and heavy troops for the Dragonarmy.

The law of the land is the Arena of Games. Any who break the law are sent to the arena for short lives as gladiators. Three types of games are most popular in the arena: battles with gargantuan serpents, gargoyles, or trained minotaurs; the Death Maze, an ever-changing maze of deadly traps; and the Pits of Doom, duels among pits of lava and geysers.

81. Winston's Tower

The long sandy beach with rocky peninsula doesn't appear to be a good harbor. But a series of sandbars and a narrow reef make for a quiet anchorage. A mammoth, 130-foot-tall, six-sided tower rises from the ruins of a fort. A broken wall surrounds the tower's base. A ramp spirals around the tower to a parapet at the top. No activity is sighted. Large curved metal plates rest on each side of the parapet.

This mighty beacon was used to shine across Istar, lighting the way for all travelers. Now it lies abandoned, avoided because of its reputation as a place of dread. Of gnomish construction, the interior of the tower is a series of stairs, ladders, catwalks, and platforms at various levels. Dark shafts fall away to dizzying depths. Some of the special encounters featured here include the following:

- A clockwork juggernaut (use Undead Beast stats)
- A treadmill that makes characters run in place until they drop
- An amazing lift-a network of buckets rising and descending on an endless chain
- Rubber walls that make one bounce around crazily
- Trap doors that lead to slides and shafts
- Floating animated crystal spheres

The creatures in this tower include a gargoyle automaton, huge furry rodents (use Wolf stats), ochre jellies, mechanical tendrils (use Strangle Weed stats), and a crazy minotaur that thinks that everything is a machine.

Treasures of note include thousands of steel worth of metal gears and bars, dozens of diamond gear bearings, worth 50-150 stl each, a ray of light that *cures disease*, a *Lantern of Everburning*, *Sand of Silence* that muffles sounds, and the *Neverending Ribbon*, an amazing device that forms a temporary road

82. Beakwere

These wind-sheltered plains are littered with the rubble of broken manors and villages crushed beneath fallen cliffs. The stone is scorched black. Near the base of the mountains is a 300-yard-wide crater with a bluish boulder at its heart. Slowly nature is reclaiming the land.

This land hosts giant sand lizards (use Aurak stats without spells) and giant trap door spiders. Small whirlwinds blow across the barren landscape. Those who get within 10 yards of the crater are stricken ill (treat as Random Event 15 in the Appendix).

83. Silent Plains

The land is a desolate sandy plain. A gritty wind scours exposed flesh and stone. Here are broken highroads and fallen towers. There is little life abroad save for swarms of locusts grazing on small patches of grass. Among the ruins dim shadows flit.

Giant lizards (use Aurak stats without spells) bask on the ridges and race across the plains. Swarms of locusts gather in bushes and narrow patches of vegetation.

Skyfishers wheel in the sky overhead. They might be drawn to parties moving about during the day. The land bakes by day and freezes by night.

Characters might encounter ridges in the sand; when seen close up, these are clearly burrows. Giant worms live here. Normally they hunt lizards, but they're not above putting a little variety into their diet (use Sea Serpent stats).

84. Tailyon

This warm, windy coast is a desert of shifting sand dunes that constantly reshape the land. The wreck of an ancient city is buried on the sandy northern coast.

Giant sand lizards, the undisputed lords of the land, bask on ridges. Use Aurak stats for the sand lizards (no spells).

85. Worldscap Mountains

These are snowcapped, windy mountains, cut by rugged gorges and twisting fjords. Trees grow to about 1,000 feet above sea level.

The three highest peaks are Worldscrown, Cloudpainter, and Shattersky. This is Ansalon's highest mountain range.

Deep in caverns to the east is a small clan of mountain dwarves. They have been isolated for 200 years. These mountains are steep and dangerous to climb. Wolverines and worse prowl the slopes. High winds have stripped the vegetation away.

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86. Ruins of Karthay

Here lies the shattered ruin of the ancient city of Karthay, buried beneath a collapsed cliff face. Winds howl among the canyons of broken stone and sand stings the flesh. This ruin swelters at midday and freezes at night. To explore the ruin, one must climb over rubble and through gullies. Once built into the side of the mountain, some of the city's hidden chambers and passages are now exposed.

This city once housed a university of great learning, but the books have long since crumbled and blown away. Among the ancient ruin lie many dangers and challenges:

- Sand pits
- Crumbling walls (as Random Event 1 in the Appendix)
- Deadly gases that explode when a door is opened (treat as a 4-HD *fireball*)
- Sand storms (use Random Event 19 in the Appendix)
- A huge maze stalked by giant lizards
- A library of ashes
- The Hall of Ancestors, through which the past can be viewed.

Creatures that frequent this ruin include umber hulks, borer beetles, wolverines, giant lizards (use Aurak stats without spells), and giant horned toads (use Amphi Dragon stats without special abilities).

Treasures reputed to lie here include the *Well of Knowledge* (saving throw vs. poison-if failed, 2d10 points of damage; if successful, as a *legend Lore* spell), small quartz spheres that glow with light, a magical wall with living paintings that talk to viewers and tell bizarre stories, magical spelling bees that can each cast one spell (1st-level wizard spell) and then die.

87. Sea Reach

This is a safe, sheltered bay. Stone jetties with watchtowers at their ends protect the entrance with a battery of catapults. The wharfs are strong and in good repair. Stone buildings with wide verandas front the harbor; tile roofs and colorful awnings providing protection from the blazing sun. Many of the buildings are built into the hills to provide further insulation. To the west of the cove, terraced farms step up the cliff face.

Pirates and minotaurs are not welcome here. Galleys sail out to drive these marauders off.

88. Saifhum

This island is rugged but cultivated. Roads of stone and terraced farms are built onto the sides of steep hills. Small stands of wood and fruit trees grow in valleys along streams and roads. On the high inland plains, oats and wheat are grown and ground in windmills. Wind-driven water wheels lift water from the valleys to irrigate the fields. Sheep and goats are the main livestock here.

An odd road of smooth-fitted stone zigzags across the land. A wooden rail runs down the middle of the road. Strange, sailed wagons periodically travel along the road, sailing straight from east to west and tacking back west to east in a zigzag pattern.

These mariners are no friends of pirates, minotaurs, or dragonkind. They protect their own and honor contracts, but they avoid involvement in the wars of others.

89. Kernen

These ugly, wild plains are blotted by mires and rocky outcroppings. Muddy sloughs and dwarf woods line the turgid streams. Here and there are odd square hills. The plains show signs of wasteful hunting. Mangy wolves and small antelope range this land.

These are ogrelands. Barbaric ogres hunt these plains, along with wolves and other vicious predators.

90. Elderglade

This forest is filled with ancient oaks and elms. Large shelf fungi grow on the trunks, and moss blankets the ground. The narrow paths meander and recross so often that someone following them swiftly becomes lost. There are sheltered glades and black pools beneath the blue canopy of leaves. The sounds of muffled buzzing and bird songs are interrupted by long moments of silence.

This is a spooky, eerie wood. There are tales of those who have slept in these woods and awakened to find themselves in another time.

91. Sandy Shores

Sandy bluffs line the long strip of beach that stretches for miles along the coast. Brambles grow along the bluff's crest. Odd driftwood and old bones lie drying on the beach. Occasionally the remains of campfires are found.

Ogre fishermen scavenge along the shoreline.

92. Nordmaar

This coast is a series of high cliffs and wide valleys, with stagnant backwaters along a gravel-strewn beach. There are marshlands to the south. Great pines cluster along the verge of the cliffs. Barbarians on horses can be seen to thunder south across the inland rocky plains. They bear dragon banners. These are not free lands.

This is enemy territory. Squads of Baaz and horse-mounted warrior barbarians ride south to the battles. They detain strangers. If these are determined to be enemies, they are executed after one day. Spotted lions prowl the plains, hunting wild boars.

93. Valkinord

The shore here is a salt marsh at the base of a low cliff. Trails wind up the rocky face to a magnificent fortress built at the summit. This stronghold is connected to three towers by long walls. Upon closer examination, it appears that the entire structure is a ruin. The rusty portcullis has fallen and the drawbridge has burned away. Ghostly lights can be seen moving in the towers.

This ruin is desolate and apparently deserted. Of note are hidden walkways running through the walls, a Hall of Banners that bears the crests of the hundred clans of the plains, the Peaceful Hall from which none awaken (treat as a permanent *sleep* spell), the living garden, where all the plants speak and act on their own, and a bottomless pit (100 feet deep).

The ruin is patrolled by a giant whisper spider. Other creatures found here include giant beetles and ghostly phantoms whose touch is poisonous (use Jellyfish stats).

There are no treasures of special note.

Sea Encounters

These Encounter descriptions are keyed to the circled numbers (in the sea areas) on the Blood Sea & Environs map.

1. Khurman Sea: This sea is plied by merchant carracks bound for Khur. Schools of salmon frequent the waters.

2. Bay of Balifor: Otters play in the waters off the coast. They are really part of a Dimeresti colony of 43 members. Gulls circle in the sky and green wood floats in the waters.

3. The Maw: There is a reddish frothy flow from the mouth of the Gullet into the Maw. At low tides a ship might run aground here. A sea serpent frequents these waters.

4. Habbakuk's Necklace: The sea here is rich with salmon and swordfish. Kelp beds

Chapter 7: The Blood Sea of Istar

grow a mile out from the shore. Sea otters and Dimernesti play among the kelp. Barracuda are occasionally seen.

5. Restless Waters: There is a long line of breakers here across a deep reef. Vodyanoi lair here.

6. Churning Reach: There is a long line of breakers here. Sand bars littered with debris stand 500 yards out from the beach. A giant manta ray frequents this stretch.

7. Southern Courrain Ocean: There are large ocean swells here and abundant fish and dolphins. This area often has squalls.

8. No Port Stretch: These deep coastal waters front sheer high cliffs. Koalinh and barracudas inhabit these waters.

9. The Neck: Beneath the clear water can be seen colorful reefs and the oddly carved stone of a sunken ruin. The Neck is dangerous to navigate because of a swift current and strong winds. Jellyfish frequent these waters.

10. The Crown: Here are deep-water channels edged by sharp reefs. Along the reefs in the shallow anchorage grow giant anemones, while giant eels hide in the reefs' crannies.

11. Gnashing Teeth: Here are treacherous reefs and many sunken wrecks. The current here often carries the unwary onto the reefs.

12. Mistelstrait: This narrow run is sailed only by the experienced mariner, for sudden squalls have been known to dash lesser men against the island's cliffs. Jellyfish swim in the clear waters. A clan of kapoacynth (aquatic gargoyles) lairs near the cliffs.

13. Rough Water: Whitecaps toss and dance offshore here. Over 120 lacedons (aquatic ghouls) dwell in small lairs and caves along the coast.

14. Last Watch: From here the ancient ruin of Blood Watch can be seen high on a cliff. At night 1d4 wraiths can be met.

15. Coast of Goodlund: These waters are a deep blue. Off the coast lives a clan of 30 sirines. One or two often frequent tidal caves on the shore to comb their long green locks and sing songs of those lost at sea. The sirines are aware of the trouble that is brewing in the Sunken Realms. If one is especially taken with a PC (this requires a successful Charisma Check with a -3 penalty), she might request that the brave hero journey with her to the Sunken Realms to help save her world. She can provide each PC with a quaff of an *elixir of water breathing* (see Chapter 8).

16. Bloodbay: This bay is often frequented by pirate ships with 24 pirates and two warriors. These marauders are waiting to waylay fat merchant ships. The waters are frequented by salmon, dolphins, barracudas, and jellyfish.

17. Rugged Coast: This wind-tossed stretch of water is often choppy. There are three villages of 10d6 mermen living off the coast.

18. Reaver's Bay: This bay leads into the heart of the Ogrelands. The waters are often choppy. Two clans of kapoacynth lair here, as well as a monstrous undead whale (use Undead Beast stats).

19. Southern Blood Sea: This deep water is often frequented by merchant and pirate

ships. Dolphins range the waters, and Dargonesti live below.

20. Eastern Blood Sea: This deep water is frequented by warring pirate and minotaur ships. Dolphins frequent the waters, and deep water ghagglers (aquatic sligs) waylay 30% of the ships that pass through here.

21. Blood Sea—The Outer Reach: The water here heaves in great swells. A strong current carries ships deeper into the heart of the crimson sea. Storm clouds marshal in the sky. The sea is dyed the rusty red of blood from red sands stirred up from the sea bottom. Sea dragons have been sighted here.

22. Blood Sea—The Tightening Ring: The clouds erupt with thunder and lightning, slicing the sky with icy rain. Treat this as Random Event 19 in the Appendix. The current strengthens and the helmsman must roll a successful saving throw vs. breath weapon just to hold even, paralleling the heart of the storm. If he fails, the ship is drawn deeper into the Blood Sea. An experienced sailor has just a 30% chance to escape.

23. Blood Sea—The Nightmare Sea: The storm unleashes its full fury. The helmsman must roll a successful saving throw vs. rod every two turns or the ship is struck by lightning, breaking spars, ripping sails, or causing 1d6 points of hull damage to the ship.

If it is nighttime when the party enters the Blood Sea, the sounds of moaning, screaming, and cackling are on the wind. Some crew members become hysterical, pointing at the churning water in horror. Any who stare at the water too long see it transform into a crawling mass of grinning faces, clawed hands, and wicked horns pushing at the ferechon, causing it to pitch and shiver.

An hour after this madness begins, a red mist swirls up from the sea, flowing through doorways and oozing in portholes. When the ship is covered by the mist, small red imps form from the vapors. Soon red imps are swarming up the masts, pulling on the rigging, and loosening cargo ropes. They ignore the crew; any blows aimed at them pass right through without effect. Giggling, screaming, and grunting, they wreck havoc upon the ship. Use wraith statistics, but only magic and magical bonuses hurt them, and they cannot energy drain. They also cannot be turned.

If a red imp is bothered by a crew member, several turn and grapple with the man to throw him either down the hold, into a cabin, or overboard. Each impkin has a Strength of 4; they can move a character only if the imps' total Strength points exceeds those of the character. The character is dragged one foot per round for every point the imps' combined Strength exceeds his. If a character is thrown overboard, use the choppy waters encounter rules (see Encounter 50G), but his Constitution Checks suffer a -4 penalty. If a PC is thrown overboard, his comrades think he has drowned. He is actually rescued by sea elves in the next chapter.

If it is day and the party has not yet defeated the King of the Deep, a dark shadow rises from the waters. The king rises beneath the

ship and two horrid black tentacles pluck one crewman each off the deck. The monster then sinks back into the depths.

The helmsman must roll a successful saving throw vs. breath weapon with a -2 penalty each hour to avoid being dragged farther into the center of the maelstrom. He has only a 15% chance to escape this ring.

24. Heart of Darkness: The thunder's rumble takes on a distant quality. In the middle of this area, a mighty maelstrom swirls, sucking all down into the deep through its ferocious maw.

If a ship still has a rudder, there is a 20% chance that the helmsman can turn the ship abroad of the whirlpool and the additional drag casts the ship up and out. However, one last encounter awaits the party.

The crash and rumble of lightning become but a distant chorus to the tumultuous roar of water ahead. The clouds fall back to form a mighty canopy, while ahead lies the maw of terror. Whirling and swirling, a mighty maelstrom sucks all toward the dark depths from which there seems to be no escape. Suddenly a trumpeting bellow splits the clamor, and someone points in terror skyward. A shadowy dragon is seen flying toward the ship!

The dragon looks as though it has come to gloat. Berem, not to be taken, leaps over the side. The dragon is really Clarion, who saw the ship, pursued by the minions of evil, enter the Blood Sea. He is unable to help more than a few people. He singles out the captain and her guard to try to pick off the ship. If Clarion suffers 30 points of damage, he flees.

The PCs' actions can only delay the inevitable. If they have potions of water breathing, they can save themselves. The ship is sucked down into the maelstrom and the characters are thrown into the choking dark waters. They should feel death come calling as their lungs burn and all goes black.

Actually a group of sea elves rescues the party using *elixirs of water breathing*, but only after the party has passed out.

25. Razor's Edge: These waters hide dangerous reefs and obstacles. Many a ship has been torn apart on these sunken horrors. There are two villages of 35 + 1d20 mermen here.

26. Western Blood Sea: These deep waters are blotted with patches of azure seaweed. Dolphins and Dargonesti frequent this water, as do shy pricklebacks.

27. Northern Blood Sea: These dark waters roll endlessly onward, often frequented by pirate and minotaur ships. Swordfish and bullsharks range the waters. Colonies of lacedons (aquatic ghouls) have been known to waylay ships at night in these waters.

28. Firewater: These seas glow with a crimson hue at sunrise and sunset. They are often the battlefield for feuding pirates and minotaurs; it is not uncommon to see a burnt hulk adrift here.

Chapter 7: The Blood Sea of Istar

29. Pirates Run: These coastal waters of Kothas are frequented by two varieties of barracudas—the fish type and the pirate type. Both are voracious and offer no quarter except to others of their kind.

30. Slim Chance: The rocky coast off Mithas is patrolled by bullheaded men in ships and bullsharks in the dark waters.

31. Eye of the Bull: Cruel cliffs crowd these narrow waters; few are brave enough to risk the treacherous run. On the coast of Mithas are five fortifications with two catapults each. These pepper any ships not flying the Horned flag. Near the coast of Kothas is a treacherous current and deadly reefs. Living in these reefs is a colony of sea hags. The sea hags usually hunt in groups of 1d4 and prefer not to kill outright, but to capture prey.

32. The Blade: The sea floor falls away to a deep trench that is home to a colony of 240 ghagglers. They prowl about in groups of 1d20+20, hunting ships that cross their waters.

33. Eastern Courrain Ocean: The waters here are rough and white-capped, often visited by high winds and squalls. The giant swordfish cavorts here, along with deadly barracudas.

34. Craklin Coast: A strong current pervades these waters, carrying ships out from shore toward the Northern Courrain Ocean. Only the muscular bullshark seems to resist the tug to deeper waters.

35. Northern Courrain Ocean: These waters dance merrily in the sea breeze and the water moves in slow, fluid swells. The king of this realm is a solitary sea dragon.

36. False Refuge: There appear to be several quiet bays here, but the dark waters hide sunken mountains and ruins of old that are worse than any known reef (double damage). A swift current carries all past the land and out to the open sea of the north. Fierce sea lions prowl these waters in prides of 2d6.

37. Rocky Shores: No safe harbor here, though many a mariner has been lured into the snaking canyons and fjords in hope of shelter. These waters are the realm of a sea serpent.

38. Troubled Waters: These waters are cloudy and gray. A colony of lacedons lives in the ruins offshore and raids the land at night.

39. Blood Cup: This bay has been the site of many bloody battles between minotaurs and pirates. This is now usually neutral territory. It is rumored that the Mire, a graveyard of ships, can be found here. Jellyfish and aquatic violet ochre jellies float here.

40. Land Ho: These azure waters are usually a welcome sight to the voyager weary of the open sea, for from here landfall on Saifhum and empty Karthay can be seen.

41. Mantle: Deep waters surround Saifhum's high cliffs. Skyfishers plague mariners of these waters; the natives carry slings and crossbows to drive off the birds. Two giant sea slugs—nudibranchs—prowl the cliffs and sea, sometimes climbing aboard ships at night.

42. The Sheath: These dark waters are patrolled by the mariners of Saifhum in small carracks the size of the Perechon. Each ship

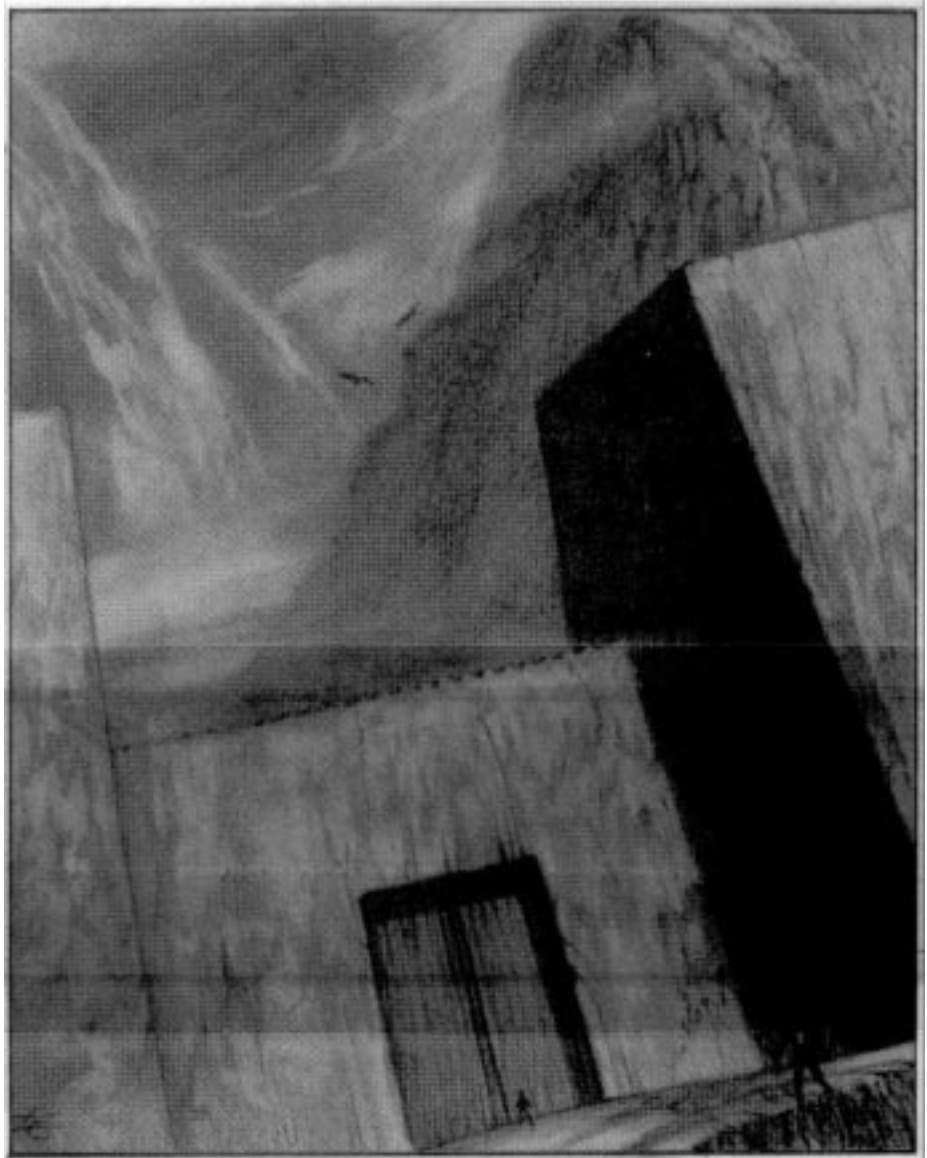
has a crew of 12 sailor guards and nine warriors. Sea lions prowl the waters and Dargonesti hunt here.

43. Endscape: The water here gets shallow quickly. Many a ship has run aground on the local sandbars. Long sea grasses and forests of fan-shaped seaweed grow in abundance here. These waters are host to strangle weeds and giant anemones.

44. Miremier: This water is full of rocks and clogged by forests of kelp. Low tide uncovers vast salt marshes. Giant crayfish lair here.

45. Last Coast: This rocky coast is the last landfall before the open seas. Ruins of ancient stone forts grace the summits of its stony bluffs. Two coveys of sirines live in grottos by the seashore; sea lions wallow in the waves.

46. Deep Reach: These waters run swift and deep around the northern end of Nordmaar. The air is clear and a tail wind speeds the mariner on his way. Giant swordfish and manta rays leap from the water, the masters of their domain.



Chapter 8: Istar of the Deep

Encounter Setting

After the Cataclysm, Istar sank to the depths of the Blood Sea. The name of the sea comes from the thick red sand is suspended in the water. Istar is now surrounded by high mountains, and the buildings form a massive conglomerate of ruins and coral mounds. Sea elves have taken possession of the fabulous ruins.

The maelstrom in the center of the Blood Sea leads down to the center of the city. The giant vortex is caused by a demonic wind blowing from a gate to the Abyss located at the bottom of the Pit of Istar. The pit occupies the spot where the ancient temple once stood. Most of the water dragged down through the maelstrom is expelled above the city, sprawling outward for miles. Because of the strong turbulence, the only way to enter the city is through a few narrow mountain passes beneath the swift current.

When the PCs were thrown overboard, they were rapidly dragged down into the vortex and cast out above the city. The sea elves knew the fate they would face and were ready with vials of the *elixir of water breathing*. The characters all passed out before they were rescued. The elves left the heroes in the care of Zebulah, a human mage who has been living among the elves for years. His consort, Apoletta, Lady of the Dargonesti, saw the mark of the fated on the heroes and kept them here. Maquesta and her crew were put on a raft and set adrift in the sea shipping lanes.

All the party can be together in one room, or you can separate the most wounded character and place him in area 9.

This chapter is divided into two sections—Zebulah's Refuge and the Pit of Istar. The latter is the role-playing portion of a mighty sea battle that is brewing between the sea elves and the forces of evil. Encounter areas in Zebulah's Refuge are designated with a "Z," while those in the Pit of Istar begin with a "P."

Zebulah's Refuge

Z1. Old Banquet Hall

A dozen small rods fixed in the walls softly light this room. To the south, the wall seems to have caved in. A large heap of broken chairs and tables lies to the north-east, next to a set of double doors that is hanging open. On the opposite side grow large clumps of strange mushrooms. There is no one else in the room.

This room used to be a banquet hall before the Cataclysm. Zebulah now uses it to grow mushrooms for food. The doors are not locked and can be easily opened. The rods lighting the area are sticks with *continual Light* cast on them.

Should the PCs listen at the door, they hear the shuffle of somebody walking furtively on the other side. If a character peeks around the

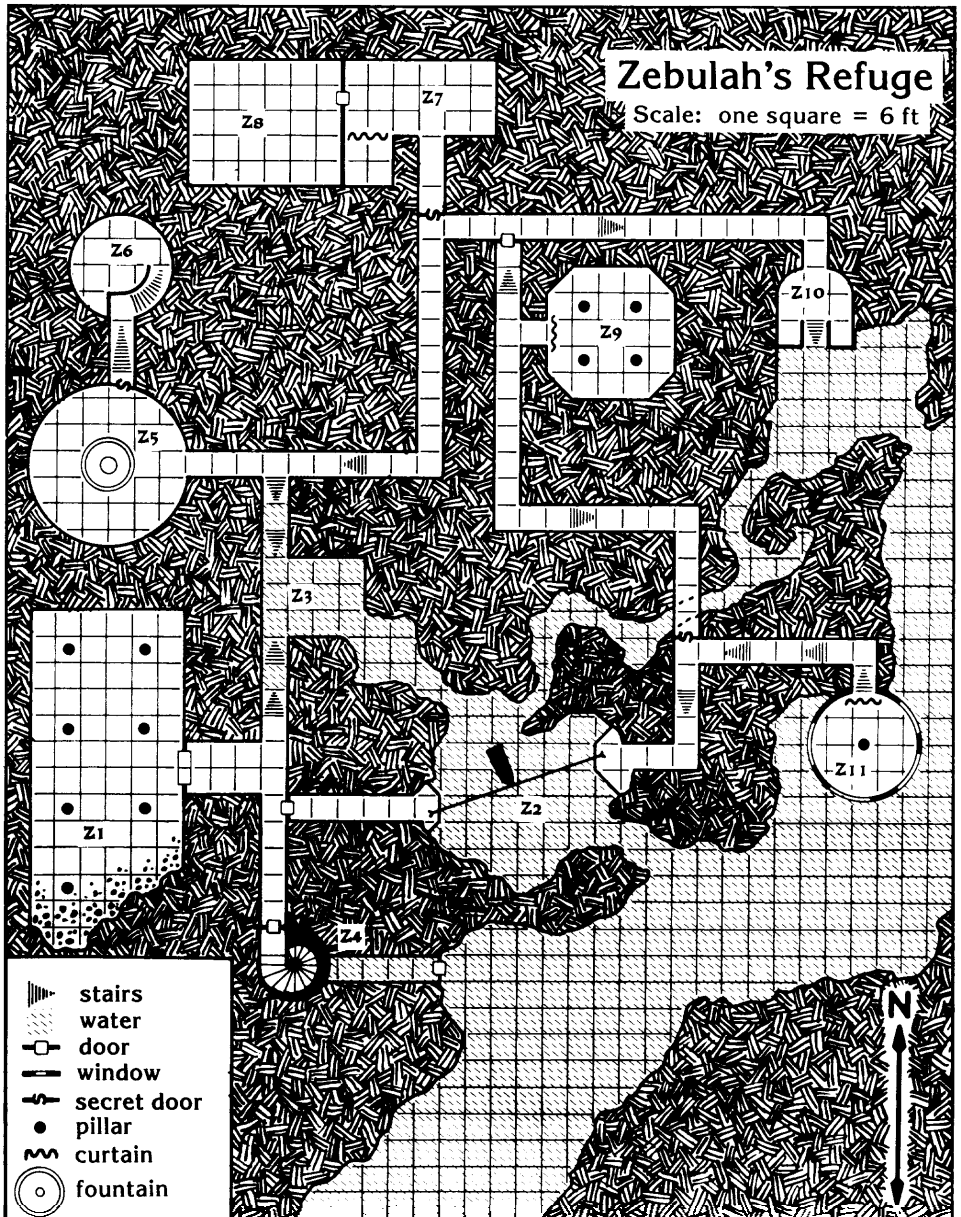
door, he sees a crouching silhouette, cloaked and hooded, no more than three feet away. The individual is moving furtively along the walls, away from the door, clumsily trying to hide in the shadows. It has not seen the PC, because the door is concealed with an elaborate illusion of a bare wall. Not even the light passes through the illusion.

The creature is one of many koalinth spies sent to assassinate Zebulah. If the party decides to wait, another silhouette is seen, following the first. Unless the party attacks, up to a dozen of these spies walk past. If the party acts, each spy remaining in the corridor attacks the PCs. The koalinth are coming from area Z4, seeking area Z2.

Anyone walking behind a koalinth out of the water has only 1 in 6 chance of being heard.

22. The Coral Cave

The corridor stops abruptly on a narrow ledge overlooking a small underground lake. The rods' soft glow is reflected by the small waves of the water. Another ledge with an opening is located on the far side of the lake. A cable stretches from one ledge to the other. In between, a small boat is hooked to the cable.



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The boat can be hauled back to the ledge by pulling on the cable, as with a ferry boat. Below the surface of the lake are three exits. They are hard to see from above, because of the reflection and the cluster of corals. Any nonaquatic creature has a 20% chance of getting stuck while attempting to swim through one of these exits.

23. Flooded Tunnel

The lower part of this corridor is dark and flooded.

Each PC has a chance of swimming down the stairs, under the ceiling, and back up on the other side with a successful Constitution Check. If the roll fails, the character panics and suffers 1d6 points of damage per round until rescued.

The intersection is the lair of a giant crayfish. The creature tries to grab one character swimming nearby. To break free, the victim (or a rescuer) must roll a successful Strength Check. The crayfish retreats to area 22 if it suffers more than 50% damage.

24. Old Stairway

A spiral stairway leads down to the bottom of a trench in the city of Istar, 50 feet below. The lower 40 feet of the passage is flooded.

In the event the PCs have a way of breathing under water, they can reach a large stone door at the end of the stairs. It opens onto the bottom of a pitch-dark trench. Twelve koalintns are waiting below and attack the PCs when the door is opened. If more than half are killed, the others flee. If the party captures one of them and interrogates it, the koalintn menaces the PCs with a quick doom, revealing that "the entire army of koalintns is marching toward Istar, and the elven scum had better prepare to die." If interrogated further, the prisoner says that the koalintns have allied with the King of the Deep and the Dragonarmy.

25. The Magical Fountain

In the middle of this chamber is a fountain whose center is a sculpture of a small whale. Water spouts from its blow hole. The walls in the chamber are covered in white marble, carved with scenes of ancient Istar.

The fountain is magical. Anyone drinking this elixir can breathe water as long as he does not come into contact with air for two or more consecutive turns. This effect cannot be dispelled. When a creature dries out, he must roll a successful saving throw vs. poison or he forgets the last 2d6 days.

A secret panel conceals the access to area Z6. It opens only if the small whale is rotated clockwise. It closes if the sculpture is rotated counterclockwise. In the event the sculpture is rotated in the wrong direction, 20 crossbow bolts are fired from a series of hidden slits in the ceiling (1d4 bolts automatically hit each character present in the chamber). The tips of the quarrels bear a mild sleep poison. Each victim must roll a successful saving throw vs. poison or lose consciousness for 1d4 turns.

Z6. The Dragonlances

Beyond the secret panel, stairs lead down to a round and dark pit. The steps narrow as they descend. From the bottom, a faint glow seems to flicker.

Ancient ancestors of the sea elves stored 24 footman's Dragonlances here. These were left in their keeping after the Third Dragon War. After the Cataclysm, they brought them here 300 years ago, but have since forgotten them. The circle of lances supports a plunger of aged teak that holds up the ceiling block.

For every lance removed, roll 1d20. If the number rolled is greater than the number of lances remaining, the plunger sinks down and the ceiling falls. The ceiling collapse causes 20 points of damage to those beneath it (successful saving throw vs. petrification for half damage). The ceiling crumbles and PCs can dig their way out in 1d4 turns.

27. Zebulah's Room

In the middle of this room stands a bed made out of a huge sea shell. In the western half of the room is a round table with several golden dishes. On a large plate in the middle of the table are the remains of a fish with unusual vegetables and fruit. A thin crystal flask holds a green liquid.

A door in the western wall is open, and a pulsating light glows from within. The sound of crystal being moved is heard.

A koalintn spy has managed to enter this area and is searching the room for information. If a PC peeks around the door, the spy is standing in front of the orb in room 28, perplexed, and does not notice the party.

The table holds the remains of Zebulah's dinner. The green liquid is a magical seaweed wine. Anyone drinking it recovers 1d4 hit points of damage.

The southwestern corner of the room is separated from the rest of the area by a curtain. Here is Zebulah's wardrobe. There's nothing the PCs can use, unless they need some drab cloaks and other clothes.

28. Zebulah's Laboratory

This rectangular room contains an incredible array of flasks, tubes with bubbling liquids, pots, and other glass containers. In the middle of the room is a globe of pale blue, pulsating with light, that rests on a coral pedestal. Next to it is a large seat carved of coral.

The sphere is a *Dragon Orb*. A koalintn stands motionless in front of the orb, staring dumbly at the crystal. Because of the sea dragons' approach (for the upcoming battle), the orb has started pulsating. Zebulah is unaware of this new event. If the party warns him, he understands the menace and immediately communicates the information to the sea elves in Istar. Zebulah fears that the King of the Deep has prepared a full-scale attack on the city.

29. Zebulah's Lounge

If there are any wounded PCs recovering here, they awaken weak and dazed. They hear someone leave as they return to consciousness.

The glistening walls of this octagonal room softly reflect the light that glows from a dozen rods. Three large couches occupy the center of the room, clustered around a small, lacquered table. A strange gray growth covers the wall to the west. On the southern wall is a small waterfall splashing into a large shell.

If the PCs study the growth on the western wall, describe it as the lips of some horrible fungoid creature. Actually, the growth is made of two huge sponges acting as a doorway. Anyone can easily squeeze between the two sponges and enter the corridor outside the room. Small pipes with running sea water keep the two huge sponges permanently wet. The couches in the center of the room are made of similar sponges. The sponge couches help keep the sea elves wet when they meet Zebulah here. The waterfall is used for bathing.

Z10. Meeting Apoletta and Zebulah

When the party approaches this area, warn the PCs that they hear voices. If they stop to listen, explain that the voices speak in a strange elvish language. Any elven character has a 50% chance of understanding each sentence spoken in the first boxed entry (see below). Non-elves speaking elvish have only a 25% chance. If the party waits and listens, read the first boxed entry. Otherwise, read the second entry.

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Male voice: "No, I think they'll be fine, but I still feel it was unwise to reveal our presence. You should have let them go on the raft, like you did the others."

Female voice: "Perhaps you're right, but these were so much unlike the others. There is something about them that disturbs me. And this impromptu arrival...I fear this has something to do with the sea dragons sighted in the south."

Male voice: "It must be tied to the recent aggression of the King of the Deep. Raids are getting more frequent and no one so far has managed to enter his lair. We must find a way to get through the passage..."

Female voice whispering: "Shhh...wait, I think I heard...KreeaQUEKH!"

Read the next entry if the party enters.

On the opposite side of the room a dozen steps descend toward a small pool. An old man wearing red robes is kneeling by the water, on the last step. He suddenly stands as a beautiful elven maiden disappears into the dark water.

The old man is Zebulah. He waits for the PCs to come down. He greets them and reveals how they came to Istar. Zebulah does not know a way out of Istar, but he believes the answer could be found in the King of the Deep's lair (the Pit of Istar).

later during the discussion, Apoletta emerges from the water and takes part in the conversation. If she is warned of the war going on at the surface, and of the party's suspicion about a possible war in Istar, she sends a message to her kin and orders armed forces to be raised. At the end of the conversation, another sea elf suddenly emerges into this area and warns Apoletta that koalinth allied with the King of the Deep are preparing to invade the city.

Zebulah and the fair Apoletta are not schooled in war. They are in desperate need of assistance in driving back evil's brood. They try their best to persuade the PCs that destiny brought them here to help in this conflict. They have also heard of a dark-haired land dweller who rides a dragon. Rumor says she is after some treasure in the ruins of Istar.

A vague strategy is quickly developed. The enemy is very chaotic, held together only by charismatic, powerful leaders. If those leaders can be eliminated, the forces of the sea elves can triumph.

Apoletta then leaves the area to organize the defense of Istar. Zebulah informs the party that the sea elves will try to lure the King of the Deep and his minions out of the pit, so that the party can reach the lair. Zebulah thinks there must be a way of destroying the creature's secret life source in its absence; here also he believes the PCs can find a way out of Istar. He begs them to invade the lair during the battle; it's Istar's only hope. If the

PCs refuse, he abandons them in his refuge. From there, the PCs will have to find a way out of the city by their own means. (Without the PCs' raid on the lair, the sea elves are defeated in the battle, Istar is overcome, and the PCs must flee from the victorious legions of evil.)

If the party accepts, Zebulah mentions the powers of the magical fountain in area 25. He also suggests the PCs let a band of dolphins (one for each character) help them travel underwater. The dolphins bring the PCs to the entrance to the King of the Deep's lair (area P1).

211. The Old Tower

The curtains open onto a large, circular room. Three huge crystal windows have been placed in the walls, allowing a most incredible view. Through the eerie green light filtering into the room, large silver fish can be seen swimming on the other side of the crystal panels, staring at the party. Suddenly, they dash away into the darkness of the sea.

In the center of the room is a large round table, carved of pink marble, with a tiny city built on it. At the center of the table is an ornate temple. On the side, written in common, are the following words: "Welcome, O noble visitor, to our beautiful city. Welcome to the city beloved of the gods. Welcome, honored guest, to Istar."

This tower is an ancient structure from the old city. It clings to the side of a cliff, overlooking a canyon that was once a street in Istar. There are no other exits. Where the ancient temple stands in the small city corresponds to the location of the Pit of Istar.

A rune is engraved at the base of each of the windows. If the word is spoken by any spellcaster, the windows fog up and show a scene occurring at some location around the city of Istar. Should the PCs ever cause this to happen, the scene appearing on the windows shows the arrival of the koalinth army, led by none other than Highmaster Toede. The scene vanishes after 1d4 rounds. The rune does not function again for a week.

As the party is busy observing the room and the scene, a dozen koalinth spies try to surprise the party. If more than half of the koalিনths are defeated, the others flee toward area 22.

The Pit of Istar

P1. Coral Cave

If dolphins accompanied the party, they leave the PCs here.

The brilliant flashes from a multitude of small silver fish darting in and out of the weeds rivals the arrays of colors and shapes of the luxurious corals. Attracted by the light, tiny fish play around the visitors, some of them silently staring with their round eyes, others wildly dancing in the light and shadows. Two exits open on the opposite side of the cavern, between the jagged edges of coral.

The PCs might notice bubbles rising out of the coral wall to their right. On the other side is a giant sea slug. It used to be the mount of an elven lord and can obey simple orders, provided it is subdued again.

One round after the party enters, the slug breaks through the wall and attacks with its acid spit. Each PC has a 10% chance of spotting a rotting elven saddle on its back. The slug does not follow if the party leaves through one of the northern ways, for these passages smell foul to it. If the party causes more than 50% damage to the slug, it retreats to the eastern corner, just below the large shaft. If the party keeps attacking, it flees up the shaft. If someone tries to climb into the saddle, the slug is now subdued and responds to elvish commands. It can be ridden to flee this place once the PCs' quest is complete.

The shaft opens onto the central court of Istar, only a few hundred feet above the pit. Once the slug has broken through the coral wall, the PCs can see a third passage from this area. This one leads directly to area P3, bypassing the P2 areas in the other passages.

P2. Caverns of the Hanged Men

These two caverns are filled with seaweed of various types, including strangle weed. Each area contains three strangle weeds.

The strangle weeds in the P2 cavern farthest from area P3 hold the rotting body of a koalinth. When the PCs enter, they hear delirious laughter and lamentations. A wraith appears in 1d4 rounds. It is the undead form of the koalinth. It tries to flee, hoping to lure the party away from the secret passage. If the party does not follow, it attacks the party from the fronds a few rounds later. The wraith can be kept at bay by brandishing a noose.

The cavern to the northwest contains a secret passage to area P10. The secret panel can be found only if all of the strangle weeds in this area are destroyed. By pulling away the dead strangle weeds, the secret panel is revealed.

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P3. Hall of the Black Manta

This large cavern is covered with eerie vegetation. The large, round plants let long, purplish tentacles drift in the water. A fish quietly swims among them and nibbles at the translucent tentacles. Suddenly, a plant retracts all of its tentacles in the blink of an eye.

The plants are poisonous anemones. The fish swimming among them are immune to their poison. There are 18 anemones among the corals in the cavern. They are located in clusters of three around the six entrances. In the middle of the cave is a manta ray hidden in the sand of the floor.

When the party enters this cavern, the three anemones at the entrance have retracted their tentacles. Once all the PCs are through the entrance, these anemones spread out their tentacles, blocking the entrance. Any character who gets within 10 feet of an entrance is attacked. The entrances are not visible unless a PC forces the anemones to retract their tentacles. Any attack that causes 8 or more points of damage to the plants forces the tentacles back into the plant for 1d4 rounds.

If the manta ray is slain, treasure is found among the remains of many elves and koalinths in its nest. This consists of 200 steel coins and a small map carved on a thin slate of coral. It depicts the area of the maelstrom shaft, and the ledge leading to the King of the Deep's lair (areas P12 and P13). It is marked "Pit of Death" in area P12, with an arrow to area P13, marked "Lair of the 12 Beasts."

P4. Ochre Jelly Shaft

This bleak cavern is devoid of life. A small shaft opens in the cavern's vault leading up into darkness.

Five ochre jellies dwell in this shaft, which leads up to Istar. They are 80% undetectable in the dark waters; PCs suffer -2 penalties to their attack rolls when trying to hit the jellies. They do not attack unless characters try to climb the shaft. It opens no more than 30 feet from the Pit of Istar.

At the top of the shaft is the King of the Deep's lacedon legions. They attack anyone climbing the shaft, but they do not pursue down the shaft.

P5. The Invisible Ballet

Light is reflected here in a multitude of colored beams—a scintillating spectacle of undersea wonder.

The walls of this cavern are covered with multicolored crystals that reflect the party's light source in all directions. These crystals are

worthless stones. In this cavern dwell three large jellyfish. They are semi-translucent, making them 90% undetectable. The creatures slowly swim toward the party and attack 1d4 rounds after the PCs enter.

P6. Kaal of the Pit's Quarters

This area has been carved from the stone of the cavern. In the middle stands a small altar with two glowing rods. On the opposite side of the cavern is a large coral chest.

This place is the lair of spirit naga called Kaal of the Pit. Kaal is currently above fighting for the King of the Deep. It returns to this area within 1d4 rounds if the party tampers with the coral chest. When Kaal arrives, it casts a *phantasmal force* to appear as a water naga, and then it hails the party. Kaal tries to convince the party that it is a messenger of the elves, who are requesting the party's help on the battlefield. It claims that a certain *Abooleiddah* and *Sseipoolah* (Apoletta and Zebulah said with the spies' hobgoblin accent) have issued the order.

If they fall for the trick, Kaal escorts the party to the hall of the black manta (area P3). It chooses that moment to attack the PCs, pushing its opponents toward the deadly plants.

If the party does not fall for the trick, Kaal casts a *lightning bolt* and retreats toward the pit (area P12). If it manages to reach P12 safely, Kaal leaves through the pit and returns to the battlefield.

The chest has the power of warning its owner when it is opened. It contains various *unholy symbols* and 10 diamonds, each worth 100 steel coins. At the bottom of the chest is a thin nacre slate with strange words engraved on it. This is an aquatic version of a mage's scroll, engraved with the runes to the following spells: *darkness*, *scare*, and *lightning bolt*.

P7. Lacedons' Regeneration Chamber

The walls, floor, and vault of this sinister cavern are covered with a black slime. No plants thrive here, but horrors that are vaguely humanoid hang head down from the vault, shivering and moaning.

The King of the Deep uses this awful place to reform the bodies of its dead servants. The shapes, though disgusting, are harmless for at least four rounds. During that time, they are AC 10, and each one can be destroyed with 6 points of damage. On the fifth round, the slimy black skins around five of the creatures rip open and a regenerated lacedon falls out of each of the five cocoons. There are 20 such shapes hanging from the ceiling; five more break out each round until they're all free. If the cavern is empty when the lacedons

are revived, they swim out the exit to area P8. If the PCs are visible when the lacedons are revived, the creatures immediately charge and try to paralyze as many of them as possible. This area is separated from cavern P8 by a thick coral door.

P8. Lacedons' Den

When the PCs open the door to area P8, they see a crowd of 96 lacedons, all kneeling around an ugly altar in the center of the cavern. All are bowing and groveling at the altar. A booming voice comes from the altar: "...now stand, my children, for a new mission awaits. Now has come the time to leave darkness and destroy all that lives in Istar. By right, it has been yours since the Cataclysm! Come out and gather in the pit."

All 96 creatures rise and start swimming to area P11 and out through the pit. If the PCs intervene, the swarm of undead pursues them. The chase lasts no more than three rounds, as the King of the Deep intervenes and orders the lacedons up into the pit immediately; he has more urgent uses for his troops.

P9. Hall of the Mosaics

The center of this circular chamber opens onto a large, dark pit. The walls of this strange room seem to belong to a pre-Cataclysm structure. Hundreds of mosaics represent scenes of ancient Istar.

If the PCs examine the scenes, they see that many have been defaced or destroyed. One particular mosaic, more recent and not as fine as the others, represents what seem to be 12 minor priests of Istar. At the end of the mosaic, a gigantic monster seems to leap from their heads. It has horrible tentacles, claws, pincers, and a repulsive mane.

The pit in the center of the room contains thousands of bones, victims of the lacedons over the centuries of struggle for the city. The King of the Deep keeps the bones here to eventually restock his reserves of undead creatures.

A coral door shuts the exit to area P8. It is possible to see through this door between some interstices of coral.

P10. Howwan's Grave

In the middle of this cavern lies a large stone sarcophagus. This is the grave of an elven lord who died while attempting to defeat the King of the Deep. He was the owner of the giant slug in area P1. After slaying the lord, the monster ordered its minions to build the elf a grave. Then the King of the Deep enchanted the stones and called the lord's spirit from the dead. The elven lord is now a spectre, under the control of the monster.

When the party enters this area, the spectre comes out of the grave. It glares at the PCs and says, "Fools! You have come too far into

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the demon's den; soon you will meet your deaths. I once undertook your mission, and now I have been banned from the decency of a true death. Beware, for he..." Suddenly, the ghostly form twists, shrivels, and moans in agony. The spectre now appears as an impressive monarch, neither a man nor an elf, glowing in sparkling armor and brandishing a sword of light. The King of the Deep has taken control of Howwan and now adds, "Come now and join me. Your destiny lies not with the elves, but with the ultimate power. Abandon your foolish plan to destroy me.

"Come up the pit and lead my hordes forever..." The figure then heads up the small shaft in the chamber. Should the PCs be foolish enough to follow the spectre, they come up in the middle of the battle and have to fight the King of the Deep directly.

If the party attacks the spectre, the creature tries to flee in the direction of the pit (area P12). Should the party destroy the spectre, it cries out, "You have destroyed the King of the Deep! But all is not over yet, for I curse you all and your descendants. My hordes are now free and will roam the undersea and torment all life forever..." The King of the Deep isn't dead, but he is trying to fool the PCs into believing they have succeeded in their mission.

P11. The Sea Hags' Den

Three green, horrible old women stand around a table, upon which lies the remains of a dead elven warrior. On his face is an expression of terror. His leather armor has been torn open and his coral sword lies in a corner of the cavern.

One of the hags utters a blood-chilling shriek and brandishes a thin wooden rod in her webbed hand. In a croaking voice she reads some runes on the side of the item and the wand produces a small flash of light followed by a fizz. A few bubbles float up. The three creatures then burst out laughing in gut-wrenching shrills.

The three creatures are sea hags. They dragged a dead elven officer from the battlefield down to their den. They have found some coral coins and a *wand of fire*, which does not work under water. The creatures do not spot the PCs at the door. Shortly after the PCs' arrival, the hags start fighting for the magical item.

There are two exits to this cavern—one to the northwest leading to the northwestern pass of Istar, several miles away (this is the way out). The second exit opens directly onto the Pit of Istar. The swirling vortex in area P12 can be easily seen from the party's position.

P12. The Pit of Istar

A huge whirlpool roars in the shaft. Despite the inhuman strength of the vortex, dark and sinister shapes can be seen swimming and slithering upward. On the southern side of the pit is a narrow ledge that disappears behind the swirling mass of water. Nothing can be seen beyond this.

About 120 feet above the pit is the King of the Deep. The PCs should be barely able to see its shape from their position. The silhouettes swimming up the center of the funnel are lacedons.

The narrow ledge on the southern side of the pit leads to area P13 (the lair of the King of the Deep). Each PC stepping onto the ledge must roll a successful Dexterity Check to avoid being dragged away by the swirling currents. Using spikes and ropes should give the PCs a +2 bonus to their checks. Characters who lose their footing are pulled into the vortex (unless held by a rope), with a 90% chance of being thrown up and out of the pit, 1d100 feet away from the King of the Deep.

The other 10% of the time, the victim is dragged into the plane of the Abyss and is considered lost.

P13. Lair of the King of the Deep

Upon leaving the ledge, you enter the mouth of a huge cavern. On the northern side are 12 thrones. On each sits the petrified shape of a man. Each shape has glowing eyes and seems to be staring straight ahead. In the middle of the cave is a large depression. A thick bed of dark algae grows there.

The petrified statues (see the death statues entry in the "Monsters" section of the Appendix) are the creators of the King of the Deep. The King of the Deep is immediately aware of the party's presence in its lair. It can control the death statues while commanding its troops on the battlefield. The statues wear plate mail armor covered with a thin coat of dust and lime. If the party approaches within 20 feet of a death statue, all 12 stand up and hurl their maces. The weapons are not hampered by water resistance because of their demonic nature. The death statues close in and try to push the PCs back out of the lair and into the pit.

To destroy the King of the Deep, the PCs must destroy all 12 of the death statues.

The Battle Above

If the PCs somehow manage to get entangled in the battle raging above the streets of Istar, you must give them the feeling of being inside the swirling, chaotic confusion of a vast, three-dimensional battle. Everywhere are sea elves, dolphins, fish of all varieties (fighting for both sides in the conflict), sea horses, dragons, draconians, barracudas, lacedons, koalins, sea hags, and other creatures that defy description. Controlling the action is the vastly evil being known as the King of the Deep.

If the PCs are in the battle, have Apoletta swim up after five rounds, with a sea elf escort, and beg the PCs to raid the King of the Deep's lair, or else all will be lost. After delivering this speech, Apoletta and her escort speed off to aid in the battle. If the PCs remain aboveground, or if they go into the lair and later reappear in the battle, Zebulah finds them. He angrily urges them to complete their task, for that is the only way they can help the sea elves. Then he too swims off or is swept away in battle.

Everywhere, the PCs should find sea elves giving ground, falling before the onslaught of the King of the Deep's overwhelming forces. As Zebulah said, the only way for the PCs to help is to invade the king's lair and look for a solution.

Ending Chapter 8

The elves win the Battle of Istar when the party manages to destroy the King of the Deep's life force (in area P13). If the party fails to destroy the creature, the sea elves lose the battle and the survivors flee Istar. In both cases, the party should be able to leave through the tunnel from area P11.



Chapter 9: Friends in Need

Event 55: Leave Taking

If the sea elves were victorious in the battle against the forces of the King of the Deep, they praise the PCs as heroes and throw a grand party, feasting on strange dishes of the deep. The PCs can stay as long as they like, but rumors (in the Appendix) should motivate them to move on. The elves help the PCs with any needed supplies. Apoletta gives them a carved shell with a pledge of alliance to the leaders of the free nations of the surface world.

If the elves lose the battle, scouts find the fleeing PCs and take them to the sea elf leaders in exile. These leaders feel the PCs failed in their task, but they also feel a debt of honor they will fulfill by helping them to return to the land.

Elven scouts have learned several things that might prove of interest to the heroes:

- The body of the master of the koalinths could not be found after the battle.
- The dolphins report that the PCs' friends were captured by the Reaver. The villain fed the crew to the fish.
- Fish report a strange man with a glowing stone in his chest who walked beneath the waves. The fish were frightened by the strange creature, or else they would have turned him from his path, which led straight to the shore of Mithas, isle of the bullmen!
- The PCs' craft somehow managed to stay afloat. It was flung out of the maelstrom and was last seen drifting toward Karthay.

The heroes must decide where they will go. There are two ways you can get the PCs to their goal. First, you can allow them to journey undersea, crossing volcanic mountain ranges and mud flats, over trenches, through kelp jungles, and up coral reefs. You will have to create any adventures they have on the way there. Alternatively, several of the Dargonesti in dolphin form could carry the heroes to the shore of their desire.

Event 56: Pirate Hold

At the pirate port of Kalpethis (area 76), the heroes are welcomed with awe at their tales. They are brought drinks and dry clothes. If the PCs mention Maquesta or the *Perechon*, there is chuckling, and some mention that she'll be glad to see them. The pirates escort the PCs to her.

Maquesta is in a building dug into the cliff face. With her are Fritz and a badly beaten Kof (half hit points). Maq looks up in surprise. Then with a snarl she springs at the PCs and pushes them aside. With a guffaw, the pirates slam the door shut, locking everyone into the room with her.

After some biting remarks, Maq calms down and explains things. Her rivalry with Mandracore has come to a head. But he made the mistake of bringing his prizes back to Kothas to show them off before he killed them. She has strong allies in town, and Mandracore has been forced to agree to a Trial by

Arms, if Maq could find some champions in seven days. Her time was about up and none of her allies were willing to commit.

The heroes are pretty much forced into the role (it's either fight or die). The rules are simple. Two equal teams of six or more are assembled. They enter a nearby ruined town from opposite sides. The winners are the ones who walk out alive (only those from one side can walk out). There is added spice to this game-if Maquesta wins, she becomes the new chieftain of the pirates. However, she expects Mandracore to cheat now that he must fight. The heroes are allowed any gear they own, except magical wands.

The Battlefield: Create a battle site with several blocks of ruined buildings. Next, place the following encounters somewhere on the map:

- Six covered pits (10 feet deep; 1d6 points of damage)
- Two crumbling walls (may push over; 2d6 points of damage, half if a successful saving throw vs. petrification is rolled)
- One chasm (20 feet deep, bridged by a log)
- One geyser (erupts every 2nd turn; 2d6 points of damage)
- One dust cloud (10 × 10 yards; explodes when ignited, 3d6 points of damage)
- One patch of oil (30 × 10 yards, two successful Dexterity Checks to cross; otherwise fall in and slip)

Both teams might discover these features while exploring during the battle.

The Foes: the Mandracore's team seems equal in size to the party, but he has planted several reinforcements:

Mandracore—see "NPCs"
Karllung—Illusionist
Slig champion
Two ogres

The rest are pirate warriors (enough to bring Mandracore's group to the number in the PCs' party)

There are three pirate warriors and a spotted lion already hiding in the ruins. Also in the area are four minotaurs, who are fighting because they fear Mandracore, but they might be persuaded to betray him.

Foes' Tactics: Mandracore's philosophy is to divide and conquer, using the chasm or a crumbling wall to split up the party. His team can use three secret doors, placed before play. Mandracore uses decoy and ambush tactics. He might even have Karllung use his *improved phantasmal force* to make the PCs think they have defeated all of their foes.

Special Rules: To climb onto roofs or into building rafters requires a Dexterity Check. To hide successfully requires a Wisdom Check.

If the party should win, Maquesta is awarded the chieftainship and her allies flock to crew her new ship. Should Maquesta hear of the *Perechon* or Berem surviving, she wants to set out immediately on a rescue mission. She insists on a raid on Mithas (area 78) first, as she hears Lendle is there.

Event 57: Welcome to Mithas

This event can be played either of two ways: the first if the PCs travel here directly, and the second if Maq brings them from Kothas.

It should be clear to the PCs that they are entering unfriendly territory and cannot expect to just walk in and have their demands met. Their best bet is to sneak into town under the cover of night.

If the PCs try to sneak into town, they can grab a human slave or a minotaur guard to try to get information on the whereabouts of their friends. The character is either terrified or defiant, but he says that they might find their friends in the gladiator pits of the arena (area 80).

The arena is guarded by many minotaurs. Eventually an alarm is sounded and they face the minotaur patrols described below.

If the PCs just walk into town, have a patrol of 10 minotaurs try to arrest them, with eight more minotaurs arriving each turn after a fight starts. They use nets to capture characters. Anyone arrested is stripped of all gear and taken before Chieftain Chot.

Chot Es-Kalin is the chieftain of the minotaurs (see his NPC entry in the Appendix). At his court is a squad of 12 Baaz, eight Bozaks, and an Aurak leader (Ciildentongue, if he's still alive), who is negotiating further details of an alliance. Also present is Chot's own bodyguard of eight minotaurs.

Chot asks the PCs their business. If PCs tell him, he notes that he usually doesn't deal with humans. But he is a sporting sort and would be willing to give them what they want if they can succeed at a little contest he has in mind. If they refuse, he relegates the weaker PCs to slavery and the stronger ones to the arena.

The Aurak is smooth-tongued and glib, chuckling at the heroes' fate, but whispering to Chot that he should not underestimate them.

A patrol of 16 draconians, led by a minotaur, takes the PCs off to prison for the evening. As the heroes are herded into their cell, one of the Bozaks winks at them and hisses that they never can tell who their friends might be.

Chapter 9: Friends in Need

Event 58: Reunited

In the cell already is Lendle Chafka, his nose red from a bad cold. If Maq did not bring the PCs, she and Fritzton are also prisoners here.

Maq shares the story of how she, with the help of some allies, defeated the Reaver. Then she sailed here with a new crew, Kof, and Fritz to rescue Lendle and Berem. Unfortunately she ran into a bit of bad luck. Kof is on the ship anchored in a hidden cove.

Berem is not in the cell. Lendle tells a long story of how he was fished out of the sea by minotaurs and brought here as a slave. Berem was already here somehow. He seemed to be friendly with a draconian and concocted some tale of knowing the way to a fabulous treasure on ruined Karthay. The minotaurs bought the tale and hauled Berem off to lead them to it.

While the party is comparing stories, there is a commotion at the door. The door opens and a minotaur guard hauls a veiled lady in as she hisses, spits, and swears in Solamnian. Next a tall, quiet man is roughly shoved in. He goes to the lady and tries to hold her back. The Aurak peers in the door and hisses, "Your fate shall be the same as these wretches, lady." Then the door is closed.

These two are the Lady Lengstrien and the Blue Wizard. They are at first haughty and unapproachable, but as the evening wears on, the wizard apologizes for the lady and talks with the PCs. See the NPC entries (in the Appendix) for these two characters.

The night passes uneventfully. There is no chance of escape, for the door is triple barred from the outside.

Event 59: Maze of Death

The next morning, all the prisoners are fed a breakfast of gruel and then they are led off to the arena. Lendle is separated from the group.

A haughty Chot explains the rules of the contest. He shows them Lendle hanging above a spiked pit by a rope tied around his hands overhead. Chot holds a snarling rat by the scruff of its neck. He drips pig blood on the rope where it is tied to a post and then sets the rat free. He figures they have about 30 rounds to make it through his little trapped maze and grab the rope before it is gnawed through. If the PCs succeed, they gain their freedom; if they fail, their fate will be the same as Lendle's. He starts the contest with a trumpet blast. Lendle looks desperate.

A squad of draconians leads the PCs down some stairs and to the start of the hidden maze. They are handed a half-hour glass. Just before they are locked in, one Bozak whispers to a PC that he left them some weapons inside. The PCs find all their gear piled at the start of the maze.

The characters have three rounds to get ready and have an additional 35 rounds to complete the obstacle course that lies before them. Lady Lengstrien and the Blue Wizard help them win or lose with no hint of any ulterior motives. The course has eight obstacles. Remember that the PCs have to get just one

character to Lendle to rescue him; if the PCs wait until everyone is through an obstacle before moving on to the next one, they'll probably be too late.

1. Blades: Three blades scythe across the corridor ahead (1d8 points of damage). Their swings are synchronized every two rounds. PCs can either run past in groups of three, rolling successful Dexterity Checks to avoid damage, or they can try to jam the blades somehow. On the far side is a lever that, when pulled, stops the blades for one round.

2. Juggernaut: In a 200-yard-long hall is a bridge over a pool of acid. A living juggernaut rolls out of a secret room behind the PCs (AC 0; MV 9; HD 20; hp 100; THAC0 5; dmg 3d6). As the juggernaut chases the PCs, the bridge slowly raises on their side. To leap the bridge across the 10-foot-wide pool takes a successful Dexterity Check. The acid damage is 1d8 points per round. Someone can leap onto the juggernaut (Dexterity Check with a -2 penalty) and blind the creature, which then crashes into the pit and can be used as a bridge.

3. Chimney: Here is a narrow, 50-foot-tall rock chimney that must be climbed (roll a successful Dexterity Check; failure means falling to the bottom for 3d6 points of damage and having to try again). Only one character per round can climb the chimney.

4. Shaft: Here is a narrow, 30-foot-deep shaft. To climb down requires a Dexterity Check for each character and takes a round each. The room below holds five feet of water, which means only 2d6 points of falling damage if the Dexterity Check fails. If the PCs want to jump down, four characters can jump each round, but each suffers 2d6 points of damage.

5. Flooding Room: There is a false door in the bottom of the shaft. If the door is tried, the room begins to flood with water. There is a sealed trap door under the water that can be opened with a total of 25 Strength points. Swimming PCs must roll successful Constitution Checks each round or suffer 1d6 points of damage.

6. Shark Pool: When the trap door is opened, everyone is sucked down a chute into a 50-foot-wide pool. PCs must roll successful Constitution Checks or they are stunned for one round. There are two bullsharks in the pool. A passage leaves the room from the opposite side.

7. Missiles: Up a flight of stairs is a room with a checkerboard pattern. There are holes in the right wall. Each of the black spaces in the first row triggers six arrows to be fired (THAC0 12; dmg 1d6). The rest of the spaces are clear, but every space in the last row also fires six arrows. The spaces are five feet wide and can be leaped with a successful Dexterity Check.

8. Chasm: Time should be almost up. The party's path is blocked by a 15-foot-wide chasm. A rope is tied to the base of a pole on each side of the chasm. It takes two rounds to cross the rope.

9. Last Dash: About 100 yards lie between the edge of the chasm and Lendle; this takes one round to cross. If the PCs are too slow, Lendle falls but manages to grab onto the edge and hold on for three rounds. The pit damage is 5d6.

Chot is pleased with the heroes' victory. With a chortle he informs them, once all have arrived, that they will make excellent gladiators for future battles in the arena. He has no intention of letting them go.

At this point a Bozak steps forward and protests that this is unfair, the PCs won. Chot and his guard of eight minotaurs, three Baaz, and the Aurak are amused, laughing at the creature's foolishness. The Bozak seems indignant and says that he'll just have to take actions into his own hands. To everyone's amazement, he transforms into the bronze dragon Clarion and attacks.

In the following chaos, or after the battle, the heroes can flee to the safety of Maq's boat. The lady and her wizard are anxious to go with them. You can create any encounters you want them to face in their flight. Clarion should escape after he makes sure that the PCs get away.

From here, the heroes' journey should lead them to Karthay and the first event of the next chapter. You may use a sea event on the way there.



Chapter 10: A Hidden Refuge

The Events in this chapter take place on the island of Karthay.

Event 60:

The Wreck of the *Perechon*

Riding at anchor in the bay is one of the small, swift galleys used by minotaurs. It appears to be crewless, and several longboats pulled up on the shore seem to confirm this.

Resting on a sandbar, listing to one side, is the *Perechon*. Its hull is unbreached. Only shattered shafts remain of its two masts. It looks salvageable, with a little effort.

If the PCs had the sea elves bring them to Karthay, they see Maquesta's borrowed ship sail into the harbor. With her are Fritz, Kof, and Lendle, plus Lady Lengstrien and the Blue Wizard. Maq can share the tale of slaying Capt. Mandracore and becoming chief of the pirates. She briefly tells of rescuing Lendle and his two fellow prisoners from the minotaurs.

If the PCs first visited Mithas and rescued Lendle, the Lady, and the Wizard, they meet Maq, Fritz, and Kof here, having followed a mysterious minotaur galley heading north.

There is no one on the minotaur ship. A trail seems to lead inland.

Event 61: Night Fires

After a day's journey, this Event occurs.

About evening of the first day, you sight some campfires. Approaching cautiously, you find a minotaur camp. Sailcloth tents have been built as shelters from the wind; fires are ringed with stone. The minotaurs become uneasy as the evening darkens.

This camp has 13 minotaurs, though the full number is not readily apparent. They do not like this haunted land and are easily panicked. This group is waiting for their chieftain and his guards and Berem to return from the ruins. There is a 20% chance each round that anyone sneaking into camp is discovered. If attacked, the minotaurs rally around the campfires. If things look grim, they flee. Should they reach the bay, they sneak out to the pirate ship. Then they wait for the return of their leader.

In the camp are three casks of mead, 50 days' rations, and a sack of 100 steel. One minotaur has a worthless treasure map to Misty Island.

If the party attacks, Lady Lengstrien and the Wizard should help, possibly saving someone from a sneak attack.

Event 62: Doom from Below

On the second day of travel inland, this Event occurs.

Sand and locusts have stripped the land bare. There is only an occasional sand lizard, the size of a stag, striding across the dunes. You have just encountered one of these beasts

basking. He stares at you, licking his reptilian lips. Suddenly, he raises his head and looks around. In a flurry of sand, he digs into the ground, burying himself.

The sand lizard was responding to the approach of a giant sand worm. If the characters pay attention, they feel the ground tremble. They might even see the telltale wave of sand rippling toward them. The sand worm (use Sea Serpent stats) erupts in the midst of the group, causing all to roll Dexterity Checks with a -2 penalty to stay on their feet. Crew members are treated as having Dexterity of 12.

The lady should appear a likely target of the worm so she can be saved. She expresses her thanks and admiration through the wizard.

A mile farther, the characters find the remains of three minotaurs, earlier victims of the worm. There is no sign of Berem.

Event 63: Subterfuge

On the evening of the second day, you sight a tower standing on a steep hill several miles away. Lendle Chafka, the gnome, is excited and says that it is of gnomish design. What treasures might it contain, he wonders.

Camping for the night, Lady Lengstrien goes off to "meditate" (she actually contacts the Queen of Darkness to scry Berem's location). Later she holds a private council with the wizard. This is their plan:

The Dark Queen confirms that Berem is nearby. The lady and the wizard want to delay the party while they go capture Berem. To this end, when the party approaches the tower, the wizard secretly casts *improved phantasmal force*, showing Berem entering the tower. (The wizard asks the others what Berem looks like before he cast this spell.) There is a 20% chance that a PC notices something odd.

The lady stays at the front of the party, while the wizard moves slowly to maintain the illusion. They want to lure the party into the tower and activate its automatic defenses, trapping the party while they escape.

Event 64: Chafka's Tower

The tower is five storeys tall (90 feet high). Each of the first three floors are 20 feet high; the last two are 15 feet high. Like all gnomish machines, this tower is full of gears, pulleys, wheels, bells, and levers without purpose.

Every machine has a chance (on 1d10) to malfunction, noted as "(M#)." Thus an item that has "(M3)" has a 30% chance of malfunctioning, 1-3 on 1d10. Whenever an item is used, roll for a malfunction; if one occurs, check below for the effect.

Roll Effect

- 1 Mechanism too fast, snaps shut on PC (Dmg 1d4)
- 2 Mechanism too slow (crash for dmg 1d6)
- 3 Mechanism stuck, restarts suddenly (1 on 1d6, per round)
- 4 Mechanism too strong, moves twice as far as needed (dmg 2d6)
- 5 Repeats action rapidly
- 6 Smolders & smokes, obscures vision
- 7 Red hot, treat as *heat metal*
- 8 Breaks so it can't be used

Whenever levers, wheels, or buttons are toyed with, use the following table for effects:

Roll Effect

- 1 Jet of steam (dmg 1d6)
- 2 Noise sounds
- 3 Something breaks off
- 4 Clothing is caught by machine
- 5 Something starts up
- 6 Something flies across room
- 7 Sparks
- 8 Oil pools; might ignite with sparks

Each floor is linked by a series of stairs and catapult/slidepole shafts. The stairs vanish or become traps when the alarm is activated. Each shaft (M2) works only one way, though a lever can change its direction. To go down, one slides down a pole. To go up, one grabs the pole and is launched by a hydraulic catapult. If a shaft goes two levels, there is a valve door in between that should slide open when approached. The poles are greasy and require the PC to roll a successful Strength Check, with a -3 penalty, to stop from sliding.

There are several automatons in the tower that perform various duties. They all have the same stats (AC 0; MV 15; THAC0 10; hp 50).

The following descriptions are keyed to areas noted on the Gnome Tower map (on the next page).

1. Entrance: The tower entrance is on the third level and is reached by climbing a series of collapsible stairs up the wall. The door is featureless metal with no handles. There is a bell chain hanging to one side. If the chain is pulled, there is the sound of clanging, snapping metal and one door opens outward, wide enough for a kender, and stops. The hinges are badly rusted and snap if pulled with a total of 35 Strength points or more. Each PC pulling must roll a successful Dexterity Check or suffer 3d6 points of damage when the door flies open.

2. Entry Hall: This hall is lined with metallic pillars; a door to the right is ajar. Trumpets, cymbals, and bells sound whenever anyone talks. After the alarm is sounded, if a character gets within 10 feet of a pillar (M3), it sprouts tentacles and tries to seize an item. The item is then passed by pillars and dropped through a slot into the room labeled "storage."

3. Moving Stairs: Here is a mechanical stairway that moves upward (M4). Anyone stepping on the stairs is swiftly lifted to the next floor. If the alarm has been sounded,

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these stairs move at high speeds and no one can walk down them. If they break, a mass of twisted metal blocks the shaft.

4. Cellar Shaft: This shaft leads down to Level 1. The shaft seems to end in a metal plate one floor down, but this is a valve. When the valve snaps shut, it cuts any ropes the PCs are using.

5. Machinery Room: This room is filled with a jumble of noisy, shuddering machines. Shaft "b" leads up to Level 4. These machines are steam-driven by subterranean heated waters.

Destroying machines results in scalding steam (1d8 points of damage) and a +1 bonus to malfunction chances.

There is a trash chute near shaft "b." An automaton appears to pick up anything falling down the chute; it throws the item into a furnace (2d6 points of damage per round).

6. Arrow Slits: This hallway is lined with arrow slits. When the alarm is activated, a crossbow bolt fires every time someone passes a slit (THAC0 14).

7. Ramp Stairs: These are stairs up to Level 5. When the alarm is activated, they turn into a greased ramp when stepped on. Characters slide down into a 10-foot-deep pit of goo (1d6 points of damage).

8. Kitchen: Shaft "b" comes up from Level 1. There is a trash chute here. When the PCs enter this room, an automaton activates and starts to throw flour everywhere. After a while, it chases characters around with a pepper shaker. There is a fireplace here with a small chimney.

9. Dormitory: When a door to this room is opened, an automaton bursts out of the closet. It tries to catch characters and dump them down the trash chute in room 8.

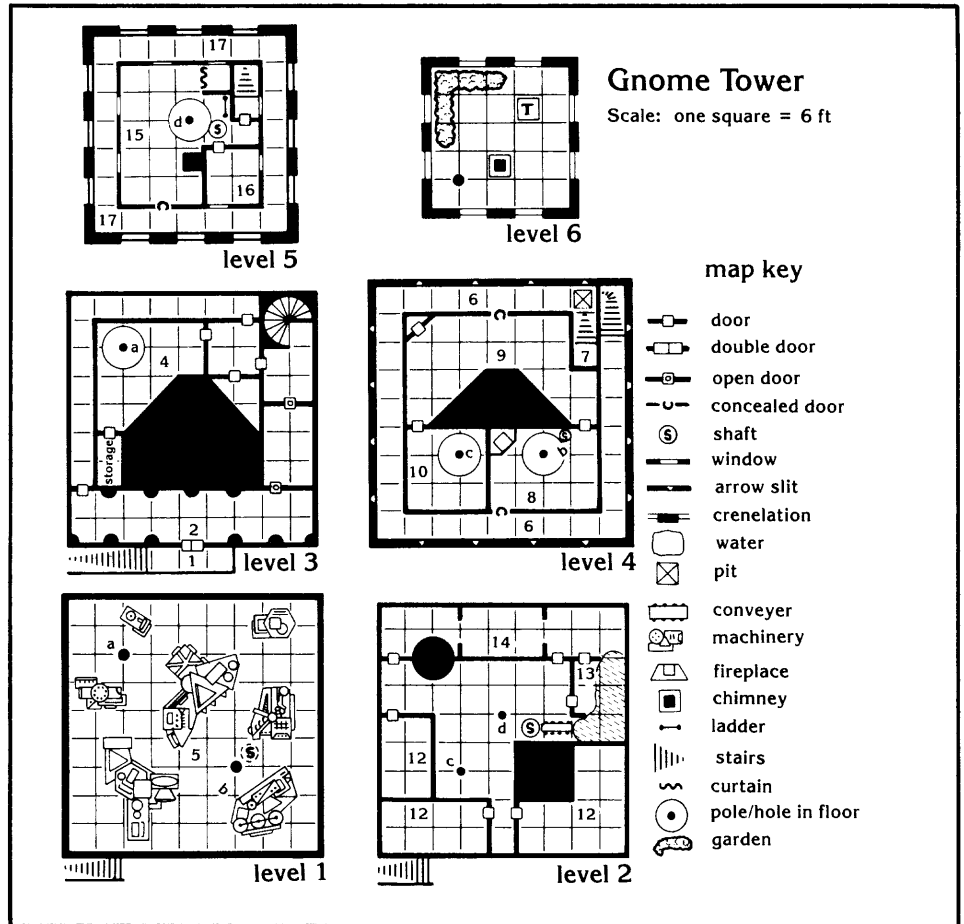
10. Study: This room has a small table and stool of metal, as well as a shaft leading down to Level 2. Diagrams litter the table. Lendle finds them particularly interesting and can't seem to take enough along. Under one table is a metal chest with a rusty lock. There is a note attached saying, "Lost key, but press on side and will open." There is a hidden button on one side, but when pressed, a small spring breaks out. The lock is AC 0, with 8 hp.

Inside the chest is an iron cobra (AC 0; HD 1; hp 4; THAC0 18; dmg 1d3+poison). The years have diluted its poison so it causes a fumble effect for 1d4 days. The chest holds three pearls worth 250 steel each.

11. Workshop: This room is full of noise. A conveyor belt feeds through one wall into the laundry. Shaft "c" leads down from Level 4, while shaft "d" leads up to Level 5. There is a valet automaton here. It does one of two things, either seizing characters and locking them in a guest room, or throwing characters onto the conveyor belt.

12. Guest Rooms: Empty; metal doors (hp 30).

13. Laundry: Laundry is fed into a hot pool and beaten by a water wheel (1d4 points of damage per round). Then it is lifted out and dumped into the drying tunnel. PCs thrown into the pool knock a box of soap in the water, and suds fill the room.



14. Drying Tunnel: Upon entering this room, a gust of hot air buffets the PCs. Each must roll a successful Dexterity Check or else stumble into the drying tunnel. This tunnel spins and hot air buffets the character (roll a successful Constitution Check each round or suffer 1d4 points of damage). To escape the tunnel requires a successful Dexterity Check with a -2 penalty.

15. Quarters: This is a bedroom. Shaft "d" leads up from Level 2. There is a metal ladder up to a trap door in the ceiling. A fireplace with a large chimney rests against one wall. Behind a curtain is a narrow closet; when someone steps inside he is instantly drenched with icy water.

This shaft has a valet function and does something whenever **used**. Roll 1d4 for effect.

Roll Effect

- 1 Metal hands pull off boots and stick a nightcap on feet, cannot get free without help
- 2 Metal hands tear off belt and shove slippers into mouth
- 3 Metal hands slide tight shirt over body
- 4 Metal hands rip off clothes, stick a pipe and brush in mouth and douse with cold water. They then throw the victim onto the broken bed (1d4 points of damage)

All garments pulled off the victim are thrown down the laundry chute. The chute is too steep to climb. The ladder becomes red hot if the alarm rings.

16. Den: There is a draped stone table here. Beneath the cover a crystal hemisphere is fastened. It works as a *crystal ball* when the command word "Chafka" is spoken. This is Lendle's last name and he might talk to himself. If so, the PCs see where Berem is.

17. Watchwalk: This place is harmless until the alarm is activated. Any ropes thrown over the side are cut. The metal walls are -50% to climb and strong winds cause anyone flying or levitating to roll a successful saving throw vs. petrification each round or crash into the wall for 3d6 points of damage. The door causes 1d4 points of shock damage each time it is touched. It requires a total of 25 Strength points to open.

18. Rooftop: On the rooftop is a garden, a bell, a flagpole, a chimney, and a trap door.

The garden is overgrown and has strange vines and giant puffballs. The puffballs explode into a *stinking cloud* for 1d4 rounds if there is a loud noise.

The bell is the tower alarm. When rung, it activates the defense mechanisms and locks all of the doors.

The wood of the flagpole is rotted. If it is touched, it topples, causing 1d8 points of damage to one PC within 10 feet.

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The chimney is big enough for a kender.

Event 65: Betrayal

When the party reaches the top of the tower, the lady insists that she sees someone hiding in the garden. While this is being searched, she "stumbles" and rings the alarm, activating the tower's defenses. While all rush about to see what is happening, she and the wizard step away from the PCs.

Alarms ring, bells chime, and horns hoot. Above it all comes the sound of a mocking laugh. Lady Lengstrien and her wizard have retired to one edge of the roof and it is she who mocks the party. "The time has come to end this charade," she says. "For I know where the gemstone man is, and I shall get him!" With a gesture from her dainty hand, the Blue Wizard is suddenly twisted and deformed. His size doubles, triples, and more. Wings sprout from his back as he transforms into a blue dragon.

Lady Lengstrien doffs her veil and wig and reveals her true identity (Kitiara) as she swiftly mounts. She bids farewell to her comrades, saying that this is for the best, now none will be harmed. Before the PCs can react, Skie lifts into the air with the beat of mighty wings.

Skie and Kitiara head off to the west. If the PCs follow (after somehow getting down from the tower), Event 66 occurs after an eight-hour march.

Event 66: Dragon Den

You see the mouth of a cave bored into the mountain ahead of you. From the size of the entrance, the chamber inside must be huge! Dragon claw marks score the rock outside the cave mouth. There are brand-new scorch marks, as if from fire or lightning, blackening the entrance.

The chamber beyond the cave mouth is the lair of Clarion, the bronze dragon. It is 40 feet tall and 100 feet in diameter. Water cascades down the far wall into a pool; side rooms can be seen behind stony pillars. Coins litter the floor. A tunnel in back leads out through a side entrance.

In the center of the chamber, Clarion lies dying of poison. If he finds the PCs to be friends, he asks them to bring him the *neutralize poison* potion from a side room.

Initially wary, Clarion uses his *repulsion* breath when two or more characters enter the cave. He uses his last breath as lightning only if the PCs attack him. If Clarion is helped, he offers his treasure for the PCs' aid. Clarion also tells the PCs that Kitiara was here minutes ago. After a sneak attack with a poisoned knife, Kitiara took Berem and left Clarion

to die. She started climbing the mountain with Berem in tow. The PCs might be able to stop her, if they hurry (go to Event 67 once the PCs emerge from the cave).

His treasure includes 10,000 ep, 8,000 stl, 1,000 pp, 4 potions (*climbing*, *extra-healing*, *speed*, and *neutralize poison*), *boots of striding and springing*, a *wand of fire* (32 charges), and a *scroll of protection from dragon breath*.

Event 67: Desperate Chase

You emerge from the cave and look up the mountain. A narrow trail winds back and forth up its flanks. You can see the Dragon Highlord halfway up the trail, dragging Berem behind her. At the top of the mountain, a blue dragon bugles a warning.

Kitiara is escaping with Berem! The PCs must stop her before she reaches Skie perched atop the cliff. High winds in the valley present a risk that anyone flying or levitating crashes into the mountain (roll a successful saving throw vs. petrification each round or suffer 3d6 points of damage).

Kitiara is 300 yards away from Skie; it will take her 10 rounds to reach the top. If the characters are unhindered, they can overtake Kitiara in six rounds, gaining 50 yards each round. Every round the PCs are delayed, attacking or crossing an obstacle, is a round in which they gain no ground on Kitiara.

Skie tries to delay the characters by dropping boulders (2d8 points of damage, starting with a -8 penalty to his attack roll, but gaining a +1 bonus each round the PCs climb). He casts spells when the party gets within range. On the third round that the PCs climb, Skie breathes lightning once on the cliff to cause an avalanche (3d8 points of damage to each PC climbing, successful saving throw vs. petrification for half damage). It takes two rounds to cross the rock slide.

One character can try to ride Clarion in the high winds. He can use only one-handed weapons, and when attacking from dragonback, he must roll a successful Dexterity Check after each attack or slip. If a character slips, he must roll a successful Strength Check to pull himself back up; failure means he falls and suffers 3d6 points of damage and rolls 50 yards down the mountainside. Clarion has only one breath and 30 hp left. It takes Clarion four rounds to reach the cliff top. He does not pursue Skie if the blue dragon and Kitiara flee.

If Kitiara suffers 45 points of damage, she staggers and Berem wrenches free. Stumbling, he pitches off the trail and falls to his death (or so it seems to the PCs). Kit is rescued by Skie.

If Kit reaches the top, it takes her two rounds to mount and fly away. Should Kitiara escape with Berem, they fly out to sea. Once they are 500 yards out, Berem wrenches free and plummets to his "death" in the sea.



Event 68: A Farewell, For Now....

Once Berem has died, Kitiara wings far above the PCs for one last taunt from dragonback.

So fate has turned its back this time? Well, enough! Be glad that I have no further quarrel with you. You are worthy opponents, why not join me? Together, we would be invincible! I await your answer when next we meet. Farewell! For now....

Epilogue

If Berem fell to his "death" at the base of the cliffs, one of the PCs spots him and sees that he still moves, if but feebly. Encourage the PCs to believe that if they move swiftly and cure Berem, he will yet live.

If Berem fell to his "death" in the ocean, then this event occurs when they return to the *Perechon*. Dolphins leap and cavort in the waves. One is Apoletta, and she tries to get the PCs to meet her in an isolated place where the others cannot see her change shape. She saw Berem fall, and she sent some fish friends to see if they could help. If the characters desire, she will have the body brought to them.

To everyone's amazement, when Berem is brought, he is found to be barely alive and can be saved if the PCs cure him immediately.

If some other ruse was used to save Berem, then he remains alive and well.

Once Berem is saved, you should give the PCs a chance to rest and plan what they will do next. Either Apoletta, Zebulah, or the bronze dragon Clarion counsels the PCs to seek out the King of All Good Dragons. Only he has the wisdom to see the Dark Queen's plan in its entirety. If they can find his domain and prove themselves worthy, he can advise them on how to bring about Takhisis's defeat. The Good Dragon King lives in a place called the Glitterpalace, which is said to be many places and yet none. The best starting point is to seek the Earth Dragon, the keeper of the secret to the Gate. Legend last mentions his appearance on an island far to the north. Whoever is counselling the PCs suggests that they travel to Port Kalaman, where rumors from all over Krynn can be heard. Perhaps someone there has a more recent story of the Good Dragon King.

The characters can wait for Maquesta to complete repairs on the *Perechon* (3d6 days). Then she transports them as far as Port Kalaman, where they can hire another ship. Or they can appeal to the sea elves to let them drink the *elixir of water breathing* and have the sea elves take them to a shore near Kalaman.

The characters have survived their most difficult ordeal so far. From here, victory is nearer, if they prove worthy. Proceed on to the Interlude on the next page.



The journey to the final goal and the PCs' possible sojourn in the Glitterpalace of Paladine are the subjects of this part of the last quest. The events that transpire at their goal—the Empire City of Neraka—are the subject of the final section of this adventure.

The PCs' party must include Berem, Fizban, and Waylorn (as NPCs) before they reach the Glitterpalace. Fizban is met in Event 75, unless he is already with the party. Berem and Waylorn, if not already with the party, should be met as random encounters within the first few days of adventure.

The Fates of the Dark Queen

In this section, you can determine your version of the true manner of the Dark Queen's ouster from the world of Krynn.

There are actually several different true histories of how the Queen of Darkness came to Krynn and what will throw her back into the abyss. Only one of these will be the actual ending to your DRAGONLANCE game campaign. Each ending has a number. The number that corresponds to your version is the *fate number* for your campaign. In this adventure, the fate number determines which of the alternate encounters in the Glitterpalace are run and which holds the diamond gem required to escape the Glitterpalace. This number also determines the ultimate challenge the PCs face in the grand finale to the entire DRAGONLANCE saga, which begins with Chapter 14.

Follow the procedure outlined below to determine the fate number for your campaign. Players who skip the Glitterpalace are at a distinct disadvantage because they do not have the benefit of the guidance and knowledge from these adventures. For this reason, players should be subtly encouraged to enter the Glitterpalace.

Determining the Fate Number

There are six possible endings. These are described in the following paragraphs. To determine which one applies to your campaign, you can either choose the one you feel best fits your players and campaign, or you can roll 1d6. Either way, remember this number. *Do not tell your players the information revealed here!* They should be able to piece it together as events unfold toward the grand finale.

The fate number determines which of the three tests in the Glitterpalace leads to the diamond gem. This test will have an alternate encounter where the diamond can be found. This alternate encounter should clue the PCs to how to end the DRAGONLANCE epic.

The finale set up for the end of the epic is one of the following six. Your fate number determines which of these endings occurs in the conclusion of the saga (starting with Chapter 14).

1. Fizban/Paladine vs. the Queen of Darkness: Fizban is revealed as Paladine and only his direct intervention can seal shut the gate to the Abyss. Thus he must make his way into the depths of the tower with the aid of the PCs. If he uses his tremendous power too early, then the Queen of Darkness is alerted to his presence and has time to prepare her defenses.

To succeed, Fizban must be brought into the Council Chamber of the temple and there defeat the Queen of Darkness. There is a base 100% chance that he is able to do this. However, each spell he casts reduces his chance of success by a percentage equal to twice the spell's level.

For example, if Fizban casts a 9th-level spell to get the PCs out of a terrible fix, his chance of defeating the Queen of Darkness is decreased by 18% and is now only 82%. If Fizban also has to cast a 5th-level spell, the base chance would be reduced by 10% more to 72%. Because of the phenomenal energies required to push the queen back onto her own plane of existence, Fizban gains back only 10% toward his chance of success for each day during which he casts no spells.

Continuing with the above example, if Fizban, now with a 72% chance of success, casts no spells for an entire day, his chance goes up to 82%. The nature of this climactic battle is such that all those present in the Council Chamber are aware of the outcome. Should Fizban fail, the troops in the hall rush the party.

2. Waylorn/Huma Returns from the Past:

Fizban is just a crazy old wizard. Waylorn, on the other hand, is the resurrected Huma of legend. He alone possesses the secret needed to drive the Queen of Darkness back into the Abyss and seal the gate. Huma must be brought to the gate and there use a Dragonlance to drive the Queen of Darkness into the Abyss and keep her at bay while the gate is shut behind him. He thus sacrifices himself for the good of the world.

To succeed, Waylorn must be brought to the Council Chamber and he must have a Dragonlance. Waylorn must pass into the portal with the Dark Queen and seal the portal from the other side.

3. Sacrifice Self to Seal the Void: This is essentially the same as ending #2, except that it is a PC who must drive the queen back into her lair and keep her at bay while the gate is shut. Fizban, although Paladine, cannot interfere directly but can direct those of the world who can affect the course of history.

To succeed, the character must be in the Council Chamber with a Dragonlance. The character must then present the Dragonlance (as though a cleric performing a *turn undead* action) and force the queen back through the portal. Once on the other side, the PC can close the portal behind him.

The effects of barring Takhisis's direct presence from the world are the complete disunity and dispersal of the Dragonarmy into petty tribes and wandering groups.

4. Berem/Paladine Seals the Gates: Fizban is just a crazy old man. Paladine has taken the form of Berem to reclaim the soul of Berem's sister. Once this is done, he can use his power to seal the gate.

Success in this ending is achieved in the same way as in ending #1, substituting Berem for Paladine.

5. Berem and His Sister: This is the ending of the story given in the novels. In this version, Berem takes his gemstone down into the depths of the temple of Takhisis and replaces it into the foundation stone. This reunites his soul with that of his sister and makes the temple once more a holy place. By this act, the gate through which the Queen of Darkness came is shut forever and her influence is much diminished in the world. The Dragonarmies turn on one another and disperse to strongholds scattered across Krynn.

To succeed, Berem Everman must be brought to the foundation stone in the temple depths to press his bare chest and its gem into the stone.

6. Death of the Gem: Contrary to the ending in the books, placing the gem in the foundation stone does not seal the gate. Rather, it permanently opens the gate. It is for this reason that the Queen of Darkness has been looking for the gemstone man.

To succeed, the PCs must discover the gem's true purpose and destroy it. To do this, the PCs must bring Berem to the Hidden Treasury and break the gem with the stones there.



Events: An Overview of the Tale

Before starting this adventure, you should bring the players to Kalamán. This you may wish to run as an overland adventure from wherever the PCs end up after Chapter 10. Or they may get to sail into Kalamán on the *Perechon*. You may just decide to use a standard plot device and say, "After many months, your weary characters at last reach the port of Kalamán."

Begin the adventure with Event 1. At the conclusion of this event, the PCs are at the front lines (Encounter 1 in Chapter 11). Follow the directions there and begin the adventure.

Overview of the Adventure

The players' goal should be to cross the lands occupied by the Dragon Empire and get to Neraka. Along the way, however, several opportunities present themselves for the PCs to enter the Glitterpalace, famed home of the god Paladine. A hidden goal for the players is to enter this mysterious palace, participate in its tests, and gain the knowledge they need to defeat the Dark Queen.

Some players may elect not to go to the Glitterpalace and concentrate too strongly on the goal of Neraka. Present the players with chances to go to the Glitterpalace, encourage them to enter, but do not force them in.

This portion of the adventure ends one of two ways: either the PCs reach the plains west of Neraka (the western section of area 121) without entering the Glitterpalace, or they endure the tests of Paladine and awaken in Godshome. (There is, of course, a third ending—the death of all PCs.)

Adventure Pacing

Start your adventure as explained above. Let the adventurers take their course, but if the PCs enter the Glitterpalace, try to end the session just as they go through one of the doors in the Nexus Room to their first test (see Chapter 12, Encounter 135).

Once the PCs start the tests, they should be able to play through one test in one or two four-hour sessions of play. The end of each test is a good place to stop your sessions.

When the PCs end the last test, however, go to the Epilogue and complete the adventure there.

It is a good idea to end each session with a description of the next area the PCs will be entering. This gives your players something to look forward to in the next session.

Flow of Events

This section details the Events of this part of the saga. Read through these Events to get a feeling for the flow of history within which the PCs find themselves.

Events occur at certain times within the adventure, while Encounters occur when the PCs venture into certain areas. Unlike previous parts of this adventure, all of the events that occur in Chapters 11 through 13 are detailed here rather than within each chapter.

Use the game clock to keep track of time during the adventure and to determine which Event is about to take place. Encounters are listed within each chapter in the usual manner.

Whenever an Event is indicated, use your best judgment to decide if the PCs can be affected by (or even know of) the Event. For example, an Event that has a blue dragon flying over Neraka on the fourth day would not be noticed by PCs who were in underground caverns at the time. If an Event affects the PCs, then run it as outlined.

Also, an Event's effect sometimes depends on the PCs' position. For example, the explosion of a volcano would be a bad experience for someone above ground, but it would be devastating for anyone under ground where the magma was flowing.

Event 69: Starting the Adventure

Start by telling the players that after their characters reached Kalamán, they were summoned to appear before the renowned Council of Whitestone. The folk of this council are charged with somehow rescuing Ansalon from the grip of the Dragonarmies. Read the following after getting the PCs to the council's meeting place.

The fresh breeze from the bay drifts cool over the great port city of Kalamán and across a balcony in the great central palace. Within, the curtains to the great round council hall drift lazily with the ebb and flow of the air. You sit at a large table in this ornate chamber; facing you across the table are the gathered wise folk of the Council of Whitestone.

Lord Gunthar, the lord of the council, stands to address you.

"Welcome and well met, brave and mighty Heroes! I, Lord Gunthar, again greet you and welcome you. If only our time was less desperate and our need less great, we..."

"Gunthar, you old windbag," interrupts the councilor to Gunthar's right. "Sit and let us get on with this. Our problem is simple, the solution is somewhat more difficult. The Highlord army was pressed back into its homeland, but it has just burst asunder our lines with these great flying castles. You Heroes may be our last hope in this struggle."

A female councilor stands and addresses you: "The Dark Queen's forces will destroy us in a few weeks unless you somehow manage her overthrow. You must enter the heart of the evil and bring it down. We have thought long about how you might reach the Dark Queen's base of Neraka."

"One means is to disguise good dragons as evil ones. We have four large, old silver dragons upon whom we can create the illusion that they are blue or black dragons. They might be able to fly you most of the way to the Dark Queen's home city."

The second councilor speaks up: "Another method is to disguise yourselves as merchants. There have been many merchants passing into the Dragon Empire of late, and this may be a good disguise for you. We have three merchant wagons with supplies ready."

Lord Gunthar adds, "A third possibility is to disguise yourselves as Dragonarmy soldiers. We have 12 uniforms captured from mercenaries, but we do not know to which units they belonged or how their command structure works."

"Ah, nonsense and folly!" sputters an elderly councilor. "These are great Heroes, and you wish to risk everything on such contrivances? I say that stealth is the answer—soft steps by night into Neraka. Send our only remaining hope into enemy lands in creaking wagons or on painted-up silver dragons? Bah!"

Lord Gunthar sighs. "Well, we have tried to make what preparations we could. It is up to you to choose how best to attempt your journey. But go to Neraka you must, or I fear that all will soon be lost!"

These harsh words of fire and war seems out of place on so pleasant a spring day. All eyes turn to you.

Inform the players that they can either adopt one of the plans presented or they can suggest a plan of their own. As the referee, you have to judge the merits of any alternative plans the PCs suggest. These plans must be geared to the objective of bringing down the Dragon Empire. The Lords of the Solamnic Knights and the Whitestone representatives grant any reasonable assistance, so long as it does not involve any resources other than those listed in the different plans presented to the PCs.

When a plan has been presented and agreed to, read the following:

Solamnic Knights guide you as far as the forward lines of the war. Within days you arrive there with all your equipment.

"We have arranged to have you teleported behind the enemy lines with your equipment. This is as much assistance as we can give you to cross the front lines of the Dragon Highlords. We are pressed for time as we believe the Highlords for preparing another attack."

The mages are summoned and you disappear in a flash of magic and light. You reappear deep behind the lines of the Dragonarmy.

Select a hex within the valley shown as Encounter Area 94 on the Surface Map of the Taman Busuk. This is the location at which the PCs reappear. At this point, the PCs are in Encounter Area 94. Begin normal play.

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Event 50: The Watchful Lands

Occurs: Daily

The lands of the Dragon Empire are watched carefully, especially with the Whitestone forces pressing so closely to their black temple at Neraka.

There are two states of readiness on the Taman Busuk: Patrol and Alarm. Which state of readiness exists greatly influences the encounters there. Creatures encountered while the Alarm is raised are twice as suspicious and cautious as when the land is merely in the Patrol state. Also, encounters with troops increase in frequency as they actively search for those who caused the alarm.

Two groups patrol this area: Dragon flights and ground outposts.

Dragon Flights: Flights of dragons of all evil colors patrol from Neraka and various outposts from dawn to dusk, while watcher outposts scan the skies and lands by night. In the area of this adventure, only the blue dragons fly and all troops encountered are of the army of the Blue Lady...Kitiara's force.

Each flight consists of three huge and ancient blue dragons and their riders. These riders are 12th-level fighter mercenaries on special service for the queen.

The dragons leave Neraka at 6:00 AM each morning and fly along the route noted on the Surface Map of the Taman Busuk. The location of these flights depends on the time of day. The letters A-M along the route indicate the dragons' position each hour from 7:00 AM (letter A) until 7:00 PM (letter M). When two letters are together, the flight has landed for lunch.

Any time a flight of dragons comes within five hexes of the PCs, check to see if either party spots the other. There is a 5% cumulative chance per turn that a PC notices the dragons if they are within five hexes. If the PCs are actively searching the skies, this chance is 25% cumulative per turn. Anyone watching the skies, however, cannot move more than 1/2 of their normal movement, as walking and watching the clouds requires more caution than just walking.

The dragon flights also check once per turn while they are within five hexes of the PCs. There is a base 100% chance that a dragon flight spots any person or group and sounds the alarm. This base chance is modified as follows:

Dragon Sighting Modifier Chart

PCs' Situation Modifier

Terrain	-listed modifier *
Disguise	-10% to 70% **
Distance	-10% per hex
Flying	+20%

Dragons' Situation

On ground	-50%
Spotted last turn	+30% ***
Before 8 AM	-15%
After 6 PM	-15%

* This modifier (if applicable) is listed under the description of the Encounter area.

** This modifier depends on how well the PCs have disguised themselves.

*** This modifier applies if the PCs were spotted by the dragons on the previous turn. Having seen the PCs once, the dragons are better able to track them.

When the modified base percentage has been found, roll percentile dice and check the results against the following to determine the reaction of the dragon flight.

Dragon Reaction: If the PCs are spotted, how the dragon flight reacts depends on the current defensive status of the Taman Busuk.

If the roll by the dragon flight is within 5% of the modified base, (e.g., if the required percentage is 30%, then any roll from 25% to 35%), then the dragon flight lands to investigate.

If the check is more than 5% above the modified base (e.g., if the above roll was higher than 35%), then the dragons do not yet spot the PCs.

If the check is more than 5% below the modified base (e.g., if the above roll was less than 25%) then the PCs are definitely spotted. If the Taman Busuk is still under Patrol status, then the dragon flight tries to fly to Neraka as quickly as possible with the news. The flight moves at a speed of four hexes per hour to Neraka without a break or stop. The moment they arrive at Neraka, the status of the lands changes to Alarm.

If the Alarm status is already in effect, then the dragon flight discharges one lightning breath into the atmosphere to signal the location of the PCs to ground troops. It takes 10 turns for a ground patrol to arrive (see the following section for the composition of the patrol). The dragons circle overhead out of missile weapon range until the troops arrive, and then they join in a combined attack. The dragons in flight are required to check each turn to maintain their sighting of the PCs. It is possible for the PCs to move to better cover and lose the dragons, but the ground forces still search the area where the PCs were last seen.

Ground Patrols and Outposts

These stations watch over the Dark Queen's domain from the ground, especially at night since the dragons prefer not to fly then. The outposts are based in the hexes labeled 107, 114, and 115.

The outposts have a base 70% chance of spotting the PCs each turn they are within three hexes. The ground modifier does not apply to these outposts. All other modifiers listed earlier do apply, however.

Determine the results as with the dragon flights. If the roll is within 5% of the modified base, then the outpost sends a patrol to investigate. This patrol consists of one Aurak draconian and a troop of 20 Kapak draconians, if the Taman Busuk is only under Patrol status. (If the PCs are spotted, a runner is sent to Neraka to put the evil forces on Alarm status.

The runner moves four hexes per hour.) If the area is already under Alarm status, a full complement of one Aurak, three Sivaks, and 50 Baaz is dispatched to deal with the PCs. Both types of patrols move at the rate of two hexes per hour.

If the Taman Busuk is already under Alarm status, a *wand of fire* is fired into the air to attract the attention of any dragon patrols within 20 miles.

Captured PCs are taken to the caravan routes (see Chapter 11, Encounter 8) and placed aboard a slave caravan with their weapons and armor stored in the rear wagon.

Event 71: Storm Clouds to the South

Occurs: Day 1, 10:00 AM

In the Taman Busuk, dark clouds gather on the distant horizon to the south in the direction of Neraka. Their billowing fury is lanced with flashes of lightning, though the distant thunder cannot be heard.

Event 72: Wheeling Birds to the North

Occurs: Day 1, 2:00 PM

Wheeling dark specks can be seen to the north where the armies are engaged. Any PC rolling a successful Intelligence Check with a -7 penalty is able to discern these specks as vultures.

Event 73: The White Stag

Occurs: Day 2, 6:00 PM

The ground here is trampled flat by many clawed feet. Suddenly your eyes come to rest on the form of a great white stag lying in a pool of its own blood. Its dark eyes seem to be pleading with you.

Have the players roll for surprise. Regardless of the result, tell them that they see the brush some 10 feet behind the stag shake. If the PCs investigate, they find a snow-white baby deer hiding in the brush. This fawn allows the PCs to touch and even carry it if they move in the direction of Godshome (Encounter 122). If not, then the deer escapes and begins moving in the direction of Godshome, magically slipping free regardless of any restraints placed on it by the PCs.

The stag is dying. It is currently at 0 hit points and its wounds are so poisonous that it is swiftly sinking into death.

Anyone who looks into the eyes of the white stag must roll an Intelligence Check with a -4 penalty. If not successful, the person gets the feeling that the stag is trying to communicate with him. Distant words seem to form in his head, but the meaning of the words is not clear.

Those who succeed hear words form in their heads in a deep and beautiful voice:

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"My child...take him to Godshome. There will your efforts be rewarded... and your path made more clear..."

Event 74: Dragon Messengers Leave Neraka

Occurs: Day 3, Noon

PCs who are within sight of Neraka see the silhouetted forms of many dragons rise from the center of the city and spread out in all directions. These are not flights of dragons, but single dragons with highly ornamental harnesses. Their riders' armor glints in the morning sun.

One of the dragons flies directly toward the battle lines. If any PCs are in the path of this flight, have them roll a Intelligence Checks with a -4 penalty. If they succeed, they see that the figure is carrying a baton of some type. The dragon is blue.

In the hollow of the baton is a message that reads:

"Her Dark Majesty commands your presence and those of your personal legion to attend her. Arrive at the Temple of Neraka within two weeks or feel her wrath."

Any PCs near the Dragonarmy camp at the battle lines note a single blue dragon descend into the commander's camp.

Event 75: Fizban the Fabulous

Occurs: Day 3, 4:00 PM

This event takes place only if Fizban is not with the party to begin this adventure.

Have the players roll for surprise. Regardless of the result, tell them that they hear a tremendous snort that seems to come from just over the other side of a rise.

The hulking form of a great golden dragon lies basking in the spring sun. Next to him sits an old man doing the same thing, his head pillowed on the dragon's flank.

A battered and shapeless hat rests over the old man's face to shield his eyes from the sun. A long, white beard flows out from under the hat. Booted feet stick out from beneath long, mouse-colored robes.

The terrible snorting sound is repeated as the dragon snores. The old man, snoring in his own wheezy way, seems not to notice.

The gold dragon and the wizard are Pyrite and Fizban the Fabulous, respectively. They now join the party as NPCs (Pyrite takes the form of a nondescript human in leather armor). Fizban's background is explained in the "NPCs" section of the Appendix; Pyrite is an ancient gold dragon. Fizban may or may not be a major factor in the conclusion of this campaign, depending upon which fate number was chosen at the start of this portion of the adventure.

Event 76: The Golden Door

Occurs: Every other day after Day 6

Once per two days (after Day 6), at the discretion of the DM, a golden door magically presents itself along the path of the PCs. This is an entrance to the Glitterpalace. Just how it presents itself is largely up to you. The following are guidelines.

If the PCs are flying: A great white cloud shines in the sun. It appears to change into a floating, white palace with a huge golden door. The door begins to open and bright white light streams forth.

The PCs can fly up to this door, but their mounts will not enter.

If the PCs are on the ground: A small, plain building is off to one side of the path. The building has a golden door in a casement of white marble.

If the PCs are in tunnels: A golden door in a marble frame is built into a wall in the tunnel.

These are the doors to the Glitterpalace (Chapter 13). They do not appear suddenly (unless required to by circumstances). The doors have a tendency to appear at opportune times for the PCs. It is up to you to have them appear in the path of the PCs when you think it is time or if you think they need it to get out of a particularly sticky situation.

The doors open easily onto brilliant white light. Those who enter this white light go at once to Chapter 13 and the Glitterpalace.

Event 77: Dragon Messengers Return

If the PCs are in the Taman Busuk, they occasionally see the messengers returning to the Temple of Darkness after delivering the message in Event 74 to all Highlords. They return singly over a period of four days in the following order:

Messenger	Day	From
Green	4	SE
Black	5	SW
White	5	NW
Red	6	NE
Blue	7	N

Each messenger comes bearing an identical message, signed by the Highlord of each of the armies. The message reads:

"We hear and obey the Dark Will. We arrive within the week. Your servant."

Each in his turn lands his dragon in the square that surrounds the Dark Temple.

PCs within sight of Neraka witness the lone dragons approaching according to the above schedule. If they are between the battle lines to the north and Neraka, the blue dragon and its messenger ride overhead. If this happens, then allow the PCs an Intelligence Check to notice the baton carried by the rider.

PCs near the battle lines notice the lone messenger taking off from the command area of the blue Dragonarmy.

Event 78: Tremors

Occurs: 1d4 times per day after Day 4

Tremors are caused by the impending eruption of one of the Lords of Doom, the volcanoes that surround the Neraka area. Use the following procedure if the PCs are within seven hexes of a volcano when this event occurs. Ignore this event otherwise.

When a tremor is indicated, roll 1d10. The result is the round in which the tremor reaches peak intensity. On the Tremor Effects Table, start with Round 1 on the table and run each round of the tremor until reaching the number rolled, then go back down to Round 1. For example: if you roll a 3, then the PCs experience Rounds 1 through 3 in order, then back to Round 1. In other words, this tremor lasts five rounds, in the order 1,2,3,2,1.

Tremor Effects

Round 1: First rumblings come from afar, almost too faint to be heard.

Round 2: Rumblings build. PCs feel dizzy. All attack rolls this round suffer a -1 penalty.

Round 3: Rumbling sounds are more noticeable and the ground is visibly swaying. All attack rolls this round suffer a -2 penalty. If underground or in a building, small chunks of the ceiling fall. Each character in the area receives damage equal to his AC minus 7 points. Ignore damage less than 0. A character who is under a sturdy object (such as a wooden table) suffers no damage. In streets, chunks of nearby buildings fall and cause the same amount of damage. **Round 4:** Rumbling sounds are now loud; a successful Intelligence Check is required to understand anyone who is yelling. A character underground or in a building receives damage equal to his AC minus 5. Ignore damage less than 0. A character under a sturdy object (such as a wooden table) receives no damage.

Round 5: Rumbling sounds are louder. Same checks apply as above to understand shouted orders. All attack rolls are made with a -4 penalty. A character underground or in a building receives damage from falling debris equal to his AC. Wooden cover now protects against only half of this damage. Stone and harder objects offer full protection. In the wilderness, each character receives 1d6 points of damage from falling trees, rolling rocks, and sudden upheavals of earth.

Round 6: Rumblings grow louder. Communication by voice is impossible. Attack rolls are made with a -8 penalty. A successful Dexterity Check with a +4 bonus is required to remain standing. A character underground or in a building receives damage from falling debris equal to his AC plus 1d6. Wooden cover offers no protection and is crushed under debris. Stone and harder objects offer full protection. In the wilderness, each character receives 2d6 points of damage from falling trees, rolling rocks, and sudden upheavals of earth.

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Round 7: The noise is overwhelming. The ground bucks and sways. All attack rolls are made with a -10 penalty. A successful Dexterity Check is needed to remain standing. A character underground or in a building receives damage equal to his AC plus 2d6. Stone and harder objects protect against only half of this damage. In the wilderness, each character receives 2d10 points of damage.

Round 8: The noise is deafening. Rising dust obscures vision beyond 100 feet. All attack rolls are made with a -12 penalty. A successful Dexterity Check with a -4 penalty is needed to remain standing. Damage from falling debris is the same as in Round 7. Great rents in the earth open and crevasses form. A character who fails a Dexterity Check with a -4 penalty falls into a crevasse, suffering 1d6 points of damage. Each crevasse is 1d10 feet deep.

Buildings have a 15% chance of collapsing in this round. Anyone within a collapsing building suffers 1d20 points of damage. Each character must immediately roll a successful Dexterity Check with a -4 penalty or be buried in the rubble. A character can dig himself out of the rubble with three consecutive successful Strength Checks. Each of these three checks takes two rounds. Others can help dig a buried character out. For each person assisting, the buried character gets a +4 bonus to each of his Strength Checks.

Round 9: The noise remains deafening. Rising dust obscures vision beyond 50 feet. All attack rolls are made with a -15 penalty. A successful Dexterity Check with a -8 penalty is needed to remain standing. Damage from falling debris is the same as in Round 7. Crevasses are now 2d10 feet deep (normal falling damage). Buildings have a 20% chance of collapsing (see Round 8 for effects on characters).

Round 10: The noise remains deafening. Rising dust obscures vision beyond 10 feet. Attacks are impossible. A successful Dexterity Check with a -15 penalty is needed to remain standing. Damage from falling debris is the same as in Round 7. Crevasses are now 2d20 feet deep (normal falling damage). Buildings have a 30% chance of collapsing (see Round 8 for effects on characters).

Event 79: Lords of Doom Erupt

Occurs: Once per day after Day 4

While the PCs are in the Taman Busuk, the 10 volcanic mountains (areas 102A- 102J) explode, one per day. Which volcano explodes is determined randomly (roll whichever die is appropriate for the number of unerupted volcanoes left). Once a volcano explodes, it remains active throughout the adventure.



Roll 1d6 for the strength of the explosion. This indicates the number of hexes affected by the blast: 1 = volcano hex only; 2 = volcano hex and all adjacent hexes; 3 = all hexes within two of the volcano hex; etc. Those within the affected area of the exploding volcano suffer damage. Subtract the PCs' distance (in hexes) to the volcano from the blast strength rolled above. This is the number of d10s rolled for damage inflicted upon each character by the explosion. For example, a volcano explodes with a blast strength of 3. The PCs are two hexes away from the volcano when it explodes. Each PC suffers 1d10 (3 - 2 = 1) points of damage from the blast.

The area of the explosion becomes desolate and covered by a fine gray ash. Each turn a PC is in the affected area, he must roll a Constitution Check. Failure means that his Constitution drops by 1. If his Constitution drops to 0, he becomes unconscious and begins suffering damage at the rate of 1d10 points per turn. If the PC is taken out of the area of the explosion, he recovers 1 Constitution point per hour. Any hit points lost must be regained in the usual manner.

Following the initial explosion, lava pours from the mountain and flows down its sides, creating great lava streams down to the edges of the blast area. While traversing this area, there is a 65% chance per turn of encountering lava streams (-10% per hex away from the volcano). The streams run straight from the volcano to the edge of the blast area. Lava streams are 7d6 feet across (-1d6 per hex away from the volcano). The lava flow causes 1d6 points of heat damage per turn to any character within 20 feet. For every five feet closer, it inflicts an extra 1d6 points of damage (e.g., a character within 15 feet receives 2d6 points of damage per turn). Those who are in contact with the lava receive 7d6 points of heat damage per turn plus 2d10 points of additional damage per round. Special fire and heat protections lessen or eliminate this damage.

Characters on the ancient road (see Encounter 113) experience severe tremors (roll until a result greater than 4 is obtained) on the Tremor Effects table in Event 78.

Chapter 11: Land of Dark Empires



This is a time of great trial. Great Whitestone armies are gathering around Kalamán. Their objective now is a desperate one. As the flying citadels besiege their cities, they feel that they have but one hope left: if Neraka can be brought down, then perhaps their command will be disrupted enough to enable the Whitestone forces to end the reign of terror.

The PCs, however, can find a different way. Through the tests of Paladine in this adventure, they will discover a more subtle way to bring about the downfall of the Dragon Highlords.

This adventure reveals their wilderness trek through the devastation of the dragon-captured lands and towns. Even in these dark lands, there are both helpers and traitors. Hidden ways kept secret from the Dragon Highlords lead to the heart of the Dragon Empire: the magical roads of the buried past, Godshome with its Misted Veils, and even the skies ridden by dragons and citadels.

Encounters

94. Taman Busuk

The sodden plains stretch into the distance. Pale green shoots of grass struggle up toward a cold sun. The ground is soft and spongy beneath your feet.

Run random encounters normally, in addition to any Dragonarmy patrols that might be encountered. The locations of these patrols are listed in Event 70. It is important to keep these patrols and troop movements in mind at all times to determine when the PCs might encounter them.

There is a 10% chance on any given turn that the PCs find a depression, gully, or rock large enough to provide cover from searching eyes. These gullies offer 3d20 percent cover if something is looking for the PCs. Travel across these areas is at standard rates.

While traveling on the plains, the PCs find very little in the way of food. Only those foodstuffs the PCs have with them, can obtain from Dragonarmy supplies, or can purchase in Jelek or Neraka will sustain them.

95. Dragoncamp

Dark banners fly over tents and sheds, fluttering in the breeze. A constant clatter and ring of armor can be heard. Rows of tents extend far into the distance, seeming to cover the entire floor of the vale.

This is the rear area of the Dragonarmy. Those approaching within one mile (one hex)

of this location have a 30% chance of running into a patrol. This patrol consists of 15 Sivak draconians polymorphed to look like low-level human fighters.

They attack viciously and try to capture any PCs who receive more than 20 points of damage. These guards are aware of the search for the gemstone man and try to take him at all costs, if they notice that he is with the party.

Captured characters are relieved of all weapons and armor and taken to the nearest Dragon Highlord. Bakaris is on the western battle line, Kitiara is on the central battle line, and Toede is on the northeastern battle line. See the "NPCs" section in the Appendix for their backgrounds and reactions.

Captured PCs are taken to the smithy and placed in leggings and chains. A successful Strength Check with a -1 penalty is required to break these bonds without tools. Berem, if discovered, is placed separately in a steel wagon and guarded by six Aurak draconians. All captives are placed in a slave caravan to be taken to Neraka as slaves (see Encounter 101 for details).

If the PCs somehow manage to get past the guards, there is a 10% chance per turn that someone in the camps questions them. Most assume that they are mercenaries who are not yet outfitted with official gear. If the PCs

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ask for the commander's tent, they are directed to the nearest pavilion as above.

If the PCs search any tent, there is a 20% chance that they find something. If so, roll on the following table.

Looting Table

D12

Roll Item Description

- 1 Slave Rags
- 2 Rations for Four Days
- 3 Banner (Blue Army)
- 4 Dragonarmy Uniforms (1d4 sets) *
- 5 500 gems (1,500 stl each)
- 6 Rations for Three Days
- 7 Writ of Passage **
- 8 *Cursed Plate Mail -2* ***
- 9 *Plate Mail +2* ***
- 10 *Plate Mail +4* ***
- 11 Mounted Dragonlance
- 12 Footman's Dragonlance

* There is a 30% chance for each PC that one set fits him.

** This scroll gives passage for a Dragonarmy soldier to enter Neraka. The writ is out of date, however, and gives permission to enter only the inner city of the blue army.

*** There is a 15% chance for each PC that this exactly fits them. Even if it is not an exact fit, there is a 25% chance that a PC is able to get into it.

Remember that the PCs must pass more guards when they try to leave the camp.

Those attempting to move past the battle lines (north of area 94 on the map) encounter the full army in conflict with Whitestone forces. Each turn the PCs move off the map past the battle lines increases their chance of being caught by 10%.

96. No Man's Land

Trees stretch their dying black limbs into the cold sky. The grass beneath them is burned to brittle stubble underfoot. A thick black soot covers everything.

This land was the site of past battles between Whitestone and Dragonarmy forces. In the direction of area 97, faint shouts, cries, and clashing steel can be heard coming from a line of dust that stretches across the horizon.

97. Battle Plain

The full fury of pitched battle goes on before you.

As the PCs enter this area, roll once on the following table to determine encounters. Roll again each time the PCs move into another hex in this area.

Encounters on the Battle Plain

D6

Roll Encountered

- 1 1d8+5 Baaz vs. 1d4 Knights *
- 2 1d6+3 Auraks vs. 2 Knights *
- 3 1d6+5 10th-level Fighters vs. 3 Knights
- 4 1d8+6 Sivaks vs. 4 Knights *
- 5 1d8+8 Bozaks vs. 4 Knights *
- 6 Dying Whitestone Officer **

* The Knights encountered do not join the PCs; they insist on returning to their units. These Knights are 5th- to 8th-level fighters (1d4+4).

** He begs the PCs to fulfil their mission and leave the battle area.

It should become obvious to the players that continuing in this direction is hopeless.

98. Glitterpalace Entrance

There is a Glitterpalace entrance here. See Event 76 for details. If the PCs enter, go to Chapter 13, Encounter 134.

99. Guide Cairns

A strange pile of stones stands to one side of the path. Two notched rocks stand on top of the pile of stones. One of these rocks has the symbol of an eye on it.

This cairn acts as a directional sight. By sighting down the notch with the eye carved in it, the PCs can see the nearest Glitterpalace entrance (Event 76).

100. Khalkist Range

The towering peaks of the Khalkist Mountains jut with a green-tinted gray into the sky. Their jagged edges cut like a cold and forbidding slash across the sky.

Passage through these peaks on foot is impossible.

101. Caravan Routes

Wide, muddy roads wind their way across the plain. Their surfaces are impressed with the prints of thousands of travelers.

Caravans pass these roads at regular intervals. There is a 30% chance per four-hour period that a caravan is encountered. Each person, other than slaves or prisoners, who is going toward Neraka has a writ. This document, which describes the person bearing it, grants him access to some part of Neraka. There is only a 3% chance that a writ discovered on a person gives him access to the temple itself; there is a 10% chance that it

allows him into the inner city at a specific color location (the city is divided into sections by Dragonarmy color). The rest of the writs grant passage only to the outer city of Neraka.

Roll randomly on the following table to determine the type of caravan encountered.

Caravan Type Table

D6

Roll Caravan Type

- 1 Slave Caravan
- 2 Supply Caravan
- 3 Supply Caravan
- 4 Prisoner Caravan
- 5 Supply Caravan
- 6 Dragonarmy Reinforcements

After determining the type of caravan, check the following descriptions for more details.

All caravans make camp at approximately 5:00 PM each day and break camp at 6:30 AM. When encamped, guards are set around the perimeter.

Slave Caravan: This is made up of three large wagons: one in the lead position and two at the rear. Between these are strung 3d10+20 slaves. All of these slaves are emaciated and barely able to walk. If freed in this environment without protection, food, and water, they will almost certainly die.

The lead wagon is a steel cage that holds prisoners and slaves who are still dangerous and able to fight. There are 1d4-1 people in the cage if the caravan is heading toward Neraka, none if it is heading away (50% chance of going in either direction). Those found in the cage are 7th-level fighters, but they have neither weapons nor armor.

The remaining two wagons at the back of the caravan contain supplies for the group. There are food rations and bedding sufficient to supply the draconians and give pitiful sustenance to the slaves. If the draconians are killed or driven off, there are enough supplies to enable the slaves to return to their homes.

The entire caravan is guarded by 30 Baaz draconians under the leadership of three Aurak draconians. If encamped, they build a large bonfire and run three guard watches of 10 Baaz per shift.

Slaves in the caravan know 1d4 rumors to tell the PCs (see the Rumors section in the Appendix).

Supply Caravan: This caravan is made up of 1d12+5 large wagons pulled by work-horses. These wagons are filled with food-stuffs and supplies. Some of the wagons (1d4) contain 1d6 passengers each. These are tradesmen, slavers, and concubines. There is a 10% chance per wagon that one of these people is friendly to the PCs. Friendly characters can tell the PCs 1d6 of the rumors from the Rumors section.

The caravan is guarded by nine Baaz draconians under the direction of one Kapak draconian. When encamped there are three guard watches of three Baaz each throughout the night. They can be swayed into believing that the PCs have somehow been separated

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from their unit if the caravan is heading toward the front. They are suspicious, however, if the PCs are attempting to get to Neraka, as all traveling in that direction should have a writ.

Roll 1d6 on the Looting Table from Encounter 95 for objects that can be found in these wagons or the encampment.

Prisoner Caravan: This consists of four large wagons. The last wagon in the caravan carries supplies. The first three are steel cages with locked doors. Inside each of these are 1d4 prisoners. These are Whitestone army officers of various ranks. All are beaten and despondent. One of these officers tells the PCs 1d4 rumors.

This caravan is guarded by 30 Baaz draconians under the direction of one Aurak draconian, who carries the keys to the cages. Three watches of 10 Baaz each are set whenever the caravan makes camp.

Dragonarmy Reinforcements: Not a pleasant or welcome sight, this is a brigade of mixed draconian and human mercenary troops. There is an advanced guard of 12 Baaz draconians that precedes the rest of the troops by 100 yards. The commander of the brigade is a deathknight mounted on a nightmare. Behind him rides a contingent of 30 banshees on chariots.

One hundred yards behind these are three units of troops. The first two units are headed by an Aurak unit commander and the last by a human commander (8th-level fighter). The first two units consist of Baaz draconians while the last unit contains 3rd-level human fighters. There are 50 members of each unit.

After these are five supply wagons. These contain food, smithy and armorer supplies, and large tents. Use the Looting Chart from Encounter 95 to decide what the PCs find in the wagons or in any encampments of this group.

The rear guard is 100 yards behind the column. This consists of 10 Baaz draconians with short bows.

102. Well of Fire

Light, lazy wisps of smoke drift into the sky from the peak of the fire mountain now sleeping.

There are 10 volcanoes on this map. Occasionally one of them explodes into activity. Which volcano explodes is randomly determined and is always preceded by an earth tremor. The effects of these explosions and tremors were explained earlier in the Events section.

When dormant, however, a volcano can be climbed and the interior of the cone entered down to the lava dome. Climbing a volcano is hard work (movement slowed to ¼ of normal) and the cone of the volcano offers only a 10% chance of finding concealing cover on any given turn. Each volcano cone is 500 + (1d8 × 100) feet high.

The steaming lava dome is 100 + (1d4 × 50) below the cone of the volcano. Those reaching this dome go to Encounter 125 in Chapter 12.

103. Jelek

A squalid, gray town stands on the dusty plain Muddy roads run into the town like worn-out arteries.

This depressed town has been under the occupation of the Dragon Highlords for many years. The people are listless and have no hope of ever being freed of tyranny.

Within the town is a garrison of 50 Kapak draconian troops under the leadership of one Sivak. They rule the town; regular patrols of five Kapaks can be encountered in the streets at any hour of the day or night.

While the people in this town have no love for the Dragon Empire, they see no point in aggravating their sorry situation. They sell and trade with the PCs but do not offer them any assistance other than the advice that they get out of town as quickly as possible. There is a base 5% chance that any townspeople tells the draconians if he finds out that the PCs are not part of the Dragonarmy. If the PCs try to persuade the villagers to join them, fight the Dragon Empire, or directly give aid to the PCs' quest, the townspeople become angry or frightened. Each time the PCs do this, the chance of someone turning them in to the garrison is increased by 5%.

This is not to say that no one is willing to help the PCs. There is a member of the Hidden Light (the underground movement that aids the Whitestone cause) here in the town. He is the butcher, Darallan Suebban. He contacts the heroes two turns after they enter town. He has been helping prisoners escape from Neraka, but he can do little for the heroes here. He can, however, give the PCs the code name of his counterpart in Neraka, a person he calls "Maelstrom." All he knows is that Maelstrom works in the red inner city and that he can often be found in the Hair of the Troll tavern.

Darallan can also supply the PCs with details of the layout of the city as follows:

Darallan glances about and then quickly squats down, his finger rapidly tracing in the dirt as he speaks.

"The city is surrounded by a wall with the main gate on the north and lesser gates leading to various sections of the city. The city is divided into five sections, one for each Dragonarmy. The white and black sections are to the northwest and northeast of the city, respectively. The green section is in the southwest, the red section is to the south. This is the section of Ariakas, the emperor, although he seems to have abandoned his palace in favor of the temple. The blue section is to

the southeast between the black and red sections. A lesser gate leads into each color section, but both the main gate and the lesser gates are heavily guarded at all times and access is strictly controlled.

"The main avenue beyond the queen's gate spirals in toward the temple at the center of the city. This avenue is crossed by gates between each of the city's sections. Thus an invading army must either break through the outer walls or pass through a series of gates. It is a death maze.

"The outer city is also divided into sections, but it is not as strictly controlled. The Hair of the Troll tavern is located in the Green Outer City."

Darallan quickly stands and wipes away his tracing with his booted foot.

In addition to this, Darallan's spy network has given him 1d4 of the rumors from the Rumor section. He tells the PCs to leave town quickly, as there are many here who would betray them to the Dragonarmy.

104. Low Hills

While in these low, rolling hills the PCs can find 10% cover. Mud and rocky terrain slow movement to ¾ of normal speed.

105. Grasslands

These are the grasses of the high plains. They grow at a phenomenal rate and are approximately six to eight feet high.

These grasses offer excellent cover (40%), as those in them cannot see farther than three feet in front of them. The constant waving of the grass also makes it difficult for an outside observer to notice movement on the plains. However, this also makes the grasslands popular with predators and prey alike. Double the chance for random encounters. Roll 1d8+27 on Table 2 (in the "Random Encounter" section of the Appendix) to determine the type of encounter. Movement is at ½ the normal rate through the thick grasses.

106. Neraka Forests

There is 50% concealment (-2 to AC) while in these woods. Movement through these woods is at ¾ normal rates, except for elves, dwarves, and kender, who suffer no loss of movement in this terrain.

107. Guarded Pass

The steep canyon is suddenly blocked by a curtain wall. Battlements are arranged atop the wall and a single, open turret looks down on the arched gate. The wall itself is 30 feet high. Great spikes six inches in diameter protrude from the wall 20 feet above the ground, as though to

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stop some terrible onslaught. Before the walls is a moat 10 feet wide and 10 feet deep across the narrow canyon. A single, dark figure sits in a great throne in the open turret, looking down on the drawbridge.

Standing to either side of the lowered drawbridge before the moat are two creatures that appear half-man and half-lion. Each wears black armor and a helm and carries a spear.

The wall is actually a building 30 feet tall and 30 feet across. The fortifications described are duplicated on both sides of the wall. The lich (on the throne) appears on whichever side is being approached. The gate opening is 10 feet wide and a tunnel runs directly through to the opposite drawbridge. In the walls at the center of this tunnel are iron doors that open into the fortification.

These are the contingents that guard the direct access to the heart of the empire. The PCs cannot see the 100 wemics that are within the structure, nor can they see the 20 wraiths that live in the stone of the wall.

The guard wemics ask any who approach for their Writ of Passage and inspect all wagons and effects of anyone entering this way. There is a base 70% chance that the wemics find anyone hiding in a wagon or using some other ruse (disguise, forged papers, etc.).

If the wemics discover something they do not like, they attempt to detain the PCs in their dungeon until a slave caravan arrives. There is a base 20% chance that such a caravan comes within four hours (+10% cumulative for each four-hour period that passes). Detained characters are stripped of their weapons and armor. If the PCs are put on a slave caravan, go to Encounter 101.

If the PCs fight the wemics, the lich first calls out the wraiths and then the rest of the wemics to back them up. Thirty wemics charge across the bridge and then the portcullis is closed and the bridge drawn up. An additional 50 wemics mount the battlements and fire down upon the PCs with longbows (they fire without regard for their comrades battling the PCs). If necessary, the lich also uses his considerable magic to aid the battle. This lich has the following spells for this day:

1st-Level Spells: *burning hands*, *detect magic*, *feather fall*, *hold portal*, *magic missile*

2nd-Level Spells: *darkness 15-foot radius*, *detect good*, *mirror image*, *web*, *wizard lock*

3rd-Level Spells: *dispel magic*, *fireball (x2)*, *lightning bolt (x2)*

4th-Level Spells: *dig*, *dimension door*, *fumble*, *wall of fire*, *wall of ice*

5th-Level Spells: *Bigby's interposing hand*, *cloudkill*, *teleport (x2)*, *wall of force*

6th-Level Spells: *control weather*, *globe of invulnerability*, *legend lore*

7th-Level Spells: *mass invisibility*, *power word stun*, *reverse gravity*

8th-Level Spells: *antipathy*, *Serten's spell immunity*

9th-Level Spell: *meteor swarm*

The large spikes protruding from the wall are designed to stop large creatures from charging the wall. They are placed three feet apart and can be climbed by anyone who can reach the wall. Characters can attempt to jump over the spike-filled moat and catch one of these to climb up the wall. A successful Dexterity Check must be rolled to catch a spike. Failure means the character has fallen into the moat (see following paragraph). While climbing among the spikes, a character gains a +4 bonus to his Armor Class. He also attacks with a -4 penalty.

Anyone falling into the moat falls on set spikes. These are spaced one foot apart. The spikes are three feet tall. Any character falling on them suffers 1d8 + his AC in damage. A character must roll a successful Dexterity Check in order to pull himself off these spikes.

108. Geysers

When the PCs are outside this hex, use the first boxed text. When the PCs enter the hex, use the second boxed text.

In this direction, a perpetual fog seems to shift across the ground. Every now and then, puffs of cloud rise from the fog layer, only to drift back down.

Low cone-shaped mounds are scattered about the damp ground. Rolling white clouds billow from the mounds to form the fog bank that envelopes you.

While in this area, the fog created by the geysers' heat obscures vision beyond 10 feet. All missile weapons fired beyond that distance suffer a -5 penalty to the attack roll.

Each geyser hole is 1d4+2 feet in diameter. All of the shafts are 100+1d20 feet deep. The sides of the shafts are smooth and wet. Treat these as slippery surfaces for climbing. The bottom of every shaft is a narrow bottleneck over a pool of boiling water that occasionally erupts into a geyser. A character immersed in this water receives 3d8 points of damage each round.

PCs who climb down these shafts find themselves in Encounter Area 131 (Chapter 12).

Each geyser follows its own timetable for eruptions. Some eruptions occur randomly, while others occur regularly. Each time the PCs encounter a new geyser, roll on the following table to determine that geyser's eruption schedule.

Geysers Eruption Table

D6 Roll	Eruptions	Duration
1	Regular—Every 4 min	1 Min.
2	Roll 1 on d6 each rd	1d4 Min.
3	Roll 1 on d4 each 2 rds	1 Min.
4	Roll 1 on d8 each rd	1d3 Min.
5	Roll 1 on d4 each rd	1 Min.
6	Regular—every 30 min.	1 Min.

If a character is in the shaft of a geyser when it erupts, the character is shot out of the geyser. The PC is thrown into the air to a height equal to his AC plus 10 feet. The character suffers 3d8 points of damage from the boiling water and also receives any falling damage that applies.

109. Highlord's Encampment

Use the first boxed text if this occurs before Event 77. Use the second boxed text if encountered after Event 77.

In the distance, dark banners flutter against the sky. Tents sprawl from in a camp. To one side, four dragons lie resting on the ground.

This is the camp of a Highlord en route to Neraka. Which Highlord is here depends on where the camp is.

Location	Highlord	Dragons
109A	Ariakas	Red
109B	Lucien	White
109c	Toede	Green
109D	Salah-Kahn	Black

These dragons are all ancient and huge. One dragon is the personal mount of the Highlord. The others are the mounts of the Highlord's guards.

There are four tents: one large (30 feet in diameter) and three smaller (15 feet in diameter). The larger is occupied by the Highlord. Use the Looting Table from Encounter 95 to determine what can be found there.

The ground here is trampled and the remains of a bonfire can be seen.

If the ground is examined, the claw marks of dragons are also seen. The encampment is obviously small, but the presence of dragons indicates some powerful persons.

110. Griffon's Aerie

You are at the base of a great cliff. There is a sudden flurry of movement in the nearby brush and a squawk.

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Behind this brush, the PCs discover a fledgling griffon. It is obviously too young to be out of its nest.

Should the PCs look overhead, they see in the craggy peaks the outlines of a nest some 300 feet overhead.

The climb to the nest is up a rock face that is almost smooth in many spots. Treat as a slightly slippery surface for climbing.

Within 1d10 turns, the parent griffons return. If the griffons get the idea that the PCs are trying to harm their fledgling, they attack and fight until dead. If, however, they get the idea that the PCs are trying to return the fledgling to its nest, then the griffons are grateful and offer aid, including their services as mounts. They know the location of Neraka but are not familiar with its defenses or the schedules of its air patrols—they simply avoid the area.

Should the PCs use these griffons as air mounts, each griffon can carry up to three characters. You should plot the griffons' flight and note where they can be intercepted by Dragonarmy air patrols.

111. Glacier

Read the first description at the bottom of the glacier. Read the second description at the top.

A lake of crystal blue water lies at the base of a vast glacier. The ice runs up a great canyon into the mist-shrouded Khalkist Mountains.

This water is drinkable and there are fish that can be caught and eaten.

The glacier face is sheer and 400 feet high. Climbing it is not a simple matter. Movement up the glacier face is at ¼ normal climbing movement. Each PC must check four times on the climb to see if he slips: at ¼ of the way up the glacier, halfway up the glacier, ¾ of the way up the glacier, and just below the glacier top.

When the party first reaches each of these points, each PC must roll a Dexterity Check. A failed check means that the PC slides 20 feet down the face of the glacier (1d6 points of damage). The PC keeps rolling Dexterity Checks until he either succeeds or reaches the bottom. Each failed check means that the PC slides 20 more feet and receives 1d6 more points of damage. A successful check halts the PC's slide.

Wise PCs rope themselves together for greater safety during the climb. If they are roped together, then when a PC slips, the PCs on either side of him also roll Dexterity Checks. If both of them succeed, no one falls. If either fails his check, the PC next to him rolls a Dexterity Check. This continues until one PC on either side of the falling PCs succeeds at a Dexterity Check. A PC who slips and is caught by a comrade suffers only 1d3 points of damage.

Note that a PC can voluntarily fail this

check to slide down the glacier as a form of movement (he receives 10d6 points of damage per 100 feet). If he slides more than 100 feet, he could end up in the glacier lake.

Falling into the glacier lake is mainly just a very cold bath. However, characters who do not dry off right away (change into dry clothes) suffer 1d4 points of damage from the cold for each of the following six rounds.

The clouds drift below the top of the glacier. Cliffs form a crown around the top of the glacier bowl. Here, at the cap of the glacier, a second small lake is formed in the ice.

A stream leads from this lake toward a cave to the east. Go to Encounter 112 if the PCs follow this stream.

112. Icefall

The water of the stream trickles into the mouth of a huge ice cave.

If the PCs enter the cave, they encounter the following:

Great frozen waves of ice coat the walls, floors, and ceilings of the room. Huge icicles hang down from the ceiling like an inverted forest of pine trees. Their columns obscure sight beyond a few feet. Along the ceiling, great fissures rake the ice as rivulets of water flow along the cavern's roof.

Though every indication should be given otherwise, the ceiling is perfectly safe. It is the floor that is dangerous. The floor ice has been undermined by the water from the top of the glacier. The water runs into holes in the ice underfoot. If the PCs examine the floor ice, they find that it is thin and could give way.

While the PCs are in this area, roll 1d20 each round. If the result is greater than 10, the ice floor collapses under a PC (choose randomly). The PC falls 10 feet and starts to slide down an ice chute.

This is the entrance to the ice chute (Encounter 132, Chapter 12). Go to that encounter if the PCs enter the ice chute.

113. Ancient Road

A cracked and broken cobblestone road can occasionally be seen under the grasses of the plain.

Sections of this road appear through the grass of the plain. The sections are 4d100 feet long and are separated by 1d100 feet of grassy plain.

These sections of road appear to be just useless relics unless a PC tries to cross onto the road from the side. These are roads of the

ancients that were given special protection spells by wizards prior to the Cataclysm. An invisible tube encases these roads, now noticeable only over the exposed sections. These walls act as a combination major *globe of invulnerability* and *wall of force*.

These tubes of magical protection are invisible and permanent. They stop entry and attacks only from the sides of the road: the ends of the broken roadway sections can be entered normally.

The ends of these road sections dive into the ground and continue on as tunnels (these are the tunnels in area 124, Chapter 12).

114. Drunken Camp

The sounds of laughter roll across the plains from a group of squat, ugly tents. As you watch, one of the tents fall to the ground. This is followed by a roar of laughter.

This is a camp of drunken soldiers of the queen's own guard. They are returning from the front and are starting their revelry early, having captured three wagons of dwarven ale.

The camp consists of a single fire with five tents about it. In addition to 24 horses still harnessed to the three wagons, there are eight cavalry horses for the troops. There are 12 regular soldiers (8th-level human fighters) here in armor and an officer (10th-level human fighter). All of these soldiers possess signed and properly sealed authorizations to enter the blue inner city quarter of Neraka. The officer has authorization to enter the temple itself.

Inside the fallen tent is the commander of this group: a drunken cleric of the Dark Queen. This man is 10th level and has authorization to visit the temple of the queen.

Right now the soldiers' minds are fogged by the ale. They are so far gone that they would mistake anyone who entered their camp for one of their own. These people are willing to give anything they have to the PCs (including their passports into the city, weapons, armor, etc.) in the spirit of good Dragon Empire fellowship, as long as the PCs are willing to drink with them. If the PCs refuse to drink with them, they become more outraged with every refusal. After the third refusal, they draw swords and challenge the PCs to a fight.

For every drink the PCs take, they must roll a successful Constitution Check with a cumulative -2 penalty to the roll. Each time they fail, they move from one step of drunkenness to the next. Refer to the following table for the effects of drunkenness.

Drunkenness Table

Step	Hit	AC	Give	Tell	Know
1	-1	+1	1	1	4
2	-2	+2	2	2	3
3	-3	+3	3	3	2
4	-4	+4	4	4	1

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Step is the level of drunkenness.

Hit is the penalty to the drunk's attack rolls.

AC is the penalty to the drunk's AC when attacked.

Give, Tell, and Know are all resolved by rolling 1d6 for the PC/NPC involved. If the result is the number shown or lower, then the effect takes place. Give means that the PC/NPC must give away one piece of equipment randomly asked for by another PC/NPC. Tell means that the PC/NPC must tell something significant about themselves. In the case of PCs, they say something that might give away the fact that they are not on the side of the Dragonarmies. *Know* is the roll required to understand the significance of anything. For example, a dragon soldier might be told by one of the PCs that they are actually spies coming to invade the temple of the queen, but unless the soldier makes a successful roll, he laughs it off as a very stupid joke. A successful check, however, means that the truth has penetrated. If this would normally cause the soldier to recognize an enemy, then he attacks immediately. Anyone shouting that the PCs are enemies causes all the others to make a check on the Know column to see if the facts penetrate. Even drunken and unknowing soldiers fight if they are attacked.

All the soldiers and the cleric are at Step 4 drunkenness.

The three wagons hold huge casks of spirits. These are highly valued by the merchants and lords of Neraka, bringing 100 stl per gallon. There are 500 gallons in each of the huge wagons, except the last, which has been drained of three gallons.

Each wagon is drawn by a team of eight large horses. In their rush to have a little fun, the soldiers have not yet unharnessed the horses. The horses are still hot and cannot travel more than two hexes before having to rest. If they are forced to travel more than five hexes, there is a 30% cumulative chance per additional hex traveled that they collapse. If so, there is a 60% chance that they die.

The soldiers sober immediately if they see their wagons moving off.

115. Citadel Flight

A single grim tower juts from a cliff face. About its base are several scattered tents their flaps whipping in the rising wind.

This appears to be a simple tower fortification. It is, however, much more. This ancient tower is being converted into a flying citadel by the Dragon Empire. The process involves installing magical devices by which the citadel is controlled.

The remains of an ancient road lead up to this tower. Tents flank the road near the tower. There is no movement around the tents, as all here are working within the tower and they do not post a guard this far behind the lines. The remains of the main camp fire smolder. Footprints dot the area. Rangers have a 65%

chance to determine that these prints are from both humans and draconians.

The tents contain draconian armor, ration supplies, weapons (scimitars), and bedrolls. There are sufficient supplies for the 15 draconians who work here. Two tents contain the nonmagical belongings of a human mage and a human cleric of the Dark Queen.

The approaches to the tower are unguarded. Read the following if the PCs go to the gate.

The massive drawbridge crosses a dry moat. Its chains creak in the wind. From the tower can be heard a gentle chorus that seems to beckon you through the great black gate. The chorus is calming and seems to bring determination to your soul.

The gods of good are trying to lead the PCs into this place. These sounds diminish only when the PCs leave the tower or capture it and journey in it over the plains of Neraka.

116. Entry Hall

The drawbridge on the west leads to a large entry way. Ancient carvings depict dragons fighting in the skies.

In the center of the entry, a spiral staircase both rises up into the tower and down into the earth. Beyond that, to the east, an alcove leads to a great set of wooden double doors that exit to the south.

This is the high tower stair (Encounter 117).

Anyone who successfully listens at the double doors hears draconians muttering on the other side. They are speaking in common, discussing the fact that the banners they are laying out are essential to getting into Neraka. The doors lead into area 119.

117. High Tower Stair

The staircase leads up 100 feet to the Wind Captain's Chair (Encounter 118) and down 50 feet to the Wings of Stone (Encounter 120).

118. Wind Captain's Chair

Spiral stairs lead up to the top room of the tower. An iron ladder leads up to what appears to be the roof. The circular walls are without windows.

A raised platform in the center of the room supports two pedestals three feet tall and three feet apart. Each highly ornate pedestal holds a shining black crystal globe. Between the pedestals are two circular depressions cut into the platform. These depressions are of the same black material as the globes.

On the ceiling above the platform is a glowing circle.

This is the control area for the flying citadel. To operate it, a character need only stand with his feet in the circular depressions and place both hands on the globes. When this is done, a curtain of light acting as a *wall of force* descends with sudden brilliance from the circle carving in the ceiling. This wall encompasses the platform, protecting those within it. The ceiling inside the circle begins to glow softly and strange symbols appear there. The character is then in control of the tower's flight.

When the PCs enter the room, the magical levitation device is installed but the tower has not yet been pulled from the ground. A character standing in the depressions and touching the globes must think or speak any direction. The tower and its environs then begin to move in the stated direction (including down). When this first happens, the tower shakes as though wracked by a tremor. Characters inside the *wall of force* are not affected by this tremor. How long the tremor lasts before the tower breaks free depends upon the direction the tower is being told to move.

Tower Breaks Free

Direction	Die Roll	Other Effects
Up	1d4	See Flight below
East	1d10	No movement
West	1d6	*
North	1d8	Move 1d10 feet
South	1d8	No movement
Down	1d10	Move 1d10 feet

* The tower moves into its flight mode at ground level, skimming across the plains, ripping through the draconians' encampment and still shaking from rubbing the ground. See "Flight" for effects.

Consult the Tremor Effects table (in Event 78) to determine the effects of the tower's tremors. For example, if the controlling PC thought or spoke "west," and the die roll was 6, then for the next six rounds, increasingly bad tremors result, starting with Round 1 and moving up through Round 6 before the tower breaks free of the surrounding rock and becomes a flying citadel.

Flight: The flying citadel is reasonably easy to control. The controlling PC just thinks or speaks the direction he wishes the citadel to travel and it does so. The PC need only think of it once and the citadel continues to move in that direction until the PC either removes a hand or foot from its position or commands another direction. When the controlling PC removes a hand or foot, the citadel slows to a halt at its current altitude and stays there until given another command.

If a flying citadel is taken to ground level and continues to move, roll 1d6 and consult the Tremor Effects table. The tremor lasts for one round. For example, if a 4 is rolled, the tower (and those occupants not protected by

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the *wall of force*) suffers one round of Round 4 tremors and then stops moving. The tower can be refloated if commanded to go up. Collisions with other citadels result in a 1d10 roll on the Tremor Effects table.

While flying, the character in control suffers no fatigue, as a special *levitate* spell supports him.

The symbols on the ceiling change as the citadel moves. This is a map of the territory within five miles. It also registers the location of any other flying objects or creatures. Additionally, the PC at the controls can see through all the walls of the room as if they were transparent.

119. The Great Hall

Dusty air is lit by light from the narrow windows and from the holes in the ceiling. Along the floor are blue banners bearing a lightning symbol.

There are five Sivaks in this room. If the PCs have been noisy, then the draconians are hiding in the rafters. They have polymorphed into the images of escaped slaves. They claim to be from Neraka and know secret ways into the city. They agree to go back with the PCs, but only if the PCs offer them more than 5,000 steel pieces. If the PCs cannot come up with this amount, they settle for whatever the PCs have. They bide their time until there is an opportunity to surprise the PCs and capture them.

If their disguise is detected, the draconians return to their natural forms and attack. The noise alerts 10 draconians working down in the Wings of Stone (Encounter 120). None of these draconians are armed and thus use their claws and teeth to attack.

120. The Wings of Stone

A vast chamber spreads below you. Dungeon cells appear at intervals all around the room. You are standing at the top of a staircase that curves down toward a light in the center of the floor below. Two dark figures huddle about this light, while others move in the shadows.

The source of the light is a large crystal that sits upon a stone pillar in the center of the room. From the corners of the ceiling, four flying buttresses converge atop the pulsating crystal.

This crystal is the magical device that pulls the tower from its roots and turns it into a flying citadel.

The two figures have just finished their incantations over the device to activate it. They are a cleric of the Dark Queen and a wizard.

The creation of citadels requires the combined spellcasting of a cleric and a mage.

The cleric's name is Ophar Jolianus. He is

11th level and a loyal minion of the queen. His home is in Neraka and his assignment is to assist in the creation of citadels. He has the following spells:

1st-Level Spells: *cause fear curse, cure light wounds (x2), light*

2nd-Level Spells: *hold person, know alignment, silence 15-ft radius, spiritual hammer*

3rd-Level Spells: *animate dead, cause blindness, continual light, dispel magic*

4th-Level Spells: *cure serious wounds, protection from good 10-ft radius, tongues*

5th-Level Spells: *flame strike (x2)*

6th-Level Spell: *flying citadel **

The wizard's name is Zarapham, a free wizard of the Blue Army and currently assigned to citadel creation. He is a mage of 12th level, more loyal to his own needs than to those of the Queen of Darkness.

1st-level Spells: *burning hands, hold portal, magic missile (x2)*

2nd-Level Spells: *after self, darkness 15-ft radius, detect invisibility, rope trick*

3rd-Level Spells: *fireball, Leomund's tiny hut, lightning bolt (x2)*

4th-Level Spells: *dimension door, fear, minor globe of invulnerability, wall of ice*

5th-Level Spells: *cloudkill, teleport (x2), wall of force*

6th-Level Spell: *flying citadel **

* This spell is cast simultaneously by a mage and a cleric (these spells have just been cast by Zarapham and Ophar when the PCs enter area 120). Over six months and no less than 40,000 stl are expended on the required material components.

In addition, Zarapham has a scroll with a *delayed blast fireball*.

Tactics: Zarapham and Ophar combine their talents to their best mutual advantage (as long as Zarapham feels it is in his best interest to do so). Zarapham begins with *lightning bolt*, while Ophar casts *silence, 15-ft radius* over the party. The following round, Zarapham casts *rope trick*, while Ophar keeps up the attack with *flame strike*. Should a third round ensue, Zarapham climbs the rope. Ophar then either blinds a character or casts another *silence, 15-ft radius* if necessary. The next round Zarapham casts either *wall of force* or *wall of ice* to hinder the PCs while Ophar climbs the rope. Once both cleric and mage are up the rope, Zarapham uses the scroll with *delayed blast fireball* (delay is one round) and ducks into the interdimensional area of the *rope trick* spell just before the fireball explodes.

There are 12 cells here. There is one Kapak in each cell. They leap into battle against any intruders.

Since the device is activated, anyone in the Wind Captain's Chair who causes the tower to pull from the ground also causes the crystal to emit great pulses of energy. These pulses inflict 3d10 points of damage and impose paralysis on anyone in the room (1d10 rounds, no saving throw).

121. Plains of Neraka

Clouds boil darkly over the dread plain of Neraka. Before you, couched in the encircling teeth of the volcanic mountains, a cracked and broken land surrounds a sprawling, squalid city. A tall, twisted structure of black sits at the city's heart. Your goal is in sight, the heart of the Dark Empire: Neraka and the Temple of the Queen.

122. Godshome

Pillars of rough-hewn stone stand in a perfect circle about the polished black floor of a small valley between the mountains. The stars of night are reflected from its surface.

The mirror-like black surface reflects the night sky. Inexplicably, the stars overhead shine even in the brightness of the noonday sun.

There are actually two locations for Godshome: 122A and 122B. The former is a version of Godshome that has an entrance to the Glitterpalace in the center of its great circle (see Event 76 for details). The latter Godshome has no such doorway. It is at this second Godshome (122B) that the PCs awaken after completing the tests of Chapter 13 (see Epilogue).

Anyone who inspects the mountain bowl can roll an Intelligence Check. If it succeeds, he notes that the constellations of the Queen of Darkness and Paladine are missing. If Paladine is standing in the bowl (regardless of his form) then a PC who succeeds at his check sees Paladine's constellation in the bowl.

The Glitterpalace exit in the center of the slab of stone (in area 122A) leads to Encounter 134 in Chapter 13. Encourage the PCs to enter the Glitterpalace if they have not yet been there.

There are two other exits from Godshome. One is to the northeast and the other to the southeast. Both are small openings three feet wide that run through a wall of rock 100 feet thick and high. Exits lead to the Misted Vales (Encounter 123). Do not let the PCs leave Godshome if they have completed the Tests of the Gods in the Glitterpalace (the next portion of the adventure starts here for them; go to the Epilogue).

123. Misted Vales

Scrubby oak trees claw up into the mists. Smells of warm earth and sagebrush pervade the fog as you make your way through the veiled canyons.

These mists are magical. Only those favored by the gods can find Godshome. After the last PC has left Godshome, they cannot go back.

In addition, all good and neutral characters gain a +2 bonus to any attack rolls made in the mist and a +2 bonus to their Armor Class.

Chapter 12: Dark Passages



This chapter details the PCs' journey on a treacherous and dangerous path that snakes through volcanic shafts under the Neraka Plain. It eventually surfaces in several places around Neraka. The encounters in this chapter are shown on the Dark Network map.

In the days before the Cataclysm, the people who inhabited this region were kind to the wizards who passed by. Because of this kindness, the wizards cast spells of protection upon the roads and buildings. When the Cataclysm came, these roads and buildings were buried but the spells continued to protect them. Though the spells did not hold up in some places, they nevertheless formed an underground network that could be traveled by the brave. This can be used to travel unnoticed into the heart of the Dragon Empire.

Encounters

124. The Dark Network

Read the following if the players decide to investigate the broken road sections.

The broken section of road you are on slopes down beneath the ground ahead. Ancient cobblestones, cracked and broken, are underfoot. The roof above you is smooth dirt, but you cannot seem to touch it—some force prevents you from feeling the dirt surface. At irregular intervals in the distance, the smooth semicircle of the ceiling is broken by a tumble of jagged stone as though the invisible supports holding the roof had given way. The tunnel continues beyond these broken areas.

As the magical tunnel is only in force so long as the road remains in good repair, those places where the road broke down over the centuries have suffered from some collapse but are still passable. (Encounter 113 describes identical roads above ground.)

The underground roads are far more intact than those above ground. Sections of good tunnel are 1d10 hexes long, at the end of which is encountered a break in the road. These breaks are 1d100-foot-long stretches of jumbled rock.

The underground roads also travel verti-

tally. The arrows next to the roads indicate the direction of slope—a ball dropped on the road rolls in the direction of the arrow. For each arrow on the map, that section drops 10 feet. If the characters are moving in the direction opposite the arrows, then the road climbs 10 feet for every arrow they pass. The more arrows encountered, the greater the slope and elevation change.

While on the unbroken sections of road, nothing can attack into or out of the sides of the road. At the same time, there is no cover anywhere along the unbroken sections. The collapsed areas between offer considerable cover, but the ceilings in these areas are unsafe. Roll 1d100 when the PCs first enter an unsafe area and roll again each turn they remain there. If the result is less than 25%, then consult the Rock Slide Table.

Rock Slide Table

D100	Description	THAC0	Dmg	Passage
1-10	Collapse *	0	5d10	Blocked
11-13	Major Slide	5	4d10	Free
14-15	Rockfall	10	3d8	Free
16-20	Minor Slide	13	2d4	Free
21-25	Small Rocks	15	1d4	Free

Chapter 12: Dark Passages

* If the passage is blocked, the PCs can dig themselves out. Anyone involved in a collapse must immediately roll a successful Dexterity Check to avoid being buried in the rubble. Anyone buried suffers 1d6 points of damage for each round they remain buried. The collapse occurs 1d20-10 feet from the center of the party (negative numbers are in front of the center of the party, while positive numbers are behind the center) and extends for 1d10 feet about this point. For example, if the 1d20 roll is a 6, subtracting 10 leaves -4. The center of the collapse is four feet forward of the center of the party. The 1d10 roll is then made to determine how much of the tunnel collapses. If the result is a 5, then a total of five feet of tunnel falls (2 ½ feet on either side of the center of the collapse).

To move rock and clear a passage, treat the material blocking the tunnel as very soft and loose. Each PC can dig out 30 cubic feet of material in an hour. The passageway is 10 feet high and 10 feet wide. In the example given above, five feet of tunnel collapsed and there is 500 cubic feet of very soft material to dig out (assume that the tunnels are only 10 feet under ground and thus the collapsed material is only 10 feet deep). If all the PCs dig, it would take them about two hours to clear this tunnel. The time to reach a buried comrade depends on how deeply buried he is.

Any rock slide causes rocks and boulders to fall. The falling rocks attack each PC (use the listed THAC0). A character who is hit receives the damage listed.

125. Tunnel Light

These locations are where the tunnels break onto the surface. The PCs can enter the Dark Network here.

126. Brimstone

Each area 126 connects to an area 102 in Chapter 11 (and on the Taman Busuk map). Read the following if the PCs decide to explore any of the volcanoes they encounter.

You are on the rim of a volcano, looking down at the hot, steaming lava dome inside the volcano's cone. The air has an unpleasant sulfur smell. Wisps of smoke swirl up from the cracks in the dome.

Those who explore the dome must roll a successful Constitution Check or suffer the loss of 1 point of Constitution. This check is repeated each turn. A PC whose Constitution drops to 0 goes unconscious and receives 1d8 points of damage each turn thereafter. The Constitution points are regained at a rate of 1 per turn after leaving the lava dome. Hit points are regained normally.

The heat makes all warm-blooded creatures fight with a -2 penalty to their attack rolls after fighting for three rounds.

Certain of the volcanos (A, C, D, E, F, and

G) contain entrances to magical underground roads that are visible only from the lava dome surface. These run back down into the ground. If the PCs go down to the lava dome on one of these volcanos, read the following:

To one side of the lava dome, a perfectly smooth circular tunnel runs down into the earth. There appears to be a road at the end of the tunnel.

This is an entrance to the underground network of tunnels. Use the Dark Network map to determine what the PCs encounter.

127. Fire Lake

Unless coming from a magma tunnel, those journeying through this area encounter increasing heat from the moment they enter.

A great cavern boils with searing heat and red light. The black ceiling seems to waver in the heat-charged air. Before you is a brimstone beach cluttered with many black rocks. Beyond that, a roiling sea of magma bubbles and froths in the cavern.

Have the PCs roll Wisdom Checks. Those who succeed see black rocks floating in the magma. They are similar to those scattered about the brimstone beach. They all appear to be floating in the same direction.

This peculiar lava rock, forged in the underground furnace of Krynn itself, has the unique property of being light, brittle to the strike of steel and very resistant to the transfer of heat. Indeed, these stones become only warm to the touch while in the lava lake.

Each character can fashion 10 cubic feet of this stone per turn. The stone can be worked into the form of a crude boat or nearly anything described by the players. It is half as heavy as a similar construct made from wood and cannot be fashioned into anything smooth or refined in any detail smaller than six inches. While in the magma, 10 cubic inches of the rock dissolve per turn.

Any rocks pushed out onto the surface of the magma lake float into the heat-wavering distance and disappear. Depending on which area 127 the PCs are in, the rocks either drift into a lava-filled tunnel (Encounter 128) at the far end of the lake, or they drift to shore near a normal tunnel (Encounter 124). Both driftings take two turns.

The damage caused by proximity to the magma is as follows:

Near (within five feet): 1d4 points per turn (successful saving throw vs. breath weapon for half damage)

Touch: 2d6 per round (successful saving throw vs. breath weapon for half damage)

In Lava: 8d6 per round (no saving throw)

Two fire resistance spells cast on one character totally negate the effects of the lava and the character can even swim in it.

128. River of Fire

The current of the lava lake pulls you toward a tunnel entrance at the far end of the lake. The roof and walls of the tunnel appear perfectly smooth. A dull red glow, punctuated by flashes of white flame, reflects off the gleaming tunnel walls.

This is a river of magma that is coursing down an ancient roadway (identical to the roadways in Encounters 113 and 124). Like the other underground roadways, there are unsafe sections where the road has given way to rock slides and possible collapse (although the tunnel is not blocked because the material has melted away). Use the rock slide mechanism and Rock Slide Table in Encounter 124 to check for rock slides.

The effects of the safe and unsafe areas are quite different from those in normal tunnels. The magma in this tunnel flows in the direction of the arrows indicated on the Dark Network Map. The lava flows slowly and takes one turn to travel one hex on the map. The PCs can double this speed if they think to make paddles from the lava rock (swords and other forged weapons melt in the intense heat if used as paddles).

A Dexterity Check must be rolled under the following circumstances.

* When there is a rockfall (check for each character).

* When an unsafe area is first encountered, the piloting character must roll a Dexterity Check. If he fails, the craft has struck an obstacle. Each character (including the pilot) in the boat then must roll a successful Dexterity Check to avoid falling into the magma.

Certain precautions (such as tying oneself down in the boat), negate the need for a Dexterity Check. However, if the pilot of the craft fails his Dexterity Check to avoid an obstacle, there is a 10% chance that the craft slowly rolls over. This takes five segments. Those loose in the boat can roll a Dexterity Check (no adjustments) to walk around the craft to the other side without damage, but those tied to the craft could be in trouble.

Unsafe areas are as subject to collapse and rock slides here as on the other roadways. In addition to the damage from falling rocks, magma is splashed onto each character (2d6 points of damage). The collapse of the cavern ceiling dams up the flow of the river for 1d8 rounds. The surface of the magma river rises one foot per round before the magma breaks through the obstruction and begins to flow again. The rush of such damned up magma moves twice as fast as normal for three turns.

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129. Fire Storm

The tunnel suddenly opens onto a large cavern, the top of which is hidden from your sight by sulphurous smoke. Before you, the river of heat meets its end...and you might meet yours as well. Here the river swirls in a great circle that spins slowly near the edges, but faster as you near the center. The center is a white-hot funnel leading down to certain doom. No ledges break the smooth walls of the cavern, but a tunnel can be seen across the cavern, 10 feet above the surface of the vortex of lava that is even now drawing you toward it.

The river of lava has brought the PCs to within 50 feet of the central downspout before they can react. The tunnel across the cavern is their only chance of escape. To reach it in their boats, the PCs must maneuver against the pull of the vortex. The tunnel is 70 feet out from the center of the vortex (20 feet farther than the PCs). The swirling of the vortex moves the PCs in line with the tunnel in 10 rounds, but it also tries to pull the PCs into the center (and away from the tunnel).

Each round, the pilot of the craft must roll a Dexterity Check. If he fails, the craft is pulled 10 feet closer to the center. If he succeeds, then the craft moves no closer to the center and he rolls a second Dexterity Check. If the second check succeeds, the PC has piloted the craft so skillfully that he has actually moved it 10 feet farther away from the center of the vortex. The PCs' craft must be 70 feet away from the center in the 10th round in order for the PCs to jump into the tunnel. The craft is close enough for jumping for only one round, and only two PCs can jump in that round. Anyone who jumps must roll a Dexterity Check. Success means he is safely in the tunnel; failure means he has fallen into the lava, but he is close enough to the boat that he can be dragged into it after one round (and 8d6 points of damage).

If the PCs have rope, a PC can jump into the tunnel (while the boat is close enough) and use the rope to hold the boat steady while the others jump out. Without rope, the boat must make several trips around the vortex before all the PCs can get out. Each trip takes 20 rounds (so PCs can jump out on the 10th, 30th, 50th, etc. rounds). A Dexterity Check is necessary each round, as outlined above, to see whether the craft moves closer to the vortex (keep an accurate, round-by-round record of the craft's position).

Neither grappling hooks nor loops of rope find any purchase on the smooth walls of the cavern and tunnel. If PCs can fly or employ other magical means to get to the tunnel, they can use a rope to pull the craft up to the tunnel only if each end of the rope has a combined Strength of 24 pulling on it.

PCs who fall into the lava and try to swim suffer 8d6 points of damage per round and are sucked toward the center of the vortex

just as if they were in a boat (but swimmers can roll Strength Checks to try to reach the tunnel).

If the boat is pulled into the central funnel, it capsizes and sinks. Each PC suffers 10d6 points of damage while in magma within 10 feet of the funnel.

130. Firefall

The slowly moving river of fire suddenly flows into a great, rough-walled cavern and fans out quickly over a broad lake of lava. One hundred feet ahead of you, the lake seems to end in a glowing crescent. Beyond the crescent, you see the other side of the cavern with a tunnel leading out. The tunnel and the surface of the lava beyond the glowing crescent are far below the lava lake you are now on. You realize that the glowing crescent is the top of a lavafall and you are being swept toward it.

The lava is flowing 25 feet per round, so the PCs have about four rounds to react to their predicament. The walls of the cavern are 30 feet from the PCs and they can reach either wall if the pilot rolls two successful Dexterity Checks in the next four rounds. The walls are rough enough to climb, if the PCs can somehow reach them.

The falls are 300 feet high. PCs who go over the falls receive 30d8 points of damage in the churning, white-hot froth of the magma and then receive 8d6 points of damage each round in the lava after landing. PCs who climb to the bottom of the falls must roll successful Dexterity Checks at 200 feet and at 100 feet above the bottom of the falls. A failed Dexterity Check means the PC slips 20 feet (and receives 1d6 points of damage) and then rolls a second check. If the second check is also failed, the PC plummets to the lava lake beyond the falls, suffering full falling damage and 8d6 points of damage per round while in the lake (but he can swim to the rock wall in two rounds).

If the PCs' craft went over the falls, it is out in the middle of the lava lake, slowly heading for the tunnel. If the PCs act quickly, they can catch the boat at the tunnel entrance.

131. Geyser's Root

The hot pool of a geyser bubbles amid slimy limestone rock formations that surround a hole in the ceiling. Warm, moist air fills your lungs. Stalactites and stalagmites stick out like bizarre teeth.

Geyser root caverns can be reached from some of the ancient roads and from the surface. Use the procedures described in Encounter 108 to determine when and to what effect geysers erupt. The water in the geyser pool is boiling hot and inflicts 3d8 points of damage to anyone falling in it.

132. Ice Chute

This underground area can be reached only from the westernmost area 131 or area 112.

The walls and floor here are very slippery. Characters who fall into the chute proceed toward area 133. The speed at which the characters travel through the ice chute increases as they slide down the slick surface. Each turn, have the players roll Dexterity Checks. A failed Dexterity Check means that the PC receives 2d4 points of damage sliding down the chute. If a player says he is trying to slow his rate of descent, have him also roll a Strength Check each turn. Success means that his character suffers only half damage if he failed the Dexterity Check that turn.

The PCs careen down the twisting ice chute for 10 turns before finally catapulting into area 133 (3d6 points of damage, Dexterity Check for half damage).

133. Ice Cavern

Your torchlight glances off the icy teeth of the cavern. Sections of rock near the far end break through the ice.

There is a tunnel (area 124) in the rocky section of this cavern opposite the ice chute (area 132).



Chapter 13: Glitterpalace



This chapter details the adventures the PCs face inside the Glitterpalace of Paladine, if they enter it.

Encounters

134. Entrance

Vast cathedral walls of crystal arch overhead. You stand on a platform at one end of a huge hall. The floor of the hall is of translucent white marble. A milky light pulses beneath its surface. At the far other end of the hall, twin doors of shining platinum reach from floor to ceiling.

This hallway is the entrance to the audience chamber of Paladine. The platinum doors open into area 135. Each footstep a PC takes in the hall at a normal walking pace causes a portion of a song to be heard (only by the person walking). If all are walking, then all hear the song.

The first step that they take starts the message-song given at the end of this Encounter description. Roll 1d20 to determine the first phrase that the PCs hear. Immediately ask each PC how he intends to move down the hall, offering options such as running, jogging, or taking a single step.

Assign a value from 1 (slowest) to 14

(fastest) to the player's movement according to the guidelines on the table below. The *Phrases per Step* is the number of phrases you read before randomly rolling 1d20 for the next phrase.

Chamber Song Table

Speed Value	Movement Equivalent	Phrases per Step
14	Running	1
13		1
12		1
11	Jogging	2
10		3
9		4
8	Walking	All
7		4
6		3
5	Slow Steps	2
4		1
3		1
1	Single Step	1

Example: Kronn the kender thinks that the floor looks suspicious, but he is anxious to get on with the adventure. He says he is going to run down the hall as fast as he can. The DM assigns a value of 12 to the kender's speed (for humans it is 14 but the kender moves

slower than the rest of the party). The DM rolls 1d20 for the first phrase and gets a 7 result. The DM says, "As each of your footfalls hits the floor a great chorus sings." Then the DM reads Phrase 7. Since there is only one phrase to be read in sequence at this speed, the referee immediately rolls 1d20 again. The result is a 12 and he then reads the words of Phrase 12. This continues until Kronn reaches the end of the hall. If Kronn says he is going to move a little slower, the DM might decrease his speed to 11. Now the DM rolls 1d20 and reads two complete phrases in a row before rolling randomly again for another phrase.

Eventually the players should learn by trial and error just how quickly they should walk. Only full steps cause the floor to sing; smaller steps or shuffling feet do not bring on the music. Use the following chart to determine how many steps each PC takes before reaching the end of the 100-foot-long hall.

Number of Steps to Walk the Hall		
Rate	Steps	Max. Messages
Human	34	1 + 14 steps
Dwarf	68	3 + 8 steps
Kender	41	2 + 1 steps
Elf	34	1 + 14 steps
Gnome	68	4 + 8 steps
Half Elf	34	1 + 14 steps

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The message-song repeats after the final line, stopping when the PCs reach the far door.

- (1) To those who (2) tread these
- (3) hallowed halls,
- (4) And walk the ways of warring good,
- (5) the tests await (6) the fated ones,
- (7) the seven gems (8) of gods to win.
- (9) Blue wisdom (10) of the waters' test,
- (11) the opal winds (12) of valor,
- (13) red heart, (14) black past,
- (15) cold water's flame,
- (16) and future's cloudy eye
- (17) will win.
- (18) Clear truth and
- (19) blessings grace your
- (20) quest then to fulfill.

135. Nexus Chamber

The platinum doors open to reveal a huge circular room. The domed ceiling glows with a white light. In the center of the room, circular steps lead up to a wide dais. Atop the dais is a railing and a huge, marble throne, over 100 feet tall. Four depressions in the shapes of gems are cut into the base of the throne.

This room is the nexus for all the tests of the gods. It is here that the PCs must return the four gems found in the tests and place them in the throne to complete the tests.

Each depression is shaped differently and accepts only one of the gems the PCs will find in the tests. The test that corresponds to the fate number of your campaign also contains a second gem—the diamond fate gem (see the Interlude preceding this portion of the adventure for how to determine your fate number).

When the PCs place all the gems in their proper places, they have successfully completed the tests of the gods. Go to the Epilogue.

The entrance to the first test appears when a PC mounts the dais for the first time. (Roll randomly to determine which of the three tests comes first.) A door shimmers into existence at floor level along one of the room's walls. After the first test is completed, the door for the next test (roll randomly again) does not appear until the gem (or gems) from the previous test is placed into its depression in the throne.

Refer to the Interlude preceding this portion of the adventure for how to determine the fate number. This determines which test (and which alternate ending to that test) holds the diamond fate gem, as given below:

Fate Number	Enc. Area	Alt. Ending
1	136	136X
2	136	136Y
3	137	137X
4	137	137Y
5	138	138X
6	138	138Y

From this central Nexus Chamber, all three test areas can be visited. In each test area there is at least one way back to this room.

Each time the PCs successfully complete a test, they are healed of all wounds upon returning to this room. PCs who die during a test are found alive and waiting here when the rest of the group completes the test.

136. Test of Wisdom

After stepping through the door to this test, each PC appears in a separate cell (see Encounter 136A on the map for this test). If there are more PCs than cells, then some of the cells have two prisoners.

This building was built in the cone of a volcano by a renegade gnome. The area has only one exit—up. Yet the direction of up might well be a relative term in this building.

There are two strange features of this building: twisting passages and inverted rooms and stairs.

The twisted passages are marked with crosshatchings on the map. These corridors appear to be normal passages from one end to the other. Those moving through them encounter no strange feelings or unusual experiences. However, a spatial distortion is taking place in these corridors that twists the space from one end to the other. Effectively they allow a person in a normal room to pass into an inverted room or stair without noticing any real change in the gravity. This is a natural phenomenon of this particular area and is therefore not subject to *detect magic*, *dispel magic*, or like spells.

The inverted rooms and passages seem perfectly normal to the PCs, but gravity here functions in reverse.

The floors of this bizarre construction are covered with water. Due to the strange spatial relationships between the rooms and the reversed gravity, water is constantly flowing down both the normal and the inverted stairs. The direction of the flow of this water is indicated by the arrows on the map.

The areas that are shaded on the map of this test are subject to *reverse gravity* spells.

136A. Water Cell

A rushing sound fills the 10-foot-square cell you find yourself in. You are standing in two-foot-deep water that swirls about your feet. The iron gates that block your way are eaten thin by rust. Outside the cell, dark water moves down the corridor.

The cell gates are brittle; a successful Strength Check with a +5 bonus breaks the portcullis bars in a shower of rusting flakes.

In one of the cells (determine randomly) there is a gnome who says his name is Gniparalanishmarilish... well, humans call him Gnip for short. He sits on a sodden wood stool, holding a dripping wet parchment clapped to a board as he sketches with a damp charcoal. His sketch is smudged

beyond all recognition although the gnome insists that it is a highly detailed technical drawing.

The gnome does not want to be bothered. A mad wizard put him in this cell months ago and the gnome decided that he would spend his time most profitably by designing a much improved gnomish version of the cell. He is not yet done with his design and wants to remain in his cell until finished.

At some point in his discussion with the PCs, Gnip gives them one piece of advice: "If you are on a test, then remember that it is a wise one who can determine the truth when the very appearance of things lies."

136B. Guard Post

This guard room is flanked by two raised platforms on either side of the arch. The water cascades into the room from a staircase at one end of the room and runs out the opposite archway. Three large, muscular clay statues stand on each of the raised platforms. There appears to be a niche behind each statue.

These are six clay golems. They do not allow the PCs to pass. They attack the PCs from the platforms, but do not go into the water as it causes them to dissolve.

Splashed water inflicts 1d10 points of damage to these golems and they suffer 10 points of damage every round they stand in the water. The mere threat of being splashed by water makes the golems cower. Though they cannot communicate vocally, they are willing to give up anything in the area (including the Gem of Wisdom) if the PCs stop splashing water on them.

In the niche behind one of the golems (determine randomly) is the Gem of Wisdom. This is what the PCs need to get out of this test. Now they must escape from this dungeon (only through Encounter 136T).

136C. Circular Stair

Rushing water cascades down the circular steps in a steady torrent. Mosses drape the walls, swaying as their tips drag in the water below.

The stone is slippery and a Dexterity Check must be rolled during any combat in this area. A failed check means that the PC has lost his footing and fallen.

136D. Weapon Locker

The walls of this water-soaked room are hung with the most bizarre assortment of weapons imaginable. Swirling water two feet deep moves through the room and out an archway.

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The weapons in this room are of gnomish design. They include the following:

Gnomish Weapon Attributes

Name	Range	Dmg	Oops	Effect
Netflinger	10	1d4	50%	Web
Bolachucker	15	1d6	30%	Web
Flasklobber	25	fire	60%	Fire

Range is the range of the weapon in feet.

Dmg is the weapon's damage.

Oops is the percentage chance of malfunction.

Web is as per a web spell.

Each time a gnomish weapon is used, it might malfunction. This "Oops" number must be rolled against before each use. If the PC rolls below this number, the weapon has malfunctioned and does not operate. A second Oops roll is then rolled. If the second roll also fails, then the weapon discharges against its wielder with full effect.

136E. Anteroom

Water flows lazily onto this landing from a side corridor before cascading down the steps. A low platform opposite the stairs rises to a doorway inches above the water.

136F. Sitting Rooms

Two ogres are arguing at the other end of the hall. "I never!" says the one on the left. "I am always most diligent in my guard work. Asleep indeed!"

"You were too. You snored and nearly knocked me over!" says the other.

"Snore! You want to talk about habits? What about that belching of yours?"

These ogres have been placed here to protect a treasure. Neither of them knows or cares what the treasure is. The fact that whoever put them here did not think that either could guard the treasure alone has made these two most quarrelsome.

The ogres notice the PCs if they make any sudden moves or noise as they pass into the hall. The ogres immediately wade into melee.

The ogres hesitate one round if the PCs make a comment about either one of them. They would rather argue than guard and the PCs can get past without a fight if they can keep the argument going.

136G. Bedroom

A carefully made canopied bed sits in the middle of the room. A map is on a table to one side, held down by a glass object.

The map is a confused scrawl without meaning (but the PCs do not know that). The glass object, however, is a special magical device. It looks like a water-filled glass egg. Inside it is a figure of a woman. The figure always

faces up and is unaffected by the reverse gravity areas.

136H. Dining Room

A long table is laden with delicious fruits and cooked meats.

This magical food bloats those who eat it. Anyone who eats this food must roll a successful saving throw vs. spell at a -10 penalty, or else he begins to stuff his mouth. An affected PC fights anyone who tries to stop him from eating the wonderful meal. Ten minutes later he finds that he is growing fatter. Each PC eating here gains 20+1d20 pounds of flab. His armor no longer fits and he has to remove it. (The PC returns to normal size after 1d12 turns.)

136I. Trophy Room

Many torches blaze high to light the lofty ceiling of this room. Their light glances off the polished surface of a 50-foot-tall statue of a gnome. The entire surface of the statue shines with a metallic gleam.

This statue commemorates the gnome who built this place. The statue is entirely platinum and 100% magic resistant. It is far too big to fit through any of the doors. It also has a curse placed on it so that anyone who tries to sell it finds the buyer suddenly filled with suspicion and unwilling to make a deal. You may inform the PCs that the statue is easily worth over one million steel pieces. The statue is also immune to physical attacks.

136J. Throne Room

An ornate throne sits on a dais raised two feet above the level of the water. The water rushes into the room from a circular staircase opposite the throne.

136K. Grand Stair

A 30-foot-wide staircase descends into the darkness below. Water cascades down the stairs in a foaming white waterfall.

The stairs connect the throne room (Encounter 136J) to the ballroom (Encounter 136L).

136L. Ballroom

Hip deep in water, 10 dwarves stand panting in this room. They seem exhausted as they wade heavily through the water toward the platform opposite the staircase. Their progress is barely noticeable.

A large box adorns the platform.

This is a magical musical box. It plays the same tune over and over with a one-melee-round break between each repetition.

While the musical box is playing, an Otto's *irresistible dance* spell takes effect. This lasts for five melee rounds. All characters in the area are affected. The dwarves are exhausted from the constant dancing.

The dwarves attack the PCs whenever the musical box is not playing.

136M. Chamber

A small chamber stands at the exit from a circular staircase. Two exits face each other across the room. Water cascades over the floor and exits through both arches.

The walls here are inlaid with carvings.

The carvings show gnomes and dwarves walking and conversing. Half of the carvings seem to be upside-down.

136N. Great Hall

Water rushes down the wide staircase at the end of the hall. Two doors exit to one side.

136O. Library

The shelves of this room are lined with myriads of bound books. Two doors stand on either side of the entry hall.

All of the books in this library are filled with symbols with no spaces between them. These make sense only to those who speak gnomish. This entire library is needed to write the full name of the gnome who built this place. Since gnomish names detail the entire history of their family, their names do get rather long.

All of the books are in order except for one titled *Secret Ways of the Gully Dwarves*. If this book is pulled from the shelf, the secret door opens.

136P. Trap Room

A chest sits at the exact center of the room. The walls are covered with intricate patterns that seem to shift as you move.

Ask the players for their PCs' Intelligences. Roll some dice. Regardless of the result, tell one of the players that his character notices small holes all over the walls. Have everyone roll Wisdom Checks. Anyone who is successful realizes that there is a hairline crack on the ceiling and floor. The crack is in the shape of a square 20 feet on a side.

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This is not a trap, but a gnomish model of a trap. There is no danger here at all. Inside the chest is 5,000 gold pieces.

136Q. Picture Room

A life-like portrait of a weeping elven woman hangs on the wall. A sign below the painting says, "Do not touch."

Any who approach the painting find that it gets more life-like the closer they get. Have all PCs within five feet of the painting roll a Wisdom Check to see if they notice that real tears are running down her cheeks.

Anyone who touches the painting releases the groaning spirit that has been trapped there. It attacks immediately.

136R. Great Tower Stair

The dark circular stair leads to regions both above and below. The sound of thunder rumbles constantly from above.

The thunder actually comes from a storm above the magma pool in area 136s. This stair is guarded by an invisible stalker.

The stair is 100 feet long in both directions from this point (goes up to Encounter 136s and down to Encounter 136T).

136S. False Dawn

You step from the long stair onto the top of a squat tower jutting up five feet from the surrounding rock. The tower sits at the bottom of a great lava flue. High overhead in the throat of the volcano, black clouds whirl. The sound of thunder rocks the stones under your feet. The wind from the storm is tremendously violent, making it difficult to hear your fellow adventurers.

This is not the way out. The PCs are standing upside down looking from the base of a lava dome into the heart of the volcano. The *reverse gravity* field stops halfway between the PCs and the lava bubbling at the base of the shaft. The turbulent atmosphere is the result of the heating of the air and moisture leaking into this area from the surrounding fissures. These factors combined with the colliding gravity fields have created a tremendous storm in the center of this shaft.

The walls of this shaft are cool near the tower. As the PCs move higher up the wall, the wall gets hotter and hotter. The wall is too hot to climb (without magical protection) beyond 50 feet from the tower.

136T. Depths of Freedom

If this is not the fate test as described in Encounter 135 (for fate numbers 1 or 2), then

use this encounter. If this is the test, then go to Alternate Encounter 136X or 136Y, as appropriate to your fate number (X for fate number 1; Y for fate number 2), instead of using this encounter.

The staircase ends at a trap door. Wisps of sulfuric smoke swirl up through the cracks in the door.

This is actually the way out. The inverted stair here goes out onto a lava dome and out. Those opening the trap door, however, might have a different impression. The sulfuric smoke boils up into the room and only a dull red glow can be seen through the trap door. The glow comes from sunlight shining through the smoke.

Anyone who lowers himself through this opening passes into a normal gravity area 10 feet down. Ropes lowered into this area coil around as they sit suspended between the normal and *reverse gravity* fields. Anyone who jumps down the hole falls back down into the *reverse gravity* area, reappearing in the opening they just jumped through.

The *reverse gravity* area, however, extends only below the trap door's five-foot-square opening. If the PCs move out of this column, they land on the lava dome in normal gravity. Once on the lava dome, the smoke clears and they can see where they are. The vertical sides of the volcano throat can be climbed. Ten feet up the throat, the PCs see a cloud descend from the sky and envelope them. When the cloud disappears, they find that they are 10 feet up the walls of the Nexus Chamber (Encounter 135).

136X. Fizban is Paladine

Substitute this encounter for 136T above if this test holds the fate gem of Paladine (i.e., if the fate number for your campaign is #1).

The bottom of the stair opens suddenly into a great chamber. A terrible darkness and evil fill the great portal before you and hold your attention. From the black depths, the five-headed form of a dragon emerges. Takhisis herself blocks your way!

Takhisis engages the PCs for three rounds of combat. Then Fizban reveals himself to be Paladine and attacks the queen as follows:

Suddenly Fizban strides forward, shining in a brilliant white light. The magical power from his upraised arms locks with the queen's darkness and presses her back across the portal. Fizban begins to weaken yet continues. At last the portal is sealed and the Queen of Darkness leaves the world. Fizban falls spent to the ground.

His body flares with sudden light and disappears. A gleaming white diamond appears where his body lay.

After this encounter, any exit through which they take the diamond and the Gem of Wisdom leads them to area 135.

136Y. Waylorn is Huma Returned

Use the first section of boxed text from Encounter 136X. Takhisis again fights for three rounds before you read the following:

Suddenly the light of knowledge dawns on Waylorn's face. He raises his hands above his head and a beautiful Dragonlance of ancient work and design appears. Charging forward, he presses the queen back and vanishes with her into a black nothingness. Both are gone, leaving only a white diamond in their place.

All exits from this room return the PCs to area 135, if they take the diamond and Gem of Wisdom with them. Upon arriving there, the PCs find Waylorn well and with a clear memory. He knows now that he is Huma and that he alone can drive the Dark Queen back into the Abyss as he did once so long ago.

137. Test of Valor

The PCs appear at the southwestern door in area 137A. If they open that door, they see the hordes of draconians described in that encounter.

137A. Throne Room

Flickering orange light and a hot wind wash over the throne room from a broken window on the west wall. At the far end of the hall from this window, a raised dais supports a throne. A blue banner draped behind the throne is emblazoned with the kingfisher sign of the Solamnic Knights. On the throne, in a blue tunic with the same symbol, a boy sits.

This is the throne room of Dargaard Keep as it appeared when it fell to the forces of the Dragon Highlords. The boy claims to be Sturm Brightblade, heir to the throne of Dargaard. While the boy certainly looks as Sturm did years ago, Sturm was not present at the fall of Dargaard and was well into his manhood at the time the incident actually took place. (This is not really Sturm, but merely a creation of Paladine's tests. His demeanor is that of a Knight and he lives up to all the most important codes of Knighthood.)

The boy appears to be about eight years old. He is quiet and polite and has an air of royalty and honor about him. He explains that

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all those he knows have gone to defend the wall. He is the last of his house and heir to this throne—it is for him that the evil army now comes. He asks the PCs to aid his escape. If the PCs do not find the secret door behind the throne by the time the Dragonarmy breaks into the room, he leads them to it.

Anyone looking out the broken window sees the following:

A sea of draconian troops extends as far as the smoke and fires permit. The wall below has fallen to the draconians, who pour over it like rats. They cross the courtyard and are entering the central keep

In moments these forces are at the doors. The westernmost doors of this room are held by a heavy oak bar, yet it will not hold long. The shouts of human mercenaries in the Dragonarmy come from the other side of the door. Axes thud against the strong wood.

The first splintering of the wood takes place 1d4 rounds after the PCs arrive. Through this two-foot-wide hole, the PCs can see the corridor beyond filled with evil troops. The splintering of wood continues for 1d8 rounds, after which the door sunders.

Once the door is broken, a group of 1d6 + 14 Kapak draconians and 1d8+5 10th-level human fighters enters the room. Roll 1d6 each round. If the result is a 5 or 6, another group enters the hall. They try to press the PCs back against the throne dais area and block off the obvious exits.

The halls leading from this room are filled with draconians—the only escape route is the secret door.

137B. Weapons Room

Twenty oil flasks, a *broadsword* +3, three long *swords* +2, and four battle *axes* +2 are here on display.

137C. Treasury

The treasury contains 650 pp, 9,500 sp, and 12,000 cp, found in leather bags. A *ring of protection* +2, a *wand of wonder*, and a *staff of striking* are also here.

137D. Drop Sphere

A short corridor leads to a landing that extends over a 30-foot-diameter shaft. In the shaft at ground level, a glass bubble hangs from steel pins. The sides of the bubble fit perfectly against the smooth sides of the shaft. A ladder leads to a hole at the top of the bubble. High overhead, dim light can be seen.

This is an escape bubble built into the keep. A group of people climb into the glassteel bubble through the hole in the top. A lever on one

side of the bubble retracts the pins holding it and it drops freely down the shaft. The falling sphere compresses the air under it, creating a gradually increasing resistance. This slows the descent until the bubble nears the bottom of the shaft. There the operator releases the lever and the pins spring out again and stop the bubble.

The bubble stops with an exit one foot above the top of the bubble. The exit is designed to fit flush with the sides of the shaft. The door is steel and opens via an inset handle. The door can be locked from the other side with three steel rods.

The draconians discover this area 1d6 + 10 rounds after the PCs leave the bubble. They send 15 Kapak draconians gliding down to find Sturm. These are followed (in 1d6+10 rounds) by the group detailed in area 137A. They descend using rope. If the steel door is locked, however, the evil troops are delayed for three hours before opening it.

The bubble retains the compressed air under it. If released, the bubble rises 1d10+15 feet, completely blocking the shaft. It takes four days to get past this barrier.

137E. Main Tombs

Artistically sculpted stonework blends with the natural caverns here. Broad steps descend from a platform to the smooth dirt floor. A steel door stands at the back of the platform. Three tunnels go off to the north, south, and east.

Several large crypts are scattered about the cavern. Dust lies heavily in the carving on their lids, obscuring the details.

These tombs are those of ancient Solamnian Knights who once served in Dargaard Keep.

The lid carvings, if blown clear of dust, reveal the names of some of these Knight families. The following are typical Solamnian family names:

Strongbow	Swiftarrow	Steele
Coldedge	Firehilt	Oakshield
Ironforge	Justman	Mordanus
Truelance	Trueheart	Corlainus
Solanus	Vurtainus	Palatinus

These are the resting dead. Their bones lie quiet within their tombs.

137F. Northern Tombs

The cavern extends northward, ending in an edifice of stone worked directly to the wall. Letters over the stone proclaim the name "Brightblade." Between the southern opening and this great tomb, four large crypts intervene.

To the east of the crypts is a tunnel four feet in diameter that leads to area 137J. The tomb to the north has a large doorway blocked by a

swinging gate of cross-hatched iron bands. This leads to area 137G.

There are four revenants inside each of the four crypts. These revenants remain dormant until the PCs open either their crypts or the gateway to the Brightblade Tomb.

The revenants were knights destroyed suddenly by the Cataclysm while protecting their masters. Their thirst for vengeance against whoever provoked this death is so great that they have remained all these years to determine who is at fault and to exact justice for these deaths. When encountered, they do not attack immediately but one of their number asks the PCs: "Are you the one?"

"Are you the one?" actually means, "Are you the one who caused our deaths and those of our masters?" If the PCs answer "yes," then the revenants attack until either they are dead or they have killed the person who answered in the affirmative. Any other answer causes the revenant to reply, "Follow me." The revenant leads the PCs to area 137s to be taken before the court of the revenant king. PCs who refuse to follow are attacked by the revenants, but these attacks are to subdue.

If the PCs open a crypt, the revenants lay still until a PC comes close enough to be touched. A revenant then grabs the PC and asks its question, "Are you the one?" Once one of the revenants is thus awakened, all the revenants here emerge from their crypts.

137G. Brightblade Crypts

Great statues line the walls of this hallway. The eyes of the statues seem to follow you.

These statues are normal and the eye movement is a figment of the PCs' overactive imaginations

137H. Argot Brightblade

Faded frescoes cover the walls of this room. In the frescoes, vast armies collide and fight wars long since settled. In the center of the room, a single crypt stands.

The carving on the end of the crypt identifies the occupant as Argot Brightblade. The crypt is a transit point to another test. If the PCs open this tomb, they are engulfed in white light streaming from the crypt. They can enter another test by walking into the light. But PCs who move to another test in this way do not go through the Nexus Chamber and therefore do not regain their lost hit points. Additionally, those who enter the light and subsequently return to the Test of Valor start here rather than back at the beginning (area 137A).

Roll 1d6. The result determines which test the PCs go to. Note that there are two restrictions: the number rolled cannot be for the Test of Valor, and it cannot be for a test that the PCs have already completed.

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137I. Morithan Brightblade

Other than the name of the tomb, this location is identical to that in area 137H.

137J. Junction

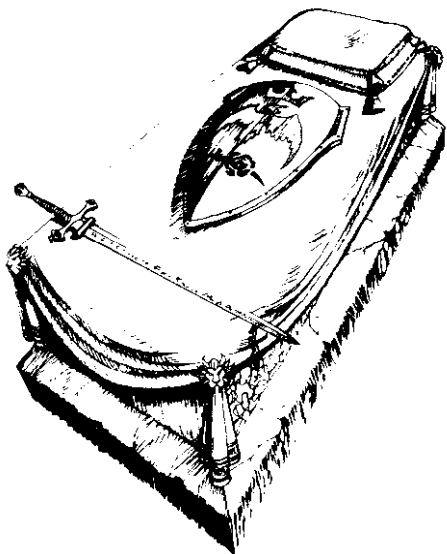
The narrow tunnel branches in two directions here.

This tunnel maintains a 1d3+2 foot diameter all down its course.

137K. Eastern Crypts

The stalactites on the ceiling stand poised over the cavern floor like gigantic daggers. The floor is littered with huge crypts down its entire length.

Each of these crypts holds four revenants. They do not awaken unless their crypts are opened (as in area 137F) or until the caryatids sound the bells in area 137P. There are 28 revenants here.



137L. Southern Fissures

A howling moan resounds through the tunnel ahead of you. The tunnel twists and turns, restricting vision to only a few feet.

As the PCs venture down this tunnel, they encounter three successive fissures. These fissures are 1d6+4 feet across. Across the

first fissure, the tunnel continues onward. Past the second fissure is a small cavern. In this cavern stand four figures leaning on spears. These are revenants who are pretending to have died standing here. Each PC who passes them hears a whisper. Have each PC roll an Intelligence Check. Any who are successful hear the whisper to say, "Are you the one?"

When the PCs turn around, they find themselves facing the fully animated revenants who are demanding an answer to their question. They react exactly as the revenants in area 137F. If the PCs run, the revenants pursue and call their fellows into action in any area they enter. Thus if the PCs attempt to retreat into area 137R, the pursuing revenants awaken all the revenants there.

The tunnel continues on from the cavern to the next fissure. After this, the tunnel breaks through a masonry wall to the main crypts in area 137R.

137M. Howling Caverns

The tunnel emerges from the crypt onto a great gulf. Two statues at the edge of the rift hold hands so as to form an arch. Obscure letters adorn the statues. In the cold darkness beyond, the vague outlines of a great mausoleum can be seen carved into the rock face opposite. A tremendous landing with columns can barely be made out at the limit of your torch light. The wind howls furiously here, making it difficult for you to hear one another.

The writing on the statues is ancient but easily readable. It says, "Wherein lies your life/Therein lies your honor." Anyone who utters the words of the Solamnic Creed, "My Honor is my Life," causes a great span of rainbow colors to form a bridge to the landing across the gap (area 137P).

The young Sturm knows this phrase, but waits for the PCs to utter it themselves. It seems painfully obvious to him. If the PCs are stumped, he provides the phrase, but he seems suspicious of the PCs henceforth.

137N. Northern Caverns

A wide gap stands between you and a landing in the distance. The wind screams in fury through the fissure.

The distance across the gulf here is 30 feet to reach the overlook at area 137O.

137O. Overlook

Raging wind buffets you on the point of an overlook. Your torch wavers in the wind, barely illuminating the immediate area. You can just see what appears to be a landing off to your right and the vague outlines of a building to the left.

A tunnel runs back from this landing to another crevasse 30 feet across. This in turn leads to a tunnel that breaks into the northern part of area 137P.

137P. Caryatid Colonnade

Rows of 14-foot-tall columns support the ornate ceiling of this vast room. Hundreds of bells of all shapes and sizes hang from this ceiling. Wide halls run off to the south and north. A thick steel door stands closed at the eastern end of the colonnade.

These columns are caryatid columns of twice normal size. There are 16 of them here. They have twice the normal hit dice and hit points (see the Combined Monster Statistics Chart) and have a +4 bonus to all saving throws against magical attacks.

These columns were placed here to guard the entrance to the high king's tomb east of this location. They take no action until the PCs come within 30 feet of the entrance to area 137s. Then they animate and move to block the entrance.

If the PCs insist on moving toward the entrance, the caryatid columns then attack to subdue (see Encounter 137F). If the PCs approach to within 20 feet of the main doors, the caryatids strike for damage.

When the caryatids first move from their bases, their heads brush against the bells tied to the ceiling. These bells create an avalanche of sound so loud that the stones of the walls and ceiling shake. This alarm awakens and summons the revenants from the other areas. The revenants from areas 137F and 137K arrive within 1d4+3 rounds, while those from area 137R arrive within 1d4+5 rounds. They react as stated in area 137F.

137Q. Processional hall

Iron statues 15 feet tall stand silently in alcoves, four on each side of you. Their stern faces gaze down on you; their iron swords rest against massive chests.

The statues are hollow and contain nothing.

137R. Ancient Crypts

Tall masonry walls rise up to a cavernous ceiling. Huge stalactites hang over the roofs of massive mausoleums.

These are the tombs of those close to the royal house. The central tomb houses the Duke and Duchess of Heathercleft—an ancient Duchy northeast of Vingard.

Eight revenants lie in the four tombs surrounding the Heathercleft tomb (two revenants in each tomb). These were the guard-

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ans of the Duke and Duchess who were killed during the Cataclysm. They are treated as those in area 137F.

137S. King's Court

Huge crypts, four to each side of you, lie in ranks down the hall. Eight pillars of light shine down on them, draping deep, stark shadows down their sides. The fitted stone walls of this room work into and around the natural stone of the cavern. The jagged teeth of stalactites hang ominously overhead.

At the far eastern end of the room, broad steps climb to a platform lit in stark brilliant light. Two crypts can be seen on either side with a pair of thrones between them. Two figures, draped in shadow, sit on the thrones. Between them, a large gem sits atop a pedestal.

This is the King's Court. It is ruled by Virtus Brightblade, long-dead Lord of Vinggaard Keep, and his Lady Amalthia Brightblade. Both are spectres but are of neutral alignment. Their life force remains because of the revenants' burning need for justice. They pass judgment on those brought here.

PCs who are brought into the hall are ushered down the center aisle to the base of the stairs. As they pass the rows of crypts, each opens slowly. Eight revenants appear from each crypt they pass (a total of 64 revenants). These are also joined by the revenants from area 137R. Once all are in attendance, then the spectre of Virtus speaks.

"Are you the one?" he asks. But unlike the revenants, Virtus elaborates on his question. "Are you the one who brought fire from the skies and destroyed our lands? Are you the one who caused such pain and death?"

If the PCs answer yes, then the spectre and his lady float down to the PCs and attack them. All the gathered revenants also attack.

If the PCs answer no, then the spectre Amalthia asks the PCs to relate their deeds to prove their answer. The players should then relate why they should not be judged guilty by this tribunal.

If the tales and explanations given by the players are sufficient in your judgment to persuade the dead lord and lady, then Virtus lowers his head and ponders a moment. Then he asks the PCs, "Who, then, is the one?"

Listen carefully to the players' response. If the PCs give a convincing argument as to who was responsible for the Cataclysm, the dead lord listens attentively. If their response is half hearted or vague, then there is a 30% chance that Virtus rises up in anger, saying that he believes the PCs are responsible and are lying to him. If they continue in this way, then Virtus judges them guilty and all attack the PCs.

If the PCs' response is convincing, and they mention present-day organizations or beings (e.g., Kitiara, Dragonarmies, Takhisis, etc.), the dead lord commands all the revenants to

fight this evil. The revenants march out the exit toward area 137P and leave the crypts to search for those connected with "the one." Virtus then gives the PCs the Gem of Valor from the pedestal next to his throne.

If no particular person or organization is named, then the dead lord again bows his head and speaks: "So that we might do battle with those responsible, we shall forever remain here searching for the justice of our release. You may go." With that, he dismisses the PCs, motioning them toward area 137U.

Any attempt to forcibly take the Gem of Valor results in the spectres and revenants attacking the PCs, although this might not prevent the PCs from taking the gem.

137T. King's Treasury

In this room there are six pieces of jewelry (6,400 stl each), 3,300 stl, 5,000 pp, *Solamnic plate armor +2*, and a *long sword +4*.

137U. Southern Exit

Read this only if this test does not hold the fate gem (i.e., if neither 137X or 137Y is the fate of your campaign—these correspond to fate numbers 3 or 4, respectively). If this test does contain the fate gem, go to 137X or 137Y, whichever is appropriate, instead of this encounter.

There is a tapestry on the wall of this otherwise bare room. The tapestry depicts the great throne you saw when you first entered the Glitterpalace.

This is the throne of Paladine. If the PCs enter this room with the Gem of Valor, then the tapestry glows brighter and brighter until its light is unbearable. At that point the PCs appear back in the Nexus Chamber. Without the gem, the tapestry does nothing. It cannot be removed or damaged.

137X. Sacrifice Self

Substitute this encounter for 137U if this alternative is the fate of the PCs' quest (i.e., if this alternative corresponds to the fate number for your campaign).

Use the description from area 136X (changing the room description to that of 137U). The Dark Queen fights for three rounds before you read the following:

Suddenly, the young prince strides forward, a Dragonlance magically appearing in his hands. The light streaming from him is too bright to bear as he presses the darkness back. The Queen reels back through the portal. As he reaches the portal, his last words come back to you:

"The gate can be closed only from the other side. As I do, so must one of you do also, else the world is lost."

With that, they both disappear into the void, leaving a white diamond.

After this encounter, any exit through which they take the diamond and the Gem of Valor takes them back to area 135.

137Y. Berem is Paladine

Use the description from area 136X. The queen fights for three rounds before you read the following:

Berem calls out. Suddenly his gem shines brilliantly and his eyes are filled with purpose. "In this guise have I chosen to come, Takhisis. Return to your own realms!" With these words he walks forward, the Queen of Darkness cowering before him. Both disappear into the darkness, leaving a diamond.

After this encounter, any exit through which the PCs take the diamond and the Gem of Valor takes them back to area 135. Berem is waiting there. He claims to remember nothing of his actions.

138. Test of the Heart

Great moors extend as far as the eye can see. The city of Kalaman sits on the horizon. Many familiar NPCs are found as skeletal corpses on the ground.

This section of the adventure requires some preparation on the part of the referee. Make a list of NPCs that the PCs have met during their adventures. These NPCs should be characters whom the PCs know are dead, or whose current locations are unknown to the PCs.

Next to each name, jot down something the PCs did that might have caused the NPC's death (or caused the NPC to be very unhappy with the PCs). This thing must clearly be the fault of the PC, even if you have to stretch the circumstances.

The following is a sample listing of some NPCs who might fit the above criteria. (Skip any that you don't recognize.)

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NPC List from the DRAGONLANCE Saga

Fewmaster Toede
Otik Sandath
Forestmaster Unicorn
Phudge Highbulp
Raven-Eye
Sunstar
Eben Shatterstone
Verminaard
Raggart Knug
Harald Haakan
Feal-Thas
Black Boris
Captain Karyzzal
Warren Windsound
Nefarik Gistar
Revered Ancient One
Lord Soth
Alhana Starbreeze
Lorac Caladon
Loralon
Kiiren
Tarak
Maquesta Kar-Thon
Silver Fox
Badger
Lady Lengstrien
Bas Ohn-Koraf
Fritzen Dorgaard
Kitiara
Blue Wizard
Zebulah
Apoletta

As the PCs move through this area, they encounter the dead spirits of the NPCs. It is up to the PCs to deal with the deaths of these people and continue on to their goal despite the depression and hopelessness presented here.

138A. Entry

You stand on a high plateau under a velvet blue night sky with cold stars shining down on you. In the distance, tall cliffs fall away from the plateau. A strange purple glow from below these cliffs shines up and fades into the night sky.

All the ground lies in shadow. Its parched surface is cracked but even, broken occasionally by vast jagged boulders. There is an unnatural silence here.

A single figure can be seen across a chasm east of where you appeared. The figure seems somehow familiar but is moving quickly out of sight behind boulders.

Two land bridges at the southern end provide exits to the southeast and west. The bridge leading southeast seems to join the plateau where you saw the figure. Intervening boulders obscure details beyond the bridges.

Those who approach the cliffs and look down see the following:

The cliffs below you disappear into a distant purple glow. The glow seems to hurt your eyes as you stare into it. The distance down is difficult to determine.

The cliffs drop down roughly 1,000 to 1,500 feet before ending in a jagged bottom. Apparently the entire plateau area is somehow suspended over the distant glow.

The stars overhead contain the constellations of the Queen of Darkness and the Celestial Paladin-constellations long missing from the skies of Krynn.

The distant purple glow is actually 30 miles distant. Those falling into it see a surface start to take shape amid the terrible blankness. They hit the ground 10 feet away from where they fell off, suffering 15d6 points of falling damage. This is a great loop that brings falling objects almost back to where they started from.

The figure on the bridge is that of someone the PCs once knew. This is a dreamwraith manifestation of this person.

The figure is stooped and shuffles through areas 138E and 138F to 138G. PCs who hurry after him are able to catch him without much difficulty. When approached, the figure has his back turned toward the PCs. When he turns around, the PCs see that his face is hideously disfigured—a mask of death. His skin is white and drawn tightly over his skull. His eyes are sunken and glazed over.

“Why have you done this to me?” he asks. He then recites what was done to him by the PCs, claiming that deed caused this fate. He speaks bitterly and without hope.

138B. Overlook

The vast rock bridge ends in a gap more than 400 feet across to the cliffs beyond. Though boulders atop the cliffs north of here obscure the details of the plateau in that direction, a faint white aura seems to emanate from something in that direction.

The sounds of a slow march drift here from the west. Looking east, you see that a crumbling bridge of stone still spans the distance from a plateau east of you to the cliff face on the north. There appears to be no direct route from here to the bridge.

138C. Portal

A single slab of stone 10 feet tall and four feet wide stands on a dais at the edge of the plateau.

The slab faces north and south. The northern side of the slab has a carving that depicts a place the PCs have never been. On the southern side is a carving of a female kender with a scepter standing in ivy.

Those who approach either side of this slab find that the carvings become transparent,

showing objects behind the lines of the drawings. The northern face shows a test area the PCs have not seen yet (if the PCs have been to all three test areas, the carving on the northern face shows this plateau). The southern side shows a bog that exists somewhere in this area. A brightly shining pavilion can be seen beyond the boulders at the far end of the bog.

Those who attempt to touch the face of the slab find that it is no longer there. By touching the slab they are teleported to the area pictured. The northern face teleports them to area 138A. The southern face teleports them to the slab in area 138I.

138D. West Moor

Use the first boxed text if the PCs enter this area from the southern end; use the second if the PCs enter from the northern end.

A huge mound of rock in front of you stands almost 100 feet high. A line of weary soldiers moves toward this rock from the northern end of the plateau, winding its way through the scattered boulders on the plain. The soldiers disappear behind the rock mound.

A huge mound of rock disgorges troops in unkempt armor and ill-used weapons. About 200 soldiers mill about the edge of a precipice to the north and stare mournfully in that direction. Many of them sigh and, bowing their heads as if under some great burden, form a line of dejected souls that winds its way through scattered boulders and disappears behind another huge rock mound to the south.

These are the Soldiers of Failure. They are doomed to move ever in the direction of home, never leaving the site of their failure. Included in this march are any PCs who have died during the course of this epic. All in this procession appear to be malnourished and almost skeletal.

If the PCs try to talk with any of these soldiers, one or two of the warriors stop and speak with them. There is a 10% cumulative chance per round they talk that they just sigh heavily and walk off.

Stopped warriors always say something to the effect of: “Why do you stop us? Do you not see that this cause is a hopeless one? We are beaten. None can win against such darkness and hate.”

Players must roll a saving throw vs. spell for each PC who listens to the failed warriors. If the roll succeeds, then that PC withstands the effects of the hypnotic words. If the roll fails, then the PC is overcome with despair, drops his weapon, and joins the southward procession. He repeats the litany of hopelessness when questioned and does not want to go with the party.

Only a *dispel magic* or a convincing speech about hope and courage can break this despair. This speech must be composed by a player and must be original (arguments previously

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used on other PCs do not work again). There is a base 30% chance that this works. The DM can apply modifiers to this base chance if he thinks the player has earned them. If a player makes an astounding speech about hope and faith, then a +70% bonus to the base chance would not be out of order (but it would have to be a fantastically inspiring speech).

These warriors maintain their lethargic state until the PCs try to stop them or attempt to inspire hope in them. The speeches of faith and hope that work so well on PCs have an enraging effect on the NPCs. Those within hearing (1d10+3 of them) immediately attack the PCs. On every round after the first, there is a 30% chance that 1d4 of these enraged warriors succumb to apathy, stops fighting, and rejoins the procession.

The huge mounds at both ends of the plateau are actually continuous teleportals. The warriors walk into the southern mound and walk out of the northern.

138E. East Grove

Gnarled trees claw up into the night sky. The purple light that shines from below gives a weird, skeletal appearance to the trees.

138F. Rock Bridge

A jagged span of stone arches into the distance from where you stand.

138G. Bog

While walking across this bog, the PCs sink to a depth (in inches) equal to 16 minus twice their AC. Treat negative results (those with ACs higher than 8) as not sinking at all. Do not count the magical bonuses of armor or Dexterity bonuses in the AC. A PC with plate armor and shield (AC 2) sinks 12 inches (16-4=12), while a wizard with no armor (AC 10) has no trouble keeping up on top of the bog (16-20=-4).

138H. Night Span

A wide stone bridge, its mortar loosened and its side rails fallen, spans the gulf between two tall cliffs. Only the strange purple light shining from the depths of the gulf can be seen below.

This bridge is 100 feet long and 20 feet wide and is perfectly safe to cross.

138I. The Great Moor

This rolling moor is covered in a thick, green blanket of mist. The mist collects in watery depressions, weaving amongst the gently undulating ground. Mosses cover

the landscape and an occasional boulder stands like a tombstone from the moor. Shining over the boulders in the distant north is a pavilion surrounded by brilliant white light.

The moor seems somewhat spongy to walk on but easily supports the weight of the PCs. (The pavilion is in area 138L.) After the PCs have moved two hexes across this area, read the following:

You notice motion in the pools of mist about you. Dark shapes slowly rise from the watery depths. Their skeletal countenances grin horribly. Their words rise up to you, soft at first, but then louder and more insistent, "Join us! Join us!"

Among these skeletal figures are at least 1d4 NPCs that the PCs recognize as former companions. There are 1d6+4 of these apparitions.

These figures try to stop the PCs from continuing on. They mindlessly pull and drag the PCs toward the shallow pools from which they came.

Each successful attack by one of these skeletal figures (THAC0 16) temporarily drains 1 point from the PC's Constitution. If a PC's Constitution reaches 0, then he succumbs and sinks slowly into the bog (dead until the PCs reach the Nexus Chamber). All Constitution losses are completely recovered in the Nexus Chamber.

Each PC must roll a Constitution Check for each hex he enters. If he fails the check, he succumbs to depression and cannot move for five rounds (the apparitions get their normal attacks while the PC is motionless).

A slab located at the southern edge of this area is identical in shape to that found in area 138C, but its faces are blank and it does not teleport.

138K. Final Gulf

A gulf of 100 feet separates you from the white pavilion. Shining rays bathe it in a halo of white light.

To get across the chasm, a PC must be able to fly. If the PCs have no way to cross the chasm, a shimmering bridge of light appears after five rounds. This seems to be pretty unsubstantial, but it is perfectly safe. (Do not have the bridge appear if the PCs have the means to cross but the players can't think of it. Make them figure it out.)

138L. Citadel

A long, gentle slope of meadow leads up to a white pavilion. Past the open doorway are a pedestal and a throne. Upon the pedestal rests a red gem.

This is the Gem of the Heart. Behind the throne is a golden doorway that leads back to the Nexus Chamber (Encounter 135). If this test corresponds to the fate number for your campaign (either fate number 5 or 6), go instead to either Encounter 138X (fate number 5) or Encounter 138Y (fate number 6), whichever is appropriate for the finale of your campaign.

138X. Berem and his Sister

Add the following to the description of 138L:

On the opposite side of the throne from the pedestal, a pillar of rock stands. As you get closer, the details of this pillar begin to resemble those of a beautiful woman.

Berem hangs his head in shame, looking alternately as if he wants to run to her or flee. Suddenly the woman speaks:

"Come, Berem. All is forgiven. Let us walk the heavens together and shut the door on this world's misery."

Berem goes to this woman and holds her. The dark sky is suddenly ablaze with dawn. Outside the pavilion, grass grows and flowers bloom. In the place of Berem and the woman is a diamond gemstone.

Holding the diamond and the Gem of the Heart places the PCs back at Encounter 135. Berem is waiting there. He says he remembers nothing about the events in 138X.

138Y. Destruction of the Gem

Add the following to the description of 138L:

A brilliant anvil stands opposite the gem pillar on the other side of the throne. A woman sits on the throne, weeping.

This is the spirit of Berem's sister. She explains that her tears are for her brother. Should he replace the gem, then the door might be opened for greater evil. He must destroy the stone on the anvil to stop the evil.

Berem throws himself chest down upon the anvil. Then read the following:

Berem suddenly goes limp and dies. As his last breath escapes, he rolls over to show the gemstone of his chest crushed on the anvil. The dark sky is suddenly ablaze with dawn. Outside the pavilion, grass grows and flowers bloom. Berem and his sister disappear with the light of dawn. In the place of Berem is a diamond gemstone.

Holding both the diamond and the Gem of the Heart places the PCs back at Encounter Area 135. Berem is waiting there. He says he remembers nothing about the events in 138Y.

Epilogue: The Gates of Darkness

After the PCs have completed all the tests in Chapter 13 and placed the four gems in the throne, a mist descends and all the PCs lose consciousness. Tell the players that their PCs awaken an indeterminate time later, and read them the following boxed text.

Awakening

A fresh breeze washes gently over the mountains as the day dawns. A rosy glow blankets the encircling peaks to the east while stars glitter in the deep blue overhead. The towering mountain crags stop abruptly at the edge of the polished surface of a circular stone that mirrors the star-studded sky. Silent obelisks stand about its perimeter, surrounding a group of figures slowly awakening in the center of this peaceful place.

This is Godshome. The pillars represent the gods of Krynn. The PCs awaken to find themselves on the circular stone. Voices address the PCs from the pillars.

Welcome, heroes of Krynn! The gods of good greet you and offer words of hope and caution. Now is the time for all to prepare for the final assault against the darkness that oppresses Krynn.

Even now, mighty armies of good converge on the plains of Neraka. The haughty armies of the Dragon Highlords will not allow a siege, so there is to be a titanic battle on the plains west of that most evil of cities.

Your presence is required at Neraka. Contact the Whitestone forces and decide where your talents would be best used: leading the armies of good or quietly entering the city and destroying the source of the evil plaguing Krynn. Each of you must decide how to aid in this final battle.

Now the gods pronounce a blessing on the PCs. This blessing enjoins them to ignore the temptations that they will experience, for the gods of good will continue to bless them and guide them so long as they are true to their mission and calling.

"Hear me now, mortals of Krynn, and receive the council of the creators. The end of your journey is now before you, but the road is uncertain and treacherous.

"Know that good redeems its own. If the blessed are true, then shall the might of the gods go with them. Go with the hopes of many.

"Know that evil consumes its own. If the temptress entangles you, then you are lost. Deny all temptations to renounce your quest.

"Know that the balance must be. If the darkness hides the lamp, the lamp does not die. Seek for the good amid the evil.

"Know that man's will swings the balance. When you choose your destiny, the destiny of the world is decided. Choose your path wisely."

Read only one of the following sections of boxed text—the section corresponding to the fate number for your campaign. *Remember that this fate number determines how the Dark Queen can be defeated.* Only by the means given under this fate number (as explained in the Interlude to this part of the adventure) can Takhisis be finally vanquished. The speech that you read to your players hints at the method the PCs must use.

Fate Number 1

Greatness walks among you. If the mage be no wizard, then his power is of us. Spend not his strength until he comes before the Queen.

Fate Number 2

The madman walks the world twice. If the lance be in his hand, he will again do the deed. He seals the gates in the council of evil.

Fate Number 3

The lance can close the gate. If a life is forfeit to save the world, it is not lost in vain. With the lance through the portal, a hero can destroy evil.

Fate Number 4

The stoneman walks in disguise. If taken before the queen shall his nature be revealed. In the council of evil shall he prevail.

Fate Number 5

The stone-hearted one holds the key. If the foundation is found, then the souls can be one. His fate lies far below evil councils.

Fate Number 6

The life-giving stone threatens peace. If the stone is taken whole, then shall the queen rejoice. An avail on high shall crush its power.

Read the following to all after reading the proper section above:

Now our blessing goes with you. Your fate is in your hands, yet shall our influence guide your decisions. Choose for yourselves the paths you take. May your choices be wise, for the sake of all Krynn.

This blessing, now intoned, gives the players the following benefits for the rest of the DRAGONLANCE saga:

- **Fortuitous Meetings:** In cases where friendly help might be available (e.g., if a member of the underground has a chance of being in the same tavern as the PCs) and the PCs are in need of help, it is there.
- **Presence:** When the PCs are hiding, the chance of being noticed is halved. In cases where the PCs do wish to be noticed, the chance is doubled.
- **Sincerity:** PCs receive a +10% bonus when checking to see if an NPC believes them. This works on both good and evil NPCs.
- **Dragonlances:** Two footman's and two mounted Dragonlances appear beside the PCs as the blessing is bestowed. The PCs might need these to defeat the Dark Queen.



This is the final adventure in the epic DRAGONLANCE series. It re-creates the climax of the epic, perhaps as described in the DRAGONLANCE Chronicles Volume III: *Dragons of Spring Dawning*, or perhaps with one of the alternative endings presented within.

In the previous chapters, the player characters journeyed to the very edge of the Plains of Neraka. If they were fortunate, the PCs passed through the Glitterpalace during that adventure and gained valuable information from the gods of good. In any event, the Heroes have before them a journey across the twisted and shattered plain to the city of Neraka itself. Here they must enter the Temple of the Queen of Darkness, seat of the most potent evil upon the face of Krynn, and try to gain ultimate victory for the forces of good.

Adventure Sections

The adventure is divided into a section of Events plus three chapters of Encounters. The chapters detail specific areas that the PCs will probably pass through during the adventure.

The Events section lists occurrences designed to take place at specific times during the adventure. In each chapter are descriptions of Encounter areas. These are the significant locations placed throughout the region described in the chapter. Encounters occur only if the PCs travel to that particular location. Events, on the other hand, occur at certain times during the adventure (which is why it is important to keep track of time), regardless of the PCs' location.

A Note on Play

As you run this portion of the adventure, remember that the enemies of the Heroes are neither stupid nor careless. This is the center of the Dragon Empire, and as such is well and carefully guarded.

This is one of the most complicated parts of the saga. It requires that you be fully aware of the procedures used by the Highlords for the defense and safeguarding of their citadel. These precautions are extensive indeed, but not impossible to overcome if the PCs are careful.

For the Highlords' defenses to be convincing, however, you must keep them in mind at all times. The disposition of troops within and without the city, the procedures for entry and exit, the protocol of troops entering the gates of the city, and the pattern of watches and guards set up throughout the city and temple all affect the actions of the PCs. You must learn this information and keep it in mind throughout play. The players should feel that this obstacle is a challenging and dangerous one—it is up to you to make sure that they are not disappointed. Keep in mind, however, that no situation should ever be truly hopeless in heroic fantasy role-playing. There should always be a way out of a jam, if the players display the ingenuity and spirit to discover it.



Furthermore, this is the big finish. If you have been playing the entire series, this is the culmination of about two years of role-playing for your players. As the big payoff, it must not come easily. Make them work for it, and make it fun! Your players' memories of the entire saga will be capped by their experience playing this adventure. Prepare carefully, play your best, and pull out all the stops!

Ending the Epic

Takhisis plans to gain her ultimate triumph by passing from the Abyss to the Council Chamber in her temple during the Second Council of the Dragon Highlords. If she is successful, her armies gain renewed strength, again surging over the face of Krynn.

If she can be driven back through the gate, or if the gate can be closed, she returns to the Abyss and the chaotic alliance of the Dragonarmies collapses in disorder. Your players have only one means of accomplishing the defeat of the Queen. This means was determined in the Interlude for the previous section; refer to that Interlude if you need to remind yourself of how the saga is supposed to end.

Some of these endings require that a specific NPC (Fizban, Waylorn, or Berem) accompanies the PCs during the adventure. If the NPC relevant to your ending seems to die,

invoke the obscure death rule (have the NPC disappear as he dies) and have the NPC rejoin the party later in the adventure with a tall tale of unlikely survival. For Berem, however, no tale is necessary; when asked how he survived, he merely shrugs and replies, "Just lucky, I guess." He refuses to elaborate.

The Band of Heroes

Virtually all of the PCs from previous DRAGONLANCE adventures could take part in this conflict. If the group that started this adventure (back in Chapter 1) has been depleted by combat, or if players would like to involve other, favorite player characters for the saga's finale, the following device is suggested.

The armies of Whitestone, under the command of Lord Gunthar, are drawing in upon Neraka as this adventure begins. All PCs not with the adventuring group are assumed to accompany these armies.

The Heroes of this adventure begin at Godshome. Arrange an encounter between one of the Whitestone armies and the PCs. This enables the parties of player characters to at last reunite.

The players must choose which eight PCs (from either group) that they wish to make journey to Neraka and thwart the Dark Queen's plans. The other PCs are all assumed to fight with the armies of good against the Dragonarmies.

A small party of Heroes must penetrate Neraka and try to foil the queen's plans. This information, furnished by the gods of good themselves, should provide ample motivation for holding the party to a manageable size. (The adventure is designed for eight PCs.) Certain encounters during the adventure will prove difficult for larger groups of characters.

Events: An Overview of the Tale

The events listed here all occur at the given times, regardless of the PCs' location.

Following the timeline below is a listing of repeating events. These events occur every day, or almost every day, at the times and locations listed. You should pay careful attention to the repeating events to make sure that their effects on the adventure are included.

For purposes of this adventure, sunset is assumed to occur at 8:00 PM every day, and sunrise at 5:00 AM. A condition of twilight exists for ½ hour before sunrise and after sunset.

Timeline

Day 1

- Event 80: The Armies of Gunthar
- Event 81: Storm Clouds over Neraka

Day 2

- Event 82: The Dead of Neraka Awaken

Day 3

- Event 83: The Gates of Neraka Close
- Event 84: The Inner City is Cleared

Day 4

- Event 85: White and Green Armies Arrive

Day 5

- Event 86: Black Army Arrives

Day 6

- Event 87: Red and Blue Armies Arrive
- Event 88: Armies of Gunthar Close on Neraka
- Event 89: First Council of Highlords

Day 7

- Event 90: Call to Arms
- Event 91: The Armies Gather
- Event 92: The Battle of Neraka
- Event 93: Second Council of Highlords

Repeating Events

- Event 94: Guard Postings
- Event 95: Dark Rites
- Event 96: Ribaldry
- Event 97: Nightwalk
- Event 98: Caravans

Event 80: The Armies of Gunthar

This event enables the PCs to reunite so that the players can decide which PCs go to Neraka and which remain with the armies.

The event occurs as the Heroes leave Godshome. Make a normal surprise roll for the PCs (only). If they are surprised, read the boxed text; if not, they see the dragon approaching a half mile away.

A dark shadow suddenly passes over you, and massive leathery wings creak overhead. A downblast of air sweeps past. A massive, serpentine shape comes to rest on the ground 100 feet away.

Any character looking at the dragon sees that it is silver in color, and carries one (possibly two) riders.

This dragon and its rider are outriders for the armies of good that are converging on Neraka. The rider is one of the PCs from the other party of DRAGONLANCE game characters or perhaps even both Flint and Tasslehoff.

The newly met PC can be turned over to a player to run. He knows the following pieces of information:

- Armies of elves, dwarves, kender, and humans, under the overall command of Lord Gunthar, approach Neraka from the west, north, and southwest.
- All of the other (surviving) PCs from previous adventures can be found nearby, also serving as dragon-mounted outriders.
- All five evil armies are converging on Neraka, apparently following orders that were carried out from Neraka by dragons. They will reach the city before the armies of good catch them.

The PCs can arrange a party containing any eight (or so) PCs from the saga they would like to include. Inform them that the armies of good also need experienced Heroes to command troops and steady the soldiers, many of whom are raw recruits.

If they wish to take all of the PCs from the saga, you might want to remind them that a large group might be discovered where a small group can pass unnoticed. Leave the final decision of the size of the party to the players, however.

Event 81: Storm Clouds over Neraka

As the day progresses, huge gray clouds collect over Neraka. By late afternoon, they blacken the sky over the city. Bolts of lightning flash through the clouds and are visible miles away.

Beneath the clouds, a torrential downpour showers the city and its immediate environs with water. Thunder crashes deafeningly from the clouds.

The storm continues unabated for 1d6 days. At night, the lightning illuminates the city so frequently that visibility should be considered practically daylight.

Event 82: The Dead of Neraka Awaken

On midnight of the first day of the adventure, all of the dead buried beneath the city awaken and arise. A horrible mix of wailing, screaming, and moaning erupts from the sewer grates and other openings leading to the Undercity.

The dead gradually make their way to exits leading to the streets. This begins the first Nightwalk (see Event 97). The Nightwalk is repeated each night until the queen is defeated or achieves her ultimate success.

Event 83: The Gates of Neraka Close

This event occurs 1d6 hours after dawn on the third day of the adventure. Up until this point, members of all races and professions

(merchants, pilgrims, mercenaries, etc.) are allowed to pass unmolested through the gates of the city.

After the gates close, however, no one is allowed to pass through except those with a legitimate reason in the service of the Dark Queen. Characters attempting to do so must either be officers in the Dragonarmies or they must possess a signed order by an officer. Their only other chance is to persuade the guards that their mission serves the interests of the evil armies, but they were unable to obtain a pass because of unusual circumstances.

Event 84: The Inner City is Cleared

This event occurs two hours after Event 83. All merchants of the Inner City are required to prepare for the coming armies by stockpiling as many goods as they can obtain. All private citizens are warned to remain in their homes or places of business. No movement into the streets is allowed unless permission has been granted by the Area Commander or the Captain of the Guard. This permission can be obtained by submitting a written request to the authorities via one of the guard patrols that now course through the city at frequent intervals.

Encounters in this portion of the city occur with the usual frequency. However, if a random encounter is indicated, roll 1d6. If the result is a 1 or 2, make a normal encounter roll on the Random Encounter Tables. Otherwise, the encounter is with a draconian guard patrol of the appropriate color.

Those caught in the streets without the required permission are taken directly to the Captain of the Guard (Encounter 176).

At the same time as this event occurs, the Dark Temple is sealed. No entry is allowed, for whatever reason, through the main gates. The Dark Pilgrims within the temple remain there for the duration of the adventure. The only legitimate entry and exit from the temple can occur at the Highlord gates, where each Highlord, and his or her retinue, is allowed to enter and leave for each of the Councils of Highlords.

Event 85: White and Green Armies Arrive

Each of these armies marches onto the Neraka Plains during Days 2 and 3. Each army camps 2d6 miles from Neraka on the night of Day 3. The White army is due south of the city, while the Green camps to the southeast.

The following day, the armies organize into long columns, each following the road leading to Neraka from the given direction. Each army reaches the city at an hour equal to 8:00 AM plus one hour for each mile of distance the army camped away from the city.

As the army draws near to the city, the troops raise their voices in a throbbing, husky marching song. The dragonwing of the appropriate color, numbering about 24 dragons, soars back and forth over the column. Banners and pennants flutter, distinguishing each

Events: An Overview of the Tale

unit. Only those near the fronts of the columns are visible, as most of each column vanishes in a thick cloud of dust.

If the rainstorm still pounds Neraka, the half mile of roadway extending outward from the city becomes a sea of mud, slowing the army down and delaying its arrival at the city's outskirts by two hours.

As the army reaches the outskirts of the city, it splits into individual units, each of which forms an encampment near the walls of the outer city. Two hours after this, the troops are released into the city. They pour into the taverns and inns of Neraka for a night of revelry and carousing. Although these troops are concentrated in the White and Green sections of the city, they spread out so that virtually all drinking establishments in Neraka have some customers this night.

Event 86: The Black Army Arrives

Following the pattern described in Event 85, the Black army approaches Neraka from the northeast. The troops of the Black army join their comrades in revelry on this night.

Event 87: Red and Blue Armies Arrive

The Red army moves toward Neraka from the west, while the Blue comes down from the north. Unlike the other evil armies, the distance these camp from the city is not randomly determined. Instead, each army spends the night following Day 5 camped eight miles from the city.

This would normally put their arrival at 4:00 PM on Day 6 (6:00 if it is still raining). However, when the two armies, with trumpets blaring and marching songs thrumming, reach the intersection 300 yards to the northwest of the city, a massive traffic jam ensues. All order vanishes from the march, and numerous skirmishes erupt.

As the leaders attempt to restore order to the march, members of both armies surge through the Emperor's Gate into the city. For 1d8 turns, this chaotic flow into the city continues unabated. Anyone passing into the city in the midst of this formation has only a 10% chance of being noticed by the gate guards.

These armies are eventually untangled and directed to their designated encampment areas. By nightfall, the troops of the Red and Blue armies join their comrades from the other three armies in a night of rabble-rousing that approaches riotous proportions.

Event 88: Armies of Gunthar Close on Neraka

The armies of Whitestone emerge from the Khalkist Mountains to the north and west of Neraka at dawn on Day 6. The advance elements of these armies have been skirmishing with the Red and Blue rearguards for over a week. The commanders of both good and evil armies have been holding their dragons close to the main bodies, however, to prevent a small skirmish from growing into a disastrous engagement before the army is ready.

Gunthar Uth Wistan, commander in chief of the Whitestone forces, makes his advance cautiously but quickly. Light cavalry formations precede the armies and guard both the right and left flanks. The heavy cavalry—mainly Knights of Solamnia—lead each formation of foot soldiers, while the dragons and their riders bring up the rear. Because of their excellent mobility, the dragons can quickly reach any sector on the armies' flanks that might be threatened.

The armies close to within about eight miles of Neraka and encamp in a giant arc to the north and west of the evil city. The following morning they give battle (see Event 92: The Battle of Neraka).

Occasional outriders, such as the PC(s) encountered in Event 80, range far from the main body of the army. These outriders are mounted on large or huge gold or silver dragons; they have orders to run from any fight. Their purpose is to scout, and they are to report any suspicion of enemy activity wherever they discover it.

Event 89: First Council of Highlords

The First Council of the Dragon Highlords occurs at sunset of Day 6 in the central chamber of the Dark Queen's temple. The intent is to discuss strategy and to prepare for the arrival of the queen. The First Council is also a rehearsal for the Second Council on the following night, when the queen expects to enter the world of Krynn in all her glory.

The entry of each regiment and lord, as well as the performance of each function on the agenda, is handled with much fanfare. Trumpets blast and drums pound a deep chorus. The leader of the entire affair is the Hallkeeper, who handles the various members diplomatically, with stilted politeness.

The Council Chamber is divided into six sections. Five of them have a throne for each of the five Highlords, while the sixth contains a raised dais where the Dark Queen's shadowy presence is generally visible. Before the ceremonial entry of the Highlords and their honor guards, six groups of Dark Pilgrims enter the chamber. One group enters from each of the areas between the thrones.

The Dark Pilgrims mutter prayers and blessings upon the chamber under the watchful eye of the Hallkeeper. Then they stand rigidly as if in meditation for the duration of the council. They do not leave until the Highlords and their honor guards have filed out.

The Highlord with the highest status is considered to be emperor of the Dark Queen's domain. This is currently Ariakus. The rank of emperor can be bestowed or removed at the whim of the Dark Queen during the Council, however, so the emperor is always eager to move the proceedings along and get the council over with.

The council is a very formalized meeting and follows a detailed ritual. The steps of the ritual are as follows:

1) Entrance of the Honor Guards: Each Highlord maintains a regiment of draconians as a personal bodyguard. These draconians

number 77 in each regiment, and are always of the maximum number of hit points for that draconian type.

The order of the honor guards' entry, the name of the unit, and the type of draconians it contains, are listed here:

Highlord Honor Guard Regiments

Enters #	Name	Type
1	White Legion	Kapaks
2	Green Regiment	Kapaks
3	Black Guards	Bozaks
4	Blue Watch	Sivaks
5	Red Watch	Sivaks

2) Entrance of the Highlords: After the honor guards have taken up their positions before the various thrones in the council chamber, each Highlord enters from the appropriate gate. The Highlord parades slowly around the chamber to the enthusiastic applause of his (or her) own honor guard, then slowly climbs the stairs to the throne.

The Highlords enter according to status, lowest ranking first. Their order is Toede (white), Salah-Khan (green), Lucien (black), Kitiara (blue), and the Emperor Ariakus (red). Each Highlord offers polite acknowledgements to the Highlords entering later.

As usual, Kitiara is accompanied by the death knight, Lord Soth, who walks one pace behind his commander. None of the other Highlords welcomes his presence, but the queen tolerates it, so they do not protest.

3) The Swearing of Fealty: The Queen of Darkness cannot fully pass into the world of Krynn, but she appears on the central throne of the Council Chamber as a shadowy outline of her five-headed dragon form.

At this point in the ceremony, the Highlords and their honor guards turn toward the queen's throne and declare their allegiance in a unified chorus:

"All hail Takhisis, Queen of Darkness, and mistress of the world!"

Then each Highlord in turn swears his oath of fealty:

"Takhisis, my Queen, my life is yours to command! Should you demand it, it is yours!"

4) Spoils for the Empire: Each Highlord, in the above order, is called upon to present a gift to the emperor, at the Highlord's option. Since the queen is nearly always watching, the Highlords use this opportunity to try to outdo each other in the eyes of their leader. Any Highlord who can embarrass the others before the queen gains increased status.

The gifts presented by each Highlord in the First Council are listed below.

Highlord	Gift
Toede	A chest with 1,800 stl
Salah-Khan	The head of a resistance leader
Lucien	A huge white warhorse
Kitiara	A mounted Dragonlance

5) Dark Justice: This is the point when any members of the Dragonarmies are brought forward and tried for crimes against their Queen or their emperor.

Events: An Overview of the Tale

During the first council, several human sergeants are dragged forth by members of the Red Watch. The Hallkeeper announces the charges: "These scum have been accused of concealing booty from the regimental tally!"

Ariakus then calls out: "Who accuses them?"

"I, your Excellency!" declares a huge ogre, striding forward from one of the hallways. The ogre is the captain of the regiment, and announces that he himself discovered the casks of ale that these men had concealed from their comrades.

Ariakus ignores the protestations of innocence made by the panic-stricken men. After listening to the captain, he pronounces sentence: "Take them to the dungeons! The Inquisitor shall have his way with them!" The men are quickly dragged from the chamber.

6) **Orders Issued:** Ariakus then speaks to the other Highlords, issuing military orders of great importance. At the first council, the orders are as follows:

"Prepare your forces to march at an hour past the sunrise. The forces of Gunthar draw close upon the city. All five of our armies will take the field against him tomorrow, that we may grant our queen a victory for her arrival upon Krynn!"

For the first time, the voices of all the occupants of the hall rise in a combined cheer. The draconians grunt, "Hail to Takhisis, Queen of Darkness!"

7) **Adjournment:** The Hallkeeper announces the departure of the lords, in reverse of the order of their arrival. After each Highlord has left the chamber, the Honor Guards are dismissed, also in reverse order of their arrival. The council is over.

Event 90: Call to Arms

At dawn on Day 7, Gunthar's armies break camp and organize into battle columns. This organization is smooth and efficient. Soon, the columns are marching toward Neraka, eight miles distant.

At one hour past dawn, the Highlords muster their drunken, hung-over troops from their muddy tents. Amid much cursing and shouting, they form into ragged columns. The Blue and Red armies are ready within an hour, and form columns of some straightness. They have a look of military order about them. The Green, Black, and White armies mill about in confusion and disorder, only slowly gathering. After an hour, they are about half assembled.

The city of Neraka lies still and squalid this morning. The honor guard regiments of each Highlord, as well as a few other trustworthy troops, have been left behind to guard the walls, so the city is far from defenseless.

The sun beats upon the city, and the surrounding plain, with merciless intensity. Steam rises from the fetid sewers of the city and the many water-filled fissures of the plain. A stench of death seems to hang in the air already.

Event 91: The Armies Gather

The differing conditions of the Whitestone forces and the Dragonarmies is offset by the fact that Gunthar's armies must march about twice as far as the evil troops to reach the battlefield.

Kitiara and Ariakus have the Blue and Red armies posted over the two converging roads from the north and the west, respectively, after an hour of marching. The two armies thus have several hours to rest while the Whitestone forces march to the field, and the other evil armies straggle out from Neraka.

The advancing Whitestone battle columns raise huge columns of dust. Dragons of gold, silver, brass, copper, and bronze swirl among the columns, while fast-moving units of light horse spread to either side. By midday, Gunthar's army has moved to a point less than a mile from the two armies deployed before him, but Lucien's Black army has nearly moved into position between the Red and Blue forces. The Green army straggles up the road toward the field, while the White army is only now leaving the city.

Event 92: The Battle of Neraka

At one hour past noon, the brass horns of the Whitestone armies fill the air with a martial clamor. Formed into phalanxes of the same color, the good dragons dive forward in five death-dealing columns. Bands of red, blue, and black dragons take to the air to meet the charges.

The thunder of charging cavalry carries all the way to the city walls as the Knights of Solamnia spearhead the assault on the ground. All across the front of the evil armies, the veteran troops absorb the shock of the charging hordes.

Gunthar attempts to break the back of the enemy resistance with his veteran troops, holding many of his units in reserve. While numerous, these reserves include many units of raw recruits who have never seen combat. The raging charge of the Knights, coupled with the overwhelming attacks of gold, brass, and copper dragons, breaks the Red army after an hour of fighting.

The Red units flee toward Neraka, and sweeping charges of Knight cavalry carry the horsemen into the flank of the Black army, sending those units scrambling to defend themselves.

But the Knights have expended themselves in their glorious charge. The Green army arrives on the field after the battle has raged for 90 minutes, and is able to salvage the situation on the Dragonarmy's left. The addition of the green dragons to the fight in the skies proves enough to halt the rampages of the good dragons.

Too late, Gunthar sends his reserves forward. The fresh, but inexperienced, troops fight bravely for the most part but cannot penetrate the reinforced defenses. Exhausted, the Whitestone forces fall back after three hours of fighting.

Finally, Toede's White army arrives on the

field. The hobgoblin sends his army into a half-hearted counterattack, supported by the Green army and what is left of the Blue and Black forces.

Gunthar's exhausted legions, too tired to carry forth an attack, manage to hold the defensive position and shatter the attacking evil forces. Lurching back to their original positions, where they are joined by the remnants of Ariakus's rallied Red army, the two forces end the battle in much the same positions as they started.

But in the fields and fissures between lie thousands of soldiers who will never fight again.

Event 93: The Second Council of Highlords

The Highlords all leave the battlefield by 4:00 PM in order to return to the temple and prepare for the Second Council, to be held at sunset on Day 7.

In general, the course of this council follows the same pattern described for the First Council. However, there are a few exceptions to this.

The Entry of the Honor Guards, Entry of the Highlords, and Swearing of Fealty all proceed in due course. At the time of allotting presents to the Empire, however, the following gifts are made. The presents tend to be finer than those bestowed at the previous council, because each Highlord knows that the moment of the queen's arrival is nigh, and each strives to make a very good impression.

Highlord	Gift
Toede	A steel statue of Her Majesty, Takhisis
Salah-Khan	A string of a dozen elven slaves
Lucien	A dozen casks of the finest Solanthian wine
Kitiara	A prisoner taken in battle—ideally a PC who fought with the armies; otherwise, use Gunthar

5) **Dark Justice:** The Highlords accuse Toede of incompetence for the late arrival of his army on the field. The worthy hobgoblin whines that his army had to move around the entire city before it could march toward the field of battle.

His defense makes no difference to the gathered lords. After a few minutes of pleading, Ariakus pronounces his sentence: "Take him to the dungeons! The Inquisitor shall work his magic upon him!"

Groveling and scraping, Toede is led from the hall.

6) **Dark Queen's Entry:** This is the climax that the entire epic has been leading toward. All eyes turn to the dais where her throne stands. The five-headed dragon is visible, as usual, in a shadowy and unearthly form.

Now, however, a small circle appears in the air before her, directly over the throne. The circle swirls in fiery patterns of color, containing elements of red, blue, green, black, and white. Over the course of a round, the circle grows to huge size.

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Anyone looking through the circle at the Dark Queen sees her, not as a shadowy image, but as a real and terrible five-headed dragon, with one head of each of the evil dragon's colors.

The entrance of the Dark Queen into the world of Krynn takes place at one hour after sunset on Day 7 of this adventure, unless the Heroes of good can somehow prevent Takhisis from passing through the gate. The procedure for accomplishing this has already been determined (when the fate number was chosen). The success or failure of the PCs in their mission depends on their play of this adventure.

If the Queen is Blocked from Entering Krynn: The temple immediately begins to tremble, shaking to its very roots. Everyone present, except of course the PCs, is preoccupied with escaping the doomed building.

Parts of the ceiling and supporting columns begin to tumble free and fall into the Council Chamber. Any individual in the temple stands a 5% chance (1 on 1d20) per round of being struck by debris. Characters hit by debris might only be scraped by a small chunk of stone, or they might be crushed under a falling column; to determine the amount of damage sustained, roll 1d12. The result is the number of d6s of damage the character sustains.

The exodus from the temple carries over into the streets of Neraka, as the entire city succumbs to earthquakes and tremors. Characters inside buildings in Neraka suffer damage exactly as calculated in the temple, start-

ing one hour after the queen is driven back through the portal.

Finally, six hours after the queen has been forced through the portal, the Temple of Takhisis explodes. Any characters still in the temple die immediately; characters in the city suffer 6d6 points of damage from flying debris.

The flaming pieces of the temple soar skyward, into the black spaces in the sky left by the missing constellations at the start of the DRAGONLANCE epic.

Once again, the Queen of Darkness and the Great Paladin circle each other warily in the night skies over Krynn.

If the Dark Queen Successfully Enters Krynn: Takhisis's evil presence has a renewing morale effect upon all of her armies, as well as serving to end the bickering among her minions. The morale of each Dragonarmy unit should be increased by 2; likewise, the morale of each Whitestone army unit is lowered by 2.

Shortly after Takhisis enters Krynn, she summons her consorts, the five huge adult evil dragons that lair with her. These dragons lead the rest of the evil dragons in an all-out attack against the good dragons. Takhisis herself participates in this attack.

The good dragons are driven from Ansalon again, and now the forces of evil set out to annihilate their opposition wherever good might flourish.

The end of light is near and, perhaps, inevitable.

Event 94: Guard Postings

The guarding of Neraka is a casual affair for the most part. Guards are encountered as indicated on the Random Encounter Chart on the Plains of Neraka, and for a short time in the city itself. After Event 83, which occurs during the morning of Day 3, guards are posted around the clock on all city walls and in all gatehouses.

Guard postings last for eight-hour shifts, and all guards are changed at 4:00 AM, noon, and 8:00 PM every day. The exact makeup of guard contingents is described under the appropriate encounter area, either walls (Encounter 170) or gatehouses (Encounters 168 and 169).

The procedure for the changing of the guards never varies. The new guard contingent marches to the post five minutes early. Both guard contingents remain at the post for the Dark Rites (Event 95). Then the relieved guards march away to their barracks.

The individual encounters list the vigilance of the guards as a percentage chance that they detect individuals passing their posts. As the guards tire during their long shifts, the vigilance rating is modified accordingly:

First 2 hours of Shift = Vigilance Doubled
Middle 4 hours = Vigilance Normal
Last 2 hours of Shift = Vigilance Halved

Event 95: Dark Rites

The Dark Rites involve all residents of Neraka swearing fealty to their queen at regularly scheduled intervals. The Dark Rites occur at 4:00 AM, Noon, and 8:00 PM of each day. The Dark Rites last for five minutes.

The Dark Rites are announced by the banging of a large gong at the top of the tower central to the Dark Queen's Temple. The gong sounds three times, summoning all residents of Neraka to the rites. Persons indoors step out onto the streets or plazas, and everyone looks at the tower.

Upon the tower, four groups of dark pilgrims face the directions of the compass. They lead the populace in an oath of fealty (as described for the Highlords under Event 89).

The dark pilgrims then proceed through a ritual sermon in a forgotten tongue. The sermon never changes, but none other than clerics of the Dark Queen understand the words.

Although individuals ignoring the summons to the Dark Rites attract considerable attention, attendance is not enforced. Those sleeping or passed out are left unmolested, although officers in the Dragonarmy and evil clerics would be ostracized by their comrades for regular failure to observe the rites.

Neither the guards on the wall nor those in the streets devote their undivided attention to the tower during the rites. Vigilance for wall and gatehouse guards is normal while the rites go on.



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Event 96: Ribaldry

The periods of ribaldry begin with the arrival of the first Dragonarmies in Neraka. They continue every night for the duration of the adventure. The ribaldry begins at 4:00 PM each day and continues until the following dawn.

During the periods of ribaldry, each inn in the district of a Dragonarmy encamped around Neraka (White and Green the first night, Black added the next, etc.) is attended by 4d10 members of the troops of that army, in addition to all other customers indicated.

There is a chance that a fight might break out at any time during the periods of ribaldry, as shown under the Taverns Encounter (Encounter 154). This chance is modified according to the hour of night, as follows:

Time	Chance of Fight
4:00 to 8:00	Halved
8:00 to 12:00	Normal
12:00 to dawn	Doubled

Event 97: Nightwalk

The dead servants of the queen rise from their uneasy rests and walk the streets of Neraka, beginning with Event 82. Sensing the nearness of their release from torment, these spirits walk the streets of Neraka from midnight until 2:00 AM every night of the adventure.

The undead gather in each of the five districts of the city, winding their way slowly toward the temple. This advance takes one hour.

At the temple walls, each procession reverses itself and the undead once again enter the realms in the Undercity.

The processions are accompanied by a host of wailings and screamings, as the undead spirits give vent to their frustrations.

The participants in the Nightwalk do not disturb anyone inside buildings, nor do they molest officers of the Dragonarmies who get out of the way of the procession. Any individuals of good alignment who are outside when the procession passes are attacked by the undead. These undead are subject to normal turning by a cleric. They do not pursue their victims into buildings.

Each procession is made up of the following types of undead, marching in the order listed: one lich, 11 groaning spirits (ban-shees), 11 wraiths, 22 wights, 77 zombies, and 222 skeletons.

The undead of each type emerge from a different outdoor exit from the Undercity, in each district. Characters observing the start of the procession are thus able to discover one or more of the entrances to the Undercity in each district. The undead never emerge from an indoor entrance to the Undercity.

Event 98: Caravans

A steady stream of supplies pours into Neraka from the port of Sanction to the south and from the fertile growing regions of eastern Ansalon. During any given hour between dawn and dusk, there is a 1 in 4 chance that a caravan arrives in Neraka. Its direction of travel is determined by a 1d6 roll:

D6 Roll	Road Traveled
1-3	Sanction Road
4-5	Khur Road
6	East Road

The caravans advance at one mile per hour, so if the PCs move south on the Plains of Neraka to encounter one of the above roads, roll to determine how many caravans arrive in Neraka that day and the following days. Plot the courses backward along the appropriate road to determine if the PCs encounter a caravan.

The caravans, coming as they do from sections of the continent that are still securely under the sway of the Dragonarmies, are passed into the city of Neraka with little fanfare or examination. After all, the supplies they carry are desperately craved by the hungry and thirsty members of the Dragonarmies encamped about the city.

To determine the nature of a caravan, roll d6s against the following tables:

Method of Transport

D6 Roll	Method
1	Foot (slaves)
2	Foot (hired bearers)
3	Oxcarts
4	Mules
5	Wagons (horse-drawn)
6	Exotic Animal:
1-2	Llamas
3-5	Camels
6	Elephants

Goods Carried

D6 Roll	Goods
1	Ale and beer
2	Wine
3	Grain
4	Fruit
5	Vegetables
6	Unusual goods:
1-2	Dried meat
3-4	Salt
5	Oil
6	Weapons

Size of Caravan

D6 Roll	Size *
1	2d4
2	2d6
3	3d6
4	3d12
5	4d10
6	4d12

* Size equals number of wagons or oxcarts. If pack animals are used, double the indicated number. If slaves or bearers are used, multiply the number by 10.

Caravan Guards

A caravan has a number of guards equal to the number rolled on Table 3 (no multipliers). Use this table to determine the race of the guards:

D6 Roll	Guard Type
1	Baaz draconians
2	Kapak draconians
3	Ogres
4-6	Humans (2nd-level fighters)

Chapter 14: The Neraka Plains

A high plains valley lying between two towering ridges of the Khalkist Mountains, the Plains of Neraka have provided a home for the Dark Queen's Temple since shortly after the Cataclysm. In the centuries since, a city has grown around the temple, and roads have been built that connect the city to other parts of Ansalon.

Yet most of the plains remain in the same wild state that the post-Cataclysm years found them. The Plains of Neraka receive little water and consequently support few plants. A brown, scraggly grass covers most of the land. An occasional bush or stumpy tree has taken root near one of the infrequent ponds or waterholes.

Overall, the plains present a drab, yellow-brown appearance. Looked at from ground level, the terrain appears to be flat and unbroken. An observer in the mountains, or one flying above the land on the back of a dragon, quickly sees that this is not so.

The Plains of Neraka are broken by hundreds of fissures—cracks in the ground that might be 100 feet long and a mere 10 feet deep and wide, or great crevasses several miles long that reach a depth of 50 feet or more. Occasionally these fissures give vent to gouts of sulfurous smoke, steam, or even columns of flame. These eruptions combine to give the plains an unnatural, nightmarish look.

The roads crossing the plains have been built at great expense by huge numbers of slaves. They are fine roads, indeed, with deep ditches running to either side of them. Any time a road crosses a crevasse, a sturdy stone bridge has been built so that the road does not have to vary from its path. Even though these roads are of high quality and are well-maintained, they can become ribbons of sticky mud during the infrequent rainstorms that occasionally douse the plains.

The stream flowing onto the plains from the mountains are shallow and muddy and are easily crossed. Eventually they soak into the dusty plain and disappear.

The Surrounding Mountains

The Khalkist Mountains surrounding the plains are dry and devoid of life. They are very rough and can be crossed by vehicles only where roads have been cut through them. All such roads are shown on the map of the Neraka Plains.

Horses and other beasts of burden can move through the mountains wherever passes are indicated on the map. Although the mountains are relatively dry, a few streams course rapidly through gorges and valleys of the range.

Cliffs and other areas of steep terrain make travel through the Khalkist Mountains difficult, even for characters on foot. For each mountain hex that the PCs try to move through, roll 1d4 and subtract 1 from the result. The total is the number of sheer surfaces that must be climbed (1-3 on 1d6) or descended (4-6 on 1d6) while crossing that hex. Each of these is 1d10 x 20 feet high. If

the PCs elect not to climb or descend the obstacle, they can go off in a direction perpendicular to their original direction, but any additional sheer surfaces indicated for that hex are still encountered.

The Map

The encounters listed in this section are keyed to the numbers on the Plains of Neraka map (on the fold-out mapsheet). Each road is marked off at one-mile intervals, as an aid to the DM when the progress of an army or caravan must be calculated.

Concealment

Concealment on the Plains of Neraka is practically impossible while out in the open. Fortunately the fissures provide a means of ready cover for characters willing to enter them.

The base chance of discovery for two parties or individuals within $\frac{1}{3}$ mile of each other is 100% during daylight. This assumes that neither party or individual occupies a fissure. To determine the chance of discovery at greater distances, subtract 20% from this chance for each additional $\frac{1}{3}$ mile between the two parties.

If one of the parties is flying, the chance of discovery is doubled. At night, however, sighting is only possible within $\frac{1}{3}$ mile, and even then the chance is only half of that during the day.

If one or both parties involved in a sighting attempt occupy a fissure, then they are not seen except by someone in the same fissure, someone standing at the edge of the fissure, or someone flying above the fissure.

The base chance of such a discovery is again 100%. However, the terrain at the bottom of the fissure (see the Fissure Terrain Table) can reduce this chance. If the party is accompanied by a ranger or an elf, a bonus of +10% is added to all rolls to see another party or individual.

Each party is rolled for separately, so it is quite possible to observe someone who does not observe you. Characters or creatures traveling together are rolled for as a group, however, not as individuals.

A check should be made as soon as the two parties are within two miles of each other. Each time they get $\frac{1}{3}$ mile closer, another check should be made. If both groups are moving, only one check is triggered as each check trigger is passed.

If a party spies another group or individual and attempts to conceal itself, this cuts in half the chance that it is discovered.

For every member over eight in a group, add 10% to the chance of that group being detected. During daylight, special circumstances might affect the distance at which another group can be detected. An army of thousands, for example, is detectable all the way across the plains because of the column of dust that its passing raises.

Fissures

The fissures that split the plains are marked on the map. The width and depth of a fissure can be estimated by how far the characters are from the ends of the fissure. (The fissures are always deepest and widest near the center.)

The fissure begins as a narrow crack in the ground, like a small ditch, and reaches a depth and width of 10 to 50 feet, depending on the size of the fissure.

Fissures do not widen and deepen in a series of sharply defined steps. The process of a crack expanding from its original small end to a 50-foot-wide chasm is a gradual one, and obvious to characters moving through it.

The bottoms of the fissures vary considerably in the type of terrain they hold. Check on the Fissure Terrain Table when the PCs first encounter a fissure to determine the nature of the bottom.

Fissure Terrain Table

D12 Roll	Terrain	Move	Conceal
1	Pond	Swim	1/4
2	Pools	1/2	1/2
3	Mud	1/3	NA *
4	Damp	1/4	1/4
5	Dirt	NA	NA
6	Gravel	NA	NA
7	Rock	1/2	1/2
8	Rough	1/3	1/3
9	Boulder	1/10	1/4
10	Steam	NA	NA
11	Smoke	NA	NA
12	Flame	NA	NA

* NA means "Not Applicable."

Move gives the rate of normal movement that the group can make while inside of the fissure. In the case of "swim," movement should be calculated at 1/10 the normal rate for all characters equipped with heavy gear or lighter equipment. Heavily encumbered characters find it impossible to swim.

Conceal gives an additional fraction of the normal concealment chances that the party gains from in that particular type of crevasse terrain. All modifiers as explained under Concealment above have been calculated before this fraction is added in. Round fractions up to the nearest whole number when the final percentage chance is calculated.

Steam, Smoke, and Flame Vents are caused when the bottom of a fissure stretches deep into the bowels of the world, giving release to some of the infernal pressures developing there. They cannot be moved through by characters because they are effectively bottomless.

There is a 10% chance per turn that a given vent erupts. Eruptions last for a single round, and can be dangerous to characters standing at the edge of the fissure at the time of the eruption.

Steam eruptions inflict 4d6 points of damage to characters standing at the edge of the fissure. If a character rolls a successful saving

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throw vs. breath weapon, this damage is reduced to 2d6.

Smoke eruptions belch forth clouds of poisonous sulfuric smoke. Characters who roll a successful saving throw vs. breath weapon are unaffected; characters who fail must roll a successful saving throw vs. poison or be reduced to 1 hit point until they can rest and recover for 24 hours.

Flame eruptions cause columns of fire to burst 100 feet or more into the sky. Characters standing at the edge of the crevasse suffer 6d10 points of fire damage, although a successful saving throw vs. breath weapon reduces this to half. Characters within 100 feet of the fissure suffer 2d6 points of fire damage, with no saving throw allowed.

Encounters

139. Godshome

This secluded hollow in the Khalkist Mountains is a place of great sanctity. Shaped like a bowl in the center of a region of craggy granite peaks, Godshome cannot be entered by those not invited by the gods themselves.

In the center of the bowl lies a circular, polished black surface. Even in the brightest daylight, the polished surface reflects the night sky of Krynn. Star-speckled as usual, the constellations of Paladine and the Queen of Darkness are missing from the sky, as they have been for many years.

The reflections of characters standing upon or looking into the surface can vaguely be seen, as if the surface is a mirror. If the god Paladine is present (as he will be in some fate number endings), and he stands next to or upon the surface, his reflection is not visible. Instead, the constellation of Paladine appears among the stars seen there.

There are two exits from Godshome, one leading to the northeast and one to the southeast. These are narrow tunnels through the rock cliffs surrounding the place. The tunnels are three feet in diameter, so most characters must pass through them on hands and knees.

In both cases, the tunnels exit into the Misted Vales (Encounter 140).

140. Misted Vales

The tunnel abruptly ends in an area of thick white fog. The ground here slopes downward, away from the tunnel exit.

Scraggly oak trees claw upward through the mists. Many paths intertwine all lead in downward.

These mists are magical. They allow anyone to pass into and through them, but only those commanded by the gods to enter Godshome are permitted to find the tunnel openings. After the last PC emerges from the tunnel, the mists seem to swirl around and close in thickly. The tunnel opening has vanished and cannot be discovered again. The misty vales

lead downward over gently descending ground. Treat them as parts of the Khalkist Mountains for purposes of random encounter generation.

Any good or neutral aligned characters in the mists receive an automatic +2 bonus to all attack rolls made in the mist, and a -2 bonus to their Armor Class. The mists continue until the PCs have emerged beyond the outer extensions of the mountain range.

141. Obvious Tunnel Entrances

A network of tunnels crisscrosses the ground underneath the Plains of Neraka. These tunnels are displayed on the map with dotted lines. Characters walking on the surface who pass over the location of a tunnel see no clue of its existence.

All of the tunnel entrances are located in the bottoms of fissures labeled with a "141" on the map.

The wall of the fissure is interrupted by a gaping black hole, about six feet in diameter. It leads into the ground and disappears into the darkness.

Whenever the PCs pass an obvious tunnel entrance, roll 1d6. On a result of 4-6, a randomly encountered creature is immediately inside the tunnel entrance. Roll a normal reaction check to determine if the creature attacks PCs outside of its den; it will certainly defend itself against characters who enter.

142. Tunnels and Caverns

Once inside the tunnels, the characters find themselves in narrow, damp passages. The tunnels are normally about 10 feet in diameter. At those locations on the map where the passage expands into larger chambers, the regions are natural caves. Many stalactites hang from the ceiling, while stalagmites strike upward from the floor.

Water trickles in small amounts through both the tunnels and the caverns. The caverns also each host several large, still pools. Bats are common in all of the caverns, and at dawn and dusk are actively flying through the tunnels.

Roll for random encounters normally while the PCs are in the tunnels. These tunnels are known to the Dragonarmies, so the PCs might very well run into draconian patrols down here.

143. Hidden Tunnel Entrances

Like the obvious tunnel entrances, the hidden entrances are always discovered in the bottoms of fissures (those marked with a "143"). They should be treated as secret doors, however, when determining whether or not the characters discover them.

The hidden tunnel entrances are not creature lairs, so no additional random encounter check is required when the PCs pass one. The

entrance is hidden by whatever type of masking works best in the terrain type in the fissure. A brush-filled fissure might have a tunnel entrance concealed behind tangled branches, while a fissure lined with boulders might have the entrance as a narrow crack between two huge rocks.

144. Gully Dwarf Hideout

This cavern serves as the lair and hideout of a group of bandit gully dwarves who plan to embark on a spree of robbery and destruction across the face of Neraka and the rest of Krynn.

Any day now...

A low growling sound emerges from behind a large rock that partially blocks the passageway. The growling has a rhythmic quality to it, as if it is keeping time to a creature's deep breathing.

Behind the boulder sleeps the gully dwarf assigned to guard this end of the cavern. Each of the tunnels leading into the area is similarly "protected" by an equally watchful sentry.

The gully dwarf's name is Barph, and he does anything to save himself if he is awakened and threatened—or even if he thinks that he might be threatened. His confession goes something like this:

"Great Boofus-it all his fault! I try to stop him, but they no listen. Drag me along!

"Me no want to be bandit! Soon they go and rob everybody-me not go, unless they make me. Boofus so mean, we got to do what he say!

"You guys look out for Boofus! Him one mean gully dwarf—him rob you. Boofus is great bandit—scourge of Krynn, is him!"

The squalid camp of the gully dwarves lies at the center of this vast cavern, but the scent of the place is obvious as soon as the PCs enter the cavern. If the PCs advance a little ways, they soon hear arguing ahead, followed by a splash.

Moving forward a little more, they see the bandit camp in all its glory.

Sputtering torches and a great bonfire illuminate as ragged a collection of gully dwarves as might be found on Krynn. Dirty clothes hang about on an assortment of lines, and several pairs of worn leather boots dry by the large fire.

The camp consists of many ragged tents, most of which seem to have neither roofs nor much in the way of sides. The camp is located on the edge of an underground pool.

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A gully dwarf emerges from the water, sputtering and cursing, while another stands on what looks like a diving board. Instead of facing out toward the water, the gully dwarf faces a larger gully dwarf behind him.

"Me not sleep on guard duty!" declares the gully dwarf on the diving board. "Me just rest eyes!"

"Liar!" cries the bigger one. "You sleep! Who know what could sneak up on Boofus while guards sleep?"

With that, the large gully dwarf kicks the other off the board and into the pool.

The clothes drying near the fire are all from gully dwarves whom Boofus, the large one, has disciplined recently. The latest victim sputters forth from the water, removes his boots, and sets them by the fire disgustedly.

If the PCs hurry forward, they can catch Boofus while he is still on the diving board, staring triumphantly at his handiwork in the water below. The other gully dwarves, standing around and watching, quickly dive for cover at the approach of the PCs, not thinking to warn their leader.

Blocking Boofus's exit from the board is a very commanding position, since the huge gully dwarf is immensely afraid of water. If threatened there, he immediately agrees to any terms in order to get away from the hated liquid.

Boofus can actually prove to be a valuable

source of information. He knows that the tunnel to the east leads to the Undercity of Neraka. He also knows that there is a "blood-drinker" (vampire) along the way. He knows that the big bats with the blood-drinker fly out of the cavern at night. He has recently learned of the Nightwalk (Event 97), during which the Undercity is almost deserted.

None of this information is provided willingly, of course. As soon as Boofus figures that he has said enough to save his skin, he clams up. Only additional threats motivate him to continue.

145. The Waterhole

The tunnel ends abruptly in a large cavern. The floor is completely covered with dark, still water.

This large cavern is the converging point of several corridors. Many of the denizens of the tunnels come here to drink.

The pool is four feet deep in the center and only half that at the edges. Dwarves and half-lings have to be carried if the PCs move into the middle, but all characters can walk if the party moves around the edge.

In any event, the characters are attacked by two giant crocodiles when they are midway between two exits. The stupid reptiles press their attacks until both have been killed, since they have never encountered prey that they could not kill.

146. The Cube's Room

This area is home to a gelatinous cube. The monster has located itself squarely across the tunnel, so that nothing can move past without touching it.

If the PCs approach, roil normally for surprise to determine if they see the cube. If not, characters in the front rank of the party discover the creature by walking into it.

The cube has absorbed a number of valuables in the course of its scavenging expeditions. These include 130 stl, 180 sp, five gems worth 1d6 x 100 stl apiece, and a key to the *darkways*, which might prove very valuable in the Dark Queen's temple.

147. Caverns of Fungi

The tunnel opens onto a huge, bizarre cavern. Giant mushrooms, molds, and other types of fungi grow in profusion. Green lichens, clinging to the walls, shed a phosphorescent light, softly illuminating the vast chamber.

Several pools of still water lie among the fungi. A trickle of water spills down the wall, splashing into one of the pools. A layer of green mold over the floor looks like a lush carpet.

This pastoral cavern is crowded with fungi. Many varieties are edible. Scattered among the innocent fungi are numerous shriekers, however. As the characters pass through, these begin howling their piercing alarm.

The true menace of the cavern comes from the band of trolls living in a small side cavern in the southwestern wall. The entrance to their lair is concealed by a clump of giant mushrooms.

There are six trolls. They attack any characters discovered trespassing in their cavern. If the combat goes badly for them (if four of them are at 0 hit points or less), they try to retreat from the fungus cavern, leading any pursuers away from their lair.

The lair is discovered if any characters search in its general vicinity. A ranger who makes a successful tracking roll sees the path leading to the lair with little difficulty. It contains a number of well-chewed bones, obviously human, and two officers' uniforms from members of the Red Dragonarmy. A small wooden chest in the lair contains 20 stl, 70 gp, and 130 sp. The key to the chest is carried on a thong around the neck of the largest troll.

148. Lair of the Blooddrinker

This chamber looms high overhead, and the floor falls away quickly, disappearing down a steep slope into darkness. A row of stalagmites rises from the floor just inside the entrance, like the pipes of a gigantic organ.



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Any PCs who announce that they are examining this cavern closely should be allowed to roll Wisdom Checks. A successful check means that the character notices an aura of death or decay about the place.

The cavern is about 1,000 feet in diameter, and roughly circular. The ceiling towers 300 feet over the floor in the center of the chamber. The floor descends steeply to a circular area, about 300 feet wide, in the center of the cave. Throughout the area where the floor descends, many stalagmites jut upward. The central circle is cleared and smooth, however.

The chamber's primary occupant is a vampire that lairs in the center of the cleared area. The powerful creature is attended by 11 wraiths, also found in the central area. The other occupants of the chamber are 24 mobats who are here only during daylight hours. At night they fly out and circle the plains, looking for prey.

In the center of the cleared area lies the coffin of the vampire. No other features mar the smoothness of the area.

The vampire senses the presence of any warm-blooded intruders in his lair. If the mobats are present, he sends them to attack the player characters until the party is embroiled in combat. In the meantime, the vampire and the wraiths spread out and surround the PCs. Five rounds after the mobats attack, the undead join in.

If the mobats are not present, the vampire sends the wraiths to attack the intruders in groups of two or three. Each attack comes from a different direction. As the last group of wraiths attacks, the vampire attacks from the opposite direction, attempting to slay any clerics with the group before he can be turned.

The vampire has been ousted from the Undercity of Neraka by the liches that now control it. He burns with desire to return to the Undercity as a ruler. To this end, he has a map of all of the passages of the Undercity locked in a small box in his coffin.

The box is buried in the dirt of the coffin and is only discovered if the dirt is moved around. It is not locked. It also contains three vials: a *potion of gaseous form*, a *potion of invisibility*, and a *potion of speed*.

149. Army Encampment

An army encampment can be encountered here the night before an evil army enters Neraka. The location of this encounter varies; consult the events to determine which road a given army marches toward Neraka upon, and how far from the city it is when it stops to encamp.

The camp is guarded by a ring of pickets about ¼ mile out from the bulk of the army. Patrols on dragonback circle the perimeter every two turns. Roll 1d6 to determine the composition of the picket outposts: 1-2 = human mercenaries; 3 = ogres; 4-5 = Baaz draconians; 6 = Kapak draconians. There are 1d4+1 guards at each outpost, which are located 100 yards apart.

The heart of the camp is a ring of hundreds of tents, spread around a central area some

200 yards in diameter. The central area contains the Highlord's tent, several other officers' tents, and a large area where the dragons sleep.

150. Freedom Fighters

There are several bands of freedom fighters camped on the Plains of Neraka. Each of these encounters is essentially identical.

The freedom fighters are small bands of humans (use the Man, Bandit stats) who resist the might of the Dragonarmies in the very heart of the evil empire. They live in dirt caves excavated in the side of the fissure. Experts at camouflage, the freedom fighters have only ½ the normal percentage chance of being detected in these fissures.

The caves are located on both sides of a fissure and are concealed by dirty cloths hanging across the entrances. These cloths look remarkably like the dirt walls of the fissure and are treated as secret doors. There are five caves in each side of the fissure.

Alert lookouts are posted above the caves, watching the plains and the fissure. Each lookout post is manned by a pair of watchers; if intruders are discovered, one reports back to the camp while the other keeps the intruders in sight, falling back slowly if necessary.

When the camp is aware of the intrusion, the remaining lookout tries to lure the intruders into an ambush by allowing himself to be seen and then running down the base of the fissure. If the intruders pursue, 30 freedom fighters burst out of the caves when the strangers are below and between them. Each freedom fighter is armed with a short bow and a short sword.

If the intruders are obviously members of the Dragonarmies, the freedom fighters attack instantly. Otherwise the strangers have a chance to talk their way out of the ambush.

The freedom fighters give no names, but simply call each other "leader" or "fighter 1," etc. They are very interested in the destruction of the dragon empire and give the PCs the following bits of information if persuaded that the characters are sincere:

- Lute's Loot Pawnshop (red district) and the Inn of the Broken Shield (white district) are centers of underground activity in the outer city.
- A dangerous underground passage leads from the tunnel entrance (nearest Encounter 141 or 143) to the Undercity.
- The leader has up-to-date information about Events in Neraka. He is familiar with the guard postings, once they have been made. He knows about the Night-walk.

151. Ogre Home

As in the freedom fighter encounters, these encounters are identical wherever they occur.

Each of these areas is home to 4d6 ogres. The community is gathered around a small fissure with a waterhole in the bottom. The ogres live in crude stone huts (one hut per

four ogres). Large racks support strips of meat drying over smokeless charcoal fires.

The ogres are casual about security as they do not feel threatened here. They attack strangers mercilessly unless those strangers can prove that they are here by permission of the Highlords or other Dragonarmy officers.

As the ogres occasionally serve in the Dragonarmies, one of the stone huts contains enough ogre-sized uniforms to outfit the community as troops in a Dragonarmy, Roll 1d6: 1 = White; 2 = Green; 3 = Black; 4 = Red; 5 = Blue; 6 = roll again. With some 2d6 turns of modification, one uniform can be made to fit a human.

This area is abandoned, and all valuables removed, if the Whitestone army is within five miles.

152. Guardpost

A number of guardposts are scattered about the plains as stations for the patrols that regularly scour the area. Each is similar: a square stone building with two sturdy wooden doors, a tall wooden tower, and a well. Being in a guardpost lowers a creature's chance of being spotted by 25%.

The tower is occupied by two members of the garrison at all times. They have a horn to summon their comrades from the blockhouse.

The garrisons of the guardposts vary. Consult the Garrison Table to determine what type and how many creatures guard here and to which Dragonarmy they belong.

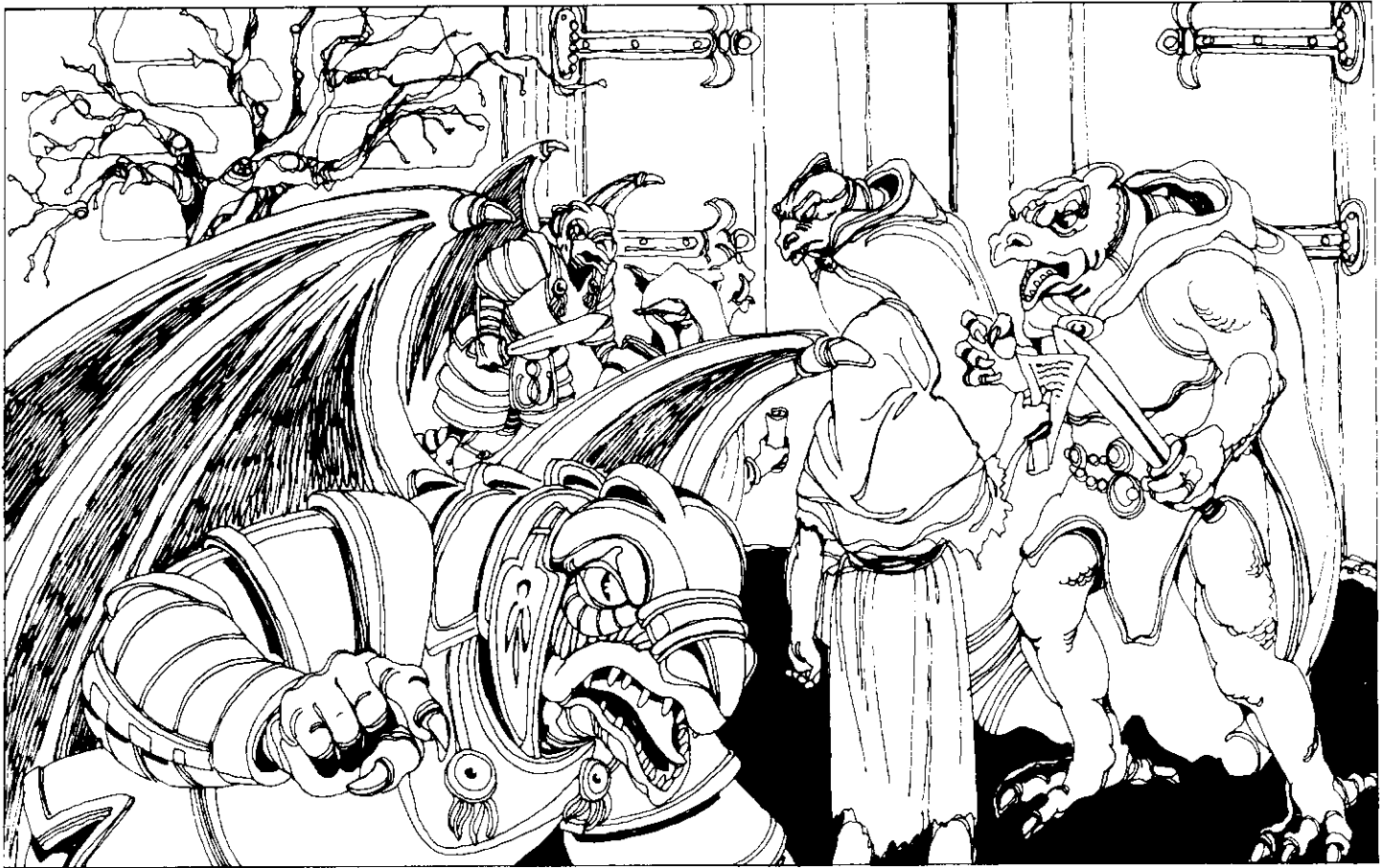
Garrison Table

D12 Roll	Troops	Army
1	Baaz (3d6)	White
2	Baaz (3d6)	Green
3	Kapaks (2d8)	Blue
4	Kapaks (2d8)	Red
5	Boza ks (2d6)	Black
6	Sivaks (2d6)	Red
7	Ogre (2d6)	Black
8	Hill Giants (2d4)	Green
9	Minotaurs (2d6)	White
10	Humans (3d6)	Red
11	Humans (3d6)	Blue
12	Humans (3d6)	White

The humans are 2nd-level fighters led by a 4th-level fighter. The uniforms of humans fit PCs. Ogre and minotaur uniforms can be modified to fit.

The buildings contain enough bunks for the garrison, as well as wooden tables and benches. Posted to the wall is a Writ of Passage and a gate pass signed by the proper Highlord.

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This is the religious center of the Dragon Empire. The Highlords meet at the looming Temple of Takhisis in the center of Neraka to determine policy under the watchful eye of the Queen of Darkness. All that is terrible and vile can be found here, and one must step with confidence and care to avoid trouble.

Yet even among this foulness and decay are folk who are willing to aid the Heroes...if those who are trustworthy can be found.

The City of Neraka

The city is divided into three sections: the Outer City, the Inner City, and the Undercity.

The Outer City refers to those streets and buildings that lie outside of the city's walls. Note that one section of the city—the White Quarter next to the Main Gate—would normally be considered part of the Inner City, except that its wall remains uncompleted. Thus, it is treated as part of the Outer City.

There are no restrictions on access to the Outer City. Nor is there any shortage of trouble when a group with the uniforms of one army strays into the quarter of another.

The Inner City refers to those buildings and streets that lie within the city's protecting

walls. The only access to the Inner City is through the Main Gate or the gates in each of the army quarters. Following Event 83, these gates are strictly guarded by the most elite troops the Dragonarmies can muster.

The Undercity refers to the maze of twisting tunnels, caverns, sewers, and catacombs that spreads like a spider web beneath both the Outer and Inner Cities, and even connects to the dungeons of the Temple itself.

The Undercity certainly offers one means of passing the guards at the gates. It also involves the risk of many horrible encounters.

Maps

The map of Neraka shows both the Outer and Inner City portions of the city. Encounter areas are numbered in specific buildings of the city. Buildings that are not marked are private residences and boarding houses.

The map of the Undercity shows the passages, chambers, and catacombs of that region as they are located with respect to entrances to the upper city. Certain surface connections are provided as reference points on the Undercity map.

Encounters in the Outer City

Encounters 153 through 161 are each repeated in several different locations in the Outer City of Neraka. The descriptions given are general so that they will hold true for all types of a given establishment or compound.

Encounters 162 through 167 represent specific areas and are only located in one place on the map of Neraka.

The streets in the Outer City are dirt avenues lined with wooden sidewalks. This allows foot traffic to avoid stepping into the seas of mud that these streets become during rainstorms.

153. Taverns

The taverns in the Outer City are almost all ramshackle wooden buildings with a cheap and well-used appearance. (On the City of Neraka map, taverns are the buildings marked with a dot—see the map key.) Generally the name of the establishment is displayed on a faded sign over the door. The name often reflects the color of the district in which the establishment is located (e.g., the Red Dragon, the White Shield, the Black Boot, etc.).

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Any windows are broken. Furniture is invariably sturdy hardwood and is primitive in nature. The bartenders keep kegs and casks behind the bar and bottles of hard liquor in cabinets well out of the reach of thirsty patrons. Because of the influx of troops, prices are inflated to about double those listed in the *Players Handbook*.

All taverns have front and back entrances, as well as 1d6+1 windows.

The taverns are open around the clock. To determine the makeup of the clientele when the PCs enter, roll 1d6 and subtract 1. The final result is the number of times to roll on the Tavern Customer Table to determine how many of what types of beings occupy the bar. Note that Ribaldry (Event 96) adds to this number. If 0 rolls are indicated, no customers are present.

Tavern Customer Table

D20 Roll	Customer Type and Number
1-3	Human Merchants (1d6+1)
4-6	Human Mercenaries * (1d10+1)
7-8	Baaz * (1d10+1)
9-10	Kapaks * (1d8+1)
11	Sivaks * (1d6+1)
12	Bozaks * (1d6+1)
13	Auraks * (1d6+1)
14	Ogres * (1d6+1)
15	Minotaurs * (1d6+1)
16-18	Trollops (1d8)
19-20	Human Laborers (2d6)

* These are troops in a Dragonarmy. Roll 1d8 to determine which army:

D8 Roll	Dragonarmy
1	White
2	Green
3	Black
4	Blue
5	Red
6-8	The army of the district the tavern occupies

Brawls: There is a 10% chance per hour that a fight breaks out in a tavern during the Ribaldry Event, which lasts from 4:00 PM to 5:00 AM. This chance is increased by 10% for members of every other Dragonarmy (besides the one controlling the district) that are present. If the PCs are not wearing any military uniforms, their presence increases the chance of a fight by an additional 10%.

Check one turn after the PCs enter a tavern and then after each hour that they remain there. Bar brawls in Neraka are savage affairs, with weapons, spells, and special abilities all coming into play. Members of all different factions present invariably become involved. Each faction sticks together and all other factions are considered enemies.

The city guards (of the local quarter) arrive 2d6 rounds after a fight begins, emptying the bar quickly. Any brawlers apprehended by the guards are taken to the Pen (Encounter 162). The guards always arrest members of other

factions first, giving their own comrades time to escape.

If the PCs are not wearing the uniforms of the district's Dragonarmy, each character has a base 20% chance of being arrested in the general panic to escape the bar. Fighting with the guards results in all present members of the district's Dragonarmy joining forces to slay the offender.

154. Inns

Inns are establishments where the PCs might be able to rent rooms for one night or several nights. (On the City of Neraka map, the inns are the buildings marked with Xs—see the map key.) In many cases, as shown on the map, an inn and a tavern are adjacent. Consider these establishments to be large buildings with both functions addressed.

An inn has a 90% chance of having room for the PCs before the district's Dragonarmy arrives, and a 25% chance thereafter. A room costs 1d4 stl per night, although the cost can be cut in half if the customer is willing to sleep on the floor.

Food is always served, but again at double the prices listed in the *Players Handbook*. The residents of the inns generally try to leave each other alone.

155. Army Camps

These are established immediately following the arrival of the district's army. The camps are approximately double the size of the Outer City districts shown on the map and spread into the plains beyond Neraka.

The camps consist of canvas tents and are the sleeping quarters for the troops and non-commissioned officers of the Dragonarmies. The officers seek more comfortable quarters in town. Each Dragon Highlord usually has a large house in the center of the camp in which he or she resides. During this adventure, however, the Highlords all stay at their quarters in the temple.

The camps are crowded with sleeping troops from 4:00 AM until noon. From noon until 4:00 PM, the camps are crowded with grumpy, hung-over troops. Starting at 4:00 PM, the troops move back into town for another night of carousing.

The camps are guarded with a casual assortment of pickets placed at 100-yard intervals about the perimeters. The status of these guards should be determined by a 1d6 roll: 1-2 = alert; 3-4 = asleep; 5-6 = have abandoned the post and gone into town.

156. Market Square

These are large, open plazas surrounded by dozens of little stalls. The stalls are not shown on the City of Neraka Map, but they are all around the perimeter of the open area. From dawn until shortly after noon, these stalls are locked and guard patrols frequently look in on the abandoned plazas. Starting at about 1:00 PM, and continuing until dawn, the stalls are opened and the goods within hawked for

sale by the sleaziest collection of hucksters and salesmen ever gathered on Krynn.

Items for sale in the market squares include a tremendous variety of meats, fruits, vegetables, baked goods, candy, and exotic cuisine from the far corners of the world. Every variety of liquid refreshment, usually intoxicating, is available in quantities large or small. Animals both mundane and exotic are offered for sale, as are an amazing collection of worthless trinkets and military souvenirs. Pennants proudly proclaiming the various Dragonarmies, or announcing a victory at the yet-to-be-fought Battle of Neraka can be bought cheaply.

Herbs, spices, potions, and poisons are all advertised for sale. Potions generally go for about 100 stl, and there is a 50% chance that they do not perform as claimed. The water in a potion bottle always carries at least a mild enchantment, so a *detect magic* does not reveal the potion to be worthless. If a potion is determined to be other than what is claimed, it might be poison (10%), another randomly determined type of potion (30%), or simply mildly enchanted water (60%).

Haggling is the name of the game in the market squares. All merchants start out asking at least five times what they figure they can get for their wares; only skillful bargaining will bring them down to a standard price.

157. Dark Churches

These are small temples devoted to the worship of the Queen of Darkness. Each is a small stone building with a courtyard in front enclosed by a low stone wall. (On the City of Neraka map, dark churches are the buildings with circles inside their outlines—see the map key.) Multicolored tapestries hang outside and inside the temples, displaying images of all five types of evil dragons. The banners of whichever quarter the temple occupies are given a prominent position.

Each temple is staffed by 2d6 Dark Pilgrims. The pilgrims do a brisk business in "prayers for hire." Troops and officers of the Dragonarmies frequently visit the temples and pay one stl for a blessing that supposedly increases their chances of surviving an upcoming battle.

Other treatments, such as removing or placing curses, *cure light wounds*, and other small enchantments, are available for a steeper price. Usually 4d10 stl is asked for services in this category.

Any visitors who arouse the suspicions of the Dark Pilgrims are secretly examined with a *detect good* spell. If the visitors are of highly good alignment, the guards arrive 3d6 rounds later. The Dark Pilgrims attempt to delay the departure of the good visitors, using force if necessary, until the guards arrive.

158. Merchant and Craftsman Shops

A vast assortment of merchant shops lines the streets of Neraka. (On the City of Neraka map, these shops are the black buildings.) As with most other costs, the prices of goods and

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services is approximately double what might be expected. Goods purchased in a shop are much less subject to bargaining than those found on the Market Square.

To determine the merchandise sold in a given shop, roll 1d100 on the Merchant Shop Table.

If the PCs are looking for a specific type of shop or craftsman, roll 1d100 to determine a starting place on the table. Then move down the table, passing one type of merchant or craftsman for each Encounter 158 that the Heroes pass, until they reach the type that they are looking for.

If the PCs ask for directions, simply place a shop of the type they seek 1d4 blocks away and allow them to find it if they obtain and follow the directions.

The size of the shop is determined by the type of work done there, as a wainwright requires much more space than a gemcutter, for example.

Merchant Shop Table

D100 Roll	Shop Type
1-3	Moneychanger
4-7	Moneylender
8-10	Jeweler/Gemcutter
11-13	Apothecary/Alchemist
14-16	Locksmith
17-21	Blacksmith
27-29	Embalmer/Undertaker
30-32	Musician/Dancer
33-35	Physician/Bloodletter
36-38	Barber
39-40	Scribe
41-42	Stonemason/Quarryman
43-45	Tailor
46-48	Teamster/Mule-skinner
49-50	Wainwright/Wheelmaker
51-53	Baker
54-56	Glassblower/Bottlemaker
57-60	Leatherworker/Tanner
61-62	Ropemaker
63-65	Shoemaker/Bootmaker
66-67	Brewer/Distillery
68-70	Trinkets/Cheap junk
71-72	Weaponsmith
73-75	Armorer
76-80	Butcher
81-83	Caravan Guides/Outfitting
84-85	Mapmaker
86-90	Pawnshop
91	Sorcerer
92-94	Sage
95-97	Architect/Engineer
98-00	Harness and Tack

159. Guardhouse

A guardhouse is always garrisoned by the Dragonarmy in whose district it is located. (For the number and type of troops in each detachment, consult the Garrison Table in Encounter 152, ignoring the "Army" column. Roll three times.) A Dragonarmy officer is always present to command the detachment. Each guardhouse is a sturdy stone building and contains a waiting room, two interrogation rooms, four cells, an office (for the officer), and a ready room for the troops on duty there.

Each guardhouse is staffed by three detachments of troops, unless a detachment is out in response to a call. If the Dark Pilgrims at a Dark Church call for help, a detachment is sent. Likewise, if a brawl breaks out in a bar, one of the detachments rushes to arrest the troublemakers. At least one detachment always remains in the guardhouse.

The cells are used only to hold prisoners whom the officers think are worthy of the attentions of the Inquisitor or an appropriate Highlord. Troublemakers, drunks, and rowdies are immediately sent off to the Pen (Encounter 162).

The first detachment rolled is the one that is always present at the guardhouse. Roll 1d8 to determine if either of the others are currently busy quelling some disorder: 1-5 = all 3 are present; 6-7 = the third detachment rolled is absent; 8 = the second and third detachments are absent. If the PCs have created a diversion that has drawn a detachment away, then the third detachment is absent, and on a 6-8 the second is also busy.

160. Entrances to the Undercity

These are of two types: outdoor and indoor entrances. They are never obvious to passers-by. Outdoor entrances are almost always through secret trap doors concealed in the wooden sidewalks of the Outer City.

Outdoor entrances to the Undercity that are located in Neraka's Inner City generally use the sewer grates that line the city streets. Where these encounter areas are marked on the map, the grates swing easily upward. The grates have a locking catch underneath, so simply pulling up on a grate does not release it. A successful open locks check by a thief is required to release the catch.

Indoor entrances are concealed beneath floorboards, or under rugs, tables, or beds. Treat these entrances as secret doors for purposes of discovery.

161. Warehouse and Storage Bins

These buildings contain the vast stockpiles of supplies that have been gathered to support the Dragonarmies. The caravans that continue to arrive in Neraka bring additional quantities of goods, which are immediately carried to an empty warehouse for storage.

The buildings are all made of stone block with heavy wooden doors. Each door is securely locked, and is so strong that any attempts to open doors suffer a -3 penalty.

To determine the contents of a given warehouse, roll 1d10 and consult the Warehouse Table.

Warehouse Table

D10 Roll	Contents
1	Uniforms (district color)
2	Beer and ale in casks
3	Liquor and wine
4	Salt (1-3) or Oil (4-6)
5	Weapons of all Dragonarmy types
6	Fodder (hay and oats)
7-8	Grain in bins
9	Hardtack (dried meat)
10	Dried fruits and vegetables

Roll percentile dice to determine how full a given warehouse is if the PCs should enter it. The dice roll equals the percentage of capacity currently in use.

162. The Pen

This is the holding tank for troops and citizens who get too rowdy in Neraka and then make the ultimate mistake of not outrunning the guards. Such unfortunates are brought to the Pen and thrown in.

Food and shelter are not provided in the Pen, since most prisoners enjoy only brief stays. Several rusty iron troughs offer what passes for drinking water.

Prisoners remain here until their unit commanders arrive to bail them out, which is usually within a day or two. If the imprisoned is a private citizen, arrangements for bail must be made with the Penkeeper. Bail in this case costs everything the imprisoned character has upon his or her person (as revealed by a thorough search), and whatever the Penkeeper feels he can get for the person's life. If money must be fetched from a location in Neraka, the accused is held and guards from the Pen venture into town to collect.

The Penkeeper returns weapons and armor to released prisoners, but he keeps money, gems, potions, and other valuables.

The Pen is enclosed by a 30-foot-high wooden fence. The perimeter beyond the fence is guarded by regular patrols of guard detachments from the Green Dragonarmy.

A secret door in the southern end of the fence allows passage to the outside world. Characters passing through it during daylight are certainly seen by the perimeter guards. At night, there is a base 50% chance that escapees are spotted. Increase this chance by 10% for every individual over eight in the escaping party.

If the PCs remain in the Pen for two days, or if it is Day 7 of the adventure, a scruffy-looking human mercenary approaches them with an offer to show the way out, for a price. He negotiates for whatever he thinks he can get from the Heroes, and then shows them the secret door.

The Penkeeper's hut is a small wooden building near the northern edge of the Pen's perimeter.

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In here, the Penkeeper has collected 500 stl, four *potions of healing*, a *potion of stone giant strength*, and a *potion of invulnerability*. All of these possessions are locked in an iron strongbox under his bed. The Penkeeper keeps the key to the box on his belt at all times, and the box is trapped with a poison needle that will prick any thief who fails an open locks attempt (successful saving throw vs. poison or suffer 5d8 points of damage).

163. Slaver Pens

The occupants of these cells stay here in abject hopelessness, waiting to be purchased by officers in the Dragonarmy, wealthy merchants, or shop owners looking for cheap labor.

The slaver pens are actually holes in the ground over which heavy bars have been laid. Prospective purchasers walk above the cages on catwalks, looking down at the Slavemaster's wares.

Slaves are segregated by sex and age, with men of various ages kept in a variety of cages, and likewise with women. The youngest slaves are about 15 years of age; any older than 45 years are summarily disposed of, as their marketability is virtually nil. (Use the Man, Common stats for slaves.)

A strong young man or attractive young woman costs about 150 stl, while the less desirable slaves can be purchased for a third of that. This is truly a sad and very nearly hopeless place; perhaps nowhere else is the evil behind the Dragon Empire so brazenly displayed.

164. The Pit

This is a deep hole in the ground where the bodies of dead humans, draconians, ogres, and creatures of all varieties are unceremoniously tossed to rot and decay.

The stench is vile. Any character attempting to approach the pit must pass a Constitution Check or fall back, gasping and choking. Characters who do reach the edge of the pit must roll a successful saving throw vs. poison or succumb to a disease, as if they had been affected by a cleric's *cause disease* spell.

165. Lute's Loot—Pawnshop

This little store in the Red Army's district is one of the centers of activity for the Hidden Light—the underground movement that seeks to undermine the power of the Queen of Darkness.

Lute (see the "NPCs" section of the Appendix) is a courageous little man who is ready to sacrifice his life to further his cause. If the PCs can persuade him of their sincerity, he shows them the secret trap door in the floor of his shop leading to the catacombs of the Undercity. He knows the underground route to the dungeons below the temple and to the meeting room under the Inn of the Broken Shield. He sketches out a crude map of these routes for the PCs, if they ask him to do so.

166. Inn of the Broken Shield

This inn looks like nearly any other tavern in the Outer City, except that there are always 2d6 human laborers present in addition to all other groups. All but a few of its customers would be surprised to learn that this inn is a center of underground resistance in Neraka.

Talent Orren, the proprietor, is the leader of the Hidden Light. The laborers are his most faithful followers and bodyguards. A secret trap door behind the bar leads to a large underground meeting room. During the Night-walk, when most of the Undercity is deserted, Talent can gather 100 freedom fighters here, mostly through subterranean passages.

Like Lute, Talent willingly supports any activity of the Heroes if he is persuaded that they are true enemies of the Dark Queen. For a major operation, he and his men will risk their lives to create a diversion or otherwise aid the PCs' efforts.

167. Hair of the Troll Tavern

This inn, located in the Green Army district, resembles other Nerakan inns in all respects except one: it is the favored watering hole of Maelstrom, the freedom fighter who serves as liaison between the Hidden Light forces in Neraka and those in the countryside.

Maelstrom is a burly human who sits by himself, drinking an apparently enormous quantity of ale without being visibly affected. Other patrons, including ogres and Sivak draconians, have learned to leave this human alone.

If approached by the PCs and persuaded of their sincerity, Maelstrom reveals the significance of both Lute's Loot and the Inn of the Broken Shield. If the Heroes enter either of the latter establishments with a corny line such as "Maelstrom sent us," they are guaranteed a hearty welcome.

Encounters in the Inner City

Sheltered by the high walls of Neraka, the Inner City is somewhat different in character from its counterpart outside the walls. Although free travel is limited to Dragonarmy officers and those with passes, the Inner City districts are nearly as busy as the regions of the Outer City. The Dragonarmies have many officers, and they generally visit establishments in the Inner City to avoid meeting the rabble that they command.

The quarters of the city, as defined by the various colors of Dragonarmies, continue through the Inner City and up to the temple itself. The streets in the Inner City are all paved with stone, and each has a drainage sewer running underneath it. Iron grates, spaced every 100 feet down the centers of the streets, drain water from the streets to the sewers below.

Encounter descriptions 153 through 161, given for the Outer City, apply to similar structures in the Inner City as well, with a few exceptions. Thus the taverns, shops, etc., of the Inner City are not described separately.

Use the Outer City descriptions and apply the following modifications:

Prices: Because the customers of Inner City establishments are army officers and wealthy citizens, the costs of all goods here are roughly four times the standard AD&D game rates. This is double the rate of Outer City establishments.

Clientele: Dragonarmy officers are always accompanied by a bodyguard of elite troops. Thus, when determining the customers present in a tavern, roll on the Tavern Customer Table in Encounter 153. Each group of troops is accompanied by an officer. Roll 1d6 to determine the race of the officer: 1-4 = human; 5-6 = the same race as the troops.

Note: There are no army camps or market squares in the Inner City.

The Queen's Way: This is the main street of the inner City. It spirals around from its beginning, at the Main Gate, through two complete spiraling loops before coming to an end at the Temple Square. It is flanked by the city walls on either side. Guard patrols diligently move through it, checking the papers of all they encounter.

Double the frequency of random encounter checks while the PCs are on the Queen's Way.

168. Main Gate

A huge gatehouse surrounds a pair of massive, tightly closed iron gates. A heavy portcullis blocks access to the gates. A small door into the gatehouse seems to be the only open passage. Several guards stand before it, demanding papers from all who approach.

Neraka's main gate is a fortress unto itself. The building towers nearly 100 feet above the surrounding streets. The small doors next to the gates open onto a hallway running the length of the building, leading from the Inner to the Outer City.

If characters note the gate, they see many guards posted atop its walls. The area around the gate is lit by hundreds of torches at night. There is a 1 in 3 chance per turn that an officer passes through the door next to the gates. Observing characters who make a successful Intelligence Check notice that the officer is not asked to show papers.

The gatehouse is garrisoned by 100 troops from each of the five Dragonarmies (500 total). These troops maintain barracks and mess halls within the gatehouse; they serve here for one-month shifts. All changes of guard postings occur within the gatehouse itself. The vigilance of the guards at the main gate is never lowered; noninvisible characters attempting to scale the wall here or sneak through the door are seen and accosted by the guards.

Any characters captured here are taken directly to the Captain of the Guard (Encounter 176).

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169. Minor Gates

These gates allow passage from each district into the Inner City. Each gate is flanked by twin 60-foot-high towers. The gates are manned by the army of the respective district.

Like the main gate, the minor gates are closed after Event 83. Only a small wooden door allows passage between the Inner and Outer Cities.

Each minor gate is watched by three detachments of guards on duty at any given time. Roll on the Garrison Table in Encounter 152 (ignoring the "Army" column) to determine the makeup of these detachments. One detachment guards the wooden door at ground level, checking the papers of all who pass (except Dragonarmy officers). An officer is posted with this detachment. The other detachments are posted atop the two towers flanking the gate.

Unlike the main gate guards, these detachments live in the army camps. The relief guards march from the camps to the gates at every shift change. These guards are always alert enough to detect noninvisible intruders attempting to slip past their posts.

170. The City Walls

Rising 40 feet above the ground and spiraling inward like a constricting snake, the city walls present a smooth, stone surface to any who would try to reach the Inner City.

The walls rise to a stone parapet. A 10-foot-wide walkway runs along the top of each wall. A guardhouse is located every 100 yards. The guards move 50 yards out and back again from each guardhouse on an irregular basis.

Characters attempting to slip across the top of the walls unnoticed stand a base 80% chance of being observed. This chance is doubled during daylight. The chance can also be modified by the vigilance level of the guards (see Event 94), and whether or not the PCs received the blessing of the gods in Godshome. In addition, add 10% to the chances of detection for each individual above eight in the party attempting to sneak across.

If the modified chance of discovery is 100% or more, the party is spotted. If it is less than 100%, roll 1d100 to determine whether or not the PCs pass unseen.

171. Towers

Each of these towers lies astride the city wall. The towers are 60 feet tall and 40 feet wide, with an open platform on top surrounded by a waist-high parapet.

Each tower is garrisoned by a guard detachment, as detailed in Encounter 169. The towers are hollow, with wooden stairways spiraling upward inside them. Two ground-level doors lead into each tower and one door

opens onto the wall on either side of the tower. The stairs end in a trap door that opens onto the roof of each tower.

172. Emperor's Court

This huge square directly behind the main gate is lined with galleries and reviewing stands. It is used for parades, festivals, and other pageantry. It sits astride the main street leading from the main gate to the temple, so it serves as a thoroughfare when not used for anything else.

The street begins to snake toward the temple underneath a huge stone arch in the western wall of the court. To the south, an iron gate stands shut, barring passage to the Queen's Court. Treat this gate as a minor gate (Encounter 169).

173. Queen's Court

The Queen's Court is a slightly smaller version of the Emperor's Court. It sits astride the main street, which passes through the square along the east-west axis. At the southern end of the court, another minor gate provides direct access to the temple square (treat as in Encounter 169).

174. Temple Square

Rising like the misshapen spawn of a mad architect's nightmare, the Temple of the Queen of Darkness claws skyward from the center of a huge plaza. Black, twisted towers shoot from the structure at odd angles. The walls seem to bend outward or inward with no logical pattern.

The huge square surrounding the temple is the end of the snake-like Queen's Way. It is not visited casually. Stationed in here at all times are honor guard units from each of the five Dragonarmies. (For each of the five Dragonarmies, roll six times on the Garrison Table in Encounter 152. Ignore the "Army" column on the table.)

The honor guard units march around the tower at a leisurely pace, but the troops are alert. Weapons gleam, uniforms and boots are clean, and officers and sergeants bark their orders with crisp precision. This is an opportunity for each army to display its military might, and each unit strives to outdo the others in appearance, drill, and discipline.

175. Arena of Death

This vast coliseum is devoted to the entertainment of the troops and citizens of Neraka. The usual show consists of many slaves being forced to fight to the death.

The arena gates are neither closed nor guarded, so characters have no difficulty walking onto the arena floor or among the galleries. Below the floor, however, considerable activity occurs in preparation for the queen's arrival.

A huge spectacle has been planned for the day after the queen enters Krynn. Four units of slaves are receiving extensive training and preparation as light infantry. Each unit consists of 1d20 strong fighters. Two units fight each other in two separate matches. The victorious units then face each other in a climactic battle to the finish. The surviving members of the winning unit will be given their freedom; all others will be put to death.

Each unit is quartered in a huge, barren room under the arena. Their weapons and armor, of course, are stored separately. Each unit is guarded by two detachments (for the size and type of each detachment, consult the Garrison Table in Encounter 152, ignoring the "Army" column) of the Blue Dragonarmy.

If these slaves can be freed, they serve their liberators as elite units during the Battle of Neraka. They can also create a diversion during the Second Council or perform any reasonable request.

176. Captain of the Guard

This hulking blockhouse is the quarters of the city guard, and the headquarters of the Captain of that guard (see the "NPCs" section of the Appendix).

The city guard is the only military organization in Neraka that does not belong to one of the five Dragonarmies. Thus, the Captain of the Guard enjoys a rank very nearly equal to that of a Dragon Highlord.

The city guard forces consist of 11 squads of 20 Kapak draconians each and 11 squads of 20 Baaz draconians each. Each squad is commanded by an Aurak draconian and two Bozak subcommanders.

The blockhouse contains barracks and mess halls for these squads, as well as 100 small cells for temporary storage of prisoners. The only prisoners kept here are those deemed too significant for storage in the Pen. They are generally sent to the Inquisitor within 1d3 days.

The captain's office on the second floor is reached by ascending a long stone stairway. One Kapak squad is always assigned to protect the approach to the office.

In the rear of the blockhouse is a small temple of Dark Worship, tended by a group of eight Dark Pilgrims.

Encounters in the Undercity

The subterranean region stretching beneath the city of Neraka is collectively referred to as the Undercity.

Encounters 177 through 181 are descriptions of common Undercity locations. These locations are repeated many times throughout the Undercity, but they are similar enough that general descriptions apply to all of them. Encounters 182 and 183 are unique areas.

The locations referred to in Encounters 177 through 181 are displayed on the Undercity of Neraka map with symbols rather than encounter numbers. The upper sewers (Encounter 177), for example, are displayed as a double line and are not numbered on the

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map. Note that the key to the map lists the encounter number for each type of terrain, so that you can quickly find the description during play.

Iron Grates

In many places marked on the map, a grid of iron bars blocks passage through the upper and lower sewers. These grids serve as crude filters, preventing large objects from flowing through the tunnels. Although they are very old, the grates are made of heavy iron bars. A normal Strength Check is required to spread them apart. The grid is made of bars spaced about one foot apart. Kender and gully dwarves can squeeze through the grates in one round. Large creatures must bend the bars to pass through.

Secret Doors

Many routes through the Undercity are blocked or concealed by secret doors. These are cleverly designed portals that blend into the surrounding stonework, down to the molds and slimes that coat most of the walls down here.

The secret doors can be discovered via the normal procedure. Once the door has been discovered, however, a thief must make a successful open locks roll to find and release the catch. A thief can make such a check after 3d6 rounds of searching; if it fails, the search can be continued. An unlimited number of checks can be made at a given secret door, but 3d6 rounds pass between each check.

Exits From the Undercity

Exits leading to the streets of the Inner City are ladders leading up a narrow hole to a sewer grate in the middle of a street. In the Outer City, the ladders lead to secret trap doors in the wooden sidewalks.

Exits leading to the interiors of buildings anywhere in Neraka are without exception concealed by secret doors from the tunnels of the sewers. Generally, the secret door opens onto a short tunnel leading 10d6 feet to the side of the sewer. At the end of the tunnel, a vertical shaft leads upward about 12 feet to the trap door in the floor of the building.

All exits connecting the Undercity to the surface lead from the upper sewers (Encounter 177).

Random Encounters

Note that two different sets of random encounter tables are used for the Undercity (see "Random Encounters" in the Appendix). The first set is used at all times except during the Nightwalk (12:00 AM to 2:00 AM), and includes the undead that heavily populate the Undercity. The second set of encounters applies only during the Nightwalk, when these undead are walking the streets of Neraka.

If your game clock shows that the Nightwalk begins or ends while the PCs are in the

Undercity, immediately switch to the appropriate section of encounters for all checks during the Nightwalk.

Note also that the upper sewers are not considered part of the Undercity for purposes of random encounter checks. All checks for random encounters while the PCs are in the upper sewers are made on the second set of the Undercity encounter table (the Nightwalk/Sewer random encounters).

177. Upper Sewers

These are the sewer tunnels running underneath each street of the Inner City. The iron grates on the streets appear every 100 feet along the tops of these tunnels.

The tunnels are about eight feet in diameter and are cylindrical in shape. There is always at least one foot of water collected in the bottom of the tunnel. If it has been raining in Neraka, the water level is higher.

Add one foot of depth for every day of continuous rainfall, including the present day. Consult Event 81 to determine the length of the rainstorm. Beginning the first day after the storm, the water level falls two feet per day until it reaches the one-foot depth, where it levels off.

Even though the upper sewers cross lower sewers at many locations shown on the map, most of these areas contain no connections between the two levels. The two sewer systems are only joined in those locations where spillways (Encounter 178) are indicated.

178. Spillways

The spillways are chutes connecting the upper and lower sewers of Neraka. Some are screened by iron grates, as shown on the map. Each spillway is 60 feet long, and descends 20 feet over that 60-foot length.

The spillways have water flowing down them if the current water level of the upper sewers is four feet or greater. The depth of water in the spillways is three feet lower than that in the upper sewers.

The spillways are always slick and treacherous because of the build-up of slime and mold on the surface of the chute. A character attempting to move up or down the spillway must succeed at a Dexterity Check. Failure means that he slips and falls, sliding all the way to the bottom and sustaining 1d6 points of damage. The character's Dexterity score is modified by a -5 penalty for every foot of water flowing down the spillway.

Any time a character slides down a spillway, roll 1d6. On a 1 or 2, the character has a random encounter at the bottom of the spillway. Roll on the Random Encounter Table (in the "Random Encounters" section of the Appendix) to determine what creature is encountered.

A character trying to climb up a spillway who fails the Dexterity Check is assumed to slip at the very bottom and does not suffer damage. A character can make one attempt to climb the spillway every turn.

179. Lower Sewers

The lower sewers of Neraka serve to channel the water overflow from the upper sewers. They also serve as connecting passages between the various catacombs, reservoirs, and encounter areas down here.

The lower sewers are tunnels 12 feet high and 12 feet wide. They are square, not circular, in cross-section. The depth of water in the lower sewers is half that in the spillways. The water never flows quickly down here; there is a stagnant, musty smell throughout the lower sewers. Even if no water flows down the spillways, there is a nearly uniform pool of water four inches deep over the floor of the lower sewer. Characters attempting to move silently or to utilize the effects of *elven boots* must move at 1/3 their normal movement rate, or the splashing of their footsteps is audible 120 feet away.

180. Reservoirs

These large chambers are essentially underground lakes, collecting the overflow from the sewer systems until the water evaporates or seeps into the ground. The water in the reservoirs is stagnant and foul. Any character drinking it must roll a successful saving throw vs. poison or succumb to disease, as in the clerical *cause disease* spell. Characters who so much as swim in the water must roll a successful saving throw vs. breath weapon. Failure means that they have inadvertently ingested some of the water, and must successfully save vs. poison or suffer the disease effects.

The water level in the reservoirs is 1d6 feet below that of the lower sewers. Slime-coated sheer drops connect the lower sewers to the reservoirs, with water slowly trickling from the lower sewers to the surface of the reservoir. The reservoirs are 11-30 feet (1d20+10) deep. As indicated on the map, they are several hundred feet across.

If characters try to cross the reservoirs, ignore the usual Random Encounter Tables. Instead, if an encounter is indicated, roll 1d6 on the following table:

Reservoir Encounter Table

D6 Roll	Encounter
1	2d6 Giant Frogs
2	2d6 Giant Leeches
3	1d3 Giant Constrictor Snakes
4	1d6 Giant Crayfish
5	1 Frogemoth
6	2d4 Huge Pedipalpi

181. Catacombs

The catacombs are the graveyards of Neraka. Until recently, the dead of the city were buried here, with large sections devoted to the families of prominent army officers and important figures in the hierarchy of the evil empire.

With the growing activity of undead in the area, plus the thriving populations of other

assorted monsters, the citizens of the city rarely venture down here any more. The areas have been taken over by the foul denizens.

The catacombs are literally teeming with undead at all times, except during the Nightwalk. Double the frequency of random encounter checks while the PCs are in a catacomb, unless a Nightwalk is in progress.

The catacombs are laid out in a square grid pattern. A section of coffins is a 20-foot-square area, surrounded by a 10-foot-wide corridor on all sides. The entire catacombs area is simply this grid pattern repeated many times. Characters walking through this area have the impression of moving down a 10-foot-wide corridor, with similar corridors branching to each side at 20-foot intervals.

Each section of coffins has a wooden door in the middle of one side. Nearly all of the doors (90%) have been destroyed by the ravenous ghouls and ghouls. Inside the tier are the remains of 3d10 corpses. Check for a random encounter every time the PCs enter a section.

If the PCs are attacked by a group of undead, the combat draws additional groups of undead. Roll on the Random Encounter Tables (in the Appendix) after 1d6 rounds of combat to determine what additional types of undead arrive to join in the fight. The undead principally seek to slay any PC clerics. If more than one type of undead is present, however, they try to capture the rest of the PCs and take them to the Court of No Resort (Encounter 182).

182. Court of No Resort

This dreary chamber is the focal point of undead power below Neraka. It is the lair of the five liches that control the Nightwalk. These are the judges that sit at the court, resolving disputes among the undead of the Undercity. The court is the reason that the undead attempt to take PCs prisoner during encounters in the Undercity.

The courtroom is a vast chamber draped in huge, tattered sections of rotted black velvet. The five judges sit upon a raised dais at the end of the room opposite the entrance. Before the judges is a long bench. Below this bench is a pit where prisoners are forced to stand.

Behind the pit are arrayed numerous galleries that provide seating for hundreds of interested spectators. They are occupied by all of the captors, as well as numerous other undead who gather for the spectacle of a trial.

The entire chamber is illuminated by several glowing red spheres floating about the room. These are simply red glass balls upon which *permanency* and *levitate* spells have been cast by the liches. Inside each ball is a small stone that has been enchanted with a *continual light* spell.

Behind the judge's bench, a wooden door leads to a smaller chamber. The judges retire here after they have heard the case, in order to confer and render a verdict.

The liches decide which group of undead can claim the lives of the prisoners. Wights and wraiths desire that the prisoners be given

over to them for energy draining and to increase the population of that type of undead. Ghouls and ghouls have a more basic desire behind their pleas: hunger for the corpses of the prisoners. The banshees want to keep the prisoners alive, but securely chained, in a nearby section of coffins, torturing and tormenting the prisoners for the banshees' entertainment and enjoyment.

A member of each type of undead group that captured the prisoners steps forward and presents the case of that creature type.

The liches then retire to their private chamber and eventually return with the verdict. To determine what the verdict is, list the types of undead in the order that they arrived at the fight. Beginning with the first group, roll 1d6. That group receives the prisoner on a 6 result. If the result is other than a 6, roll for the next group. Keep rolling, going through the list several times if necessary, until a 6 comes up.

The 1d6 roll can be modified by several factors. In all cases, treat a result greater than 6 as a 6. Modify the die rolls as follows:

Verdict Modifiers

Modifier	Cause
+1	Undead of that type killed a PC cleric
+1	Undead of that type were killed in the fight
-1	No undead of that type were left after the fight

Regardless of what stage the proceedings have reached, the Court of No Resort adjourns at 11:30 PM every night so that the attendees can reach their positions for the Nightwalk. The prisoners are left under the watchful eyes of 2d6 ghouls until the session resumes at 2:30 AM. The prisoners are not bound, however, nor are their possessions removed. This mechanic can be used as a lucky break, allowing the PCs a chance to escape from an otherwise very difficult situation.

183. Emperor's Cache

This secret chamber contains some of the finest treasures from across the face of Krynn. It is the personal cache of the Highlord Ariakus, and its contents are known only to him.

The treasure room is guarded by a huge, ancient red dragon. Ariakus brought the dragon in here under the influence of a *reduce* spell. After the spell wore off, the dragon became too large to escape, since all of the entrances are eight-foot-diameter tunnels. The dragon can speak but cannot use spells.

The treasure is heaped in the center of the room, and the dragon spends most of its time curled up atop this pile. Though it appears to be sleeping, this is just a ruse. It knows the PCs are there when they get within 100 feet of its chamber.

This treasure includes a mountain of coins: 80,000 gp, 40,000 ep, 50,000 stl, and 10,000 pp. Scattered among these coins are 10,000 gems, worth 30-300 stl each (1d10 x 30).

The room also contains numerous magical weapons and armor, including: *plate mail +4*, *shield +4*, *shield +3*, *chain mail +4*, *leather armor +3*, *long sword +5 defender*, *mace +4*, *sword +2 (red dragon slayer)*, *plate mail of etherealness*, *dwarven thrower hammer +3*, and *cursed berserking sword +2*.

The room also contains several magical items, including *dust of disappearance*, *dust of sneezing and choking*, a *gem of seeing*, a *medallion of ESP*, and a *talisman of the sphere*.

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Within the temple lies the gate through which Takhisis can now partially pass. If this gate is sealed, then the Dragon Empire dissolves into warring factions. If it is opened entirely, then the doom of the world is nearly assured.

Closing the gate is no easy task. Creatures of great evil are stationed throughout the temple. The PCs might find that deception proves their only means of achieving success and staying alive. Finding the gate and sealing it without bringing the guards down on their heads is the PCs' primary challenge.

Moreover, it might be difficult to complete the quest for other reasons. The Dragon Highlords appreciate skill and cunning. Rather than death, they might offer the PCs positions of power if they abandon their quest and turn toward evil. While this always ends in the PCs' eventual extermination, the PCs might be tricked long enough for the Dark Queen to triumph.

About the Temple

The Temple of Takhisis is no doubt the most bizarre structure upon the face of Krynn. It was grown rather than constructed.

When the Cataclysm struck Krynn, the center of annihilation was the temple of the High Priest of Istar. Yet that temple was not

destroyed, as were the lands and cities around it. Rather, its parts were scattered among all the planes of the gods: good, evil, and neutral.

Of all the scattered pieces of the temple, the most important was the foundation stone. This pillar of stone was studded with the most precious gems from all over Ansalon, including a hallowed piece of the Whitestone itself from Sancrist Isle. The foundation stone was the main supporting pillar of the temple, the focal point of the temple's power.

As fate would have it, the foundation stone was cast into the Abyss, the realm of Takhisis, the Queen of Darkness. After a period of time, the queen came upon the stone. Through her cunning and terrible dark powers, she caused the stone to become her portal into the physical world. Through this portal she could circumvent the banishment imposed by Huma, and she once again set her dragons upon the world. This time, she vowed, the forces of darkness would emerge victorious.

Thus the foundation stone became the queen's gateway into Krynn. She entered the world in a desolate and uninhabited region called Neraka. After planting her stone on the dry, flat ground, surrounded by towering peaks, she walked the world for a time, awak-

ening her dragons from their long sleep. She then returned through the gate to rally her forces on the Abyssal plane.

The stone she had planted, meanwhile, began slowly and magically to grow into a dark version of the temple that once stood in Istar.

Now fate again played a role in swinging events of the world, this time back toward the point of balance. A brother and sister walked the plain where the foundation stone was planted. The brother recognized the value of the gems and eagerly tried to pry one of the gems loose.

The sister objected, as this place seemed at once holy and terrible to her. She felt that they should leave immediately. An argument and a struggle ensued. The sister, reeling from her brother's blow, struck her head against the foundation stone, knocking loose a green gem in the same instant that she died.

Her brother clasped the green gem to his chest and fled in panic. His name was Berem and the stone became embedded in his chest. The green gemstone caused him a magical torment that denied even the escape of death.

Though the sister, named Jasala, had died, her good and kindly spirit did not flee to the realms of Paladine. Instead, she entered the

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foundation stone. So convinced was she that her brother would return to her, she remained and awaited him.

The temple grew, but not as the Dark Queen desired. Since the foundation stone was missing one gem, the temple was doomed to be distorted and incomplete. It clawed its way into the sky in twisted agony. Its corridors writhed in tortured and inexplicable directions. The grace of the temple at Istar was perverted.

This in itself presented no problem for the Queen of Darkness. In fact, such an abode was more suited to her tastes. But it was the spirit of Jasala—a spirit of compassion and goodness that inhabited the stone and thus blocked the queen's gate into the physical world. Takhisis could only project a portion of her presence through the gate between the planes until such time as the gate could be thrown fully open.

In the meantime, the twisted corridors and bizarre rooms of the temple have been adapted to the uses of the queen and her generals. Some additional construction attempted to make sense of the perverted architecture and turn the building into a useful structure. Defensive mechanisms were created. A regiment from each of the five Dragonarmies maintains a permanent posting here. Bands of Dark Pilgrims—the clerics of Takhisis—roam the temple, constantly performing rites of darkness and evil.

Distortions of Reality

The temple rests astride the border between the physical world of Krynn, in the Prime Material plane, and the Abyssal plane. Thus much of the original structure is gravitationally and geometrically unstable.

This is a natural phenomenon, not a magical one. Therefore, spells such as *detect magic* and *dispel magic* have no effect on the perspective and gravity distortions in the temple.

Characters might find themselves climbing stairs that actually descend to a lower level. The curved corridors shown on the temple maps appear straight to all forms of measurement and detection. This applies to all curved corridors in the temple, including those that double back upon themselves in a "U" shape. Intersections of these curved corridors always appear to be at right angles.

As mentioned earlier, stairways sometimes appear to travel in directions opposite to their true directions. Any time the PCs encounter a stairway, either spiraling or straight, roll 1d6. On a 1-3, the stairway seems to go in the opposite direction from that actually moved. Characters who think they are climbing are actually descending, and vice versa. Spiraling stairways are not curved corridors for purposes of the distortion described above.

Maps

The Temple of Takhisis is depicted in five separate maps (on the black and white side of the fold-out mapsheet). These show the dungeon level, the main level, the upper level, and the tower levels. Encounter areas are numbered starting with the dungeon level and moving upward.

The Objective

The ending you have selected for the epic requires the PCs to reach a certain location within the temple. Each key location is in the center of one of the temple levels, as follows:

Objective	Level
Foundation Stone	Dungeon Level
Council Chamber	Main & Upper Levels
Anvil of Might	Upper Tower Level

The Garrison Regiments

An elite unit of draconians from each Dragonarmy is posted on permanent guard duty in the temple. The sections of the temple guarded by each army correspond to the city districts controlled by the same army. Unlike those in the city, members of these elite regiments are never subject to reduced vigilance because of a long shift on duty.

These regiments are the honor guard when the Dragon Highlords meet in council. Their order of entrance is explained in Event 89.

The draconians in each regiment are not unusual except that they are among the largest of their type. They therefore have very nearly the maximum number of hit points. The Temple Garrison Table lists the name of each regiment, the type of draconians, and the hit point spread for these elite draconians.

Temple Garrison Table

Army & Unit	Dracs.	Hit Pts
White Legion	Kapak	18 + 1d6
Green Regiment	Kapak	18 + 1d6
Black Guards	Bozak *	24 + 1d8
Blue Watch	Sivak	32 + 2d8
Red Watch	Sivak	32 + 2d8

* The Bozak draconians of the Black Guards can cast the following spells: *detect magic*, *magic missile*, *sleep*, *detect invisible*, *web*.

Encounters

184. Training Rooms

Each of these five rooms is located beneath the barracks of one of the Dragonarmy regiments garrisoning the temple. One is used by each regiment.

The rooms are so large that all members of the unit can gather for drill and fighting practice. Usually only a portion of each regiment is present while the others are posted on guard duty or sleeping.

Each training room is simply a large, open area. The ceiling is 20 feet above the floor,

which consists of fine sand covering a base of rock. The rooms are surrounded by a viewing gallery, 10 feet higher than the floor of the training area. Numerous stairways provide access from the floor to the galleries.

The training areas are used on a fairly regular schedule. From 6:00 AM until 4:00 PM, 60-90 (50+10d4) members of the regiment are involved in weapons and drill practice. At all other times, 3d6 members are present, practicing on their own.

However, the training areas are abandoned during (and for four hours before and after) each council of the Dragon Highlords.

185. Regimental Armories

These rooms are locked and two members of the regiment stand outside the door at all times. A warrant signed by an officer of the regiment, or by the army's Highlord, is needed for permission to open the armory. In fact, the guards do not keep the key to the door; it is held by the regiment's commanding officer.

Each armory contains the following supply of weapons: 800 spears, 240 long swords, 400 shields, 400 suits of (draconian) armor, 80 heavy crossbows, 2,000 quarrels, 40 long bows, and 1,600 arrows. Locked in a closet near the back of the room are the officers' supplies: eight suits of *plate armor +1* (human, with masks), eight *long swords +1*, and eight *potions of speed*.

186. Regimental Kitchens

These rooms contain the kitchens used to cook for the troops and officers while they are in the temple. As might be expected, the food is considerably better than that in any of the army camps around Neraka.

The kitchens are adjacent to storerooms that are well-stocked. The supply storage rooms contain enough food for a six-month siege.

Each kitchen is staffed by 12 human slaves and two draconians. The slaves sleep in a small room adjacent to the kitchen. Each kitchen has four huge ovens, four cooking fires with large iron kettles suspended over them, and a large refrigeration room chilled with ice from the Khalkist Mountains.

The food stockpiled here includes many bins of grains, dried fruit, and dried vegetables. The refrigeration rooms contain fresh fruit, vegetables, and meat.

187. Acid Pools

These devious traps are all similar in effect and appearance, but they are concealed by a wide variety of illusions and look quite different.

Each acid pool is a circular room, 60 feet in diameter, with at least one corridor entering it. The pool of acid fills the room and is six feet deep. Characters in the acid sustain 8d6 points of damage per round.

If the PCs approach a pool, roll 1d6 and compare the result to the following table to determine which illusion is in effect.

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Acid Pool Illusion Table

D6 Roll	Effect
1	No illusion
2	Acid is invisible
3	Acid pool appears to be water
4	An illusory bridge connects all corridors into the room
5	A real bridge connects all corridors into rooms, but the middle 10 feet of the bridge is illusory
6	Room is disguised as a corridor

188. Dark Abbey

This chamber is devoted to the worship of the Queen of Darkness. It is huge and circular, with rows of benches surrounding the central altar in concentric rings. The altar contains a life size and life-like statue of the Queen of Darkness.

Services are held in the abbey following each session of the Dark Rites (Event 95). These services last for two hours. During these services, 240 Dark Pilgrims are present. At all other times, eight Dark Pilgrims are busily sweeping and tidying the chamber or dusting the statue.

The abbey is deserted during the councils of the Dragon Highlords.

189. Queen's Garden

A musty smell pervades these caverns. The cave floors are covered by a well-irrigated layer of soft dirt. Small fountains flow into streams that run through the caves and finally disappear into the dirt. The place is strangely idyllic—except for the plants that grow here.

Each of the garden's six caverns is home to a vile and deadly form of plant life. Starting with the first one encountered by the PCs, the caves contain the following:

First cave: 36 green slimes

Second cave: 24 seven-foot-tall violet fungi

Third cave: 33 yellow musk creepers

Fourth cave: brown mold

Fifth cave: 22 green slimes

Sixth cave: yellow mold

In addition to the plants, each cavern is inhabited by a shambling mound. There are no paths through the caverns; visitors to the garden must step on or over the plants.

190. Queen's Chamber

This vast cavern has been prepared as the abode of the Queen of Darkness, after she enters the world of Krynn. It is simply a vast and empty cavern. *Continual darkness* spells have been cast throughout the room.

191. Arcane Workshop

Although this room is not currently in use, it has seen some of the most evil mages on Krynn. Here was discovered the secret of perverting good dragon eggs into draconians.

The room lies behind a simple, unlocked

wooden door. It is protected with enchantments that go far beyond the capabilities of a mere mechanical lock. Beams of light spill from the room and can be seen around the door.

All spells that have already been cast in the room have been cast by a 14th-level mage.

If the door is touched, a magic mouth appears on the door, saying, "Begone! Your death awaits within!"

The room within is illuminated by dozens of *continual light* spells. It contains eight workbenches and 16 stools. Each bench holds a variety of vials and bottles that are filled with all kinds of foul ingredients. In the center of each bench rests a book that looks like a fat spell book. However, each book is simply a collection of blank pages, with a title written in explosive runes.

Each bench also contains a drawer. The drawers are protected by *fire trap* spells. The drawers of four of the desks contain only scribbled notes. Each of the other four contains something of value, however:

Drawer 5: A *deck of many things*

Drawer 6: A mage's scroll, containing *polymorph other*, *cloudkill*, *cone of cold*, *hold monster*

Drawer 7: The following potions (two doses of each): *climbing*, *extra healing*, *fire resistance*, *polymorph self*; each bottle clearly labeled

Drawer 8: A *wand of magic missiles* with 27 charges

Roll 1d8 to randomly determine what is in the desk if the PCs attempt to open one of the drawers.

192. Temple Dungeon

These corridors are lined with row after row of tiny cells. A few are actually occupied by prisoners, although 90% of them are empty.

Each cell is an eight-foot square room secured by a heavy iron door. A small hole in the floor of each room serves as a pitiful latrine. The doors contain six-inch-wide slots at floor level to allow for passing food and drink to the occupants.

The prisoners who are here now include several members of the Hidden Light, but most are officers or troops of the Dragonarmies. The latter prisoners have committed serious infractions, such as murdering a comrade or attacking a superior officer, or perhaps taking the queen's name in vain. Several formerly prosperous Nerakan businessmen occupy some of the cells. They were brought here because they could not control their greed.

Meals of stale bread and scummy water are brought to the prisoners around 6:00 PM, unless the Inquisitor's guards forget. The average prisoner has occupied his cell for 1d12 months.

193. Court of the Inquisitor

The Inquisitor interviews prisoners in this garishly equipped room, before removing them

to the torture chamber or the Temple Dungeon.

The room is a large chamber, well lit by *continual light* spells placed upon various items of torture that are hung from the walls. Prisoners are always chained hand and foot before being brought into the presence of the Inquisitor. Eight Dark Pilgrims toil constantly in the room, cleaning and sharpening the decorations (spikes, thumbscrews, torture racks, bonecrushers, etc.) that hang about the walls.

Blood-red tapestries flank either side of the Inquisitor's bench. Prisoners are led into a pit in the center of the room, below the bench.

194. Quarters of the Inquisitor

These luxurious apartments house the Inquisitor and his staff of 40 Dark Pilgrims. The pilgrims sleep on crude bunks and eat in a crowded mess hall. The Inquisitor, however, sleeps on a huge feather bed and eats at a massive oaken table, spread with the finest linen, crockery, and silver.

A private kitchen, staffed by the pilgrims, contains stores of fine meat, fruit, vegetables, and wines. It has a small refrigeration room to keep these stores chilled.

The Inquisitor's apartment includes a bedroom, a sitting room, the dining room, a kitchen, and an office. All of these rooms are decorated with the same blood-red tapestries that hang in the court.

The Inquisitor and the pilgrims occupy their quarters from 6:00 PM until 10:00 AM daily.

195. Torture Chamber

This is the room where the Inquisitor performs his evil work. Torture devices of every shape and description, as well as slow-burning charcoal fires, vats of seething acid, and cages containing spiders, snakes, leeches, and other creatures, line the walls of the room.

Like the court, this room is steadily illuminated by numerous *continual light* spells.

196. The Foundation Stone

This room contains a dozen thick stone columns, spaced at odd intervals and supporting the soaring ceiling that towers 60 feet above the floor in the center of the room.

Each column is studded with hundreds of huge and brilliant gems. The stones reflect and magnify light from any source so that the entire room seems to shimmer and glow with every spectrum of color if so much as a candle is brought here.

The foundation stone itself lies at the center of the room. Unlike the other columns, the shaft in the center rises twisted and misshapen to the ceiling. A gaping black hole in the side of the column shows where the gemstone has been removed.

Depending on the ending you have selected for the epic, replacing the gem in the foundation stone might seal the queen's fate, permanently open her way into the world, or do

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nothing. In any event, if Berem places his chest against the stone, the gem returns to its niche, and Berem achieves his long-sought death.

The gems are impossible to remove from any of the columns now that the temple has grown in size and power. Rather than fastening to a character, as happened with Berem, the reverse effect now occurs. Any character making a really determined effort to remove one of the stones is sucked bodily into the column. There the character's soul languishes until the temple falls. This is caused by god-like power, and no saving throw is allowed. No resurrection is possible, unless the temple is destroyed.

197. The Temple Main Gate

The main temple gate stands ever open, beckoning to any who dare to pass through. A pair of huge steel doors flanks the entrance; these can be closed in an emergency. They have never yet been shut, however.

A band of eight Dark Pilgrims waits outside the gates to escort legitimate visitors through the entrance. The seven apprentices wait with the visitors while their master moves ahead of the party, out of earshot. The master disarms the protective traps in the entry hall.

The gates are guarded by a series of five traps, beginning 60 feet inside the entrance. Five alcoves flank the entry hall, and each delivers a different attack from the Dark Queen's arsenal to any who pass them unaware. The mouths of each alcove resemble the gaping maws of the dragons they represent.

The master pilgrim can deactivate each trap with a single command word, known only to the masters. The traps can be deactivated in a single round, and remain thus for four rounds.

If the appropriate command word is not spoken, each trap activates when a physical object passes the mouth of its alcove. (This includes invisible characters.) The traps and the damage inflicted, as well as the command words, are listed here:

Trap	Type	Damage	Command Word
White	25 pts	Frost	Frigius
Green	Poison	Gas	Toxius
Red	45 pts	Fire	Incendrius
Blue	40 pts	Lightning	Electrius
Black	30 pts	Acid	Acerbicus

The pilgrims at the main gate participate in the Dark Rites. Thus the post is left unattended for two turns before and after each reciting of the Dark Rites.

198. Army Gates

Each of these gates is defended by a dozen draconians of the appropriate regiment. In addition, a specialized version of the traps at the main gate protects each army gate.

Immediately within each gate is an alcove similar to the main gate alcoves. Only the type of dragon appropriate to the army is represented;

the command word is the same as for that portion of the main gate. All Dragon-army officers stationed in Neraka know the command word for their army.

199. Dark Pilgrim Cells

Each of the rooms within these areas is the home of eight Dark Pilgrims. Between periods of the Dark Rites, one in three of these chambers is occupied by eight sleeping pilgrims. For two turns before and after the rites, the cells are deserted.

The pilgrims keep only their robes and weapons with them in their cells.

200. Wine Cellars

These rooms contain many casks of the fine wines used by the Dark Pilgrims during the rites. Each room contains a rack of ceremonial goblets and decanters and three racks of kegs.

201. Regimental Standards

Each of these locations is devoted to the exploits of the appropriate temple garrison unit. The regimental flags are displayed, and a brief history of the unit's battles, enclosed in a massive leather tome, rests on a table beneath the flags.

Each room is garrisoned by an honor guard of four draconians from the unit represented.

202. Regimental Barracks

These quarters house the regiments that garrison the temple. They are empty from 6:00 AM until 8:00 PM. Outside of these hours, each area holds some 60-90 (50 + 10d4) members of the regiment.

Draconian troops have few private possessions. When the troops are not present, a few gory military trophies from past battles are the only items of note in the barracks' rooms. When the draconians are present, they have their weapons and armor with them.

203. Council Chamber

This soaring chamber is the very heart of the Dark Queen's empire. It is here that she will enter Krynn, if the gate to the Abyss can be opened. This is also where the Highlords meet to plan strategy. This is the only place on Krynn where Takhisis can even partially manifest her presence.

The ceiling arches nearly 100 feet overhead. Six tall platforms are spaced evenly about the perimeter of the room. Four of these platforms are 30 feet above the floor. The one to the south is 40 feet up, and the one to the north rises 50 feet from the floor. Sweeping semicircular banks of stairs fall away from each platform to the floor of the chamber.

Huge banners hang from the walls over each of the Highlords' stations, emblazoned with the colors of the army and scenes depicting the lands of Ansalon conquered by each army.

The entrances on the main level of the temple are used by Dark Pilgrims and the honor guard regiments. Characters entering at this level see the thrones of the Highlords far above them to all sides.

On the temple upper level, each Highlord has a private door to his or her throne. Also on the upper level lies the gate through which Takhisis will attempt to pass. The gate is marked 203a on the Temple Upper Level map. Any characters attempting to drive her back to the Abyss must push her through the gate from south to north. In these endings, the presence of Paladine, or a character bearing a Dragonlance, on the other side of the gate closes the aperture permanently.

For details on the councils that occur here, see Events 89 and 93.

204. Army Officer Quarters

Each of these tiny apartments is the quarters for an officer in the Dragonarmy controlling that part of the temple. Half of these apartments are empty except for furniture, since the owning officers are camped in the field. The other half contain the personal effects of their occupants. In addition, 50% of the occupied apartments have the occupants present from 11:00 PM until 9:00 AM. The apartments are empty at other times.

Each apartment contains a bed, desk, chair, and footlocker. The footlockers are locked and 25% of them are guarded with poison needle traps. Each footlocker contains a spare uniform (with mask) and 1d6 x 100 stl worth of treasure. If the chest was trapped, there is a 25% chance that it contains a randomly determined magical item,

205. Army Council Chambers

These are work chambers with many wooden benches, a few tables, and maps or charts hanging upon the wall. The banners of the owning Dragonarmy are prominently displayed.

The maps on the walls display the route used by that Dragonarmy to reach Neraka on Days 1-5 of the adventure. On Days 6-7, the maps show the army's path to the Battle of Neraka. From 10:00 AM until noon, each council room is occupied by a Highlord and 12 + 1d6 officers.

206. Wall and Parapet

These are outdoor areas, 40 feet above the temple square. Stationed on the platform are four guards (from the temple regiments) for each door (or set of double doors) leading into the temple from the platform.

207. Abbey of Eternal Night

This chapel is the center of worship for the Dark Pilgrims. Beginning with each session of Dark Rites, and lasting for a full hour afterward, 80 pilgrims gather here.

The room is entirely blanketed with *continual darkness*, *permanency*, and *silence* spells.

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The pilgrims perform their individual worships in this soundless, lightless environment. Each group of eight pilgrims gathers together, with the master sitting in the center. Like the others, he sits on a straw mat upon the floor.

Each group of pilgrims is separated from the others by 10 feet of space.

208. Record Room

This room contains eight desks with a Dark Pilgrim sitting at each. The pilgrims are writing the history of Krynn according to Takhis. They are striving desperately to finish before the Second Council of Highlords, but they will never make it.

Each pilgrim writes diligently on a long scroll. Some of the scrolls have been bound into books in one corner of the room, but many more are stacked carelessly about.

The pilgrims barely notice any distractions, but object loudly and strenuously if anything should force them to halt their work.

209. Army Treasuries

Each of these rooms contains the payrolls for a Dragonarmy. The rooms are double-locked and guarded by a dozen members of the temple regiment at all times. Only the Highlords have the keys to the treasuries.

Each treasury contains three large and one small locked chest. Each chest is trapped, as in the entry alcoves by that army's gate. For example, if a chest in the Red Army's treasury is opened without the key, and the trap has not been removed, the room fills with fiery dragon breath. In all cases, the traps effect everyone in the room.

The large chests contain 20,000 sp, 20,000 gp, and 20,000 stl, respectively. The small chest contains 600 - 1,100 (500+ 100d6) gems, worth an average of 50 stl apiece.

210. Ballrooms

These elegant chambers are designed for celebrations. A raised gallery at one end contains seats for a small orchestra. The banners of the appropriate Dragonarmy are draped ostentatiously about the hall.

The rooms are used by the Dragonarmy officers for affairs of culture, which quickly degenerate into drunken brawls. The rivalries that mark the taverns of Neraka are not absent from the ballrooms in the palace! Since cultured ladies are rare in Neraka, the officers usually make do with trollops from in the taverns. The chance of a fight during an officer's ball is only 25% of the chance in a tavern during Ribaldry, but the same procedure applies. The chance is never modified because of the time of day, however.

Starting at 10:00 PM on Day 4, a ball is held in one of the ballrooms each night and lasts until 5:00 AM. Present are 2d6 officers of each army currently encamped about Neraka, twice that number for the army hosting the ball, and 5d6 of the above-mentioned ladies. A cheap orchestra of drums, trumpets, pipes, and harps play loud and fast music.

The balls occur at the following ballrooms: Day 4-White; Day 5-Green; Day 6-Black; Day 7-Red (if evil wins).

211-215. Dragon Highlord Apartments

All of the Highlords maintain private apartments here. Each is accessible via the towers connecting the various levels of the temple. The apartments have plush armchairs, feather beds, and fireplaces.

The towers are each manned by six members of the Highlord's temple guard at the same level as the apartments.

The outer room is a combination sitting and dining room. It is equipped with a fine hardwood table and chairs, as well as comfortable couches around the fireplace. The next room is an office, with a large desk and a heavy metal strongbox.

Finally, the Highlord's bedroom, private lavatory, and bath complete the apartment. As with the rest of the apartment, these are furnished in luxurious style.

The Highlord is always present from 5:00 AM until 10:00 AM, and is sleeping during these times. There is a 50% chance that the lord returns for a nap from 2:00 PM to 5:00 PM.

211. Toede's Apartment

Toede's apartment is filthy and unkempt, with boots, uniforms, and the like scattered all over. The desk is piled high with papers, most of them unread. Spilled bottles of wine add a sticky aspect to the mess.

212. Lucien's Apartment

This apartment resembles Toede's in all respects.

213. Ariakus's Apartment

The emperor has decorated his rooms with the heads of many of the creatures he has killed. His prize trophy is a small silver dragon head.

The chambers are much neater than those of Toede or Lucien. When Ariakus returns from a ball, he brings 1d3 trollops with him.

214. Kitiara's Apartment

Kitiara's apartment contains nothing to indicate that it is the residence of the only female Highlord, except perhaps her custom-fitted plate mail uniforms. The rooms are more practical and military than the other Highlord apartments. The papers on her desk are well organized.

Like Ariakus, Kitiara rarely returns from the ballroom alone. She has company—usually a Dragonarmy officer—80% of the time.

215. Salah-Khan's Apartment

The rooms of the Green Dragonarmy commander are decorated in somber, plain style. Incense burns constantly in small pots, giving

the chambers a sickly sweet smell, and adding a smoky haze to the air. Small vials containing a variety of herbs and powders stand on the mantle; the Highlord uses them to mix a wide variety of intoxicating concoctions.

216. Long Drop

The floor of this circular room is the ceiling of the council chamber directly below. It is an illusory trap, however, since the room actually has no floor. Although the illusion creates an appearance of solid tile layered in a multi-colored mosaic pattern, the entire floor is an illusion. Characters attempting to step onto it break the illusion and plummet 100 feet to the base of the Dark Queen's throne.

217. Chamber of Gorzaug

This room contains the lone minion of Takhis to accompany her into Krynn before the gate was closed. Gorzaug now awaits the return of her queen in this room high atop the temple.

She can sense any intrusion into her level of the temple, and she stealthily emerges to ambush the intruders. For combat and descriptive purposes, treat Gorzaug as a lich.

218. Anvil of Might

A massive bronze anvil stands alone in the center of the room. A huge hammer hangs on the wall.

This anvil is the only place where Berem's gem can be destroyed. If he kneels at the side of the anvil, the stone rests upon the bronze surface. A single blow must be delivered with the hammer by a fighter. The gem shatters instantly and Berem collapses, freed at last by death.

Epilogue

The world of Krynn has struggled through a long winter. It is hoped that the actions of the Heroes have made it possible for a fresh spring to arrive, breaking the frosty spell of evil that has held the land in thrall for so long.

Yet, though the evil is now scattered, it remains, for the most part, undiminished. The greatest accomplishment to arise from the destruction of the Dark Queen's gate is the sundering of the evil forces' unity. Now each Dragonarmy is a separate force, arrayed against its former comrades as well as the forces of good.

But so too are the forces of good scattered by the news of the Heroes' success. Elf and human, dwarf and kender, these are not natural allies. Without the clear and imminent danger of complete subjugation before them, these races and peoples no longer feel compelled to work together for a common goal.

Thus wars will continue, but they will be smaller wars. One nation might fight its neighbor for the right to determine anew the border between them. Dwarf and ogre will again clash for the privilege of using a strategic mountain pass, or the right to excavate a promising vein of ore. Creatures will die in these wars, and good and evil will struggle in balance for the chance to gain a small, local superiority.

Yet in other lands crops will be planted, and men and women will again work to create a better world for their children. Peace will be made between contentious neighbors, for many are tired of war and death.

The war against evil will continue through the acts of the brave and the virtuous. Acts of cruelty will still mar the beauty of the land. The Heroes have not failed in their quest because of these realities, however.

Look on those lands where the crops grow green, and the arrival of a new child is cause for celebration and hope. Not long ago, these things were vanished from the land, and the hope of their return was gone from the hearts of the people.

It is in the restoration of these opportunities, the return of hope, that the Heroes' success is seen. The task set for the Heroes was to end the source of evil that threatened in their time, not to put an end to evil for all time.

The success of the Heroes has returned balance to the world of Krynn.

The End of the Epic

The adventure in this book concludes the story of the Dragonlance War. It is up to you and your players to continue playing a campaign set in Krynn. Whether you continue or not, the conclusion of an undertaking such as the DRAGONLANCE saga calls for some celebration, and perhaps a moment of sitting back and reviewing the accomplishments of the player characters' quest.

Consider throwing a party at the conclusion of the epic for your gaming group. Gather the players and celebrate the completion of the grandest role-playing adventure series ever. Talk about the adventures, perhaps reliving

some of the more exciting moments in the time-honored fashion of all old campaigners.

You might wish to ask each player for his or her most memorable moment in the epic. If it has taken you a long time to complete the series (a distinct possibility!) then perhaps you will want to recap the earlier adventures to refresh your memories.

Get out the maps and old PC cards, if you still have them. You can show the players your maps of some of the areas they explored, perhaps even pointing out a few of the traps or tricks that the party managed to avoid.



A Special Note if the Quest Fails

The adventure is designed so that the player characters should have learned how to succeed in the quest. They should have been presented with opportunities to accomplish the grand objective. If the players were careless or inattentive, they might not have succeeded because of their own mistakes.

It is possible, however, that the players acted intelligently, the game was run fairly, and things still did not work out. A battle in which every character fails a saving throw might have proved an insurmountable setback, or a similar example of bad luck might have plagued the group at a key instant during the adventure. In most cases, especially if the cause is simply bad luck, a means of extricating the party should not be too difficult to arrange. A reasonable explanation of how the party emerges from such an extremity should be given. A surprising spell from Fizban, for example, should be a last-resort ploy on the DM's slate for such a predicament.

Be sure, whatever the outcome, to keep the game in perspective. It is, after all, a game: real lives are not affected by the outcome. Make sure that the players know that they have played well—there is no shame in failure caused by the fickle rolls of the dice!

Consider the fact that the failed quest might create additional, albeit desperate, opportunities for adventure in the world of Krynn. As the dark forces lash out with renewed vigor, the PCs will find chaos and evil on all sides. Yet even then, not every spark of goodness will be squashed from the planet.

As high-level characters of great power and experience, the PCs might play an important role in the underground resistances that must surely arise. Or perhaps they will be the leaders of a mass exodus, seeking magical or physical solace on some distant shore, beyond the borders of Ansalon—perhaps even beyond Krynn itself!

The Continuing Adventure

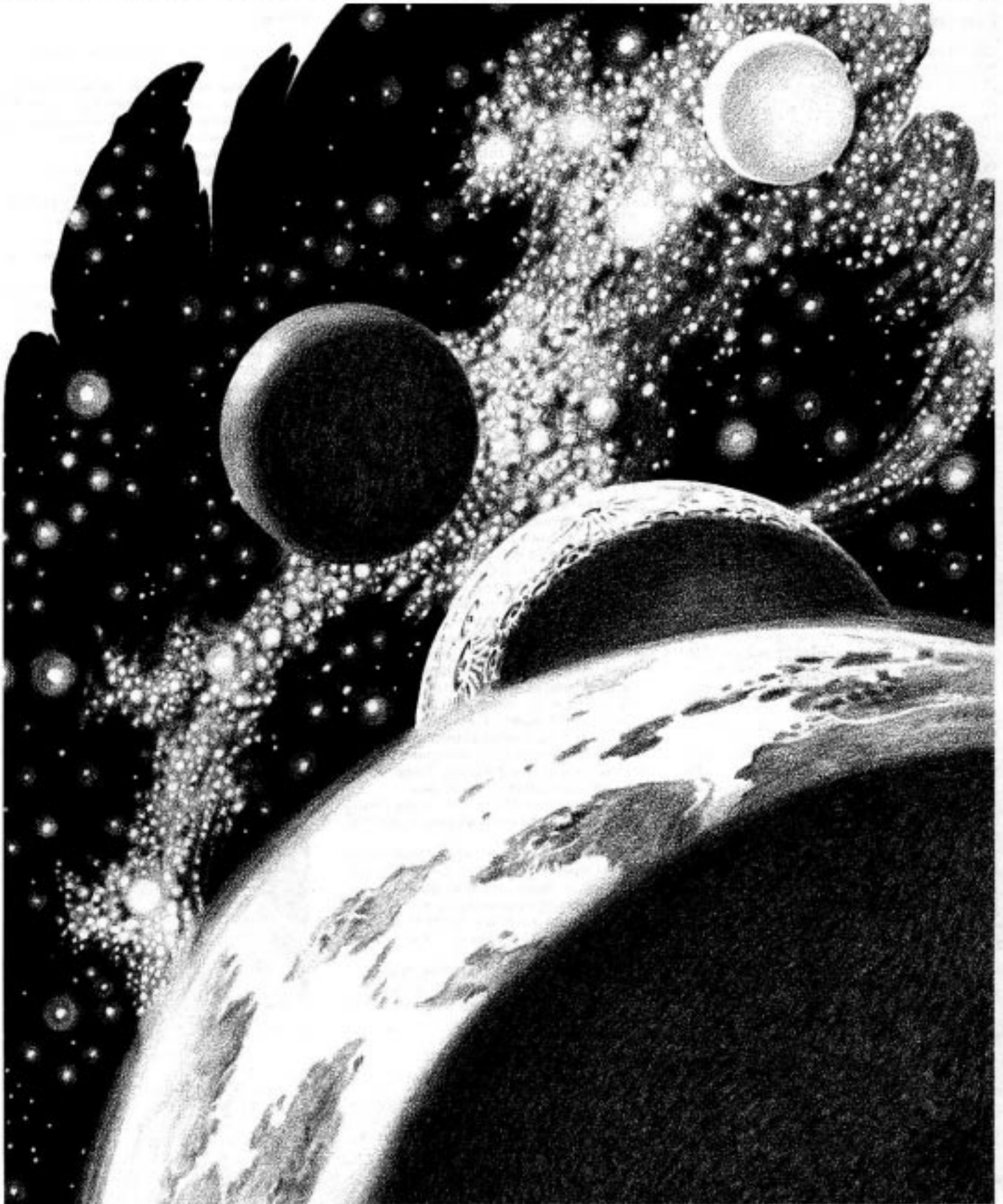
Perhaps your players will wish to retire their characters, now that the saga is concluded. Seeking treasure in a dungeon with a character who has just saved the world might seem a little mundane, after all.

If the players wish to continue playing the Heroes of Krynn in future gaming sessions, you have several options. Perhaps the PCs wish to return for a more leisurely look at the settings of their previous adventures. Perhaps they will decide to claim a land as their own, lending a hand to aid the return of stability and order, or leading an army to hold the still-active Dragonarmies at bay.

Or perhaps you would like to move the PCs to a different land or world, in a new campaign setting. With the variety of interplanar travel opportunities presented by the AD&D game system, accomplishing this with high-level characters should not be an insurmountable task.

You might decide to keep the campaign in Krynn, but to retire the powerful PCs into a benign NPC status. The players can generate new, lower level characters, and you already have a detailed campaign setting into which those characters can be introduced. Or you could have the Heroes journey to the distant continent of Taladas, detailed in the Time of the Dragon boxed set. This land is on the other side of Krynn and is vastly different from Ansalon.

In any event, by exercising your creativity and responding to your players' desires, you can arrange it so that the adventure is just beginning....



Rumors, Legends, and Omens

The following section is for use with Chapters 5 through 10. Rumors are used to provide PCs with important clues and warnings about the adventure. When to give rumors is explained in the Prologue before Chapter 5. A rumor, legend, or omen can be selected based on the location of the PCs or by rolling 1d20. Rumors can be learned by talking to someone, bribing, overhearing, posters, and reports. You can create your own rumors about the land or create adventures based on the legends. (Roll 1d6: 1-3 = Rumor, 4-5 = Legend, 6 = Omen)

Rumors

1. Posters urge brother to betray brother.
2. The Highlord does not wear a helm.
3. The ogres resist this rule of evil men and would as soon make war with each other.
4. The dead have been awakened to join the forces of the Highlords.
5. Squads roam across the land, recruiting all able-bodied men and killing all who resist.
6. If ever in need of a friend, seek one known as Pig-faced Willy.
7. The kender who drove the Highmaster and his army from their woods.
8. The rebels are led by one who can vanish into the woods.
9. The rebels' sign is a sash, green as the leaves and red as a foe's blood.
10. The rebels can come and go at will from the Highmaster's stronghold.
11. The Highmaster is a cowardly sort, renowned for his girth and atrocious odor.
12. The Highmaster has a mysterious aide who can go anywhere, see anything.
13. Within the Highlords' forces are many spies.
14. Pirates are superstitious, easily spooked by children's tales.
15. A visiting Highlord is looking for something or someone. Since he came, all are stopped and questioned.
16. Seek Sevil Draanim Rev. He knows all one could desire and can obtain anything, if the price is right. He is as loyal as money.
17. Ogres are recruiting men to guard their caravans.
18. The rebels are learning to summon lightning to confront the Highlord.
19. Rumors abound of the Highlords betraying their pirate allies.
20. The Highlords and ogre chiefs plan a secret meeting to cement their alliance.

Legends

1. A gray stalker haunts the wilds. He cannot be harmed.
2. On a rocky shore, in a bloodstained ruin, restless souls mount an eternal vigil, watching still as they watched at the end of Istar.
3. On moonless nights, the Blood Sea roils and churns with the torment of the wicked souls of the lost.
4. There is a mist-shrouded island that holds the bane of all things.
5. Legend tells that Elian the Fair, lap of civilization, hosts the Garden of Wonder.
6. By the crystal caves is a creature whose beauty can blind a man. It sings a sad refrain of the lost majesty of the land.
7. Grim games of horror and barbarity are enacted in the arena of the minotaurs.
8. It is said that high within the mountains of Minas live men who can fly.
9. The Mire, a graveyard of ships, can be found only when it claims another. A pirate's ransom is said to be buried there.
10. Death's Teeth, twin towers that guard Reaver's Bay, were once the homes of two brothers who kidnapped and slew the other's family and swore enmity forever.
11. The very earth rebels against the oppressors, swallowing entire armies so that even the Highlords fear the land.
12. A monstrous beast, called Shirgrenth, haunts the Gaggles Woods. Hunting at night, it can eat an entire herd. Only fire can harm it.
13. The Oracle of the Woods is able to unravel the skeins of Fate and see the future. She has foretold that a band of heroes will pass this way and should be sent to her. These heroes hold the key to the Highlords' defeat.
14. A monstrous child of the Dark Queen prowls the land, destroying rebels.
15. The trees of Grimsome Glade are as old as the Age of Dreams. They resent man and unnatural beasts, slaying all trespassers.
16. As a creature nears his span of years, he is called to dance the Death Spiral, a final game with Death that none can win.
17. A spring of life is lost in the Dairly Plains. It brings health and youth to some, madness to others.
18. In the OGRELANDS, legend tells of the Valley of Vipers, where plum-sized gems carpet the earth. None dare seize them, for serpents coil among them and poison the land.
19. Far to the north dwells the living Beacon, a guide to lost mariners, and a candle of hope in dark times.
20. Long ago, there were five Towers of High Sorcery, but the Priest-king ordered them sealed for all time. One stood above the capital of Istar.

Omens

1. Ravens circle in the sky, foreshadowing dangers or carnage.
2. A white stag bounds toward the area of most hope for the party. Then it disappears.
3. A sudden gust of wind blows, and a cloud or leaf shadows form a death's head.
4. A bird struggles in a thorn bush.
5. The clouds or leaves part, and a ray of sunshine illuminates the path ahead.
6. Where the party treads, the grass does not spring back, but withers and dies.
7. Storm clouds billow on the horizon.
8. A pale faerie fire dances toward the party, attracted to metal and wood.
9. A lucky find: a copper coin, a shawl, a thimble, a button, a buckle, or an empty vial.
10. Bleached white branches stick out of the earth like the bones of an ancient beast.
11. A feeble screech breaks the silence and a dead bird falls at the party's feet.
12. Floating wreckage supports a shadowy burden: a survivor, body, otter, etc.
13. Racing through the waves, a pair of dolphins keeps pace with the party's ship.
14. On the horizon, the sky turns a crimson hue, boding fair weather or foul.
15. A breeze fills the air with windseed.
16. A green leafed bough floats past.
17. A rainbow appears before the party.
18. A shadow sweeps across the land.
19. Low-flying birds dart about, diving and turning in a mad dance.
20. A small silver fox yips at the PCs. It leads them to secret paths, overlooks, and hidden details before vanishing.





Appendix



Rumors

These rumors are for use during Chapters 11 through 13. Some of the NPCs encountered during this part of the adventure know rumors that relate to the PCs' quest. These rumors may or may not be true. (The first 15 are true, the last five are false!) If an NPC is noted in the text as one who knows a rumor, roll 1d20 to determine the rumor he gives the PCs. You can also roll on the chart if the PCs encounter an NPC who is favorably disposed toward the PCs (either because of alignment, similar goals, or because of a favorable reaction check).

1. The dragon Highlords are up to something big. Orders have been leaving Neraka regularly and caravans have been increasing.
2. Sure have been a lot more caravans moving through these parts. Most head toward Neraka.
3. No one gets into the Dark Temple without a special pass. Each is signed by the Highlord's own staff and always describes the user.

4. They've been doing some work on a new flying citadel up in the mountains but haven't finished yet.
5. Stay away from the heart of the mountains! That's Godshome country and no one needs to disturb the sleep of the gods!
6. A person without proper authority won't get far in this territory. There's a lich guarding the pass into Neraka.
7. Dragons fly over the entire plain from their bases. They look down and search for escaped slaves and spies.
8. Not all the Dragonarmy is sitting right on the front. There are plenty of patrols that search the plains day and night.
9. There are strange roads under the plains—roads the Highlords have not yet explored.
10. Some who have gone into volcanoes have claimed that there are entrances to underground roads there.
11. Some who have gone up the glaciers say that an underground road is there.
12. There are rivers of death and fire under the Taman Busuk. Where they lead none know.

13. The Glitterpalace was once said to exist in this area. Some have seen its strange entrance in the most unexpected places.
14. Ancient legends say the Tests of the Gods showed survivors the true path to their destiny.
15. There are ancient signposts on the plains of the Taman Busuk, but no one who follows them is ever seen again.
16. The treasure of the dwarves is hidden down beneath the ground; it can be found only by those willing to risk the fiery depths.
17. Those who go to Godshome never leave.
18. The foggy vale to the south is the home of good spirits who are now restless.
19. The Queen of Darkness has placed many cunning traps all about the land. These traps often lure spies to their deaths.
20. The Queen of Darkness has given her armies a new magic that will sunder the Whitestone forces. They await the right time to unleash this power.

Game Clocks

Use the following clocks to keep track of time during this adventure. The clocks will be reused, so mark in pencil.

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]	[6]	[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]	[3]	[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]	[6]	[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]

Daily Clock

Each [] = 1 turn (10 minutes)

Use this clock to keep track of time within a day.

6:00 am	[] [] [] [] [] [] []	6:00 pm	[] [] [] [] [] [] []
7:00 am	[] [] [] [] [] [] []	7:00 pm	[] [] [] [] [] [] []
8:00 am	[] [] [] [] [] [] []	8:00 pm	[] [] [] [] [] [] []
9:00 am	[] [] [] [] [] [] []	9:00 pm	[] [] [] [] [] [] []
10:00 am	[] [] [] [] [] [] []	10:00 pm	[] [] [] [] [] [] []
11:00 am	[] [] [] [] [] [] []	11:00 pm	[] [] [] [] [] [] []
12:00 pm	[] [] [] [] [] [] []	12:00 am	[] [] [] [] [] [] []
1:00 pm	[] [] [] [] [] [] []	1:00 am	[] [] [] [] [] [] []
2:00 pm	[] [] [] [] [] [] []	2:00 am	[] [] [] [] [] [] []
3:00 pm	[] [] [] [] [] [] []	3:00 am	[] [] [] [] [] [] []
4:00 pm	[] [] [] [] [] [] []	4:00 am	[] [] [] [] [] [] []
5:00 pm	[] [] [] [] [] [] []	5:00 am	[] [] [] [] [] [] []

Turn Clock

Each [] = 1 combat round

Use this clock to keep track of time within a battle.

1st min.	[] [] [] [] [] [] [] [] [] []
2nd min.	[] [] [] [] [] [] [] [] [] []
3rd min.	[] [] [] [] [] [] [] [] [] []
4th min.	[] [] [] [] [] [] [] [] [] []
5th min.	[] [] [] [] [] [] [] [] [] []
6th min.	[] [] [] [] [] [] [] [] [] []
7th min.	[] [] [] [] [] [] [] [] [] []
8th min.	[] [] [] [] [] [] [] [] [] []
9th min.	[] [] [] [] [] [] [] [] [] []
10th min.	[] [] [] [] [] [] [] [] [] []

Random Encounters

Chapters 1 – 4

In addition to the set Encounters and Events in this adventure, the following random encounters can occur. You can alter the frequency if you choose or omit them altogether if the party is seriously weakened.

Use the following charts and tables to set up random encounters. Table 1 contains a list of all the areas that might be explored during this part of 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 Turns" means to check once every three turns. To make a random encounter check, roll 1d10. If the result is 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 the monsters are given in the Combined Monster Statistics Chart.

Table 1: Random Encounter Checks

Location	Check	Range
Tarsis	1/3 turns	1d8
Plains of Dust	1/4 hours	1d20
Border Woods	1/3 turns	1d20+9
Dream Forest	1/3 turns	1d30+14 *
Dream City	1/2 turns	1d20+24
Dream Tower	1/turn	1d12+34

* Simulate 1d30 by rolling 1 d6; 1 to 2 = 0; 3 to 4 = 10; 5 to 6 = 20; then roll 1d10 and add the results.

Table 2: Random Encounters

- 1 d3 Blue Dragons
- 1 d6 Kender
- 1 Blue Dragon (Skie)
- 1d10 Baaz
- 1d8 Bozaks
- 2d4 Kapaks
- 1d6 Qualinesti Elves
- 1d4 Dwarves
- 1d8 Thanoi
- Blue Dragon (Skie)
- 3d4 Dire Wolves
- 2d4 Winter Wolves
- 1d8 Baaz
- 1d6 Bozaks
- 1d4 Bozaks
- 1d4 Kapaks
- 1d6 Qualinesti Elves
- 1d12 Giant Eagles
- 2d6 Griffons
- White Stag
- 4d4 Brownies
- 1d6 Dryads
- 1d6 Dryads
- 2d4 Kech
- 1d2 Dwarves
- 1d8 Minotaurs
- 1d3 Will-o-Wisps
- 1 Kender
- 1 Drelb
- 1d4 Silvanesti Elves
- 1 Chaggrin (Grue)
- 1 Harginn (Grue)
- 1 Ildriss (Grue)
- 1 Varrdig (Grue)
- 1d4 Kender
- 1d6 Silvanesti Elves
- 1 Green Dragon (Cyan)
- 1d6 Dreamwraiths
- 1 Groaning Spirit
- 4d4 Shadow Mastiffs
- 1d4 Mihstu
- 1d3 Sirines

- 1 Para-Elemental, Smoke
- 2d6 Spectral Minions
- 1 Beholder
- 1d6 Groaning Spirits

Chapters 5 – 10

Random Events

Random events for this part of the adventure are divided into four types: A (Uneventful Trips), B (Random Encounters), C (Events), and D (Omens). To use the following tables, roll 1d20 each day of the adventure and check Table 3 to see which type of random event occurs.

There are three types of Uneventful Trips (A):

1-2 = Pleasant journey; no encounter.

3-4 = Tiring trip; X move and -2 penalty to attack rolls, damage, and saving throws.

5-6 = Hazardous trek; event inflicts 2d8 damage.

If a Random Encounter (B) is indicated, roll 1d8 and add the modifier given in Table 3 for that area. This total is the random encounter on Table 4 that occurs.

If an Event (C) is indicated, roll 1d20 again and read that entry on Table 5. Events must be adapted to the locale of the party; several possibilities are given.

Omens (D) are listed in the "Rumors, Legends, and Omens" section of the Appendix. You should select omens that make sense in the PCs' current situation.

Table 3: Random Event Checks

Area	Type				Modifier
	A	B	C	D	
Ruins	1-4	5-12	13-17	18-20	+0
Wildlands	1-4	5-11	12-18	19-20	+4
Islands	1-4	5-10	11-19	20	+6
Mountains *	1-5	6-11	12-18	19-20	+10
Grasslands **	1-3	4-12	13-19	20	+14
Woods	1-3	4-12	13-18	19-20	+20
Towns	1-2	3-13	14-19	20	+24
Coastline	1-2	3-10	11-18	19-20	+28
Coastal Waters	1-4	5-13	14-19	20	+30
Open Waters	1-6	7-12	13-18	19-20	+32

* Includes Ogrelands

** Includes steppes

Table 4: Random Encounters

- 1d2 Wraiths
- 3d4 Ghasts
- 1d4 Gargoyles
- 1 Hag
- 1d2 Spotted Lions
- 1d6 + 1 Hell Hounds
- 1 Spirit Naga
- 1 Black Willow
- 5d6 Sligs + Chief
- 1 Giant Wolverine
- 1d4 Leucrottas
- 1d6 + 1 Forest Taers
- 1d2 Ettins
- 1d8 Merchants
- 6d4 Kapaks + Warrior
- 3d4 Ogres + Chief
- 4d4 Dire Wolves
- 2d6 Warriors
- 10d4 Hobgoblins + Bozak
- 5d6 Buffalo + 1d6 Men
- 5d6 Wild Elves
- 2d4 Kender
- 1d4 + 1 Boring Beetles
- 1d4 Dwarves
- 2d8 Ogres

Random Encounters

27. 1 Blue Dragon
28. 4d8 Sligs + Leader
29. 3d12 Baaz + Ogre Chief
30. 1d4 Merchants + 5d4 crew
31. 6d6 Pirates (F3) + Warrior
32. 1d6 Giant Crayfish
33. 1d4 Minotaurs + 1d12 Ogres
34. 1d6 Sea Lions
35. 1 Sea Dragon
36. 1d2 Vodyanoi **
37. 1d20 Sea Elves/Mermen
38. 1 Sea Serpent
39. 1d12 Pricklebacks
40. 5d6 Ghagglers

Table 5: Events

1. **Deadfall:** Something heavy falls, successful saving throw vs. petrification or suffer 2d6 points of damage: a) Crumbling ruin, b) Tree/Mast, c) Rock slide, d) Sudden wave
2. **Pitfall:** Character falls into a hole: a) Earth collapses (10-20 ft.), b) Mud slide, c) Animal pit (10 ft.), d) Rotted flooring
3. **Trap:** Character stumbles into a snare or booby trap: a) Rope/Net snare, b) Drugged dart, c) Spiked sapling (1d6), d) Sleep gas
4. **Dilemma:** Obstacle blocks the way-a) Barracuda/Wolf pack, b) Quicksand, c) Rapids/Avalanche, d) Hot springs/Fire
5. **Warning:** PCs find a warning of danger: a) Wanted poster/Rumors, b) Charred debris, c) Bloodstains, d) Eerie cries
6. **Tracks:** A monster's tracks lead to an encounter or another event; roll for type
7. **Wild Animal:** A wild beast does the following: a) Steals something, b) Bites, etc., c) Startles as it flees, d) Feeds nearby
8. **Obstacle:** Path is blocked by a: a) Cliff, b) Pond, c)Gorge/Stream, d) Marsh, e) Briar hedge/Reef, f) Snag/Sandbar
9. **Dragon Spoor:** Signs that a dragon has been here: a) Tracks, b) Fresh kill with marks, c) Clawed trees, d) Shadow in sky
10. **A Find:** A special feature: a) Landmark stone or tree, b) Ruins, c) Grave, d) Wreckage
11. **Carnage:** There are dead bodies from a battle. Roll two random encounters to see what fought here.
12. **Accident:** Misfortune befalls the PCs: a) Injury, b) Supplies damaged, c) Someone becomes stuck, d) Weapon breaks
13. **Stranger:** A stranger is encountered: a) Offers advice, b) Asks for help, c) Plies PCs for information, d) Is rude
14. **Shelter:** A shelter is found: a) Cave, b) Hut, c) Port/Hollow tree, d) Wagon/Wreck
15. **Illness:** As a result of food, air, plants, or insects, a character becomes ill (1d6 days). Travels at ¼ speed, -4 penalty to attack rolls, damage, and saving throws
16. **Weather Change:** The weather changes to: a) Drizzle/sleet, b) Windy, c) Clear skies and cool, d) Overcast/snow flurries
17. **Obscurement:** Mist, fog, darkness
18. **Sightings:** The PCs sight something: a) Shadowy figure, b) Glint of light, c) Spiral of smoke, d) Birds take wing, e) Cloud of dust/wake, f) Rustling plants
19. **Storm:** This storm reduces party to ¼ movement, obscures vision, causes 1d4 points of damage every turn caught in it; could be a thunderstorm, a windstorm blowing grit or thorns, or a cyclone (add Event 1. Deadfall)
20. **Special Event:** Create some special events. Some examples: a) Lunar eclipse, b) Illusion, c) Monument, d) Friendly hero

Chapters 11 – 13

Random Encounters

In addition to the set encounters and events in this part of the adventure, the following random encounters can occur. See the explanation under the "Chapters 1 - 4" section earlier.

In some areas it is possible to have a random encounter with a major NPC. When this occurs, select an appropriate NPC from the "NPCs" section of the Appendix.

Table 6: Random Encounter Checks

Location	Check	Range
Jelek (Enc. 103)	1 /turn	1d20+34
Army (Enc. 95 & 97)	1/turn	1d12+40
Taman Busuk	1/4 hours	1d20+28
Test of Valor	1/3 turns	2d8+10
Test of Wisdom	1/3 turns	1d20+5
Test of Heart	1/3 turns	1d10

Table 7: Random Encounters

1. 1d8+4 Wraiths
2. 1d3 Dreamwraiths
3. 1d4 Dreamwraiths
4. 1d8 Shadows
5. 1d4 Dreamwraiths
6. 1d4+3 Will-o-Wisps
7. 1d8+4 Drelbs
8. 1d10+10 Wraiths
9. 1d8+4 Will-o-Wisps
10. 1d8+8 Wights
11. 1d4 Fetches
12. 1d6+3 Invisible Stalkers
13. 1d8 Bandits
14. 1d4 Beholders
15. 1d4 Gas Spores
16. 1d8+4 Drelbs
17. 1d8 Fetches
18. 1d4 Crimson Deaths
19. 1d6 Groaning Spirits
20. 1d3 Coffin Corpses
21. 1d8 Shadows
22. 1d10 Spectres
23. 1d8+8 Wights
24. 1d10+4 Will-o-Wisps
25. 1d12+8 Wraiths
26. 1d8+4 Piercers
27. 1d8+4 Revenants
28. 1d8+4 Revenants
29. 1d12+4 Baaz
30. 1d10+10 Kapaks
31. 1d6 Bandits
32. 1d6+4 Displacer Beasts
33. 1d4+8 Harpies
34. 1d4+8 Harpies
35. 1d6+2 Nightmares
36. 1d4+2 Griffons
37. 1d6+4 Giant Stags
38. 1 White Stag
39. 1d6+6 Dire Wolves
40. 1d10 Men, Common
41. 1d8+2 Sivaks
42. 1d6+6 Baaz
43. 1d6+8 Bozaks
44. 1d8+4 Kapaks
45. 1d4+2 Bloodsea Minotaurs
46. 1d4+2 Bloodsea Minotaurs
47. 1d12+3 Ogres
48. 2d6 Wemics
49. 2d4 Sivaks
50. Major NPC Encounter
51. 2d6 Bandits (Men)
52. 1d6+1 City Guards (Men)
53. 2d4 Merchants (Men)
54. 2d6 Mercenaries (Men)

Chapters 14 – 16

Random Encounters

In addition to the set encounters and events in this part of the adventure, the following random encounters can occur. See the explanation under the “Chapters 1 – 4” section earlier.

Table 8: Random Encounter Checks

Area	Check	Range
Plains of Neraka	1 /hour	1d10
Neraka (Outer City)	1 /turn	1d10+2
Neraka (Inner City)	1 /turn	1d10+7
Tunnels *	1 /hour	1d6+16
Neraka Undercity	1 /turn	1d8+22
Undercity * *	1/4 turns	1d6+18

* Under the plains

** During the Nightwalk

Table 9: Random Encounters

1. Red Dragon w/Officer
2. Blue Dragon w/Officer
3. Black Dragon w/Officer
4. Green Dragon w/Officer
5. White Dragon w/Officer
6. 2d6 Freedom Fighters
7. 2d6 Kapaks
8. 2d6 Freedom Fighters
9. 2d4 Ogres
10. 1d8 Sivaks
11. 1d6 Hill Giants
12. 2d6 Minotaurs
13. 1d6 Trollops
14. 1d6 Bozaks
15. 1d6 Auraks
16. 8 Dark Pilgrims
17. 2d6 Gully Dwarves
18. 1 Vampire
19. 1d6 Mobats
20. 3d6 Giant Rats
21. 2d6 Carrion Crawlers
22. 1d6x200 Bats
23. 2d6 Ghouls
24. 1d8 Ghosts
25. 2d6 Wights
26. 2d4 Wraiths
27. 1d4x20 Skeletons
28. 1d6x10 Zombies
29. 1d6 Banshees
30. 1 Lich

Magical Items

Brooch of Imog (Mages Only)

Bequeathed by Alhana, this brooch can be used once per day to create a *minor globe of invulnerability* that lasts for 10 rounds.

Diviner of Life

This magical artifact was created by Wylorn Wyvernbane during the Age of Might.

The staff is four feet long. Each end is capped with a band of gold and steel that is six inches long. The staff has a three-foot-

long section of what appears to be clear glass in the middle. It can withstand 20 points of damage before breaking. If the glass breaks, the staff is useless.

There seems to be a swirling white fog within the glass section. When the keyword is spoken, this fog clears completely. If the staff then touches any living being, the life force (hit points) of that being registers as a bright green line that extends from the bottom of the staff, 1 inch per 10 hit points registered. The staff was used by commanders for determining the general condition of their troops. It can determine who is illusory and who is real in the dream in Chapters 1 through 4.

Dragon Orbs

Three of these powerful artifacts are known to exist upon Krynn. Each contains the essence of an evil dragon. These are magical items of vast and dangerous power.

The *Dragon Orbs* are fragile, etched crystal globes that are 20 inches in diameter when in use. When not in use, the *orbs* shrink to 10 inches in diameter. They expand when the command words, carved in their surfaces, are spoken.

The *orbs* were employed long before the Cataclysm for the purpose of destroying evil dragons—at least, this is the legend. This legend is common knowledge throughout the civilized lands of Krynn. What is not known, unless characters have learned by experience, is that the *orbs* were really used (by very high-level mages) to summon evil dragons. The mages would then destroy the dragons with spells.

A character trying to use an *orb* must gaze into it and speak the command words. This character must then roll a successful saving throw vs. spell or he is charmed by the dragon within the *orb*. The DM should secretly roll this saving throw, not informing the players of the fact that it was made.

If the character successfully resists the charm, any evil dragons within 1d4 x 10 miles hasten to the *orb*. These dragons automatically attack any non-evil creatures that they find near the *orb*. If the current gaming situation does not specify the location of nearby dragons, roll 1d6. On a 1 or 2, a dragon of randomly determined age, size, and color (evil) shows up.

If the character fails the saving throw, no dragons are summoned, but the character is charmed by the evil dragon within the *orb*. Inform the player, when you can speak to him alone without being obvious, that his character has been charmed. He must act normally unless told otherwise.

The controlling dragon essence will steer the charmed character so as to further the cause of evil. This is done as subtly as possible, so that the controlled character's companions should suspect nothing until a critical point is reached.

For example, if the PCs are engaged in a desperate battle with an evenly matched group of evil characters, the charmed character might suddenly throw in his lot with the

evil group to swing the balance in their favor.

Each *orb* has the secondary abilities of *cure serious wounds* three times per day, cast *continual light* at will, and *detect magic* at will. Any character who gazes into an *orb* and speaks the command word will know all of these functions. Whenever an *orb* is used for any of these things, the character must roll a saving throw to avoid being charmed. If the saving throw is successful, check to see if any evil dragons are within summoning range.

Detect magic and *detect evil* spells give positive results if cast upon either the *orb* or a character charmed by the *orb*. For purposes of dispelling, treat the *charm* effect as if it were cast by an 11th-level mage.

Dragonlances

The knowledge necessary to forge Dragonlances, potent magical weapons that have aided the war against evil, was gained through the PC's exploits in earlier adventures. Dragonlances—elegant needles of steel and silver—are being forged as quickly as possible and have proven invaluable in combating the evil dragons.

There are two types of Dragonlances: a footman's lance is eight feet long and can be wielded by a fighter. The mounted lance is twice as long and correspondingly heavier. It can be wielded by a fighter. The mounted lance on a dragon or other large steed, such as a heavy warhorse of 21 or more hit points. Mounted lances often bear an attached shield guard. These lances are almost always used by a fighters mounted on dragons, because the awe power of dragons makes horses and other steeds relatively useless against them.

A footman's Dragonlance inflicts 1d6 points of damage to small or medium foes and 1d8 points of damage to large foes. The weapon has a +1 bonus to attack rolls if hand held. It can also be cast as a spear, but with a -2 penalty to the attack roll. When used against dragons, this Dragonlance inflicts damage equal to the hit points of the wielder. Thus, a 24-hit-point fighter would inflict 24 points of damage to a dragon.

The mounted lance inflicts 2d4+1 points of damage to small or medium foes and 3d6 points of damage to large targets. Against dragons, it inflicts damage equal to the hit points of the wielder and the mount. Thus a 24-hit-point fighter mounted on a 64-hit-point silver dragon would inflict 89 points of damage to a dragon. If not mounted, the lance causes 3d6 points of damage against dragons. The weapon has +2 bonus to attack rolls, but only when mounted.

Flute of Wind Dancing

This item can be used only by a character who knows how to play a flute or other type of wind instrument. While playing this flute, the user summons and controls small breezes.

After two rounds of playing, the user can create a zephyr and after three rounds, a gust



Random Encounters



of wind. If an entire turn is spent playing the flute, a dust devil can be created in a 30-foot-diameter area, blowing up dust and leaves and acting as an obscure spell. The dust devil dissipates gas and mist in the area of effect.

The winds created start at the player and move outward (at 10 feet per round) up to 60 feet away. They die down the round after the playing stops.

Golden Cirlet (Clerics Only)

A gift from Alhana, this cirlet is worn upon the head. It has two abilities. Once per turn it can command up to 8 Hit Dice of creatures. Also once per turn, as long as the user concentrates, one creature of up to 4 Hit Dice can be controlled to act on the user's behalf. The creature is not charmed and will not hurt itself.

Icon of Truth

This icon appears as a white marble rectangle carved into the shape of a book. It is jewel encrusted and has a magical aura. The icon measures 6 inches x 4 inches x 1 inch.

The icon is the Tobril, the book held by the god, Glean, symbolizing all knowledge held by all of the gods. It represents the means by which the truth might be discovered.

The *Icon of Truth* has the following powers: once per day, the *icon* can cast a *dispel illusion* at 21st-level in a 30-foot radius. Within this area, dreamcreatures and illusions cannot exist. If this *icon* is used anywhere in Chapters 1 through 4, the PCs note that the trees and buildings do not change.

This spell must be cast on a fixed location and cannot be moved about. Any wizard or priest who touches the *icon* instantly understands this dispel function and how to operate it. To activate the spell, the PC must present the *icon* in a forceful manner and speak the word "Tobril" firmly.

Any person who carries this object negates any penalties for disbelieving illusions due to the level of the dream.

Key to Qualinost

This key is magically linked to the life force of the designated user. The only such key available to the PCs is the key carried by the true Alhana Starbreeze. This key opens any lock (door, chest, etc.) in the city of Qualinost.

The key appears to be an ordinary key with extraordinarily delicate workmanship. It is made of fused fine crystal twined with strands of platinum. It is about six inches long, the handle is one inch wide, extending down to a ¼-inch shaft.

Mantooth (Wyrmslayer)

This mighty blade was the weapon of the ancient elven hero, Kith-Kanan. It looks very much like *Wyrmsbane*, except that it is a little larger. It normally functions as a *two-handed sword +3*.

Wyrmslayer is immune to the imprisoning

effect of a dying Baaz draconian. The sword inflicts double the usual damage against any dragon or draconian.

In addition, a character holding *Wyrmslayer* by the hilt gains a +3 bonus to all saving throws against dragon breath attacks or any spells cast by dragons or draconians. These abilities need to be discovered by the PC.

Wyrmslayer does have a disconcerting tendency to buzz aggressively whenever the weapon is brought within 30 feet of a true dragon (not a draconian). This buzzing is loud enough to be heard clearly, and will always awaken a sleeping dragon.

Medallion of Faith (Priests Only)

When this relic was first found, it was known to have but one power: To create another *medallion of faith* when a good priest entered the worship of the true gods.

It has other powers that are unknown to the PC at first, but the DM can reveal each when the need arises. Each power can be revealed through divine guidance, a dream, an omen, or another method:

Bless—This can be used once per day.

Protection, 10-foot radius— This lasts as long as the user concentrates, once per day.

Slow Poison— As long as the medallion is worn, it sustains a poison victim semi-comatose for up to one day.

Detect Evil— The medallion glows a pale blue and chimes when touched to an evil object.

Redeemer (Wyrmsbane)

Wyrmsbane is a *two-handed sword +2* for most normal situations. When used against dragons and draconians, however, it inflicts double damage. Against black dragons and sea dragons, it inflicts triple its usual damage. The sword does not become struck in the statue when a Baaz draconian dies and petrifies.

Wyrmsbane can also *locate objects* three times per day. If the user desires to find something that he knows well, and the object is within 180 feet, the DM should steer him in the right direction.

The sword's abilities need to be discovered by the PC.

Staff of Magius

This staff functions as a *ring of protection +3*. It strikes as a +2 magical weapon, inflicting 1d8+2 points of damage. Once per day it can perform a *feather fall* and a *continual light* spell.

In the hands of a mage of 6th level or higher, this staff doubles the duration of spells that influence light, air, and minds. It maintains spells that require concentration for one round after the wizard stops concentrating. It also adds 2 points of damage to every die caused by a spell cast by the holder of the staff.

Staff of Striking/Curing

This combines the powers of a *staff of striking* with those of a *staff of curing* (see the DMG, pages 154 and 155 for these staves), with the following differences:

- No charge is expended for a normal attack.
- Two charges are expended for each cure function.
- It recharges itself at the rate of five charges per day when in sunlight, to a maximum of 50 charges.

Tika's Ring

To Tika, this ring (worn on a necklace) is but a memento of her father. She has never discovered its use. In times of stress, she slips on the ring, asking for her father's guidance. Unbeknownst to Tika, this activates the ring for the duration of the current problem. The DM can reveal its powers in other ways.

This is both a *ring of protection +2* and a *ring of protection from the elements*. In its latter function, it halves all damage from fire, cold, lightning, air, and water. It also makes the wearer immune to the effects of up to three dice of nonmagical damage from the natural elements.

Webnet

This item is useful only to a mage, though any character can wear it as an attractive hair ornament.

When worn by a mage who knows the command word, the *webnet* can be either cast to the ground before a foe or directly at a foe. It instantly grows to a 10-foot diameter and acts as a *net of entrapment*.

Alternatively, the net can be spun in a glittering circle, affecting up to 12 Hit Dice of creatures as if a *hypnotize* spell had been cast upon them, although the targeted creatures receive saving throws vs. spell (success cancels the effect for that creature).

Monster Descriptions

This section contains notes about some of the monsters encountered in this adventure. The statistics for these monsters are in the Combined Monster Statistics Chart on the inside cover.

Death Statue

There are 10 of these creatures. They contain the life force of the King of the Deep. They appear to be the petrified remains of men, their flesh turned to slate. But they are still vessels of life and can be animated by the minds creating the King.

These 10 were priests of Istar, hurled by the Cataclysm across the barriers of time and space to the Abyss. There the Queen of Darkness welcomed and reshaped them. Now they serve Her purpose and reach out from the Pit of Istar to spread the reign of evil.



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The death statues can be struck only by +1 or better magical weapons. They suffer only half damage from cold, electrical, fire, and gaseous attacks. They are immune to spells that affect the mind (e.g., *charm*, *hold*, and *sleep*).

Death statues wield mystical war maces. Drawing from their link with the Abyss, they charge their weapons with a demonic energy that crackles about the maces, giving them a +2 bonus to the attack and damage rolls. These creatures can hurl their maces to strike targets; the maces return to their hands at the end of the round.

If a character looks into the hollow pits where the statue's eyes should be, he sees into the Abyss and must roll a successful saving throw vs. death or be blinded for 2d4 rounds. Blinded characters suffer a -4 penalty to their attack rolls and saving throws; others gain a +4 bonus to attacks rolled against blinded characters. If a character tries to avoid the creature's gaze, he attacks with a -2 penalty.

For each statue destroyed, the King of the Deep loses 8 Hit Dice. If the last statue is destroyed, the king vanishes forever.

Draconians

Draconians, or dragonmen, are special troops of the Dragon Highlords. They are more predictable than human forces and more apt to follow orders than the ogres and goblins that make up the bulk of the army. Draconians are not frightened by dragon awe; indeed they rally around the evil dragons.

There are five types of draconians: the stony Baaz, the magic-wielding Bozaks, the poison-tongued Kapaks, the shape-shifting Sivaks, and the ultra-powerful Auraks.

The first four types of draconians have wings, but only Sivaks can truly fly. The three movement rates given are for walking, running while flapping wings, and gliding. They can glide a distance of four times the height they launch from.

The mind-bending Auraks do not possess wings and cannot fly or glide, but they do possess a limited *dimension door* ability.

Draconians serve many roles for the Dragon Highlords. Kapaks, wielding poison blade and arrow, are used as assassins and archers. The magic-using Bozaks, wielding short swords, are used as special forces and to command draconian squads. Sivaks form the elite forces, wearing heavy armor and able to swing two-handed swords easily. Baaz are the common soldiers, the bulk of the troops. They are often used as scouts since they can disguise themselves in robes. Finally, the Auraks are rare and special generals of the draconian armies. They are also used as special agents who can pass undetected among humans.

Draconians are created by corrupting good dragon eggs. Baaz are derived from brass eggs, Bozaks from bronze eggs, Kapaks from copper eggs, Sivaks from silver eggs, and Auraks from gold eggs. These are the very eggs that the Queen of Darkness swore to

protect in return for the good dragons' pledge not to interfere in her war against the peoples of Krynn.

The corruption of the eggs is the work of an evil triad, Wyrllish the cleric, Dracart the mage, and the ancient red dragon Harkiel, the Bender. Through arcane spells they cause the eggs to grow and their occupants to multiply. Then Wyrllish opens the gate to the Abyss and souls of the Dark Queen's minions, the abishai, rush forth to inhabit the new bodies.

As draconians are created through vile magic from the most long-lived of monsters, they are not susceptible to aging in any noticeable way. Thus the population shrinks only through combat and accidents. The dragonmen are also not subject to any known diseases. They can subsist for long periods with little food or water.

If this adventure ends in success for the PCs, Takhisis is cast from Krynn. Without the Queen to restrain them, the race of draconians gradually becomes more chaotic. A powerful leader, such as Ariakus or Kitiara, might still be able to hold sway over the draconian units in a Dragonarmy. Weaker leaders, such as Toede, find that their dragonmen slip away to form marauding bands. If a leader is too forceful in trying to retain his draconian troops, they almost certainly turn on him.

The draconians that are not part of any military formation, such as those that garrison many of the conquered cities, quickly lose interest in their posts. It is quite likely that they turn upon the populace of the city in a frenzy of pillage, murder, and arson. If the folk unite and resist, however, the uncoordinated attacks of the draconians are blunted. Like their counterparts in the armies, these draconians soon head for the wilderness.

Draconians of different races never combine into bands. The antagonism between Baaz and Kapaks, for example, is as strong as that between draconian and human. It is this intense rivalry and hatred that prevents draconians from ever becoming a dominant power in their own right.

Aurak: Auraks are the special agents of the Dragon Highlords. They are the most powerful of all draconians and the most devious.

In natural form, Auraks appear to be 7-foot-tall, sinewy draconians with short tails and no wings.

Auraks cannot fly, but move as fast as other draconians on the ground, moving 15 running or swimming. Auraks, however, do possess the ability to *dimension door* up to 60 feet away, three times per day at will.

The senses of Auraks are heightened so that they have infravision good to 60 feet, and can detect hidden and invisible creatures within 40 feet. They can also see through all illusions.

Auraks have several natural defenses that they can invoke at will. They can turn invisible once each turn until they attack. They can polymorph into the shape of any animal their size, three times per day. But their most diabolical ability is to change self three times

per day to resemble any individual human or humanoid and to perfectly imitate its voice. This effect only lasts for 2d6+6 rounds.

Auraks have three modes of attack. They can generate blasts of energy from each of their hands (1d8+2 damage with each), striking targets up to 60 feet away. When disguised with their change self ability, they appear to be using the appropriate weapon, but are really attacking with energy blasts. They can also attack with claws and fangs (1d4/1d4/1d6). Three times per day they can breathe a noxious cloud (five-foot range). Victims caught in the cloud must roll a successful saving throw vs. breath weapon for half damage or suffer 20 points of damage and be blinded for 1d4 rounds.

Auraks can also cast two spells each of 1st- to 4th-level wizard spells. Their preferred spells include these: *enlarge*, *shocking grasp*, *ESP*, *stinking cloud*, *blink*, *lightning bolt*, *fire shield*, and *wall of fire*.

The Auraks' most insidious power is mind control. They can use *suggestion* once per turn at will, but they must concentrate. And once per day they can mind control one creature of equal or fewer hit dice for 2d6 rounds through unbroken concentration. Mind control lets the caster control the actions of the target as if it were his own body. The target gets a saving throw vs. breath weapon to avoid the effect.

When an Aurak reaches 0 hit points, it does not die, but immolates itself with eerie green flames and enters a fighting frenzy (+2 to attack and damage rolls). Anyone attacking it suffers 1d6 points of damage each round from the flames, unless a saving throw vs. petrification is made for half damage. Six rounds later, or when the creature reaches -20 hit points, it transforms into a whizzing ball of lightning, striking as a 13-HD monster and causing 2d6 points of damage to those struck. Three rounds later it explodes with a thunderous boom, stunning all within 10 feet for 1d4 rounds (2d4 if underwater) and causing 3d6 points to all within 10 feet (no save allowed). Any items within range must roll successful saving throws vs. crushing blow or be destroyed.

Baaz: Baaz are the smallest of their species and are the most plentiful of the draconians. They are the Dragon Highlords' common ground troops. These draconians often tend to be chaotic in nature and self serving when they can get away with it.

Baaz are often encountered in disguise. They conceal their wings under robes and, wearing a large hood and mask, can pass through civilized lands as spies.

When a Baaz reaches 0 hit points, it turns into a stone statue. The person who struck the death blow must roll a successful Dexterity Check with a -3 penalty or his weapon is stuck in the statue. The statue crumbles to dust within 1d4 rounds, freeing the weapon. Its armor and weapons remain.

Bozak: Bozaks are magic wielders and can cast spells as 4th-level mages. Very intelligent, they are cruel and cunning warriors, sparing a life only if it benefits them.

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Their favored spells are *burning hands*, *enlarge*, *magic missile*, *shocking grasp*, *invisibility*, *levitate*, *stinking cloud*, and *web*.

When a Bozak reaches 0 hit points, its scaly flesh shrivels and crumbles from its bones in a cloud of dust. Then the bones explode, causing 1d6 points of damage to all within 10 feet (no saving throw).

Kapak: Kapaks are distinguished by their venomous saliva, which paralyzes victims for 2d6 turns if they fail saving throws vs. poison. They often lick their weapons (this takes one round) before attacking. This venom lasts three rounds.

Kapaks are larger than Baaz and often bully and abuse their smaller cousins. Because of the Kapak's venomous nature, the Dragon Highlords employ these draconians as assassins as well as warriors. Kapaks are sly and conniving, seeking to lure prey into traps and tripping foes to gain an advantage.

When a Kapak reaches 0 hit points, its body instantly dissolves into a 10-foot-wide pool of acid. All within the acid pool suffer 1d8 points of damage each round they remain there. The acid evaporates in 1d6 rounds. All items possessed by the Kapak are useless.

Sivak: Sivaks are used both on the battlefield and as spies. They normally attack with both claws (1d6 points of damage each) or a wicked-edged sword (1d10 points of damage). They can also attack with their long, armored tails (2d6 points of damage) when in draconian form.

Sivaks are shapeshifters, capable of changing their form under two conditions. When they slay a humanoid of their size or smaller, they can take the form of their victim. They do not gain the memories, experiences, or spell use of their victim and, like all draconians, still radiate magic, but their appearance and voice are exact matches to those of their victim. Sivaks can change back to their normal forms, but they cannot polymorph again until they find more victims.

Sivaks also change shape when slain, assuming the forms of their slayers. These death shapes last for three days, then the bodies decompose into black soot. If the slayers are not humanoid or are larger than the Sivaks, the Sivaks burst into flame, causing 2d4 points of damage to all within 10 feet (no saving throw).

Dragon, Amphi

This creature is a unique crossbreed between a green dragon and a sea dragon. Though it bears some of the identifying features of a green dragon, it looks most like a giant toad with a tail and small vestigial wings. This beast can leap a distance of 180 feet or to a height of 60 feet once every other round. It is amphibious and can swim and breathe water.

An amphi dragon possesses all normal dragon abilities. It can detect hidden and invisible creatures within 60 feet and has infravision (60-foot range). It also radiates dragon awe while charging.

It has the ability to change the color of its skin to match the surroundings. If it remains still while camouflaged, it is undetectable 80% of the time.

An amphi dragon can attack with two fore claws and a bite. It can also project its tongue up to 40 feet to capture a foe. To catch a foe, the dragon must roll a successful attack vs. AC 10. A creature stuck to the tongue is pulled into the dragon's mouth at the end of the round. If the tongue suffers 12 or more points of damage that round, it releases its prey. A victim caught in the dragon's mouth is automatically bitten each round. If the victim reaches 0 hit points, it is swallowed the next round.

The amphi dragon can spit a stream of acid up to 60 feet three times a day. The acid causes damage equal to the dragon's hit points. A successful saving throw vs. breath weapon halves the damage received.

The skin of this creature is covered with ugly yellow warts containing acid. Each time a character attacks the dragon in melee, the attacker must roll a successful Dexterity Check or suffer 1d6 points of damage from squirting acid.

Dragon, Sea

The sea dragon of Krynn resembles a giant sea turtle with a dragon's head and clawed flippers. It is awkward on land.

A sea dragon possesses all of the abilities of normal dragons. It can detect hidden and invisible creatures within 60 feet. It possesses sonar that enables it to see up to 360 feet in the ocean. It causes dragon awe while charging.

A sea dragon attacks with either its two claws and a vicious bite or it breathes a cloud of steam (60 feet x 40 feet x 40 feet) three times a day, even while underwater. The steam causes damage equal to the hit points of the dragon. A successful saving throw vs. breath weapon reduces the damage to half.

A sea dragon can use *ESP* at will. Also it can use the ability of *scaly command*. Once per day it can command all fish within 300 feet for 2d6 turns. Intelligent fish get saving throws vs. spell to avoid control, but if successful they must stay at least 300 feet away from the dragon.

Dreamshadow

Dreamshadows are the illusory creations of the *Dragon Orb*. Dreamshadows are unknown outside the orb's influence.

Dreamshadows (noted by the symbol * in the text) take on the shape and appearance of any real person or creature known to the dreamer's mind. The properties of an elf are mimicked in a #elf in every detail except that the *elf causes only illusory damage. If the dreamshadow is a *mage, then the spells all have illusory effects.

Dreamshadows can be of any alignment and can be either harmful or helpful to the PCs, depending on what dreamshadows they come across.

Dreamwraith

Dreamwraiths are the violent creations of the subconscious. These creatures can appear in many forms but, in the dream of Chapters 2 through 4, they take the form of dead, decaying elves.

Dreamwraiths always attack the PCs with surprising fury, gaining a +1 bonus on every initiative check.

Dreamwraiths are not undead and therefore cannot be turned. They are illusory, however, and if their illusion is discovered, their blows cause no harm to the nonbeliever. Because there are real elves around as well, each new group of dreamwraiths encountered must be checked separately to be disbelieved.

Dwarf, Gully (Aghar)

These raggedly clothed dwarves vary in skin color from parchment to mottled to olive. Their hair is as unkempt as their clothing. Their health is generally bad and their bodies bear sores, scars, and callouses.

Though humans might think that they are comical, the Aghar are an amoral race whose motto is "Do anything, no matter how mean, to survive." Occasionally, a decent or moral Aghar is encountered, but these are very rare. Aghar believe that magic is a sham that deserves to be exposed.

Gully dwarves generally tend toward a weak Constitution and low Intelligence, but they have above-average Dexterity. Despite their almost total inability to put two thoughts together, the Aghar have excellent memories of all that they see and hear. This makes them a great source of raw, unprocessed information. The average Aghar cannot count higher than two.

Elf, Sea

The sea elves of Krynn are divided into two races—the Dimernesti and the Dargonesti. Both races have webbed hands and feet, possess gills, and can breathe either water or air. Both races are also shapeshifters.

The Dimernesti (Shoal Elves) live in shallow waters in kelp beds, reefs, and shipwrecks. They have light blue skin and braided silver hair. Dimernesti can change shape into sea otters.

Dimernesti once traded with land dwellers, but they have rarely been seen since the Cataclysm. They live in small family groups and hide by day. By night they sometimes sneak ashore to raid nearby settlements for tools and other necessities. They are a cautious people, wary of strangers.

The Dargonesti (Deep Elves) live in the depths of the sea in mountain caves, ancient sunken cities, or huge sea shell citadels. They are a tall, slender race with deep blue skin and hair the color of seaweed.

Dargonesti once traded with the Silvanesti House Mariner for forged weapons and tools. But quarrels with the haughty Silvanesti severed the old ties. The Dargonesti have retreated from the affairs of the surface world,

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where madness seems to rule. Even their term for outsiders, "kreeaQUEKH," tells of the degree of revulsion and distaste they feel for the surface dwellers and their scheming, betrayals, and wars.

All Dargonesti can change shape into that of their companion of the sea, the dolphin. The leaders of the Dargonesti can use spells.

Fetch

Fetch are harbingers of death. Existing on the fringes of the Abyssal plane, these creatures can reach into our world only through reflective surfaces (mirrors, calm pools, etc.) They appear as pale imitations of the person gazing into the surface. The fetch seems to be standing behind the victim.

Fetch attack twice per melee round, using an exact replica of the weapon of the victim. Fetch are always invisible to everyone but the victim, and even that unfortunate individual can only see the fetch by looking into the reflective surface. The victim suffers a -2 penalty to attack rolls against the fetch, and he also suffers a +2 penalty to AC when attacking the fetch. Others have a -4 penalty to attack rolls against the fetch since they cannot see it. The fetch is invisible even to *detect invisibility*, although *true seeing* reveals it.

Fetch drain two life levels of energy per hit. A creature drained to 0 levels by the attacks of a fetch is pulled to the Abyssal plane, where it is condemned to serve as a fetch at the whims of the Queen of Darkness.

Fireshadow

A fireshadow is a creature from the Abyss that can be summoned by an evil cleric of 8th level or higher with the aid and approval of the cleric's deity. It is made of cold, green flame. It can assume whatever shape the summoner specifies, but it must appear at its full height of 30 feet.

The fireshadow's green fire works much like green slime: It converts flesh to flame on contact at a rate of 1d8 hit points per round. The spread of this dark flame on flesh can be stopped by a *cure* spell, which works normally, or by holy water, which cures 1d6+1 points per round. Unless all of the dark flame is eliminated, however, it continues to grow and spread at the rate given above.

If a being is completely converted to a dark flame, the fireshadow can control it as a smaller fireshadow with the same HD as the creature had before death, or the fireshadow can absorb it. Absorbed creatures restore 1d20 hit points to the fireshadow.

The fireshadow has a special attack form called the ray of *oblivion*. Once per turn the fireshadow can use this ray to inflict 16 points of damage upon all creatures in its area of effect. A saving throw vs. breath weapon reduces this damage to 8 points. The ray is 5 feet wide and 130 feet long. Any creatures slain by the ray are disintegrated instantly.

The fireshadow cannot be turned by a cleric, but a *mace of disruption* affects it as if

it were a vampire. The *hammer of Kharas* can destroy it on a successful hit. It is immune to fire-based and mental attacks. The fireshadow inflicts 1d6 points of damage per round to all non-fire resistant creatures within 10 feet.

The fireshadow's greatest nemesis is the light of day, which can destroy it in 1d4 rounds (direct sunlight) or 3d4 rounds (overcast or shade).

King of the Deep

The King of the Deep is a shadow-like being created from the life essences of 10 former priests of Istar. Their wicked minds have joined together to form this monster, but they can still animate their petrified forms to protect themselves. If these forms are destroyed, the king dissipates into nothing.

The King of the Deep has the body of a fish covered with a silky tangle of hair, the head of a squid, and two monstrous pincers.

The creature is immune to all mind-related spells (e.g., *charm*, *sleep*, and *hold*) and all cold-based spells. It has 60% magic resistance to all other spells. The King of the Deep can regenerate 20 hit points per round. It can also cast *darkness* with a five-foot radius, three times a day. The creature is covered by a shadowy mane and razor-sharp scales that can snare attackers and their weapons. Each time a character strikes the creature, he must roll a successful Strength Check to retain his weapon.

Once per day the King of the Deep can produce a horrendous roar that strikes terror in the hearts of all who fail a saving throw vs. spell. This failure causes them to flee for 1d4 rounds.

The King of the Deep's six tentacles and two pincers attack with a +3 attack roll bonus. A tentacle cannot be severed. When a tentacle hits on a natural roll of 20, it seizes its prey and pulls it to the creature's mouth in two rounds. If 20 points of damage is inflicted on the tentacle in one round, it drops the prey. Or a total of 30 points of Strength can pull against the tentacle and hold it back. The King's mouth is a gate directly to the Abyss. This creature cannot be turned by a cleric.

Minotaur, Bloodsea

The minotaurs of Krynn are a highly organized warrior race. They are concentrated on the islands of Mithas and Kothas on the eastern borders of the Bloodsea of Istar. The minotaurs believe themselves to be superior to the other races of Krynn. They feel their destiny to conquer and enslave the world.

Minotaurs will ally with forces of good, if persuaded that this best serves their purposes.

The Bloodsea minotaurs are a seafaring race with many skilled sailors and navigators. Although they are capable of building fine ships, they prefer to gain their vessels by plunder. Piracy is a common practice among them.

Prickleback

The prickleback is an aquatic version of the mantichore. It appears to be a fishy pincushion. It can shoot up to four spines per round to a distance of 90 feet. A prickleback has a total of 32 spines. Once it has fired a spine, a new one grows in 1d6 weeks.

The spines of a prickleback contain a weak poison, allowing creatures struck by the spines saving throws with a +4 bonus. If the victim fails the saving throw, he suffers an additional 2 points of damage from the attack and incurs -2 penalties to attack and damage rolls and a +2 penalty to Armor Class, for 2d6 hours.

A prickleback also has a weak bite, inflicting 1d2 points of damage. Creatures engaged in melee combat with the prickleback must roll a Dexterity Check (with a +2 bonus) each round. Failure means that the attacker is impaled upon one of the spikes, with the same effect as if the spine had been fired.

Revenant

Under exceptional circumstances, some who die a violent death return from beyond the grave to wreak vengeance on their killers. The Cataclysm killed the inhabitants of this region (see Chapter 13) and now they seek revenge. The problem is that the revenants do not know who caused their deaths.

An attacking revenant stares into the eyes of its victim. This stare requires a successful saving throw vs. spell or the victim is paralyzed with terror for 2d4 rounds.

Revenants are immune to being turned or destroyed by priests; holy symbols, holy water, and other religious items do not affect them.

A revenant can regenerate 3 hit points per round. It can also regenerate these points after reaching 0 hit points, except in the case of burn damage. Fire is the only attack that inflicts irreparable damage to a revenant.

Salmon School

A school of salmon is treated as a single entity although it can include hundreds of individual fish. A school of salmon covers a circular area five feet wide for every 10 fish in the school. The school is $\frac{1}{5}$ as deep as its horizontal area.

The school is harmless unless there is blood in the water. Blood brings on a feeding frenzy, causing the salmon to thrash madly about and attack anything in their midst that is not part of the school. Anything caught in the midst of a frenzied school is treated as if it were affected by an *obscure* spell. The victims automatically suffer 10 points of damage from the school every round, although the damage is reduced to 8 points if the victim is wearing metal armor. The school disperses when it has lost $\frac{1}{3}$ of its original hit points.

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Skyfisher

The skyfisher is an aerial predator. It looks like a cross between a giant bat and a vulture and has long, dangling hind feet. It attacks with beak (1d8+2) or talons (1d6/1d6). It can dive for its first attack, gaining a +2 bonus to its attack roll and doubling the damage inflicted.

A skyfisher tries to capture prey, lift it aloft, and drop it onto rocky ground or impale it on the branches of a tree. Each time a skyfisher hits with its claws, the victim must roll a successful Dexterity Check to avoid the beast's grip. If a character fails his check, he is carried aloft for 1d4 rounds and then dropped. Damage from the fall is 1d6 for each round aloft plus 1d6 points of damage from impaling or smashing on stony ground. A skyfisher also drops its prey if it suffers 10 or more points of damage. Although a very powerful flyer, the skyfisher cannot lift anything weighing more than 200 pounds.

Slig (Ghagglor)

Sligs are distant cousins of goblins and hobgoblins. Sligs are six-foot-tall, fanged humanoids with tough, hairless skin and large ears. They are very strong. Crafty and sadistic, they are believed to be flesh eaters.

Slig hides are impervious to flame and they suffer no damage from normal fire; they suffer -1 point per die of damage from magical fire.

Sligs fight with heavy war clubs and large, bladed polearms, such as bardiches and voulges. Their strength adds +2 to the damage they cause. Sligs can also bite with their fangs for 1d4 points of damage.

All sligs have a caustic spittle that they can spit into an opponent's eyes up to three times a day. The spittle causes 1d6 points of damage and the victim must roll a successful saving throw vs. poison or be blinded for 1d4+1 rounds.

Each party of sligs is led by a slig warrior with 6 HD and a +3 bonus to damage. A whole slig tribe is led by four warriors and a champion with 9 HD, able to attack twice a round with a +4 bonus to damage.

Sligs lair in grottoes, canyons, and barren lands. In their lair they might have 1d4+1 giant boars (60% chance) or 1d4 ogres (40% chance).

Ghagglers are a marine species of sligs. They live in deep, open water and specialize in waylaying and sinking ships. They have the same statistics as sligs, with the exception of movement, and can remain out of the water for only 1d3 turns.

Spectral Minion

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, they are bound to the vows or quests placed upon them when they were alive. Every day, they

must relive the events leading to their deaths, trying to fulfill their quests.

Spectral minions must stay within the corridor or room where they died. On very rare occasions, where the objective was to perform an act over an area, they are allowed to roam within the area.

Spectral minions' speed grants a +1 bonus to initiative rolls.

Spectral minions look like the characters that they were before death, but they are nearly transparent. They disappear forever if their vows or quests are fulfilled, or if a *remove curse* is cast upon them.

Spectral minions keep the Hit Dice, attack, and damage ratings they had before death.

Guardian spectral minions were guards who died at their posts. All are armed. They are freed if they successfully defend their posts for 100 years. Occasionally, guardians respond to a password, allowing characters knowing it to pass.

Spider, Whisper

The whisper spider is a hunter and trapper. It weighs no more than a man despite its size. It moves so quietly that it surprises on 1-5 in 6.

A whisper spider can flatten itself against the ground and become 80% undetectable. It can jump 60 feet in any direction.

This breed uses lures and misdirection to capture prey, spinning its silk into a wide array of shapes. It might create a false spider, a flapping banner, a filmy barrier to hide behind, or other shapes. This spider uses 10-foot-wide web sheets to trap prey. Prey is snared if it fails a saving throw vs. wand. A whisper spider can also shoot webs up to 20 feet away to bind foes (treat as if the target is AC 10).

The spider's poison causes the victim to fall into a stupor for 2d4 turns if he fails a saving throw vs. poison (with a -2 penalty).

Undead Beast

This beast's origins are unknown. The size of a small dragon, its bones protrude from rotting flesh. It has a great horned head. It walks on all fours, but it can rear on its hind legs, balancing with its stubby tail, to bring its powerful forelimbs to bear. Its ribs are bare and barbed, forming a nasty cage.

This creature seems drawn to destroy the living. The beast attacks with its sweeping claws and horned head. Any character struck by a claw must roll a successful saving throw vs. death or be flung for 1d20 additional points of damage. The beast can also charge its victims, trying to trample them (successful saving throw vs. death or suffer 3d8 points of damage). Anyone trampled must also roll a successful saving throw vs. wand or be snared in the rib cage and suffer 1d4 points of damage from the barbs each round the beast moves.

This creature is unaffected by flame and suffers only minimum damage (1 point plus bonuses) from edged or pointed weapons. Blunt weapons affect the beast normally.

Wemic

Wemics are large lion-centaurs that roam the far plains of Nordmaar. They had lived in harmony with the people there for many years. However, they are a most pragmatic race and saw that the victory of the Dragon High lords was the most likely event. So great bands of wemics united together under Highlord rule.

This fierce race has served the Highlords well, but they might come over to the White-stone side now that the war has turned.

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Apoletta

4th-Level Sea Elf Fighter/6th-Level Mage

Strength 13	Intelligence 15
Dexterity 16	Wisdom 11
Constitution 12	Charisma 15
THAC0 17	Alignment NG
Hit Points 21	Movement 9, Sw 12
Armor Class 6	

Items: leather armor, *trident of warning* +2, *webnet*

Spells: 1st—4, 2nd—2, 3rd—2

Apoletta is the leader and spokesperson for the Dargonesti, the Deep Elves, since the position of Speaker of the Moon has been vacant since the Shadow Years and none has risen to claim the position. She is more Zebulah's counsel than he is hers, but her people look to her and her surface lover to lead them in times of trouble.

Apoletta is a practical elven woman. Deeply in love with Zebulah, she is fascinated with surface dwellers and their curious natures. She doesn't pretend to understand their ways, however. Apoletta is frightened by the violence of war, but she accepts her duty to lead and protect the Dargonesti.

Ariakus (Emperor of Dragons)

23rd-Level Cleric/10th-Level Fighter

Strength 15	Intelligence 13
Dexterity 12	Wisdom 18
Constitution 11	Charisma 15
THAC0 6	Alignment LE
Hit Points 88	Movement 9
Armor Class -2	

Items: *plate mail* +4, *mace* +3, shield

Ariakus is the personification of ambitious evil. A competent fighter in his younger days, he cast aside the study of war when he discovered the pure evil of the Dark Queen. 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. His power is immense and has led to the development of his only weakness: arrogance. Ariakus is so confident of his supreme abilities that he tends to underestimate his enemies. He does not give them credit for their abilities; consequently his plans often contain weaknesses that clever opponents can capitalize on.

Badger

6th-Level Dwarf Fighter

Strength 18	Intelligence 10
Dexterity 16	Wisdom 11
Constitution 17	Charisma 12
THAC0 15	Alignment CG
Hit Points 54	Movement 9
Armor Class 5	

Items: studded leather, *war axe* +1

Badger is a feisty hill dwarf and lieutenant to Silver Fox's freedom fighters. His clan was decimated by the Dragonarmy, who carried many of his people off to work as slaves, mining ore and crafting weapons.

Badger does not trust strangers. A grim and crafty fighter, he has sworn to one day personally slit the throat of a Dragon Highlord. He is terrified of dragons, however.

Bakaris (Blue Dragon Lieutenant)

11th-Level Fighter

Strength 16	Intelligence 10
Dexterity 12	Wisdom 14
Constitution 15	Charisma 13
THAC0 10	Alignment LE
Hit Points 58	Movement 12
Armor Class 2	

Items: *plate mail* +1, two-handed *sword* +2, *nine lives stealer*, two poisoned daggers

Bakaris is a handsome, young lieutenant in the service of Kitiara. He is the second in command of the Blue Dragonarmy, yet he is more devoted to Kitiara than to the rest of the Dragonarmy.

Bakaris originally came from the area of the Estwilde, where his wild spirit and fearsome temper caused problems for him. The darkness of his heart and his constant lust for pleasure are his greatest weaknesses.

Bas Ohn-Koraf

Minotaur

Strength 18/90	Intelligence 8
Dexterity 10	Wisdom 6
Constitution 14	Charisma 6
THAC0 11	Alignment N(E)
Hit Points 55	Movement 12
Armor Class 6	

Items: club, also attacks with horns (2d4)

Kof, as Maquesta calls him, is a renegade minotaur and first mate of the *Perechon*. He has great respect for Maquesta as a warrior and a leader.

Kof is loyal to Maquesta and would not betray his crewmates. He has a hot temper and has been known to throw people overboard with little provocation. He respects anyone who bests him in combat. He distrusts all strangers and fears magic.

Berem Everman

5th-Level Ranger

Strength 13	Intelligence 15
Dexterity 13	Wisdom 14
Constitution 14	Charisma 13
THAC0 16	Alignment N
Hit Points 37	Movement 12
Armor Class 10	

Item: short sword

Special Abilities: Regenerates 1 point per round of any damage; immune to fire, acid, poison, magic, disease, drowning, and petrification.

Berem Everman is the brother of Jasala, the girl whose spirit inhabits the foundation stone of the Dark Queen's Temple. As explained elsewhere, Berem is responsible for the murder of his sister. Because of that crime, Berem has been cursed with the inability to die until he frees his sister from the stone. He is a quiet and despairing man, with little courage or drive.

Berem is used to being hunted by the Dragonarmies. He seeks only to remain free and unnoticed. The threat of imminent capture by the Dark Queen's forces sends him into a panicked frenzy. He shows little loyalty to those who try to help him.

Berem knows of his inability to die, but he does not share this knowledge with the PCs. He feels the pain of his wounds and tries to avoid getting hurt.

Embedded in Berem's chest is a dull gray gem. This mysterious stone cannot be removed; it is the source of his regenerating powers. When the gem is healing him, it glows green. It is this gem that the Dark Queen seeks.

NPCs

Berem figures significantly in several of the endings of the epic. It is important that he begin the adventure with the PCs if one of these endings is used.

Captain of the Guard

14th-Level Fighter

Strength 16	Intelligence 14
Dexterity 12	Wisdom 15
Constitution 14	Charisma 16
THACO 7	Alignment LE
Hit Points 72	Movement 12
Armor Class 1	

Items: *long sword +4 defender, chain mail +3*

The Captain is a precise and logical man who likes to run an orderly office and city. The disorder so rampant in Neraka is a source of great frustration to him. Obviously, the week of this adventure is a particularly bad time of the Captain.

He is professional in his dealings, but he loses his temper quickly when dealing with someone whom he perceives to be obstinate, unreasonable, or dangerous. Although not particularly religious, he tries to attend the Dark Rites regularly for form's sake.

Chot Es-Kalin

Minotaur Chieftain

Strength 18/99	Intelligence 9
Dexterity 12	Wisdom 10
Constitution 16	Charisma 8
THACO 11	Alignment NE
Hit Points 60	Movement 12
Armor Class 4	

Items: battle axe, also attacks with horns (2d4)

Chot Es-Kalin is the chieftain of the minotaurs. He is a cruel leader who rules by terror. He cannot speak Common; he rarely speaks to lessers.

Chot looks on all other races as inferior, except he has an abiding respect of dragons and their masters. He has made a pact with the Dragon Highlords to further his own ambitions, but he does not trust them. In this light, he has entered into a secret alliance with the pirate chief Mandracore to protect his interests. Chot does not believe that lesser creatures can best him; he enslaves lesser races, toying with their champions in deadly games.

Cyan Bloodbane, Green Dragon

(Statistics are on the Combined Monster Statistics Chart on the inside cover)

Cyan is one of the largest and most powerful of the evil dragons to enter the world of Krynn. Yet, though he could have easily been a leader among his kind, Cyan had no interest in their petty ambitions.

Thus it was that he was drawn into Silvanesti by the *Dragon Orb*. For years now, Cyan has been filling Lorac's mind with nightmares.

Cyan's first concern is for himself. He does not hesitate to flee if the tide of battle turns against him. He is proud but not very brave. His hatred of what he considers to be the "lesser races" of Krynn is vast.

Dark Pilgrims

3rd- and 8th-Level Clerics

All Dark Pilgrims are human, with an equal mixture of men and women.

Apprentices

3rd-Level Clerics

AC 7	Hit Points 17
#AT 1	Damage 1d6
THACO 20	Movement 9
Alignment: Evil-either Chaotic, Neutral, or Lawful	

Spells: *detect good, cure light wounds*, plus one of *augury, find traps, speak with animals, silence 15-foot radius*

The apprentice pilgrims are always encountered in groups of seven, accompanied by their master. These are the clerics of the Dark Queen, responsible for the spiritual guidance of the troops and citizens of the Dragon Empire. Mostly this involves taking the money of the followers under a variety of guises.

The clerics (both apprentices and masters) wear long black robes with vast hoods, so their features are never visible. They wear studded leather armor beneath their robes and carry quarterstaves. They are eager to do battle for the greater glory of Takhisis.

Masters

8th-Level Clerics

AC 5	Hit Points 45
#AT 1	Damage 1d6+3
THACO 16	Movement 9
Alignment: As apprentices	

Spells:

1st Level: *bless, detect magic, remove fear*

2nd Level: *hold person, know alignment, resist fire*

3rd Level: *animate dead, cause disease, bestow curse*

4th Level: *cure serious wounds, protection from good 10-foot radius*

Items: *ring of protection +2, footman's mace +2*

The masters of the Dark Pilgrims are the most talented members of the Dark Queen's flock. Devoted to the cause of evil, each has been entrusted with the training of seven apprentices. A master never hesitates to sacrifice the lives of some of his apprentices if he feels that the others might benefit from the lesson.

Dragonarmy Officers

11th-Level Fighters

Strength 17	Intelligence 13
Dexterity 10	Wisdom 12
Constitution 15	Charisma 13
THACO 10	Alignment LE
Hit Points 68	Movement 9
Armor Class 0	

Items: *Dragonarmor plate mail +2*, a weapon of +2 enchantment—either a long sword, mace, hammer, or trident

These are the officers commanding the units of the Dragonarmies. They are all human, and 80% of them are male. They are, as a rule, ruthless and cruel, but not stupid or lazy.

The statistics given are average numbers. If your PCs have encounters with a number of officers, you should vary the numbers slightly so that the NPCs do not become predictable.

Fizban the Fabulous

Wizard, Madman, or Deity?

Fizban's actual status during the adventure depends on the ending you have selected for the epic. He might be Paladine the Great God of Good, or he might be a senile old mage who accompanies the PCs because he has nothing better to do. He does not have to accompany the Heroes unless you are using an ending that requires his presence.

Fizban can be played for comic relief, as his spell-casting attempts

NPCs

sometimes result in spectacular failures. However, if a PC is in a certain-death situation, Fizban somehow manages to cast a life-saving spell. Although the spell might not work as expected, it will be beneficial. He can cast any wizard spell. He does not, however, use spells to attack or otherwise obstruct the enemy.

If Fizban is indeed Paladine, at the moment he faces Takhisis his true power becomes apparent. A white glow surrounds him, and he visibly grows in stature and strength. His normally befuddled demeanor changes to deadly seriousness.

Fritzen Dorgaard

7th-Level Half-Ogre Fighter

Strength 18/51	Intelligence 8
Dexterity 16	Wisdom 7
Constitution 17	Charisma 12
THACO 14	Alignment CN
Hit Points 66	Movement 9
Armor Class 6	

Items: *leather armor, long sword +1*

Fritz is Maquesta's personal bodyguard and a sailor on the *Perechon*. Fritz is completely loyal to Maquesta and will never betray her. He enjoys grand adventures and can be lured by tales of legend. He is flamboyant, boisterous, and loud. Wryly jovial, he enjoys taunting foes. He has a secret fear of fire, and if attacked with flame he fights with a -2 penalty to his attack rolls.

Kitiara (Highlord)

15th-Level Fighter

Strength 14	Intelligence 13
Dexterity 18	Wisdom 7
Constitution 14	Charisma 14
THACO 6	Alignment LE
Hit Points 68	Movement 12
Armor Class -4	

Items: *Dragonarmor plate mail +2, short sword +2, spear +3, dagger +1*

Kitiara is the Blue Lady of the Dragon Highlords. She commands the Blue Dragonarmy and rules over their conquered territories with a tempestuous hand.

Kitiara is the older sister of Caramon and Raistlin. She has a wild spirit and often goes through drastic mood swings in a short period of time. Her keen military mind and her alliance with the blue dragon Skie have helped her to rise through the Dragonarmy ranks swiftly.

Kitiara made a conscious choice between good and evil, as she judged that her best chances of gaining the power she craved lay with the Dark Queen's forces. She reasons that others might see the logic in this as well. Since she was once a friend of many of the PCs, she tries to get them to join her if she has the opportunity. She is not easily fooled by lies.

Kitiara has made an unholy deal with Lord Soth, the death knight. She has promised him the soul of Laurana in return for his help in seating her on the Emperor's Throne.

Kitiara's Lieutenants

Ettel Rense, 10th-Level Human Fighter

Beyla Donth, 7th-Level Human Cleric

Strength 16	Intelligence 9
Dexterity 13	Wisdom 14
Constitution 12	Charisma 11
THACO 11/16	Alignment LE
Hit Points 58/43	Movement 12
Armor Class 1	

Items: *Dragonarmor +1, long sword +2 (Ettel), mace +2 (Beyla)*

Beyla's Spells: 1st—5, 2nd—3, 3rd—2, 4th—1

Ettel is a military man who believes all problems can be settled by the sword. He loves the thrill of battle and detests subterfuge. Beyla follows Kitiara's orders without question. Aggressive and a bit sadistic, she is a master of subterfuge.

Both share a strong respect for Kitiara. They are under orders to bring rebel leaders in alive by whatever means necessary, but they slay rebels and elves out of hand. With their helms on, either Beyla or Ettel (with his slight build) might be mistaken for Kitiara. Their mounts are adult blue dragons.

Lorac Caladon, King of Silvanesti

15th-Level Fighter/3rd-Level Mage

Strength 13	Intelligence 12
Dexterity 14	Wisdom 7
Constitution 7	Charisma 12
THACO 6	Alignment N
Hit Points 18	Movement 6
Armor Class 6	

Items: *leather armor +2, long sword +3*

Lorac Caladon, King of the Silvanesti elves, is a shattered wreck of a once-great leader. In his youth, Lorac was strong and robust. Intelligent and well educated, he was also considered to be one of the most handsome men of the royal family. He seemed truly blessed by the gods.

Lorac is now nothing but a shriveled shell. His skin twitches constantly while he is in the dream state, his closed eyes shift rapidly beneath their lids. His mouth works open and shut in a silent, terrified monologue.

One of the few remaining contact points in Lorac's mind is the tale of the Dark-Night Child. This elven tale was once a great favorite of his, and much of his present experience is related to it.

The Tale of the Dark-Night Child:

In the Years of New Stars, the Dark-Night Child wandered heedlessly among the Silvan Wood. Soon she was lost, far from her home. Night came upon the Dark-Night Child, bringing terrible powers with it. The elf-friend trees were tortured by the Night Magic and seemed to turn against the Child. The gentle forest creatures were suddenly evil and fearsome. The Dark-Night Child cried in terror, fearing that the Night Magic would work its evil on her, too.

But, as the Child's tears fell, she saw them glisten with light. Looking up, the Child beheld the Sky-Fires burning in the dark realms above. She knew then that Paladine had no power other than that which her mind gave it. When she realized this, the Dark-Night Child felt safe. The Night Magic fled. The Dark-Night Child's family found her in the brightening dawn, asleep in the peace of Paladine.

Loralon, Conscience of the King

12th-Level Cleric

Strength 11	Intelligence 12
Dexterity 14	Wisdom 16
Constitution 10	Charisma 12
THACO 14	Alignment LG
Hit Points 39	Movement 12
Armor Class 2	

Items: *chain mail +3, mace +2*

Loralon was the High Cleric of Silvanesti prior to the Cataclysm. Loralon disappeared, as did all other true clerics of the time.

Loralon appears here only because his subconscious was drawn here by the tormented elf king.

Loralon in his natural form appears to be an elderly, balding elf with a long, well groomed white beard. He gives the party whatever help he can (including spellcasting) as long as he believes that the PCs are attempting to awaken Lorac and end the terrible dream.



NPCs



Lucien (Highlord) 21st-Level Fighter

Strength 18/82	Intelligence 13
Dexterity 12	Wisdom 12
Constitution 11	Charisma 15
THACO 0	Alignment LE
Hit Points 83	Movement 9
Armor Class -3	

Items: *Dragonarmor plate +5, long sword, +2 **

* This sword has the ability to cast a *cone of cold* spell once per day. The cone extends to a range of 60 and inflicts 12d6 points of damage. A saving throw vs. breath weapon cuts the damage in half.

Lucien is the commanding general of the Black Dragonarmy. A patient and competent man, he rose to power mainly through the mistakes, and subsequent untimely deaths, of his superiors. Now that he controls his Dragonarmy, he is determined to avoid the mistakes that so often destroyed previous commanders.

Lucien is a short, swarthy human of indeterminate age. His eyes glitter with ambition, and his expression is usually curious and not unfriendly. He rides an average adult black dragon.

Lute the Pawnbroker 13th-Level Thief

Strength 10	Intelligence 15
Dexterity 17	Wisdom 12
Constitution 9	Charisma 14
THACO 14	Alignment N
Hit Points 39	Movement 12
Armor Class 5	

Items: *ring of protection +2, short sword +3*

Thieving Abilities: PP—50%, OL—90%, F/RT—90%, MS—95%, HS—95%, DN—55%, CW—95%, RL—25%

Lute is one of the leaders of the Hidden Light resistance movement. He is short and thin, with an initially surly attitude toward strangers. He is extremely alert, and is always ready for action. He can be surprised only on a 1 on 1d6.

Lute hates the Dragon Empire with a passion. He was formerly a merchant in Khur, and his family was killed during the invasion. He has since moved to Neraka to be near the source of his hatred. He vigorously works to shake the roots of evil power.

Although intelligent and usually cautious, his bitter anger occasionally causes him to take unnecessary risks. The troops that killed his family were draconians; any time he catches a draconian alone, he uses his backstab ability to kill the creature.

Maelstrom 9th-Level Fighter

Strength 18/00	Intelligence 13
Dexterity 9	Wisdom 11
Constitution 17	Charisma 14
THACO 12	Alignment CG
Hit Points 85	Movement 12
Armor Class 4	

Items: *two-handed sword +3, shield +2, studded leather armor*

Maelstrom is the Hidden Light contact who most often communicates between the resistance forces in the city of Neraka itself and those in the plains and mountains beyond. Maelstrom travels with impunity through the city, bearing papers stating that he is a mercenary for each of the five Dragonarmies. When accosted by guards, he shows them the papers of an army different from that of the guards who stop him.

Maelstrom is over six feet tall and seems to be made of solid muscle. His black hair runs in a long bundle down his back and thick, busy eyebrows glower above black eyes that burn with the fire of the true zealot.

Maelstrom has a tremendous love of ale and an enormous capacity for drinking it. He remains outwardly unaffected by virtually any amount of drink. He always seeks to persuade his companions to join him in raising a glass or three.

Mandracore the Reaver 8th-Level Half-Ogre Fighter

Strength 16	Intelligence 12
Dexterity 14	Wisdom 8
Constitution 15	Charisma 14
THACO 13	Alignment NE
Hit Points 68	Movement 9
Armor Class 4	

Items: *studded feather +2, shield, long sword +1*

The Reaver is the leader of the pirate armada, ruling through fear and strength. Foes who will not openly fight him disappear mysteriously. By tradition, anyone pirate who defeats him becomes the pirates' new leader.

A surly fellow with a great appetite for power, he holds the pirates together by building on their hatred and fear of the minotaur pirate fleet. He is crafty and vicious, with a good sense of politics. He maintains a secret alliance with the minotaur chieftain. He also has an agreement with the Dragon Highlords to harass free ships and let the queen's ships pass.

Maquesta Kar-thon 6th-Level Half-Elf Fighter

Strength 15	Intelligence 11
Dexterity 18	Wisdom 13
Constitution 16	Charisma 13
THACO 15	Alignment N
Hit Points 46	Movement 12
Armor Class 4	

Items: *leather armor, long sword + 1*

Maquesta is captain of the *Perechon*, fastest ship on the Blood Sea, both a merchant and a pirate. Maquesta is shrewd and cautious, playing both sides of the fence in the war. She is always careful that none escape to reveal her duplicity.

Maquesta appears to be of the northern race of black-skinned mariners, but is really a half-elf. Only Fritz, her bodyguard, knows her true heritage.

Maquesta's first loyalty is to her ship and crew, seeking livelihood and freedom. She has sworn a secret blood oath of vengeance against those who have massacred the elven people. Maquesta once helped Fritz flee the governor's gallows.

Her second loyalty is to paying customers and to those she owes a debt of honor. She is a leader of men, a tough bargainer, and an honest merchant. She detests the Dragon Highlords' cruelty.

Salah-Khan (Highlord) 17th-Level Fighter

Strength 18/27	Intelligence 14
Dexterity 14	Wisdom 10
Constitution 12	Charisma 14
THACO 4	Alignment LE
Hit Points 62	Movement 9
Armor Class 0	

Items: *chain mail +5, two-handed sword +3*

Salah-Khan is the Highlord of the Green Dragonarmy. A thin and wiry little man of exceptional cunning and cruelty, he leads his army with

NPCs

dash and daring.

Salah-Khan has won the respect of green dragonkind by his skilled battle planning and shrewd tactics. He generally fights in ways that maximize enemy casualties while minimizing his own. He offers his dragons the incentive of a free hand with the prisoners if they fight well.

Salah-Khan rides an average adult green dragon.

Sevil Draanim Rev

6th-Level Fighter/9th-level Cleric

Strength 14	Intelligence 12
Dexterity 10	Wisdom 16
Constitution 15	Charisma 18
THAC0 15	Alignment NE(L)
Hit Points 46	Movement 12
Armor Class 5	

Items: ring mail, *ring of protection +2*, *war hammer +1*

Spells: 1st—6, 2nd—6, 3rd—3, 4th—2

Sevil is a man of mystery. He claims to be a warrior, but is secretly a cleric. No one knows of his clerical abilities.

Sevil's throat bears the nasty scar of a hanged man, and he speaks with a hoarse, raspy voice. He is secretive but willing to aid the Dragon Highlords' enemies for his own purposes.

Sevil appears to be the ultimate mercenary, selling anything if the price is right. He mainly sells information and weapons. His information seems to be at least 60% correct.

Sevil is loyal only to himself. A fallen cleric, he desires to prove his worth to the Dark Queen and recover his status. He resents Toede's rank, and he will betray Toede if given the chance, ideally by breaking the ogre alliance.

Silver Fox

7th-Level Half-Elf Ranger

Strength 17	Intelligence 13
Dexterity 10	Wisdom 15
Constitution 16	Charisma 13
THAC0 14	Alignment LG
Hit Points 63	Movement 12
Armor Class 4	

Items: splint mail, *elven cloak*, *long sword +2*

Silver Fox is the leader of a band of rebels who hide in the Gaggle Woods. Not strong enough to challenge the entire Dragonarmy, their knowledge of the land allows them to raid and evade pursuit.

Silver Fox's ultimate goal is to make the Dragonarmy's life so unpleasant that they will eventually leave. Realizing that the inept Toede is his best ally, the Fox does what he can to help Toede retain his post. Silver Fox helps enemies of the draconians, but is cautious and does not risk the lives of his men foolishly. Silver Fox's band of freedom fighters include 18 2nd-level Wild Elf fighters, four 7th-level Wild Elf fighter/druids, eight 2nd-level dwarf fighters, three 5th-level kender thieves, and 15 4th-level human fighters.

Silvart, Kagonesti Elf

4th-Level Fighter/9th-Level Thief

Strength 13	Intelligence 15
Dexterity 17	Wisdom 13
Constitution 15	Charisma 18
THAC0 16	Alignment CG
Hit Points 34	Movement 12
Armor Class 5	

Silvart belongs to the elven race of the Kagonesti. A stunning beauty, Silvart left the wilderness so that she might follow her companions to Palanthis and enlist their aid on a mission of the utmost importance.

Skie

Very Old/Average Blue Dragon

HD 9	Hit Points 63
THAC0 12	Movement 9/24
Armor Class 2	Alignment LE
#AT 3	Damage 1d6/1d6/3d8 (plus lightning)

Spells:

1st Level: *audible glamer*, *darkness*, *detect magic*
2nd Level: *blindness*, *detect invisibility*, *fog cloud*

Skie is Kitiara's mount and partner. They have struck a pact to mutually assist and protect each other. Through careful manipulation and a rigid adherence to their pact, the two have risen through the ranks to command the Blue Dragonarmy.

Skie is completely evil but extremely loyal to Kitiara. He can be diabolically cunning and knows how to play on his foe's strengths and weaknesses.

Soth, Death Knight

Strength 18/99	Intelligence 10
Dexterity 12	Wisdom 9
Constitution 17	Charisma 17
THAC0 11	Alignment CE
Hit Points 59	Movement 12
Armor Class 0	

Magic Resistance: 75% (if the percentage roll is 11 or less, the spell rebounds against the caster).

Items: *plate mail +3*, *two-handed sword +3*

Spell-like abilities: *wall of ice* at will, generates *fear* in a five-foot radius, and has the innate powers of *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 20-HD fireball. All his abilities function as if spells cast by a 20th-level mage.

Soth was an ancient Lord Knight of Solamnia at Daargard Keep. A Knight of the Rose prior to the Cataclysm, Lord Soth committed a long series of vile crimes before the end of his life.

Kitiara has made a contract with him, however, that brought him into this war of men and dragons on the side of evil.

Talent Orren

7th-Level Fighter

Strength 15	Intelligence 13
Dexterity 16	Wisdom 9
Constitution 14	Charisma 14
THAC0 14	Alignment LG
Hit Points 40	Movement 12
Armor Class 3	

Items: *ring mail +2*, *short sword +1*, *tong bow +4*

Talent Orren is the high commander of the underground movement in Neraka. He is a very handsome man, with a thin mustache and long, flowing brown hair. He moves with a catlike grace, and could easily be mistaken for a high-level thief because of the silence of his walk and the natural stealth of his movements.

Talent is a responsible and cautious leader who does not risk the lives of his men in long-shot missions. If he is persuaded that a blow can be struck against the Dragon Empire, however, he fully supports such an attempt. He needs to hear all of the details of such a plan, however. The loyalty of his men is such that they would willingly follow him to the Abyss and back.



NPCs



Tarak, Elf of Silvanesti
9th-Level Fighter

Strength 14 Intelligence 12
Dexterity 16 Wisdom 9
Constitution 17 Charisma 13
THAC0 12 Alignment
Hit Points 62 Movement 12
Armor Class 6

Items: leather armor, long sword +2

The Silvanesti elf known as Tarakanthis (or Tarak) was once a prominent member of House Protector.

He and his men fought bravely against the invading draconians and were on the verge of victory when some unknown terror struck at the heart of the realm. Refusing to flee, Tarak and the few who survive with him live in the nightmare, trying to destroy the evil.

Tarak is one of the few elves who trusts outsiders. He recognizes and reveres Alhana Starbreeze, regarding her as his leader.

Toede (Highlord)
9th-Level Hobgoblin Fighter

Strength 16 Intelligence 8
Dexterity 10 Wisdom 11
Constitution 16 Charisma 6
THAC0 12 Alignment LE
Hit Points 49 Movement 9
Armor Class 0

Items: Dragonarmor plate +3, bastard sword +1

Toede is the Dragon Highlord in charge of the White Dragonarmy. He is a slothful, cowardly bully, full of bluster and threats when he has the upper hand, but a sniveler and whiner around superiors.

He possesses a crude cunning and is quick to escape when the going gets tough. He is a backstabber and shamelessly shifts blame to others. He resents Kitiara greatly and takes risks to outshine her in the eyes of his superiors.

Toede can leap up to 30 feet horizontally each round instead of his normal move.

Verminaard (Former Highlord)
8th-Level Cleric

Strength 14 Intelligence 12
Dexterity 10 Wisdom 16
Constitution 15 Charisma 18
THAC0 16 Alignment LE
Hit Points 50 Movement 12
Armor Class 1

Spells:

1st Level: *cause fear*, *cause fight wounds*, *darkness*
2nd Level: *hold person*, *resist fire*, *spiritual hammer*
3rd Level: *cause blindness*, *dispel magic*, *prayer*
4th Level: *cause serious wounds (x2)*

Verminaard once controlled the lands on the Abanasinian peninsula from the Seeker kingdoms to the Plains of Dergoth and was working to extend his power. The heroes cast him to his death in Thorbardin. He awoke in the dream lands of Silvanesti, from which he can find no escape.

Verminaard is a dreamshadow only in this adventure, drawn from the minds of the PCs. As such, the spirit of his malice lives on!

Waylorn Wyvernsbane
9th-Level Druid

Strength 8 Intelligence 9
Dexterity 13 Wisdom 16
Constitution 14 Charisma 15
THAC0 16 Alignment N
Hit Points 40 Movement 12
Armor Class 6

Items: leather armor +2, staff of the serpent, scimitar +2

Abilities: Identify plant, animal, pure water; pass without trace; immune to woodland charm; change to bird, mammal, and reptile once per day

Waylorn Wyvernsbane gives that as his name, but he often seems to think he is somebody else. This other person is an unnamed Knight of Solamnia.

Waylorn is generally wise and brave, with a keen mind for tactics. Every once in a while, however, he attacks a tree trunk or a rock, claiming it to be a dragon in disguise. His powers as a druid are considerable, and he does not hesitate to employ them.

Waylorn usually acts as a druid, but when confronted by dragons, draconians, or lizards, he throws off his helm, utters a valiant battle cry, and wades into the fight as if he were a mighty warrior. After the battle, it might be several hours before he returns to normal. During these periods, he claims that his name is Huma, the legendary warrior who defeated the dragons a millennium earlier. He sees the task before the PCs as the grand quest of the times, and becomes completely serious about the mission. If pressed about his identity, however, he becomes confused and quickly returns to normal.

Whitestone Army Officers
11th-Level Fighters

Strength 15 Intelligence 14
Dexterity 15 Wisdom 16
Constitution 12 Charisma 13
THAC0 10 Alignment LG
Hit Points 62 Movement 9
Armor Class 0

Items: plate mail +2, shield, weapon of +2 enchantment—either long sword, two-handed sword, spear, or long bow

These are the officers who command the units of the Whitestone army. They are all human, and 60% are male. They are generally brave and trustworthy. They have earned their positions through their skill and their determination to stamp out the evil of the Dragonarmies.

Zebulah
9th-Level Human Mage

Strength 8 Intelligence 16
Dexterity 13 Wisdom 12
Constitution 11 Charisma 9
THAC0 19 Alignment NG
Hit Points 27 Movement 12
Armor Class 6

Items: bracers of defense (AC 6), staff of striking, dagger

Spells: 1st—4, 2nd—3, 3rd—3, 4th—2, 5th—1

Zebulah is a human mage who has forsaken the surface world to dwell with Apoletta, the sea elf. He is familiar with the evils of the world and is looked to as a leader by the aquatic races once war reaches into the deep.

Zebulah grimly accepts the role Fate has thrust on him. He is deeply in love with Apoletta and loyal to her people. He is distrustful of strangers, but his surface heritage causes him to help those in need.

Player Characters

Tanis 8th-Level Half-Elf Fighter

STR 16 WIS 13 CON 12 THACO 13
INT 12 DEX 16 CHR 15 AL NG HP 61

AC 4 (*Leather armor +2, Dex bonus*)
WEAPONS *Long sword +2, long bow, daggers*
LANGUAGES Common, Qualinesti, Hill Dwarf, Plainsman

See back of card for more information.



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Caramon 9th-Level Human Fighter

STR 18/63 WIS 10 CON 17 THACO 12
INT 12 DEX 11 CHR 15 AL LG HP 59

AC 3 (*Chain mail +1, small shield*)
WEAPONS *Long sword +1, spear, dagger*
LANGUAGES Common, Plainsman

See back of card for more information.



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Raistlin 6th-Level Human Mage

STR 10 WIS 14 CON 10 THACO 19
INT 17 DEX 16 CHR 10 AL N HP 18

AC 5 (*Staff of Magius, Dex bonus*)
EQUIPMENT *Staff of Magius*
LANGUAGES Common, Qualinesti, Magius
SPELLS 1st—4, 2nd—2, 3rd—2

See back of card for more information.



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Goldmoon 8th-Level Human Cleric

STR 12 WIS 16 CON 12 THACO 16
INT 12 DEX 14 CHR 17 AL LG HP 34

AC 8 (*Leather armor*)
WEAPONS *Staff of striking/curing*
LANGUAGES Common, Plainsman, Hill Dwarf, Qualinesti
SPELLS 1st—5, 2nd—5, 3rd—3, 4th—2

See back of card for more information.



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Riverwind 8th-Level Human Ranger

STR 18/35 WIS 14 CON 14 THACO 13
INT 13 DEX 16 CHR 13 AL LG HP 47

AC 3 (*Leather armor +2, small shield, Dex bonus*)
WEAPONS *Long sword, short bow, dagger +2*
LANGUAGES Common, Plainsman, Qualinesti, Hill Dwarf
SPELL (Priest) 1st—1
See back of card for more information.



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Tika 6th-Level Human Fighter

STR 14 WIS 12 CON 13 THACO 15
INT 9 DEX 16 CHR 14 AL NG HP 37

AC 1 (*Plate armor, Dex bonus*)
WEAPONS *Short sword +2, dagger*
LANGUAGES Common, Plainsman
THIEF SKILLS PP—40%, OL—38%, F/RT—30%, MS—27%, HS—20%, DN—15%, CW—87%

See back of card for more information.



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Waylorn 7th-Level Human Druid

STR 8 WIS 16 CON 14 THACO 16
INT 9 DEX 13 CHR 15 AL N HP 28

AC 5 (*Leather armor +2, small shield*)
WEAPONS *Staff of the serpent (python)*
LANGUAGES Common, Solamnic, Silvanesti, Qualinesti, Hill Dwarf
SPELLS 1st—5, 2nd—5, 3rd—2, 4th—1
See back of card for more information.

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Alhana 7th-Level Elf Fighter

STR 9 WIS 15 CON 10 THACO 14
INT 16 DEX 13 CHR 15 AL LG HP 32

AC -3 (*Plate armor +3, shield +2*)
WEAPONS *Long sword +3, short bow +2*
LANGUAGES Qualinesti, Silvanesti, Common, Hill Dwarf, Kenderspeak, Draconian

See back of card for more information.



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Serinda 5th-Level Elf Fighter/6th-Level Mage

STR 9 WIS 15 CON 10 THACO 16
INT 16 DEX 13 CHR 15 AL LG HP 22

AC 1 (*Splint mail, cloak of protection +3*)
WEAPONS *Dagger +2, long sword +3, short bow*
LANGUAGES Common, Silvanesti, Draconian, Qualinesti, Kenderspeak
SPELL USE 1st—4, 2nd—2, 3rd—2

See back of card for more information.



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Kronn 4th-Level Kender Fighter/5th-Level Thief

STR 16 WIS 8 CON 16 THACO 17
INT 10 DEX 15 CHR 12 AL N HP 33

AC 6 (*cloak of protection +3; Dex bonus*)
WEAPONS *Darts (12), chapak +2*
LANGUAGES Common, Kenderspeak, Goblin, Ogre
THIEF SKILLS PP—55%, OL—40%, F/RT—50%, MS—45%, HS—45%, DN—20%, CW—75%

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Player Characters



Tika Waylan IS THE DAUGHTER OF A THIEF. SHE GREW UP TOUGH AND FAST, BUT INSIDE REMAINED VULNERABLE. AT THE AGE OF 15, SHE TRIED TO ROB OTIK SANDATH, PROPRIETOR OF THE INN OF THE LAST HOPE, BUT WAS CAUGHT IN THE ACT. OTIK'S FIRST INCLINATION WAS TO HAVE HER ARRESTED. INSTEAD, HE OFFERED HER A JOB. SHE ACCEPTED TO KEEP OUT OF JAIL, BUT GREW TO LOVE OTIK AS A FATHER.

TIKA LOOKS OLDER THAN HER 19 YEARS. SHE SEEMS MORE WORLDLY THAN SHE IS. HER FATHER, WHO ALSO KNEW SOME ILLUSIONIST TRICKS, LEFT HER A RING THAT SHE WEARS ON A NECKLACE, BUT THE RING DOESN'T SEEM TO BE MAGICAL. SHE HATES THE DRAGONARMIES FOR DESTROYING THE ONLY HOME SHE EVER KNEW. SHE IS FOND OF CARAMON, BUT IS ANNOYED THAT HE STILL THINKS OF HER AS A KID. SHE IS FASCINATED BY MAGIC.

Waylorn HAS BEEN ASLEEP FOR AN INCREDIBLY LONG PERIOD OF TIME. THE TOWER IN WHICH HE IS DISCOVERED GIVES EVIDENCE OF HAVING BEEN BUILT DURING THE AGE OF MIGHT, OVER 1500 YEARS AGO.

WAYLORN HAS NO MEMORY OR UNDERSTANDING OF HISTORICAL EVENTS SINCE HUMA DESTROYED THE DRAGONS. INDEED, HE BELIEVES THAT HE IS HUMA, THE GREAT DRAGONSLAYER. IT IS MUCH MORE LIKELY, HOWEVER, THAT HE KNEW HUMA (NOT VERY WELL) AND IS SIMPLY USING THE NAME OF HIS HERO TO ENHANCE HIS OWN REPUTATION.

WAYLORN WANTS TO BE KNOWN AS A DRAGONSLAYER IN HIS OWN RIGHT. HE WILL, THEREFORE, GO TO ANY LENGTHS TO FIND A DRAGON TO AT-TACK. HE IS TIRED OF LIVING OFF A BORROWED LEGEND.

Alhana Starbreeze IS THE DAUGHTER OF LORAC CALADON, SPEAKER OF STARS IN SILVANESTI. ALHANA WAS IN SANCRIST WHEN SHE RECEIVED NEWS THAT HER HOMETLAND HAD FALLEN TO THE DRAGONARMIES. THE REASON FOR THIS SUDDEN DEFEAT IS A MYSTERY TO HER, SINCE THE ELVES WERE SUCCESSFULLY HOLDING OFF THE DRAGONARMIES WHEN SHE LEFT. SHE IS ATTEMPTING TO RETURN TO HER HOMETLAND TO FIND OUT WHAT HAPPENED TO HER FATHER, WHO DID NOT FLEE WEST WITH HIS PEOPLE.

ALHANA IS IMPERIOUS AND COLD. SHE HOLDS THOSE IN THE OUTSIDE WORLD RESPONSIBLE FOR THE DOWNFALL OF HER ONCE-GREAT NATION. THUS HER ATTITUDE TOWARD ALL THOSE OF OTHER RACES—HUMANS, DWARVES, KENDER—IS POLITE, BUT WITH THINLY VEILED HOSTILITY. YET BENEATH THIS EXTERIOR OF STEEL IS A LOVING, WARM WOMAN. SHE HAS ONLY ONE GOAL AT THIS POINT—TO RETURN TO HER HOMETLAND AND FIND HER FATHER. **ALHANA BECOMES AN NPC AT THE END OF CHAPTER 4.**

Serinda Elderwood IS A SILVANESTI ELF. HER FAMILY MET DEATH AT THE HANDS OF THE DRAGONARMY. ONLY BECAUSE SHE WAS AWAY IN THE SERVICE OF A SEA MERCHANT DID SHE ESCAPE THE SAME FATE. ON HER RETURN SHE FOUND THAT ELVES ARE HUNTED AND THAT SHE MUST ALWAYS BE ON THE MOVE.

HER RECENT TRAVELS BROUGHT HER INTO THE COMPANY OF KRONN. KRONN HAD WANDERED FAR FROM HIS HOMETLAND. NOW THEY SEEK TO RETURN TO KRONN'S HOME, BUT THEY ARE UNCERTAIN OF WHERE IT LIES.

SERINDA IS COOL AND AT TIMES ALOOF, BUT SHE HAS PICKED UP SOME OF THE KENDER'S PUCKISH HUMOR. SERINDA HAS A REGAL BEARING AND STATURE. SHE DISTRUSTS PIRATES. **SERINDA CAN JOIN THE PCS STARTING IN CHAPTER 5.**

Kronin-alin Thistleknot IS THE OLDEST SON OF THE KENDER HERO KRONIN. HE IS ANXIOUS TO PROVE HIMSELF WORTHY OF HIS FATHER THROUGH GRAND DEEDS OF DARING. KRONN IS ANXIOUS TO PLEASE, BUT EASILY BORED.

KRONN LEFT HIS HOMETLAND YEARS AGO. WHEN THE WAR CAME, HE DECIDED TO RETURN TO HIS HOMETLAND, BUT CANNOT REMEMBER WHERE IT IS. HE ENCOUNTERED SERINDA IN HIS JOURNEYS. HE ENJOYS HER HUMOR, AND THE TWO MAKE A DEADLY TEAM WHEN DANGER THREATENS. FOR SOME REASON, KENDER SEEM AS UNPOPULAR AS ELVES IN THIS LAND.

THE CHAPAK IS A WAR AXE WITH TWO METAL PRONGS FOR USE AS A SLINGSHOT. THE HILT IS HOLLOW IRONWOOD AND DOUBLES AS A BLOWGUN. KRONN STORES 50 FEET OF SPIDERSILK LINE IN THE CAPPED HILT AND CAN USE THE CHAPAK AS A GRAPPLING HOOK. **KRONN CAN JOIN THE PCS STARTING IN CHAPTER 5.**

Tanis WAS BORN OF AN ELF-MAIDEN WHO WAS TAKEN BY HUMANS IN THE SHADOW YEARS FOLLOWING THE CATAclySM. SHE ESCAPED TO QUALINOST, WHERE SHE DIED IN CHILDBIRTH. THE ELVES OF QUALINOST RAISED THE BOY BUT DID NOT FULLY ACCEPT HIM. TANIS BECAME A WANDERER, NEVER FEELING QUITE AT HOME UNTIL, AFTER YEARS OF TRAVEL, HE SETTLED IN SOLACE. THERE HE MET THE PEOPLE WHO WERE TO BECOME THE INNFELOWES.

LAURANA HAS LOVED TANIS FOR MANY YEARS, BUT THE HALF-ELF'S HEART IS TORN BETWEEN THE ELF MAID AND THE HUMAN WOMAN KITIARA, HALF-SISTER TO CARAMON AND RAISTLIN. KITIARA LEFT SOLACE TO TRAVEL NORTH, BUT DID NOT RETURN.

TANIS FEELS AT HOME NOWHERE. HE IS A TRUE FRIEND AND A KIND MAN, BUT DARK MOODS AND DEPRESSIONS AFFLICT HIM. HE IS A NATURAL LEADER, A DEADLY FIGHTER, AND A HERO IN THE TRUEST SENSE OF THE WORD.

Caramon, A FIGHTER OF GREAT STRENGTH AND COURAGE, IS RAISTLIN'S TWIN AND KITIARA'S HALF-BROTHER. THE TWINS ARE MIRROR-IMAGES OF ONE ANOTHER—CARAMON IS CHEERFUL AND PERSONABLE, RAISTLIN IS DARK, MYSTERIOUS, AND FRAIL.

THE TWINS' MOTHER WAS SICKLY AND DIED WHEN THEY WERE VERY YOUNG. KITIARA, SEVERAL YEARS THEIR SENIOR, RAISED THEM. CARAMON DEVELOPED INTO A FINE FIGHTER, AND A GOOD AND DECENT MAN, ALTHOUGH SOMETIMES A BIT NAIVE.

HE FEELS RESPONSIBLE FOR HIS FRAIL TWIN, BUT HE DOES NOT UNDERSTAND RAISTLIN. CARAMON IS FRIENDLY AND TRUSTING AND ENJOYS PEOPLE VERY MUCH. LATELY HE HAS BEGUN TO NOTICE THAT TIKA WAYLAN HAS MATURED FROM A FRECKLE-FACED KID INTO A GOOD-LOOKING WOMAN.

Raistlin, A MAGE, IS CARAMON'S MIRROR-IMAGE TWIN AND KITIARA'S HALF-BROTHER. THE MOTHER OF THE TWINS WAS SICKLY AND DIED WHEN THEY WERE YOUNG. KITIARA RAISED THEM.

ONE DAY, RAISTLIN SAW A VILLAGE ILLUSIONIST AND CAME HOME ABLE TO DO THE TRICKS HE SAW. KITIARA, RECOGNIZING HIS GIFT, ENROLLED HIM IN A MAGIC SCHOOL. HE ASTOUNDED HIS TEACHERS WITH HIS TALENT, BUT THEY WORRIED THAT HIS PRIDE AND AMBITION WOULD OVERWHELM HIM.

HE LEFT THE SCHOOL TO SEEK OUT A TEACHER. THE TEACHER PUT HIM TO TERRIBLE TESTS THAT INCREASED HIS ABILITY BUT LEFT HIM WITH GOLDEN SKIN, A WEAK CONSTITUTION, AND HOURGLASS EYES THAT SEE DEATH ALL AROUND HIM.

RAISTLIN IS NOT FOND OF PEOPLE AND PREFERS TO KEEP HIS OWN COUNSEL. HE HAS A STRONG SENSE OF JUSTICE.

Goldmoon, A PRINCESS OF THE QUE-SHU TRIBE, FELL IN LOVE WITH RIVERWIND, A POOR MAN'S SON. HER FATHER DEMANDED THAT RIVERWIND PROVE HIMSELF BY UNDERTAKING A QUEST.

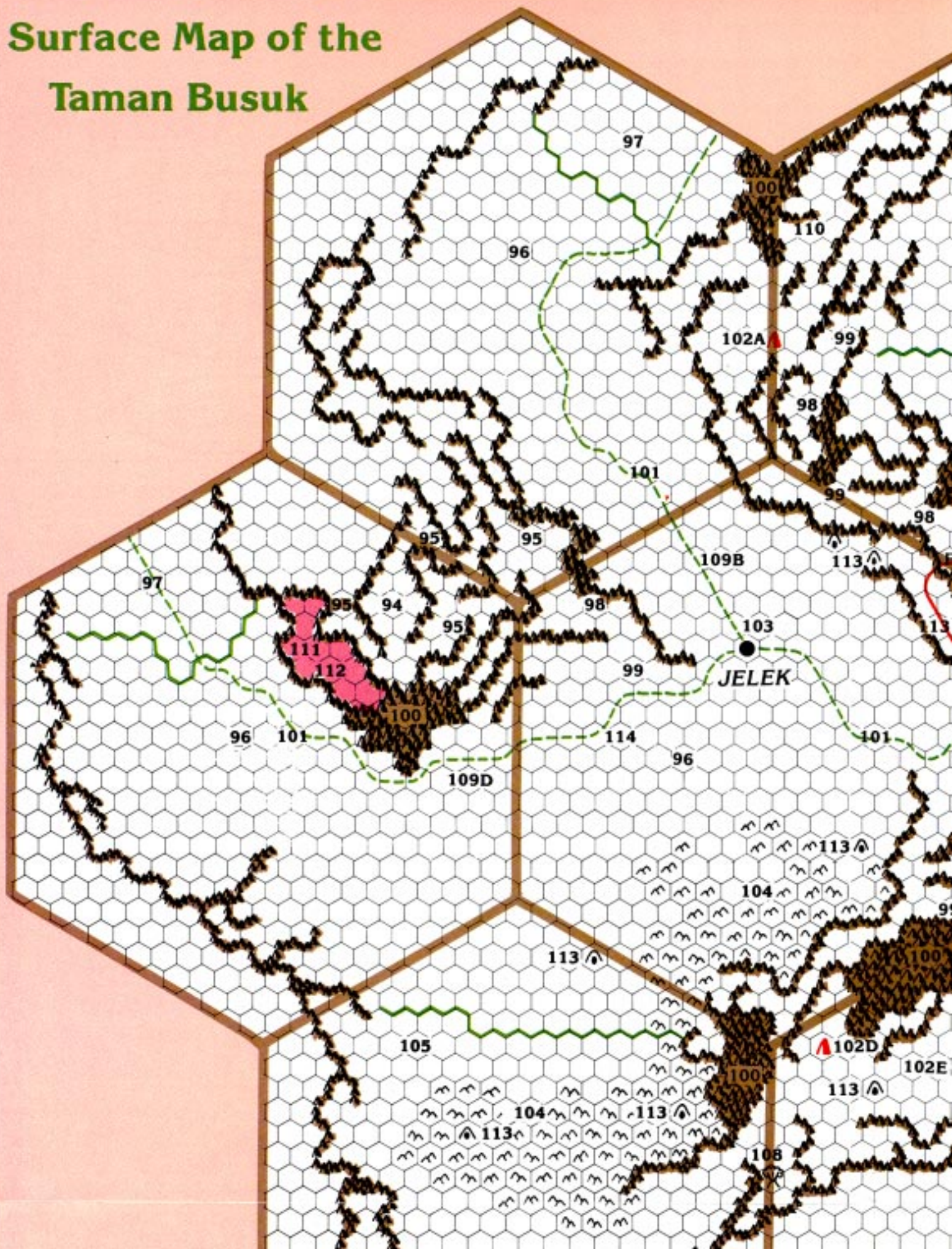
RIVERWIND RETURNED WITH A CRYSTAL STAFF FROM THE FORBIDDEN LANDS. GOLDMOON'S FATHER REFUSED TO BELIEVE THE STAFF WAS MAGIC, AND ORDERED RIVERWIND STONED TO DEATH. GOLDMOON RUSHED TO HIS SIDE, AND THE STAFF TELEPORTED THEM TO SAFETY. WITH THE AID OF THE INNFELOWES, THEY DISCOVERED THE ANCIENT TRUE GODS, AND GOLDMOON BECAME A TRUE CLERIC.

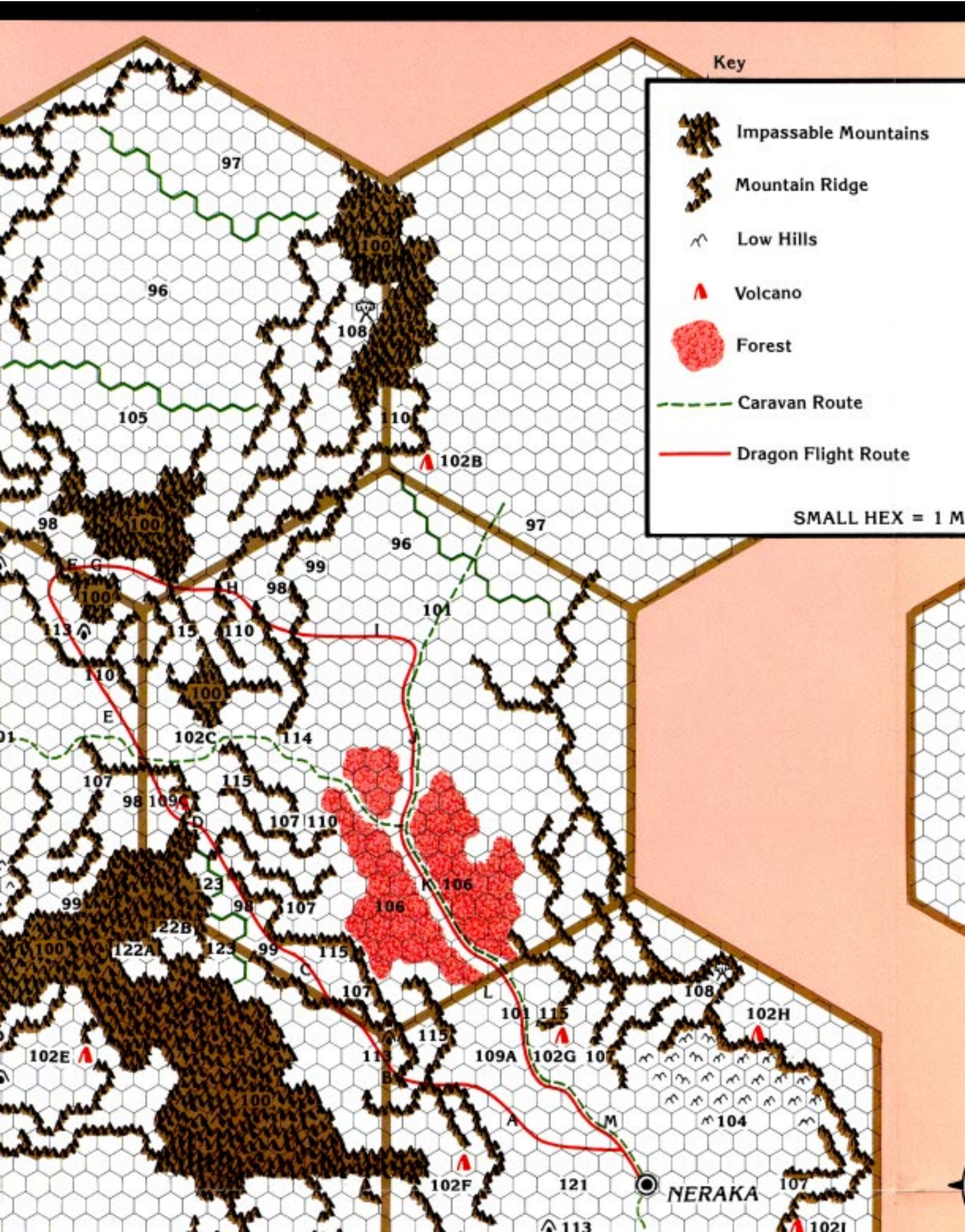
GOLDMOON IS PURE OF HEART AND COMPLETELY IN LOVE WITH HER BETROTHED, RIVERWIND. SHE IS A CLERIC OF MISHAKAL, THE GODDESS OF HEALING. SHE IS BRAVE, DUTIFUL, AND DEEPLY RELIGIOUS. SHE MOURNS FOR HER PEOPLE—ALL MURDERED BY VERMINAARD—AND LONGS FOR THE PLACE OF THE PLAINS SHE ONCE KNEW.

Riverwind, A FAR HUNTER FOR THE QUE-SHU TRIBE, HAS ROAMED FAR ACROSS THE LAND AND HEARD MANY STRANGE TALES. HE LOVED THE PRINCESS GOLDMOON, BUT SHE WAS BETROTHED TO THE SON OF THE VILLAGE CLERIC. RIVERWIND GAVE CHALLENGE, AS WAS HIS RIGHT, AND ACCEPTED A BETROTHAL QUEST. HE FOUND A BLUE CRYSTAL STAFF IN THE CITY OF XAK TSAROTH, BUT GOLDMOON'S FATHER REFUSED TO ACCEPT IT AND ORDERED RIVERWIND STONED TO DEATH. GOLDMOON RUSHED TO HIS SIDE, AND BOTH WERE SAVED BY THE STAFF. NOW THEY ARE THE ONLY SURVIVORS OF THE QUE-SHU, FOR THE DRAGONARMIES DESTROYED ALL.







RIVERWIND IS A MAN OF FEW WORDS AND QUICK ACTION. AN IMPOSING FIGURE OF A MAN, HE IS THE SUBJECT OF MUCH ATTENTION WHEREVER HE GOES. HE IS A BORN LEADER AND SEES HIS ROLE AS SERVICE TO THE CAUSE OF GOOD. HIS LOVE FOR GOLDMOON IS ABSOLUTE.

Surface Map of the Taman Busuk





Key

-  Impassable Mountains
-  Mountain Ridge
-  Low Hills
-  Volcano
-  Forest
-  Caravan Route
-  Dragon Flight Route

SMALL HEX = 1 M








NERAKA

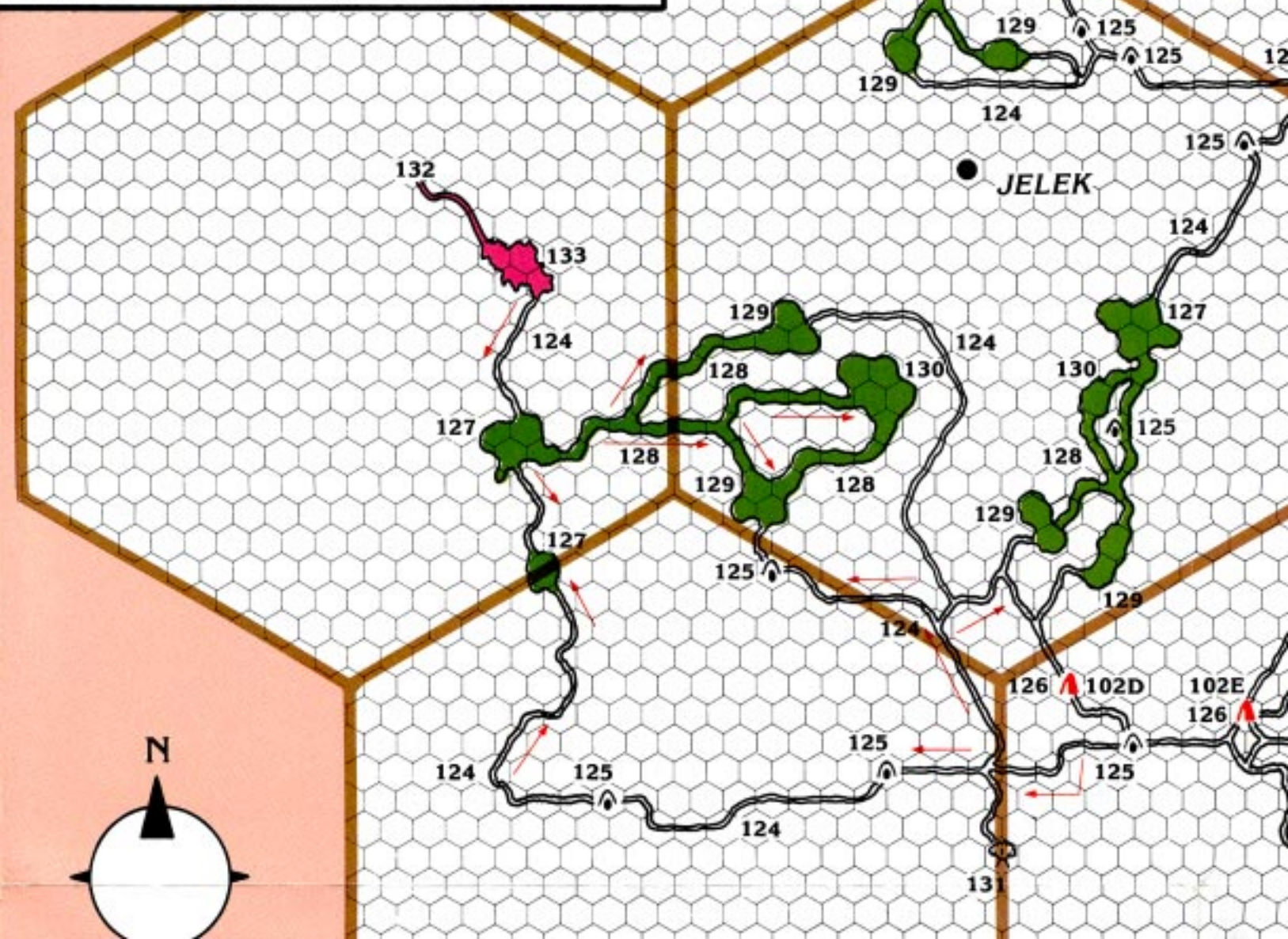
Dark Network Map

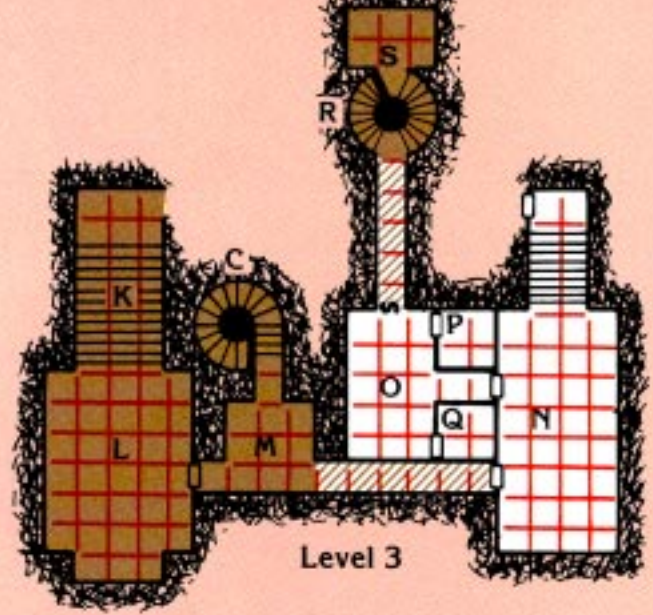
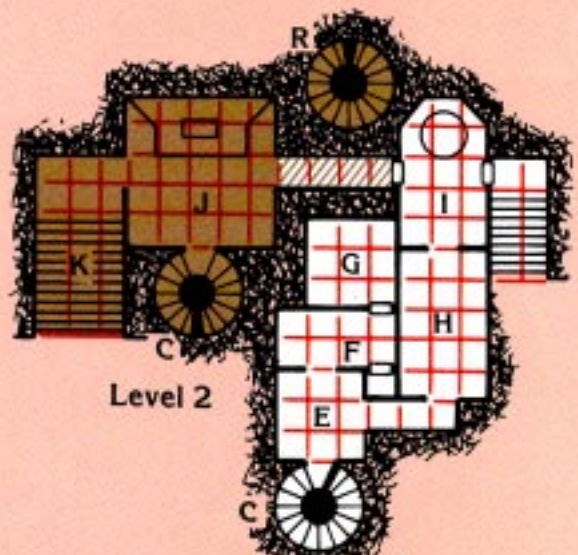
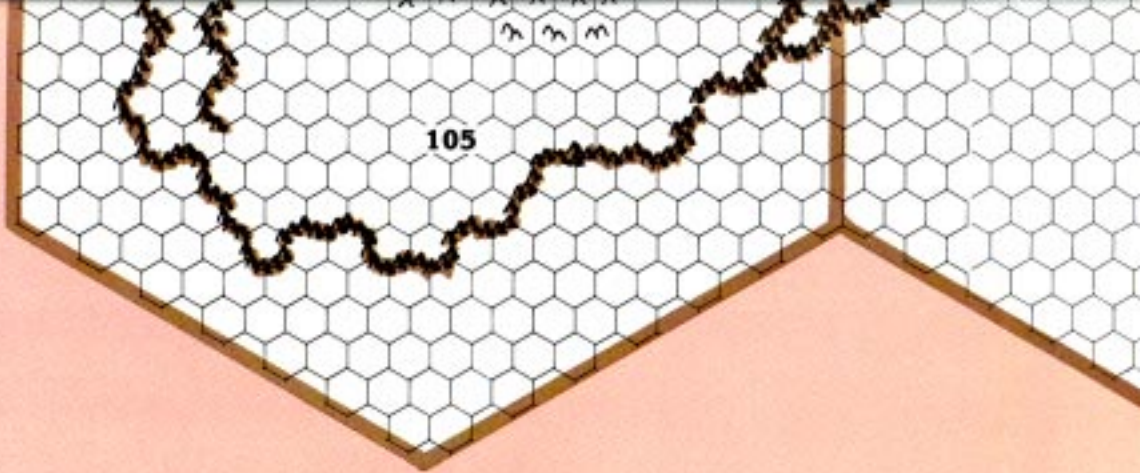
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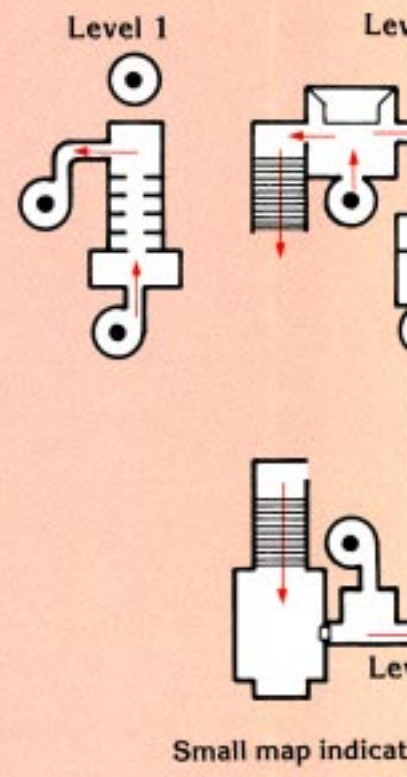
K = 1 MILE LARGE HEX = 20 MILES

-  Dark Network Entrance
-  Geyser
-  Tunnel
-  Lava River
-  Lava Lake
-  Ice
-  Ice Chute

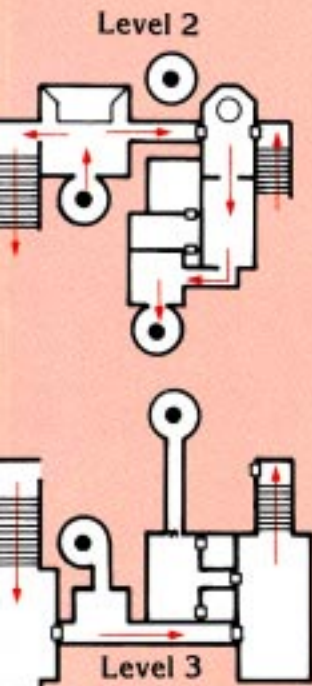




Test of Wisdom
(area 136)



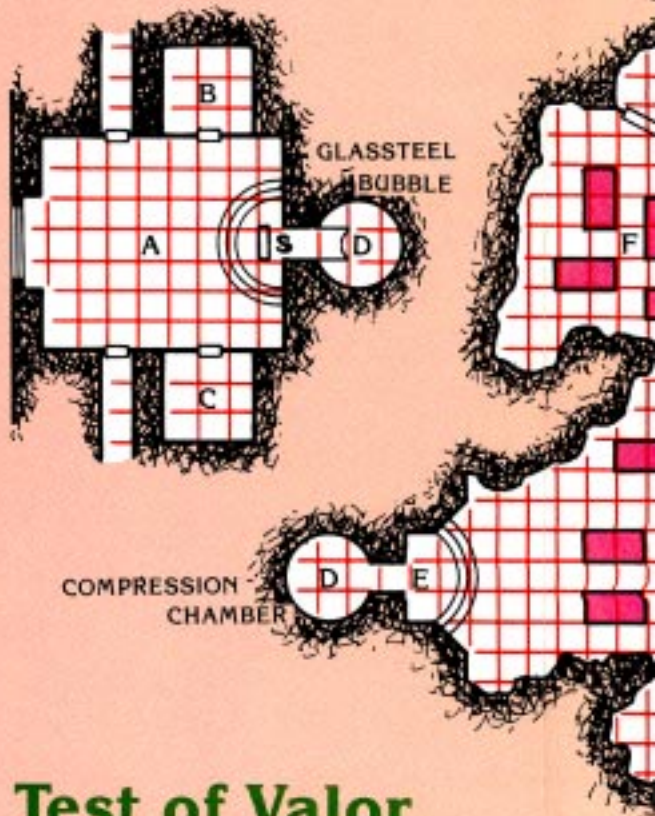
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map indicates water flow

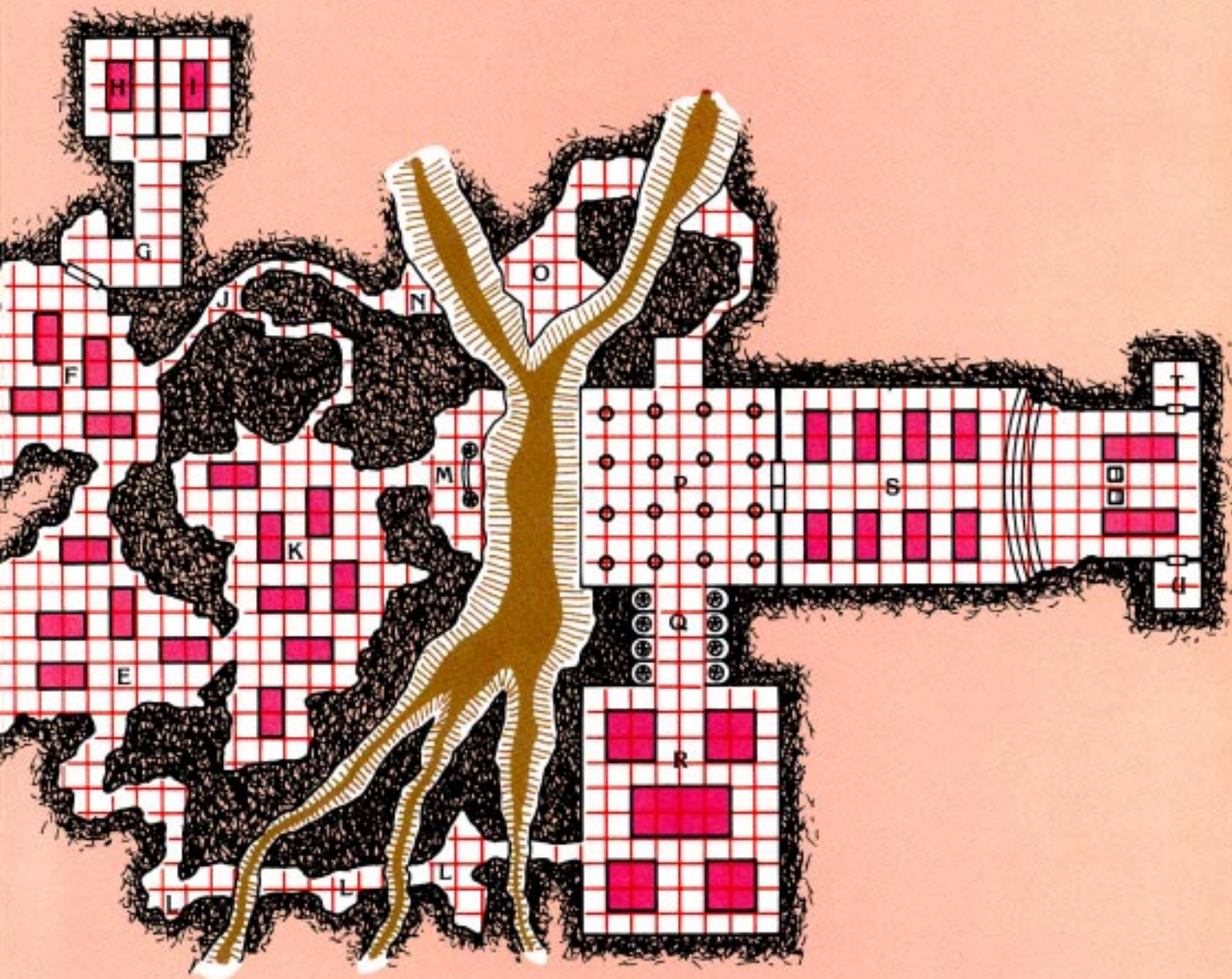
Key	
	Door
	Secret Door
	Statue
	Statue/Column
	Throne
	Crypt
	Fissure

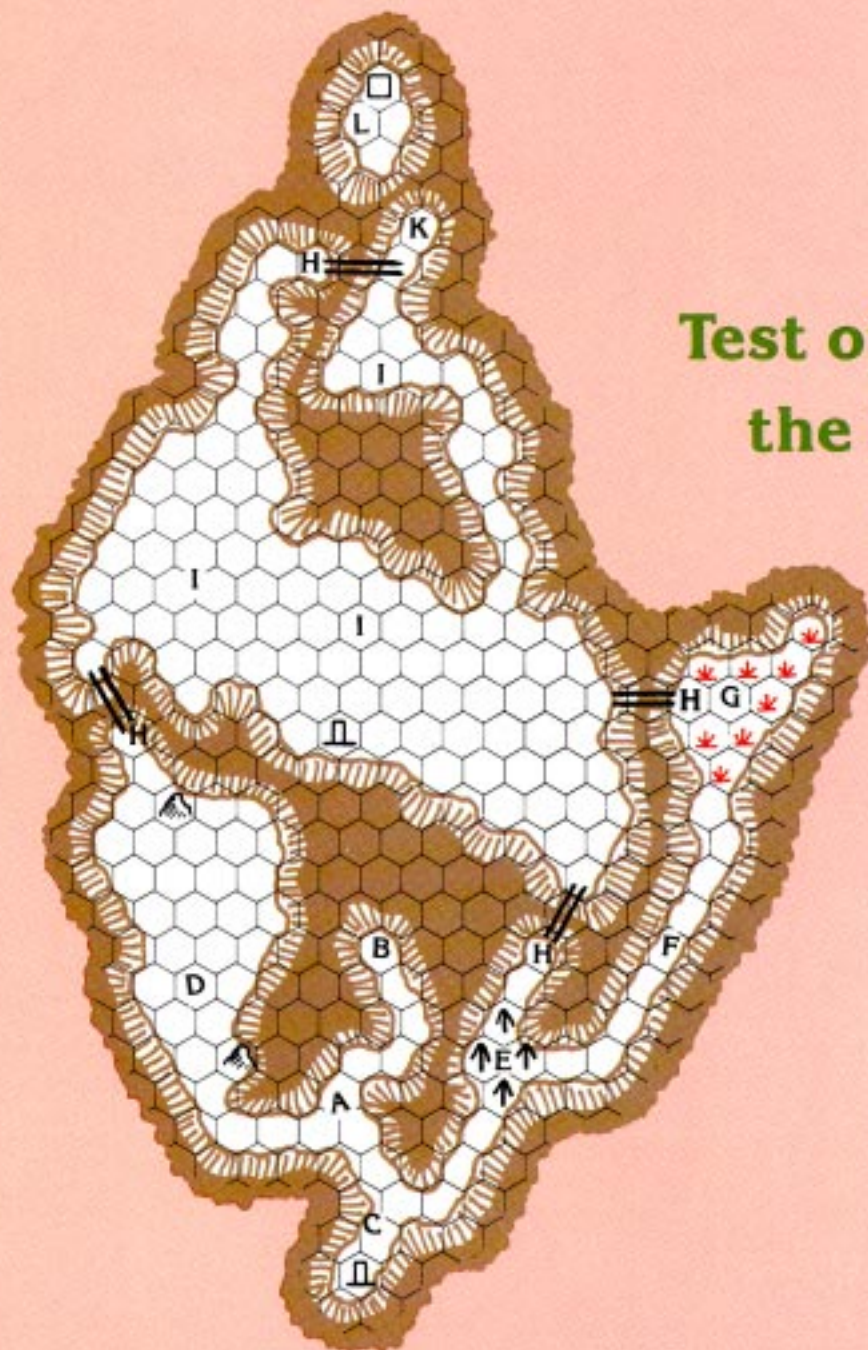
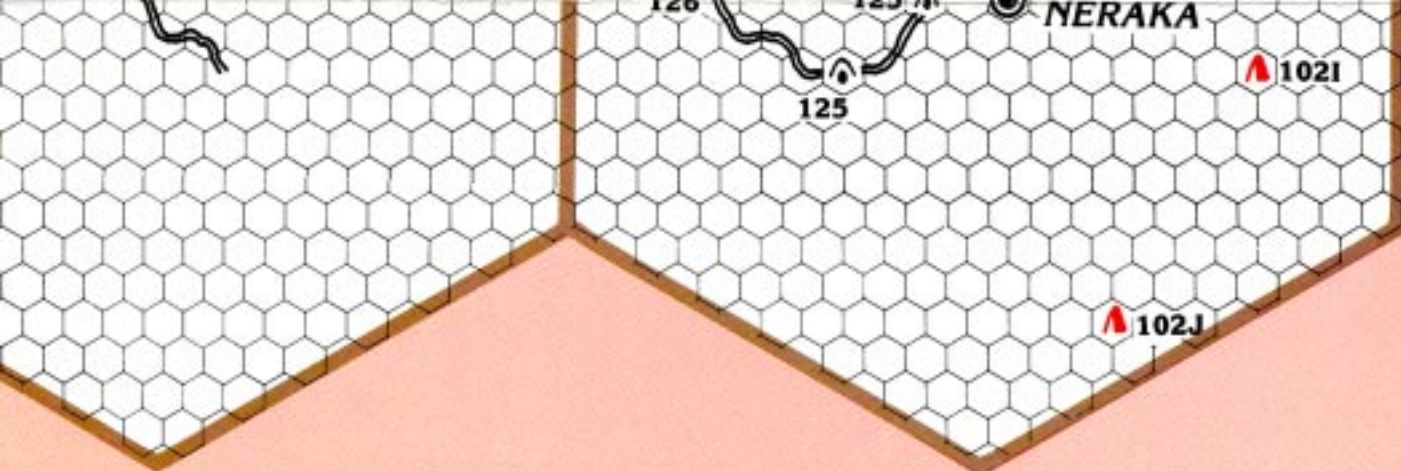
Scale: 1 square = 10 feet



Test of Valor

(area 137)





Test of the Heart

(area 138)

Key

- Bridge
- Stone Slab
- Rock Mound
- Old Trees
- Swamp
- Pavilion

Scale: 1 hex = 100 feet

Undercity of Neraka

Scale
100 200 300

Upper Sewer 177

Connection to Surface

Iron Grate

Secret Door

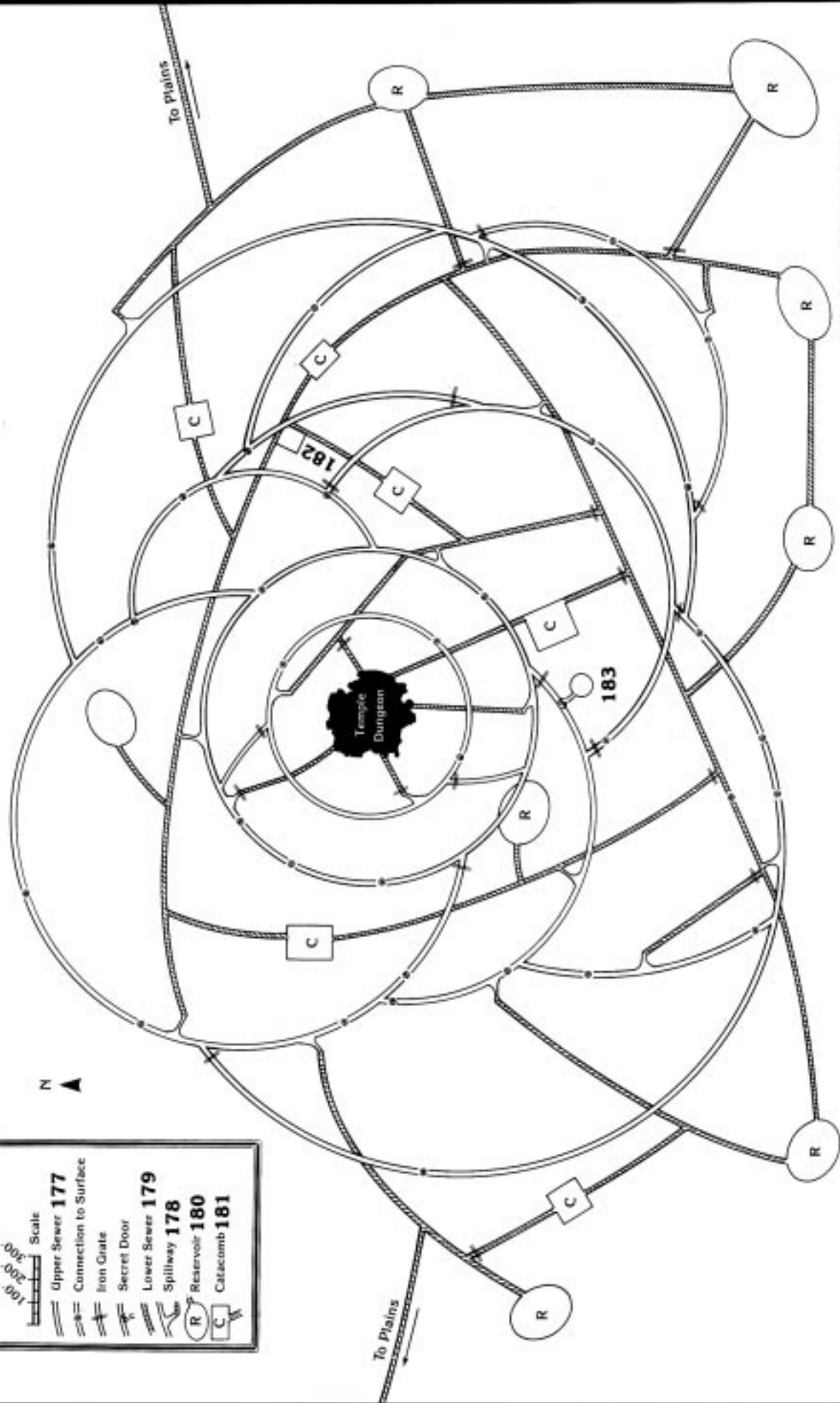
Lower Sewer 179

Spillway 178

Reservoir 180

Catacomb 181

N ▲



City of Neraka

Black Quarter
155

White Quarter
155

Green Quarter
155

Blue Quarter
155

Red Quarter
155

Entrance to the Undercity 160

Inn 154

Tavern 153

Shop 158

Dark Church 157

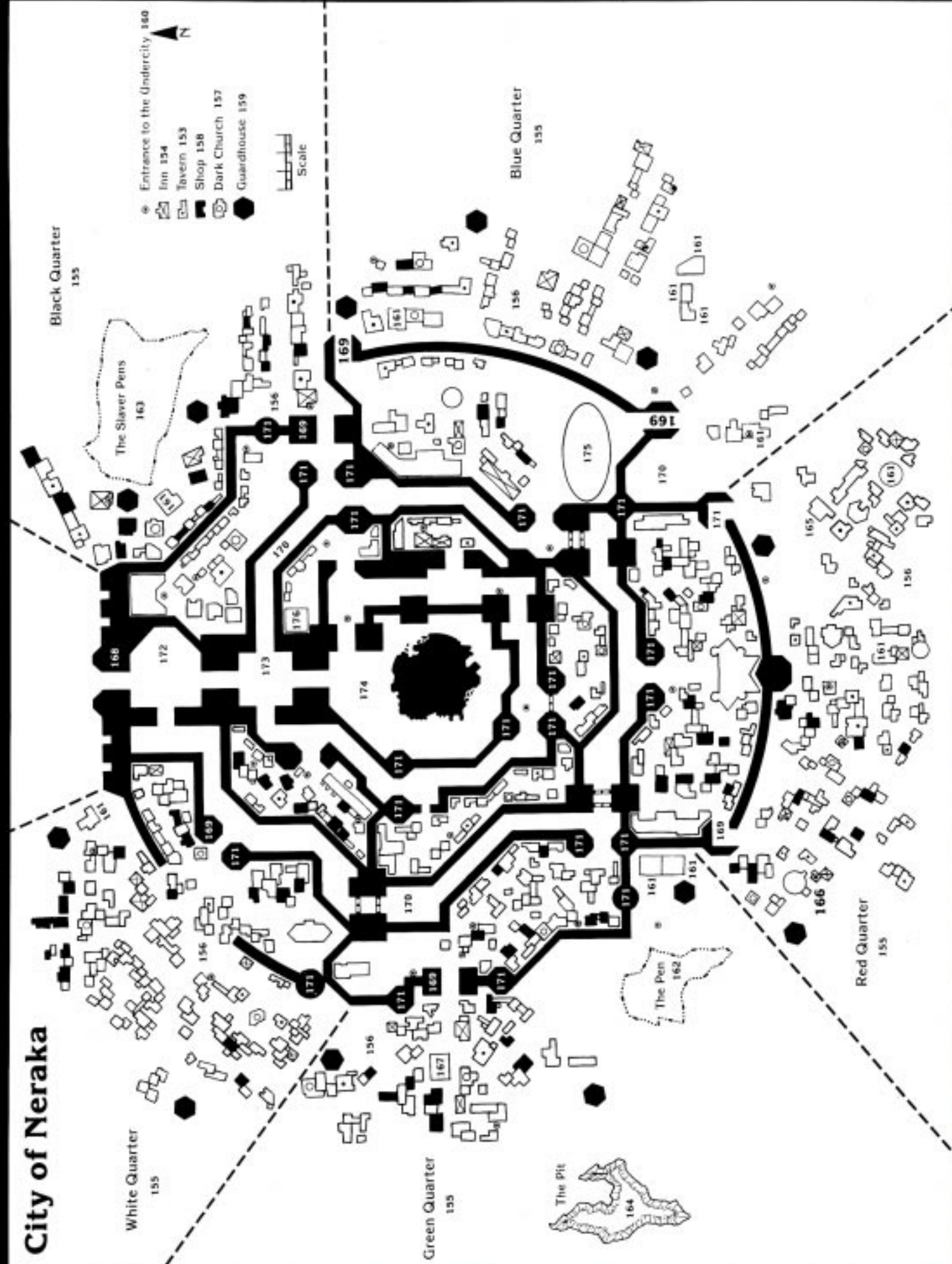
Guardhouse 159

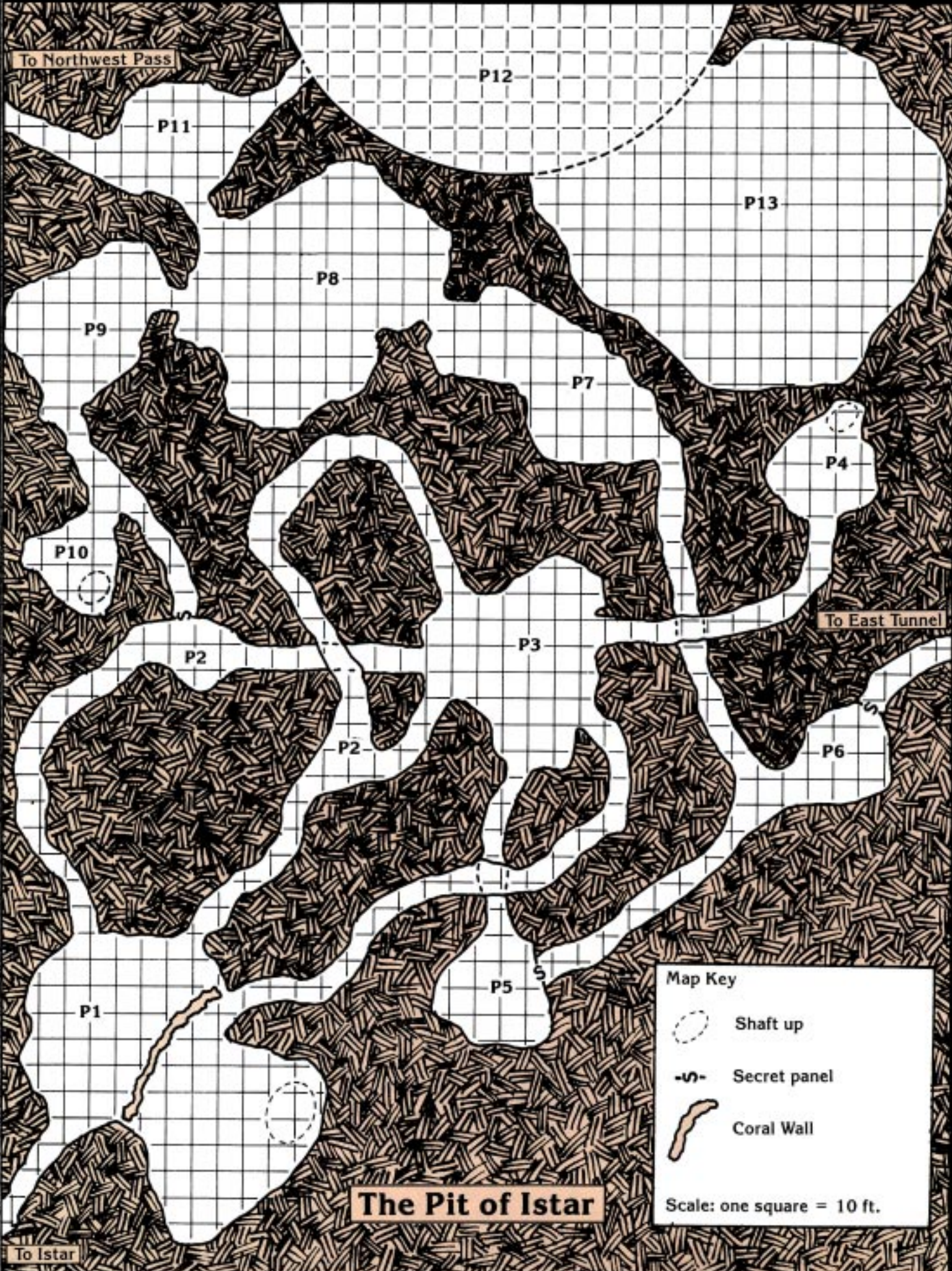
Scale

The Slaver Pens
163

The Pen
162

The Pit
164





To Northwest Pass

P12

P11

P13

P8

P9

P7

P4

P10

To East Tunnel

P2

P3

P2

P6

P1

P5

Map Key

○ Shaft up

-S- Secret panel

~ Coral Wall

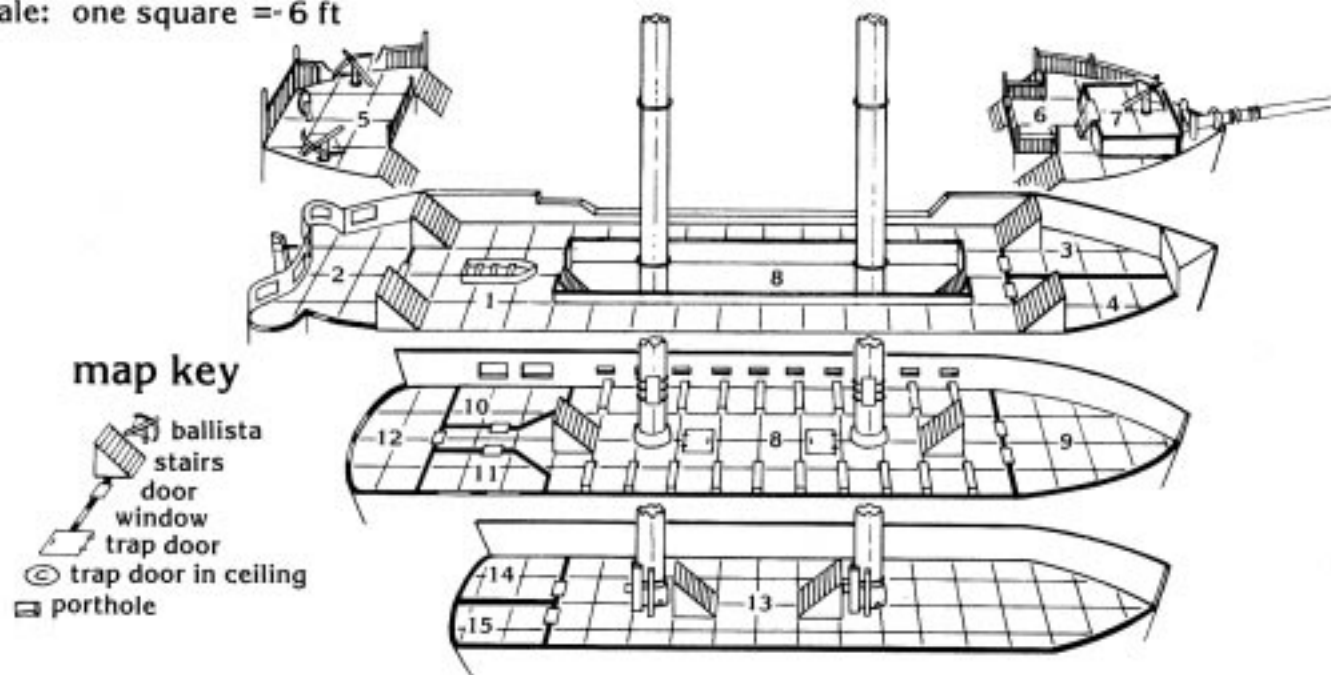
Scale: one square = 10 ft.

The Pit of Istar

To Istar

The Perechon

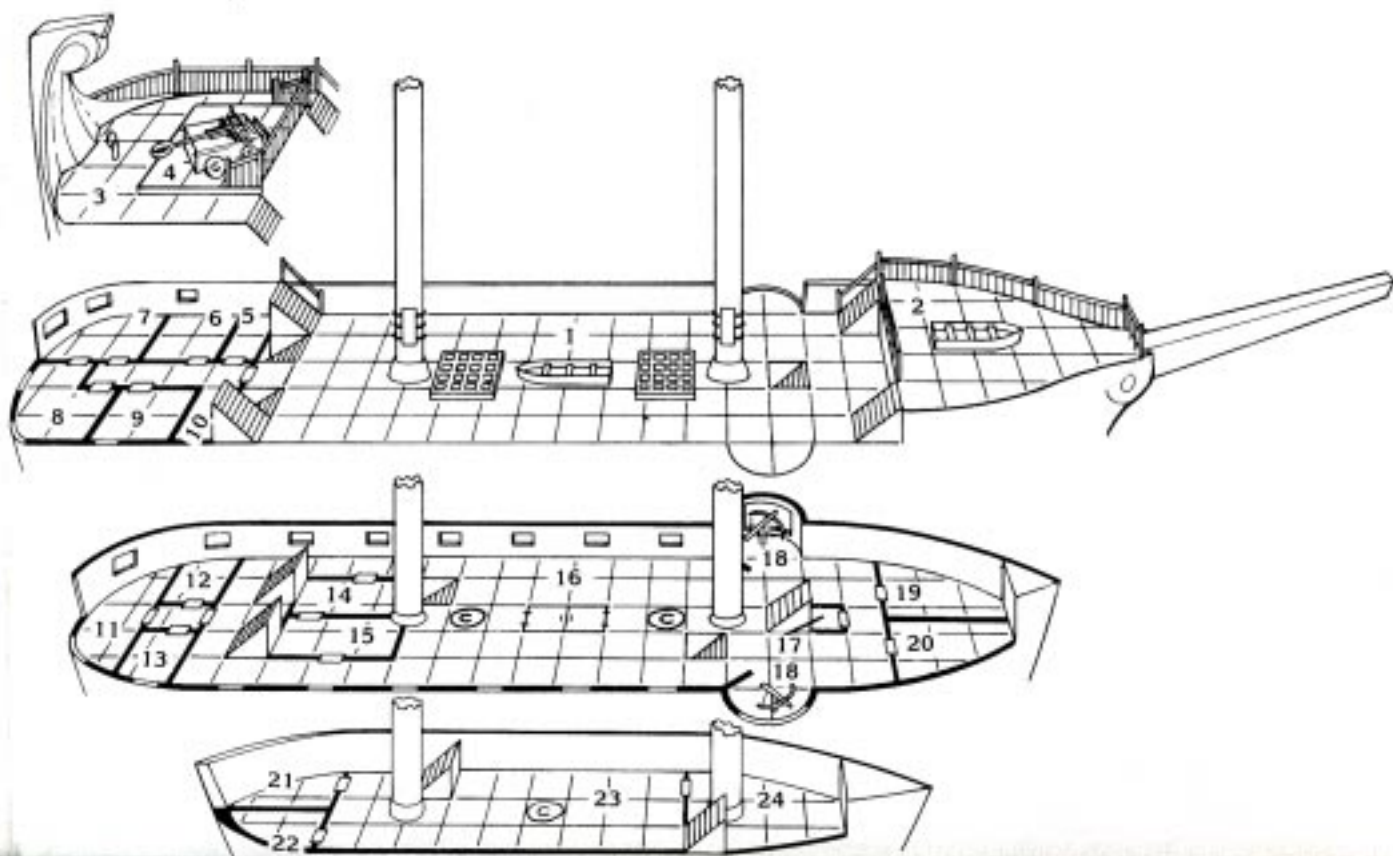
Scale: one square = 6 ft



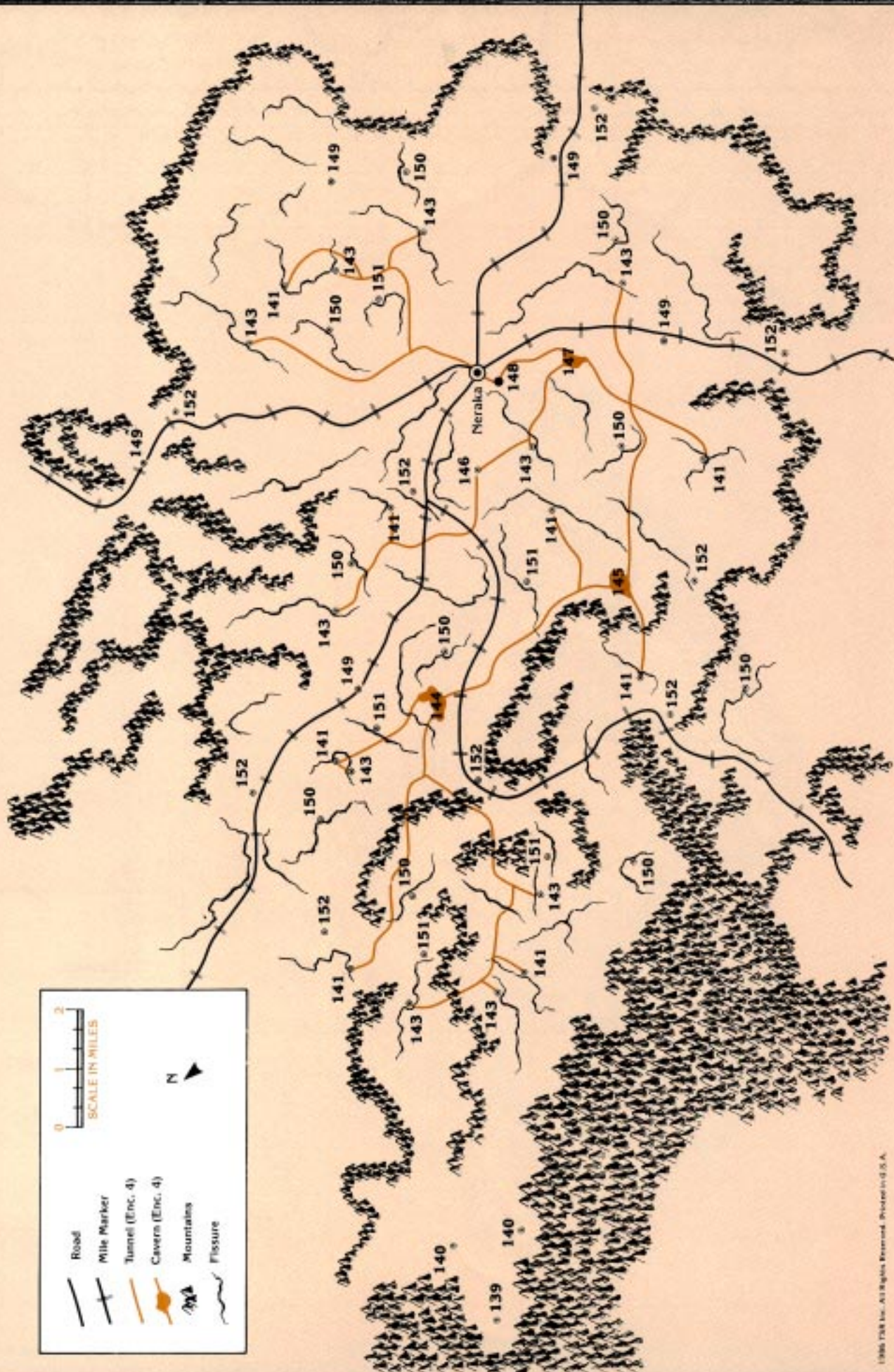
- | | | |
|-------------------|-----------------------------|----------------------------------|
| 1 Main Deck | 6 Upper Bow Deck | 11 Passengers' Cabin — Starboard |
| 2 Maquesta's Room | 7 Combat Turret | 12 Passengers' Cabin — Stern |
| 3 Kitchen | 8 Lower Deck | 13 Cargo Hold |
| 4 Armory | 9 Crew's Quarters | 14 Prison Cell |
| 5 Upper Aft Deck | 10 Passengers' Cabin — Port | 15 Storage Area |

Pirate Ship

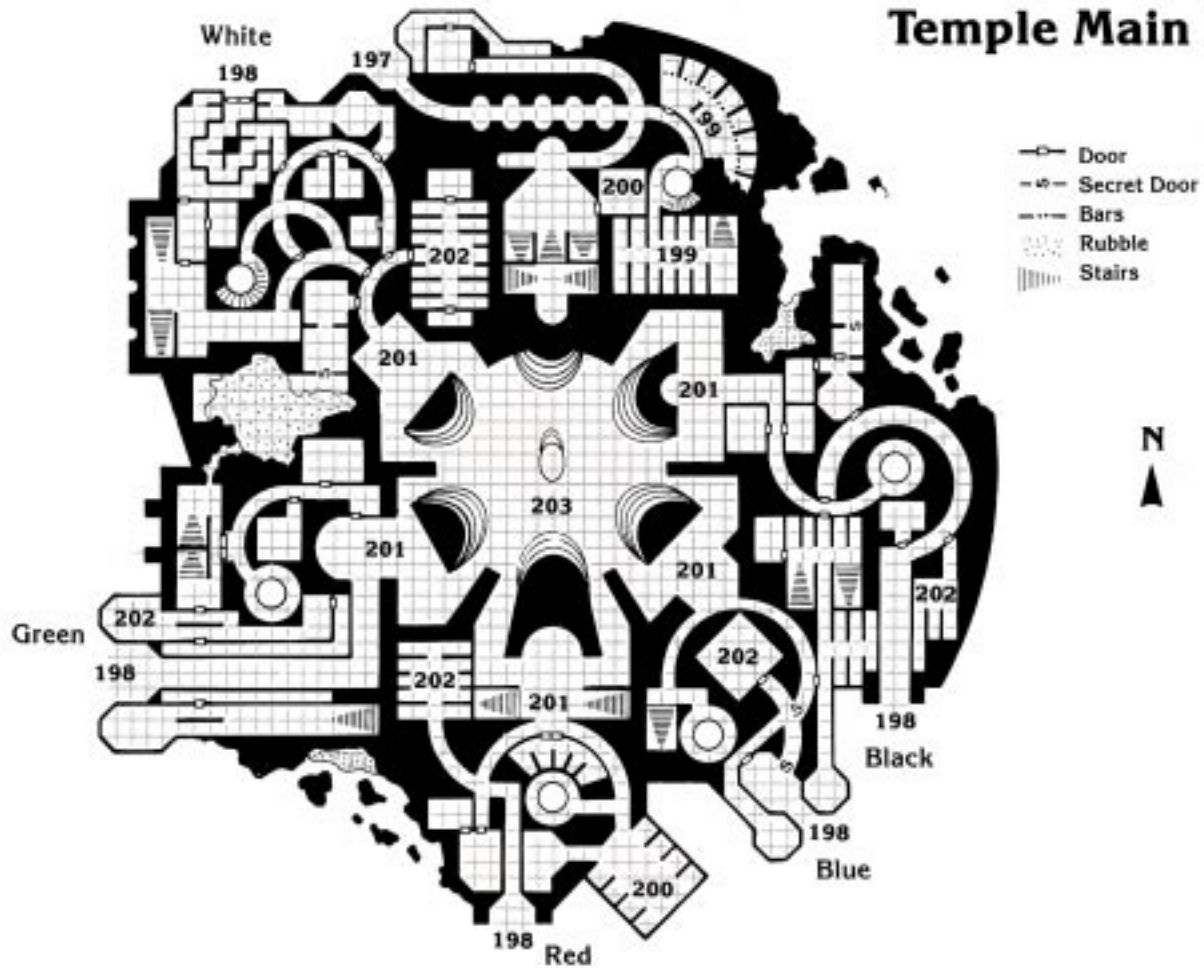
Scale: one square = 6 ft



Plains of Neraka



Temple Main Level



Temple Upper Level

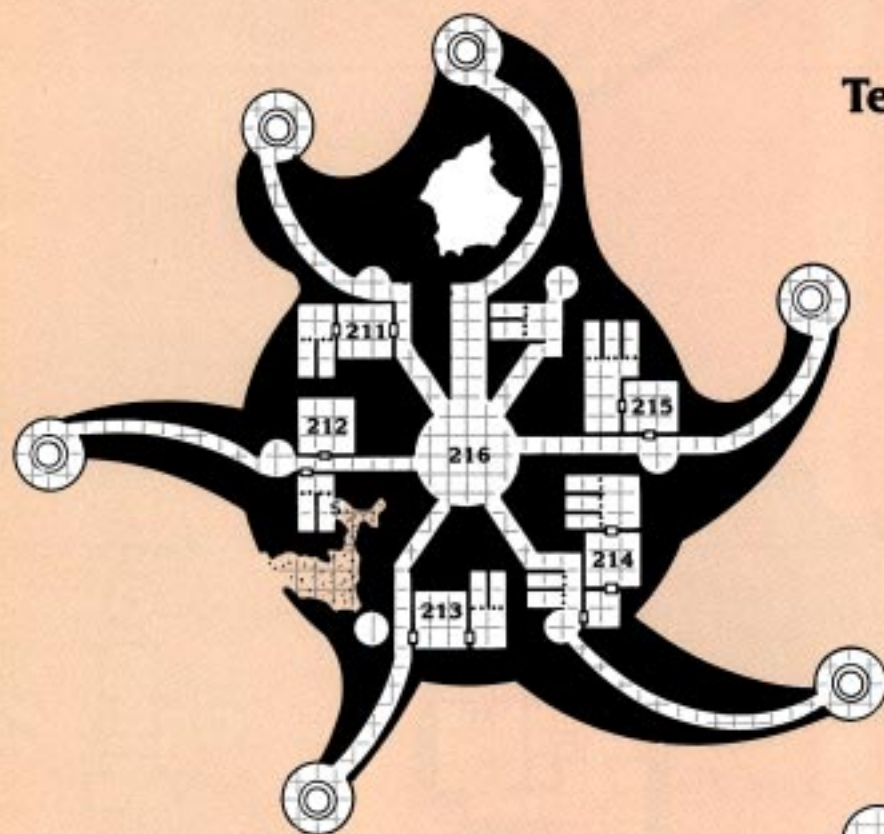


Scale: one square = 10 ft.

- 1 Main Deck (w/Cargo Bays + Lifeboat)
- 2 Fore Deck
- 3 Aft Castle
- 4 Catapult on Turntable
- 5 Armory
- 6 Passenger's Cabin
- 7 First Mate's Cabin
- 8 Captain's Cabin

- 9 Passenger's Cabin
- 10 Steerage
- 11 Galley
- 12 Navigator's Cabin
- 13 Shipwright's Cabin
- 14 Crew Quarters
- 15 Crew Quarters
- 16 Mid Deck

- 17 Larder
- 18 Ballista Decks
- 19 Surgeon
- 20 Ammunition
- 21 Brig
- 22 Brig
- 23 Cargo Hold
- 24 Storage/Fresh Water

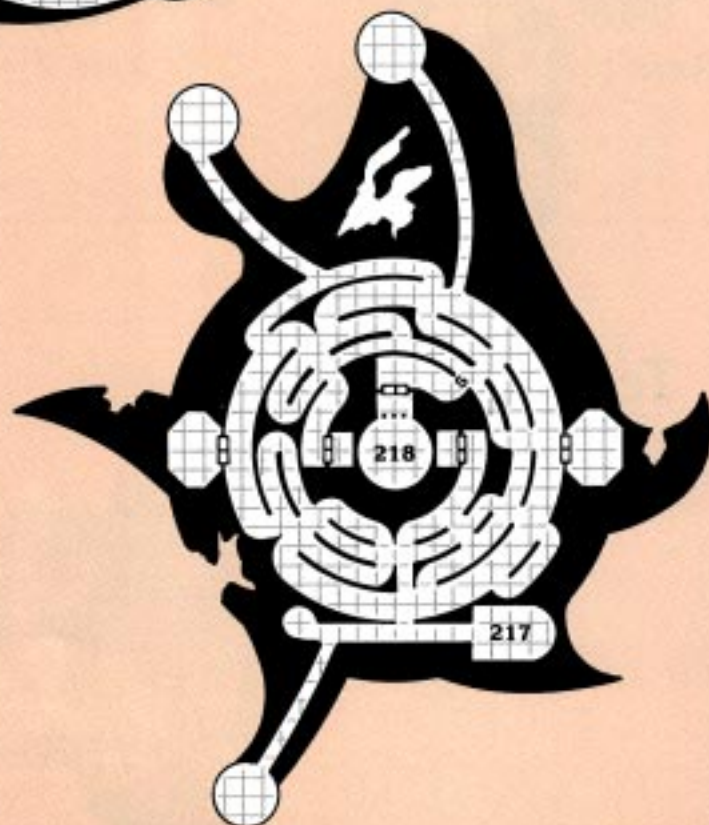


Temple Tower

Lower Level

Temple Tower

Upper Level



Scale: one square = 10 ft.



Name	AC	MV	HD	hp	#AT	Dmg	SA	SD	AL	THAC0	Value
Hag, Sea	7	Sw15	3	20	1	1d4 + 6	Y	Y	CE	17	975
Harginn	3	15	4 + 4	22	1	1d4 + 4	Y	Y	NE	15	420
Harpy	7	6,Fl15	7	40	3	1d3/1d3/1d6	Y	N	CE	13	
Hell Hound	4	12	7	39	1	1d10	Y	Y	LE	11	975
Ildriss	2	3,Fl24	4	18	1	3d4	Y	Y	NE	17	270
Invisible Stalker	3	12,Fl12	8	43	1	4d4	Y	Y	N	1	
Jellyfish	9	Sw14	2	8	1	1d10	Y	Y	N	17	270
Kech	4	15,C16	5	30	3	1d4+1/1d4+1/1d6	Y	Y	NE	15	
Kender	8	6	1	6	1	1d6	Y	Y	CN	19	35
King of the Deep	-3	3,Sw18	80	640	8	1d6 + 7(× 8)	Y	71,000			
Koalinth	5	Sw12	1+1	7	1	1d8 + 1	N	N	LE	19	120
Leech, Giant	9	3,Sw3	4	18	1	1d4	Y	N	N	17	27
Leucrotta	4	18	6 + 1	33	1	3d6	N	Y	CE	15	975
Lich	0	6	11	50	1	1d10	Y	Y	N(E)	9	7,000
Lion, Spotted	5/6	12	6 + 2	32	3	1d4/1d4/1d12	Y	Y	N		
Mastiff, Shadow	6	18	4	20	1	2d4	Y	Y	N(E)	17	
Man, Bandit	4	12	5	26	1	1d8	N	N	C(E)	15	175
Man, Common	10	12	1	7	1	1d4	N	N	Any	10	15
Man, Guard	4	12	3	20	1	1d8+1	N	N	Any	17	65
Man, Knight	2	9	6	35	3/2	1d8+2	N	N	LG	15	27
Man, Merchant	10	12	2	6	1	1d4	N	N	C(E)	19	3
Man, Mercenary	6	12	4	17	1	1d6	N	N	CE	17	12
Man, Warrior	2	9	5	30	1	1d8+2	N	N	Any	15	17
Mermen	7	1,Sw18	1+1	7	1	1d8	N	N	N	19	35
Mihstu	-2	6	8 + 2	41	4	1d6+1(×4)	Y	Y	NE	13	
Mimic, Killer	7	3	10	49	1	3d4	Y	Y	N	11	3,000
Minotaur, Bloodsea	6	12	6 + 3	35	2	2d4/1d4	N	Y	CE		
Mobat	7	3,Fl15	4	19	1	2d4	Y	Y	NE	17	420
Mold, Brown	9	0	NA	NA	0	0	Y	Y	N	NA	v
Mold, Yellow	9	0	NA	NA	1	1d8	Y	Y	N	Spc	v
Naga, Spirit	4	12	9	53	1	1d3	Y	N	CE	11	5,000
Nightmare	-4	15,Fl36	6 + 6	38	3	2d4/2d4+2/2d4+2	N	N			
Ochre Jelly	8	3	6	36	1	3d4	N	Y	N	15	420
Ogre/Chieftain	5/4	9	4 + 1/7	20/36	1	1d10/2d6 + 2	N	N	17/13	175/650	
Para-Elem, Smoke	3	6,Fl18	16	72	1	2d8	Y	Y	N	5	
Pedipalp, Huge	4	9	2 + 2	14	3	1d6/1d6/1d8	Y	N	N		
Piercer	3	1	4	17	1	4d6	Y	N	N	17	420
Prickleback	7	Sw12	4 + 4	22	4	1d6(×4)	Y	Y	N	1	
Quasi-Elem, Light.	2	18	12	60	1	1d6, + 1/HD	Y	Y	N(C)		
Rat, Giant	7	12,Sw6	1/2	3	1	1d3	Y	N	N	20	15
Ray, Manta	6	Sw18	8	48	2	3d4/2d10	Y	N	N	13	
Revenant	10	9	8	42	1	2d8	Y	Y	N	13	1,695
Salmon School	3	Sw15	1 ea	5 ea	10	1(×10)	N	Y	N		
Sea Serpent, Giant	2	Sw15	30	135	2	1d10/3d12	N	N	20,000		
Shadow	7	12	3 + 3	21	1	1d4+1	Y	Y	CE	17	650
Sirme	3	12,Sw24	7	38	1	1d8	Y	Y	Any	13	975
Skeleton		12	1	6	1	1d6	N	Y	N	19	65
Skeleton Warrior	2	6	9 + 12	67	1	1d8	Y	Y	N(E)	11	
Skyfisher	3	3,Fl24	4	26	1;2	1d8+2;1d6/1d6	Y	N	N		
Slig/ Ghagler	3	9/6,Sw15	3 + 3	18	1	1d6+2	Y	Y	LE		
Slug, Giant	8	6	12	69	1	1d12	Y	Y	N	9	15,000
Snake, Gi Constr.	5	9	6 + 1	31	2	1d412d4	Y	N	N		
Spectral Minion	2	30	10	55	1	1d10	N	Y	Any	11	
Spectre	2	15,Fl30	7 + 3	39	1	1d8	Y	Y	LE	13	3
Spider, Whisper	4	9,Wb12	8 + 8	54	1	2d6	Y	Y	CE	1	
Stag, Giant	7	21	5	26	1;2	4d4; 1d4/ 1d4	Y	Y	N	15	
Stag, White	-5	24	10	77	3	1d12/1d6/1d6	N	Y	LG		
Storoper	0	1	6	31	1	1d10	Y	Y	CE	15	650
Taer, Forest	4	18	3 + 6	22	3	1d4/1d4/1d8	Y	Y	N	1	
Takhisis (Dream)	0	6,Fl18	16	128	3	2d8/3d6/12d10	Y	N	7,000		
Thanoi	4	9,Sw15	4	21	2	1d8/1d8	N	Y	LE	17	12
Troll	4	12	6 + 6	37	3	1d4+1/1d4+1/2d6	Y	Y	CE	13	
Umber Hulk	2	6,Br6	8 + 8	51	3	3d4/3d4/2d5	Y	N	CE		
Undead Beast	6	0, Sw9	12 + 12	92	3	1d8+1/1d8+1/3d8	Y	Y	8,000		
Vampire	1	12,Fl18	8 + 3	42	1	1d6 + 4	Y	Y	CE	11	
Varrdig	5	6,Sw18	0 + 6	35	2(1)	1d4/1d4(4d4)	Y	Y	NE		
Vulture, Giant	7	3,Fl24	2 + 2	11	1	1d4	N	N	N	19	
Wemic	6(5)	12	5 + 8	33	3	1d4/1d4/wpn	N	Y	N	15	
Wight	5	12	4 + 3	25	1	1d4	Y	Y	LE	15	975
Will-o-Wisp	-8	Fl18	9	48	1	2d8	Y	Y	CE	11	
Willow, Black	2	1/4	16	90	10	1d4(×10)	Y	Y	N(E)		
Wolf, Dire	6	18	4 + 4	22	1	2d4	N	N	NE	15	175
Wolf, Winter	5	18	6	27	1	2d4	Y	N	NE	15	975
Wolverme, Giant	4	15	4 + 4	24	3	1d4+1/1d4+1/2d4	Y	N			
Wraith	4	12,Fl24	5 + 3	31	1	1d6	Y	Y	LE	15	3,000
Yel. Musk Creeper	7	0	3	15	2d6	Spc	Y	Y	N	17	
Zombie	8	6	2	9	1	1d8	N	N	N	19	65

Abbreviations

AC = Armor Class, AL = Alignment, #AT = Number of Attacks per round, Br = Move tendencies, Dmg = Damage, E = Evil, (E) = Evil tendencies, Ft = Fighter—Level # gliding, HD = Hit Dice, Ho = Move when hopping, hp = Hit Points, L = Lawful, MV tendencies, SA = Special Attacks, SD = Special Defenses, Spc = Special, Sw = Swi Varies, Wb = Move in web



Key:

-  Fortress
-  City
-  Port
-  Steppe
-  Grasslands
-  Swamp
-  Forest
-  Mountains
-  River
-  Desert

Combined Monster Statistics Chart

Name	AC	MV	HD	hp	#AT	Dmg	SA	SD	AL	THAC0	Value
Barracuda, Giant	6	Sw30	5	22	1	3d4	N	N	N	15	
Bat	8	1,Fl24	1/4	2	1	1	Y	N	N	20	15
Beetle, Boring	3	6	5	20	1	5d4	N	N	N	15	175
Beholder	0/2/7	F13	10	45	12d4	Y	Y	LE	11	14,000	
Brownie	3	12	1/2	3	1	1d2	Y	Y	LG	20	175
Buffalo	7	15	5	28	2	1d8/1d8	Y	Y	N	15	175
Carriion Crawler	3/7	12	3+1	18	8	1d2	Y	N	N	17	
Caryatid Column	5	6	5	22	1	2d4	N	Y	N	15	420
Catoblepas	7	6	6+2	31	1	1d6	Y	N	N	15	975
Chaggrin	4	12,Br3	5+5	30	2	1d4+2/1d4+2	Y	Y	NE		
Coffer Corpse	8	6	2	11	1	1d6	N	Y	CE	19	65
Crayfish, Giant	4	6,Sw12	4+4	25	2	2d6/2d6	N	N	N		
Crocodile, Giant	4	6,Sw12	7	35	2	3d6/2d10	N	N	N		
Crypt Thing	3	12	6	27	1	1d8	Y	Y	N	15	650
Crysmal	-4/0	6	6+6	34	1	3d4(2d4)	Y	Y	N(E)	1	
Crystal Ooze	8	1,Sw3	4	17	1	4d4	Y	Y	N	17	27
Death, Crimson	0(4)	F112	13	60	1	3d10	Y	Y	NE	7	
Death Statue	5	6	9+9	50	1	1d6+3	Y	Y	CE	11	2
Displacer Beast	4	1	5	6	30	2	2d4/2d4	N	Y	N	
Dolphin	5	Sw30	2+2	10	1	2d4	N	Y	LG	19	65
Draconian, Aurak	0	15	8	42	2	1d8+2(x2)	Y	Y	LE		
Draconian, Baaz	4	6,15,G118	2	12	1;2	1d8;1d41/1d4	N	N	175		
Draconian, Bozak	2	6,15,G118	4	22	1;2	1d8;1d41/1d4	Y	1,400			
Draconian, Kapak	4	6,15,G118	3	17	1	1d4	Y	N	LE		
Draconian, Sivak	1	6,15,G118	6	31	3	1d6/1d6/2d6	N	Y	2,000		
Dragon, Amphi	3	6,Sw24	7	41	3	1d8/1d8/2d10	Y	Y	NE		
Dragon, Black	-1	12,Fl30,Sw12	14	71	3	1d6/1d6/3d6	Y	9,000			
Dragon, Blue	-2	9,Fl30,Br4	16	75	3	1d8/1d8/3d8	Y	10,000			
Dragon, Brass	-2	12,Fl30,Brb	14	64	3	1d6/1d6/4d4	Y	10,000			
Dragon, Bronze	-4	9,Fl30,Sw12	16	81	3	1d8/1d8/4d6	Y	10,000			
Dragon Brood	2	9,Sw24	3	14	3	1d3/1d3/1d4	Y	N	LE		
Dragon, Copper	-3	9,Fl30,JP3	15	72	3	1d6/1d6/5d4	Y	10,000			
Dragon, Gold	-6	12,Fl40,Sw12	18	96	3	1d10/1d10/6d6	Y	13,000			
Dragon, Green	-2	9,Fl30,Sw9	15	69	3	1d8/1d8/2d10	Y	9,000			
Dragon, Red	-5	9,Fl30,JP3	15	74	3	1d10/1d10/3d10	Y	11,000			
Dragon, Sea	-4	3,Sw12	17	85	3	1d12/1d12/3d12	Y	N			
Dragon, Silver	-5	9,Fl30,JP3	17	88	3	1d8/1d8/5d6	Y	13,000			
Dragon, Skeleton	6	9,Fl30	6	32	3	1d4/1d4/1d10	N	N			
Dragon, White	-1	12,Fl40,Sw12	13	64	3	1d6/1d6/2d8	Y	9,000			
Dreamshadow—As per the creature it is modeled after-											
Dreamwraith	3	12	8	45	1	1d10	Y	Y	CE	13	2,00
Drelb	2	6,Fl16	3	15	1	3d4	Y	Y	N(E)	17	175
Dryad	9	12	2	10	1	1d4	Y	Y	N	19	975
Dwarf	4	6	4	25	1	1d8	Y	Y	LG	17	270
Dwarf, Gully	7	6	1	5	1	1d4	N	N	CN	19	15
Dwarf, Zakhar	3	6	1	6	1	1d8	Y	Y	N	19	65
Eagle, Giant	7	3,Fl48	4	22	3	1d6/1d6/2d6	Y	Y	N		
Eel, Giant	6	Sw9	5	25	1	3d6	N	N	N	15	175
Elemental, Air	2	Fl36	16	72	1	2d10	Y	Y	N	5	
Elemental, Earth	2	6	16	72	1	4d8	Y	Y	N	5	10
Elemental, Fire	2	12	16	72	1	3d8	Y	Y	N	5	10
Elemental, Water	2	6,Sw18	16	72	1	5d6	Y	Y	N	5	
Elf, Sea	8	9,Sw15	2+2	15	1	1d10	Y	Y	CG	19	1
Elf, Silvanesti	5	12	4	24	1	1d10	Y	Y	NG	17	
Elf, Wild	8	12	2+2	11	1	1d10	Y	Y	NG	19	120
Ettin	3	12	10	55	2	1d10/2d6	N	Y	CE	11	3,000
Fawn, White	5	21	3	19	1;2	1d8;1d4/1d4	Y	Y	LG	1	
Fetch	4	6	9	51	2	Spc	Y	Y	N	11	3,000
Fireshadow	0	6	13+3	63	3	1d6/1d6/3d6	Y	Y	CE	7	
Frog, Giant	7	3,Sw9	3	16	1	2d4	Y	N	N	17	270
Froghemoth	4	3,Sw9	16	75	1	5d10	N	N	N	5	6,0
Fungi, Violet	7	1	3	17	1d4	Rot	Y	N	N	17	175
Gargoyle	5	9,Fl15	4+4	26	4	1d3(x2)/1d6/1d4	N	Y			
Gas Spore	9	3	0	1	1	Spc	Y	Y	N	20	120
Gelatmous Cube	8	6	4	21	1	2d4	Y	Y	N	17	975
Ghast	4	13	4	23	3	1d4/1d4/1d8	Y	Y	CE	17	650
Ghoul	6	9	2	13	3	1d3/1d3/1d6	Y	Y	CE	19	175
Giant, Hill	3	12	12+2	61	1	2d6+7	Y	N	CE	9	3
Golem, Clay	7	7	11	50	1	3d10	Y	Y	N	9	8,000
Golem, Iron	3	6	18	80	1	4d10	Y	Y	N	5	15,000
Golem, Stone	5	6	14	60	1	3d8	Y	Y	N	7	10,000
Gorgon	2	12	8	44	1	2d6	Y	N	N	13	1,400
Green Slime	9	0	2	10	0	0	Y	Y	N	19	120
Griffon	3	12,Fl30	7	39	3	1d4/1d4/2d8	N	N	N	13	
Griffon, Hatchling	5	2	2	10	3	1/1/1d4	N	N	N	19	
Groaning Spirit	0	15	7	37	1	1d8	Y	Y	CE	13	4

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