



Advanced Dungeons & Dragons[®]
2nd Edition

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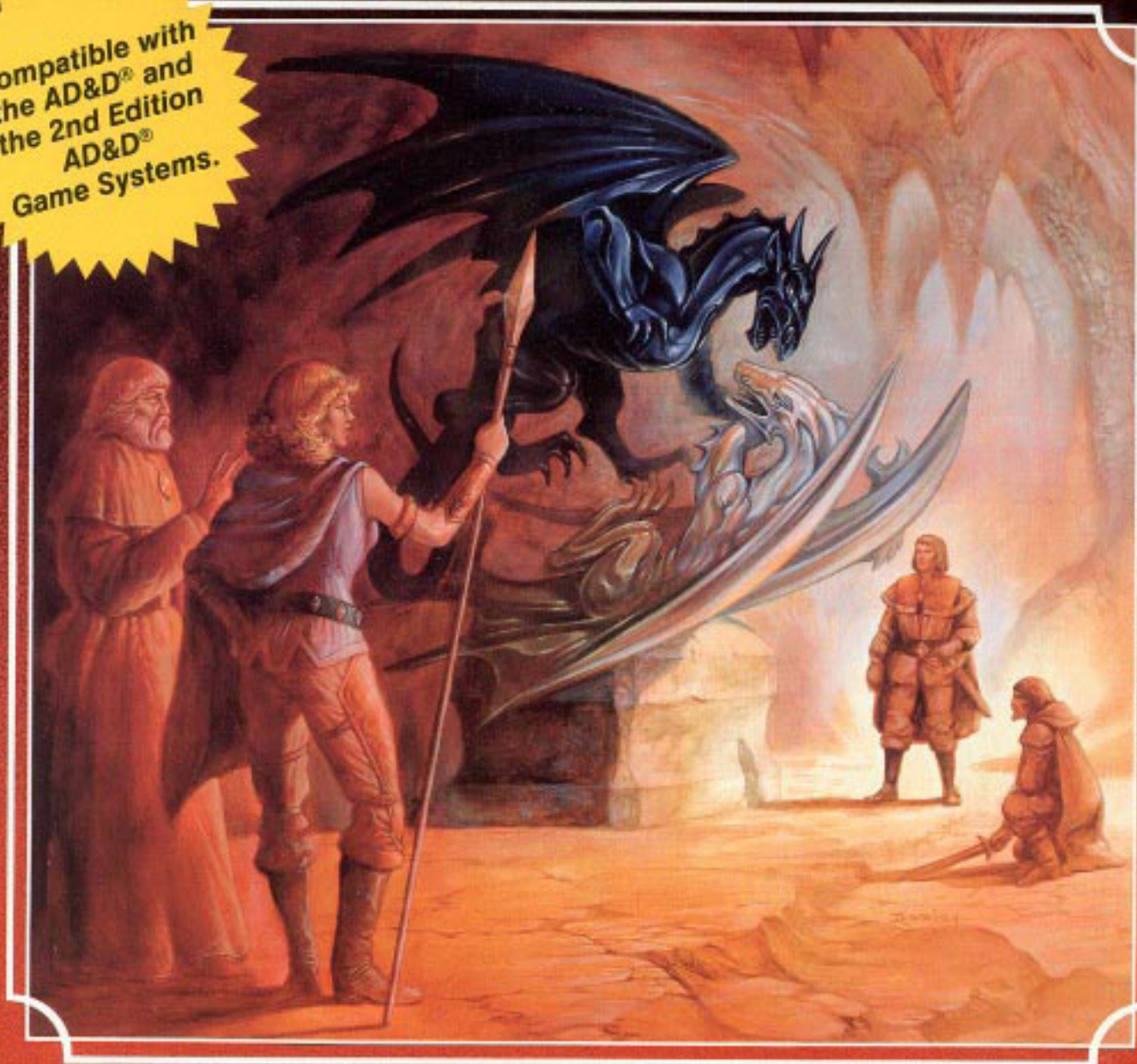
DRAGONLANCE[®]

Official Game Adventure

IN SEARCH OF DRAGONS

BY RICK SWAN

Compatible with
the AD&D[®] and
the 2nd Edition
AD&D[®]
Game Systems.



First in a startling new series of adventures set in the fantastic world
of the DRAGONLANCE[®] saga!

Northern Estwilde — DM's Map

Scale: 1 Hex = 2.5 Miles

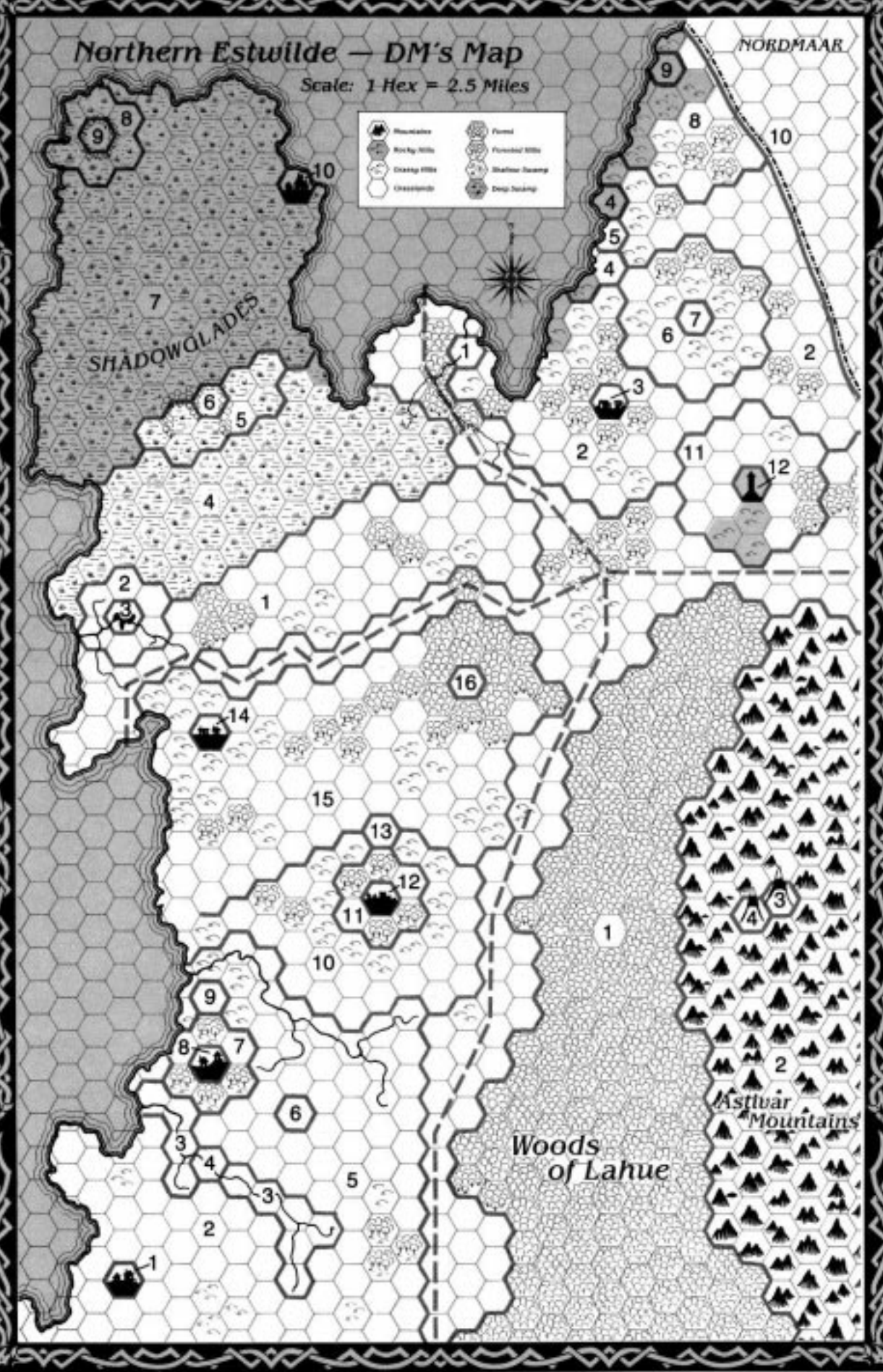
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Rocky Hills	Flowerbed Hills
Clayey Hills	Shallow Swamp
Grasslands	Deep Swamp

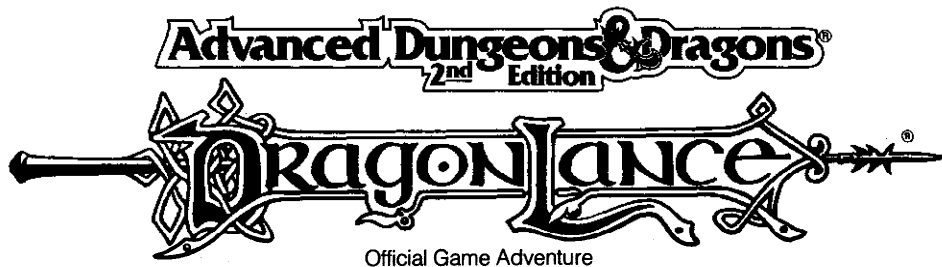
CHAPTER 2

CHAPTER 1

CHAPTER 5

CHAPTER 4





IN SEARCH OF DRAGONS

BY RICK SWAN

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INTRODUCTION

In Search of Dragons is the first of three modules in a new epic DRAGONLANCE® series. The adventure begins with an investigation of the disappearance of good dragons and leads to the discovery of a remarkable secret about the bonds between the good dragons and the races of Krynn.

All modules in the series are self-contained and can be played independently of each other. However, if you plan to play the entire series, the modules should be played in order, beginning with this one.

Pre-generated characters are provided in the appendix, but with the approval of the Dungeon Master, players can use their own characters. A good mix of player characters is suggested, and all should be of good alignment.

All of the following information is for the eyes of the DM only. Since the adventure is complex, the DM should familiarize himself with the entire module before beginning play.

THE WORLD OF KRYNN

There are several important differences between the world of Krynn and standard AD&D® game worlds. Players and DMs unfamiliar with Krynn should be aware of the following information.

Currency: Steel, not gold, is the most precious metal on Krynn and is the basic unit of currency. One steel piece (stl) has the equivalent purchasing power of one gold piece in a regular AD&D campaign; a gold piece is the equivalent of a silver piece.

Clerics: Centuries ago, Krynn was devastated by a Cataclysm inflicted by the gods as punishment for the arrogance of Krynn's inhabitants. The Cataclysm removed all knowledge of the true gods and also took away all clerical abilities. The existence of the true gods was rediscovered during the War of the Lance.

True clerics now wear a Medallion of Faith bearing the symbol of their god. All PC clerics participating in this campaign must be of good alignment and follow a god of good, most likely Mishakal, the goddess of healing, or Paladine, the Father of Good and Master of the Law. All PC clerics have the normal clerical abilities, including spell casting and turning undead.

Kender: The Krynn equivalent of halflings are called kender. Kender resemble wizened 14-year-olds with bright eyes and pointed ears. They are insatiably curious and are completely immune to all types of fear, magical and otherwise.

In addition to the standard halfling abilities, kender have a special ability to taunt opponents into reckless attacks by verbally abusing them. Any creature taunted by a kender must successfully roll a saving throw vs. spell or attack wildly for 1d10 rounds with a -2 penalty to all attack rolls and a +2 penalty to their Armor Class.

Elves: The most common types of elves in Krynn are the Silvanesti (prejudiced and arrogant), the Qualinesti (proud and friendly), and the wild elves called Kagonesti (fierce and self-reliant). All PC elves are

Qualinesti elves. Krynn elves have all of the normal abilities of elves given in the *Player's Handbook*.

Dwarves: The two most common types of dwarves in Krynn are mountain dwarves and hill dwarves. Both are stubborn and independent, though hill dwarves are less refined and somewhat gentler. PC dwarves are hill dwarves. Krynn dwarves have all the normal abilities of dwarves given in the *Player's Handbook*.

Gully dwarves are considered to be stupid, filthy, and repulsive creatures, shunned by all sophisticated inhabitants of Krynn.

ADVENTURING IN KRYNN

Earlier adventures in the DRAGONLANCE series stressed a value system based on specific principals—that persevering forces of good can triumph over evil, that truth must be promoted over injustice, that good actions have good consequences and evil actions have bad ones. This adventure is also based on these principals, and the DM should be sure they are observed.

Familiarity with previous DRAGONLANCE products is not necessary for running this adventure. However, they contain a wealth of information to help provide more detail and a richer atmosphere for the world of Krynn. These materials can also provide springboards for further adventures based on the events in this module.

RUNNING THE ADVENTURE

ORGANIZATION

The characters begin the adventure with the events in the Prologue and end with the events in the Epilogue. In between are four chapters that contain the bulk of the adventure's events and encounters. Since the encounters in each chapter all occur within the same general area, the PCs most likely will move through the chapters sequentially.

The adventure is designed so that the PCs stand the best chance of success if they complete the chapters in order; each chapter includes encounters and suggestions to help keep the PCs on track. However, since the actions of the PCs are unpredictable, they may wander through the chapters in a different order. Be prepared to improvise, if necessary.

Each chapter begins with an overview that provides background detail and information about the terrain and climate. To help the DM monitor the party's progress, the overview also includes the chapter's major goals and discoveries.

Boxed text may be read directly to the players, or it may be paraphrased by the DM.

MAPS

The enclosed fold-out color map shows the area where the adventure takes place. The map comprises

the northern section of Estwilde, just northeast of the city of Kalaman. The eastern edge of the map includes part of the western border of Nordmaar. Generally, the events of Chapter 1 take place in the southern and central plains, those of Chapter 2 in the swamplands of the northwest, those of Chapter 3 along the northern coast, and those of Chapter 4 in the forests and mountains in the southeast. The color map can be used as a play-aid as the DM sees fit.

On the inside left panel of the module cover is a smaller version of the color map. This map shows the locations of the encounters in the text; the map also indicates the approximate boundaries between the chapters of this adventure. This map is exclusively for the DM.

Other pertinent maps are included in the center section of the module.

ENCOUNTERS

Encounters are adventure episodes keyed to specific areas on the map. When the PCs cross the border of a new area, refer to the corresponding number in the text; the encounter occurs immediately. In many cases, the text explains what happens if the PCs make a return visit. Otherwise, either rerun the same encounter or use common sense (for instance, if the PCs destroyed a bridge in a certain encounter area, the bridge will still be destroyed if they return).

There are no specific encounters for unnumbered areas. The DM may run random encounters in these areas if he wishes (see following).

Encounter Zones: Some of the larger encounter areas are designated as Encounter Zones. Several possible encounters are listed for each Encounter Zone. When the PCs first cross the border of an Encounter Zone area, roll as indicated in the text to randomly select an encounter from the possibilities listed. The PCs experience this encounter immediately. If the PCs remain in the Encounter Zone or return to it later, roll for another encounter as directed.

Encounter Zone episodes often include information that is of special significance to the adventure. For that reason, the DM should not feel restricted by the whim of the dice as to which encounters the PCs experience. Rather than roll randomly, he can select a specific encounter from the list. Likewise, he can forego any or all of the listed encounters if he feels the PCs are too weak, are getting bogged down, or have already received enough rumors and clues.

Unless otherwise indicated, encounters in an Encounter Zone may be repeated at the DM's discretion. Some encounters instruct the DM to cross out other encounters from an Encounter Zone list. If a die roll later indicates a crossed-out encounter, the DM may treat it as no encounter, as a random encounter, or he may simply choose another encounter from the list.

Random Encounters: In addition to the encounters keyed to the text, random encounters are also possible. These can occur in unnumbered areas or as a result of a roll in an Encounter Zone.

Random encounters are listed according to terrain in the appendix at the end of the book. Roll as indicated

to randomly select an encounter or simply choose one from the list. Random encounters can be repeated at the DM's discretion.

While not directly related to the story, random encounters add spice and color to the adventure. However, they are completely optional; feel free to alter the frequency or omit them entirely.

MOVEMENT

Each hex on the large map is equal to about 2.5 miles. As a rule of thumb, a typical character lightly encumbered can travel about 12 miles per eight-hour day on foot, a distance of about five hexes. This rate is reduced in rugged terrain and improved if the character pushes himself or rides a horse. Those wanting more detailed rules for movement should consult the *Wilderness Survival Guide*.

TIME

Keep track of the passage of time on a piece of scrap paper. While it is seldom important to know the precise hour of the day, you should know when night falls and the total number of days that have passed.

THE MOONS

The positions of Krynn's moons play an important part in this adventure. The Moon Tracking Chart on the inside center panel of the module cover should be used to note the locations of the moons. Roll 1d8 for each moon and place a coin or other marker in the indicated box along its orbit. This indicates the initial location of the moons. Advance the moons one box per game day to mark their positions.

The most significant lunar phenomena in this adventure are the periodic alignments of Solinari and Lunitari. (The alignments are significant in the adventure regardless of the phases of the moons; that is, a low-sanction alignment is no less important than a high-sanction alignment.) For instance, the climax of the adventure in Chapter 4 occurs when these two moons are aligned. As an alignment occurs about every 10 days, the DM should have no problem coordinating the PCs' arrival with the climax. (Details are found in Chapter 4.)

As will be seen, the actions of Khardra and Artha, the main NPC villains, are gradually dimming the stars and the moons of Krynn. At the beginning of the adventure, the brightness of these heavenly bodies has been reduced less than 10%. The dimming has been so slight that almost no one—including the PCs—has noticed it or paid much attention to it.

The actual dimming occurs only at night, most significantly during alignments of Solinari and Lunitari. The dimming lasts only a few minutes and is virtually undetectable, much like the effect of a cloud crossing a moon. The PCs may have this phenomenon pointed out to them in certain encounters, or they may have the chance to observe it themselves.

Each of the three Orders of High Sorcery receives its powers from one of the moons. Wizards of the White Robes get their powers from Solinari, Black Robe wiz-



ards from Nuitari, and neutral wizards from Lunitari. Each phase of a moon has an effect on the magic of that class of wizards.

Moon Phase Effects Table *

Moon Phase	Saving Throw	Additional Spells **	Effective Level
Low Sanction	- 1	0	- 1
Waning	Normal	0	Even
Waxing	Normal	+1	Even
High Sanction	+1	+2	+1 ***

* A wizard of level 1-3 is unaffected by phases of the moon because of the low power levels involved in his spells.

** Only a wizard of 6th level or higher who also has an Intelligence of 15 or above gains this benefit from the moons.

*** The additional spells can be of any level the wizard can cast.

If two or more of the moons are aligned, there are bonuses to the moon phase effects. These bonuses are cumulative with modifiers from other effects.

Moon Alignment Effects Table

Alignment	Saving Throw	Additional Spells	Effective level
Sol. and Lun.	+1	+1	+1
Nuit. and Lun	+1	+1	+1
Sol. and Nuit.	+1	0	Normal
All three	+2	+2	+1

ABILITY CHECKS

Occasionally a PC is required to make an Ability check against one of his attributes (Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma). The check is referred to as a Strength check, Intelligence check, etc.

To make an Ability check, roll 1d20 and compare the result to the character's appropriate ability score. If the roll is less than or equal to the character's ability score, the action being checked succeeds. If the roll is greater than the ability score, the action fails and the character suffers the consequences indicated in the text.

SETTING

The adventure begins in the late spring of the year 354 in the Age of Dragons, about two years after the end of the War of the Lance. Peace has come at last, but the world is far from serene. While the forces of good have retired from warfare to concentrate on recovery, the forces of evil still control much of the land. Apprehension and uncertainty hangs heavily over Krynn.

Though little of the actual fighting of the War of the Lance took place in northern Estwilde, the inhabitants have suffered the aftershocks along with the rest of Krynn. A barren land of poor rural villages, northern Estwilde has few buyers for its meager agricultural

products, as travel and communication between territories continues to decline. Most residents struggle to eke out a living as goat herders and grain farmers, keeping an uneasy eye on the soldiers of the Red Dragonarmy who continually patrol the Estwilde/Nordmaar border to the east.

Strangely, dragons seem to have all but vanished from the face of Krynn. Since the end of the War of the Lance, dragon sightings have dwindled to practically none. The reason for this is unknown, though there is no shortage of rumors. Some say that the dragons have abandoned Krynn, as they did centuries before. Others say that the dragons are dying from a disease.

Whatever the reason, few seem to care much. With a world to rebuild, the citizens of Krynn have plenty of problems of their own. The dragons will have to take care of themselves.

DUNGEON MASTER'S BACKGROUND

Takhisis, the Queen of Darkness, is the embodiment of pure evil, an awesome goddess of nearly limitless power who has moved throughout the centuries to dominate and conquer through the force of her will and the strength of her minions. It was Takhisis who instigated the All-Saints War before the beginning of Krynn and who was primarily responsible for the separation of the gods. Takhisis believes her destiny is the control of all creation and the conquest of all other gods. It is, in her view, only right and just that this come to pass.

The year 333 in the Age of Dragons found the plans of Takhisis well underway. The evil dragons, now awake for nearly half a century, had stolen a sizeable cache of good dragon eggs and had exacted an Oath of Neutrality from the good dragons. Dragon Highlords had been recruited, and armies were now gathering under the guidance of the evil dragons.

Flush with the anticipation of her certain victory, Takhisis sought out the companionship of her consort, Sargonnas, for a celebration. But Sargonnas spurned her, angry that he had not been consulted more closely when she was formulating her plans to disrupt Krynn. Furious at Sargonnas's rejection, Takhisis turned to Chemosh, Lord of the Undead, for solace.

As a result of the brief liaison of Takhisis and Chemosh, a daughter was born. Takhisis named her Artha. Squat, homely, and dull, Artha quickly became an embarrassment to her parents. Though Chemosh disowned her, Takhisis hoped her daughter would eventually assist her in the conquest of Krynn. But Artha showed no interest in Takhisis's quest for power. Much to the annoyance of her mother, Artha's sole passion was wealth and treasure.

Disgusted, Takhisis banished Artha from her presence. Artha didn't mind. Freedom from her mother meant freedom to roam the planes in search of even greater wealth. She eventually drifted to Krynn, and while the War of the Lance raged around her, she quietly accumulated immense caches of treasure that she stored in secret citadels deep beneath the sea, occasionally engaging in random acts of destruction and

murder to amuse herself. Unknown to Artha, Takhisis was keeping an eye on her.

While Artha frolicked across Krynn, an event was brewing that would change her life forever. In the year 344, a Black Robe wizard named Tarligor became fascinated with draconians, the mysterious lizard-like humanoids that served as the basic troops in the armies of the Dragon Highlords. Tarligor was convinced that draconians were an unnatural life form. He believed that if he developed an enhanced draconian, the discovery would ingratiate him with the Highlords and earn him a comfortable position in their empire when their conquest of Krynn was complete. Tarligor's superiors, however, were not impressed with his ambitions. He was drummed out of the Order of the Black Robes and became a renegade.

Tarligor went into seclusion, eventually setting up shop in a ramshackle laboratory deep in the Shadowglades, the desolate swamplands of northern Estwilde. There he continued his dark experiments, using four captured draconians as experimental subjects. The first two were accidentally killed, but with the third he found success. (The fourth remains a prisoner in Tarligor's lab.) Calling on dark spirits and tapping into arcane black magical forces, Tarligor transformed the draconian into an entirely new life form. He named his creation Khardra, a term from an ancient Black Robe dialect meaning "corrupt flesh."

Tarligor assumed that Khardra was the precursor of a new race that would willingly serve him. Khardra had other ideas. Khardra brutally killed his creator within hours of his "birth," then smashed through a wall and vanished into the swamp. Khardra spent the next two years roaming the wilderness, occasionally slaughtering a lost soldier or demolishing a peasant village, but generally staying out of sight as he pondered the future.

A year later, Khardra met Artha.

It was love at first sight, with each irresistibly drawn to the other. From that day on, the two were inseparable. Along with recreational destruction, they regularly enjoyed "blending" their spirits, a process that energized and revitalized them by uniting their essences. So intense was this fusion of dark souls that each "blending" seemed to siphon light from the stars and the moons, a phenomenon that amused them to no end.

One such blending occurred on an evening when Lunitari was in high sanction. The moon visibly dimmed. More importantly, but unknown to Artha and Khardra, the dimming moon had a debilitating effect on the good dragons of Krynn. Many of the good dragons became disoriented, even disabled. They had no idea what was causing this.

But Takhisis knew. She had been observing the antics of Artha and her boyfriend for some time and had determined that their blending rituals were draining light from the celestial bodies, which was debilitating to the good dragons. Further, Takhisis noted that the most severe debilitation occurred when Lunitari was aligned with Solinari. She was not certain why this was happening—there was no connection between the moons of Krynn and the good dragons that she knew of, let alone with Lunitari, the neutral moon—but the effects were clear.

Takhisis contacted Artha and Khardra and encouraged them to continue their blending, especially during the alignments of Lunitari and Solinari, promising Artha wealth beyond her wildest dreams and Khardra a share in the rule of Krynn if they cooperated. This revelation particularly delighted Khardra, who had an innate hatred of dragons and all other life forms he considered to be inferior. Khardra had a scheme of his own to pit the good dragons and the citizens of Krynn against each other, a scheme that Takhisis fully approved and supported.

With the plans in place, Takhisis had only to wait. If Artha and Khardra were successful in debilitating the good dragons, her conquest of Krynn was just a matter of time.

NOTE TO THE DM

Takhisis is only partially correct as to the reason for the debilitation of the good dragons. There is a bond at work in Krynn that may have been suspected but has not been generally acknowledged—the mystical bond between good dragons and good people. This is a symbiotic bond based on mutual trust, respect, and cooperation. When the bond is strong, both dragons and people flourish, able to function to the best of their talents and abilities. But when the bond is threatened by doubt, disrespect, or disharmony, both dragons and people suffer.

Since the end of the War of the Lance, a growing number of the citizens of Krynn have been lax in their treatment of good dragons. They have been annoying them, exploiting them, even threatening them, thus dishonoring (albeit inadvertently) the special bond existing between good dragons and good people. If this bond had not been put in jeopardy, the good dragons would have been able to resist the debilitating effects of the fading moons.

These two conditions feed off each other. The more debilitated the good dragons become, the more the bond is jeopardized. The more the bond is jeopardized, the more debilitated the dragons become from the fading moons.

Takhisis, along with the vast majority of people and dragons, is unaware of the significance of this bond. In this adventure (and continuing in the next two modules of the series), the PCs must recognize and understand this special bond between dragons and people and restore it for the good of Krynn.

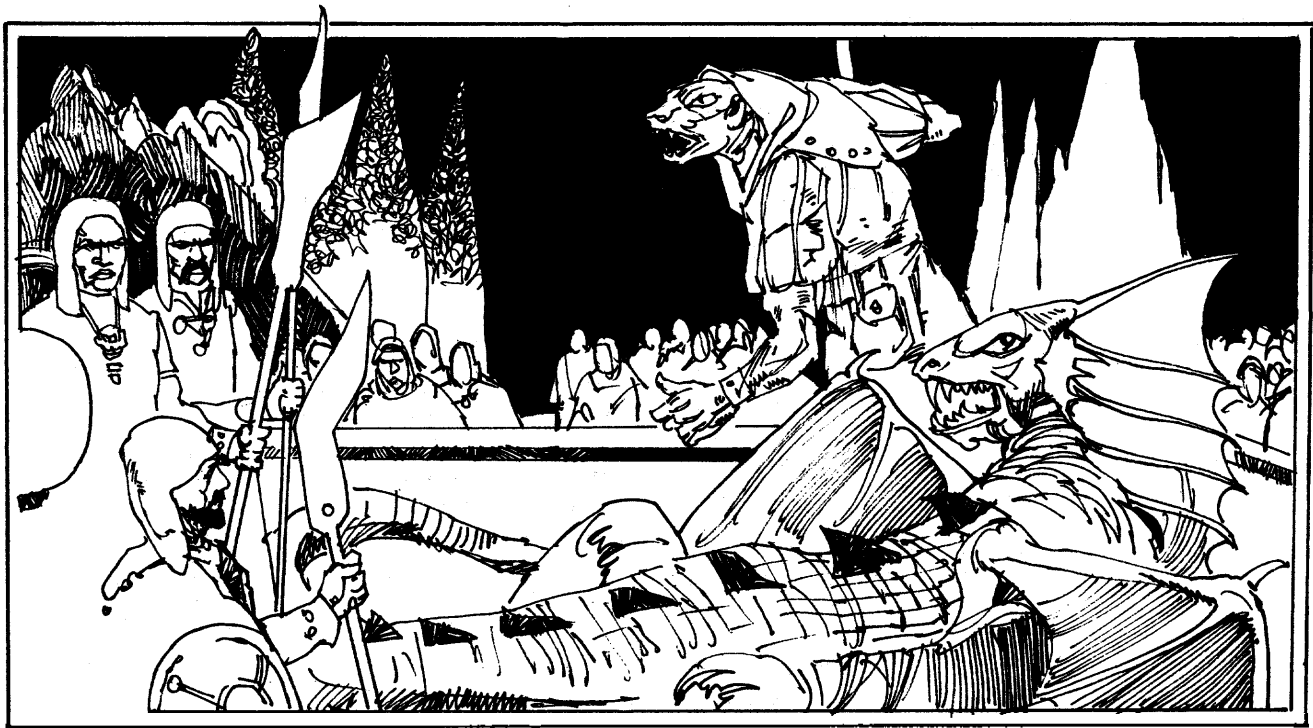
SECOND EDITION AD&D[®]

GAME CHANGES

In the listings for monsters in this module, there are two changes from the usual way statistics are presented. First of all, movement rates no longer have inch marks (") appended to them, but the numbers still represent 10 yards outdoors, 10 feet indoors. Secondly, abbreviations now denote the various types of movement (Fl = flying, Sw = swimming, Br = burrowing, and Wb = web), replacing the symbols that were used in the first edition of the AD&D[®] game.



PROLOGUE: FAIR MEADOWS FAIR



Before getting started, answer any general questions the players have about Krynn lore.

The adventure begins in the village of Fair Meadows, located about 30 miles northeast of Kalamain in Estwilde. Refer to Map 3.

KHARDRA'S PLAN

While Takhisis waits for the dragons' debilitation to worsen and Artha wreaks havoc in search of treasure, Khardra is executing a sophisticated plan to tarnish the reputation of the good dragons.

Khardra spent a few months helping the area's poor communities, in the process becoming a trusted hero to much of the rural population. He has taken advantage of this trust to preach propaganda against the good dragons, encouraging people to ignore the dragons' concerns and in some cases actively encouraging their destruction. He has gone so far as to commit murder and burn villages, then pin the blame on the dragons. A deadly disease afflicting silver dragons has given Khardra additional ammunition; he claims the disease is proof from the gods that the dragons' time has passed.

PLAYER BACKGROUND

About six months ago, Frohm Mrick, the mayor of the small village of Fair Meadows, came up with a good idea. Since the end of the War of the Lance, there had been little communication among the communities of Krynn and all had suffered as a consequence. Frohm decided to create an Intervillage Council so community representatives could get

together on a regular basis to discuss their common problems.

Invitations were sent to all villages in the adjacent territories. The idea was met with enthusiasm, and monthly meetings were scheduled to be held in Fair Meadows.

Unfortunately, enthusiasm tapered off after the first few meetings. This was partly because of the traditional reluctance of villages to cooperate with each other, but more because of the nature of the meetings themselves. Discussions dragged on for hours, decisions were postponed, and invariably, nothing much was ever accomplished.

Admittedly, part of the problem was where the meetings were held. Although populated with proud, upstanding citizens, Fair Meadows wasn't much of a town, little more than a few modest homes, some goat barns, and a solitary inn.

But Frohm had another brainstorm. With the help of other community leaders, he planned a huge celebration to be called the Fair Meadows Fair, a weekend festival featuring exhibitions, contests, and entertainment. The celebration would coincide with the next scheduled meeting of the Intervillage Council. Not only would the Fair Meadows Fair help revitalize the local economy, it would also—he hoped—stimulate interest and attendance at the council meeting.

The PCs are among the invited representatives to the Intervillage Council. They arrived in Fair Meadows late this evening to find the village bustling with activity in preparation for the fair's opening the next day. Since the PCs have no pressing business at the council—they were instructed merely to attend and report back any council actions of consequence—they're looking forward to the end of the meeting so they can enjoy the fair along with everyone else.

The PCs have been put up at the Shaggy Goat Inn with the

other council representatives, all as guests of Mayor Frohm, who also happens to own the inn. Frohm personally thanked each PC for coming, saying that he looked forward to tomorrow's meeting. The PCs were impressed with Frohm's warmth and sincerity, yet also noticed that he seemed strangely troubled.

As the night draws to a close, the PCs count about 30 representatives at the inn, including both sexes and all races. Talk centers on anticipation of the fair—no one seems much interested in the council meeting.

Before turning in, the PCs catch snatches of a couple of interesting conversations. Somebody mentions how eager they are to hear the famous Khardra speak tomorrow. Somebody else wonders if his friend has heard anything about dragon disappearances. "Nope," says his friend. "But I wish one would disappear into my barbecue pit!" They both break up over this funny joke.

The PCs haven't heard much about disappearing dragons or anybody named Khardra, and it's too late in the day to ask the other representatives. Lamps flicker out at 10 p.m., and the PCs drift off to sleep.

THE COUNCIL MEETING

After a good night's rest, interrupted intermittently by pounding hammers and bleating goats, the PCs rise for an early breakfast of oatcakes, fish sausage, and goat's milk. Promptly at 8 a.m., Frohm arrives to lead them from the inn to the meeting hall.

The village is busy with many last minute preparations for the fair. Colorful banners are hung from neatly constructed contest booths. Farmers lead prized goats adorned with lace ribbons to exhibition stalls. The sweet aroma of freshly baked bread and sugar cakes fills the air. A worker moves from tree to tree, tacking up painted posters reading: "KHARDRA IN PERSON—TONIGHT AT 5 O'CLOCK, PLAZA STAGE."

The PCs eventually arrive at the meeting hall, a refurbished barn that still smells of hay and goats. They take their places at a long wooden table with the other representatives. An agenda is posted on the wall behind each table, a lengthy list of mundane items planned for discussion. The last item on the agenda is a single word: Dragons.

When everyone has been seated, Frohm welcomes the group and assures them that in spite of the long agenda, the meeting will adjourn in plenty of time for everyone to enjoy the fair. He then swears them in as official members of the council, a ceremony Frohm takes very seriously.

Mayor Frohm: AC 8; MV 9; F3; hp 11; #AT 1; Dmg by weapon; THAC0 20; Str 10, Dex 10, Int 15, Wis 16, Con 9, Cha 16; AL LG.

Frohm conducts the meeting in an orderly fashion. Each item on the agenda is discussed in order. Items not on the agenda cannot be discussed, but can be added to the agenda for the next meeting. Comments are welcome from any of the representatives on any subject, providing they raise their hands first.

If they speak quietly, the PCs may talk to the representatives seated near them. If the PCs ask about dragons, the representatives shrug with indifference—they don't know why it's on the agenda and don't care. If asked about Khardra, the representatives say they've heard good things about him and look forward to hearing him speak, if this infernal meeting ever ends.

The meeting does indeed seem endless. Among the items discussed:

- if the Red Dragonarmies poised on the border of Estwilde pose any immediate threat. (No one seems to think so.)
- a dispute between a village of mountain dwarves and a

village of hill dwarves over grazing rights in a pasture south of Kalaman. (There's no clear evidence to support the case of either side.)

- if the represented communities should take up a collection to build a statue commemorating the heroes of the War of the Lance. (Too expensive.)

- a plan to consolidate water rights among the represented communities. (Too much work.)

As usual, nothing is settled and all decisions are postponed until the next meeting. The PCs are free to offer their comments on any of the discussed subjects; their opinions are noted and ignored.

After the meeting has droned on for nearly six hours, an impatient hill dwarf moves that they adjourn while there's still time to enjoy the fair. Frohm protests. There's only one item left on the agenda—dragons—and Frohm claims it's the most important item of all. Too bad—the motion is quickly seconded and a vote is taken. Regardless of how the PCs vote, the motion passes, as every other representative votes in favor of adjournment.

As the representatives hastily file out the door, Frohm shouts after them, "The meeting will reconvene at six o'clock! Please remember! It's very important!"

If the PCs linger to talk with Frohm, he explains that council rules forbid him from discussing any of the items on the agenda when the council is not officially in session. "Go and enjoy the fair," he says dejectedly. "But please...be back at six o'clock. I have something very urgent to discuss."

AT THE FAIR

The PCs have about four hours to explore the fair before the council meeting reconvenes. They are free to visit any of the numbered encounter areas on the map. Khardra is scheduled to make his appearance at the plaza stage at five o'clock. At that time, run the "Khardra Speaks" encounter.

The fair encounters aren't just a way to kill time before Khardra's appearance and the council meeting reconvenes. Exploring the fairground not only gives the PCs a chance to hear some interesting rumors, it also gives the DM a chance to assess the PCs' personalities for use later in the adventure.

RUMORS AND INFORMATION

There are two categories of NPCs on the fairgrounds: staff (those manning the booths and exhibits, along with security and maintenance personnel) and fairgoers (both local and out-of-town attendees, including the council representatives). PCs can attempt to gather information by speaking with the NPCs or eavesdropping on their conversations.

Assume that a good mix of NPCs are available on the fairgrounds; there are about 300 in all. Most are simple farmers and merchants, and their families; all have come to Fair Meadows for a welcome day of recreation from their labors. They are generally pleasant but unsophisticated. The majority are human, but there are a few dwarves, elves, and even a kender here and there.

PCs attempting to approach a fairgoer or staff person should check for a normal encounter reaction. Alternately, the DM can direct the PC to make a Charisma check. Because of the friendly atmosphere at the fair, encounter reactions are made at +15% and Charisma checks are made at +2. If the encounter reaction is positive or the Charisma check succeeds, the approached NPC will converse with the PC. If a PC spends money at an exhibit, an encounter reaction or Charisma check isn't necessary; the staff person will automatically talk with him.

All NPCs share common information about their homelands, but there's not much to tell. All live within 20 miles or





so of Fair Meadows, a barren, dry region good for little besides goat raising and meager grain and fruit farms. Few were involved in the War of the Lance, although if prompted, many will share detailed, slightly exaggerated tales of the war related to them by a friend or relative. Virtually everyone knows Frohm, and no one has a bad word to say about him.

The two areas of inquiry most likely to be pursued by the PCs concern Khardra and the situation of the dragons. Refer to the following tables when the PCs discuss these subjects with NPCs.

Since Khardra has spent most of his time in the north, few here have ever seen him. Most opinion is second hand, and most is positive. If a PC asks about Khardra and the NPC is willing to talk, roll 1d10 and consult the following table. Feel free to embellish.

Khardra Rumor Table

Roll	Response
1-4	The NPC never heard of him.
5	"He's quite a guy from what I hear. I guess he's helped out a lot of people up north." (He has no details.)
6	"I saw him once. Big, husky man. Seemed nice."
7	"Smart. Got some good ideas. We could use more like him." (The NPC doesn't know of any specific ideas.)
8	"Didn't he save a bunch of kids from a fire once? Wasn't he supposed to have killed a whole herd of dragons single-handed?" (No details.)
9	"He's all scarred up. I don't know... I'd never trust anybody that ugly."
10	"I've heard all kinds of things. I don't know what to believe. I want to hear what he has to say."

The majority of NPCs haven't given much thought one way or the other to dragons since the end of the war, but like the weather, just about everyone has an opinion. Few, however, have much factual information about the alleged disappearance of the dragons, and some of the theories are downright bizarre.

If a PC asks about dragons and the NPC is willing to talk, roll 1d20 and refer to the following table. Depending on the nature of the PC's questions, the NPC's response may have to be modified. Feel free to embellish.

Dragon Rumor Table

Roll	Response
1-2	The NPC has no interest.
3	"Who cares? They've leeches off us long enough."
4	"No telling about dragons. They're so dumb, they probably ate themselves to death or something."
5	"Hmm...now that you mention it, it does seem like dragons have made themselves scarce. Why do you think that might be?"
6	"I saw one fly by last week. Or maybe it was a bird."
7	"Isn't this their mating season? They'll be back with their babies."
8	"They all moved to Nordmaar. Climate's better there."
9	"Oh, those things—live in caves way underground. You'll never see 'em unless they want you to."
10	"They got a disease. They're all poison now. Stay away from them. I hope they all die."

- 11 "A big green one—no, it was a blue one—came to my brother's farm and ate all his turnips. Maybe it was green."
- 12 "Why are you asking? It's none of our business. People ought to leave the poor things alone."
- 13 "The Knights killed them all."
- 14 "They all got sick and died. And good riddance. They were gonna take us over some day."
- 15 "They made a city somewhere."
- 16 "I haven't heard anything. But if you ever see one, let me know. It'd make a good trophy."
- 17 "They all left. Who can blame them? We made them fight our war for us, and that wasn't right."
- 18 "A wizard shrunk 'em. They're like ants now."
- 19 "They all went crazy."
- 20 "They're out there somewhere, I bet. Making plans to kill us. Let 'em try!"

PERSONALITY NOTES

Actions of the PCs sometimes suggest certain personality traits. For instance, a PC who eagerly joins a barroom brawl suggests a violent personality. Likewise, a PC who refrains from interacting with NPCs and is hesitant to offer his opinion when his party is trying to make a decision is demonstrating a timid personality.

The Fairground Encounters section gives the DM the opportunity to make personality observations about the PCs. These observations may be used in certain encounters later in the adventure. Using these observations is optional, but can make the game more interesting.

All personality observations should be made secretly; don't let the players know what you're doing. At various points in the Fairground Encounters section, you will be asked to make a judgment as to whether a particular personality trait applies, based on the actions of the PC in that encounter. If it does, jot down the trait on a piece of scrap paper with the PC's name. (Example: If a PC helps out the children in encounter 3, the PC has demonstrated Compassion. Secretly jot down "Compassion" next to the PC's name.)

Four different traits will be observed and noted in specific Fairgrounds encounters: Compassion, Violence, Greed, and Shyness.

More than one PC may demonstrate the same trait in an encounter. While you are free to assign the trait to several PCs, it will be less confusing later if you assign the trait to just one. Make a judgment as to which PC demonstrated the trait most clearly. (Example: If two PCs both offer to help the children in encounter 3, you might assign Compassion to the PC who offered to help them first.) If it's too close to call, you can decline to assign the trait to anyone.

The same PC may be assigned more than one trait, but if possible, try to spread them around. You may change the assignment of traits as you see fit. (If a PC to whom you assigned Compassion later kicks a puppy, you might think about assigning Compassion to someone else.)

The assigned traits will be used later in the adventure when staging certain encounters with NPCs. For instance, the wild elf Linsilee in Chapter 1 is most likely to speak with the PC who has been assigned the trait of Compassion. The traits will also be used to determine which PCs receive revealing dreams and premonitions. For instance, the PC assigned the trait of Greed is most likely to receive the Shadowglades dream described in Chapter 2. Specific uses of assigned traits are explained as they occur.

FAIRGROUND ENCOUNTERS

It's a clear, beautiful spring day. Staff and fairgoers alike are in a terrific mood, as evidenced by the smiling faces and cheerful chatter. Families and friends stroll up and down the aisles of colorful booths and exhibits, along with the occasional food peddlers and trinket merchants.

I. MEETING HALL

This is the refurbished barn where the council meeting was held. When the meeting recesses and the council representatives leave to enjoy the fair, Frohm remains behind. He stays here the rest of the afternoon, working on official papers and answering questions from staff personnel who periodically straggle in with various problems about the fair.

If the PCs have trouble finding their way around or have any general questions about the fair, they may return here to ask Frohm who'll be happy to help them out. If asked about Khardra, Frohm shrugs and smiles. "I've never met the man. An emissary of his showed up a couple of weeks ago and asked if we'd like him to speak at the fair. Since a lot of people have heard about him but have never seen him, we accepted." Frohm continues to defer any questions about dragons until the council meeting reconvenes.

2. THE PLAZA STAGE

A small stage stands before a thick grove of leafy trees. The stage, about 20 feet wide and 10 feet deep, is made of smooth wooden planks set on stone blocks. Four musicians with neat gray beards and dressed in elaborate armor are seated on the stage. The air fills with the gentle melodies from their shining brass horns, much to the delight of the audience gathered to listen.

The front of the stage is tacked with posters reading: "KHARDRA IN PERSON—HERE—5 O'CLOCK."

The musicians are retired Solamnic Knights of the Order of the Rose. Too old for regular Knightly duties, the four travel from village to village, performing their music and spreading good will on behalf of the Order. At the request of Frohm, they are providing entertainment for the fair. If the PCs listen, they hear them play "Song of Goldmoon," "Elven Hymn," and other familiar numbers.

The Knights play for 30 minutes, then break for 15 minutes before starting again. The friendly Knights are happy to talk with the PCs during their breaks; it isn't necessary to make encounter reactions or Charisma checks. The Knights have many stories about the War of the Lance they are eager to share. (If the PCs have questions about Krynn lore or history, this is a good time to ask.)

If the PCs ask about dragons, don't roll on the Dragon Rumor Table. Instead, the Knights verify that dragon sightings have indeed been few over the past few months. They don't know why.

If the PCs snoop behind the stage, they see a huge form hidden behind the trees, covered with a blanket. Before the PCs can investigate further, they are intercepted by several fair security men who politely ask them to leave.

Security men (4): AC 8; MV 12; HD 2; hp 8 each; #AT 1; Dmg 1d6; THAC0 20; AL LG.

The security men won't attack the PCs, although they defend themselves if the PCs become hostile. If the PCs linger, one of the security men runs to fetch Frohm from the meeting hall. Frohm arrives quickly and insists that the PCs

do as the security men ask. If pressed, Frohm says the object behind the trees is a prop for Khardra's speech, and Frohm has promised not to let anyone near it.

The security men are on guard duty all afternoon. If the PCs manage to sneak by them, they can take a peek at what's under the blanket: a dead silver dragon covered with purple bruises.

3. FOOD BOOTH

Irresistible aromas drift from this large booth—you smell succulent cooked meats, sweet candy, fresh bread. Long lines of hungry fairgoers wait patiently for the tasty treats.

This is the food booth, featuring creations from the area's finest chefs. If the PCs are willing to wait in line for about 20 minutes, they can sample some of the delicacies. Typical prices:

Goat stew with onions: 2 s.p.

Iced sugar biscuits: 2 for 1 s.p.

Corn bread loaf: 5 c.p.

A sign hangs over the counter, reading: "CHILDREN MUST BE ACCOMPANIED BY ADULTS TO BE SERVED."

If the PCs approach the booth, they notice a young boy not more than six years old holding the hand of a younger girl. They both stand near the corner of the booth, gazing longingly at the rich food. They are dirty and wear ragged clothes.

If the PCs speak to them, the boy explains they are brother and sister who live in Fair Meadows under the care of the village clerics. Their parents were casualties of the war. They like to stand and smell the food, as they have no money to buy any. They have their eyes on the sugar biscuits, a delicacy they have never tasted.

No NPCs show much concern for the orphans. Because children can only be served in the company of an adult, a PC who wishes to buy them a treat will have to wait in line.

A PC willing to stand in line to help the orphans should be secretly assigned the trait of Compassion (if the DM is choosing to record personality traits as explained earlier).

4. SOUVENIR SHOP

There are several of these shops scattered around the fairgrounds. Among the more popular souvenir items are toy dragonlances carved from wood (2 s.p. each) and dragon puppets (1 s.p.). The puppets are clown-like caricatures of dragons made from goat skin stuffed with straw.

Supplies listed in the *Player's Handbook* are also for sale, with the exception of armor, arms, livestock, and items with a list price exceeding ten gp. Prices are as listed in the *Player's Handbook*, converted to the steel standard.

5. TUG OF WAR

Two teams of well-muscled men are lining up on either side of a huge mud pit. Several of the men are holding a thick rope. Seeing you approach, one of them calls out to you. "Hey! We're one short! Any volunteers? There's money in it!"

The men are preparing for the championship tug of war contest. There are normally five men on a side, but one of them took sick after eating too much onion and goat stew.

The team needs only one volunteer. If a PC volunteers whose Strength is less than 15, the team politely turns him down as too scrawny. If the volunteering PC has a Strength score of 15 or greater, the team cheers and ushers him to the playing field.



The fair organizers have put up a prize of 25 steel pieces for the winning tug of war team. Each winning member receives five stl as his share. The losing team will be pulled into the mud hole, which contains a sickening mixture of animal manure, goat fat, and fish innards.

To simulate the contest, the PC must succeed in three successive Strength checks. First, however, he must succeed in a Constitution check. If he fails, all Strength checks are made with a -1 penalty, due to his weakened condition resulting from the stench of the mud hole. If the PC succeeds in his first two Strength checks, the final check is made with a +1 bonus, representing the decreased morale of the other side.

If the PC's team wins, he receives his share of the prize along with the hearty thanks of his teammates. If his team loses, he is pulled into the mud hole along with the rest of his teammates. If he fails a Constitution check, he loses 1 hp from exposure to the sickening glop. Regardless of whether he makes the Constitution check, a losing PC suffers a -2 penalty to all Charisma checks (and encounter reactions at -15%) for the rest of the day.

6. MULE WRESTLING

The mournful braying of what sounds like an agonized mule can be heard from this small barn. The barn is behind a large canvas tent.

A mule is tied to a post inside this barn. He pulls frantically at the rope, trying to get away. He is covered from head to toe with a thick coating of smelly cooking oil. He is terrified at the sight of the PCs, braying desperately and pulling harder at the rope.

Mule: AC 7; MV 12; HD 3; hp 9; #AT 1 or 2; Dmg 1d2/1d6; THACO 16; AL N.

The mule is used as a wrestling opponent, a cruel contest in which prizes are awarded to contestants who succeed in catching the terrified animal and pinning him to the ground. Five contests are run every half hour, after which the mule is returned to his barn for 15 minutes while the tent is cleaned.

A compassionate PC could easily free the mule by untying him and opening the back door to the barn. If freed, the grateful mule will run as fast as he can and vanish into the wilderness.

Or, a PC could wait for the mule to be taken back to the tent and try to wrestle him. It costs one sp to wrestle the mule; if a PC succeeds in three successive Dexterity checks, he has wrestled the mule to the ground and wins three sp.

A PC who frees the mule should be secretly assigned the trait of Compassion (if the DM is choosing to record personality traits as explained above). You might consider assigning the trait of Violence to a PC who wrestles the mule.

7. SPOTTLE PARLOR

Several people are seated around a large round table, playing some sort of gambling game with dice. A spotted toad the size of a small dog sits impassively on the table. A chain around the toad's neck is connected to a metal ring in the center of the table. Occasionally, the toad's six-foot-long tongue lashes out and scoops a player's die into its mouth, much to the amusement of the other players.

The man running the game smiles widely at the PCs. "Any players? We've got plenty of room."

This is spottle, a gambling game where objects as well as cash are accepted as bets.

If any PCs wish to play, the man in charge (called the Spottle Master) gives them a seat and explains the rules. They are

playing flash spottle, a faster version of standard spottle.

1. The decisions of the Spottle Master are final in all circumstances. Players are playing against the Spottle Master, not each other.

2. Only official spottle dice can be used in the game, which must be purchased from the Spottle Master at a cost of one sp each. (Use 1d6 for a spottle die.)

3. At the beginning of a round, each player places a bet in front of him on the table. Unless the Spottle Master rules otherwise, there is no limit to the amount of the bet. Instead of money, players may also bet objects. The Spottle Master announces the value of the object bet prior to the roll of the dice. (Use the standard prices from the rule books, converted to the steel standard. Hence, a leather backpack is valued at two stl.)

4. When bets are declared, everyone rolls 1d6. If the player's roll is greater than the Spottle Master's, he wins the amount of his bet. If his roll is equal to or less than the Spottle Master's, he loses his bet.

5. The spottle toad may swallow a player's die at any time. If this happens, the player automatically loses and must buy a new spottle die to continue. (The DM should roll 1d10 for every die rolled by the players; on a roll of 10, the toad has swallowed the player's die.) Spottle toads are trained not to swallow a Spottle Master's die.

8. RAFFLE REGISTRY

A pleasant-looking woman sits inside this small booth. A stack of paper slips and a large pot are on the counter. A sign reads, "REGISTER FOR RAFFLE—ONLY 1 SP."

The woman is selling chances to a raffle that will be held on the plaza stage at 5 o'clock, just before Khardra is scheduled to speak. The PCs are free to buy chances at a cost of one sp. To prevent the wealthy from having an unfair advantage, an individual can buy no more than 20 chances.

For each chance a PC buys, his name is written on a slip of paper and placed in the pot. Details of the raffle are explained in the "Khardra Speaks" section.

9. SACK OF FUN

Peals of laughter ring from inside this tent. A sign on the front reads, "ACCEPT THE CHALLENGE OF THE MYSTERY SACK—AND WIN A VALUABLE PRIZE!"

This is the most popular attraction on the fairgrounds, as the packed bleachers will attest. If the PCs pay the 1 sp per person admission, they may go inside.

A simple contest is held inside the tent. A volunteer is selected from the audience and is seated in the middle of the tent to the accompaniment of wild cheers from the crowd. A large burlap bag is brought out from behind a curtain. Foul secretions leak from some of the bags, while other bags seem to be squirming. A valuable prize is in the bottom of each bag. The contestant must reach into the bag and fish out the prize, feeling his way through whatever nasty surprises are inside. To add to the fun, a chuckling fat man blows cigar smoke in the contestant's face while he gropes in the bag.

The contestants invariably gasp and grimace as they feel in the bag, some quickly withdrawing their arms when something nips at their fingers. Those who persevere are indeed rewarded—treasures include fine jewelry and pouches stuffed with steel pieces.

Any PC can volunteer as a contestant. He is seated at the center of the tent and reminded of the rules—he can't get up from the chair, he can't look in the bag, and he can only use

one hand. As soon as he withdraws his hand, whether or not he's found the prize, the contest is over. The contestant is reminded to go slowly.

There are three layers in the PC's bag. At the top is a six-inch layer of wriggling centipedes. The center layer is a foot of mud and greasy slime. Coiled at the bottom of the bag around the treasure is a four-foot-long mud snake.

When the PC sticks his hand in the bag, he immediately feels tiny insects skittering across his skin. Tiny pincers nip at his flesh. Ask him if he wants to take his hand out. If not, he must roll a saving throw vs. poison with a +3 bonus. If he fails the roll, he suffers 1 point of damage from the mild poison.

Next, the PC feels cool slime ooze between his fingers while the centipedes continue to nip at his arm. The fat man blows clouds of cigar smoke in his face. If the PC wants to continue, he must roll a Constitution check. Note whether he fails or succeeds.

Next, his arm deep in mud and centipedes, the PC feels the snake. The snake moves when touched. If the PC wants to continue, he must make a successful Dexterity check to find the treasure. The PC continues Dexterity checks until he finds the treasure or withdraws his hand. If he failed the previous Constitution check, all Dexterity checks are made with a -1 penalty. Every time the PC makes a Dexterity check, there is a 20% chance the snake bites him. Every snake bite inflicts 1 point of damage.

The treasure is a silver pin in the shape of a goat's head valued at 25 stl. If the PC finds it, the crowd applauds wildly. If he fails, they boo him.

If another PC wants to try his luck, run the same encounter, or modify it along the same lines with a treasure of similar value.

A PC who participates in this contest should be secretly assigned the trait of Greed (if the DM is choosing to record personality traits as explained earlier).

10. EXHIBITION BARN

This large barn has a steady stream of visitors. A posted sign says, "FAIR MEADOWS EXTENDS CONGRATULATIONS TO ALL THE WINNERS."

This is where the winning entries from various competitions are on display. The competitions were judged this morning while the PCs attended the council meeting.

The barn is lined with tables displaying prize-winning fruits, vegetables, and craft items of all varieties. The proud owners are standing with their winning entries, happily chatting with passers-by.

The winners are in such good moods that no encounter reactions or Charisma checks are necessary if the PCs wish to speak with them. If the subjects of Khardra or dragons come up, consult the appropriate tables as usual.

II. SHOOTING GALLERY

"SHOOT THE GOLD DRAGON," reads a banner hung across the top of this booth. Inside, dozens of gold, silver, and bronze dragon puppets swing back and forth on long strings hung from the ceiling.

Several people stand at the counter shooting the puppets with bows and arrows. A man in the booth waves a fan to make the puppets swing.

If they like, the PCs can try their luck at the shooting gallery. It costs one sp for three arrows. Make normal attack rolls. The gold dragons are considerably smaller than the other puppets; attempts to hit them are made with -1 penalties. (The puppets are AC 6.)

If a PC hits three out of three tries, he wins a dragon puppet similar to the ones described in encounter 4. If one of the three hits was a gold dragon, he instead wins a coupon that can be exchanged at the food booth (encounter 3) for three sp worth of treats, or at the raffle registry (encounter 8) for three raffle chances.

12. WINE TENT

Laughter and shouting mix with the sounds of breaking glass and tables coming from inside this tent. A chair flies out the open tent flap, narrowly missing the party. A nearby sign lists prices for beer, wine, and other spirits.

If the PCs peek inside, they'll see about 30 men of various ages and races slugging each other, smashing each other with bottles, and hurling tables and chairs across the room.

Attempts to break up the fight are futile. If a PC lingers inside, he will be drawn into the fight. He is free to leave, or he may participate in the fight as long as he likes. The PC makes normal attack rolls, using fists, chairs, bottles, or planks as he wishes. Weapons are frowned on; if a PC draws a weapon, a mob tosses him out.

For every round a PC fights in the wine tent, roll 1d10 to see what damage he suffers:

Brawl Table

D10	Roll	Result
1-3		No damage
4-6		Hit in mouth (1 hp)
7		Knocked down (no damage)
8		Hit with chair (2 hp)
9		Hit with bottle (1 hp)
10		Thrown across room (2 hp)

A PC who participates in the brawl should be secretly assigned the trait of Violence (if the DM is choosing to record personality traits as explained earlier).

13. SHAGGY GOAT INN

The Shaggy Goat Inn is a three-storey, 40-foot-by-50-foot building, a former goat barn converted to a modest but pleasant inn by owner Mayor Frohm. Three of the walls are polished wood, the fourth is stone, replacing a wall that caught fire a few years back following a brawl that got out of hand. A goat's head weather vane is perched on the roof, its horns showing the direction of the prevailing wind.

The lower floor of the inn contains a bar along one wall, several round tables for diners, and a small kitchen area. The upper two floors contain private rooms for the inn's guests. All the floors are covered from wall to wall with thick rugs woven from goat hair. The sweet smell of pumpkin incense, which Frohm keeps burning in bowls on all three floors, drifts throughout the inn.

This is where the PCs are put up for the night as guests of Frohm. They may rest in their rooms here if they like, or purchase a modest meal or pint of ale (one sp each).

For each visit, there is a 20% chance a fellow council representative is also present. The representative will talk freely with the PCs; encounter reactions or Charisma checks aren't necessary. If the subjects of dragons or Khardra come up, consult the appropriate rumor tables.

Note to the DM: When 5 o'clock rolls around, the crowds head to the stage for the raffle and to hear Khardra. Presumably, the PCs will attend. Even if they don't, they'll have to make an effort not to hear Khardra's booming voice.

Before running the "Khardra Speaks" encounter, determine which PC was the most reluctant to participate in the



Fairground Encounters. Secretly assign this PC the trait of Shyness. (Again, this is presuming the DM is choosing to record personality traits as explained earlier).

KHARDRA SPEAKS

Well over 200 people are gathered before the plaza stage. The woman from the raffle booth is on stage ready to draw the winners from the pot.

If any PCs have purchased raffle tickets, have their players roll percentile dice. If a roll is equal to or less than the number of tickets purchased by the PC, he wins a prize. A PC can win only one prize, and each prize is awarded only once.

Roll 1d6 on the following table if a PC wins a prize. There are several buyers in the audience who will purchase the prize from the winning PC for the price listed. Likewise, the PCs may purchase the prize from a winning NPC for the indicated amount.

Prize Table

D6 Roll Result

1	Purse with 50 stl
2	Spottle toad (40 stl)
3	Toy dragonlance (2 sp)
4	Moonstone pendant (75 stl)
5	One dose of <i>potion of gaseous form</i> (400 stl)
6	Long bow and quiver of 25 arrows (65 stl)

When the raffle has concluded, Frohm takes the stage and introduces Khardra, "a man we've all heard a lot about. We welcome him graciously to our community."

Khardra steps to the stage from behind the grove of trees, accompanied by a dozen men dressed in leather armor. Khardra receives enthusiastic applause and more than a few gasps. He is nearly eight-feet tall with the sleekly muscled body of an athlete. His skin is greenish-gray. There's not a single hair on his body. He wears simple peasant clothes and carries an iron staff with three sharp prongs on the end.

It's his face that has elicited gasps. He has jet black eyes with milky white pupils. His entire head is criss-crossed with jagged scars, as if his flesh had been blasted by fire.

See the Appendix for Khardra's statistics.

Khardra's men (12): AC 7; MV 12; HD 3; hp 18 each; #AT 1; Dmg 1d6 (sword); THAC0 18; AL LE.

After the crowd has settled down, he speaks in a low, booming voice, loud but personable. "I'm sorry to hear that Mayor Frohm cancelled the Ugliest Man contest today," he says. "I think I had a fair chance of winning." Laughter ripples through the crowd.

"I've spent nearly a year traveling the territories," he continues. "I have helped where I could. I walked with the refugees of Dalcher as they searched for a new homeland. I helped build a hospital for the children of Volewood. And wherever I've gone, I've been touched by the courage of the common people. Together, we can rebuild our world."

Khardra lists his accomplishments (most fabricated) until the crowd is convinced that he's the greatest man they've ever seen. He then begins to speak of a new age, an age he's certain has come because of the vanishing dragons.

Someone from the audience asks how this can be true, since dragons are children of the gods. Khardra smiles. "That may have been the case in a previous age, but it is no longer the case. See for yourself." At Khardra's signal, his men leave the stage and return carrying a huge object covered with a blanket. They set the object on the stage and remove the blanket. The audience gasps—they're staring at the body of dead silver dragon covered with ugly purple bruises and splotches.

Khardra says this disease is killing dragons all over Krynn.

"An obvious punishment of the gods," he claims. "Who are we to question their wisdom?"

Khardra continues with stories of how dragons have committed murder and destroyed villages. He concludes with the tale of how a gold dragon ravaged his face (a lie), then enters the audience to shake hands.

The PCs can talk to Khardra, but he has nothing to add beyond what he said in his speech. If the PCs examine the dragon, they notice triangular punctures in its neck that look they could have been made by Khardra's iron staff. If asked, Khardra admits he finished off the dragon. "It pains me to see any creature suffer," he says.

COUNCIL MEETING, PART II

At 6 o'clock, the PCs should return to the meeting hall to continue the council meeting. If they forget or are occupied elsewhere, Frohm hunts them down to remind them.

The PCs are the only representatives who bother to show up for the reconvened meeting. Frohm thanks the PCs profusely and promises not to keep them long.

Frohm gets right down to business. He, too, has heard numerous reports about missing dragons and vague rumors about problems the dragons may be having.

Unlike Khardra, however, Frohm believes the dragons' problems mean trouble for all of Krynn. Frohm has discussed his concerns with leaders from other communities, but no one takes him seriously. He hoped for volunteers to investigate the situation. Since the PCs are the only council members who showed up, Frohm pleads for their help.

To convince the PCs of the severity of the situation, Frohm produces an object resembling a glass apple from his pocket. The object is an *apple of revelation*, a magical family heirloom. When polished, the *apple* reveals images of a possible future. Frohm rubs the *apple* and tranquil images of the Fair Meadows countryside flicker by. Abruptly, the images began to darken. The countryside bursts into flames.

Assuming the PCs agree to help, Frohm tells them it is vital to determine if there is indeed a threat to the dragons. If so, they need to determine if that threat is linked with the fate of Krynn and what can be done about it.

Where to start? Frohm suggests they begin by visiting Belle-ria, a small village about three days' journey northeast of Fair Meadows. The village is located in a valley of blue pines, just beyond two parallel streams about five miles apart. In Belle-ria, they will find a man named Abworth Kannard, a scholar who has spent his life studying dragons. Frohm is certain Abworth will have helpful information.

TROUBLESHOOTING

Here are some tips for handling problems.

If the PCs aren't sufficiently motivated. If the PCs aren't convinced of the threat, make the images in the *apple of revelation* more extreme, such as friends and family of the PCs dying in agony or their home cities crumbling to dust.

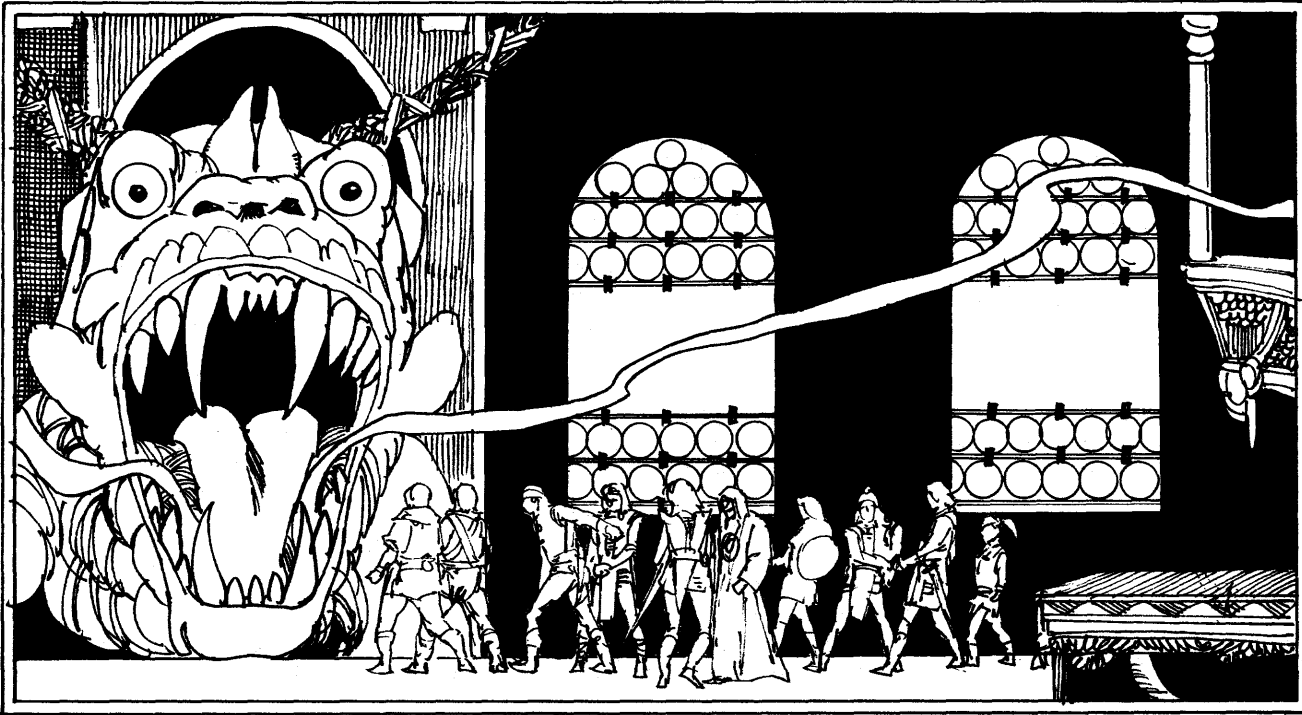
If the PCs want Frohm to go with them. He can't. As much as he'd like to, he has pressing duties in Fair Meadows.

If the PCs try to track Khardra. Khardra and his men are gone. No one saw where they went.

If the PCs try to recruit help for their quest. No luck.

If the PCs believe the Dragonarmies in Nordmaar are behind this. They're not, but the PCs might jump to this conclusion. If they decide to take a side trip to Nordmaar, they are met at the border by a Dragonarmy force sufficient in size to turn them away.

CHAPTER I: STRANGE SKIES



DM'S OVERVIEW

This chapter begins in Fair Meadows following the events in the Prologue. Use the color map and Map 2 inside the module cover for reference. Before beginning, you might want to review "Running the Adventure" in the Introduction, particularly the information about Encounter Zones and Random Encounters.

GOALS

- In this chapter, the PCs should accomplish the following:
- learn that the moons and stars of Krynn are gradually dimming, and that there may be a connection with the disappearance and debilitation of the dragons.
 - hear rumors about the existence of a ghastly toad-like woman (Artha) who's been terrorizing the countryside.
 - meet Linsilee, the wild elf animal advocate.
 - begin to suspect there's more to the dragons' problems than disease and fading moons. (Clues are available from the Lor-Tai tribe, Abworth Kannard, and Linsilee.)
 - hear rumors about mysterious events in the northern moors.
- Give the PCs a fighting chance to achieve these goals, but don't reward poor playing or bad choices.

TERRAIN AND CLIMATE

Most of the area is dry and barren. The sparse pastureland is suitable only for small herds of goats and cows. There are a few areas of rolling hills and woodlands of pine or birch. The

two streams separating Fair Meadows from Belleria—Bluestone Brook and Cobbler's Brook—are 20 feet across at their widest points and only a few feet deep. There are few organized communities; most are too small to have formal names.

The temperature is always warm, peaking in the mid to high 80s in the day and seldom dropping below 70 at night. No rain has fallen in over a month.

INFORMATION FROM NPCs

Unless otherwise specified, NPCs have no useful information about dragons, Khardra, locations, or anything else. At your discretion, you may use the Khardra and Dragon Rumor tables from the Prologue to supply responses for the NPCs.

HARASSMENT FROM LINSILEE

Whenever the PCs engage in a random encounter with non-humanoid monsters that results in combat, there is a 10% chance that Linsilee and her companions show up to interfere (see encounter 16 for more about Linsilee). In the third combat round, the PCs and the monsters are both pelted with 2d6 blunt arrows made of white birch. The arrows do no damage—Linsilee's intent is to break up the fight—but all participants attack each other with -1 penalties in that round. The arrow attacks continue for 1d4 rounds or until a PC decides to check out the source of the attack.

Linsilee and her companions always escape, thanks to their elven ability to blend into the vegetation,

DM's BACKGROUND

About a month ago, the dwarven village of Wheatly refused to give Artha a treasure she demanded. Artha retaliated by destroying the village and killing everyone in it. Khardra added this to his list of things to blame on the dragons.

For some time, Artha has suspected that the Lor-Tai, a primitive tribe who live in the hills, know the whereabouts of a bronze dragon. Since a dragon's cave is usually a good source of treasure, Artha has a number of eyewings—monstrous servitors from the Abyss resembling giant eyeballs with bats' wings ending in razor-sharp claws—combing the area looking for clues. If the eyewings find the dragon's cave, they are ordered to seal it up, kill anyone in the area, then report the location to Artha.

ENCOUNTER KEY

I. FAIR MEADOWS

The PCs have been instructed to leave here at dawn the day after the council meeting. Townsfolk and fairgoers ignore them. Frohm provides them with several days' supply of food and water along with any other easily obtainable items. Weapons other than short swords and bows and arrows, magical items, and mounts of any kind are not available.

There's little reason for the PCs to return to Fair Meadows for the duration of the adventure. Here as elsewhere, they'll have no luck recruiting help. Frohm has nothing else to offer besides encouragement.

2. ENCOUNTER ZONE

When the PCs enter this area, roll 1d8 and immediately run the indicated encounter. For every four game hours the PCs remain in this area, roll 1d6. On a roll of 1, another encounter on this list takes place (roll 1d8). You are also free to alter the frequency or to choose specific encounters as you see fit.

D8 Roll Encounter

- | | |
|---|-------------------|
| 1 | Fading Moon |
| 2 | Eye Drops |
| 3 | White Stag |
| 4 | Trader |
| 5 | One-Eyed Beggar |
| 6 | Gentlemen Hunters |
| 7 | Rain Dancers |
| 8 | Random Encounter |

Encounter Explanations:

Fading Moon. This can only occur at night when one or more of the moons is in high sanction, and when one or more of the PCs is awake. The moon and the stars abruptly dim, as if a shade had been drawn over them. The shade lifts after several minutes, but the moon and the stars aren't quite as bright as they originally were. There is no apparent reason for this phenomenon.

Eye Drops. The PCs see several foot-long clumps of a glassy substance in the grass. The substance is rubbery, has a bluish tinge, and smells faintly like decaying meat. It feels hot; if the substance comes in contact with a PC's bare flesh, he must roll a saving throw vs. poison or suffer 1 point of damage from a burn.

The clumps are dried "tears" of the eyewings. The substance has no monetary value.

White Stag. A white stag appears just ahead of the PCs and leads them toward the best path. The stag bounds out of sight

and disappears after traveling 1d3 hexes on the map. (You can use the stag to lead the PCs in the direction you want them to go.)

White Stag: AC -5; MV 24; HD 10; hp 77; #AT 3; Dmg 1d12/1d6/1d6; THACO 10; AL LG.

Trader. The PCs are flagged down by a friendly man riding a draft horse heavily loaded with all sorts of odds and ends. Eight more draft horses are tied together in a chain behind him. He introduces himself as Ryn Brombo, a traveling salesman. Most of his merchandise is junk—rusty skillets, cheap knives, watered-down wine—but the horses don't look too bad. He offers them for sale at 30 stl each.

Ryn Brombo: AC 10; MV 12; F1; hp 5; #AT 1; Dmg 1d4 (dagger); THACO 20; AL N.

If the PCs show no interest, Ryn indignantly says that if they plan to buy horses at Kwintter's Ranch up north (encounter 3 in Chapter 2), "you'll be out of luck. They're having a lot of problems up there." If the PCs are unfamiliar with Kwintter's Ranch, Ryn tells them that it's the best horse and goat ranch in Estwilde. "Used to be, that is." He doesn't know what happened up there, he's just heard rumors of trouble.

Ryn has two other items to push. He shows them heavy leather gloves that reach all the way up the elbow selling for one stl each. "In case you have to touch a dragon," he says. "They're all poison now, you know." He removes two moist packages from his saddle bags. "Dragon steaks," he says slyly. "From before the dragons got all poisoned. Can't get this anywhere." He sells each package for one stl. The packages actually contain old horse meat. A PC who eats it must successfully roll a Constitution check or lose 1 hp from mild food poisoning.

If the PCs are still south of Bluestone Brook, Ryn has a piece of advice for them. "I wouldn't drink out of that stream up ahead if I was you. There's a dead boy up there. Dragon must've poisoned it." (See encounter 4.)

This encounter occurs only once.

One-Eyed Beggar. A filthy, toothless bum stumbles toward the PCs. His face is scarred and blistered. He has only one eye; a bloody handkerchief is tied around his head to cover the empty socket. "How about some help for an old man?" he asks drunkenly, a stupid grin on his face.

The man's name is Pog. He gratefully accepts any handout the PCs offer—a coin, a piece of bread, a sip of water—and just shrugs if they offer nothing. Whether they help him or not, he tags after them, repeating endlessly, "How do you like this eye? Wanna know who's got it? Do you?" until the PCs agree to hear his story. "A toad-woman took it!" he says, laughing hysterically. "A big fat toad-woman plucked 'er right out!"

Pog: AC 10; MV 12; F1; hp 4; #AT 1; Dmg by weapon; THACO 20; AL CN.

Pog was a member of a merchant caravan attacked by Artha (the "toadwoman") and her minions. Pog was the only survivor. Taking a fancy to his crystal eye, she plucked it out of his head. The experience left Pog more than a little rattled. Eventually he stumbles away, muttering to himself about the toad-woman who took his eye.

This encounter occurs only once.

Gentlemen Hunters. Four sportsmen riding beautiful horses gallop toward the party. They carry jeweled swords and wear red velvet coats and polished black boots. Waving and smiling, they cheerily introduce themselves as businessmen from Kalaman on a hunting holiday. They're looking for dragons—by chance, have the PCs run into any? Hunters (4): AC 4; MV 12; F2; hp 8, 8, 10, 11; #AT 1; Dmg 1d8 (long sword); THACO 20; AL NG.

These would-be hunters know nothing about dragons. If the PCs are willing to talk, the hunters ask endless stupid questions. (What's the best kind of bait to use to catch a dragon? How many pokes with a sword to kill one? How

often should you polish a gold dragon trophy?) The hunters have no useful information for the PCs.

This encounter occurs only once.

Rain Dancers. A middle-aged husband and wife are doing a strange, hopping dance in the dirt, kicking up billowing clouds of dust. Their horses wait patiently beside them.

If the PCs attempt to talk with them, the man seems perturbed at the interruption. The man's name is Kledman. He and his wife, Stell, are from Grumooore, a small village south of Fair Meadows. Since there hasn't been any rain in over a month, things are getting desperate for farmers like himself. They are traveling around the territory doing this rain dance, a secret technique that has been in their family for generations.

Kledman and Stell Grumooore: AC 10; MV 12; F1; hp 4, 6; #AT 1; Dmg by weapon; THAC0 20; AL LG.

The couple is right about the lack of rain, but wrong about the dance—it's futile. Nevertheless, they wait for the PCs to get well out of sight before they resume.

This encounter occurs only once.

Random Encounter. Roll for a random encounter on the appropriate table in the Appendix (or treat as no encounter).

3. MILK POTS

Clay pots are spaced every few yards on the north shore of this clear stream. The pots are about a foot high, filled nearly to the brim with white liquid.

The stream is Bluestone Brook, named after the blue pebbles lining the bottom. The pots are filled with milk. The milk pots were placed here by Lor-Tai tribesmen as part of a ritual intended to placate the angry gods who are taking away the light of the stars and moons (see encounter 8).

If the PCs examine the pots, they notice the milk is warm and smells sour. If a PC drinks the spoiled milk, roll a Constitution check. If he fails, he suffers severe stomach cramps for the next 1d4 hours.

4. COLLAPSED BOY

The north shore of this clear brook is lined with clay pots every few yards. A small human figure clad in a heavy black robe is sprawled beside the stream. The figure is motionless. A thin stream of white liquid trickles from an overturned jug beside him.

The figure is a 13-year-old boy, a member of the Lor-Tai tribe. His job is to keep these milk pots full. He has collapsed from heat exhaustion and is barely conscious. The heavy robe and the milk pots are part of a Lor-Tai ritual to placate the angry gods. (See encounter 8.)

Lor-Tai boy: AC 9; MV 12; HD 1; hp 3; #AT 1; Dmg by weapon; THAC0 20; AL LN.

If the PCs examine the boy, they see he is dark-skinned and fair-haired. His lips are parched and his robe is drenched in sweat. He wears a whistle made from the leg bone of a goat on a leather strap around his neck.

If the PCs loosen his robe and give him something to drink (from their own supplies or from the brook but not from the milk pots—see encounter 3), he comes around. He looks at them and smiles, then spots the spilled jug which he examines carefully. He struggles to his feet and resumes filling the pots along the shore with the rest of the milk in his jug.

The boy is forbidden to talk with strangers; he responds to all questions with a smile and a shrug. He won't voluntarily give them his whistle, but won't resist if the PCs take it. If the PCs blow the whistle, four Lor-Tai tribesmen arrive 15 min-

utes later, responding to the emergency signal. A flock of 12 goats accompanies them.

Lor-Tai tribesmen: (4): AC 9; MV 12; HD 1; hp 4, 5, 6, 6; #AT 1; Dmg 1d6 (staff); THAC0 20; AL LN.

The tribesmen carry long wooden staves, but are otherwise unarmed. Like the boy, they are dark-skinned and fair-haired, wear whistles and heavy black robes drenched with sweat, and are forbidden to speak with strangers. They are also forbidden to speak with each other in the presence of strangers. If the PCs have not revived the boy, the tribesmen give him water from the brook. The boy smiles at them, then resumes his job.

When satisfied that the boy is in no danger, the tribesmen size up the PCs, looking for signs of hostility. If the PCs attack, the tribesmen feebly defend themselves with their staves, fleeing as soon as possible.

If the PCs are friendly, the tribesmen smile and motion for them to follow; the tribesmen have been ordered to bring any friendly strangers to their village to help find a solution to the Lor-Tai's problems with the angry gods.

If the PCs aren't willing to follow them, the tribesmen shrug and wander away. If the PCs follow, the tribesmen lead them to their village. Go directly to encounter 7, ignoring any other encounters along the way.

If the PCs don't blow the whistle, they can observe the boy. After the boy fills five pots along the brook, he runs out of milk and returns to his village for more. If the PCs follow the boy back to his village, go directly to encounter 7, ignoring any other encounters along the way.

This encounter occurs only once. If the PCs return here, treat it as encounter 3.

5. ENCOUNTER ZONE

When the PCs enter this area, roll 1d8 and immediately run the indicated encounter. For every four game hours the PCs remain in this area, roll 1d6. On a roll of 1, another encounter on this list takes place (roll 1d8). You are also free to alter the frequency or to choose specific encounters as you see fit.

D8 Roll Encounter

- | | |
|---|-------------------|
| 1 | Smoke |
| 2 | Cow Herders |
| 3 | Whistle |
| 4 | Wounded Eyewing |
| 5 | Grasshopper Swarm |
| 6 | Refugees |
| 7 | Encounter Zone 2 |
| 8 | Random Encounter |

Encounter Explanations:

Smoke. Thin wisps of black smoke rise lazily into the air. The smoke is coming from the bonfire in encounter 6. Tell the PCs the direction of the smoke, relative to their current location.

Cow Herders. A herd of 15 cows idly grazes in an open area of grassy pasture. Four Lor-Tai tribesmen watch over them. The tribesmen are as described in encounter 4; use the same statistics.

Unless the PCs make themselves noticed, the tribesmen won't see them. If the PCs attack, the tribesmen feebly defend themselves with their staves and flee as soon as possible. If the PCs approach in a friendly manner, the tribesmen smile broadly at them, but won't talk; the tribesmen are forbidden to speak with strangers and are also forbidden to speak with each other in the presence of strangers.

Assuming the PCs are friendly, the tribesmen smile and motion for them to follow; the tribesmen have been ordered to bring any friendly strangers to their village to help find a





solution to the Lor-Tai's problems with the angry gods.

If the PCs aren't willing to follow them, the tribesmen shrug and continue watching their cows. If the PCs follow, the tribesmen lead them to their village. Go directly to encounter 7, ignoring any other encounters along the way.

This encounter occurs only once.

Whistle. The PCs hear three short, high-pitched whistles. The pattern repeats three times. This is a signal from the tribesmen that all is well.

If the PCs are within four hexes of encounter 7, tell the PCs the sounds are coming from the direction of encounter 7, relative to their current position. If the PCs are not within four hexes of encounter 7, the sounds are coming from a group of cow herders. If they have not experienced the Cow Herders encounter on this table, the sounds are coming from 1d3 hexes away in a random direction of the DM's choice; run the Cow Herders encounter if the PCs decide to check out the source of the sounds. If they have already experienced the Cow Herders encounter, the PCs are unable to pinpoint the source of the sounds.

Eyewing Attack. The PCs hear the sounds of battle just beyond the next hill. If they investigate, they see three Lor-Tai tribesmen (same statistics and description as given in encounter 4) engaged in combat with a wounded eyewing, a gruesome monster in service of Artha. (See Appendix for description and details.)

Wounded eyewing (statistics take into account the creature's wounds): AC 8; MV nil; HD 3; hp 19; #AT 2 (claw and tail); Dmg 1d6/1d4; THAC0 16; AL CE.

The eyewings constantly survey the area for Artha. This one swooped too close to these tribesmen and, incredibly, a lucky toss of a staff crippled its wing. It's now flopping on the ground, slashing with its good wing and tail. The tribesmen are trying to beat it to death with their staves. All three have bloody gashes on their bodies from the eyewing's attacks.

If the PCs intervene, the eyewing concentrates its attacks on them. The tribesmen gladly back off to allow the PCs to fight for them.

The eyewing attacks twice per round, once each with its claw and tail. The attacks are directed at random PCs within its reach. Because the eyewing is earthbound, it cannot attack with its tears. However, puddles of tears surround the eyewing. The tears only affect bare skin, so assuming the PCs wear shoes, they don't have to worry about the tear puddles unless they touch them intentionally or fall down in them. A PC who comes in contact with the tears must roll a saving throw vs. poison. If he succeeds, he suffers 1d4 points of damage. If he fails, he suffers 2d4 points of damage. If the eyewing is killed, its eye darkens, then turns black.

The tribesmen are forbidden to speak with strangers and are also forbidden to speak with each other in the presence of strangers. They are terrified; they won't even look at the PCs, preferring to wait until the PCs leave before they return home. If the PCs blow a tribesman's whistle, 15 minutes later four tribesmen and a dozen goats show up; the encounter plays out as it does in encounter 4.

The PCs may secretly follow the tribesmen to their village. If so, go to encounter 7, ignoring any other encounters along the way.

This encounter occurs only once.

Grasshopper Swarm. Moving through a dry field, the PCs startle a feeding swarm of grasshoppers. The panicky grasshoppers rise as a cloud and swarm in every direction, landing in the PCs' hair, ears, mouths, and any other exposed areas.

The swarm lasts 1d4 + 1 rounds. Since there are thousands of grasshoppers, attacking them with weapons won't do much good. However, if a PC immediately drops to the ground and covers himself, the grasshoppers do no damage. For every round a PC stays on his feet unprotected, he has a 25% chance of suffering 1d2 points of damage.

This encounter occurs only once.

Refugees. A rickety horse-drawn wagon approaches the PCs. Two female hill dwarves are driving the wagon, which is packed with household supplies. Additionally, there are a dozen hill dwarf children in the wagon along with a third female hill dwarf who is supervising them. None of the dwarves are speaking; all look grim, sullen, and tired.

The dwarves are refugees from Wheatly. They were on an outing when their village was destroyed by Artha and her minions (see encounter 14). They returned to find Wheatly reduced to smoldering rubble; their friends and families were killed along with everyone else. They are the only survivors.

From second-hand sources, the dwarves heard that "dark" dragons and their offspring were responsible for the destruction of Wheatly. They also have met Khardra, who was quick to pin the blame on the dragons. The dwarves are out for revenge, vowing to destroy any dragons they come across.

The dwarves stop the PCs and ask if they've seen any signs of dragons. If pressed, the dwarves reveal the reason for their search. If pressed further, they admit they have no first-hand knowledge that dragons destroyed their village. If asked about Khardra, the dwarves say they met him on the road and whole-heartedly believe him—not only that dragons destroyed Wheatly, but that Krynn would be better off without them. Nothing the PCs say will change the dwarves' minds.

The PCs cannot track Khardra from the dwarves' vague information. If the PCs ask, the dwarves give them general directions to Wheatly. They have no other useful information for the PCs.

Dwarves: AC 8; MV 6; HD 4; hp 14 (female), 4 (child); #AT 1; Dmg by weapon; THAC0 15; AL N.

This encounter occurs only once.

Encounter Zone 2 Roll for an encounter on the Encounter Zone 2 table, page 14 (or treat as no encounter).

Random Encounter. Roll for a random encounter on the appropriate table in the Appendix (or treat as no encounter).

6. BONFIRE

Black smoke curls into the air from a large bonfire fueled by sticks and dried grass. Three women dressed in heavy black robes huddle near the fire, occasionally feeding it with tinder. The women appear to be pregnant.

The pregnant women are members of the Lor-Tai tribe. They are tending this fire as part of a ritual to placate the angry gods (see encounter 8).

Lor-Tai women: AC 9; MV 12; HD 1; hp 4, 5, 5; #AT 1; Dmg by weapon; THAC0 20; AL LN.

If the PCs approach, the women smile weakly. The women are forbidden to speak with strangers and are also forbidden to speak with each other in the presence of strangers. Their robes are soaked with sweat; they are on the verge of fainting from the heat. They accept any efforts to comfort them, but if the PCs move them away from the fire, they edge back in accordance with the directive of their leader. If the PCs ask them where they live, the women gesture in the general direction of their village (encounter 8).

The women wear whistles around their necks. If the PCs blow a whistle, 15 minutes later four tribesmen and a dozen goats show up; the encounter plays out as it does in encounter 4. The women, however, are left with the fire; they will be escorted back to the village later.

7. WOODS

This area is filled with thick groves of green trees and underbrush. Sounds of bleating goats can be heard in the distance.

These are the woods surrounding the Lor-Tai village. What happens next depends on whether the PCs found this area on their own, or if they followed or were brought here by tribesmen.

The PCs came here on their own. For every three game hours the PCs spend in this area, there is a 25% chance they meet a patrol of four tribesmen and 12 goats. (Use the statistics from encounter 4.) The tribesmen size up the PCs, looking for signs of hostility. If the PCs attack, the tribesmen defend themselves feebly with their staves, fleeing as soon as possible. If the PCs are friendly, the tribesmen smile and motion for them to follow; the tribesmen have been ordered to bring any friendly strangers to their village in hopes they can help find a solution to the Lor-Tai's problems with the angry gods.

If the PCs aren't willing to follow them, the tribesmen shrug and wander away. If the PCs follow, the tribesmen lead them to their village. Go directly to encounter 8.

The PCs arrived here accompanied by tribesmen or by following tribesmen. Go directly to encounter 8.

8. VILLAGE IN THE WOODS

Nestled among the trees are dozens of tents of various sizes and shapes. Figures clad in heavy black robes are carrying out their routine duties—repairing clothes, milking cows, preparing food, tending to bleating goats—as black-robed children scamper among the tents.

This is the village of the Lor-Tai, a primitive tribe distantly related to the plainsmen of Que-shu. All have dark skin, fair hair, and almond eyes. They are docile, non-violent, and not particularly bright. All are sweltering under heavy robes as ordered by their leader.

Whether the PCs arrive in the village accompanied by tribesmen or arrive on their own, they are met by two smiling tribesmen guides who gesture for them to follow. The guides lead the PCs through the lines of tents. Villagers who see the PCs smile pleasantly, then resume whatever they were doing.

The guides pause before a large tent painted with crude images of happy goats and cows. One of the guides blows twice on his whistle. The tent flap opens, and an obese tribesman emerges. He grins broadly at the PCs. "Welcome to Pl'odel," he says in thick, resonant voice. "Please come in." This is M'bert, leader of the Lor-Tai tribe.

M'bert: AC 9; MV 12; F 2; hp 10; #AT 1; Dmg 1d6 (staff); THAC0 20; Str 9; Dex 9; Con 11; Int 9; Wis 8; Cha 13; AL LN.

M'bert introduces himself and asks the PCs who they are. M'bert slowly repeats each name, either drastically mispronouncing it or immediately forgetting it. He is only marginally brighter than the typical Lor-Tai, though he is just as pleasant and docile.

Meeting with M'bert

M'bert offers them fresh cow's milk from a clay jug. If the PCs were accompanied to Pl'odel by tribesmen, M'bert listens with interest to their reports; if the PCs helped the little boy (encounter 4) or helped defeat the eyewing (the fourth possibility in encounter 5), M'bert profusely thanks the PCs for their efforts, then dismisses the tribesmen.

M'bert makes small talk with the PCs, asking them their

business and where they're from, but isn't much interested in what they have to say. He has no information to offer the PCs; if the subject of dragons comes up, M'bert looks uncomfortable and says he knows nothing about them.

After a few minutes of small talk, M'bert apologizes for his impatience, saying he is eager to discuss the pressing problems of Pl'odel with wise strangers such as themselves—would they be willing to share their opinions? Assuming the PCs agree, M'bert explains the crisis facing his tribe, stemming from their worship of the sun and the moons. The Lor-Tai try to maintain balance among the heavenly bodies, but this balance has somehow been disturbed, and the Lor-Tai are afraid.

M'bert has trouble expressing himself and has only a vague grasp of the concepts of Lor-Tai religion. If the PCs help him along, M'bert reveals the following:

1. The moons are fading away. (He's right.) This is because the sun is eating them. (Wrong.)

2. The moons give life. They are responsible for making women pregnant. If the moons fade away, there will be no more children. (Wrong.)

3. To show defiance to the sun, he has ordered his tribesmen to wear heavy robes. Further, he has ordered the tribe's pregnant women to spend several hours a day tending to ceremonial bonfires. The robes and fires absorb the sun's heat; the sun will weaken and stop eating the moons.

4. To help the ailing moons, pots of goat's and cow's milk are set outside for them to drink. After a few days, the milk is poisoned by the sun, but the Lor-Tai men drink it anyway to prove to the sun they are not afraid.

M'bert admits his ideas haven't helped much. The pregnant women seem to be doing badly, men drinking the milk are getting sick, and the moons are still fading. Do the PCs have opinions about any of this?

It should be obvious to the PCs that the robes and bonfires are bad ideas for pregnant women. Likewise, drinking spoiled milk is a good way to get sick and wearing heavy robes in hot weather is a good way to be miserable.

If the PCs explain any of this to M'bert, he listens closely but doesn't get it. If the PCs carefully explain the cause and effect relationships (why milk eventually spoils regardless of the sun's disposition, why the heat of the fire rather than the vengeance of the sun is making life hard for the pregnant women), M'bert gradually understands. His face lights up and he heartily thanks the PCs for their wisdom, promising he'll do as they say. M'bert summons two tribesmen and tells them to carry out the PCs' suggestions. This may affect the game in the following ways:

1. If the PCs made their point about the heavy robes, any Lor-Tai tribesmen the PCs subsequently meet in the village or as a result of other encounters wear goatskin loincloths instead of heavy robes. Cross out encounter 3 (Milk Pots), as the boy will be found and rescued by tribesmen.

2. If the PCs made their point about the pregnant women, cross out encounter 6 (Bonfire) and the first choice in Encounter Zone 5 (Smoke).

M'bert asks the PCs if they have an opinion about the fading moons. If they're skeptical or don't know what he's talking about, M'bert explains that for the past several weeks, he's noticed the moons have been fading away. He shows them crude sketches on the wall of his tent where he's been tracking the progress of the fading moons. M'bert is comforted but not convinced by any explanation of this phenomenon offered by the PCs.

At the conclusion of their discussion, M'bert requests the PCs spend the night in the village for a feast in their honor. If the PCs hesitate, M'bert repeats the request, this time pleading with them.

If the PCs agree to stay, M'bert is grateful and relieved. Continue with the "Evening Celebration" section that fol-



lows. If they decline, M'bert is disappointed and worried, but accepts their decision. Proceed to the "Leaving the Village" section at the end of this encounter.

Evening Celebration

The PCs spend the rest of the day resting or exploring the village. M'bert has removed the ban on talking with strangers, though the PCs find the simple villagers don't have much to say.

About an hour after sunset, M'bert accompanies the PCs to a clearing in the center of the village. About 100 tribesmen and their families have gathered for the celebration, which consists mostly of eating and pleasant conversation. The PCs sit with M'bert in a place of honor and enjoy huge plates of juicy roast beef and steamed goat around a friendly fire.

If the celebration occurs on a night when one or more of the moons are in high sanction, the PCs will have the chance to see the dimming for themselves. M'bert nudges one of the PCs and motions to the sky. The moon and the stars have abruptly dimmed, as if a shade has been drawn over them. The shade lifts after several minutes, but the moon and the stars aren't quite as bright as they originally were. There is no apparent reason for this phenomenon. The entire village breathlessly watches this occur. When it's over, they resume the celebration.

After the feast, bread pudding and blueberries are passed around for dessert. While dessert is eaten, four female singers stand by the fire and perform a song. Three musicians playing stringed instruments made from goat bones and cow gut accompany the singers. The lyrics of the song follow.

"Stairways of crystal
Stretch into the sky
Their roots and leaves grow distant
From where the dragons lie
Its leaves are golden chairs
For neutral mother's paws
Where men and women never go
The heart of glorious cause
Secret places in the clouds
With shadows never far
Our neutral mother, still she sleeps
Among the twinkling stars"

The performance is beautiful; whatever their shortcomings, the Lor-Tai are talented musicians. The song is a holy hymn that has been passed through generations of Lor-Tai. M'bert doesn't know anything about the meaning of the lyrics. (The lyrics contain veiled references to the secret history of Krynn's dragons—see Chapter 4 for more information.)

When the song is over, the crowd applauds enthusiastically, then resumes eating and talking. M'bert, however, appears troubled. He takes the PCs aside to speak with them privately.

M'bert admits to the PCs that the Lor-Tai have an additional problem he was too embarrassed to tell them about earlier. In a secret cave in the hills north of the village is a bronze dragon named Moonscale. The Lor-Tai feed the dragon and keep its home secret from strangers. In return, Moonscale protects the tribe. This mutually beneficial arrangement has been in place for centuries.

But there have been no sightings of Moonscale for nearly a month. What's more, Moonscale has not accepted their nightly offerings of food. M'bert is terrified that something has happened to the dragon. "Perhaps he has left because of our troubles with the moons," says the worried M'bert. "Perhaps he is angry with us. Perhaps he is dead." Tribal law prohibits the Lor-Tai from entering Moonscale's cave. M'bert begs the PCs to check out the lair, promising them the eternal gratitude of his people and a special reward if they do.

If the PCs agree, M'bert quietly rounds up three tribesmen (use the statistics from encounter 4) who arrive with a goat and a large jug of milk, Moonscale's nightly offering. One of the men is L'vrez, M'bert's son, who is the group's leader. L'vrez explains that the offerings are made at night to prevent outsiders from discovering Moonscale's lair. M'bert wishes the PCs good luck, and the tribesmen lead them from the village. Go directly to encounter 9—no other encounters occur along the way.

If the PCs decline to check out the cave, M'bert is disappointed, but accepts their decision. Proceed to the "Leaving the Village" section.

Leaving the Village

The PCs can stay in the village as guests of the Lor-Tai as long as they like. If the PCs have just returned from exploring the cave (encounter 9), M'bert anxiously asks to hear their story. He is disappointed if the PCs tell him they had no luck locating Moonscale but realizes there's nothing more the PCs can do.

Before the PCs leave the village, M'bert takes them back to his tent to give them a gift for their help. He digs up a goatskin bag buried in a corner and gives each PC a chunk of amber worth 200 stl. "The golden amber will always remind you of the time we defied the sun," says M'bert.

M'bert also gives the PCs a reward of *dream stones*, magical golden pebbles that reveal actual or possible events from the future. (For more information, see the "Using the Dream Stones" section in the Appendix.) Each *dream stone* is etched with from one to three symbols of a moon at high sanction. M'bert explains that when the number of symbols on the *dream stone* is the same as the number of high sanction moons in the sky, a dream will be revealed if the owner sleeps through the night with the *dream stone* beneath his head.

M'bert distributes the stones as follows:

1. If the party helped save the collapsed boy (encounter 4) or helped the tribesmen fight off the eyewing (choice 4 in Encounter Zone 5), each PC gets one *dream stone*.
2. If the party enlightened M'bert about the pregnant woman or the spoiled milk (the "Meeting with M'bert" section earlier in this encounter), each PC gets one additional *dream stone*.
3. M'bert awards extra *dream stones* to any PC with whom he shared a special rapport or to any PC who did an especially good job at the cave. (These awards are made at the discretion of the DM.)
4. No single PC receives more than a total of five *dream stones*. If the PCs disobeyed L'vrez at the cave (see encounter 9), no PC receives more than three *dream stones*.

You may use the cut-out *dream stones* found on the third panel of the module cover to give to the players.

Returning to the Village

If the PCs return to the village for any reason, they may pick up at any point where they left off in this encounter—M'bert still wants their advice and will still ask for their help in finding out the fate of Moonscale. Though the Lor-Tai will not accompany the PCs on their journey, their village is always open to them.

9. ROCKY HILLS

These rolling hills are thickly covered with trees and shrubs. Rocks and pebbles litter the ground, making travel difficult.

Hidden among these hills is the cave of Moonscale, the

sacred dragon of the primitive Lor-Tai tribe (see encounter 8). What happens next depends whether the PCs came here by themselves or were led here by Lor-Tai guides (from encounter 8).

The PCs came by themselves. The PCs find nothing but barren hills. Every three hours they spend specifically looking for a cave, there is a 10% chance they stumble on Moonscale's lair. If they find it, proceed to the "Cave Entrance" section below, ignoring all references to the tribesmen. The attacks in the "Ambush" section occur as described.

The PCs were led by Lor-Tai guides. The guides lead them directly to Moonscale's lair. Proceed to the "Cave Entrance" section.

Cave Entrance

Hidden behind a dense grove of trees and bushes is a 12-foot-diameter hole in the side of a hill. This is the entrance to Moonscale's lair. A goat is tied to a stake just inside the lair. Beside the goat is a clay jug, filled to the brim with milk. These are the previous night's offerings from the Lor-Tai.

After the tribesmen dutifully exchange the new offerings for the old, L'vrez reminds the PCs that Lor-Tai are forbidden to enter the cave. Further, only one PC is allowed to enter, so as to disturb Moonscale as little as possible. L'vrez will make the choice.

L'vrez: AC 9; MV 12; F2; hp 9; #AT 1; Dmg 1d6 (staff); THAC0 20; Str 9; Dex 8; Con 10; Int 9; Wis 8; Cha 10; AL LN.

L'vrez is adamant about these rules. He won't forcefully prevent the PCs from making their own choice or even sending in more than one PC, but he throws a fit if the PCs don't comply. Assuming L'vrez survives this encounter, he will report back to M'bert that the PCs violated Lor-Tai laws. M'bert will then limit the PCs' reward to a maximum of three *dream stones* each (see the "Leaving the Village" section of encounter 8). If the PCs enter the cave to rescue their comrade after the ambush (see following), this penalty is waived.

If the PCs agree with L'vrez's rules, L'vrez looks deeply into the eyes of each PC, looking for the person whom Moonscale would be least likely to perceive as a threat. If notes of personality traits were made during the Fair Meadows encounters, the PC who was assigned the trait of Shyness should be chosen by L'vrez. Otherwise, choose a random PC or a PC whom you wish to take a more active part in the adventure.

L'vrez reassures the chosen PC that Moonscale isn't violent unless threatened, then sends him on his way. See the "Exploring the Cave" section for cave descriptions and events.

Ambush

All this activity has attracted the attention of a flock of seven eyewings. By observing the party and the Lor-Tai guides, the eyewings have also discovered the cave. The eyewings intend to destroy the party and the Lor-Tai, then report the location of the cave to Artha; if the cave turns out to be a dragon's cave, Artha will raid it later at her leisure.

Eyewings (7): AC 4; MV FI 24; HD 3; hp 23, 22, 18, 18, 18, 17; #AT 3 or 1; Dmg 1d6/1d6/1d4 or *eyewing tears*; SA blinks *eyewing tears* (same chance to hit as normal attack at target within 100') that splash in 10' radius. The target must roll a saving throw vs. poison and suffer 2d6 points of damage if roll fails or 1d6 points if roll succeeds (splash victims suffer 2d4 points if roll fails or 1d4 points if roll succeeds); SD immune to all cold-based attacks; THAC0 16; AL LE.

Ten minutes after the chosen PC enters the cave, the eyewings swoop in to attack. Three eyewings are in charge of sealing the entrance to the cave; if the chosen PC is trapped inside, so much the better. To seal the cave, two eyewings drop boulders and shove dirt and dead trees in front of the

entrance while the third drips tears on the top of the entrance to loosen rocks and dirt. A single eyewing can seal the entrance in 15 rounds; three can seal it in five rounds. If the eyewings are interrupted, they fight off their attackers, then resume sealing the cave. Keep track of their progress; when the cave is sealed, they join their companions in attacking the PCs.

The other four eyewings attack the PCs ferociously. They concentrate their attacks on the PCs, knowing the tribesmen won't put up much of a fight. The eyewings hover just out of reach, dripping tears and slashing with their tails. When they see an opening, they dive and attack with their claws and tails. They fight to the death.

The tribesmen are poor fighters. There is a 40% chance each round that they cause a combined total of 1 point of damage to a random eyewing with their staves.

Unknown to either the PCs or the eyewings, Linsilee and her companions (see encounter 16) are watching the battle from the brush. In the third combat round, the PCs and the eyewings are both pelted with 2d6 blunt arrows made of white birch. The arrows do no damage—Linsilee's intent is to break up the fight—but all participants attack each other in that round with -1 penalties to attack rolls. The arrow attacks continue for 1d4 rounds or until a PC decides to check out the source of the attack. Linsilee and her companions easily escape, thanks to their elven ability to blend into the vegetation. The tribesmen have seen the arrows before, but are unable to identify the source.

It takes a PC or tribesman twice as long to uncover the cave as it does for an eyewing to seal it; therefore, if the cave is completely sealed, it takes three PCs 10 rounds to uncover it.

Exploring the Cave

The cave comprises three areas. Moonscale is no longer here, having left a month ago to attend to an emergency (see Chapter 4 for details).

It is likely that the chosen PC is exploring the cave when the eyewings attack. If the PC is in area 1, he hears the sounds of battle or cries from his companions. However, once beyond area 1, he cannot hear any sounds from outside.

Area 1. This cool and rocky passage winds downward into the earth. A soft roaring and rumbling can be heard in the distance. (This is the roar of the ocean coming from the exit in area 3.)

After 50 yards, the passage slopes sharply downward, and the PC finds himself slipping on loose gravel. The player must roll a Dexterity check with a -2 penalty. If he fails, the PC slips helplessly into the pit in area 2.

Area 2. The passage ends in a 20-foot-diameter pit 50 feet deep. On the opposite wall, 15 feet down, is a 12-foot-diameter hole where the passage continues. There is no ledge around the pit, and the distance is too far to jump.

Unless the PC can cross the pit magically, he will likely have to climb to the bottom of the pit, then climb up the opposite wall. If he has a rope, he can secure it to a rock and lower himself in. Otherwise, he must climb down. He must make two successive Dexterity checks to avoid falling into the pit.

The bottom of the pit is lined with decaying vegetation and soggy debris. A PC falling into the pit from the gravel slope suffers 2d4 points of damage from landing in the soft muck. A PC falling into the pit who was attempting to climb down suffers 1d4 points of damage.

Three giant rats lurk in the corner of the pit, waiting for tasty victims to fall in.

Giant rats (3): AC 7; MV 12, Br 6; HD 1/2; hp 3, 4, 4; #AT 1; Dmg 1d3; AL N.

When the PC climbs or falls to the bottom of the pit, the starving rats attack and fight to the death.



After dealing with the rats, the PC may climb the wall to the 12-foot hole where the passage continues. As before, he must make two successive Dexterity check. If he fails, he falls back into the pit and receives 1d4 points of damage. He can try as often as he likes.

Area 3. This passage is identical to the area 1 passage. As it winds 100 yards deeper into the earth, the roaring sounds grow louder. The passage ends in a vast cavern 50 yards in diameter with a ceiling 30 yards high. A 12-foot-wide hole opens in the opposite wall.

This is Moonscale's lair. The smooth floor is neatly packed dirt, the walls are polished granite. In one corner is a large nest of grass and branches. In another corner is a pile of clean goat bones. The roaring ocean can be plainly heard. There is no sign of Moonscale nor any sign of violence.

For safekeeping, Moonscale buried most of his treasure (50,000 stl worth of pearls) in a 100-foot-deep pit in a cove along the beach about a mile north of the exit passage of his lair. However, if the PC searches the nest, he will discover a *dagger +1* and a black pearl (worth 400 stl) that Moonscale missed in his haste.

The exit passage extends for about 20 yards, ending on a cliff overlooking the roaring ocean. High waves crash loudly on the rocky shore 100 yards below.

Going Back

If the PCs were brought to the cave by tribesmen, the tribesmen accompany them back to the village when the encounter is over. Return to the "Leaving the Village" section of encounter 8.

10. ENCOUNTER ZONE

When the PCs enter this area, roll 1d6 and immediately run the indicated encounter. For every four game hours the PCs remain in this area, roll 1d6. On a roll of 1, another encounter on this list takes place (roll 1d6). You are also free to alter the frequency or to choose specific encounters as you see fit.

D6	Roll	Encounter
1		Eyewing
2		Vanishing Horses
3		Stones from Nowhere
4		Refugees
5		Encounter Zone 2
6		Random Encounter

Eyewing. The PCs notice an eyewing hovering over them about 100 feet in the air. Before the PCs can take any action, the eyewing zips away, heading north.

Eyewing: AC 4; MV FI 24; HD 3; hp 17; #AT 3 or 1; Dmg 1d6/1d6/1d4 or *eyewing tears*; SA blinks *eyewing tears* (same chance to hit as normal attack at target within 100') that splash in 10' radius. Target must roll a saving throw vs. poison and suffer 2d6 points of damage if roll fails or 1d6 hp if roll succeeds (splash victims suffer 2d4 points if roll fails or 1d4 points if roll succeeds); SD immune to all cold-based attacks; THAC0 16; AL LE.

Vanishing Horses. This encounter occurs only at night. While the PCs are sleeping, Linsilee and her companions (see encounter 16) sneak into their camp and steal their horses, along with any other animals they have with them that Linsilee can see. Linsilee sets the animals free.

Linsilee can do this in 30 seconds. Even if the PCs have a guard on duty, Linsilee waits until he looks away or momentarily dozes off. She may also create a minor distraction for him to investigate. If the PCs have taken extraordinary actions to protect their animals, such as chaining them together to a tree, Linsilee waits for a more opportune time. In any case, Linsilee and her companions are never seen,

using their elven abilities to blend into the vegetation.

If Linsilee's first attempt fails or if the PCs acquire other animals along the way, this encounter may occur again.

Stones from Nowhere. Without warning, 2d6 large stones rain around the PCs. There is a 20% chance that a randomly chosen PC is struck by a stone for 1d4 points of damage. The stones are coming from the gnomes' device in encounter 13. Tell the PCs the direction of the stones, relative to their current location.

Refugees. A rickety horse-drawn wagon approaches the PCs. Two female hill dwarves are driving a wagon, packed with household supplies. There are a dozen hill dwarf children in the wagon along with a third female hill dwarf who is supervising them. None of the dwarves are speaking; all look grim, sullen, and tired.

The dwarves are refugees from Wheatly. They were on an outing when their village was destroyed by Artha and her minions (see encounter 14). They returned to find Wheatly reduced to smoldering rubble. They are the only survivors.

From second-hand sources, the dwarves heard that "dark" dragons and their offspring were responsible for the destruction of Wheatly. They also have met Khardra, who was quick to pin the blame on the dragons. The dwarves are out to destroy any dragons they come across.

The dwarves stop the PCs and ask if they've seen any signs of dragons. If pressed, the dwarves reveal the reason for their search. If pressed further, they admit they have no first-hand knowledge that dragons destroyed their village. If asked about Khardra, the dwarves say they met him on the road and wholeheartedly believe him—not only that dragons destroyed Wheatly, but that Krynn would be better off without them.

The PCs will be unable to track Khardra from the dwarves' vague information. If the PCs ask, the dwarves give them general directions to Wheatly.

Dwarves: AC 8; MV 6; HD 4; hp 14 (female), 4 (child); #AT 1; Dmg by weapon; THAC0 15; AL N.

This encounter occurs only once. If the PCs have already met the refugees, treat this as a random encounter or as no encounter.

Encounter Zone 2. Roll for an encounter on the Encounter Zone 2 table, page 14 (or treat as no encounter).

Random Encounter. Roll for a random encounter on the appropriate table in the Appendix (or treat as no encounter).

II. VALLEY OF BLUE PINES

Hills of solid granite surround this valley of blue pines. A tall stone building can be seen in this distance among the pines.

This is the valley containing the village of Belleria (encounter 12). For every three game hours the PCs are in this area, roll 1d6. On a roll of 1, 2d6 large stones rain around the PCs. There is a 20% chance that a randomly chosen PC is struck by a stone for 1d4 points of damage. The stones are coming from the gnomes' device in encounter 13. Tell the PCs the direction of the stones, relative to their current location.

If the PCs convinced the gnomes in encounter 13 to stop hurling stones, they are not attacked by a rain of stones.

12. BELLERIA

A small village is nestled in the center of this pine valley, dominated by a towering stone building. There are only a few houses and shops in the village, and most of them appear to be abandoned. Some of the streets are littered with large stones.

Background

Years ago, Belleria was a thriving trade city, but as Ansalon's commerce centers gradually drifted south, Belleria's economy dried up.

Just after the War of the Lance, an enterprising scholar named Abworth Kannard came up with a plan to revitalize Belleria. He proposed the construction of an Institute of Dragonology, a center for the investigation of dragon biology and behavior. Initially, his plan was received with enthusiasm, but as Ansalon's leaders turned their attention to rebuilding their own communities, interest dropped off. So did financial contributions. The institute was never finished.

Abworth remained determined to finish the institute's showpiece—a giant model of a dragon, to be used for medical studies. Several months ago, Abworth made a deal with some gnome technicians, promising to pay them handsomely if they completed the model. The gnomes agreed and went to work, but when they tried to collect their first payment, Abworth stalled them—his efforts at additional fund raising had been in vain.

The gnomes quit in disgust. After repeated requests for payment, the gnomes set up a device on a hill north of the city to fling stones at the building. They intend to keep flinging until Abworth pays up.

Search for Abworth

Any NPC wandering the streets of Belleria can direct the PCs to the institute. They bristle at the name of Abworth, whom they feel is responsible for the stone showers.

The PCs can walk right into the institute, which is little more than an empty shell. If they call out or knock on any of the doors of the vacant offices, the sounds echo in the barren corridors.

Eventually, the PCs attract the attention of two young men who offer to help them. They seem eager to please but anxious and nervous. Their names are Irin and Rimsey, Abworth's assistants and the only other residents of the building.

Once Irin and Rimsey assure themselves that the PCs aren't angry gnomes or complaining villagers, they ask how they can help. If the PCs ask about Abworth, the young men nervously tell the PCs to follow them. If the PCs ask about the stones, Irin says, "Uh, we better let Abworth explain that."

Irin and Rimsey lead the PCs through a long corridor. On the way, they tell the PCs of their admiration for Abworth and the institute's financial problems, omitting the part about the gnomes.

Irin and Rimsey open the door to a large room, empty except for a huge stone dragon's head in the corner. The head is nearly 10 feet across, its jaws wide open. As the PCs approach, they hear grinding gears, wheezing whistles, and other mechanical sounds coming from deep inside the statue.

Irin explains that the head is the entrance of a model used to study dragon anatomy. The model is carved directly into a granite hill. Unfortunately, the model was never finished "because of, er, a disagreement with some unreasonable gnomes." Two days ago, explains Irin, Abworth crawled inside the model to finish it himself. A few hours after he entered, the mechanical sounds began. They haven't seen him since.

Irin and Rimsey are convinced that Abworth is stuck somewhere inside the model. They'd go after him themselves, but they claim they're claustrophobic (actually, they're scared; they have no idea what's going on in there). By any chance, would the PCs consider retrieving Abworth? If the PCs want to speak to Abworth, they'll have to get him out of the model. Neither the young men nor the Belleria residents will help. Assistance from the gnomes is out of the question.

The Dragon Model

The gnomes have only a vague idea of how a dragon is put together, and the model reflects their crude and sometimes fanciful notions of dragon anatomy. The physiological functions are simulated by complex arrangements of gears, levers, springs, and pulleys; most of these mechanisms are imbedded in the granite hill, out of sight and inaccessible to the PCs.

Refer to Map 4 when the PCs are in the model. In addition to the keyed areas, the model has these features:

- * The corridors are smooth pipes about four feet in diameter, just large enough to crawl through.

- * Sections of the model are separated by six-inch-thick iron hatches set flush against the sides of the corridors. The hatches open easily in the direction of the arrow. After an opened hatch is released, it snaps shut. A hatch is not intended to open in the direction opposite of the arrow. A PC with a Strength of at least 18 who succeeds in a Strength check can pry it open; however, there is a 20% chance per attempt that the spring mechanism is damaged. A damaged hatch cannot be pried open. If a damaged or undamaged hatch suffers 15 points of damage, it is permanently opened.

- * Many of the model's sections are activated by pressure plates in the floors or hatches. The mechanisms are too complex and too inaccessible to disable.

The PCs enter through the dragon's mouth. This is also the only exit.

The following areas are keyed to the map:

A. Blood Pockets. Dragons have blood in them, but the gnomes have no concept of its function. However, they know it spurts. These sections are filled with the blood of cows and goats. Each end of a section is sealed by a hatch. Mechanical paddles move on a track on the ceiling of each section to keep the blood circulating.

If a PC listens at the hatch, he hears splashing and sloshing. If he opens the hatch, blood floods into the PC's section, filling it halfway to the ceiling. The blood is rancid; each PC bathed in the flood of blood must make a Constitution check. Those failing receive 1 point of damage.

B. Pulse Pistons. These sections simulate the dragon's pulse. Each section has four one-foot-diameter iron pistons set flush in the ceiling. The pistons are evenly spaced. When the hatch is open, a pressure plate activates the pistons. Once per round, a random piston (roll 1d4) strikes the floor. A PC struck by a piston suffers 1d4 points of damage. An extended piston can be destroyed by a blow from an axe, sword, or other weapon, providing it inflicts at least 2 points of damage. Pistons still flush with the ceiling cannot be destroyed.

C. Fire Breather. This chamber contains a device to simulate a dragon's fire breathing ability. On the south wall of the chamber is an iron tube about three feet in diameter. When the hatch is opened, a pressure plate activates the device and sends a jet of flame blasting through the room. The jet repeats every third round thereafter.


As soon as a PC pushes against the north hatch, he feels the heat of the flame blasting against the other side. As long as the PC remains in a section outside this chamber, he receives no damage.

A PC inside the chamber who stays against the walls has no chance of being scorched by the flames; the cone of fire is too narrow. However, a PC in the center of the chamber has a 75% chance of being hit when the flame blasts, suffering 2d6 points of damage.

There is a valve on the wall next to the iron tube. Turning the valve shuts off the flame.

D. Lungs. The floors, walls, and ceilings of these chambers are lined with large bags made of stitched sheep skins. The bags rhythmically inflate and deflate to simulate breathing.





A PC who crawls on his hands and knees over the bags can make the trip across the chamber safely. However, a PC who walks or runs must roll a Dexterity check. Those failing have a 30% chance of accidentally puncturing a bag which immediately explodes, inflicting 2 points of damage.

E. Incomplete Chambers. These chambers are unfinished and are filled with a jumble of gears, levers, pulleys, and cranks. For each round a PC spends fiddling with these gadgets, roll 1d12 and consult the list below.

1. **Explosion.** The PC suffers 1d6 points of damage.

2. **Blaring Noise.** Gongs, bells, and whistles blare.

3. **Steam Blast.** The PC receives 1d4 points of damage.

4. **Blood Spray.** Rancid cow blood sprays from a tube. The PC must roll a successful Constitution check or suffer 1 point of damage.

5. **Temperature Rises.** The temperature increases by 1d4 x 10 degrees.

6. **Temperature Lowers.** The temperature decreases by 1d4 x 10 degrees.

7. **Snack.** A mechanical platform extends from a panel. The platform contains a plate of goat cold cuts and a pot of hot herbal tea.

8. **Random Activity.** Gears and pulleys rotate meaninglessly for 30 seconds, then grind to a halt.

9. **Open Hatch.** The hatch on the opposite wall opens.

10-11. **No Effect.** Nothing happens.

F. Stomach Flipper. The floor of this chamber is a single large pressure plate on a powerful spring. On the southern side of the room is a smooth ramp. Three rounds after the northern hatch opens, the spring activates and flips everything in the chamber down the ramp and through the southern hatch toward the stomach. The flipping repeats every three rounds while the northern hatch is open.

G. Stomach. This circular chamber is 16 feet in diameter. The hatches are eight feet from the floor. The PCs arrive here either through a hatch or by a toss from the stomach flipper (area F). The first PC touching the floor activates a pressure plate. The southwestern hatch opens and acid begins to pour in. The western and eastern walls also begin to move toward the center.

It takes 10 rounds for the walls to close together. After three rounds of acid spilling, the PCs' eyes begin to sting. In rounds 5-9, each PC must roll a successful saving throw vs. poison or suffer 1d4 points of damage. In round 10 and in each round thereafter, the PCs receive 2d4 points of damage.

When the acid reaches the lip of the hatch in the western wall (this takes 15 rounds), the pouring stops. The walls return to their original positions 10 rounds later, and a drain opens in the floor.

H. Acid Chamber. A series of tubes aims from the ceiling of this chamber toward the hatch on the eastern wall. When the stomach pressure plate is activated (area G), acid sprays through the corridor into the stomach. The spray continues until the level of acid in the stomach reaches the hatch, then the spray shuts off automatically.

While acid is spraying, a PC suffers 2d4 points of damage for each round spent in the corridor linking this chamber and the stomach.

There is a valve on the ceiling next to the tubes. Turning the valve shuts off the acid.

I. Waste Room. How dragons eliminate wastes has the gnomes stumped, so the simulation isn't fully developed. This chamber contains a gelatinous cube that will eventually become part of the simulation.

Gelatinous cube: AC 8; MV 6; HD 4; hp 22; #AT 1; Dmg 2d4; THAC0 15; AL N.

The hungry cube attacks anything or anyone entering its chamber. If the PCs destroy the cube, they find 11 stl, eight gp, and five sp imbedded inside.

J. Heart. The gnomes don't know the function of the heart,

but they know it beats. This chamber has a large iron pendulum suspended from the ceiling. The pendulum bangs against the western and eastern walls, which are made of stretched goat skins. Each strike of the pendulum produces a deafening thud.

PCs in adjacent corridors can hear the pounding from the heart chamber. As soon as a hatch is opened, all PCs in an adjacent corridor must roll Constitution checks. Those failing are deaf for the next 2d6 rounds.

PCs entering the chamber without covering their ears are automatically deafened for the next 1d4 hours; putting their hands over their ears is adequate cover.

The pendulum strikes a wall every round. To cross the chamber, a PC must dodge the pendulum. This requires a Dexterity check; since dodging the pendulum is relatively easy, the check is made with a +2 bonus. PCs struck by the pendulum suffer 1d8 points of damage.

K. Incomplete Chamber. This is identical to the other incomplete chambers (areas E). However, after the PCs have been here for two rounds, they hear Abworth pounding on the south hatch.

L. Brain. The gnomes believe a dragon's physiology is controlled by a brain near its tail. This chamber is identical to the incomplete chambers (areas E) except for a large, wind-up key; when the key is fully wound, all functions in the model activate for four days.

Abworth worked his way to the brain chamber two days ago. He activated the model by winding the key in order to assess the gnomes' work. Unfortunately, Abworth was not strong enough to re-open the hatch and has been trapped here ever since.

Abworth Kannard: AC 10; MV 12; F2; hp 9; #AT 1; Dmg by weapon; THAC0 20; Str 9, Dex 10, Con 15, Int 16, Wis 14, Cha 15; AL LG.

Abworth is an alert and able-bodied, 60-year-old scholar. He is good-natured, long-winded, and totally devoted to science. He greets the PCs with enthusiasm. He defers all questions about dragons and other serious subjects until they are safely in his office.

Abworth's Office

When Abworth and the party emerge from the model, Irin and Rimsey excitedly welcome them back, eagerly asking Abworth the details of his adventures and what the model looks like inside. Abworth waves them off, explaining he has pressing business to discuss with the PCs.

Abworth leads the PCs down a corridor to his office where he invites them to make themselves comfortable. The office is stuffed with books, papers, and files.

When everyone is seated, Abworth asks how he can help them. Abworth talks openly about any subject, although he tends to put his answers in long-winded lectures.

If the PCs mention Frohm, Abworth smiles when he hears the name of his old friend, then follows with an analysis of Frohm's aptitude for community government.

If the PCs ask about any problems with dragons, Abworth says, "Well, they seem to have made themselves scarce, haven't they?" Abworth has noticed that dragons have virtually disappeared from Krynn in the past year. "Perhaps they went into seclusion after the war. Perhaps they were recalled by the gods. Perhaps their time on Krynn is over."

If the PCs mention the fading moons and stars, Abworth's interest perks, since he's noticed this, too. If the PCs don't mention it, Abworth brings it up. If this is the first time the PCs have heard about it, Abworth convinces them that the stars and moons seem to be fading. He has no explanation.

"There is no doubt that dragons draw at least some of their essence from the moons and stars, though the extent is not known," he says.

Abworth continues. "But it can't just be the dimming moons and stars. If that were the case, every night that was cloudy, dragons would drop from the sky." Abworth is positive there's more to the dragons' problems than the fading moons, but admits he has no idea what it could be.

Abworth firmly believes that the dragon situation demands further investigation. He implores the PCs to find out more. "I don't think I'm overstating to say that the well-being of Krynn may be at stake," he says. If the PCs are uncertain what to do next, Abworth suggests they investigate the northern moors. "Dragons have been sighted there in the past," he says. "If I were a dragon, that's where I'd go if I wanted to be left alone. Or where I'd go to die in peace."

I3. GNOME HILL

An elaborate device consisting of a huge wooden platform with a dozen long wooden arms extending from it sits on the plateau of a high hill. Surrounding the device are piles of stones and several tents. Gnomes scurry about, adjusting the device and loading stones in its arms.

The device is a twelve-handed flingarang. The gnomes use the flingarang to toss stones at Abworth's dragon institute; they're angry because Abworth couldn't come up with the money to pay them for their work on his dragon model (see encounter 12).

Gnomes (20): AC 5; MV 6; HD 1; hp 6 each; #AT 1; Dmg by weapon or 1d6; THACO 15; AL N.

As soon as the gnomes see the PCs and are assured that Abworth isn't with them, they jump up and down babbling wildly. If the PCs calm them down, the gnomes explain how Abworth stiffed them and how they're determined to demolish his building for revenge.

The PCs can pay off the gnomes (with treasure or merchandise worth at least 1,000 stl) or scare them away (perhaps by telling them Abworth has hired a Dragonarmy to kill them). Otherwise, the gnomes intend to stay. After another week, the gnomes will give up and return to their homes in southern Estwilde.

I4. WHEATLY

What once was a town is now little more than scorched earth and rubble. Ravens circle the skies and wolves roam the blackened streets searching for carrion. There are no other signs of life.

This used to be a thriving community of hill dwarves until Artha and her minions showed up one day about a month ago, demanding the steel statue of the dwarven hero Flint Fireforge located in the town square. The dwarves refused. Artha returned that night and took the statue, then leveled the village and destroyed nearly everyone in it.

There is nothing of value in the village and no survivors. For every hour the PCs spend examining the corpses, there is a 25% chance they spot a corpse with triangular punctures. These punctures are identical to the ones in the silver dragon's body at the Fair Meadows Fair.

For every hour spent in Wheatly, roll 1d6. On a roll of 1, the PCs are attacked by a pack of wolves.

Wolves (6): AC 7; MV 18; HD 2+2; hp 7, 7, 9, 11, 12, 12; #AT 1; Dmg 1d4+1; THACO 16; AL N.

The wolves fight to the death or until they chase the PCs out of town.

I5. ENCOUNTER ZONE

When the PCs enter this area, roll 1d8 and immediately run the indicated encounter. For every four game hours the PCs remain in this area, roll 1d6. On a roll of 1, another encounter on this list takes place (roll 1d8). You are also free to alter the frequency or to choose specific encounters as you see fit.

If the PCs' actions trigger the "Meeting with Linsilee" encounter (found at the end of this section), run it anytime within the next 24 game hours before the PCs leave this area. Even though the Linsilee encounter may be triggered several times, the PCs meet her only once.

D8 Roll	Encounter
1	Dragon Moon
2	Vanishing Horses
3	Wolf Pack
4	Chicken Flock
5	Hurt Horse
6	Eyewing
7	Encounter Zone 2
8	Random Encounter

Dragon Moon. This encounter occurs only on a night when at least one of the moons is in high sanction and at least one PC is awake. A PC looking into the sky sees the silhouettes of four dragons crossing the moon. The dragons are brass dragons leaving Krynn (see Chapter 4 for details).

This encounter occurs only once.

Vanishing Horses. This is identical to the Vanishing Horses encounter from Encounter Zone 10. If the PCs experienced this encounter in Encounter Zone 10, treat this as a random encounter or no encounter. If they experience it here, it also triggers the meeting with Linsilee.

Wolf Pack. This wolf pack is heading to Wheatly to rummage for carrion. If the PCs follow them, the wolves lead them to Wheatly (encounter 14). If the PCs attack, the wolves fight furiously but retreat as soon as they can to continue their trip to Wheatly.

Wolves (5): AC 7; MV 18; HD 2+2; hp 7, 9, 10, 13, 14; #AT 1; Dmg 1d4+1; THACO 16; AL N.

This encounter occurs only once. If the PCs attack the wolves, the meeting with Linsilee is triggered.

Chicken Flock. The PCs hear clucking chickens foraging in a weed patch. The fat hens would make a good meal; if the PCs search the weeds, they also find a dozen eggs. The chickens are incapable of defending themselves.

This encounter occurs only once. If the PCs kill the chickens the meeting with Linsilee is triggered.

Hurt Horse. The PCs discover a hurt horse lying behind a clump of bushes. The horse has deep wounds in its back that look like claw marks. The horse was stolen by Artha's dragons in a raid on Kwintter's Ranch (Chapter 2) but was accidentally dropped.

Aside from its wounds, the horse is in reasonably good condition. If the wounds are treated, the horse will heal well enough to ride within a week.

This encounter occurs only once. If the PCs help the horse, the meeting with Linsilee is triggered.

Eyewing. The PCs notice an eyewing hovering overhead about 100 feet in the air. Before the PCs can take any action, the eyewing zips away, heading north.

Eyewing: AC 4; MV FI 24; HD 3; hp 19; #AT 3 or 1; Dmg 1d6/1d6/1d4 or *eyewing tears*; SA blinks *eyewing tears* (same chance to hit as normal attack at target within 100') that splash in 10' radius. Target must roll a saving throw vs. poison and suffer 2d6 points of damage if roll fails or 1d6 points if roll succeeds (splash victims suffer 2d4 points if roll fails or 1d4 points if roll succeeds); SD immune to all cold-based attacks; THACO 16; AL LE.



Encounter Zone 2. Roll for an encounter on the Encounter Zone 2 table, page 14 (or treat as no encounter).

Random Encounter. Roll for a random encounter on the appropriate table in the Appendix (or treat as no encounter).

If the PCs attack an animal as a result of a random encounter, the meeting with Linsilee is triggered.

Meeting with Linsilee

Heavy nets drop over the PCs as they walk beneath the branches of a tall tree. The nets are dropped by wild elves concealed in the branches; a PC specifically looking at the trees has only a 10% chance of noticing the elves before they spring their trap.

Before the PCs can free themselves, a muscular female elf drops out of the tree and lands in front of them. Two more female elves join her. Each has a bow slung over her shoulder. The elves help the PCs out of the net. "Sorry," says the leader. "We wanted to get your attention."

The leader is Linsilee. The others are Myurla and Panya, two of Linsilee's companions.

See the Appendix for Linsilee's statistics.

Myurla and Panya, Kagonesti (Wild Elves): AC 5; MV 12; F5; hp 22 each; #AT 1; Dmg by weapon or 1d6; THAC0 16; AL LG.

The elves raise their arms in friendship. If the PCs attack, the elves retreat into the trees and vanish among the leaves. The elves repeat their net ambush every two hours until the PCs listen to them.

Linsilee wants the PCs to follow her to the elves' camp in the woods. If the PCs agree, she leads them to her camp in encounter 16. On the way, the elves cheerily greet every bird and butterfly; Linsilee even says hello to a worm.

16. CAMP IN THE WOODS

These lush woods are filled with a variety of trees and flowers. Birds chirp pleasantly in the branches above.

What happens here depends on whether the PCs came here themselves or were led here by Linsilee.

The PCs came here themselves. They find nothing. The wild elves removed all traces of their campsite.

The PCs were led here by Linsilee. The wild elves lead the PCs to a clearing in the trees. Three female wild elves repairing grass tents wave at the party when they arrive. There are a number of animals in the camp—a romping puppy with three legs, a bandaged raven eating corn from the hand of one of the elves, a sleeping rabbit with a mutilated ear. Beside one of the tents is a large tub covered with a net.

Thilia, Onne, Jing (Wild Elves): AC 5; MV 12; F5; hp 22 each; #AT 1; Dmg by weapon or 1d6; THAC0 16; AL LG.

Linsilee introduces her other companions then explains they are all Kagonesti, formerly from the village of Dovestone located in the forests near the Dargaard Mountains. Like all wild elves, they believe that harmony with nature is the key to a fulfilled life. However, they believed their own people violated this principal by exploiting animals—riding them, eating them, even hunting them for sport. They now spend their days as advocates for animals, fighting to defend them from exploitation and harm. Strict vegetarians, the elves refer to all others as "meat-crunchers."

If the PCs were attacked by the blunt birch arrows (in a random encounter with animals or in the ambush with the eyewings in encounter 9), Linsilee proudly takes credit. If the PCs lost their horses from a Horses Stolen encounter, Linsilee takes credit for this, too. Linsilee also denounces the PCs if they attacked the wolf pack (encounter 14 or the third choice in Encounter Zone 15) or ate the chickens (from the fourth

choice in Encounter Zone 15). At the same time, she commends the PCs if they helped the hurt horse (the fifth choice in Encounter Zone 15).

"We asked you here because in spite of your meat-crunching tendencies, we support what you are doing for the dragons," she says. She says that they, too, are aware of the dragons' seeming disappearance and are very concerned. They have no explanation. They reject any connection with the supposedly fading moons and stars. "We shouldn't be surprised if they've died or gone away, considering how they've been treated since the end of your war," she says, citing hunting dragons for sport as a particularly revolting example of exploitation. "When a sacred bond with nature is broken, all good creatures suffer the consequences."

Unfortunately, the elves have little to offer the PCs besides encouragement and moral support; they cannot go with them, as they must stay in this area to continue their campaign for helpless animals. However, Linsilee says that the desolate northlands seem the most likely place to find dragons these days. "The scent of death has been particularly strong in the moors for the last year or so," she says. "It's possible the trouble stems from there." She has no details.

Before the PCs leave, Linsilee shows them around the camp, introducing them to the puppy, the raven, and the kitten they are nursing back to health. She also shows them the covered tub. "This is a particularly sad case." She pulls back the net, revealing a living gold dragon head floating in a foot of water. It pants like a happy puppy when it sees Linsilee and rolls playfully in the water. Linsilee strokes under its chin.

The dragon head is named Ky. He was separated from his body shortly after his birth as a result of an experiment conducted by Tarligor in his Shadowglades lab. The infusion of magical forces from Tarligor's experiment allows the head and the body to live independently; the head absorbs all necessary nutrients from the water in its tub.

If the PCs ask the head what happened to it, the head says, "Tarligor." If asked about Tarligor, it says only, "Evil...evil..." and begins to gag. The head knows where it was separated from its body (the Shadowglades) but doesn't know why.

After the PCs finish speaking with the head, Linsilee goes to the beehive. She produces a small wooden box and whispers to the bees. Three of the bees dutifully fly into the box. She gives the box to the chosen PC. "If you need us, tell one of the bees," she says. "It will find us and give us the message."

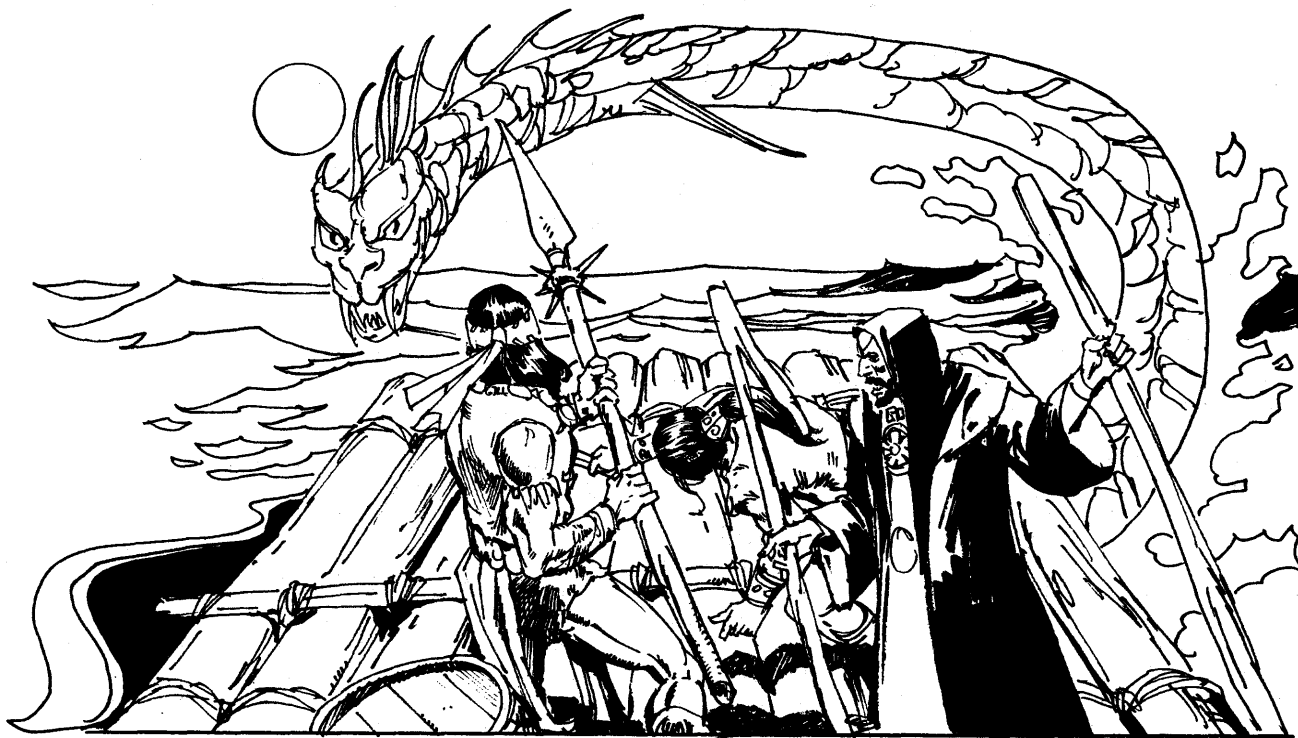
The PCs may spend the night in the elven camp. If asked, Linsilee can point them in the general direction of Wheatly (encounter 14), Kwintter's Ranch (encounter 2 in Chapter 2), and the Shadowglades (Encounter Zone 7 in Chapter 2). If the PCs don't know where to go next, Linsilee suggests that the Shadowglades may hold the answers they seek. She has also heard rumors that Wheatly was the recent site of an attack by evil forces. Once the PCs leave, they are unable to find either the elves or their camp again.

TROUBLESHOOTING

If the PCs attack the Lor-Tai. Not only are the Lor-Tai non-violent, they're terrible fighters. The PCs can easily overwhelm them if they want to. However, you might point out that this type of unwarranted hostility is completely contrary to the principals of good.

If the PCs don't know what to do next. Make sure the PCs don't lose sight of their mission—to find out if there's a threat to the dragons and what can be done about it. If the PCs falter, give them a strong, specific image from a dream stone or have a white stag appear to lead them.

CHAPTER 2: DARK DREAMS



DM'S OVERVIEW

This chapter covers events and encounters taking place in the desolate moors of northwestern Estwilde. As in Chapter 1, use the large color map and Map 2 inside the module cover for reference.

GOALS

In this chapter, the PCs should accomplish the following:

- meet Artha and face her in battle.
- discover Khardra's background and origin.
- befriend a gully dwarf tribe that provides them with valuable clues.

As always, give the PCs a fighting chance to achieve these goals, but don't reward poor playing or bad choices.

TERRAIN AND CLIMATE

As can be seen on the color map, there are two types of swamp terrain: shallow and deep. The shallow swamp is muddy and spongy, alive with lush vegetation and abundant insects and reptiles of all varieties.

Generally, temperatures are only a few degrees warmer than the dry lands to the south, but the air is humid and sticky, making travel uncomfortable, especially during the day.

Mounts can be ridden in the shallow swamp, as there is seldom more than a few inches of standing water. There are also numerous dry areas that are adequate for camping. The streams and tributaries are 20 to 40 feet wide on the average. They are never deeper than a few feet.

The deep swamp, known as the Shadowglades, is completely covered with water. Depths range from three to 20 feet, averaging about eight to 10 feet. The water is sour and dark, definitely unsuitable for drinking. A heavy mist hangs in the air at all times, giving the impression of an endless dusk.

The Shadowglades is thick with reeds, brush, and trees. Movement by raft or boat is slow and difficult; riding a mount is impossible. Insects and reptiles are everywhere, and the water teems with leeches.

Temperatures in the Shadowglades peak in the 90s during the day and dip into the 70s at night. The humidity makes it seem much warmer; PCs will find their clothes constantly drenched in sweat.

INFORMATION FROM NPCs

Unless otherwise specified, NPCs have no useful information about dragons, Khardra, locations, or anything else. At your discretion, you may use the Khardra and Dragon Rumor tables from the Prologue to supply responses for the NPCs.

DM'S BACKGROUND

The moors are Khardra's old stomping grounds, but he seldom returns these days, as there's nothing much left of interest for him. Tarligor created Khardra in an abandoned shack deep in the Shadowglades. Tarligor's body is still there.

The only civilized outpost of any significance in this area is Kwinter's Ranch, located just south of the moors. For several weeks, Artha has been extorting money from the ranch. Having taken all she can get, Artha now intends to destroy it,

ENCOUNTER KEY

I. ENCOUNTER ZONE

When the PCs enter this area, roll 1d6 and immediately run the indicated encounter. For every four game hours the PCs remain in this area, roll 1d6. On a roll of 1, another encounter on this list takes place (roll 1d6). You are also free to alter the frequency or to choose specific encounters as you see fit.

D6 Roll Encounter

- 1 Eye Drops
- 2 White Stag
- 3 A Man and His Ogre
- 4 Roasted Bones
- 5 Goat Train
- 6 Random Encounter

Eye Drops. The PCs see several foot-long clumps of a glassy substance in the grass. The substance is rubbery, has a bluish tinge, and smells faintly like decaying meat. It feels hot; if the substance comes in contact with a PC's bare flesh, he must roll a saving throw vs. poison or suffer 1 point of damage from burns.

The clumps are dried "tears" of the eyewings. The substance has no monetary value.

White Stag. A white stag appears just ahead of the PCs and leads them toward the best path. The stag disappears after traveling 1d3 hexes on the map.

White stag: AC -5; MV 24; HD 10; hp 77; #AT 3; Dmg 1d12/1d6/1d6; THAC0 10; AL LG.

A Man and His Ogre. A filthy man leading a huge ogre on a chain flags down the PCs. He introduces himself as Professor Filben Stumor, "a free spirit who knows these parts like the nose on my friend's ugly face."

Filben Stumor: AC 8; MV 12; F3; hp 17; #AT 1; Dmg 1d4 (dagger); THAC0 18; AL NE.

Ogre: AC 5; MV 9; HD 4+1; hp 28; #AT 1; Dmg 1d10; THAC0 15; AL CE.

Stumor peddles information for a living. He sells answers to yes or no questions for five stl each, "guaranteed accurate."

If the PCs prefer, they can gamble ten stl (or an item of equivalent value) for unlimited access to his knowledge. All they have to do is wrestle the ogre—if the ogre loses, Stumor will answer any number of questions. If the ogre wins, they lose the ten stl. The rules are that the ogre picks his opponent, and no weapons are allowed.

If the PCs agree, the ogre looks them over and makes his choice. The arrogant ogre always chooses the toughest-looking opponent. If notes of personality traits were made during the Fair Meadows encounters, the PC who was assigned the trait of Violence should be chosen. Otherwise, choose a random PC or a PC whom you wish to take a more active part in the adventure.

The ogre attempts to pound the chosen PC into unconsciousness. The first opponent to be reduced to 5 hp or less loses the match. (Stumor calls off his ogre before he kills his opponent.)

Stumor has less information than he claims. He knows the locations of Lake Kwintter (encounter 3), Culeman's Lodge (encounter 6), and Tarligor's lab (encounter 9). If asked about Khardra or dragons, choose a random reaction from the Khardra or Dragon Rumor Tables in the Prologue. If asked anything else, Stumor makes up an answer.

If the PCs feel cheated by the quality of Stumor's answers, he indignantly says he doesn't give refunds. If the PCs attack, Stumor and the ogre defend themselves, retreating as soon as they can. Aside from Stumor's knife, they carry nothing of value.

This encounter occurs only once.

Roasted Bones. The PCs spot a pack of wild dogs carrying blackened bones. If the PCs want to examine the bones, they'll have to fight the dogs for them.

Wild dogs (6): AC 7; MV 15; HD 1 + 1; hp 5, 6, 6, 8, 8, 8; #AT 1; Dmg 1d4; THAC0 18; AL N.

If three of the dogs are killed, the rest drop their bones and run away.

The bones are part of a horse skeleton. The horse was brought here by one of Artha's dragons after a raid on Kwintter's Ranch. The dragon ate what it wanted, then burned the rest of it.

This encounter occurs only once.

Goat Chain. The PCs see a man leading 20 goats. The goats are tied from neck to tail in a long chain. The man is whistling happily.

The man smiles if the PCs approach. "If any of you folks are in the market for goats, now's the time to buy 'em," he says. "Kwintter's Ranch is practically giving them away." The man can direct them to the ranch (encounter 3), but has no other information.

Goat herder: AC 10; MV 12; F 1; hp 6; #AT 1; Dmg by weapon; THAC0 20; AL N.

This encounter occurs only once.

Random Encounter. Roll for a random encounter on the appropriate table in the Appendix (or treat as no encounter).

2. DISTANT TOWERS

In the distance, two large, wooden platforms balanced on thick pillars tower into the sky.

These are the lookout towers of Kwintter's Ranch (encounter 3). Tell the PCs the location of the towers, relative to their current positions.

Treat this area as part of Encounter Zone 1, and roll for encounters accordingly.

3. KWINTTER'S RANCH

Ahead is a still lake nearly 300 feet in diameter. A wooden bridge leads to a 200-foot-diameter island in the center of the lake. The entire island is enclosed by a wooden fence 10 feet high.

In the northwestern and southeastern corners of the fence, two wooden pillars rise 40 feet in the air. A large wooden platform sits atop each pillar, and two men armed with bows stand on each platform.

The sounds of bleating goats and whinnying horses can be heard from inside the gate.

This is Kwintter's Ranch, the best-known and most prosperous goat and horse ranch in northern Estwilde. The lake and the adjoining river are nearly 20 feet deep. The only access to the ranch is by the bridge.

A muscular man about 40 years old meets the PCs at the entrance gate and introduces himself as Dil Kwintter, the owner of the ranch. He is grim but friendly. He listens to whatever the PCs have to say, then asks them if he can speak to them privately. "It's very important," he says. "Please."

Dil Kwintter: AC 6; MV 12; F5; hp 21; #AT 1; Dmg 1d6 (bow and arrow); THAC0 16; Str 16, Dex 13, Con 14, Int 12, Wis 11, Cha 14; AL LG.

Dil leads them to his office, closes the door, and gets down to business. He explains that the ranch has been receiving intimidating threats from a woman named Artha, "a fat, stinking toad." Artha robbed the ranch a few weeks ago, destroying the western end of the bunkhouse in the process.

"She happened to hit us after a big sale," says Dil. "She got away with a couple of thousand in steel."

Artha returned every few days thereafter to demand more money, "but we stood our ground. She tried to scare us with these giant eyeball monsters with bat wings, but we fought them off. Then she brought in a black dragon that flew away with some of our best horses, but we still wouldn't give in to her."

A couple of days ago, Artha gave Kwintter an ultimatum. Artha plans to return to the ranch tomorrow and destroy it if they don't pay her 50,000 stl. "We don't have it, and we can't get it," he says. "I think she'll try to kill us this time. We can't fight her alone."

Dil asks the PCs to stay and help them defend the ranch against Artha. "We're down to five men. Everybody else we've asked is afraid."

If asked why they don't abandon the ranch, Kwintter bristles. "A Kwintter has never run from a fight," he says. "You don't understand this business. If word gets out that we can be scared off by an extortionist, we'll be sitting ducks for every two-bit crook in Estwilde." If asked why they don't run the animals off for a few days if they know an attack is coming, Kwintter says that rumors of bandits make it too risky. "The animals are safer here where we can watch them." If asked what makes him think they've got a chance against a being as powerful as Artha, let alone a black dragon, Kwintter says that Artha never does any of the fighting herself. "She lets her boys do her dirty work," he says. "And those eye-things aren't hard to kill. Her dragon isn't very big. A half-dozen healthy men can surely take on one dragon." Kwintter tries to sound confident, but the quaver in his voice betrays his uncertainty.

If the PCs decline to help, Dil refuses to give them information or help them in any way; he demands they leave immediately. If the PCs agree to help, Dil heartily thanks each one, then takes them on a tour of the ranch to show them the layout and meet the rest of his men.

Dil raises light, medium, and heavy warhorses, along with draft horses and farm goats. Currently, the ranch has about 75 horses and 150 goats. The wooden buildings are solidly constructed.

Like Dil, his men are grim but friendly. They are all trim and muscular, except for a white-haired hill dwarf Dil introduces as Jasper Blackboot. Privately, Dil explains that Jasper isn't much of a fighter, but is a shrewd businessman and has a wealth of knowledge on just about every subject.

Dil's men (5): AC 6; MV 12; F3; hp 18 each; #AT 1; Dmg 1d6 (spear or bow); THAC0 18; AL LG.

Jasper Blackboot: AC 4; MV 6; F3; hp 13; #AT 1; Dmg 1d4 + 1 (hammer); THAC0 18; Str 11, Dex 11, Con 10, Int 15, Wis 17, Cha 15; AL LG.

At the end of the day, Dil and his men put the livestock in the barns and feed them, then settle down with the PCs for a feast of combread, goat steaks, and hot tea. There are extra beds in the bunkhouse for the PCs.

Before they retire, the PCs can ask the NPCs any questions they might have. Jasper is the primary source of information. If asked about dragons, he says, "It appears the bad ones are alive and well, but I've heard rumors that the silver ones are sick and the bronze ones are gone." He doesn't know why but is convinced that the good dragons are in trouble, "and that, my friends, means trouble for us all."

Jasper knows of a legend of a mysterious place deep in the Shadowglades that is rumored to be the birthplace of a terrible evil. The place is surrounded by "trees whose leaves are alive." He knows no other details, but "if I wanted some answers, that's where I'd go."

Jasper has no other information for the PCs. He has a wealth of stories about the War of the Lance and will spin yarns for the PCs as long as they like. (Use this opportunity to

fill in any gaps in the players' knowledge of Krynn lore.)

The Layout

Refer to Map 5. The entire ranch is enclosed by 10-foot wooden fences. There is only a few feet of shoreline between the fence and the lake.

A. Bridge. This leads to the entrance gate.

B. Bunkhouse and Office. The western wall of the bunkhouse has been burned and partially demolished.

C. Barns. The northern barns are for horses. The southern ones are for goats.

D. Haystacks. This area is filled with haystacks to feed the livestock.

E. Pens. The northern pens are for horses. The southern pens are for goats. Gates connect the pens.

F. Guard towers. A ladder leads from each tower to the pen below. The support pillars are five feet thick. Guard rails four feet high surround the platforms.

The Defense

Early the next morning, Dil instructs his men to take their posts. Dil and two of his men position themselves in the northwestern tower. The three other men are positioned in the southeast tower. Jasper stays in the bunkhouse.

Dil explains that Artha and her minions always appear in the air high over the ranch. The PCs may position themselves anywhere in the ranch they wish. If the PCs have any alternate plans for defense of the ranch, Dil listens politely, but he and his men do not change locations. Dil has an assortment of bows, javelins, and spears to defend the ranch. The PCs have access to any of these weapons.

Additionally, Kwintter has a *flute of wind dancing* that was recently taken in trade for a dozen of their best horses. Kwintter gives the *flute of wind dancing* to the PCs to use in the defense of the ranch. (After two rounds of playing, the user can create a *zephyr*, after three rounds, a *gust of wind* can be summoned. After an entire turn, a *dust devil* can be created in a 30" area. All winds move at the player's will up to 6" away. The winds die as soon as he stops playing.)

The Attack

At high noon, an area in the sky over the ranch begins to begin to darken and swirl. The odor of decaying meat permeates the air, and a hazy image of an obese woman appears in a dark fog. She is draped in shreds of black silk. Thick black rain drips from her lumpy body and plops into the lake. Her image swells until she is as big as a cloud.

See the Appendix for Artha's statistics.

Normal attacks on Artha have no effect; weapons pass harmlessly through her insubstantial image.

"Do you have the money?" she says, her voice a lifeless drawl.


There is no answer from Dil or his men, who stand poised with spears and bows.

"Very well," drones Artha. She hovers silently for a moment, then solidifies and casts *flame strike* at the haystacks and barns, all of which instantly burst into flames. The livestock begins to panic; goats and horses race from the barns and stampede through the pens looking for a way to escape the fire. Artha vanishes. (Artha does not reappear or participate further in this battle, leaving the destruction of the ranch to her minions while she goes elsewhere to rest.)

The instant Artha disappears, two black dragons and six eyewings burst from the lake.

Young adult black dragons (2): AC 3; MV 12 Fl 24; HD 8; hp 32 each; #AT 3; Dmg 1d4/1d4/3d6; THAC0 12; SA breath weapon (spits acid in a 1/2"-wide stream for 6" in a straight line for 2d4 points of damage); AL CE.





Eyewings (6) : AC 4; MV FI 24; HD 3; hp 17, 18, 19, 19, 21, 21, 21; #AT 3 or 1; Dmg 1d6/1d6/1d4 or *eyewing tears*; SA blinks *eyewing tears* (same chance to hit as normal attack at target within 100') that splash in 10' radius. Target must roll a saving throw vs. poison and suffer 2d6 points of damage if roll fails or 1d6 points if roll succeeds (splash victims suffer 2d4 points if roll fails or 1d4 if roll succeeds); SD immune to all cold-based attacks; THAC0 16; AL LE.

In the first round, the eyewings sweep through the pens and attack random goats and horses with their claws and tails, attempting to kill as many as possible. In the second round and all subsequent rounds, three of the eyewings attack the occupants of the northwestern tower, the other three attack the occupants of the southeastern tower. The eyewings attack by diving straight down on a target and slashing with their claws and tail. Whenever two or more characters are within the same 10' radius, an eyewing makes an *eyewing tear* attack. The eyewings fight to the death; Artha considers them to be expendable. If the tower occupants flee or fall, the eyewings chase them.

As soon as they appear, each dragon heads for a tower support pillar (on different towers) and begins to attack it with its teeth and claws. The dragons ignore any attacks directed at them until they destroy the pillars.

After a pillar receives 15 points of damage, it begins to wobble. When it suffers 30 points of damage, it topples. Roll 1d6; on 1d4, it topples into the lake, on 5-6 it topples into the pens. PCs can attempt to dive from a toppling tower into the lake if they succeed on a Dexterity check with a -2 penalty. NPCs have a 50% chance of successfully diving. A diving PC or NPC suffers no damage. A PC or NPC falling into the lake receives 1d6 points of damage. A PC or NPC falling into the pen suffers 2d6 points of damage.

A PC on a guard tower who feels the pillar wobbling may attempt to escape by climbing down the ladder (all NPCs attempt to climb down as soon as they feel the pillar wobble). Climbing the ladder takes one round. The black dragons pause in their destruction of the pillars to attack climbing characters by spitting acid. After an acid attack, the dragon resumes destroying the pillar.

When one tower has fallen, the dragon joins his companion to destroy the other tower. When both towers have fallen, the dragons attack random characters with their claws and teeth, attempting to inflict damage on the greatest number of characters possible. The dragons use their breath weapons when more than one character is within range. As soon as a dragon loses half its hit points, it attempts to escape, first sinking its claws into a horse to carry it away. The escaping dragons vanish into the northern skies.

After both towers have fallen, the eyewings continue their attacks as before, swooping low to slash with their claws and tails, and blinking *eyewing tears* whenever two or more characters are within the same 10' radius.

While in the guard towers, Dil and his men concentrate on attacking the eyewings with arrows and spears. Once on the ground, as a result of falling from or climbing down a guard tower, they attack the dragons. They also attack any eyewings who swoop within range. As soon as one tower topples, Jasper races from the bunkhouse to attack the nearest dragon with his hammer.

In the third round of combat, Dil (or another NPC if Dil is dead) hollers to the nearest PC to help the goats and horses. The panicking livestock can't escape and are dying from the smoke, fire, and accidental attacks on each other. To save the livestock, the gates must be opened to the bridge. It takes one round to open each gate. If the gates are opened, the livestock races from the pens to the bridge and to safety.

The PCs don't have to help the livestock, but most of the animals will die if the gates aren't opened. (To calculate the loss of livestock if the gates aren't opened, multiply by 5 the

number of rounds of combat before the eyewings are killed and the dragons leave; this gives the percentage of livestock killed, up to a maximum of 95%.)

After the Battle

When the battle is over, any surviving NPCs assess the damage and begin cleaning up the mess. They thank the PCs for their courage and assistance.

The surviving NPCs furnish the PCs with bows, spears, and javelins before they leave. They also give them the *flute of wind dancing* to keep.

The PCs are advised to travel by foot; the swamp is too deep for mounts. The NPCs cannot accompany them—they have too much work to do rebuilding the ranch—but the PCs are welcome here if they return.

4. ENCOUNTER ZONE

When the PCs enter this area, roll 1d8 and immediately run the indicated encounter. For every three game hours the PCs remain in this area, roll 1d6. On a roll of 1, another encounter on this list takes place (roll 1d8). You are also free to alter the frequency or to choose specific encounters as you see fit.

D8 Roll Encounter

1	Natural Wonder
2	Quicksand
3	Turtle
4	Butterfly
5	Sticky Tree
6	Vultures
7	Sleepy Snake
8	Random Encounter

Natural Wonder. The PCs encounter one of the following natural wonders (choose randomly):

a. A deep pool filled with lotus blossoms. The pink blossoms are four feet across.

b. Hundreds of yellow toads bask in the sun near a reedy stream. A chorus of croaks greets the PCs as they pass by.

c. A narrow valley of bleached grass blocks the party's progress. The white blades average six feet high.

d. A flock of black cranes watches the party impassively. If approached, the cranes soundlessly rise as one and soar away into the sky.

Quicksand. The PC leading the party (or a random PC if more than one is leading) steps in a pool of quicksand and begins to sink at the rate of two feet per round. There is a 25% chance that a patch of solid ground or a tree root is close enough to grab. If he succeeds in a Dexterity check, he grabs it. If he succeeds in a Strength check, he pulls himself free.

Any PC can pull the sinking PC out of the quicksand if he makes a Strength check with a -2 penalty. Any two PCs working together can pull him out with no problem.

If the PC sinks below the surface, he can still be rescued as long as his companions can feel around and find him. However, the PC continues to sink at a rate of two feet per round. If he isn't rescued before he sinks out of reach, he will never be seen again.

Turtle. The PCs spot a large turtle wandering by with the words "FOLLOW ME" painted on his back in white letters. This is one of the turtles Culeman uses to promote his business (encounter 6). If the PCs follow the turtle, it leads them to Culeman's Lodge (encounter 6). However, the turtle has a movement rate of 1' and tends to get distracted by tasty mosquitoes; the trip could be a long one for the PCs.

Butterfly. A zebra butterfly with a wingspan of two feet perches on the shoulder of a random PC. The butterfly is just hitching a ride and flutters away if disturbed.

Butterfly: AC 8; MV FI 6; HD 1 hp; #AT nil; Dmg nil; AL N.

Sticky Tree. The PCs see a tall, leafless tree whose branches extend 50 feet in the air. Leaves, insects, and bird skeletons are stuck to a clear, gummy substance covering the entire trunk.

Any object that touches the gummy trunk sticks fast. This includes weapons, gloves, and bare hands. No amount of pulling, slicing, or striking removes an object stuck to the gum. However, if the point of contact is liberally doused with water, the gum softens enough so the object can be removed.

Vultures. The PCs see a flock of vultures circling in the distance. If the PCs investigate, they find the corpse of a horse or goat (choose randomly), mutilated with deep claw marks. The corpse is another discarded victim of one of Artha's dragons (encounter 3). The vultures fly safely out of range when the PCs approach.

Sleepy Snake. This encounter occurs only at night and only to a PC who is asleep (choose randomly).

Sometime during the night, a two-foot-long black and yellow striped snake slithers inside the PC's clothes, curls up, and goes to sleep. In the morning, the PC will either feel the snake curled next to his body or a fellow PC will see its tail sticking out from under his clothes.

When the PC wakes up and discovers the snake in his clothes, secretly roll 1d6; this is the number of hours the snake stays asleep before he crawls out. Any movement disturbs the snake and causes him to bite; it is impossible to remove the snake without disturbing it.

If the snake is still asleep after two hours, the PC must roll a Dexterity check. If he fails, the PC has moved and the snake awakens; he feels it slither in his clothes. If the PC doesn't panic, the snake goes back to sleep for the remainder of time determined by the 1d6 roll. If the PC panics (such as trying to shake it out), the snake bites him.

If undisturbed, the snake eventually crawls out of the PC's clothes and slithers away. If disturbed, it bites the PC.

Snake: AC 6; MV 15; HD 2+1; hp 10; #AT 1; Dmg 1 + poison; SA victim must roll a saving throw vs. poison and suffer 2d6 points of damage if roll fails or 1d4 points of damage if roll succeeds; THAC0 16; AL N.

This encounter occurs only once.

Random Encounter. Roll for a random encounter on the appropriate table in the Appendix (or treat as no encounter).

5. TURTLE MARSH

This area is no different from the rest of the shallow swamp, except that it has a lot more of Culeman's turtles. Treat this as part of Encounter Zone 4 and roll for encounters accordingly. Roll an additional 1d6 for every three game hours the PCs spend in this area; on a roll of 1-2, they spot one of the painted turtles (see the third choice in Encounter Zone 4).

6. CULEMAN'S LODGE

This area is thick with leafy cypress trees, many of them with painted signs reading, "CULEMAN'S LODGE JUST AHEAD." An arrow points the way.

If the PCs follow the signs, they discover a wooden building in a clearing with a large sign reading, "CULEMAN'S LODGE—FISHING AND HUNTING SUPPLIES—CHEAP" Several turtles sun themselves on the building's porch. The building borders the deep swamp.

If the PCs approach the lodge, a woman appears in the doorway. She is about 40 years old with dirty blonde hair and a missing front tooth. She wears a work shirt and patched trousers and leads a crocodile on a leash. "You picked a good day to show up," she says brightly. "We're having a big

sale."

Culeman: AC 8; MV 12; F3; hp 17; #AT 1; Dmg 1d4 (dagger); THAC0 18; AL LN.

Crocodiles (4): AC 5; MV 6 Sw 12; HD 3; hp 18, 20, 20, 21; #AT 2; Dmg 2d4/1d12; THAC0 16; AL N.

Culeman is the sole proprietor of the lodge. She sells supplies to sportsmen who come to the Shadowglades to hunt and fish. Four pet crocodiles protect her from bandits; if the PCs attack her for any reason, the crocodiles fight to the death to protect her.

Culeman's sales technique is to exaggerate the dangers of the swamp. Not only do intimidated customers tend to buy more, Culeman gets a kick out of scaring them.

Culeman ushers the PCs into the lodge. If a PC gets within three feet of the crocodile, it hisses at him. Culeman pats the croc on the head. "He only bites cheapskates," she says.

Three more crocodiles lounge in the corners of the lodge. The walls are covered with trophies: a giant leech, a python coiled on a branch, the head of a copper dragon. If asked about the trophies, Culeman says she killed them all herself. (Not true. She bought them from peddlers.) She shows the PCs two glass bottles containing dead snakes with yellow and black stripes. "There are a lot of these around here," she says. "Just remember—the black-headed ones won't hurt you. The yellow-headed ones are poison." (Correct.)

Culeman asks the PCs what they're up to and where they're headed. "How're you fixed for weapons?" she asks. She has a variety of quality swords, axes, bows, and tridents, all at twice the price listed in the *Player's Handbook* (converted to the steel standard). She also sells fishing tackle (five stl), cans of bait (one stl each), and cypress wine (two stl per flask). Room and board is three stl per night.

If asked about dragons, Culeman swears the swamp is thick with them. (Actually, she has no idea.) "If you're looking for dragons, you'll need one of these." She shows them an iron staff with three sharp prongs on the end. "Just like Khardra uses," she winks. The staff is similar to the weapon Khardra had at his Fair Meadows demonstration (see Prologue).

If the PCs ask about Khardra, Culeman says he's the greatest dragon-hunter of all time and a close personal friend. (Not true. She's never met him; the staves are copies she had made based on descriptions from travelers.) She claims that it takes a staff like this to kill dragons, who have all gone crazy. "Best thing since a dragonlance," she says. The staves cost 50 stl each and inflict 2d4 points of damage; they have no special properties.

If asked about the swamp, Culeman says there's a lot of good fishing but not much civilization. "The farther north, the better the hunting." If pressed, Culeman admits the northern moors are dangerous. "I never heard of anybody going up there—at least nobody who's ever come back." She's heard rumors about a particularly bad place in the northwest surrounded by giant black trees. "I hear even the leaves are alive up there," she says, but she has no details.

If the PCs intend to travel into the deep swamp, Culeman says they'll need a raft. She has several for sale, tied to a dock behind the lodge. Each costs 50 stl; all are seaworthy and big enough to hold all the PCs comfortably.

7. ENCOUNTER ZONE

About the Deep Swamp

All of the terrain in this area is deep swamp. PCs must move by boat or raft. If they did not secure a raft at Culeman's Lodge (encounter 6), they can build one by tying logs together with vines. It takes one full day to build a raft.

A raft has a movement rating of 4 in the deep swamp, meaning the party can travel about four miles in eight hours.



The party must sleep on the raft or camp on an area of highlands. Highlands are discovered as encounters in this Encounter Zone.

PCs may fish for food from the raft. For every three hours a PC spends fishing, roll 1d6; on a roll of 1-2, he catches enough fish to feed two PCs for a day. On a roll of 6, something yanks the pole from his hands and disappears with it underwater.

If a PC enters the water for any reason, there is a chance he will be attacked by giant leeches (see statistics in the "Leech Attack" encounter, following). Roll 1d6; on a roll of 1-2, the PC is attacked by 1d4 leeches. The attack occurs 1d6 rounds after he enters the water.

The Dream

One of the PCs experiences a dream while the party is in this area. The dream occurs on the first night in the deep swamp and only occurs once. The dream occurs regardless of whether the PC is using a dream *stone*.

If notes of personality traits were made during the Fair Meadows encounters, the PC who was assigned the trait of Greed should experience the dream. Otherwise, choose a random PC or a PC whom you wish to take a more active part in the adventure.

The dream is experienced as a series of flickering images; the end of one dissolves into the beginning of the next. The series is as follows:

- A forest of towering black cypress trees growing out of the swamp water.
- The black leaves disappear, revealing a windowless wooden shack dripping with algae and slime. A small rowboat is tied to a pier leading to the front door.
- A room in the shack. The walls also drip with algae and slime.
- A wooden cabinet attached to a wall in the corner of the room. Zodiacal symbols cover the cabinet.
- The opened cabinet. Inside is an 8-foot-long lance made of a glowing silvery metal. The head has a fine edge, and small barbs protrude from the sides. (This is a footman's *dragonlance*.)

The dream comes from the draconian spectral minion at Tarligor's lab (encounter 9). The minion sends the images to lure victims to the lab.

Encounters

When the PCs first enter this area, roll 1d10 and immediately run the indicated encounter. For every three game hours the PCs remain in this area, roll 1d6. On a roll of 1, another encounter takes place (roll 1d10). You are also free to alter the frequency or to choose specific encounters as you see fit.

D10 Roll Encounter

- | | |
|----|-------------------|
| 1 | Highlands |
| 2 | Snake Drop |
| 3 | Unlucky Fisherman |
| 4 | Root Tangle |
| 5 | Shrieks |
| 6 | Leech Attack |
| 7 | Headless Dragon |
| 8 | Mosquitoes |
| 9 | Dragon Corpse |
| 10 | Random Encounter |

Highlands. A grassy island peeks above the surface of the water. The island is suitable for a campsite. Roll 1d4 + 2, and multiply the result by 5 to determine the approximate diameter of the island in feet.

Snake Drop. As the raft drifts under a tree, a giant constrictor drops from the branches and lands on a random PC. The

constrictor attempts to bite and constrict the PC in its coils.

Constrictor: AC 5; MV 9; HD 6 + 1; hp 38; #AT 2; Dmg 1d4/2d4; THAC0 13; SA constriction; AL N.

Unlucky Fisherman. The bloated body of an unlucky fisherman drifts by. His boat was attacked by giant leeches some weeks ago and all of his companions were killed.

The PCs may retrieve the body by pulling him in with a pole or rope; this requires a successful Dexterity check. If a PC enters the water to retrieve him, roll 1d6 and check for a leech attack (explained in the Leech Attack entry in this table).

The fisherman's body is covered with circular wounds inflicted by leeches. In his pockets are 21 stl, 10 gp, and a flask containing one dose of *potion of healing*.

This encounter occurs only once.

Root Tangle. The raft is tangled in underwater roots. A PC must get in the water and spend 2d4 rounds to free the raft. While in the water, check for leech attacks (explained in the Leech Attack entry in this table).

Shrieks. Agonized shrieks and groans echo through the mist for 1d4 rounds. These are the haunted souls of people who met violent ends in the swamp.

Leech Attack. Three giant leeches slither onto the raft (or the PCs' campsite) and attack a random PC. Unless the PCs were specifically watching the swamp, the silent leeches aren't seen until they attack.

Giant leeches (3): AC 9; MV 3 Sw 6; HD 3; hp 18 each; #AT 1; Dmg 1d4; THAC0 16; SA Drain blood (lose 1 hp per HD per round as long as leech is attached, anesthetizing saliva usually prevents bite and blood drain from being felt until victim has lost 50% of hp); AL N.

Headless Dragon. This encounter occurs only at night. A rustle in the high leaves draws the attention of any alert PCs. A headless gold dragon soars erratically through the night sky. The dragon is flying east. It is only visible for a moment.

This is the body belonging to Linsilee's dragon head (see Chapter 1). If the PCs whisper this information to one of Linsilee's trained bees, the bee heads south to find her. The bee will relay the information. It will take Linsilee several days to track the headless dragon; she will not contact the PCs or verify that the message was received.

This encounter occurs only once.

Mosquitoes. The raft drifts into a cloud of hungry mosquitoes. The mosquitoes swarm over the PCs, biting their hands, faces, and any other areas of exposed flesh. The attack lasts for 1d6 rounds.

Weapons have no effect on the swarm. However, a PC armed with a torch can keep them away. A PC in the water is also safe from the mosquitoes but must check for leech attacks (see the Leech Attack entry in this table).

If the attack lasts for more than one round, there is 100% chance that a PC not in the water or armed with a torch or similar protection will be bitten. Each bitten PC must roll a Constitution check. Those failing suffer 1 point of damage and must also check for disease. On a roll of 1 on 1d4, the bitten PC is infected with a minor strain of swamp measles; for the next 1d4 days, his body is covered with itchy gray splotches, and he rolls all Constitution and Strength checks with -2 penalties and all attacks with -1 penalties.

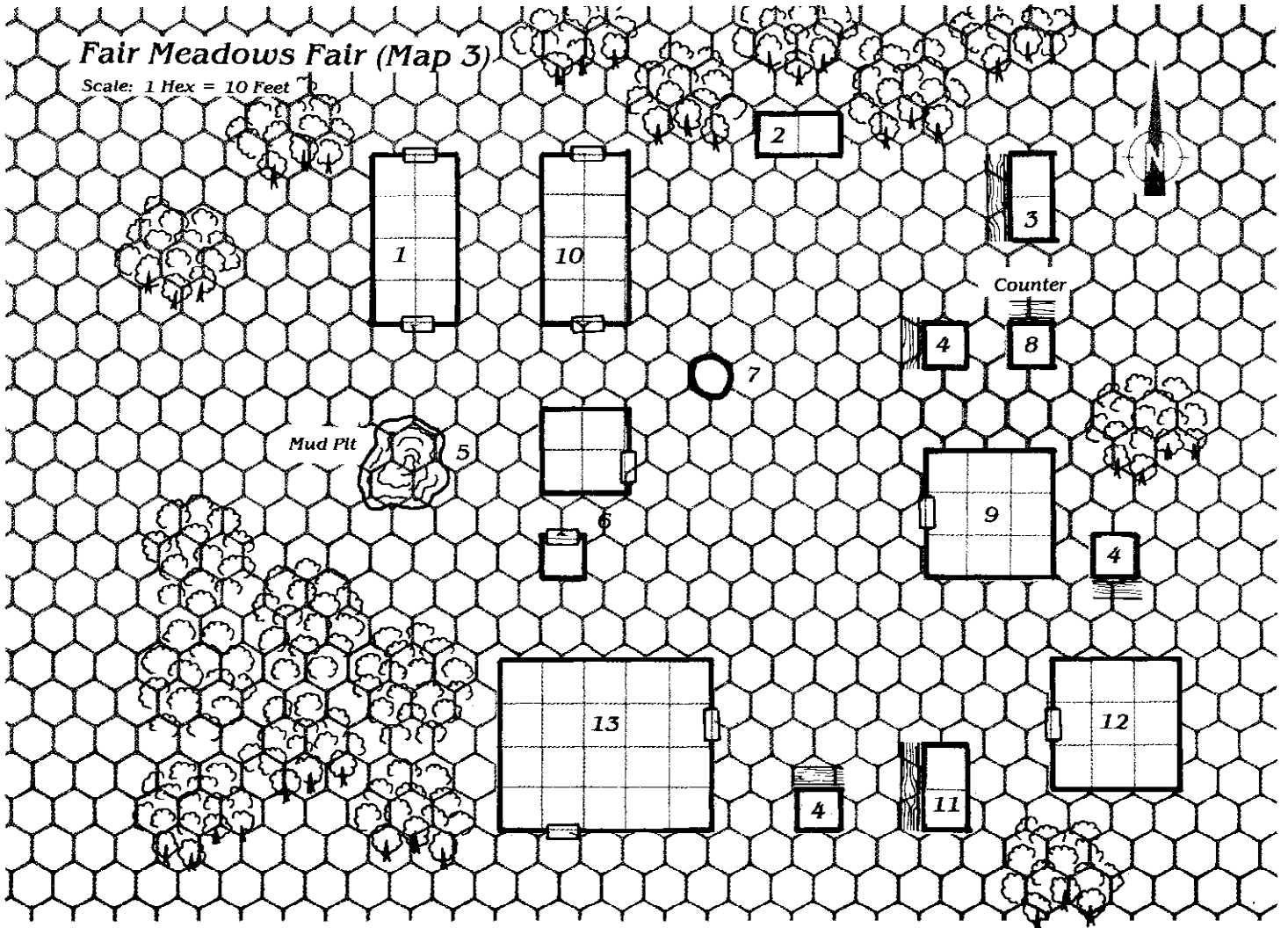
Dragon Corpse. The corpse of a large animal is snagged in a clump of bushes. It is covered with mud and flies. If the PCs examine it, they discover it to be the body of a baby bronze dragon, several days dead and already beginning to petrify. There are triangular punctures near the nape of its neck. Khardra happened upon this baby frolicking in the Shadowglades and killed it for fun.

This encounter occurs only once.

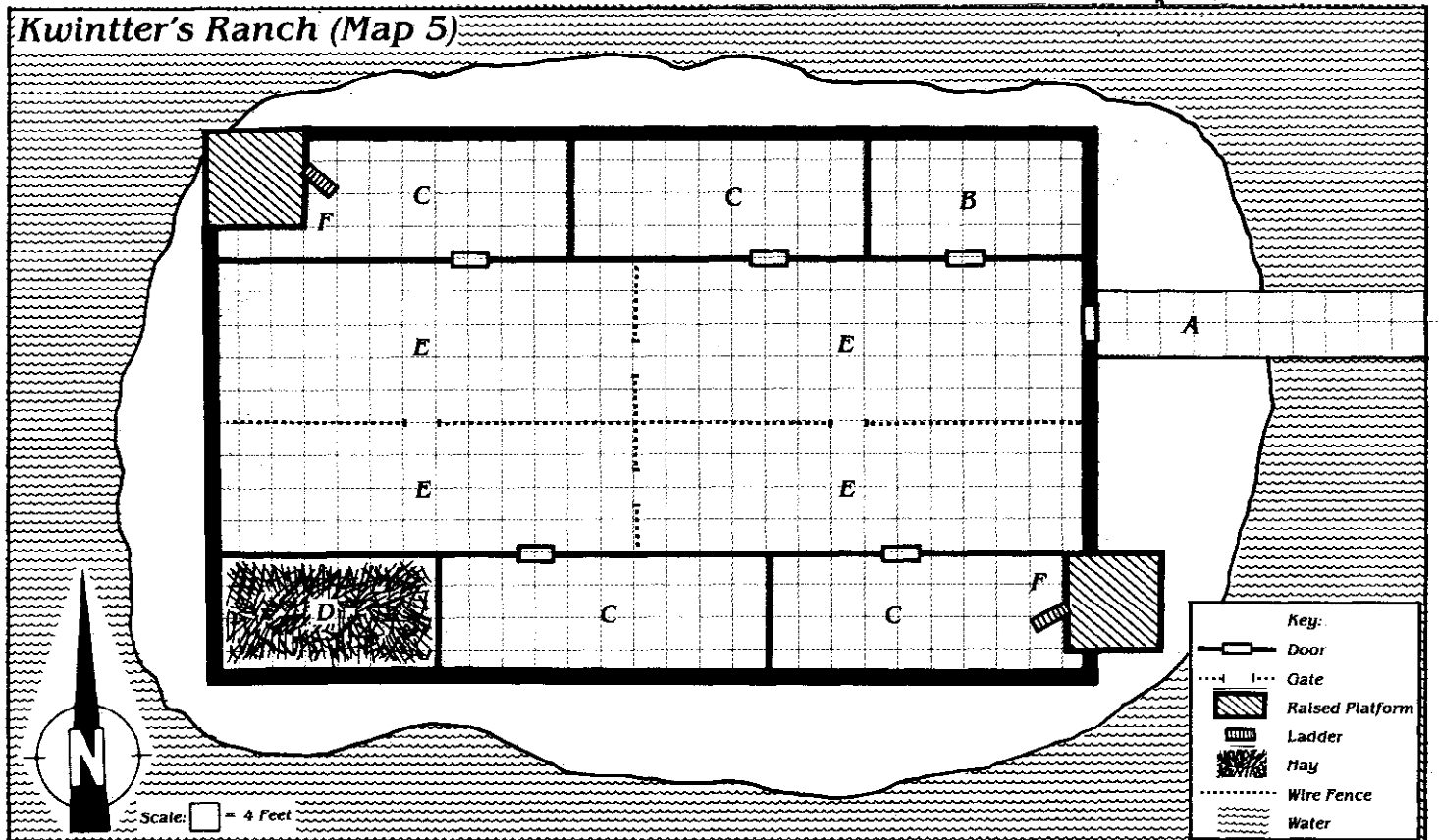
Random Encounter. Roll for a random encounter on the appropriate table in the Appendix (or treat as no encounter).

Fair Meadows Fair (Map 3)

Scale: 1 Hex = 10 Feet

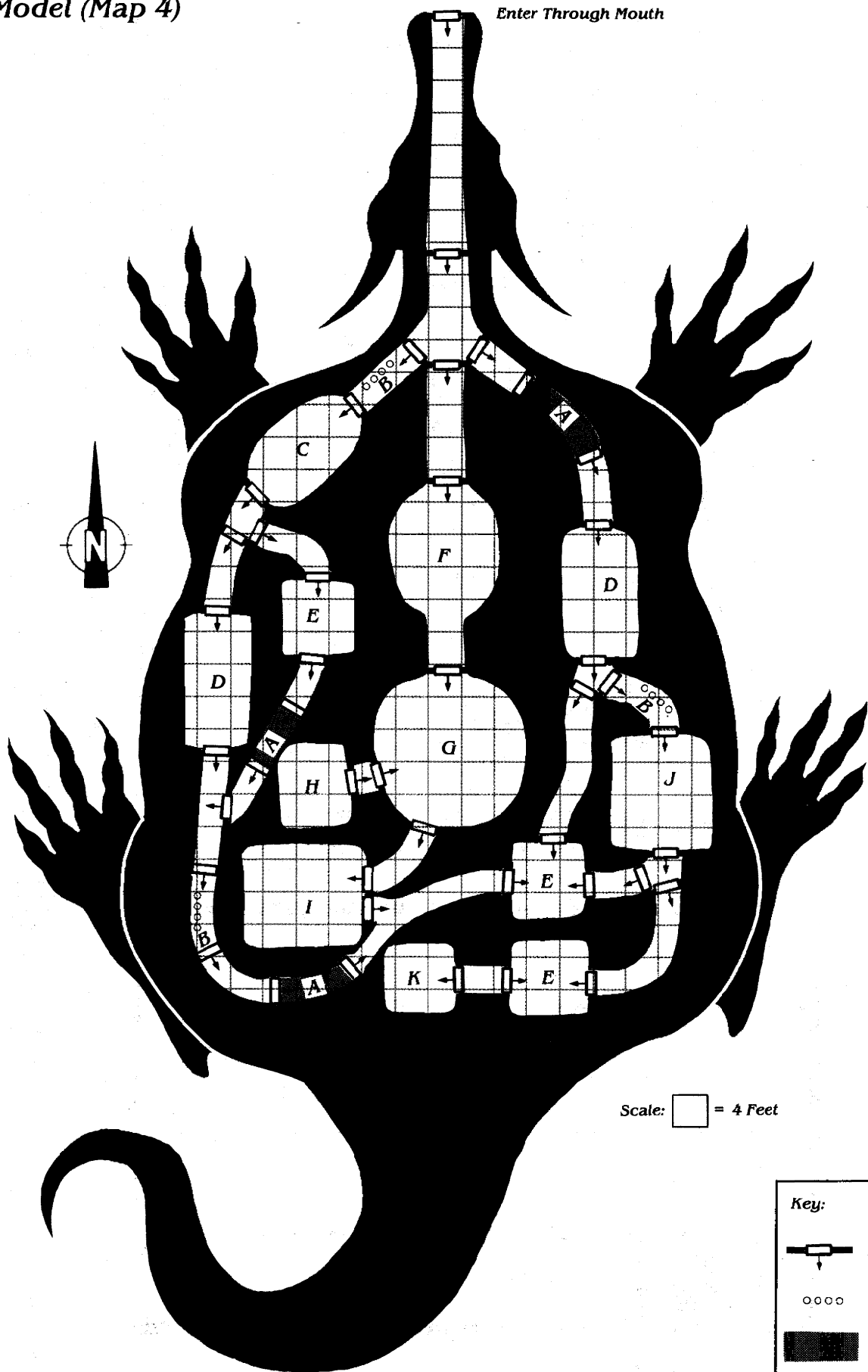



Kwintter's Ranch (Map 5)






Dragon Model (Map 4)

Enter Through Mouth

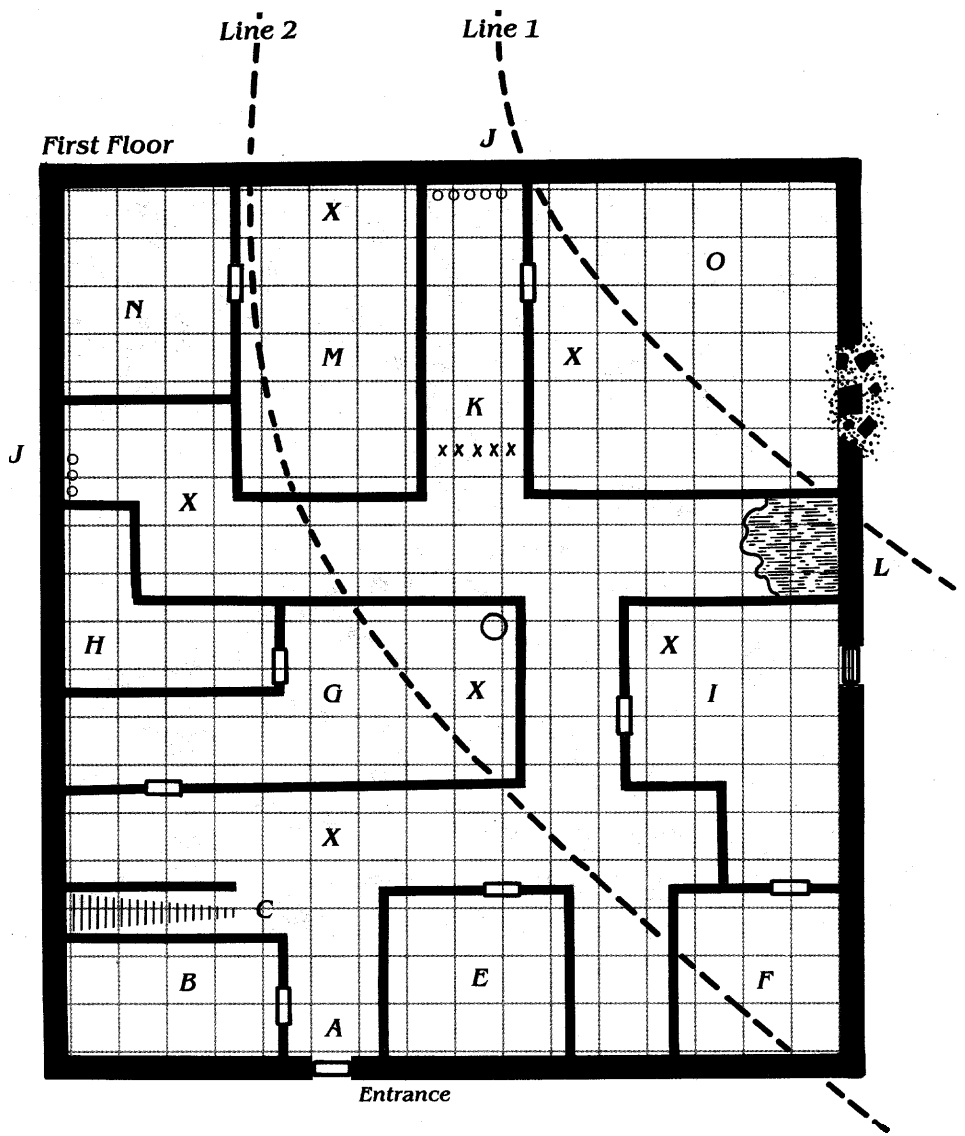


Scale:  = 4 Feet

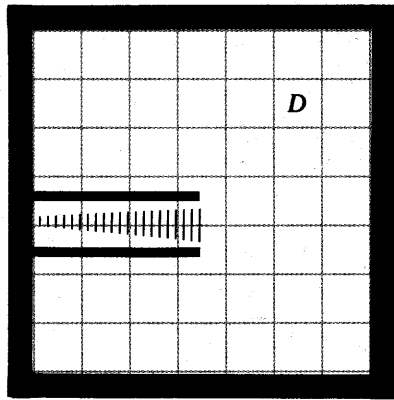
Key:

-  Hatch
-  Pistons
-  Blood

Tarligor's Lab (Map 6)



Second Floor



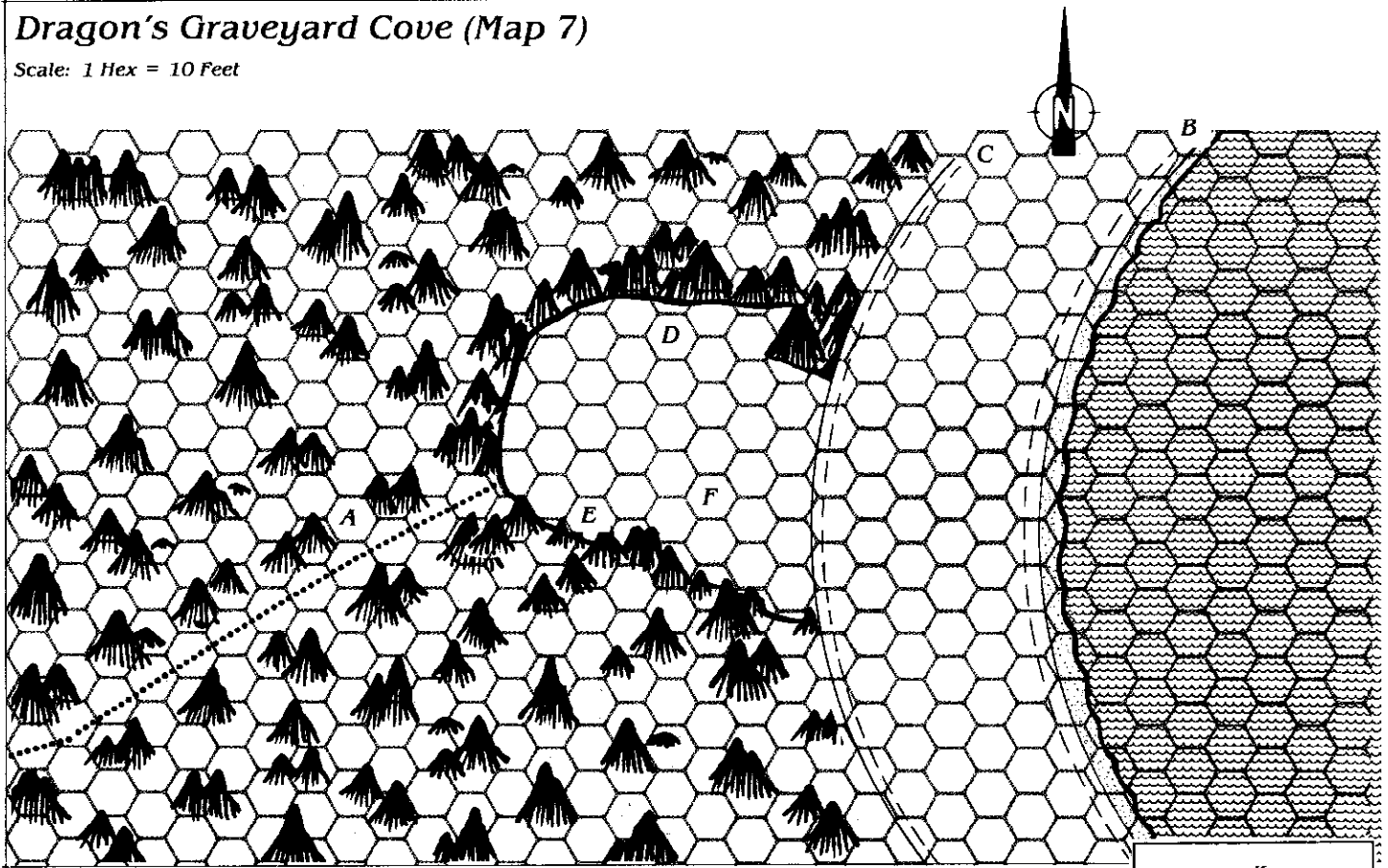
	Stairs
	Door
	Hinged Window
	Weak Floor
	Bottle
	Web
	Fungi
	Pool
	Damaged Wall






Scale: = 2.5 Feet

Dragon's Graveyard Cove (Map 7)

Scale: 1 Hex = 10 Feet



Key:


-  Ocean
-  Mountains
-  Pass

Peak of Clouds Plateau (Map 8)

Scale: 1 Hex = 24 Feet

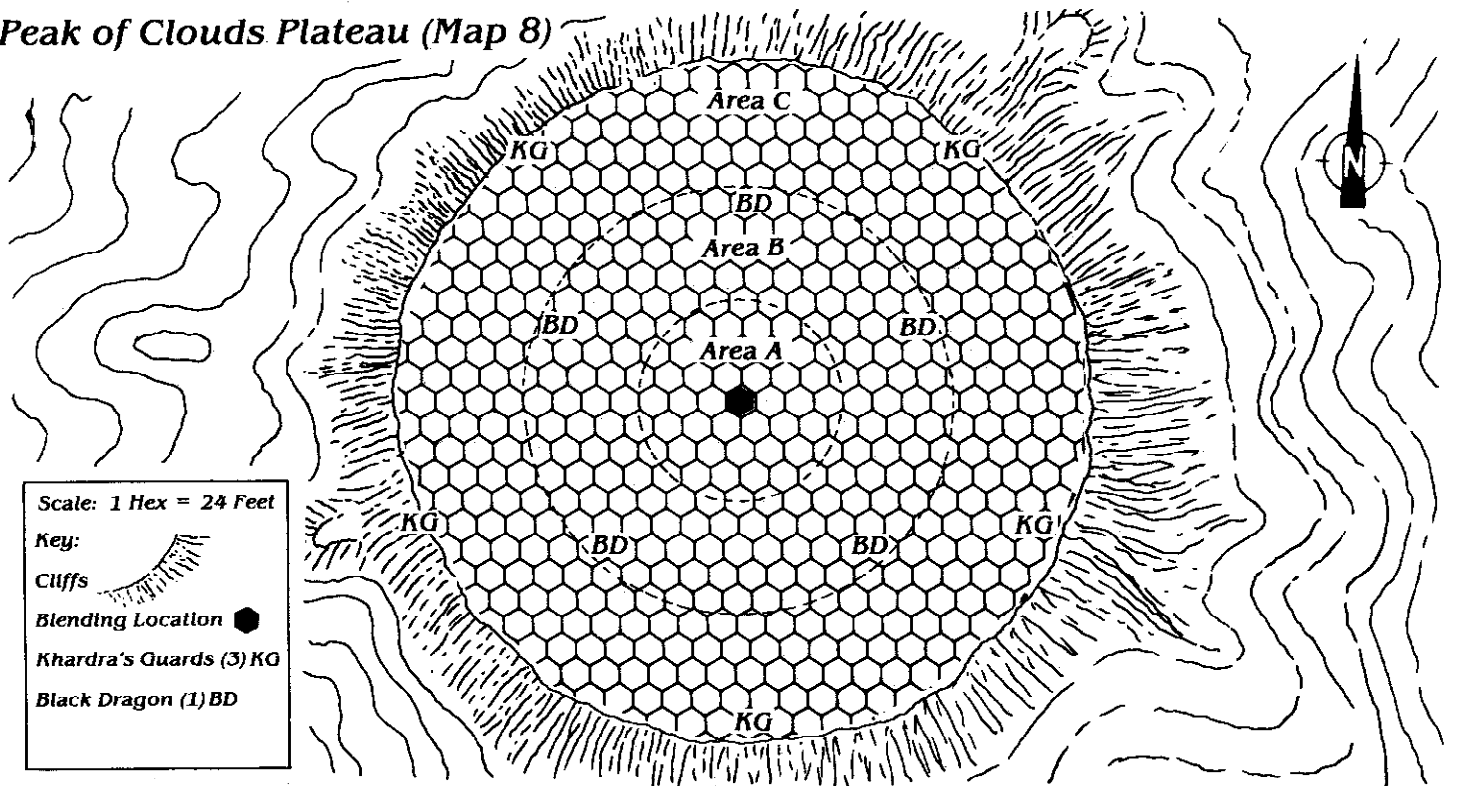
Key:

Cliffs

Blending Location 

Khardra's Guards (3) KG

Black Dragon (1) BD



8. BLACK TREES

In the distance, a cluster of black cypress trees rises high into the misty sky. The trees are 150 feet tall. Although there is no wind, the leaves sway gently.

The PC who experienced the spectral minion's dream recognizes this scene.

The black leaves are actually bats. As the party approaches, flock after flock of the bats flutter away, leaving bare branches behind. Each flock contains hundreds of bats, but they will not attack the PCs.

9. SHACK

Beneath the shadows of the trees is a large wooden shack dripping with algae and slime. The shack sits just above the surface of the water, supported by wooden posts. Some of the posts have apparently collapsed, as the northeastern corner slants into the swamp.

The shack has no windows and only a single door. In the water next to the door is a muddy refuse pile.

A rickety wooden pier leads to the front of the building. A small rowboat is tied to the pier.

Except for the distant chirps of insects, all is silent.

This is Tarligor's lab. The boat is also his. The PC who experienced the spectral minion's dream recognizes this scene.

The water is 12 feet deep here. If the PCs wish to explore the building, they will have to enter the front door by way of the pier.

A draconian spectral minion lurks beneath the pier near the rowboat, waiting for the party's arrival.

Draconian spectral minion: AC 2; MV 30; HD 4; hp 27; #AT 2 or 1; Dmg 1d4/1d4 or 1d6 (short sword); THAC0 16; SD +1 or better to hit; MR 20%; AL LE.

Two Bozak draconians were killed as a result of Tarligor's experiments. The essence of one was utterly destroyed. The other's corrupted essence became a spectral minion. As the draconians had vowed to destroy all life forms that stood in the way of their Highlord's conquest, the minion continues these vows by killing everything it can. The minion generates dreams to lure treasure hunters to the lab, then kills them and tosses them on the refuse pile.

The minion is hiding on a rock under the pier, concealed in the shadows. If the PCs pause on the pier to examine the boat or the refuse pile, the minion crawls onto the pier and sneaks up behind them, attacking random PCs with its sword. The minion fights to the death.

PCs who fall into the water make attacks with -2 penalties. (The minion won't intentionally push the PCs in the water.)

The rowboat is rotten and useless. The refuse pile is a mountain of decaying bodies; the rancid smell is nearly overpowering. Any PC searching the pile must make a Constitution check; those failing suffer 1 point of damage. The pile also is infested with rot grubs that attack any PC who rumages through the bodies.

Rot grubs: AC 9; MV 1; HD 1 hp; #AT 0; Dmg nil; SA burrow into flesh and into heart in 1d3 turns to kill victim unless flames applied to wounds (1d6 points of damage per application) or *cure disease* is cast; THAC0 20; AL N.

Hidden in the refuse pile is a leather bag containing three amber stones (worth 200 stl each) and 230 stl. There is also a *ring of invisibility a sword +1*, and a flask containing two doses of *potion of healing*.

Tarligor's lab

Refer to Map 6 if the PCs decide to explore the lab.

Tarligor created Khardra in this lab. No one has been here since Khardra killed Tarligor and escaped through the wall in the northeast storage room (area 0). Aside from the hole in that wall, the door on the southern side of the building is the only entrance.

Khardra damaged some of the support pillars when he escaped, causing the building to tilt into the swamp. The areas northeast of the dotted line on the map (line 1) lean into the swamp and contain standing water; the southernmost areas contain a few inches of water while the northernmost areas contain a few feet.

There is about a foot of space between the bottom of the building and the surface of the swamp. The shaded area beneath the building is used by leeches as a breeding pool.

The doors are all closed but, with the exception of the entrance, are all unlocked. The inside of the building is pitch black. The stale air is hot and humid and smells like mildew and rotten meat. The walls are wet with slime.

The building is infested with termites; the rickety floorboards creak with every step. PCs walking in the areas north of dotted line 2 feel the building sway slightly; PCs engaged in combat or other frantic activity in these areas feel the building noticeably lurch.

When a PC passes over an area of the map marked with an X, secretly roll 1d6. On a roll of 1, the floor collapses, and the PC falls through. (Be sure to note the new holes on the map.) The PC then rolls a Dexterity check. If he succeeds, he grabs the sides of the floor and only falls through up to his shoulders. If he fails, he falls all the way through and splashes into the water below.

A PC dangling in the water or who fell in may be attacked by baby leeches. If he is not pulled free in the first round, roll 1d6 and consult the following table:

D6 Roll Result

- | | |
|-----|---|
| 1-2 | Baby leeches attach to the PC's legs for 1 hp damage. |
| 3-4 | Baby leeches attach to the PC's legs for 1d4 hp damage. |
| 5 | Giant leech shows up in 1d4 rounds. (Statistics given in Leech Attack in Encounter Zone 7.) |
| 6 | No leeches. |

The following areas are keyed to the map:

A. Entrance. The front door is locked shut. PCs have their standard *open locks* chances to open it, or they can break it down—the rotting door collapses if it receives 10 points of damage.

The first PC through the doorway automatically falls through the rotten floorboards. Check for falling and leech attacks as explained earlier.

B. Small Storeroom. Four harmless giant centipedes scuttle out when the door is opened. The room smells faintly of decaying fish. It contains a fishing pole, two cans of decomposed minnows, spare oars for the boat, and a fishing net. The rotten net falls to pieces if touched.

C. Stairway. This rickety stairway leads to Tarligor's study. There are 15 steps in the stairway; the third and tenth have completely rotted away from termite damage.

There is a storage area under the stairway. The storage area is completely empty except for a nest of snakes hidden in the shadows of the southwestern corner. The snakes are striped yellow and black with black heads; the PCs may remember Culeman explaining that this variety is non-poisonous.

Unless the PCs poke or otherwise disturb the nest, the snakes ignore them. Disturbed snakes merely hiss at the PCs; they only bite if the PCs attack them.

Snakes (6): AC 6; MV 15; HD 2+1; hp 6, 8, 9, 9, 10, 11; #AT



1; Dmg 1; THAC0 16; AL N.

There is a 20% chance that the stairs collapses before a PC reaches the top. This chance is cumulative; if two PCs are climbing at the same time, there is a 40% chance of the stairs collapsing. If three are climbing, there is a 60% chance. If five or more are climbing, there is a 100% chance.

If the stairs collapse, the entire stairway and everyone on it falls to the floor below. Each falling PC receives 1d4 points of damage. If the snakes are still under the stairway, they slither over the PCs and attempt to bite them in the face. The snakes continue to bite until killed or the PCs retreat.

If the PCs destroy the stairway, they will have to find another way to get to Tarligor's study. The doorway is about 10 feet from the ground.

D. Tarligor's Study. The northern section of this room is Tarligor's simple living quarters—a wooden bed, a table and chair, a cabinet with a few bread crumbs and a water jug, a chamber pot. The items in the southern section are likely to be of more interest:

— Wall charts, including maps of the stars and detailed anatomical diagrams of men, dragons, snakes, and unidentifiable animals. The charts are all hand-drawn.

— A desk with three large drawers. One drawer contains blank parchment magically treated to resist the humidity of the swamp and writing equipment. Another is empty except for a ring with several keys (these open the cells in area N). The third is packed with notes containing an incomprehensible jumble of formulas.

— A shelf of dusty books. The subjects deal with various Spheres of magic, such as Divination, Necromantic, Enchantment, and Phantasm. Though the books have been magically treated to resist humidity, the yellowed and faded pages are impossible to read. (Tarligor took these books when he fled from the Order of the Black Robes. However, the pages were magically treated to fade if the books were stolen from the Order.)

— A wooden chest. Inside is a heavy black robe with lunar symbols on the hem (recognizable as an Order of the Black Robe garment to any magic-using PC or any PC who succeeds in an Wisdom check with a -2 penalty).

— A tall cabinet with three shelves neatly stacked with documents, also magically treated to resist humidity. The documents on each shelf refer to a different subject.

The first shelf contains detailed information about draconians. If the PCs are unfamiliar with draconians, refer to the information in the *DRAGONLANCE® Adventures* book to fill them in. Tarligor seemed particularly interested in Bozak draconians.

The second shelf contains record books of research results. Each page records the results of a particular day. A typical entry:

X-55 snake to rat—DIED
B-04 snake to rat—WEAK
C-98 rat to snake—DIED
V-33 ogre to ape—DIED
A-10 lizard to rat—DIED

No explanations of these entries are included.

The third shelf contains detailed studies of draconian anatomy with descriptions of how various magical procedures affect each organ. The intent seems to be to discover a method for improving the organs by transmuting the tissue. For instance, one page diagrams a draconian brain lobe weighing five stl and containing 305 wrinkles. The same lobe is diagrammed on the next page after undergoing transmutation—it now weighs 11 stl and contains 479 wrinkles. The final sheaf of documents in this stack is a lengthy essay theorizing the transmutation of an entire draconian.

E. Rat Room. Stacks of rat cages once filled this room from floor to ceiling. Tarligor raised rats for experiments and to feed his snakes (area F). When Khardra went on his murder-

ous rampage, he knocked over most of the cages, then shut the door. Unable to escape, the rats at first were able to survive on the corn stored in the corner. When the corn ran out, they turned on each other.

Rats (9): AC 7; MV 15; HD 1/4; hp 2 each; #AT 1; Dmg 1; THAC0 20; AL N.

Any sounds the PCs make outside this door alert the rats to their presence. The rats chitter and squeak excitedly; the PCs can hear this through the door. However, if the PCs approach silently, they hear nothing.

As soon as the door opens, the rats scramble over the PCs, biting furiously. The starving rats fight to the death. Because they were raised in isolation, there is no chance of contracting a disease from the rat bites.

F. Snake Room. Snakes were an important part of Tarligor's research, as he searched for a link between reptiles and draconians. As with the rats, the rampaging Khardra destroyed most of the cages, then shut the door. The snakes did not fare as well as the rats. Most of them died of starvation.

There are no sounds coming from this room, but if the PCs open the door, they are nearly overpowered by the stench of decay. The floor is littered with broken cages and snake skeletons. There is nothing of interest in here, but there is a hungry snake lurking in each corner. They strike at any PC coming within five feet of the corner and fight to the death.

Snake, constrictor: AC 6; MV 9; HD 3 + 2; hp 21; #AT 2; Dmg 1/1d3; THAC0 16; SA constriction; AL N.

Snake, poisonous: AC 6; MV 15; HD 2 + 1; hp 14; #AT 1; Dmg 1; THAC0 16; SA poison (roll a saving throw vs. poison at +1 or Dmg 2d4); AL N.

G. Embryo Room. This is where Tarligor put the unsuccessful results of his experiments. The room was filled with rows of shelves containing transmuted organs and embryos kept in bottles of embalming fluid. This was a place particularly hated by Khardra, and he virtually demolished it. Only a few shelves are left standing along the north wall.

If the PCs open this door, they are assaulted by a sharp chemical smell mixed with the aroma of decaying meat. Shards of glass, pools of milky liquid, and glistening lumps of tissue cover the floor. There is a door to another room on the southwestern wall and a four-foot-high flask in the northeast corner. It is impossible to see the contents of the flask from the south doorway.

If the PCs walk across the room, they feel soft tissue squish beneath their feet. They may also step on lumpy pods, other remnants of Tarligor's experiments.

For every 10 feet a PC walks on the floor, roll 1d10 and consult the following list to see what happens to him:

1. *Shriek*. The PC steps on a pod that screams.
2. *Burst*. The PC steps on a fat pod, bursting it. The PC is splattered with milky fluid. He must roll a successful Constitution check or suffer 1d4 points of damage.
3. *Cling*. A lump with two tiny arms begins to wetly climb up the PC's leg. He can easily brush it off, but if he touches its body with an ungloved hand, he suffers 1 point of damage from an acid burn.
4. *Suck*. A lumpy organism about six inches long attaches its rubbery lips to the flesh of the PC's leg. The lump sucks blood from the PC, causing 1 point of damage per round. The lump's saliva acts like the anesthetizing saliva of a leech, so the PC is not aware of the lump's presence unless he looks down or it is spotted by a companion or the PC loses half of his hit points and feels faint. The lump has 3 hp.
5. *Attack*. A pod with teeth leaps at the passing PC and attacks as if a 2-HD monster. Its bite causes 1d4 points of damage, and it fights until killed. It has 5 hp.
6. *Slip*. The PC steps on a wet spot on the floor and begins to slip. If he fails a Dexterity check, he falls into a pool of milky liquid. He takes 1 point of damage and is sick to his stomach for the next 1d4 rounds.

7. *Grope*. A pod slips a long tentacle up the PC's leg. The PC is aware of it when he feels the cold tendrils wrap around his thigh. The tendrils snap apart at the slightest pressure. The PC takes no damage.

8-10. *No Effect*. Nothing happens.

The shelves on the north wall contain bottles filled with deformed reptile embryos, grotesquely swollen animal organs, and pulsating lumps of tissue. (For those familiar with Krynn legends, the lumps are remarkably similar to the Live Ones, Raistlin's ill-fated attempts at creating life.) A PC who opens these bottles is overwhelmed by the foul smell. He must roll a successful Constitution check or become violently ill; his AC is increased by +3 and his attack rolls are penalized by -3 for the next 1d4 hours.

The skeleton of an old man is stuffed inside the large flask in the corner. This is what is left of Tarligor. After Khardra killed him, he put the body here. PCs looking closely notice triangular punctures in Tarligor's skull.

H. Supply Room. Wooden shelves line the walls from ceiling to floor. The shelves are crammed with bottles, flasks, and canisters. Most of the labels have long ago rotted off. Humidity has smeared the writing on the remaining labels, making them impossible to read. Items of interest to the PCs include a flask containing three doses of *potion of healing* and a *periapt of proof against poisons* (+3 on all poison saves).

I. Surgical Lab. This is one of Tarligor's two work areas (the other is in area M). Tarligor's original research involved combining body parts of different creatures to create new life forms. The research went nowhere, as few of the life forms survived long after the surgery. On the eastern wall is a hinged trapdoor that opens into the swamp.

There's not much in the room for the PCs, as Khardra did a thorough job of demolishing it. The operating table and supply cabinets are broken to splinters. A few surgical instruments—scalpels, bone saws, needles, scissors—are scattered in the rubble.

A few intact specimen flasks survived the carnage and can be found among wreckage along the north wall. Each intact flask contains a grotesque corpse of stitched-together body parts: a fat snake with a rat's head, a rat with lizard's legs, a snake with a head on each end of its body.

J. Fungi. The ceilings of these areas are thick with gray mold and pulsating green mushrooms. The slightest touch causes the mushrooms to burst, spraying dusty spores in a five-foot radius. Any PC sprayed with spores must roll a successful saving throw vs. poison or suffer 1d4 points of damage and become blinded for the next 2d6 rounds.

K. Web. The passage is completely blocked by gauzy spider webs. Two large spiders cling to the ceiling on the north side of the web.

Large spider (2): AC 8; MV 6; HD 1 + 1; hp 6, 7; #AT 1; Dmg 1; THAC0 18; SA poison; AL N.

If the web is torn away, the spiders attack any PCs coming within three feet. A PC bitten by a spider must roll a successful saving throw vs. poison with a +3 bonus or become violently ill: for the next 2d6 hours, the affected PC has a +2 penalty to his AC and a -2 penalty to all attack rolls.

L. Pool. As in area K, this corridor is very damp; water seeps in through the northern wall into pools at the eastern end. A huge centipede is cooling itself in the pool.

Centipede: AC 9; MV 15; HD 1/4; hp 2; #AT 1; Dmg nil; THAC0 20; SA poison; AL N.

The bright red centipede is about a foot long, clearly visible in the pool. It attacks any PC who disturbs it. A PC bitten by the centipede must roll a saving throw vs. poison with a +2 bonus or receive 4d4 points of damage.

M. Research lab. This is one of Tarligor's two work areas (the other is in area I). Magical experiments were conducted here—this is where Khardra was created from a corrupted

draconian.

Shelf fragments dangle from the wall, shattered cabinets and broken glass litter the floor. Among the wreckage are remnants of an operating table.

N. Cellblock. This dank room contains four small iron cages. Tarligor captured four draconians, then caged them here to wait their turn as experimental subjects. Two were killed, and the third was transformed into Khardra. The fourth is still imprisoned. He has subsisted for years on the vermin that crawl into his cage.

If the PCs open the door to the cellblock, they smell sour air and mildew. A four-foot square cage made of heavy iron lattice is in each corner. Three of the cages are empty. A figure stirs in the fourth.

A lizard-like humanoid clings to the bars. His cracked bronze skin is caked with filth, his leather armor has nearly rotted off his body. He extends a clawed hand to the PCs. "Help me," he wheezes. He babbles briefly in a hissing language, then collapses in a heap, wheezing and gasping.

Bozak draconian: AC 2; MV 6 FI 18; HD 4; hp 11; #AT 1d4/1d4 or by weapon; THAC0 15; SD saves at +2; MR 20%; AL LE.

The cage is secured by a *wizard lock*. It can be opened by *dispel magic*, *knock*, or with a key from the desk in Tarligor's study (area D).

The draconian bargains for release with the following information. He speaks in fractured phrases of Common language, occasionally lapsing into a draconian hissing dialect when frustrated. He reveals no more than is necessary to get out of his cell or to save his own skin.

The draconian knows the following:

— the location of the key to his cell (area D). This he freely reveals,

— the identity of Tarligor and what he was up to. The draconian can also identify Tarligor's body (in area G).

— how and why Khardra was created.

— the existence of a secret dragon graveyard. If the PCs show an interest in dragons, he'll offer this information. He knows it's somewhere on the northeastern seacoast of Estwilde. "You want dragons...they all go there..." (The draconian is referring to the graveyard in Chapter 3.)

— the location of a "powerful treasure" (the *dragonlance* in area O). The draconian doesn't know it's a *dragonlance*—he's never seen one—but describes it as a magical weapon that looks like an eight-foot-long lance made of glowing silver. The location of the *dragonlance* is the draconian's ace in the hole; he reveals it only as a last resort.

If freed, the draconian staggers a few steps, then collapses. The PCs may take him prisoner or let him go. If they take him prisoner, the draconian attempts to escape into the swamp at the first opportunity. If the PCs let him go, he crawls away, eventually vanishing into the swamp, never to be seen again. If the draconian is killed, he explodes, causing 1d6 points of damage to all within 10 feet (no saving throw).

O. Flooded Storeroom. Thanks to Khardra's rampage, this room angles into the swamp. Standing water fills most of the room; the water is a few inches deep near the western door and about four feet deep in the northeastern corner.

The walls drip with slime and algae. A few small barrels and chests float in the water, along with broken branches and clumps of algae that drifted in through Khardra's exit hole in the western wall. The barrels and chests are empty.

A large wooden cabinet is nailed to the wall in the northeastern corner. About half the cabinet is submerged in the water. The cabinet is covered with zodiacal symbols. The PC who experienced the spectral minion's dream recognizes the cabinet. The cabinet contains a footman's *dragonlance*. Tarligor discovered the weapon buried in the mud next to the skeleton of a man wearing silver armor. Tarligor kept it in case his lab was threatened by dragons. (The footman's



dragonlance causes 1d6 points of damage to man-sized foes and 1d8 points of damage to larger targets. Against dragons, it inflicts damage equal to the hit points of the wielder. The weapon is +1 to hit unless thrown, in which case it has a -2 penalty to hit. Additionally, it has a +2 bonus to hit and damage, as it was forged with the *Hammer of Kharas*.)

A giant black and yellow swamp snake lurks in this area. A discarded result of Tarligor's experiments, it has a giant rat's head instead of a snake's head and has four giant rat's feet. It is extremely vicious.

Rat-Snake: AC 5; MV 9 Sw 12; HD 9; hp 56; #AT 3; Dmg 1d8/1d4/1d4; THAC0 12; AL CE.

When the PCs enter, the rat-snake is feeding on leeches in the swamp outside the room. It smells the PCs one round after they enter.

The aroma of this much fresh meat drives the rat-snake into a frenzy; it scrambles and claws through the opening in the eastern wall, causing the entire building to shake and rock. It snaps at any PCs in the water for one round, then it lurches toward the doorway. The rat-snake hits the doorway with such force that the entire wall collapses. Regardless of the actions of the PCs, the rat-snake shrieks and pounds the floor; one round later, the entire building collapses like a house of cards.

The PCs and the rat-snake plunge into the water amid an avalanche of timber. Roll 1d6 for each PC; on a roll of 1-2, he has been struck by a piece of wood for 1-2 points of damage.

Now in the water, the frenzied ratsnake resumes its attacks. Each round it bites and makes one claw attack on any PC it can reach. The rat-snake fights to the death.

One round after the PCs hit the water, each must check for leeches as in the "Leech Attacks" section, page 30. Any giant leeches that show up fight to the death.

There are no highlands in sight. However, there is plenty of debris in the water, so the PCs can easily cling to a plank to stay afloat. However, there are no planks sturdy enough to serve as a raft. The *dragonlance* cabinet floats among the debris.

The Rescue

If the rat-snake is defeated, a large raft approaches the PCs from the south. Five squat dwarves with scruffy beards and pot bellies man the raft.

Gully dwarves (5): AC 4; MV 6; FI; hp 5 each; #AT 1; Dmg 1d6 (club); THAC0 20; AL LN.

Gully dwarves regularly search the swamp for rats, leeches, and other delicacies to take to their village (encounter 10). If the PCs left their raft at the pier unguarded, the gully dwarves demolished it while the PCs were exploring the lab; the gully dwarves didn't want any competition from other vermin hunters.

The gully dwarves remained hidden behind a clump of bushes while the battle with the rat-snake raged. Now with the battle over, the gully dwarves approach the nearest PC in the water. "Help?" asks the dwarf. "Need ride?"

If the PC asks for help, the gully dwarf says triumphantly, "Pay!" This gully clan is experimenting with a monetary system; all transactions require the exchange of special currency certificates. (See encounter 10 for details.) They accept no payment other than their official currency. If a PC offers any other form of payment, the gully dwarf shakes his head firmly. "You can pay later," he says, and helps the PC onto the raft.

The gully dwarves help each PC to the raft, first asking each for payment, then sighing in disappointment if the PCs don't have the right currency. "Pay later," they say.

The gully dwarves offer the PCs a snack from their bucket of fresh leeches. "Come home with us," says one. "Pay there. We help you." If the PCs decline to accompany the

gully dwarves to their village, the gully dwarves shrug and tell them to get off the raft.

If the PCs agree to go with them, the gully dwarves paddle the raft to their village (go directly to encounter 10). The gully dwarves won't answer any of the party's questions on the way, telling them they must "pay first."

10. PRULL

This area of the swamp has less than a foot of standing water and smells vaguely like rotting garbage. The thick vegetation is lush and green, well over six feet high.

What happens next depends on whether the PCs came here on their own or were accompanied by gully dwarves.

If the PCs came on their own. For every three hours spent searching the area, there is a 20% chance the PCs stumble on the gully dwarf village of Prull. If they find the village, they are met by five gully dwarf guards (use statistics in encounter 9), who politely ask for payment for trespassing; they accept nothing other than official gully currency. Assuming the PCs are unable to comply, the gully dwarves lead them into the village for a meeting with Chief Bluh.

If the PCs are accompanied by gully dwarves. The gully dwarves lead them to the village for a meeting with Chief Bluh (go to the "Meeting the Chief" section).

Meeting the Chief

Prull is a former human fishing village. The humans abandoned Prull years ago when it was overrun with rats. A nomad gully dwarf clan found the village and settled here.

There are 20 members of the clan. They spend all their time eating, sleeping, and exploring. They are friendly, stupid, and cowardly—if the PCs threaten them, they run.

The PCs are led to the hut of Chief Bluh, the clan leader. Bluh is munching on a roasted rat speared on a sharp stick. He greets the PCs and offers them a bite.

Chief Bluh: AC 4; MV 6; F1; hp 9; #AT 1; Dmg 1d6 (club); THAC0 20; Str 9, Dex 9, Con 9, Int 6, Wis 5, Cha 9; AL LN.

Bluh explains to the PCs that they must pay off their debt with Bluh Money, the official clan currency. Since it is unlikely the PCs have any Bluh Money, Chief Bluh gives them a chance to earn some by offering them their choice of jobs (see "Earning Bluh Money" section).

If the PCs decline to pay their debt, Chief Bluh demands they leave the village. If the PCs won't leave, the gully dwarves ignore them for the duration of their visit and refuse to help them in any way. If the PCs earn some Bluh Money, Chief Bluh determines the amount of their debt (see the "Price Determination" section). If the PCs pay it off, they are free to earn more money to make other purchases. Transactions between the PCs and dwarves follow this sequence:

1. The PCs tell the gully dwarves what they wish to buy; this can be an item or a piece of information (see the "What's for Sale" section).

2. The gully dwarves tell them the price (as determined by the Price Determination table).

3. The PCs pay the gully dwarves in Bluh Money. The gully dwarves decide if the amount is correct (as explained in the Price Determination table).

4. If the PCs don't have enough Bluh Money, they can earn more. The PCs are free to earn as much Bluh Money as they like.

5. Prices are determined not only when a transaction begins, but also when a transaction resumes. (Example: A PC wishes to buy a raft. The gully tells him the price is "one"; in this case, "one" equals four certificates of Bluh Money. The PC counts out three certificates; this is all he has. The gully

says "more." The PC earns two more certificates by cleaning a hut. When the PC goes back to the gully to pay off the raft, roll again on the Price Determination table for a new price.)

Earning Bluh Money

The PCs may do any of the following jobs to earn Bluh Money. They may do them as often as they wish. Roll on the Price Determination table to determine the wage. The wage may be different if a job is repeated.

1. "Move rocks." (The PC moves 1d6 boulders from one hut to another. A Strength check is required if a PC does this alone; no check is required if he recruits help from a companion.)

2. "Clean hut." (The PC sweeps out the filth; there is a 20% chance that the filth is nauseating enough to require a Constitution check. A failed check means the PC is violently ill for 1d6 rounds.)

3. "Babysit." (The PC must hold an gully dwarf infant for 2d6 rounds. There is a 25% chance the infant bites the PC for 1 point of damage.)

4. "Pick lice off." (The PC must pick lice from the back of a fat gully dwarf. No penalties, but disgusting.)

What's for Sale

The following items are for sale in Prull.

1. Rafts.
2. Lodging. The PCs can't spend the night in Prull without paying.

3. Weapons—knives, bows, arrows, and clubs.

4. Food. Rat meat is the staple of the Prull diet. PCs eating any Prull food must roll a successful Constitution check with a +2 bonus or suffer 1 point of damage.

5. Guides. A gully dwarf guide is available to lead the PCs to any location in Chapter 2 or to the bronze dragon's lair in Chapter 3 (encounter 1).

6. Information. The gully dwarves have information for sale about the following subjects. Each piece of information requires a separate payment.

— Locations. The gully dwarves know exactly how to get to any location mentioned in Chapter 2. They also know the general directions to Belleria (Chapter 1), Wheatly (Chapter 1), Fair Meadows (Prologue), and Ohme (Chapter 3).

— Khardra. "Bad man from the building with the tasty leeches (Tarligor's lab). He kill everything. Kill us. Kill you. Stay away from him. Flew east somewhere."

— Artha. "Fat. Ugly. Smells good, though."

— Dragons. "We know where noisy one is. Growls all the time. Color of sand. We show you." (They are referring to the brass dragon in Chapter 3. The PCs will have to hire a gully dwarf to take them there. If they do, the gully dwarf leads them directly to encounter 1 in Chapter 3. They also know the existence of "place sick dragons go to die." They aren't sure of the location, only that it is in the northeast by the sea.

PCs must pay for each piece of information requested. They must pay in advance. The gully dwarves ask for payment even if they don't know the answer.

Price Determination

To simulate currency transactions with the gully dwarves, you can use the cut-out Gully Money certificates on the cover panel of this module. Ignore the denominations and other markings; the gully dwarves consider all certificates to have the same value.

To determine the price of an item or a piece of information, or to determine the wage paid to a PC for completing a task, roll 1d6 on the following table. The gully's reply is in quotation marks; his actual meaning of each result follows the table.

D6 Roll Result

1-2	"One"
3-4	"Two"
5	"Uhh...nothing."
6	"Uhh..what do you think?"

"**One.**" To determine the value of "one" in this instance, roll 1d4. If the PC is paying a fee, the PC counts out certificates until he reaches the 1d4 result, at which time the gully says, "Enough." If the PCs comes up short, the gully says, "More." If the PC is earning a wage, the gully counts out certificates, each identified as "one" until he reaches the 1d4 result.

"**Two.**" To determine the value of "two" in this particular instance, roll 1d4. If the PC is paying a fee, the PC counts out certificates until he reaches the 1d4 result, at which time the dwarf says, "Enough." If the PCs comes up short, the gully dwarf says, "More." If the PC is earning a wage, the dwarf counts out certificates, each identified as "two" until he reaches the 1d4 result.

"**Uhh....nothing.**" The gully dwarf is confused and can't compute the amount. If the PCs is buying an item, he gets it for free. If the PC is earning a wage, he receives nothing.

"**Uhh...what to do you think?**" The dwarf is confused and can't compute the amount. He asks the PC for his opinion. If the PC is making a purchase, the gully accepts any amount of certificates the PC offers, as long as it is at least one. If the PC is earning a wage, the gully dwarf gives him a single certificate, regardless of the PC's opinion.

TROUBLESHOOTING

If the PCs don't find the *dragonlance*. Success in the adventure doesn't depend on finding the *dragonlance*. In fact, if the PCs aren't heroic enough to explore Tarligor's lab, they probably don't deserve to find it. However, it is possible that the *dragonlance* will end up on the bottom of the swamp. It settles in the mud, but since the water is only 10 feet deep, the PCs should be able to recover it.

If the PCs attack the gully dwarves. The PCs may decide to attack the gully dwarves in the swamp and take their raft. With nowhere to run, the gully dwarves quickly surrender. The gully dwarves have no value as prisoners and won't reveal any information, as they fear the wrath of Chief Bluh. If the PCs cease their hostilities (as good characters should), the gully dwarves take them to their village with no hard feelings.

If the PCs don't know what to do next. Clues to go east are available from the draconian and the gully dwarves. If the PCs miss them, consider giving them a strong, specific image from a dream stone or have a white stag appear to lead them in a direction you wish them to go.





CHAPTER 3: SECRET SANDS

DM'S OVERVIEW

This chapter covers events and encounters taking place in north-central Estwilde, including the northern seacoast and the Estwilde/Nordmaar border. As in previous chapters, use the large color map and Map 2 inside the module cover for reference.

GOALS

In this chapter, the PCs should accomplish the following:

- learn of the existence of a secret city in the clouds.
- learn that only silver dragons are affected by the disease.
- learn about the mystical bond between good dragons and good people that enables both to flourish.
- learn that the dragons' problems are caused not only by the fading moons and stars, but also by the violation of this bond.
- learn that Artha and Khardra have a hideaway in the southern mountains, and that a cadre of good dragons is secretly planning to destroy them.

As always, give the PCs a fighting chance to achieve these goals, but don't reward poor playing or bad choices.

TERRAIN AND CLIMATE

The plains here are dry and desolate, though not as sparse as the plains to the south (Chapter 1). There are many areas of green forests, fertile pasture, and rolling hills. Bryn River is actually more of a stream than a river, as it is 30 feet across at its widest point and only a few feet deep. Aside from some scattered farming villages, most too small to have official names, there are few organized communities.

The coast is a low, level plain of sandy beaches bordered by stretches of gray mountains. The coast is more temperate than the southern regions, as the breezes blowing in from the sea relieve some of the heat. Temperatures range from a high of 80 in the day to the low 60s at night. No rain has fallen in over a month.

INFORMATION FROM NPCs

Unless otherwise specified, NPCs have no useful information about dragons, Khardra, locations, or anything else. At your discretion, you may use the Khardra and Dragon Rumor tables from the Prologue to supply responses for the NPCs.

DM'S BACKGROUND

On the northeastern coast near the Nordmaar border is a secret graveyard of good dragons. Thanks to the diligence of her eyewings, Artha has discovered the location of the graveyard. The eyewings alert her when they spot dragons coming to the graveyard to die. Artha is sometimes able to successfully reanimate the dead dragons and command them to lead her to their treasure caches.

A warship is anchored off the northern coast. The ship belongs to a band of minotaurs from Thorador, a village located on the southwestern coast of Mithas. The Thoradorian minotaurs were largely left out of the War of the Lance, though they longed to assist the Highlords in their efforts to conquer Krynn.

The minotaurs are on a scouting expedition to size up the strategic importance of northern Estwilde. In case war should break out again, the minotaurs hope the information they gather will ingratiate them with the Highlords. The minotaurs also have heard rumors of dragon sightings; a dead dragon or two could also impress the Highlords.

Although the War of the Lance missed northern Estwilde, its citizens prepared for the worst. Even now, years after the end of the war, tension remains high, thanks largely to the presence of the Red Dragonarmies to the west. People in these parts stay close to home and are extremely suspicious of strangers.

ENCOUNTER KEY

1. GREEN HILLS

These rolling hills are covered with green trees and bushes. A gentle stream runs along the hills on the west.

Hidden in a valley is the cave of Thyron, an ancient bronze dragon. What happens next depends on whether the PCs came here by themselves or were led here by a gully dwarf guide (from encounter 10 in Chapter 2).

The PCs came by themselves. The PCs find nothing but trees and brush. For every three hours they spend here, there is a 15% chance they hear the sounds of laughter and roaring. If they investigate the sounds, proceed to the "Lair Battle" section below, ignoring all references to the gully dwarf.

The PCs were led by a gully dwarf. The gully dwarf guides the PCs through a maze of trees to the top of hill. Proceed to the "Lair Battle" section.

Lair Battle

In the valley below, an ancient bronze dragon battles furiously against a group of ogres. The dragon is guarding the entrance to a cave, but the ogres seem to have little trouble slipping by him. As you watch, an ogre dashes past the dragon into the cave and emerges a moment later with an armload of bones and a large sword.

Some of the ogres poke the dragon with spears, others pelt him with rocks and garbage; all laugh hysterically at him. The dragon swats at the ogres, but always misses by a wide margin. He roars in pain and frustration, breathing a bolt of lightning that blasts harmlessly into the side of a hill.

The dragon's face is cracked and black; his eyes are covered with a milky film.

A few weeks ago, Thyron happened on Artha and Khardra's hideaway in the Astivar Range (see Chapter 4) and observed their blending ceremony. Thyron was horrified to discover that their blending drew light from the stars and moons. The enraged dragon attacked, but was repelled by the force of the blending, the brilliant light scorching his eyes. Defeated, Thyron straggled back to his lair, his vision fading fast. By morning, he was totally blind.

A band of ogres discovered Thyron's lair a few days ago. The blind dragon was virtually defenseless; the ogres easily invaded his cave to raid his treasure. The ogres have returned every day since to continue their looting, though by now



there's not much left.

Ogres (9): AC 5; MV 9; HD 4 + 1; hp 30, 28, 28, 25, 23, 23, 22, 20, 18; #AT 1; Dmg 1d10 or by weapon (clubs or spears, 1d6 each); THACO 15; AL CE.

Thyron, ancient bronze dragon: AC 0; MV 9, FI 24; HD 8; hp 40 (reduced due to injuries); #AT 3; Dmg 1d6/1d6/4d6; THACO 12; SA breath weapon (bolt of lightning 100' x 5' or gas cloud 20' x 30' x 30' that repulses affected creatures for 6 rounds who fail saving throws vs. dragon breath), spells; AL LG.

Spells:

1st level: *magic missile* x 2

2nd level: *locate object*, *detect evil*

3rd level: *fireball* x 2

4th level: *polymorph self*, *polymorph other*

If the PCs intervene on behalf of the dragon, the ogres turn their attention to them, attacking with spears and clubs. While the battle rages, the confused dragon roars and casts *magic missile* and *fireball*, both attacks soaring far over the heads of the PCs and the ogres. The gully dwarf does not participate in the battle, hiding behind a bush for the duration.

If half of the ogres are killed, the rest retreat into the hills. Retreating ogres drop their stolen treasure; the PCs may recover a *longsword* +1, three chunks of gold (75 stl each), a bag containing 46 stl, and an assortment of animal bones (which the ogres planned to eat).

Presuming the PCs won the battle and drove off the ogres, Thyron uses *detect evil* on the PCs to assess their intentions. If satisfied that the PCs are harmless, Thyron asks them to come forward.

If the PCs approach, Thyron sniffs the air to determine their location. He kneels before them. "Thank you," he says simply.

The PCs may talk with Thyron if they wish. Thyron is proud and arrogant and ordinarily would never condescend to speak with mere mortals, but not only has he been humbled by his blindness, he is now indebted to the PCs.

If asked about his affliction, Thyron says he was recently blinded in an accident. "Unfortunate," he says. "But others have suffered more." If asked how it happened, Thyron is elusive. "The result of a battle. That is the nature of war." Details? "None of your concern."

If pressed, Thyron admits that the battle occurred when he discovered "a man and a woman, at least they appeared as such, stealing the light from the moons and the stars. They did this to me." Thyron won't reveal where this happened or the identities of the man and woman. "That is the business of dragons, not mortals." If asked about the light, Thyron says, "Light to dragons is like food and water to lesser creatures." He gives no explanation.

If the PCs ask for his help, Thyron sneers. "Help?" he says bitterly, "By your choice, dragons have nothing to offer." He refuses to elaborate. He has no further information to the PCs, embarrassed that he's shared so much with them already.

Thyron thanks the PCs again, then insists that they leave as he needs to rest. Thyron turns and disappears into his cave. If the PCs follow, Thyron firmly asks them to leave him alone.

Thyron's lair is a simple cave with a tunnel in the floor that exits in the hills a mile away. The cave is in disarray, thanks to the raids of the ogres. Bones are scattered on the floor. Thyron's nest is a tangle of branches and leaves. A mound of earth in the corner contains what's left of Thyron's treasure, a *hammer* +2, a *shield* +1, a ruby worth 500 stl, and 95 silver pieces.

Note to the DM

If the PCs attack Thyron for any reason, be sure his actions betray his affliction. If the PCs still think it's a good idea to kill a blind good dragon, consider reviewing their principles with them.

It is important that Thyron survive this encounter, not only for the "City in the Sky" section that follows, but also for his appearance in Chapter 4. If Thyron's life is threatened, he flies straight into the air, returning later to his lair when all is safe.

City in the Sky

Before the PCs leave this area, their gully dwarf guide asks if they want to "see the dragon holler and make a town appear." The PCs probably have no idea what the gully dwarf is talking about, but if they want to see for themselves, the dwarf leads them to a hill overlooking the valley of the dragon's lair. "We wait till night," says the dwarf.

It may be a long wait, since the following event only occurs when Solinari and Lunitari are aligned. If this happens to be such a night, or if the PCs are willing to wait for such a night to occur (the dwarf explains they must wait "till the moon gets fat"), read the following boxed text.

If the PCs came here without a gully dwarf guide, they may still experience the following event if they remain in the area after the battle with the ogres and are still here on a night when Solinari and Lunitari are aligned.

With the full moon shining high, Thyron emerges from his cave and lifts his head to the sky. He begins to roar, quietly at first, then loud enough to make the earth shake and the leaves fall from the trees.

Wisps of silver clouds form around the moon, and the shimmering image of a magnificent city appears. Thyron rocks his head from side to side, his voice booming like thunder. But no sooner has the city appeared than it begins to fade. The silver clouds dissipate, and soon the sky is dark again.

When the image is gone, Thyron is quiet. He stares into the sky for a moment, then slowly returns to his cave.

Thyron is attempting to contact the secret dragon city in the clouds. He wants to join his comrades who are struggling with a crisis in the cloud city, but his cries are not being answered.

The gully dwarf has no explanation for this. If the PCs confront Thyron, he denies it ever happened.

Gully's Good-Bye

The gully dwarf guide does not accompany the PCs beyond this point. Before he returns home, the gully dwarf offers the PCs any piece of information from the list in the "What's for Sale" section of encounter 10 in Chapter 2 at no charge in appreciation for saving Thyron from the ogres.

2. ENCOUNTER ZONE

When the PCs enter this area, roll 1d12 and immediately run the indicated encounter. For every four game hours the PCs remain in this area, roll 1d6. On a roll of 1, another encounter on this list takes place (roll 1d12 again). You are also free to alter the frequency or to choose specific encounters as you see fit.

D12 Roll Encounter

- 1 Eye Drops
- 2 Eyewing
- 3 Mushroom Hunter
- 4 Beaten Surveyors
- 5 Headless Dragon
- 6 Crawling Bone
- 7 White Stag
- 8 Dragon Moon
- 9 Strange Weather
- 10 Naturalist
- 11 Dragon Flight
- 12 Random Encounter

Eye Drops. The PCs see several foot-long clumps of a glassy substance in the grass. The substance is rubbery, has a bluish tinge, and smells faintly like decaying meat. It feels hot; if the substance comes in contact with a PC's bare flesh, he must roll a saving throw vs. poison or suffer 1 point of damage from burns.

The clumps are dried eyewing tears.

Eyewing. The PCs spot an eyewing hovering overhead about 100 feet in the air. Before the PCs can take any action, the eyewing zips away. If the PCs have not yet been to encounter 9, the eyewing flies northeast (toward encounter 9). If the PCs have been to encounter 9, the eyewing flies south (toward the Astivar Mountains).

Mushroom Hunter. The PCs happen upon an old man poking around a rotted tree trunk. If the PCs approach and ask what he's doing, the man says he's hunting for mushrooms and proudly shows them a burlap bag half filled with them. He offers to sell some of the mushrooms for two sp per pound.

The old man has no useful information for the PCs, but can accurately direct them to Ohme, the largest village in the area.

Old man: AC 10; MV 12; F1; hp 3; #AT 1; Dmg by weapon; THAC0 20, AL LN.

This encounter occurs only once.

Beaten Surveyors. The PCs see three men lying in a ditch, nearly unconscious. The men are bloody and bruised, and their clothes are in shreds.

If the PCs help them, they identify themselves as citizens of Ohme who were surveying the wilderness for likely places to dig new wells. They were accosted by a group of five minotaurs who demanded to know if they'd seen any signs of dragons. When the men said they hadn't, the minotaurs beat and robbed them and left them in the ditch to die. The men don't know where the minotaurs went or where they came from.

Men (3): AC 8; MV 12; F1; hp 3, 4, 5; #AT 1; Dmg by weapon; THAC0 20; AL LN.

This encounter occurs only once.

Headless Dragon. This encounter occurs only at night. A rustle in the high leaves draws the attention of any alert PCs. A headless gold dragon soars erratically through the night sky, heading east.

This is the body belonging to Linsilee's dragon head (see Chapter 1). If the PCs whisper this information to one of Linsilee's trained bees, the bee heads southwest to find her and relay the information. It will take Linsilee several days track the headless dragon; she will not contact the PCs or verify that the message was received.

This encounter occurs only once.

Crawling Bone. A two-foot-long bone is crawling on the ground like a snake. The bone has a greenish glow and looks a man's femur.

The bone is part of a dragon's skeleton reanimated by Artha (see encounter 9). The bone, buried in the sand near the dragon's graveyard, was discovered by a hermit. The her-

mit managed to get it into a chest, but the bone burned its way out. It is now crawling back to the graveyard.

The bone is molten hot. Any PC touching it with his bare hands receives 1d4 points of damage. If touched with any inflammable object, such as a wooden staff, the object bursts into flames. If *dispel magic* or a similar spell is cast on the bone, it stops glowing and moving.

The bone is crawling in the direction of encounter 9. If the PCs follow the bone, it eventually leads them to the graveyard. This could take a while, since the bone has a movement rate of 1/2. However, if the PCs observe the bone for an hour, they realize it is heading in a straight line (in the direction of encounter 9).

This encounter occurs only once.

White Stag. A white stag appears just ahead of the PCs and leads them toward the best path. The stag bounds out of sight and disappears after traveling 1d3 hexes on the map. (You can use the stag to lead the PCs in the direction you want them to go.)

Dragon Moon. This encounter occurs only at night when at least one of the moons is in high sanction and at least one PC is awake. Any alert PC who is looking into the sky sees the silhouettes of three dragons crossing the moon. The dragons are brass dragons leaving Krynn.

This encounter occurs only once.

Strange Weather. The PCs observe one of the following unusual weather phenomena in a clearing ahead of them. (Choose randomly; each phenomenon is encountered only once.)

Miniature thunderstorm. Several black clouds, each no bigger than a cotton ball, hover four feet from the ground. The clouds spill tiny raindrops and flash miniature lightning bolts.

Silent tornado. A huge tornado spins silently, its funnel extending high into a cloudless sky. The tornado is producing no wind. If the tornado is touched in any way, it disappears.

Silver snow. Silver snow falls from a single cloud over an area about 20 yards in diameter. Aside from its color, the snow is normal. It melts as soon as it hits the ground.

Naturalist. As the PCs pass beneath a tall tree, they hear a woman's voice scolding them from the branches above. "Shhhh! Be quiet!"

The voice belongs to an old woman named Glidis. She is perched on a branch, watching a robin feed its babies.

Glidis: AC 10; MV 12; F1; hp 6; #AT 1; Dmg by weapon; THAC0 20; Str 9, Dex 9, Con 9, Int 15, Wis 16, Cha 13; AL LG.

Glidis is a resident of Ohme, but spends all her time in the wilderness observing the wonders of nature. She is pleasant but stern, admonishing anyone who fails to show nature the proper respect.

Glidis introduces herself and asks the PCs to help her down from the tree. She excitedly tells them about the robin. "Is there anything more invigorating than watching nature renew itself?" She asks the PCs their names and business, warily looking for indications that they might be hunters, a group she despises above all others.

If assured the PCs aren't on a hunting trip, Glidis invites them to join her expedition. She points out every bird, insect, and blade of grass—they're all wonderful to her.

If the PCs ask about dragons, Glidis says she'll share a secret: she recently found a silver dragon that appeared to be dying. "Would you like to see it?" she asks. "Death can be beautiful too, if viewed in the context of nature renewing itself."

If the PCs are interested in seeing the dragon, Glidis guides them to encounter 7. If the PCs wish to investigate any other areas along the way, Glidis gladly accompanies them, as long as they protect her and are kind to her.





Glidis has no other useful information for the PCs, aside from a legend about a dragon's graveyard. "A wondrous place where good dragons go to die. Some bad ones, too. A beautiful example of nature renewing itself." She doesn't know the exact location of the graveyard, but believes it is on the northeastern seacoast. She wouldn't take them there, anyway. "It's private." (And she's afraid.)

This encounter occurs only once.

Dragon Flight. This encounter occurs only at night when at least one PC is awake. Any alert PC looking into the sky sees the dark silhouette of a dragon. This is Aric, an ancient gold dragon heading for the Astivar Mountains (see Chapter 4). Tell the PCs the direction in which the dragon is heading.

This encounter occurs only once.

Random Encounter. Roll for a random encounter on the appropriate table in the Appendix (or treat as no encounter).

3. OHME

This is the village of Ohme. Although only 300 people live here, it is the largest community in the area. Ohme was largely unaffected by the War of the Lance, but thanks to the presence of the Dragonarmies in Nordmaar, Ohme citizens remain apprehensive and alert—most of them, anyway.

The village is surrounded by a 12-foot-high wooden wall, with a single entrance in the southwest. If the PCs approach the entrance, they find a single guard asleep in a chair.

Guard: AC 8; MV 12; F2; hp 8; #AT 1; Dmg by weapon; THAC0 20; AL NG.

If the PCs are quiet, they can sneak past the guard and walk right in. If the guard wakes up, he looks flustered, then asks the PCs their names and their business in Ohme. The guard instructs the PCs to check in with the city leaders at the town hall, a brick building straight ahead.

Thanks to its isolation, Ohme has virtually no contact with other communities in Estwilde. The village consists of small thatch homes and modest wooden shops. The residents are all farmers and craftsmen who eye the PCs with suspicion as they walk by.

If the PCs wish to speak with an Ohme citizen, make an encounter reaction with a -15% penalty or a Charisma check with a -2 penalty. If the PCs ask about Khardra or dragons, consult the Khardra and Dragon Rumor Tables in the Prologue.

Unlike many other northern Estwilde residents, the superstitious citizens of Ohme are aware of the fading moons and suns and are convinced it is some kind of bad omen from the gods. If the PCs ask about the fading light, the residents shudder and plead with them not to talk about it. The residents have no other information.

Ohme's three leaders are playing cards in the town hall. They snap to attention when the PCs enter. The oldest introduces himself as General Thur. He then introduces his comrades—General Harlison, bald and obese, and General Prentice, younger and homely.

General Thur: AC 7; MV 12; F3; hp 14; #AT 1; Dmg by weapon; THAC0 18; AL NG.

General Harlison: AC 8; MV 12; F2; hp 8; #AT 1; Dmg by weapon; THAC0 20; AL NG.

General Prentice: AC 9; MV 12; F2; hp 7; #AT 1; Dmg by weapon; THAC0 20; AL NG.

General Thur politely but firmly asks the PCs to identify themselves and state their business in Ohme. When he's convinced that the PCs aren't advance scouts for the Red Dragonarmy, General Thur invites them to sit down. "You can't be too careful," he says. "We just came out of a war, you know."

The generals are very guarded; responding to the PCs' questions with "And why would you want to know that?" or

"I'm not sure I should discuss that with you."

However, there are ways the PCs can pry information from the generals. In the course of their conversation, the generals drop a few hints:

— General Thur loves war stories. (To a random PC: "Did you fight in the war? Did your family? Wasn't it glorious?")

— General Harlison loves money. (To a random PC: "That's a nice sword. Must have cost a lot.")

— General Prentice loves women. (To any female PC, leeringly: "Maybe you and me can discuss this privately." To any male PC: "You don't have any sisters anywhere, do you?")

The generals invite the PCs to spend the night. The PCs can remain in Ohme as long as they like. They have ample opportunity to talk with any of the generals privately.

If a PC entertains General Thur with tales of the War of the Lance (real or fictional), the general reveals two of the pieces of information listed below. (Roll randomly or choose any two.) If the tales are especially gory, the general reveals three pieces of information.

If a PC bribes General Harlison, the general reveals a piece of information for each bribe in excess of one stl, up to a maximum of two pieces of information listed below. (Roll randomly or choose any two.)

If any female elf or human PC with a Charisma over 12 flirts with General Prentice, or if a male PC promises to set him up with his attractive sister, he reveals two pieces of information listed below. (Roll randomly or choose any two.)

1. Khardra was in Ohme about a month ago, asking where to find the wizard Jorjan, an alleged master of weather control. Nobody knew, and Khardra left angry and disgusted.

2. Minotaurs came to Ohme last week, demanding the whereabouts of dragons. No one could help them.

3. They've heard rumors about a headless gold dragon flying around somewhere up north.

4. There hasn't been a sighting of a Red Dragonarmy soldier for years. "Those other two guys (the other generals) are paranoid."

5. Somebody saw a glowing girl in the meadow just north of Ohme. Nobody wants to check it out, believing she must be cursed.

6. "You looking for dragons? They all go up to the coast to die." They don't know where, just to the northeast.

4. ENCOUNTER ZONE

When the PCs enter this area, roll 1d6 and immediately run the indicated encounter. For every six game hours the PCs remain in this area, roll 1d6. On a roll of 1, another encounter on this list takes place (roll 1d6 again). You are also free to alter the frequency or to choose specific encounters as you see fit.

D6 Roll	Encounter
1-2	Minotaur Guards
3	Patrol Boat
4	Man-o-War
5	Cursed Fisherman
6	Encounter Zone 2

Minotaur Guards. Two minotaurs with large axes slung over their shoulders patrol the beach ahead. If the PCs stay out of sight, the minotaurs don't see them. The bull-men patrol for the next 2d6 hours, then head back to their ship. If the PCs follow, go to encounter 5.

If the PCs approach the minotaurs or otherwise make themselves known, the minotaurs attack; they have been ordered to destroy any trespassers and will be executed if they fail. The minotaurs fight to the death.

Thoradorian minotaurs (2): AC 6; MV 12; HD 6+3; hp 38, 36; #AT 2; Dmg 2d4 or 1d4/1d10 (huge axe); THAC0 13; SD

surprised only on 1, track prey by scent with 50% accuracy; AL CE.

Patrol Boat. The PCs see a small craft sailing about 50 yards off shore. The craft is manned by three minotaurs; the minotaurs are allegedly on patrol, but they are actually fishing.

The minotaurs fish for the next 1d6 hours, then sail back to the ship in encounter 5. If the PCs make themselves known, the craft sails to shore and the minotaurs attack. (Use the minotaur statistics earlier.)

Man-o-War. This encounter occurs only if the PCs are on the beach. The PCs spot a fishing net that has washed ashore. The net appears to be filled with seaweed.

The net also contains a dead portuguese man-o-war. Since the man-o-war is transparent, there is a 90% chance it is undetected unless a PC is able to detect invisible objects. A PC examining the contents of the net with his hands (rather than, for instance, probing it with a staff) has a 75% chance of touching one of the man-o-war's 35 tentacles. The PC must roll a saving throw vs. poison. If he succeeds, he receives 1-2 points of damage; if he fails, he suffers 2d4 points of damage. He must also roll a successful saving throw vs. paralyzation, or become paralyzed for 1d4 hours.

Inside the man-o-war is a *short sword +1*.

This encounter occurs only once.

Cursed Fisherman. This encounter occurs only if the PCs are on the beach. A ragged man stumbles toward the PCs from the east. His eyes are glazed and he gives off a faint green glow. It appears his bones are throbbing.

The man was unfortunate enough to be fishing near the dragon's graveyard (encounter 9) when Artha was also there. For fun, she cursed him: his bones are animated and are trying to escape from his body.

If the PCs try to touch him, he pulls away. He is only able to mutter a few words about a "fat, stinking woman" who did this to him. "Don't go there...." he says, but is unable to identify the location.

If a PC casts *dispel magic* or a similar spell, the man dies quietly. Otherwise, his agony continues. If the PCs stay with him, 1d4 hours later, his skeleton bursts free from his body, glowing green. The skeleton ignores the PCs and totters into the ocean to disappear beneath the waves.

This encounter occurs only once.

Encounter Zone 2. Roll for an encounter on the Encounter Zone 2 table, page 43 (or treat as no encounter).

5. SHIP

A huge warship, its tall masts towering into the sky, is anchored about 50 yards off shore.

This is the warship of the minotaurs; 60 in all made the trip from Mithas. At any given time, about 20 of the minotaurs are on patrol. The rest stay with the ship.

If the PCs hide in the cliffs, they see dozens of minotaurs milling about, repairing the masts, fishing off the side, and lounging on the beach. All carry battle axes and long swords; make it clear to the PCs that attacking the ship is suicidal.

Every evening at sunset, the minotaurs line up on the beach for inspection. When the captain is satisfied, he leads them on maneuvers up the beach. In 15 minutes, the minotaurs are out of sight; they don't return for an hour.

The PCs can sneak aboard the ship while the minotaurs are on maneuvers. Three minotaurs are still on board, scrubbing the decks and patching the sails. (Use minotaur statistics in encounter 4.)

These maintenance minotaurs aren't particularly good fighters, but they defend themselves the best they can. If one of these minotaurs loses half its hit points, he surrenders. If one of the minotaurs is killed, the others immediately give up.

If the PCs search the ship, they find a chest containing 1,500 stl and the body of a baby silver dragon, covered with purple splotches and bruises. The minotaurs discovered the dying baby in the wilderness and finished it off with clubs. They hope to present it to the Highlords as an offering.

If the PCs capture one of the maintenance minotaurs, they can question him. The terrified minotaur doesn't require much prompting to tell everything he knows: where the minotaurs went and when they'll be back, why they have the dragon, why the Thoradorians are out to impress the Highlords. "We are just following the orders of the great Lord Mabel." (For more information on the Mabels, see the "Eyes of the Minotaur" adventure in DL15, *Mists of Krynn*.)

If the PCs are on the ship when the minotaurs return, they will be executed (the maintenance minotaurs tell the PCs this). If the PCs are foolish enough to stow away on the ship, the minotaurs eventually set sail for Mithas. When they arrive in Thorador, the PCs are discovered and executed.

If the PCs take the maintenance minotaurs prisoner, they attempt to escape as soon as possible. If the PCs alert the generals at Ohme about the minotaurs and their ship, the generals promise to look into it.

6. ENCOUNTER ZONE

When the PCs enter this area, roll 1d6 and immediately run the indicated encounter. For every four game hours the PCs remain in this area, roll 1d6. On a roll of 1, another encounter on this list takes place (roll 1d6 again). You are also free to alter the frequency or to choose specific encounters as you see fit.

If Glidis is with the party as a result of event 10 in Encounter Zone 2, she leads them directly to encounter 7. You should roll normally for encounters.

D6 Roll Encounter

- | | |
|---|-------------------|
| 1 | Naturalist |
| 2 | Minotaurs |
| 3 | Circling Eyewings |
| 4 | Light Flash |
| 5 | Encounter Zone 2 |
| 6 | Random Encounter |

Naturalist. This encounter occurs only if the PCs have not yet met Glidis. Otherwise, treat this as a Random Encounter or no encounter.

The PCs see Glidis lying in the weeds on her stomach observing a mother quail. The rest of the encounter plays out as it does in the 10th event in Encounter Zone 2.

This encounter occurs only once.

Minotaurs. If the PCs happen to look behind them, they see three minotaurs following them from a distance. If the minotaurs see the PCs looking at them, they hide behind trees. The minotaurs heard rumors of a silver dragon somewhere in this area. They are following the PCs in hopes that the PCs lead them to the dragon. The minotaurs follow for an hour, then grow bored and give up. The minotaurs elude any attempts of pursuit by the PCs. If the PCs happen to lead the minotaurs to a dragon, the minotaurs attack the PCs, then attempt to kill the dragon so they can take the body back to their ship. The minotaurs fight to the death.

Circling Eyewings. A flock of four eyewings circles over the PCs about 100 feet in the air. Before the PCs can take any action, the eyewings zip away, heading toward the dragon's graveyard (encounter 9) to alert Artha of their presence. If the PCs have already been to the graveyard, the eyewings swoop south toward the Astivar Mountains.

Light Flash. This encounter occurs only at night. The PCs see flashes of bright light in the distance. The flashes last for a minute, then stop.



The light is coming from the dying dragon in encounter 7. Tell the PCs the direction of the flashes.

Encounter Zone 2. Roll for an encounter on the Encounter Zone 2 Table, page 43 (or treat as no encounter).

Random encounter. Roll for a random encounter on the appropriate table in the Appendix (or treat as no encounter).

7. MEADOW

Green hills surround this vast meadow of tall grass and leafy clover.

What happens next depends whether the PCs came here on their own or were led here by Glidis.

If the PCs came here on their own. For every three daylight hours the PCs spend in this area, there is a 20% chance they hear moaning in the distance. For every three nighttime hours they spend in the area, there is a 50% chance they hear moaning or see flashes of light. If the PCs investigate the moans or flashes, go to the "Dying Dragon" section.

If the PCs came here with Glidis. Glidis leads them to a particular hill. Go to the "Dying Dragon" section.

Dying Dragon

From the summit of a grassy hill, you see a beautiful young woman sprawled in the meadow below. She has waist-length black hair and wears a billowing silk gown. Her fair skin is covered with purple splotches. She moans and writhes in the grass.

The girl's form shimmers. Streams of brilliant light flash from her body, and a ghostly image of a silver dragon appears. The light abruptly stops, the dragon image fades, and the moaning girl reappears.

This is Saramber, a young silver dragon suffering from the dragon disease. With her death imminent, Saramber left her home in the Khalkist Mountains to make her way to the sacred dragon graveyard (encounter 9). She got this far and collapsed, too weak to continue.

Saramber appears as a polymorphed human, the form she prefers. Every few hours, in a disease-induced delirium, she polymorphs briefly into her dragon form. She remains a dragon for only a few moments before polymorphing back to her human form.

Saramber, young silver dragon (statistics reflect her diseased state): AC -1; MV nil (too weak); HD 11; hp 13; #AT nil; AL LG.

Spells: *detect good*

If the PCs approach, Saramber casts *detect good*, then smiles weakly. She struggles to get up, then collapses from the effort. "Help me," she gasps.

The PCs might have heard rumors that the diseased dragons are poison. They're not; the disease only affects silver dragons. If the PCs hesitate, Saramber smiles reassuringly and extends her hand. "You have nothing to fear." She indicates the splotches on her arm. "I can't hurt you."

If Glidis is with the PCs, she puts her arm around Saramber and tries to help her up. Glidis isn't strong enough. "Don't just stand there," she says to the PCs. "Give me a hand."

If the PCs help Saramber to her feet, she speaks to them in a soft voice barely above a whisper. "Thank you, my friends," she says. "You and I are not so different are we?" She coughs, then continues. "A bond of honor still unites us. By that sacred bond, I beg you for a favor."

With effort, Saramber explains that she is dying from a disease of unknown origin; at most, she has only a few days left. She is traveling to a secret dragon graveyard to join the spirits

of her ancestors, but she is too weak to go on without help. She asks the PCs to take her the rest of the way.

Saramber promises them a reward for their help. "At the end of our journey, a gift shall be yours—a gift of value beyond measure," she says.

If the PCs decline to help Saramber, she dies within three days. Thoradorian minotaurs eventually discover her body and take it back to Mithas.

If the PCs agree to help her, continue with the "Journey with Saramber" section that follows. If Glidis is with the PCs, she reluctantly stays behind; she is too frail to make the trip.

After Glidis leaves, cross out event 10 in Encounter Zone 2 and event 1 in Encounter Zone 6; treat these as random encounters or no encounters.

The Journey with Saramber

Saramber leads the PCs to the graveyard at encounter 9. Roll normally in Encounter Zones.

Saramber can walk if supported by a PC whose Strength is at least 15 (if no PC has a Strength of 15, two PCs can support her). Saramber walks at a movement rate of 6. *Cure disease* or similar spells have no effect on her disease.

Once every four hours, Saramber must lie down and rest for about 15 minutes. During this time, she *polymorphs* between her human and dragon forms.

Conversation is difficult for Saramber, but she has information on the following subjects if the PCs ask the right questions:

— Where are they going? "A secret place. A place that can only be shown, not explained."

— What's happening to the dragons? "Something for which we can all blame ourselves."

— Are some of the dragons leaving Krynn? "Yes. Far away."

— What does she know of Artha and Khadra? "Their love gives death, not life."

Ambush

Before the PCs leave this area, they are ambushed by three minotaurs who suddenly appear from behind a grove of trees.

Thoradorian minotaurs (3): AC 6; MV 12; HD 6 + 3; hp 37, 36, 34; #AT 2; Dmg 2d4 or 1d4/1d10 (huge axe); THAC0 13; SD surprised only on 1, track prey by scent with 50% accuracy; AL CE.

What happens next depends whether the PCs are with Saramber or are traveling alone.

The PCs are traveling alone. The minotaurs gruffly demand to know the whereabouts of any dragons. Whether the PCs cooperate or not, the minotaurs decide to kill them and rob them for the fun of it.

When two of the minotaurs are killed, any survivors retreat in the direction of their ship (encounter 5). Captured minotaurs have no information other than the location of their ship and their mission (see encounter 5).

The PCs are with Saramber. The minotaurs demand that the PCs turn over the dragon. If they refuse, the minotaurs attack and fight to the death.

8. ENCOUNTER ZONE

When the PCs enter this area, roll 1d6 and immediately run the indicated encounter. For every four game hours the PCs remain in this area, roll 1d6. On a roll of 1, another encounter on this list takes place (roll 1d6 again). You are also free to alter the frequency or to choose specific encounters as you see fit.

D6 Roll Encounter

- 1 Eyewings
- 2 Graverobbers
- 3 Minotaurs
- 4 Red Dragonarmy
- 5 Encounter Zone 2
- 6 Random Encounter

Eyewings. A dozen eyewings circle overhead about 100 feet in the air. If the PCs are with Saramber, the eyewings dip for a closer look, then swoop away, scattering in every direction to look for Artha. If the PCs are traveling alone, the eyewings hover over the PCs for a moment, then zip south toward the Astivar Mountains.

Graverobbers. Three seedy-looking men carrying pick-axes stop the PCs and ask for directions to Ohme. Regardless of the PCs' response, the men then ask if they know anything about a graveyard for dragons. "Dragons are all rich," says one. "Help us find their graveyard, and we'll split the take."

Graverobbers (3): AC 6; MV 12; F3; hp 21, 18, 15; #AT 1; Dmg 1d6 (pick-axe) or 1d4 (knife); THAC0 18; AL CE.

One of the graverobbers abruptly threatens the PCs with his pick-axe. He and his fellow graverobbers demand the PCs' weapons and money; they have no interest in Saramber (assuming she's with the party) since they believe the sick dragons are poison.

This encounter occurs only once.

Minotaurs. From the top of a hill, the PCs see a squad of four minotaurs marching through the valley below. If the PCs stay out of sight for two hours, the minotaurs head back toward their ship (encounter 5). If the PCs make their presence known, the minotaurs attack them. If Saramber is with the PCs, the minotaurs attempt to kill her, then take her body to their ship. The minotaurs fight to the death. (Use the minotaur statistics on page 46.)

This encounter occurs only once.

Red Dragonarmy. The PCs see a Red Dragonarmy battalion marching in the distance. There are well over 200 soldiers. Many of them ride armored horses, all are heavily armed with long swords and spears.

The Dragonarmy is on military maneuvers. If the PCs are foolish enough to make their presence known, the soldiers easily overpower them. All of the PCs' possessions are confiscated; if Saramber is with them, she is killed. The PCs are taken to a Dragonarmy camp just over the Nordmaar border. The PCs are brutally questioned, then released with a stern warning to keep away from the Red Dragonarmy.

Encounter Zone 2. Roll for an encounter on the Encounter Zone 2 table, page 43 (or treat as no encounter).

Random Encounter. Roll for a random encounter on the appropriate table in the Appendix (or treat as no encounter).

9. COASTAL HILLS

These high hills are solid granite. Climbing the smooth, sheer cliffs would be difficult if not impossible.

Refer to Map 7. The single pass through the hills (area A) is obscured by permanent *hallucinatory terrain*. What happens next depends on whether the PCs came with Saramber or came by themselves.

The PCs came with Saramber. Saramber leads the PCs directly to the pass. Saramber explains they must wait on the south side of the hills until Solinari and Lunitari are aligned. Saramber's condition does not deteriorate as long as she remains in the company of at least one PC.

On a night of alignment, Saramber leads the PCs through the *hallucinatory terrain* and to the cove on the north side of the hills. Continue with the "Dragon's Graveyard" section.

If the PCs came by themselves. Unless the PCs use *detect magic* or a similar spell, it is unlikely they will discover the pass. The *hallucinatory terrain* can be dispersed by *dispel magic* or a similar spell.

If the PCs make it to the cove, they find nothing special. If they happen to be in the cove on a night when Solinari and Lunitari are aligned, proceed to the "Dragon's Graveyard" section, omitting all references to Saramber.

Dragon's Graveyard

High cliffs of solid granite surround this cove of dazzling white sand. Moonlight glistens on the dark ocean. The tide ebbs and flows against the sparkling shore.

Saramber settles down against the cliffs on the south side of the cove. She explains that before them lies a secret dragon graveyard. Access to the graveyard requires a period of spiritual cleansing; Saramber asks the PCs to protect her while she goes into a trance. Assuming the PCs agree, Saramber polymorphs into her dragon form and closes her eyes. She remains in a trance for the next hour.

Artha Appears

Ten minutes after Saramber goes into her trance, an area in the sky over the cove begins to darken and swirl. A hazy image of Artha appears in a dark fog.

Artha surveys the scene below, somewhat disappointed that Saramber isn't dead yet. She raises her hands, and thick green smoke pours from her palms. The smoke spirals toward the ocean a few yards from the shore line, then is sucked into the surface. That done, Artha vanishes.

The Attack

One round after Artha vanishes, the ocean begins to boil. Green steam rises from the churning water. A moment later, an enormous dragon skeleton bursts through the surface, shrieking and hissing. The skeleton is 24 feet long; its glowing green bones drip algae and mud.

Reanimated dragon skeleton: AC 3; MV 12; HD 7; hp 56; #AT 3; Dmg 1d4/1d4/2d8 or breath weapon; THAC0 13; SA see following; AL CE.

The skeleton attacks with its teeth and claws. Its bones are molten hot; any PC touching the skeleton with his bare hands suffers 1 point of damage. If the skeleton is touched with any flammable object, such as a wooden staff, the object bursts into flames. *Dispel magic* or similar spells have no effect on the skeleton.

The skeleton can also attack with its breath weapon, a cone of green fire 70 feet long with a base diameter of 2 1/2 feet. The fire feels ice cold and has the following effects:

* A PC struck by the green fire must roll a saving throw vs. spell. If he succeeds, he suffers 1d6 points of damage. If he fails, he suffers 1d6 points of damage and his bones throb inside his body for the next five rounds; his AC is increased by +1 and all attacks are made with a -1 penalty for that period. These effects can be negated by *dispel magic* or a similar spell, though the PC still takes the indicated damage.

* If a PC is struck by the green fire while his bones are throbbing (from a previous green fire hit), he loses an additional 1d6 hp; his bones forcefully expand and contract as if they are trying to burst out of his body. No saving throw is allowed. For the next five rounds, his AC is increased by +2 and all attacks are made with a -2 penalty. These effects can be negated by *dispel magic* or a similar spell, though the PC still takes the indicated damage.

* If the same PC is struck by the fire while suffering from the effects in the previous paragraph, he must roll a saving throw





vs. spell. If he succeeds, he loses 2d6 hp and his AC stays at +2 and his attacks are made with a -2 penalty for the next five rounds. If he fails, he collapses to the ground. Unless *dispel magic* or a similar spell is cast on him, his skeleton bursts free from his body in the next round and totters into the sea.

Line C on the map shows the high point of the water when a wave washes ashore. Line B shows the low point of the water between waves. A wave rolls in every other round. When the skeleton is in contact with the wet sand west of line C, magical and silver weapons inflict full damage while other weapons cause only half damage. When the skeleton is entirely in the dry sand east of line C, magical and silver weapons inflict double damage while other weapons cause normal damage.

The skeleton attempts to stay in the wet sand west of line C. However, the skeleton chases any PC who attacks him for two consecutive rounds. The skeleton will not intentionally spend more than one round in a row in the dry sand east of line C.

There are three other monsters buried in the sand:

1. The first PC within five feet of area D feels bony fingers grasping at his leg. This is the reanimated arm bone of a dragon that has dug itself out of the sand.

Reanimated arm bone: AC 6; MV 3; HD 2 + 1; hp 17; #AT 1; Dmg 1d4; THACO 16; SD green glow; AL CE.

The arm bone has a greenish glow and makes one claw attack per round at any PC it can reach. The bone moves by pulling itself along the sand with its fingers.

2. The first PC within five feet of area E feels a bony tentacle slithering up his leg. This is the reanimated spinal column of a dragon.

Reanimated spinal column: AC 6; MV 9; HD 3 + 1; hp 25; #AT 1; Dmg 2d4 (constriction); THACO 16; SD green glow; AL CE.

The spinal column attempts to coil around and crush any PC it can reach. The spinal column slithers like a snake.

3. The first PC within five feet of area F sees a flurry of sand as a grimacing dragon skull chews its way to the surface. The skull clacks its teeth at the PC.

Reanimated dragon skull: AC 6; MV Nil; HD 3; hp 24; #AT 1; Dmg 2d6 (bite); THACO 16; SD green glow; AL CE.

The skull cannot move, but it has a sticky tongue 10 feet long that it uses to draw victims into its jaws. The tongue strikes with a +4 bonus to its attack roll, but does no damage. A PC hit by the tongue can attack it; if the attack succeeds, the skull withdraws the tongue and releases the PC. If the PC's attack fails, the skull immediately drags the PC into its jaws, and the PC suffers 2d6 points of damage.

The arm bone, the spinal column, and the skull all glow green and are molten hot to the touch. Any PC touching them with his bare hands suffers 1d4 points of damage. If touched with any flammable object, such as a wooden staff, the object bursts into flames. *Dispel magic* and similar spells have no effect on the bones.

Song of the Moon

This event occurs if the PCs defeat the dragon skeleton and the bones, and Saramber is still alive.

An hour after she went into her trance, Saramber rises to her feet. She silently walks to the edge of the ocean (line B on the map). With the waves lapping against her legs, she lifts her head toward the moon and begins to sing an eerie, wordless melody.

As Saramber sings, the water parts before her, revealing a shimmering pathway leading 100 yards into the ocean.

With the PCs at her side, Saramber stares at the moon and speaks to them softly. "When a silver dragon abandons this life, she may leave her secrets behind. For your courage and support, I offer you a gift of these secrets."

Saramber explains that a mystical bond exists between the good people and the good dragons of Krynn, a bond created by the gods that has existed since time began. "With trust, respect, and cooperation, the bond remains strong and we all flourish. But when the bond is threatened by doubt, disrespect, and disharmony, we all suffer.

"Look around you. Can you not see how our bond has been threatened? Are good dragons not hunted as prizes, ridiculed as lunatics, scorned as pariahs? And can you not see the result? While people labor to rebuild and dragons struggle to survive, evil grows and prospers.

"Good can reclaim Krynn, but only if dragons and people restore their sacred bond through cooperation and respect."

Saramber says the loss of light from the moons and stars has debilitated the dragons by weakening them, confusing them, and making them more susceptible to disease. But the loss of light would not have affected the dragons so dramatically if their bond with humans had not also been weakened.

"Restoring the bond will be a long process," she says. "But it must begin with the efforts of a few. Are you willing?"

If the PCs agree, Saramber says she believes Artha and Khardra are responsible for stealing the light from the moons and stars. "They have many lairs," she says, "but when the moons are full, they meet at the Peak of Clouds, the highest point in the Astivar Mountains.

"There is talk of an assault on the Peak of Clouds by a group of good dragons. Without a strong bond between dragons and people, the assault will fail. Convince them of your courage, and help them if you can."

Saramber says the good dragons are assembling in the lair of a copper dragon in the Astivar Mountains. The lair is hidden "within a mountain that casts no shadow."

Saramber has nothing more to add. She answers no questions. She says good-bye to the PCs, then walks down the sparkling path into the sea, the waves closing behind her.

Two rounds after Saramber disappears into the ocean, the ground before the PCs shimmers, and a crystal chest appears, a final gift from Saramber. The chest contains a *wand of fire* (nine charges), a *wand of illumination* (nine charges), and four blue diamonds worth 5,000 stl each.

Aftermath

The PCs are unable to follow Saramber into the sea; if they try, they are washed ashore by powerful waves. They are also unable to locate the graveyard.

10. NORDMAAR BORDER

The Estwilde/Nordmaar border is heavily patrolled by soldiers of the Red Dragonarmy. For every three hours the PCs spend in this area, there is a 50% chance they are stopped by a troop of 75 Red Dragonarmy soldiers on horseback. If the PCs cross the border, every 30 minutes there is a 90% chance they are stopped by the Dragonarmy troops.

If the PCs are stopped by the troops, the soldiers demand to know who they are and what they're doing. If the PCs cooperate, the soldiers send them on their way, warning them not to enter the area again. If the PCs don't cooperate or if they act violently toward the soldiers, the soldiers easily overpower the PCs and take them to a nearby Dragonarmy camp. The PCs are brutally questioned, then released with a stern warning to keep away from the Red Dragonarmy and stay out of Nordmaar.

II. ENCOUNTER ZONE

When the PCs enter this area, roll 1d6 and immediately run the indicated encounter. For every three game hours the PCs remain in this area, roll 1d6. On a roll of 1, another encoun-

ter on this list takes place (roll 1d6 again). You are also free to alter the frequency or to choose specific encounters as you see fit.

D6 Roll Encounter

1-3	Strange Weather
4	Gully Dwarf
5	Encounter Zone 2
6	Random Encounter

Strange Weather. This is identical to the Strange Weather event in Encounter Zone 2 (page 43). However, the thunderstorm, the tornado, and the snow cloud are all drifting at a movement rate of 12 away from encounter area 12. Tell the PCs the direction the weather phenomenon is moving, relative to their current position.

Gully Dwarf. This event only occurs if the PCs have previously met the gully dwarves and engaged in transactions using the gully dwarf money.

A gully dwarf flags down the PCs. "Forgot change," he says breathlessly, and hands them three certificates of gully dwarf money. The Prull gully dwarves believe they shortchanged the PCs; they sent this messenger to rectify the error.

If the PCs ask the gully dwarf to lead them to Jorjan's tower, go directly to encounter 12. As soon as they enter the encounter 12 area, the gully dwarf bids them farewell.

This encounter occurs only once.

Encounter Zone 2. Roll for an encounter on the Encounter Zone 2 table, page 43 (or treat as no encounter).

Random Encounter. Roll for a random encounter on the appropriate table in the Appendix (or treat as no encounter).

12. JORJAN'S TOWER

A two-story stone tower sits on a hill in the middle of a meadow. Clouds in a variety of colors—pink, green, white, gray—drift through the air, blinking out of sight, then reappearing a few feet away. Rain lightly sprinkles from some of the clouds, silver snow falls from others.

Background

This is the tower of Jorjan, a renegade wizard who dabbled in magical weather research. Khardra visited him about a month ago, asking for a device to keep the evening skies clear and promising a substantial payment. Jorjan couldn't come up with such a device, so Khardra killed him.

Jorjan's body is on the second floor of the tower, guarded by his broken-hearted pet chimp.

Chimp: AC 7; MV 12; HD 1; hp 5; #AT 1; Dmg 1d4 (bite); THACO 20; AL N.

Approaching the Tower

There are four windows on the second floor of the tower, one facing each direction. There is a single doorway on the south side.

The terrified chimp watches strangers closely, fearing the return of Khardra. When he sees the approach of the PCs, he panics and attacks with the magical items Jorjan prepared especially for the chimp's use in case of an emergency; two sharp "cheep" chatters from the chimp serve as the command words to activate the wands.

The chimp attacks out the windows, moving from one to another as necessary to attack the closest PCs. He always attacks in the following sequence (repeat as necessary):

Round 1: Ice storm from a *wand of frost*, a hail of sleet in an 80-foot-diameter area. PCs within the hail are blinded and have their movement rate reduced by 50% for one round. There is also a 50% chance that an affected PC slips and falls.

Round 2: Lightning bolt from a *wand of lightning*. Because of the chimp's poor control of the *wand*, a PC struck by the lightning bolt suffers only 3d6 points of damage (usual is 6d6) if he fails a saving throw vs. spell.

Round 3: The chimp does nothing.

The chimp remains in the second floor of the tower for the duration of the attack.

The door to the tower is unlocked. Khardra demolished the first floor; there's nothing left but a jumble of debris.

A ladder leads to a trapdoor in the second floor. As soon as the chimp sees a PC emerge through the trapdoor, he drops any magical device he was using and runs to the body of Jorjan. The chimp whimpers and buries his head in Jorjan's robe. The chimp no longer attacks.

Khardra has demolished most of the room. A long shelf hangs from a single hinge on the south wall, its books spilled in a heap on the floor. The simple furniture—a table, a chair, and a cot—has been shattered to splinters. Under a loose floor board in the southwest corner is a small cloth sack containing 140 stl and two black diamonds worth 1,000 stl each. The PCs may also take the *wand of frost* (two charges) and the *wand of lightning* (two charges). If they examine Jorjan's body, they see triangular punctures on the back of his neck made by Khardra's staff.

A long table against the northern wall contains three large glass tanks resembling aquariums, the remnants of some of Jorjan's weather experiments. About an inch of oily liquid is in the bottom of each tank, and strange weather phenomena hover on the surface of the liquid. One tank contains miniature black thunderstorms, another contains tiny tornados, and the third contains tiny silver clouds from which spill flakes of silver snow. Occasionally, one of the tiny clouds spins free of the liquid, rises from the tank, and drifts out the open window.

The chimp stares mournfully at each PC, then runs into the arms of one of them, clinging tightly. If notes of personality traits were made during the Fair Meadows encounters, the PC who was assigned the trait of Compassion should be chosen by the chimp. Otherwise, choose a random PC or a PC whom you wish to take a more active part in the adventure.

As long as the chimp remains with the party, he never leaves the side of his chosen PC. If the chosen PC is killed or rejects the chimp, the chimp adopts another PC.

While traveling, the chimp tugs at the hand of his PC, trying to get him to go south toward the Woods of Lahue (Chapter 4). This is the chimp's home, and he wants to go back.

TROUBLESHOOTING

If the PCs want to go to Nordmaar to pursue the Dragonarmies. They are met at the border by a Dragonarmy force sufficient in size to turn them away. See encounter 10.

If Saramber dies early, or the PCs don't meet her at all. If in your judgment the PCs have fought the good fight, Saramber's ghost could visit the PCs and give them her gift of information so they can help put a stop to Artha and Khardra. You could also use the *dream stones* to relay the information as you deem necessary.

If the PCs cure Saramber. Although unlikely, the PCs could come up with a way to cure Saramber. If so, she asks them to accompany her to the graveyard cove and protect her while she performs a religious ritual. Once there, she goes into a trance, and the subsequent battle plays out as explained. If she survives, she gives the PCs the same rewards, then disappears into the sea to conclude her ritual.



CHAPTER 4: MAGICAL MOONS



DM'S OVERVIEW

This chapter covers events and encounters taking place in the Astivar Mountains and the Woods of Lahue. As in previous chapters, use the large color map and Map 2 inside the module cover for reference.

GOALS

In this chapter, the PCs should accomplish the following:

- encounter an assembly of good dragons, learn their secrets, and become their allies.
- learn the origin of Artha.
- confirm that Khardra and Artha's blending ceremonies are responsible for the fading of the stars and moons.
- face Khardra and Artha on the Peak of Clouds.

As always, give the PCs a fighting chance to achieve these goals, but don't reward poor playing or bad choices.

TERRAIN AND CLIMATE

The Woods of Lahue is a dense forest comprising a variety of trees and vegetation. Ferns and shrubs cover the forest floor. The largest trees tower 200 feet in the air; some areas are so thick with trees that no sunlight reaches the floor. Though a rich variety of animal life flourishes in the Forest of Lahue, there are no civilized outposts.

The air is humid and warm; daytime temperatures average in the 90s, while evening temperatures seldom dip below the mid-70s.

Most of the peaks of the Astivar Mountains range from

4,000-12,000 feet above sea level. The mountains are solid stone, their faces smooth and steep. While the foothills are not particularly treacherous, the higher peaks feature severe slopes and near-vertical cliffs. The mountains are seldom traveled, and there are no civilized outposts.

Daytime temperatures in the Astivar Mountains range from the 80s in the foothills to the 40s and 50s near the peaks of the higher mountains. Daytime temperatures average in the 30s and 40s at the top of the Peak of Clouds. Nighttime temperatures are 10-20 degrees lower.

The Peak of Clouds. At 14,000 feet above sea level, the Peak of Clouds is easily the highest point in the Astivar Mountains. The second highest mountain is Mt. Bergo, adjacent to the Peak of Clouds and rising 12,000 feet above sea level.

The enchanted Mt. Bergo casts no shadows. Likewise, no shadows fall on it.

Both Mt. Bergo and the Peak of Clouds can be seen from anywhere in Encounter Zones 1 and 2, unless the line of sight is obscured by trees or other blocking terrain.

Nordmaar Border. If the PCs cross the Nordmaar border for any reason, they are met by a Red Dragonarmy force sufficient in size to turn them away. (See encounter 10 in Chapter 3 for details.) Likewise, if they cross the truce line extending from the northern tip of the Astivar Mountains to the Nordmaar border, they are also turned away.

DM'S BACKGROUND

For the past few months, Artha and Khardra have been meeting on the plateau atop the Peak of Clouds whenever Solinari and Lunitari are aligned. As the highest point in

northern Estwilde, it is ideal for their blending ceremonies.

A copper dragon named Londell has his lair in Mt. Bergo, adjacent to the Peak of Clouds. Artha and Khardra have not yet discovered this lair, but Londell fears the worst if they do.

Londell's requests for help from other good dragons were largely ignored, except for an ancient gold dragon named Aric who spent several weeks investigating the situation. Aric determined that the blending ceremonies of Khardra and Artha were responsible for the dimming of Krynn's stars and moons, which in turn was responsible for the devastation of Krynn's good dragons. Aric also realized that this would not have occurred if the bond between good dragons and good people had not been weakened. He suspects that defeating Artha and Khardra cannot occur without a reaffirmation of this bond.

ENCOUNTER KEY

I. ENCOUNTER ZONE

Movement. Movement rates are reduced by 1/3 in the Woods of Lahue.

Nighttime Encounters. The Woods of Lahue is full of dangerous monsters. If the party camps for the night while in this Encounter Zone, do not roll for an encounter on the Encounter Zone list. Instead, roll 1d6 for every four hours the party is camping. On a roll of 1d4, the party is attacked by a monster or monsters from the forest Random Encounter table in the Appendix.

When the PCs enter this area, roll 1d10 and immediately run the indicated encounter. For every four game hours the PCs remain in this area, roll 1d6. On a roll of 1, another encounter on this list takes place (roll 1d10 again). You are also free to alter the frequency or to choose specific encounters as you see fit.

D10 Roll Encounter

1	White Stag
2	Dragon Moon
3	Curious Chimps
4	Thick Foliage
5	Clearing
6	Sundew
7	Cannibals
8	Sniper
9-10	Random Encounter

White Stag. A white stag appears just ahead of the PCs and leads them toward the best path. The stag bounds out of sight and disappears after traveling 1d3 hexes on the map. (You can use the stag to lead the PCs in the direction you want them to go.)

PCs move at 2/3 of their normal movement rate in the Woods of Lahue, but when following a white stag, they move at their normal movement rate.

Dragon Moon. This encounter occurs only at night when at least one of the moons is in high sanction and at least one PC is awake. Any alert PC looking into the sky sees the silhouette of a dragon crossing the moon. This is Aric, returning to Londell's lair in Mt. Bergo after a scouting mission. Tell the PCs the direction Aric is flying.

This encounter occurs only once.

Curious Chimps. Six chimps peer curiously at the PCs from a thicket of weeds.

Chimps (6): AC 7; MV 12; HD 1; hp 7, 5, 5, 4, 3, 2; #AT 1; Dmg 1d4 (bite); THAC0 20; AL N.

The chimps are harmless. If the PCs attack, they scamper into the brush and disappear.

If Jorjan's chimp (from encounter 12 in Chapter 3) is with the PCs, he has reached his destination. He gazes affection-

ately at his chosen PC, then trots off into the thicket to join his new family. A moment later he returns with a clear red ruby (worth 5,000 stl) and a bunch of bananas, gifts to the PCs for helping him.

This encounter occurs only once.

Thick Foliage. The PCs enter an area of foliage so thick that no sunlight reaches the forest floor. Travel is difficult, and the PCs may lose track of compass directions. Roll 1d4 to determine the number of miles of dense foliage. While traveling this distance, the PCs' movement rate is 1/2 their normal rate. To determine if the PCs become lost, roll 1d4. On a roll of 1-2, they head in a random direction. Assign 1 to 6 to each side of a hex, then roll 1d6; the PCs head 1d4 miles (as determined above) in the indicated direction. If the PCs cast *find the path* or a similar spell, they do not become lost.

Clearing. The PCs enter a clear area, making travel especially easy. Roll 1d4 to determine the number of miles of clear area. While traveling this distance, the PCs move at their normal rate.

Sundew. The PCs approach an area with the thick odor of sweet syrup. As they pass a clump of high bushes, sticky tendrils shoot from beneath the leaves and adhere to their bodies.

Giant sundew: AC 7; MV 1; HD 8; hp 54; #AT special; Dmg 1d3; THAC0 12; AL N.

This giant sundew is camouflaged in the vegetation. Unless the PCs recognize its sweet odor, it is unlikely they will notice it.

The sundew attacks as many PCs as it can, waiting until the maximum number of PCs are within a five-foot radius of its base. It makes six tendril attacks on each PC within range per round. For every three tendrils that strike a PC, the PC's attack rolls are made with a -1 penalty. The effect is cumulative; if six tendrils hit, the PC's attack rolls are made with a -2 penalty. If the sundew rolls a 20 to hit, that tendril has clogged the PC's mouth and nose with sap. The PC suffocates in 2d4 rounds unless the tendril is removed.

Each tendril causes 1 point of damage per round until the tendril is broken. The chance of breaking a tendril is equal to a PC's chance of opening doors. Each tendril must be broken individually.

The sap will dissolve if soaked with vinegar or alcohol (such as wine). Missile and fire-based attacks inflict only half damage because of the sundew's sticky exterior.

If the PCs defeat the sundew and examine it behind the bushes, they see a partially eaten man entangled in its tendrils. The man is covered with blond hair and wears a grass skirt and a silver necklace decorated with human finger joints (value 1,200 stl). He is a Lahutian cannibal.

Cannibals. A volley of arrows sprays from the branches above. A moment later, six squat men drop from the trees and surround the PCs. The men are covered with blond hair and wear grass skirts and silver necklaces decorated with human finger joints. They attack the PCs with spears.

Lahutian cannibals (6): AC 10; MV 12; HD 2; hp 10 each; #AT 1; Dmg 1d4 + poison (Lahutian arrows) or 1d6 (spears); THAC0 16; AL LE.

Each PC must roll 1d6 to see if the arrows hit him. On a roll of 1 or 2, the PC was missed. On a roll of 3 or 4, he was hit by one arrow. On a roll of 5 or 6, he was hit by two arrows.

The arrows are tipped with a potion derived from sundew sap. Each arrow inflicts 1d4 points of damage. Additionally, a PC struck by the arrows must roll a saving throw vs. poison. If he was hit by one arrow who fails the save makes all attacks with a -1 penalty for the next 2d6 rounds. A PC hit by two or more arrows who fails the save makes all attacks with a -2 penalty for the next 2d6 rounds. A PC who successfully saves suffers no poison damage.

The hungry cannibals fight savagely with their spears. If half of the cannibals are killed, the rest retreat.





The primitive natives are terrified of any display of magic, no matter how humble. A spell as minor as *dancing lights* or *ventriloquism* causes them to panic and flee into the forest.

Given the opportunity, different Lahutian clans will eat each other. If the PCs follow the cannibals, they lead them to a small camp where an unfortunate enemy clan member is a guest for dinner.

Sniper. An arrow whistles past the PCs, landing harmlessly in the bushes. The archer is Corporal Hertshog, a officer in the Ohme Special Forces.

Corporal Hertshog: AC 6; MV 12; F3; hp 15; #AT 1; Dmg 1d6 (crossbow); THAC0 18; AL NG.

About two years ago, just as the War of the Lance was drawing to a close, Hertshog volunteered for sniper duty. His job was to pick off any stray Red Dragonarmy soldiers attempting to sneak up on Ohme by way of the Woods of Lahue. Since the war never reached northern Estwilde, Hertshog had little to do. What's more, the Special Forces commanders forgot to tell him the war ended. Hertshog dutifully stayed at his post, waiting for enemies who never arrived.

Hertshog continues to fire arrows at any PC he can see. If the PCs take cover in the brush, Hertshog waits until they show themselves. Hertshog is well-concealed by the foliage; PCs attacking him do so with a -2 penalty.

Hertshog will not voluntarily come down from the tree. As long as he remains in his perch, he will not speak with the PCs. If Hertshog loses more than half his hit points, he drops his crossbow and cries, "I surrender! I'm coming down!"

Hertshog is a small, high-strung man about 40 years old. He looks at the PCs with confusion. "Uhh...are you with the Highlords?" Then defiantly: "Torture me if you will—I will never betray the honor of Ohme."

If the PCs question Hertshog, he inadvertently reveals his name and his mission. If the PCs convince him they're not with the Highlords and the war is over, Hertshog sheepishly apologizes, then asks for details about the end of the war. He straightens himself, brushes the debris from his uniform, then asks to be excused as he must report to his commanding officer in Ohme.

Before he leaves, Hertshog warns the PCs of vicious cannibals covered with blond hair and wearing grass skirts. He says they're scared of anything that looks like magic, then produces a yellow powder from his pocket. He blows the powder from his palm, and the scattering dust produces golden sparkles in the air. "Take some," offers Hertshog. The PCs can use the powder to scare off any cannibals they meet.

The PCs may wish to hire Hertshog to guide them through the jungle. Hertshog won't do it for less than 1,000 stl, and even then he'll whine about the delay in his getting home. If the PCs hire Hertshog, treat the fourth choice in Encounter Zone 1 (Thick Foliage) as no encounter. Once the party reaches the Astivar Mountains, Hertshog parts company with the PCs.

This encounter occurs only once.

Random Encounter. Roll for a random encounter on the appropriate table in the Appendix (or treat as no encounter).

2. ENCOUNTER ZONE

Movement. Movement rates are reduced by 1/2 in the Astivar Mountains; this simulates the difficulty of maneuvering across the rough terrain and finding an accessible pass.

When the PCs enter this area, roll 1d10 and immediately run the indicated encounter. For every four game hours the PCs remain in this area, roll 1d6. On a roll of 1, another encounter on this list takes place (roll 1d10 again). You are also free to alter the frequency or to choose specific encounters as you see fit.

D10 Roll Encounter

- | | |
|------|------------------|
| 1 | White Stag |
| 2 | Dragon Moon |
| 3 | Khardra's Men |
| 4 | Two Paths |
| 5 | Chasm |
| 6 | Crack |
| 7 | Rock Fall |
| 8 | Clearing |
| 9-10 | Random Encounter |

White Stag. A white stag appears just ahead of the PCs and leads them toward the best path. The stag bounds out of sight and disappears after traveling 1d3 hexes on the map. (You can use the stag to lead the PCs in the direction you want them to go.)

PCs move at 1/2 their normal movement rate in the Astivar Mountains, but when following a white stag, they move at their normal movement rate.

Dragon Moon. This encounter occurs only at night when at least one of the moons is in high sanction and at least one PC is awake. Any PC awake and looking into the sky sees the silhouette of a dragon crossing the moon. This is Aric, returning to Londell's lair in Mt. Bergo after a scouting mission. Tell the PCs the direction Aric is flying, relative to their current position.

This encounter occurs only once.

Khardra's Men. As the PCs descend into a narrow valley, three men armed with long bows appear on each adjacent cliff. One of the men demands that the PCs identify themselves and their business in the mountains.

Khardra's men (6): AC 7; MV 12; HD 3; hp 15 each; #AT 1; Dmg 1d6 (arrow); THAC0 18; AL LE.

Khardra's men are ordered to defend this pass at all costs. If anyone slips through, Khardra will execute his men. Therefore, the men fight to the death if necessary to prevent the PCs from going any farther.

Regardless of the PCs' responses to their questions, the PCs are ordered to turn around and leave the mountains. If the PCs agree to leave, the men accompany them, arrows drawn. Khardra's men march 10 feet behind the PCs, and force the PCs to keep their hands in the air at all times. The men force the PCs west into the Woods of Lahue or north into Estwilde, whichever is closest.

If the PCs refuse to comply, Khardra's men attack with arrows. If the men are still on the cliffs, attacks against them are made with a -2 penalty, owing to the cover provided by the cliffs. If the PCs attack the men while being escorted out of the mountains, attacks are made normally.

This encounter occurs only once.

Two Paths. The PCs come to a fork in the pass. The left path is the safest, but winds erratically and is very rough. The right path is shorter but has a steep slope. The left path would take considerably longer, but there is a danger of falling if the right path is taken. Each path is about a mile long.

If the left path is taken, roll 2d12 to determine the number of hours required to travel the one-mile distance. No Encounter Zone encounters occur while traveling on this path.

It takes two hours to travel the path on the right. However, two Climbing checks must be made to see if a PC slips and falls. In this case, a non-thief PC's Climbing Rating is 70% and a thief's Climbing Rating is equal to his *climb walls* score + 30.

If a PC fails his first Climbing check, he falls and suffers 1d6 points of damage. If he fails his second Climbing check, he suffers 3d6 points of damage. A PC who falls is free to climb again.

This encounter occurs only once.

Chasm. The PCs approach a 50-foot-wide chasm. The

chasm appears to be bottomless; a PC who falls in is lost forever. The chasm is bordered by tall, steep mountains. The PCs may look for a route around the chasm or they may try to cross it.

There are other routes around the chasm. It takes 1d6 hours to find an alternate route.

There are numerous protrusions on either side of the chasm to which a rope could be tied, allowing the PCs to cross the chasm by moving hand over hand across the rope. Each PC has a base chance of 20% of looping the rope over a protrusion on the opposite side of the chasm. Once the rope is secured on both sides, a PC can move hand over hand across the rope at the rate of 30 feet per round. However, if more than one PC hangs from the rope at the same time, the rope begins to sway and wobble. If two or more PCs are hanging from the rope longer than one round, each must make a Dexterity check with a -2 penalty. A PC failing this roll loses his grip on the rope and falls.

This encounter occurs only once.

Crack. The PCs approach a long crack in the earth. The crack is seven feet wide and 30 feet deep. It takes the PCs an extra hour to walk around the crack.

The PCs can attempt to cross the crack by using a tree branch for a bridge (1-2 hours to find a suitable branch), or by trying to jump it. A PC's base chance to jump the crack is 65%; add 5% for each point his Dexterity is in excess of 10, up to a maximum of 95%. If a PC fails his jump, he rolls a Dexterity check to grab the opposite side. Failing this, he plunges into the hole and suffers 3d6 points of damage.

This encounter occurs only once.

Rock Fall. The PCs approach the base of a cliff strewn with chunks of loose rock, the results of recent rock slides. The PCs may look for an alternate route—this takes 1d8 extra hours—or they may proceed.

Roll 1d6. On a roll of 1, a rock fall occurs. Each PC is "attacked" by rocks four times per round for a duration of 1d4 rounds. Each rock has the same chance to hit as a 5-HD monster. Each hit causes 1d4 points of damage. A PC who makes a successful Dexterity check suffers only half damage from each rock that hits him, but any rock that hits causes at least 1 point of damage.

Clearing. The PCs enter a clear area, making travel especially easy. Roll 1d4 to determine the number of miles of clear area. While traveling this distance, the PCs move at their normal rate (instead of the 1/2 movement rate usually required in the Astivar Mountains).

Random Encounter. Roll for a random encounter on the appropriate table in the Appendix (or treat as no encounter)

3. THE PEAK OF CLOUDS

This is the highest point in the Astivar Mountains. The peak is obscured by clouds. The sides of the mountain are steep and sheer; no cliffs or protuberances can be seen.

If the PCs were sent here by Saramber, they should recognize this as the Peak of Clouds, the mountain the good dragons are planning to assault. If the PCs came here on their own, it is unlikely they will attach any special significance to the Peak of Clouds.

Climbing the sheer mountain is next to impossible. If the PCs are determined to climb it anyway, do your best to discourage them—point out that there are no footholds, cliffs, or any accessible routes up the mountainside, and that it's a long drop to the bottom.

4. MT. BERGO

This is the second highest peak in the Astivar Mountains. The base is surrounded by a forest of pine trees, extending about 200 yards up the steep, sheer sides of the mountain. No cliffs or protuberances can be seen beyond the forest.

Unlike the other peaks, this mountain casts no shadow. Neither the adjacent mountains nor the trees of the forest cast shadows on its surface.

If the PCs were sent here by Saramber, they should recognize this as Mt. Bergo, the mountain of no shadows. If the PCs came here on their own, it is unlikely they will attach any special significance to Mt. Bergo.

The first 200 yards of Mt. Bergo are thick with pine trees. Though the slope is steep, the rough surface has enough footholds and handholds so the PCs can climb.

The mountain has been enchanted with a magic mouth by Aric. Five rounds after the PCs set foot on the mountain, the magic mouth booms, "Why did you come?" Hundreds of sparrows flutter from the trees at the sound of the mountain's voice.

Regardless of the PCs' response, the magic mouth repeats the question every five rounds, until the question has been asked three times.

The sparrows fly to Aric with reports of the PCs' answers. Aric questions the sparrows with speak to animals. Aric is seeking good people to help the dragons attack Artha and Khardra; he hopes the PCs' answers reveal their intentions and their suitability as allies. (Aric interprets PC responses such as "to help the dragons" and "Saramber sent us" as good signs.)

After the magic mouth has asked its question three times and the sparrows have made their reports, Aric turns invisible and seeks out the party. He casts detect good, then silently lands behind a thick grove of pine trees for a final test.

The mournful cry of a deer comes from behind a grove of pine trees just ahead. The deer sounds as if it is in pain.

If the PCs peek through the trees, they see a young fawn with its foot caught in a tangle of bramble. The fawn helplessly tries to free its foot but is not having much luck.

The fawn is actually Aric, polymorphed into this form to test the PCs' reaction. (Aric's statistics are given in the "Dragon Conclave" section, page 54.)

If the PCs free the fawn, Aric polymorphs back into his dragon form.

"You are as noble as I had hoped," he says, then tells the PCs of an imminent danger that threatens people and dragons alike. "We need you as allies," he says. "Will you help us?"

If the PCs press for details, Aric becomes exasperated. "This is not the place for explanations. Come or stay, but please do one or the other." If the PCs agree to go, Aric tells two of the PCs to get on his back and hang on. He delivers them two at a time to the lair of the copper dragon in Mt. Bergo. Proceed to the "Londell's Lair" section.

If the PCs decline to free the fawn, Aric polymorphs back into his dragon form and shakes his head sadly. "Perhaps I misjudged you," he says. "Perhaps your hearts are not as pure as I had hoped. I know you are good people—why would you refuse to aid a helpless creature?" Aric skeptically listens to any defense the PCs care to offer. If the PCs are reasonably sincere, Aric asks for their help as explained above.

If the PCs decline to assist Aric, see the "Troubleshooting" section at the end of this chapter.



Londell's Lair

Carrying two PCs at a time on his back, Aric swoops 10,000 feet up the side of Mt. Bergo, angles sharply, then dives straight into the south side of the mountain. Aric and the PCs pass harmlessly through the mountainside; this is the entrance to the Londell's lair, disguised by a *hallucinatory terrain* spell.

Aric leaves the PCs in a dark passage, then returns for the other members of the party. The PCs may follow the passage, or wait for Aric to lead them in after he fetches all of their companions.

The winding passage leads to a cavern nearly 200 feet in diameter. The walls are polished granite, the floor is packed earth. In the center of the cavern is a glass ball, permanently enchanted with a *continual light* spell, which casts long shadows on the walls. Against the western wall is a neatly arranged nest of pine branches. The nest is 30 feet wide. A large bone pile is tucked away in a corner, and there is an exit passage in the north wall.

Several large shapes move in the darkness. The PCs hear the soft beating of dragon wings.

Dragon Conclave

Following are descriptions, personality notes, and statistics for the dragons present in Londell's cave. Some of these dragons may be familiar to the PCs.

If the PCs did not meet Linsilee (Chapter 1), Ky and Linsilee are not present. Also, if the PCs didn't spot the headless dragon and alert Linsilee (probably by using one of her bees—see encounter 16 in Chapter 1), neither Ky nor Linsilee is present. In these cases, ignore all references to Linsilee and Ky.

Londell, Copper dragon (adult): AC 1; MV 9, FI 24; HD 8; hp 40; #AT 3; Dmg 1d4/1d4/5d4; THAC0 12; SA breath weapon (70' x 5' acid discharge or 30' x 20' x 20' cloud causing *slow* on any creature failing a saving throw vs. dragon breath), spells; AL CG.

Spells:

- 1st level: *dancing lights, magic missile, read magic*
- 2nd level: *mirror image*

Londell is 36 feet long and has lived in this lair his entire life. Even more reclusive than most copper dragons, he is uncomfortable having the PCs and the other dragons in his home. He is not particularly brave and has cooperated thus far only because Aric has convinced him that his life is at stake. He would willingly allow the other dragons to fight for him, but will reluctantly join them if necessary.

Londell is especially skeptical of the PCs, as he is of all creatures who aren't dragons. He needs to be persuaded that their involvement is necessary.

Aric, Gold dragon (ancient): AC -2; MV 12, FI 30; HD 10; hp 80; #AT 3; Dmg 1d8/1d8/6d6; THAC0 10; SA breath weapon (fire in a 90' x 30' cone or chlorine gas in a 50' x 40' x 30' cloud), polymorph three times per day, spells; AL LG.

Spells:

- 1st level: *detect good, magic missile*
- 2nd level: *invisibility, speak with animals*
- 3rd level: *fireball, lightning bolt*
- 4th level: *fire shield, ice storm*
- 5th level: *cone of cold, passwall*
- 6th level: *part water, anti-magic shell*

Aric is a majestic 50-foot dragon. He is proud, diplomatic, and utterly convinced that people and dragons must cooperate to stop the fading of the moons and stars caused by Artha and Khardra. Aric would willingly sacrifice his life to defeat them.

Aric is extremely knowledgeable; not only has he explored every corner of Krynn, he has explored some of the outer

planes as well. For a gold dragon of his experience, he is uncommonly modest.

Aric's opinion of the PCs depends on their reactions to the trapped fawn (from earlier in this encounter). If the PCs were quick to help the fawn, Aric accepts them as trusted allies and eagerly defends their integrity to the other dragons. If the PCs hesitated to help the fawn, Aric remains wary of them; he accepts them as allies for the good of the cause, but is not so quick to defend them to the other dragons.

Thyron, Bronze dragon (ancient): AC 0; MV 9, FI 24; HD 8; hp 51 (reduced due to injuries); #AT 3; Dmg 1d6/1d6/4d6; THAC0 12; SA breath weapon (bolt of lightning 100' x 5' or gas cloud 20' x 30' x 30' that repulses affected creatures for six rounds who fail save vs. dragon breath), spells; AL LG.

Spells:

- 1st level: *magic missile x 2*
- 2nd level: *locate object, detect evil*
- 3rd level: *fireball x 2*
- 4th level: *polymorph self, polymorph other*

The PCs may have met Thyron before (encounter 1, Chapter 3). He is 42 feet long. His face is cracked and black. His eyes are covered with a milky film.

Thyron is totally blind, a result of an attempted attack against Khardra and Artha. Thyron was the only dragon Aric could find who had met them in battle and lived to tell about it. Aric had Thyron's son, Karlox, bring him to Londell's lair to help them plot strategy.

In spite of his affliction, Thyron is eager to fight. However, he is still weak from Artha and Khardra's attack, as well as from attacks by ogre bandits in his cave (see encounter 1, Chapter 3). His judgment is often clouded by bitterness.

Thyron feels superior to all other forms of life. If he hasn't previously met the PCs, or if the PCs didn't help him against the ogres, he is indifferent to them. If the PCs helped him with the ogres, Thyron recognizes their scent and treats them with respect.

Karlox, Bronze dragon (young adult): AC 0; MV 9, FI 24; HD 9; hp 36; #AT 3; Dmg 1d6/1d6/4d6; THAC0 12; SA breath weapon (bolt of lightning 100' x 5' or gas cloud 20' x 30' x 30' that repulses affected creatures for six rounds who fail a saving throw vs. dragon breath), spells; AL LG.

Spells:

- 1st level: *magic missile, comprehend languages*
- 2nd level: *continual light, detect invisibility*

Karlox is the son of Thyron. At the request of Aric, Karlox brought his father to Londell's lair.

Karlox is impulsive, aggressive, and hot tempered. He loves war and fighting and feels frustrated that his father's problems are keeping him from joining his fellow bronze dragons in the dragons' secret city in the clouds (see Epilogue for more information). He is anxious to get on with the confrontation with Artha and Khardra, feeling that all this planning is a waste of time.

Karlox holds Krynn's citizens fully responsible for violating the bond between good dragons and good people. He is suspicious and resentful of the PCs.

Ky, Gold dragon (young): AC -2; MV 12, FI 30; HD 12; hp 24 #AT 3; Dmg 1d8/1d8/6d6; THAC0 9; SA breath weapon (fire in a 90' x 30' cone or chlorine gas in a 50' x 40' x 30' cloud), polymorph three times per day, spells; AL LG.

Spells:

- 1st level: *magic missile x 2*

Ky's head was separated from his body just after he hatched as part of an experiment conducted by the renegade wizard Tarligor (see Chapter 2). Only recently was his head reunited with his body.

After meeting the PCs, Linsilee contacted her network of animal friends to find out more about the dragons' problems and keep tabs on the PCs. When Ky learned the details, he insisted on taking part in the assault against Artha and

Khardra. Reluctantly, Linsilee came with him.

Ky is now a healthy gold dragon nearly 50 feet in length. The thick scar around his neck is the only indication of his former affliction. Both Ky and Linsilee are friendly with the PCs.

Discussion with the Dragons

Aric introduces the PCs to the other dragons. Thyron recognizes them and grunts his greetings. Londell mumbles an acknowledgment. Karlox curls his lip in a snarl. Linsilee smiles reassuringly. "Do you not remember me?" asks Ky brightly, then tells them who he is and why he's here.

For the benefit of the PCs, Aric explains the situation facing the dragons. "As you may or may not know," he begins, "a crisis is facing the good dragons of Krynn." He explains that many of the dragons have gone into hiding, some have left Krynn, and others suffer from a deadly disease. The dragons' problems can be traced to a mysterious debilitation, he says, which in turn can be traced to two causes.

The first cause is the fading of the moons and stars of Krynn. "The light from these heavenly bodies gives life to the good dragons," Aric says. "Light is drawn from the moons and stars as a result of a blending of the spirits of two great evil forces. Thanks to Londell, we know when and where these blendings take place. We are gathered here to stop them."

But there is also a second cause of the dragon's debilitation. Aric tells the PCs of a sacred bond existing between good dragons and good people. "When the bond is strong, we all flourish. When the bond is violated, we all suffer. Lately, the bond has been threatened. But by working together now, we can take the first steps towards rebuilding it. That is why you are here. We need each other."

Karlox interrupts. "Ridiculous!" he sneers. "We need no one! Especially not them!" Karlox goes to each dragon in turn. "Do you agree?" Ky firmly disagrees. Londell timidly agrees. Thyron is noncommittal.

Karlox then addresses the PCs directly. "Do you deny that you spy on us incessantly? Do you deny that you hunt us like rabbits? Do you deny that you mock us at your stupid carnivals? Why should we trust you? I demand an answer!"

Karlox's eyes blaze with anger. To sooth Karlox and reassure Londell, the PCs must give the dragons reasons why they can be trusted. If they hesitate, Aric prompts them. "Go ahead. Tell them what you've done to help our cause."

You should decide how convincingly the PCs argue their case, as the outcome may have an effect on the battle with Artha and Khardra. For instance, you may decide that if the PCs relate three incidents of how they helped the dragons or other acts of kindness, Karlox and Londell will be more trusting. Possible incidents include helping to reunite Ky's head with his body, defending Thyron from the ogres, accompanying Saramber to the dragon's graveyard, fighting the eyewings at Kwintter's Ranch, and freeing Aric in his fawn form.

If the PCs do a reasonably sincere job of pleading their case, Karlox calms down. "We shall see," he says. If the PCs can't come up with any incidents that illustrate their credibility or don't bother to try, Karlox looks at them with disgust. "Just as I thought."

Regardless of Karlox's response, Aric speaks up. "This discussion is academic," he says. "The fact remains—we need these people. We all know why."

Again, Aric addresses the PCs directly. "As Thyron's experience unfortunately demonstrated," he says, "we cannot fight Artha and Khardra alone." Aric explains that Artha and Khardra glow like the sun when engaged in a blending ceremony. The powerful streams of light can seriously disable dragons. "We can't see," Aric says simply. "If we dare look

directly at them, the light will blind us permanently." Additionally, Artha and Khardra's light negates a dragon's other-wise keen senses; while bathed in the light, a dragon is unable to smell and is barely able to hear.

Aric has a simple plan—each dragon will carry one or more of the PCs as riders. The PC riders will act as the dragons' eyes and ears and guide them into battle. The PCs and dragons will work out signals between them; a nudge from a PC's right foot, for instance, could indicate a right turn, while two taps on the neck could signal a breath weapon attack.

"You lack the strength to fight them alone," Aric says to the PCs. "And we cannot fight what we cannot see."

"I ask you again—for the good of Krynn, will you help us?"

If the PCs agree, proceed to the "Aric's Plan" section. If the PCs refuse, see the "Troubleshooting" section at the end of this chapter.

Aric's Plan

Aric explains that Artha and Khardra rendezvous on the plateau on top of the Peak of Clouds whenever Solinari and Lunitari are aligned. The blending ceremony, which Aric says energizes and revitalizes Artha and Khardra, normally takes about an hour. Though the light provides them with a certain amount of defense, Artha and Khardra are immobile and are unable to attack directly while blending. They require minions to guard them.

Aric says they should conduct their assault the next time Solinari and Lunitari are aligned. When they see the tell-tale glow coming from the plateau on the Peak of Clouds, they will attack.

Consult the Moon Tracking Chart (on the module cover) to determine when Solinari and Lunitari are aligned; this may be the next night or it may still be several days away. This is how long the dragons and the PCs have to prepare—make this information available to them.

Additional Discussion

During the initial discussion with the dragons, as well as during the time spent preparing for the attack, the PCs may question the dragons on other topics. Generally, the dragons are elusive when questioned on any subject they don't initiate themselves, but they will answer honestly if pressed. Following are some questions the PCs might ask and the responses from the dragons.

Who is Khardra? If Ky is present, he will reveal the full story of how he was mutilated by Tarligor, as well as Tarligor's plan to create an enhanced draconian that resulted in the birth of Khardra (see Chapter 2 for details). If Ky is not present, Aric gives a physical description of Khardra (see Appendix) and describes him as "a vengeful, inhuman creature of great evil."

Who is Artha? From his travels in the Abyss, Aric knows that Artha is the daughter of Takhisis and an unknown father, probably an evil god. Aric can also provide a physical description and her general abilities (see Appendix).

What's killing the silver dragons? An unknown disease that affects only silver dragons. "If it were not for the broken bond," says Aric matter-of-factly, "it is unlikely the dragons would have been affected." If Aric says this within earshot of Karlox, Karlox begins another tirade against the people of Krynn until Aric calms him down.

Where did all the dragons go? What is the city in the clouds? The dragons are guarded about this. "Many have gone where they are needed," Aric says mysteriously. He will not elaborate. (Depending on the outcome of the battle, the PCs may learn more about this in the Epilogue.)





Can we get more help? Aric has scoured the countryside. No more help is available. The dragons don't want to wait any longer.

What does Linsilee think about all this? Linsilee is not convinced that fighting is the best solution. "There are bound to be deaths," she says. "On both sides." Still, she is here at the request of Ky and will support his decision to fight. She will not participate in the battle herself under any circumstances.

Preparations

The following preparations must be made before the PCs and good dragons mount their attack on Khardra and Artha.

Assign Riders: This is largely up to the PCs. The following restrictions apply:

1. Each dragon must be ridden by at least one PC. No more than two PCs can ride the same dragon.

2. The dragons don't care who rides them. However, if the PCs didn't satisfactorily defend themselves against Karlox's accusations (in the "Discussion with the Dragons" section) or didn't try, Londell refuses to participate in the battle. Additionally, Karlox insists on picking his own rider. (If traits were assigned to the PCs during the Fair Meadows encounters, Karlox chooses the PC who was assigned the trait of Violence. Otherwise, choose the PC who is the best fighter or a PC whom you wish to take a more active part in the adventure.)

3. A dragon cannot participate in the battle without a rider. If there are more dragons than PCs, Londell volunteers to sit out the fight. If there are still too many dragons, Thyron won't fight; if still too many, Ky also sits out.

4. Ordinarily, dragons are reluctant to allow dwarves or kender to ride them. In this case, the dragons will make an exception. Ky volunteers to have a kender or dwarf rider, as does Thyron (assuming the PCs helped him with the ogres in Chapter 3, otherwise he is no more eager than Karlox). Aric will agree, if necessary, as will Londell. Karlox will allow a kender or dwarf rider only if there is no other choice.

Determine Chance of Falling: In the heat of battle, a PC has a chance of falling off his dragon (using this information is explained in the "Special Rules" section following). The base chance of a PC falling from his dragon is 70%; this presumes that the mount is participating in combat and that the PC's hands are free to use a weapon.

The base chance is modified as follows:

-50% if rider has a proficiency in airborne riding (in the appropriate category).

-20% if rider is using saddle with stirrups. (Linsilee can make one crude saddle with stirrups per day from woven vines.)

-10% if riding Aric or Karlox.

-10% per full day a PC spends practicing riding his dragon.

-10% if rider is using saddle. (Linsilee can make two crude saddles per day from woven vines.)

-2% for each point of rider's Dexterity above 12 or rider's Strength above 12 (considering 18 as maximum Strength).

+2% per each point of rider's Dexterity below 12 or rider's Strength below 12.

+10% if riding Ky or Thyron.

All modifiers are cumulative. A PC's chance of falling cannot be more than 90% or less than 10%.

Work Out Signals: Each dragon informs his rider or riders of his particular talents (such as breath weapons and spells). Each PC must work out signals for moving and attacking with the dragon he is riding. The signals must be physical (tugs, kicks, taps). Audible signals won't work.

Plan the Attack: Aric explains that Artha and Khardra's plateau is completely surrounded by high cliffs. Artha and

Khardra perform their blending ceremony in the exact center of the plateau, encircled by guards facing outward.

Aric suggests the dragons space themselves out and attack from all sides, rather than attack as a group. He also suggests that whenever possible, combat should occur on the ground rather than the air; this is to minimize the risk of falling riders and to maximize the dragons' spellcasting.

Aric is convinced that this is the best strategy. However, he will consider alternate plans offered by the PCs.

Special Rules

The following rules are in effect when the PCs and the good dragons attack Artha and Khardra and their minions.

1. The dragons obey all commands given to them by their riders; the dragons move, attack, and cast spells as ordered by the PCs. Both the riders and the dragons may attack in the same round, not necessarily at the same targets.

PCs attack with their regular weapons. If the PCs have the *dragonlance* from Tarligor's lab (Chapter 2), this weapon can also be used.

2. The dragons keep their eyes closed tightly during the battle so as not to risk blindness from Artha and Khardra's light beams. (The PCs may secure blinders to their dragons if they wish.) Even with the guidance of a PC, all dragon attacks are made with a -1 penalty. PC attacks are made without penalty.

3. Once the fighting begins, a PC's chance of falling is checked every six rounds. The DM may increase or decrease the frequency of these checks as he sees fit. For instance, checks might occur less often if a grounded dragon is not under attack. Checks might occur more often if an airborne dragon is fighting several opponents at the same time.

If the dragon is on the ground when the PC falls, there is a 50% chance the PC suffers 1d4 points of damage. The dragon remains stationary if he loses his mount; he blindly attacks with a -3 penalty with his claws or breath weapon at a target in front of him (if there is no target in front of him, obviously the attack doesn't succeed). It takes the PC one round to remount.

If the PC falls from the dragon while airborne, the PC falls to the earth below and suffers 1d6 points of damage for every 10 feet he has fallen. An airborne riderless dragon immediately descends to the ground, defending himself if necessary as described above. It takes a PC one round to remount.

4. There is a chance that Karlox ignores any given command from his rider. Roll 1d6 each round; on a roll of 1, Karlox ignores his rider and attacks with a -3 penalty, using his breath weapon or claws at a target directly in front of him, or he charges forward for his full movement allowance. The DM chooses Karlox's action.

5. As soon Londell loses half or more of his hit points, he retreats toward the cliffs surrounding the plateau. Regardless of the orders of his rider, the terrified Londell won't stop until he reaches the safety of the cliffs. If his PC rider spends 1-2 rounds calming Londell, Londell will rejoin the battle, obeying all PC commands.

Night of the Full Moons

On the night when Solinari and Lunitari are aligned, Aric flies from the cave to observe the Peak of Clouds. When he sees the plateau atop the Peak of Clouds glowing with a bright light, he returns to his companions. "It is time," he says.

The PCs mount the dragons and ready their weapons. Led by Aric, they fly silently to the Peak of Clouds for their final battle with Artha and Khardra.

The Plateau

Refer to Map 8 for this part of the adventure.

The top of the Peak of Clouds is a barren plateau about 300 feet in diameter completely surrounded by high cliffs. A gray mist hangs over the plateau, and the air is dry and cold. About a foot of snow covers the ground.

Artha and Khardra conduct their blending ceremony in the center of the plateau (marked by an "X" in area A). Fifteen eyewings are also in area A, fluttering high above the heads of Artha and Khardra.

See the Appendix for eyewings' statistics.

Five black dragons are spaced near the perimeter of area B. The dragons sit on the ground, facing toward the cliffs.

Adult black dragons (5): AC 3; MV 12, FI 24; HD 8; hp 40 each; #AT 3; Dmg 1d4/1d4/3d6; THAC0 12; SA breath weapon (spit acid in a 5' wide stream for 60' in a straight line for 2d4 dmg); AL CE.

Five groups of three guards each are spaced near the perimeter of area C. They also face the cliffs.

Guards (15): AC 7; MV 12; HD 3; hp 15 each; #AT 1; Dmg 1d6 (short sword); THAC0 18; AL LE.

The Defense

Khardra and Artha: Khardra and Artha "blend" by embracing each other and going into a trance. As their spirits leave their bodies and merge, light is drawn to them from the stars and moons. A blinding glow radiates from Khardra and Artha throughout this ritual.

The blending ceremony usually continues for about an hour when Lunitari and Solinari are aligned. At the end of a blending ceremony, Khardra and Artha are refreshed, energized, and more powerful than they were before. (For 4d6 hours following a blending ceremony, Artha's AC becomes -10 and her attack damage increases to 3d20/3d20/3d20, while Khardra's AC becomes -2 and his attacks are made with a +2 bonus.)

Khardra and Artha have ordered their minions to keep all intruders at bay until their blending has run its course. Khardra and Artha consider the minions to be expendable; the minions will fight to the death.

Neither Khardra nor Artha plan to participate in the battle, intending to continue their blending while the battle rages around them.

It is possible that an attack from a dragon or PC will hit Artha and Khardra, although the light provides a fair amount of protection (see the "Effects of the Light" section following). Artha and Khardra are attacked as a single target of AC -1. If an attack hits, the damage is shared equally by both.

The Minions: Khardra and Artha's minions—the eyewings, the black dragons, and the guards—attack the good dragons in groups. Each good dragon is initially attacked by one black dragon, joined as soon as possible by a group of three guards. If fewer than five good dragons are attacking, the excess black dragons and guards stay in reserve, acting as replacements when their comrades fall.

(For example, assume that only three good dragons are attacking. Each good dragon is attacked by one black dragon and three guards. If two of the guards are killed, two of the six reserves rush to take their place.)

The black dragons and guards try to contain the battle in area C as long as possible. If a good dragon advances into area B, three eyewings from area A swoop in to join the attack. Once the eyewings join an attack, they do not retreat. If the good dragon falls back to area C, the eyewings follow.

Generally, the minions attempt to kill the good dragons before attacking the PCs. However, the minions attack a PC if an irresistible opening presents itself (for instance, if a PC is on foot after falling from his mount).

Reanimated Dragons: Artha has magically altered her

black dragon minions. Two rounds after a black dragon is killed, its skeleton bursts from its body and continues attacking as a reanimated dragon skeleton.

Reanimated dragon skeleton: See encounter 9 in Chapter 3 for statistics and description.

The dragon skeletons breathe green fire as described in encounter 9 in Chapter 3. These skeletons suffer double damage from silver and magical weapons (including dragon breath) and regular damage from other weapons. If a reanimated dragon skeleton is killed, it stays dead.

Effects of Light

The brilliant light produced by the blending of Khardra and Artha is especially harmful to dragons, including the black dragon minions. If a dragon looks in the direction of the blended Khardra and Artha from a distance of 200 feet or less for two segments, he must roll a saving throw vs. spell with a -2 penalty. If the roll succeeds, he is blinded for the next 2d6 hours and suffers 1d6 points of damage. If the roll fails, he is permanently blinded and suffers 2d6 points of damage. The two segments need not be consecutive, as long as they occur within the same hour.

Other creatures, including the PCs, are not affected as severely. Staring in the direction of the blended Khardra and Artha is comparable to staring at the sun. Characters foolish enough to stare at them from a distance of 200 feet or less for a total of 10 rounds are permanently blinded if a saving throw vs. spell (with a -2 penalty) fails; if the roll succeeds, they are blinded for 2d6 hours. Because of the bright light, all attacks directed at the blended Artha and Khardra are made with a -4 penalty.

The light acts as *protection from normal missiles* for Artha and Khardra. However, they remain vulnerable to all magical attacks, including dragon breath.

All of the snow within areas A and B has been melted from the light. Other effects:

Area B. This area is extremely hot. For every three consecutive rounds a PC spends in area B, he must roll a successful Constitution check or suffer 1d6 points of damage.

Guards do not voluntarily enter this area. Those who do automatically suffer 1d6 points of damage every three rounds. Dragons and eyewings are not affected.

Area A. This area is hotter yet. For every three rounds a PC spends in area A, he must roll a successful Constitution check with a -2 penalty or suffer 1d6 points of damage.

Guards do not voluntarily enter this area; those who do automatically suffer 2 points of damage every round. Dragons and eyewings are not affected.

The Battle

The eyewings have been circling the area, watching for intruders. When the good dragons attack, the minions are ready for them.

When the good dragons first appear, the black dragons rise to meet them, attacking with their claws. The black dragons try to bring the battle to the ground as soon as possible so the guards can participate.

On the ground, the black dragons attack with their claws and bite. As soon as possible, they use their breath weapon twice, saving their third breath attack for a strategic moment later in the battle.

The guards try to attack the good dragons from behind with their swords. If given an opening, the guards attack the riders.

The eyewings make their first attack by diving straight down and striking their target with their claws. They then hover and make a tear attack. Finally, they fly low and attempt to whip their enemy with a tail strike.



The good dragons do not retreat under any circumstances—this is a fight to the finish. Combat continues until one of the following conditions occurs:

1. All the PCs and all the good dragons are killed. Proceed to the “Defeated” section at the end of this chapter.
2. All the good dragons are killed and any surviving PCs manage to escape. Proceed to the “Defeated” section at the end of this chapter.
3. The last black dragon is killed (including reanimated dragon skeletons). Proceed to the “Khardra’s Fury” section.
4. Khardra loses half or more of his hit points while blending with Artha. Proceed to the “Khardra’s Fury” section.

Khardra’s Fury

In the midst of the battle, Khardra abruptly pulls away from Artha. With the blending ceremony interrupted, the blinding light vanishes. Khardra is furious at the incompetence of the minions. “Idiots!” he screams as he wades into battle, attacking the nearest good dragon or PC with his bare fists.

The instant Khardra breaks away, Artha rises into the air, stopping when she reaches an altitude of 100 feet. The odor of decaying meat permeates the air. Black liquid drips from her lumpy body, enveloped in a shroud of gray fog. “Stop,” her deep voice booms at Khardra. “What are you doing?”

Khardra ignores her. He is overwhelmed by rage, oblivious to the fact that he’s unarmed and outclassed by his enemies.

As soon as the blending light vanishes, so do the penalties associated with it. The PCs can now move freely on the plateau. If the PCs alert the dragons, the dragons can open their eyes without risk and attack normally.

The battle proceeds for two rounds under these new conditions. On the third round, one of the good dragons (preferably Thyron; if he’s dead, then Karlox, Ky, Aric, or Londell, in that order) throws the riders from his back, then lunges at Khardra. The good dragon closes his jaws around Khardra and lifts him off the ground. As the helpless Khardra screams in agony, the dragon’s jaws squeeze shut.

Khardra’s draconian bones detonate in a shattering explosion of fire and smoke. The PCs and minions reel from the force of the blast. All PCs and minions within 10 feet of the explosion suffer 2d6 points of damage; those within 20-50 feet suffer 1d6 points of damage.

When the smoke clears, no trace remains of either Khardra or the good dragon.

Overhead, the sky begins to rumble, softly at first, then quickly becoming a deafening roar. Dark clouds pulsate and swirl. The crack of a lightning bolt illuminates the image of a loathsome five-headed dragon growing across the sky. As the clouds swirl and the wind shrieks, the image swells and expands until each head of the dragon dwarfs the entire plateau.

This is an image of Takhisis, the mother of Artha. “You have failed me,” all five heads roar in unison. “Once again you have failed me.”

The five heads open their mouths wide and inhale deeply. Artha’s form elongates, then splits into five pieces. Each piece is swept into the mouth of a dragon head. The dragon image and the storm vanish in the blink of an eye.

Aftermath

Any remaining eyewings, black dragons, and reanimated dragon skeletons vanish along with Artha. Any surviving guards immediately toss down their weapons and beg the PCs for mercy.

There are no signs of Khardra or Artha. It is as if they had never existed.

Proceed to the Epilogue.

Defeated

If the PCs fail to stop Khardra and Artha, their mission has ended in failure. All the good dragons who gathered at Londell’s lair are dead.

Artha and Khardra continue their blending ceremonies and their campaign of evil across Krynn. The debilitation of good dragons also continues, as the bond between dragons and people weakens even more.

Eventually, the good dragons rally and defeat Artha and Khardra, but not without the loss of many more lives. Reaffirming the mystical bond must wait for some other time and some other heroes.

Troubleshooting

Here are some tips for handling unexpected problems from the PCs.

If the PCs refuse to go with Aric to Londell’s lair. Aric should be sincere and honest enough to counter any reservations the PCs might have about trusting him. If necessary, Aric can reveal some of the details from the “Discussion with the Dragons” section. Judicious use of *dream stones* could also help convince the PCs of the importance of trusting Aric. If the PCs still stubbornly decline to cooperate, proceed to the “Defeated” section.

If the PCs refuse to go along with Aric’s plan. The good dragons cannot fight unless the PCs ride them. Eloquent pleas from Aric or disturbing images of violent deaths from the *dream stones* might convince them otherwise. If the PCs insist on tackling Khardra and Artha by themselves, so be it.

If there is no good dragon available to kill Khardra. Try to stage the battle in such a way that at least one good dragon is healthy enough to attack Khardra after he breaks off the blending ceremony with Artha. If this proves to be impractical, the image of Takhisis still appears and Artha is still swept away. The PCs should have little trouble finishing off an unarmed Khardra, who insists on fighting to the death. Khardra explodes as described when his hit points are gone.

If Khardra dies some other way. If Khardra dies before a good dragon can get to him, his bones explode as described. The image of Takhisis appears, Artha is swept away, and the scene plays out as explained in the “Khardra’s Fury” section earlier.



EPILOGUE

The following events occur on the plateau of the Peak of Clouds immediately after the defeat of Khardra and Artha.

Aric is presumed to have survived the battle. If he didn't, substitute Karlox or Ky. If none of them survived, moments after the end of the battle, a magnificent gold dragon named Mira descends from the sky and lands before the PCs.

Mira, adult gold dragon: AC -2; MV 12, FI 30; HD 10; hp 50; #AT 3; Dmg 1d8/1d8/6d6; THAC0 10; SA breath weapon (fire in a 90' x 30' cone or chlorine gas in a 50' x 40' x 30' cloud), polymorph three times per day, spells; AL LG.

Spells:

1st level: *detect good, magic missile*

2nd level: *detect evil, invisibility*

3rd level: *fireball x 2*

4th level: *fire shield, wall of fire*

5th level: *cone of cold, wall of stone*

Mira is Aric's daughter. She arrived too late to participate in the battle. She introduces herself to the PCs, then asks the them for the details.

FAREWELL

Aric (or Karlox or Ky or Mira) thanks the PCs for their help. "Victory would have been impossible without your courage," he says. "There is still much to do, but tonight the sacred bond between good dragons and good people has been reaffirmed."

If there are any other surviving good dragons, they also thank the PCs, then tell Aric they must be on their way. The dragons promise to remain vigilant, then soar away into the night sky.

REWARD

When Aric (or whoever) is again alone with the PCs, he tells them that Artha has secret treasure caches in all corners of Krynn. "Artha spent years ransacking the lairs of dragons and humans alike," says Aric. "Unfortunately, we have yet to discover the location of her major caches. But some of her stolen treasure we can now recover."

Aric leads them to a recess in a hill on the plateau's northern perimeter. Aric claws away several large boulders to reveal a small opening. "Deeper in this cavern are the personal treasures belonging to good dragons," says Aric. "I will recover them and see that they are returned to their owners."

Aric then motions to a pit just inside the opening. "But here are some of the treasures stolen from your people. Sadly, some of the owners are dead. Those items are yours to do with as you wish. I trust you will return the rest of the treasure where it belongs."

If the PCs investigate the pit, they find the following:

— a steel statue of Flint Forge, a dwarven hero from the War of Lance. The statue is worth 25,000 stl.

— 10 black pearls, each worth 200 stl.

— five leather sacks full of coins. Each sack is marked with the letters "KR." There is a total of 2,800 stl in the bags.

— four chunks of white jade, each worth 100 stl.

— a clear blue diamond worth 4,000 stl.

— a silver necklace with rubies worth 3,500 stl.

— an assortment of coins: 710 stl, 375 gp, 220 sp.

— a *battle axe +1*

— a *staff of the serpent* (the "Adder")

— a *sword +1, flame tongue: +2 vs. regenerating creatures, +3 vs. cold-using, flammable, or avian creatures, +4 vs. undead*

The steel statue belongs to the citizens of Wheatly; the dwarven refugees (still wandering the plains, as described in Chapter 1) would be thrilled to have it back. The money sacks belong to Dil Kwintter and his men from Kwintter's Ranch (Chapter 2). The PCs might want to use some of this fortune to help the destitute residents of Fair Meadows and other poor villages. They may also want to make a donation to Abworth Kannard's dragon institute (Chapter 1).

FINALE

Choose one of the following two endings, depending on whether you plan to continue with the second module of this series.

THE ADVENTURE ENDS HERE

Aric offers to transport the PCs anywhere they wish to go. Before returning to their respective communities, the PCs may want to return to Fair Meadows and report to Mayor Frohm.

As news of the PCs' triumph spreads throughout Krynn, they are hailed as heroes. With the PCs' support and encouragement, the citizens of Krynn reassess their relationship with the good dragons and take steps to discourage the more blatant examples of exploitation. The rift between good dragons and good people begins to heal. The moons and stars gradually shine brighter.

THE ADVENTURE CONTINUES

After he reveals the treasure cache, Aric asks the PCs to follow him to the perimeter of the plateau. While the PCs watch, Aric flies to the highest cliff and raises his head toward the moons. He begins to roar, quietly at first, then loudly enough to make the earth shake.

Wisps of silver clouds form in the heavens, and the shimmering outline of a magnificent city appears.

He turns to the PCs. "I'm afraid our problems don't end here," he says. "We may need your help again. You've come this far—do you wish to go on?"

Assuming the PCs agree, Aric looks again at the moons and roars. The sky shimmers, and a sparkling crystal stairway appears, leading to the city in the clouds.

"You will hear from us soon," says Aric. He walks up the stairway toward the city, the steps vanishing behind him.

UNANSWERED QUESTIONS

Even with the defeat of Artha and Khardra, questions remain.

— What caused the deadly disease of the silver dragons?

— What is the mysterious city in the clouds?

— What problems still face the good dragons?

— What really happened to Artha?

If you don't plan to continue with this series, you may wish to answer these questions in adventures of your own design. Otherwise, these and other questions will be explored in the next module—DLE2, *Dragon Magic*.



APPENDIX

SELECTED NPCs

KHARDRA

6th-Level Fighter, male

Strength	18/13
Dexterity	13
Constitution	17
Intelligence	17
Wisdom	13
Charisma	17

Alignment: Chaotic Evil

THACO 10

AC 0

Hit Points: 55

SA: See below

SD: Bones explode

Equipment: Iron staff (dmg 2d4)

Tarligor, a renegade wizard of the Order of Black Robes, believed that by developing an enhanced draconian, he would find favor with the Highlords and earn a comfortable position in their empire. Tapping into arcane black magical forces, the scheming Tarligor transformed a Bozak draconian into an entirely new life form. He named his creation Khardra, a term from an ancient Black Robe dialect meaning "corrupt flesh." Khardra brutally killed his creator within hours of his "birth," then spent the next two years on a spree of destruction and murder before meeting Artha.

Khardra is nearly eight feet tall and has the sleekly muscled body of an athlete. He is hairless, and his skin is greenish-gray. He has jet black eyes with milky white pupils. His entire head is criss-crossed with jagged scars, as if his flesh had been blasted by fire. He wears simple peasant clothes and carries an iron staff with three sharp prongs on the end.

In spite of his hideous appearance, Khardra can be deceptively charming. He has taken advantage of his high Charisma to ingratiate himself with the commoners of rural Estwilde, eliciting their support in a campaign of hatred against good dragons by accusing the dragons of evil actions that he committed himself.

Khardra has a fierce temper and a particularly intense hatred of dragons. With the exception of that used by his beloved Artha, he despises magic.

Khardra's tough, scaly skin accounts for his low Armor Class. In combat, he uses a three-pronged iron staff, but prefers to destroy his enemies with his bare hands whenever possible.

Khardra's AC is improved to -2 and his attacks are made with a +2 bonus for 4d6 hours following a blending ceremony with Artha.

LINSILEE

9th-Level Kagonesti Elf Fighter, female

Strength	14
Dexterity	14
Constitution	15
Intelligence	12
Wisdom	17
Charisma	13

Alignment: Lawful Good

THACO 12

AC 5

Hit points: 42

Equipment: White birch bow and blunt arrows (no dmg), dagger (dmg 1d4)

Linsilee is a Kagonesti (Wild) elf formerly from the village of Dovestone, located in the forests near the Dargaard Mountains. Like all Wild Elves, she was brought up to respect the harmony of nature. When she became an adult, Linsilee denounced her own people for violating their principals by riding, eating, and otherwise exploiting animals.

Disgusted, Linsilee and a group of like-minded followers left Dovestone and retired to the wilderness. They now spend their days as advocates for animals, defending them from exploitation and harm.

Linsilee is trim and muscular. She has light blond hair and hazel eyes and wears a short leather smock. She is usually in the company of one or more of her disabled, and homeless pets. A crippled rabbit, a blind kitten, and a hairless bear cub are among her menagerie.

Linsilee is utterly dedicated to her cause. A strict vegetarian, she refers to all others as "meat-crunchers." She is loyal, brave, and quick-witted.

Linsilee uses her blunt arrows to break up fights when she feels an animal's life is at stake. She prefers retreating to fighting, but keeps a dagger in her boot for emergencies. She has all of the standard elven abilities and an uncanny rapport with animals; this natural ability duplicates the effects of *animal summoning* and *speak with animals*.

ARTHA

Cleric/Black Robe Wizard (9th level in each)

Alignment: Chaotic Evil

Movement: 9, Fl 48

Armor Class: -7

Hit Points: 160

Hit Dice: 9

of Attacks: 3

Damage/Attack: 2d20/2d20/2d20

SA: See below

SD: See below

Follower's Abilities:

Spheres: Astral, Combat, Necromancy

Specials: None

Additional: VI: *Animate Object*

Artha is the daughter of Takhisis, the Queen of Darkness, and Chemosh, Lord of the Undead, a result of a brief liaison following a quarrel between Takhisis and her consort Sargonas. Though Chemosh disowned her, Takhisis hoped Artha would eventually assist her in the conquest of Krynn. But Artha showed no interest in Takhisis's quest for power. Much to the annoyance of her mother, Artha's sole passion was wealth and treasure. Disgusted with Artha's uselessness, Takhisis banished her. Artha eventually drifted to Krynn where she quietly accumulated immense caches of treasure and engaged in random acts of destruction and violence before linking up with Khardra.

Artha normally appears as a hazy image of an obese woman shrouded in dark fog, draped in shreds of black silk. Dark liquid drips from her lumpy body. She also reeks of decaying meat, an aroma that permeates the air for 100 yards.

Thanks to the rejection by her mother, Artha is cold and unemotional. She craves wealth above all else and is indifferent to power. She continues her relationship with Khardra because of their mutual love of death and destruction, and because she needs him for the blending ceremonies that energize and refresh her. She has no deep feelings for him otherwise.

Artha is sluggish and lazy. She refrains from combat, not out of fear, but because of the effort required. Artha maintains a battery of loyal minions—usually usually eyewings and black dragons—to do her fighting for her.

Artha's AC is improved to -10 and her damage/attack increases to 3d20/3d20/3d20 for 4d6 hours following a blending ceremony with Khardra.

NEW MONSTERS

EYEWING

Frequency: Rare

No. Appearing: 1d20

Armor Class: 4

Move: Fl 24

Hit Dice: 3

% in Lair: Nil

Treasure Type: Nil

Attacks: 3 or 1

Damage/Attack: 1d6/1d6/1d4 or *eyewing tears*

Special Attacks: See below

Special Defense: See below

Magic Resistance: None

Intelligence: Low

Alignment: Lawful Evil

Size: Large (15' wingspan)

Psionic Ability: Nil

Eyewings are loathsome inhabitants of the Abyss. They are obedient, loyal, and dumb—perfect servitors for demons and dark gods. Eyewings often appear in groups of three—typical hit points of a group are 22, 18, 18.

An eyewing's body is an oval ball of matted black fur about five feet wide. The body is dominated by a single, bulging, four-foot-wide eyeball. The eyeball is black with a blood-red pupil that continually leaks bluish fluid. Leathery bat wings, each five feet long, extend from the body. Each wing ends in three razor-sharp talons. An eight-foot-long rat's tail hangs limply below.

Eyewings fly constantly and never land. They do not require food, water, or air.

Eyewings fight by swooping down on a target, attacking with their claws and tail. Eyewings can also hover and blink eyewing tears on a target 100 feet or less beneath them (the same chance to hit as a normal attack). The tears splash in a 10-foot radius. Those struck directly by an eyewing tear must roll a saving throw vs. poison. Those succeeding suffer 1d6 points of damage. Those failing suffer 2d6 points of damage. Those caught in the splash of an eyewing tear must also roll a saving throw vs. poison. Those succeeding suffer 1d4 points of damage. Those failing suffer 2d4 points of damage.

Eyewing tears harden into rubbery lumps 2d6 hours after an eyewing releases them. Those coming in contact with this substance must roll a saving throw vs. poison or suffer 1 point of damage from a burn.

Eyewings have infravision and can see man-sized objects at distances up to 25 miles. They are immune to all cold-based attacks. If an eyewing is killed, its eye darkens, then turns black.

MAGICAL ITEMS

DREAM STONES

Dream stones are golden pebbles that reveal actual or possible events in the future. Eons ago, the gods of neutrality presented the bag of *dream stones* to the primitive Lor-Tai tribe. Lor-Tai leaders use the stones to help predict natural disasters and to forecast the year's harvest.

Each *dream stone* is etched with from one to three symbols of a moon at high sanction. When the number of symbols on the *dream stone* is the same as the number of high sanction moons in the sky, a dream will be revealed if the owner sleeps through the night with the *stone* under his head. Each *dream stone* can be used only once.

Using the Dream Stones

The *dream stones* can be useful tools for providing the PCs with information, clues, and warnings. They can also be helpful in getting stalled PCs back on the track. However, the dreams are not necessarily accurate, nor are they always easy to interpret.

Use the cut-out *dream stones* in the cover panel of the module. Distribute them as described in encounter 8 in Chapter 1.

To receive a dream, the PC must sleep with the *dream stone* under his head; the PC must sleep for at least six uninterrupted hours. The symbols on the *dream stone* must match exactly with the moons in the sky. For instance, if a particular *dream stone* shows two moons in full sanction and there are three moons in full sanction, the PC will not experience a dream.

The dreams are visions of events that may occur in the future. A dream is experienced as a series of flickering images; the end of one image dissolves into the beginning of the next. Unless you're using the *dream stones* to feed specific information to particularly incompetent or unlucky PCs, the images should be vague and indefinite. For instance, if the dream is giving the PC a preview of Thyron's battle with the ogres in Chapter 3, the PC might experience cloudy visions of men with clubs fighting a large beast. (If you'd like the PC to receive a stronger dream, you might add that the beast is spewing lightning bolts in seemingly random directions while the men laugh at it.)

It makes for a more interesting adventure if you can tie these dreams into the personalities of the PCs. Notes of personality traits made during the Fair Meadows encounters can be especially helpful when determining the content of a dream received by a particular PC. A PC assigned the trait of Violence, for instance, might be prone to dreams of combat, while a PC assigned the trait of Greed might be prone to dreams of treasure.

Following are some dream suggestions for PCs assigned the various traits. The actual event the dream refers to is in parentheses.

Greed

1. Several boulders cover an opening in the side of a cliff. Behind the boulders is a valuable steel statue of a dwarf. (The stolen statue from Wheatly hidden in Artha's treasure cache from Chapter 4.)

2. A monkey plays with valuable magical items inside a cylindrical stone room. (The chimp in Jorjan's tower from Chapter 3.)



Compassion and Shyness

1. Two small, timid men in white coats, very worried, stare into the open mouth of a stone statue of an immense beast. (Abworth Kannard's assistants and the dragon model from Chapter 1.)

2. A beautiful girl with flowing black hair lies dying in a meadow beneath a shining moon. (The human form of Saramber from Chapter 3.)

3. A huge creature soars through the night skies. It has no head. (The headless dragon created by Tarligor in his lab from Chapter 2.)

Violence

1. A white beach at night. An animated skeleton of a huge beast snaps and claws at the air. (The reanimated dragon from Chapter 3.)

2. A still swamp. A gigantic snake suddenly bursts through the surface of the water. The snake has claws and a furry face. (The rat-snake from Chapter 2.)

RANDOM ENCOUNTERS

Use the tables below to determine random encounters. Roll as indicated or simply select one from the appropriate table. Random encounters occur at your discretion; you may repeat encounters, vary the number of monsters, or omit them altogether if the party is seriously weakened.

PLAINS, HILLS, MEADOW

Roll 1d6:

1. Ogres (1d4): AC 4; MV 9; HD 4+1; #AT 1; Dmg 1d10; THAC0 15; AL CE. (Each carries 20d4 stl.)

2. Boar, Wild (1d2): AC 7; MV 15; HD 3+3; #AT 1; Dmg 3d4; THAC0 16; AL N.

3. Ankhkeg (1): AC 2 (underside 4); MV 12, Br 6; HD 5; #AT 1; Dmg 3d6; THAC0 15; SA squirt acid 30 feet once per six hours for 8d4 points of damage, prey caught in mandibles suffers an additional 1d4 points of damage per turn; AL N.

4. Bandits (3d4): AC 8; MV 12; HD 1; #AT 1; Dmg 1d6; THAC0 19; AL LE. (Each carries 2d4 stl.)

5. Goblins (3d6): AC 6; MV 6; HD 1-1; #AT 1; Dmg 1d6; THAC0 20; AL LE. (Each carries 3d6 silver pieces.)

6. Dire Wolves (2d4): AC 6; MV 18; HD 3 + 3; Dmg 2d4; THAC0 16; AL NE.

SHALLOW SWAMP

Roll 1d6:

1. Snake, Poisonous (1d6): AC 5; MV 15; HD 4 + 2; #AT 1; Dmg 1d3 + poison (save vs. poison or lose 2d4 points of damage); THAC0 15; AL N.

2. Catoblepas (1): AC 7; MV 6; HD 6+2; #AT 1; Dmg 1d6 + stun; THAC0 13; SA gaze causes death; AL N.

3. Vulture, Ordinary (1d6): AC 6; MV 3, FI 24; HD 1 + 1; #AT 1; Dmg 1d2; THAC0 18; AL N.

4. Centipedes, Giant (1d6): AC 9; MV 15; HD 1/4; #AT 1; Dmg poison (save vs. poison with a -4 penalty or 1d8 points of damage); THAC0 20; AL N.

5. Hobgoblins (1d10): AC 5; MV 9; HD 1 + 1; #AT 1; Dmg 1d8; THAC0 18; AL LE. (Each carries 2d4 stl and 3d6 sp.)

6. Cockatrice (1): AC 5; MV 6, FI 18; HD 5; #AT 1; Dmg 1d3; THAC0 15; SA touch turns *flesh to stone* if opponent fails saving throw; AL N.

DEEP SWAMP

Roll 1d8:

1. Wraiths (1d2): AC 4; MV 12, FI 24; HD 5 + 3; #AT 1; Dmg 1d6 + one level drain; THAC0 15; AL LE.

2. Will-o-wisp (1): AC -8; MV 18; HD 9; #AT 1; Dmg 2d8; THAC0 12; SD only spells affecting it are *protection from evil*, *magic missile*, and *maze*; AL CE.

3. Turtle, Giant Snapping (1d4): AC 0/5; MV 3, Sw 2; HD 10; #AT 1; Dmg 6d4; THAC0 10; SA surprise on 1d4; AL N.

4. Groaning Spirit (1): AC 0; MV 15; HD 7; #AT 1; Dmg 1d8; THAC0 13; SA wail causes hearers within 30' to roll saving throw vs. spell or die on the spot, causes *fear* if opponent fails saving throw vs. spell; SD immune to electricity and cold-based attacks, immune to *charm*, *sleep*, and *hold* spells; AL CE.

5. Bat (1d20): AC 8; MV 1, FI 24; HD 1/4; #AT 1; Dmg 1; THAC0 20; AL N.

6. Crayfish, Giant (1d4): AC 4; MV 6, Sw 12; HD 4 + 4; #AT 2; Dmg 1d12/1d12; THAC0 15; AL N.

7. Crocodile, Giant (1): AC 4; MV 6, Sw 12; HD 7; #AT 2; Dmg 3d6/2d10; THAC0 13; AL N.

8. Lamprey (1d2): AC 7; MV 12; HD 1 + 2; #AT 1; Dmg 1d2; THAC0 20; SA drain blood (2 points of damage per round); AL N.

FOREST

Roll 1d8:

1. Griffon (1d2): AC 3; MV 12, FI 30; HD 7; #AT 3; Dmg 1d4/1d4/2d8; THAC0 13; AL N.

2. Treant (1): AC 0; MV 12; HD 12; #AT 2; Dmg 4d6/4d6; THAC0 9; AL CG.

3. Bear, Brown (1d6): AC 6; MV 12; HD 5 + 5; #AT 3; Dmg 1d6/1d6/1d8; THAC0 15; AL N.

4. Beetle, Rhinoceros (1): AC 2; MV 6; HD 12; #AT 2; Dmg 3d6/2d8; THAC0 9; AL N.

5. Tiger (1d2): AC 6; MV 12; HD 5 + 5; #AT 3; Dmg 1d4+1/1d4 + 1/1d10; THAC0 13; SA two additional rear claw attacks at 2d4 each when both forepaws hit in same round; AL N.

6. Axe Beak (1d2): AC 6; MV 18; HD 3; #AT 3; Dmg 1d3/1d3/2d4; THAC0 16; AL N.

7. Porcupine, Giant (1d2): AC 5; MV 6; HD 6; #AT 1; Dmg 2d4; THAC0 13; SA shoot 1d8 quills for 1d4 hp of damage each at a range of 30'; SD those attacking within six feet suffer 1d4 quills; AL N.

8. Weasel, Giant (1d2): AC 6; MV 15; HD 3 + 3; #AT 1; Dmg 2d6; THAC0 16; SA drain blood (2d6 points of damage per round); AL N.

MOUNTAINS

Roll 1d6:

1. Eagles, Giant (1d4): AC 7; MV 3, FI 48; HD 4; #AT 3; Dmg 1d6/1d6/2d6; THAC0 15; AL N.

2. Trolls (1d2): AC 4; MV 12; HD 6 + 6; #AT 3; Dmg 1d4+4/1d4+4/2d6; THAC0 13; AL CE. (Each has 20d4 stl and 2d4 pearls worth 100 stl each.)

3. Giant, Hill (1d2): AC 4; MV 12; HD 8 + 2; #AT 1; Dmg 2d8; THAC0 12; SA hurl rocks for 2d8 points of damage; SD 30% chance of catching rocks; AL CE. (Each has 10d10 stl and one black sapphire worth 5,000 stl.)

4. Lion, Mountain (1d2): AC 6; MV 15; HD 3 + 1; #AT 3; Dmg 1d3/1d3/1d6; THAC0 16; SA rear claws for 1d4/1d4; SD surprised only on a 1; AL N.

5. Griffon (1d2): AC 3; MV 12, FI 30; HD 7; #AT 3; Dmg 1d4/1d4/2d8; THAC0 13; AL N.

6. Ram, Giant (1d6): AC 6; MV 15; HD 4; #AT 1; Dmg 2d6; THAC0 15; AL N.

BLACKSTAR *7th-level Human Cleric, male*

STR 13 **DEX** 14 **CON** 13 **THACO** 16
INT 14 **WIS** 13 **CHR** 16 **AL LG** **HP** 40

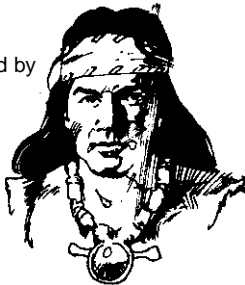
AC 8 (*Leather Armor*)

WEAPONS *Spear +2*

EQUIPMENT *Medallion of Faith; as selected by player*

ABILITIES *Spell use (5 1st level, 5 2nd level, 2 3rd level, 1 4th level)*

LANGUAGES *Common, Plainsman*



See back of card for more information.

PIKE OAKBONE *7th-level Dwarf Fighter, male*

STR 16 **DEX** 11 **CON** 17 **THACO** 14
INT 9 **WIS** 12 **CHR** 12 **AL LG** **HP** 68

AC 1 (*Plate Mail Armor +1 and Small Shield*)

WEAPONS *Mace +7, Dagger*

EQUIPMENT *As selected by player*

LANGUAGES *Common, Hill Dwarf*



See back of card for more information.

SHALINDRA *8th-level Human Ranger, female*

STR 18/35 **DEX** 16 **CON** 14 **THACO** 14
INT 14 **WIS** 13 **CHR** 17 **AL LG** **HP** 54

AC 3 (*Leather Armor +2, Small Shield, Dex bonus*)

WEAPONS: *Long Sword +2, Sling +1 and 20 Bullets*

EQUIPMENT: *As selected by player*

ABILITIES *Spell use (1 1st level)*

LANGUAGES *Common, Plainsman, Qualinesti*



See back of card for more information.

TRAPIAN *6th-level Human Mage, male*

STR 11 **DEX** 14 **CON** 13 **THACO** 19
INT 17 **WIS** 15 **CHR** 13 **AL LG** **HP** 23

AC 5 (*Staff of Power*)

EQUIPMENT *Staff of Power (20 charges); As selected by player*

ABILITIES *Spell use (4 1st level, 2 2nd level, 2 3rd level)*

LANGUAGES *Common, Solamnic, Plainsman, Hill Dwarf*



See back of card for more information.

IRYL SONGBROOK *7th-level High Elf Fighter, female*

STR 10 **DEX** 13 **CON** 11 **THACO** 14
INT 15 **WIS** 14 **CHR** 13 **AL LG** **HP** 39

AC -2 (*Plate Armor +3, Shield +1*)

WEAPONS *Short bow and Quiver of 20 Arrows*

EQUIPMENT *As selected by player*

LANGUAGES *Common, Silvanesti, Qualinesti, Plainsman*



See back of card for more information.

GRENDEN *5th-level Elf Fighter/6th-level Elf Mage, female*

STR 13 **DEX** 16 **CON** 12 **THACO** 16
INT 14 **WIS** 11 **CHR** 14 **AL LN** **HP** 37

AC 2 (*Chain Mail and Shield, Dex bonus*)

WEAPONS *Long Sword +1*

EQUIPMENT *As selected by player*

ABILITIES *Spell use (4 1st level, 2 2nd level, 2 3rd level)*

LANGUAGES *Common, Qualinesti, Silvanesti, Plainsman*



See back of card for more information.

TARR RAVENSEYE *7th-level Human Fighter, male*

STR 15 **DEX** 18 **CON** 15 **THACO** 14
INT 13 **WIS** 13 **CHR** 16 **AL LG** **HP** 44

AC -1 (*Chain Mail Armor, Shield +1, Dex bonus*)

WEAPONS *Long Bow with 12 arrows +1 and 20 normal arrows*

EQUIPMENT *As selected by player*

LANGUAGES *Common, Qualinesti, Solamnic, Hill Dwarf*



See back of card for more information.

BENNYBECK CLOUDBERRY

8th-level Kender Thief, male

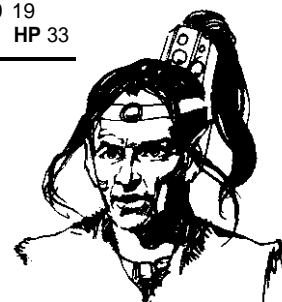
STR 10 **DEX** 14 **CON** 14 **THACO** 19
INT 10 **WIS** 9 **CHR** 11 **AL N** **HP** 33

AC 5 (*Leather Armor*)

WEAPONS *Pick Axe, Dagger*

EQUIPMENT *As selected by player, plus thieves tools*

LANGUAGES *Kender, Common*



See back of card for more information.

Iryl is slight of frame and fair-skinned. She is very shy, seldom looking into the eyes of the person to whom she's speaking. She is especially tongue-tied around handsome males.

Iryl has a star-shaped birthmark in the center of her forehead. She is very self-conscious about the birthmark, believing that in some way it violates the Silvanesti philosophy of racial purity. She keeps her hair long to hide the birthmark as well as most of her face.

Iryl has an unflappable, almost naive confidence that good will inevitably triumph over evil. She is a tireless fighter, ready and willing to sacrifice her life in the pursuit of justice.

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As a young woman in Qualinost, *Grenden* was accused of a crime she didn't commit. Although eventually pronounced innocent, Grenden was still regarded with suspicion by many. Life in Qualinost became intolerable and Grenden left, never to return.

Grenden has been a nomad since then. She keeps others at arm's length and tends to see conspiracy where none exists. Sullen, distant, and moody, a smile on Grenden's face is as rare as a rose blossom in winter.

Grenden relishes battle, the bloodier the better. Although devoted to the cause of good, Grenden seldom shows mercy to enemies, including those she only assumes to be enemies.

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The handsome *Tarr* is a master bowman, an inveterate gambler, and a compulsive ladies' man. He flirts with Grenden incessantly, which infuriates Grenden as much as it delights Tarr.

Tarr relishes the life of an adventurer, openly mocking those who devote themselves to farming, commerce, and other mundane occupations. Some find Tarr's opinions hard to take, and more than once he's found himself on the receiving end of a peasant's fist.

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Benny is a member of the Creat clan, born on the east coast of Nordmaar. Benny idolized his grandfather, a renowned explorer and prospector who claimed to have once discovered a mine of pure silver. Benny longed to follow in his grandfather's footsteps and ran away from home to do some prospecting of his own. He hasn't returned since. His journeys have taken him as far away as the forests of Ergoth and the minotaur caverns of Mithas.

Like most kender, Benny has an insatiable curiosity and an utter lack of fear, a combination that repeatedly gets him into trouble.

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Blackstar was raised by his father to become a warrior, as had been the family tradition for centuries. But after witnessing the devastation resulting from the War of the Lance, Blackstar abandoned his military training to become a cleric, believing Krynn already had more than enough soldiers. Blackstar was disowned by his family when he told them his decision.

Nevertheless, Blackstar has remained faithful to the true gods. He is a man of few words and seldom socializes. He is thoughtful and patient, intensely loyal to his friends and fair-minded with his enemies.

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Pike is an amiable, easy-going hill dwarf who is meticulous about his personal appearance. He can spend hours trimming and combing his curly brown hair and lengthy beard. He dislikes animals—they're too dirty—but is fond of his friends, particularly the ones who are free with their compliments.

Though not a coward, Pike prefers negotiation and retreat to direct combat, opting to fight only when there is no other choice. He always manages to hold up his end in a battle, though he never stops complaining about the damage to his fine clothes.

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Shalindra is a boisterous, fun-loving hunter, unfailingly cheerful and optimistic. Her confidence masks a secret sorrow: As a child, Shalindra was the only survivor of a Red Dragonarmy ambush. She watched helplessly as her family was slaughtered before her eyes. Even now, Shalindra is prone to shattering nightmares, but she refuses to confide the reason to her friends.

Topping six feet in height with flowing blonde hair, Shalindra has no shortage of male admirers, but her heart belongs to Blackstar. So far, however, she has kept her feelings to herself.

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Trapien's father was a Solamnic Knight and his mother was a cleric of the Order of Solinari. When his father failed to return from the War of Lance, Trapien's mother encouraged him to use his intellectual gifts to study magic. Trapien has devoted himself to the rebuilding of Krynn in honor of his father.

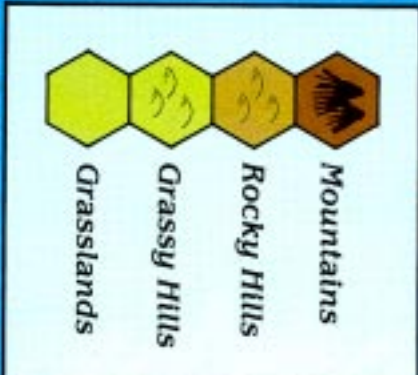
Trapien enjoys the company of people. He likes nothing better than to spend the night around a campfire exchanging stories. He is a compulsive talker; many feel that Trapien would converse with the trees if there was no one else around to listen.

A sturdy man in his mid-30s, Trapien is a worthy ally on the battlefield. He is quick, clever, and fearless. If angered, he can be quite brutal.

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Northern Estwilde — Players'

Scale: 1 Hex =



- Mountains
- Rocky Hills
- Grassy Hills
- Grasslands





Kainiter's
Lake

SHADOWGLI

Brin Stream



Wheatly

Belleria



Fair Meadows

Lo-Tai Village

Bluestone Brook

Cradler's Brook



Map

1 square = 2.5 Miles

- Forest
- Forested Hills
- Shallow Swamp
- Deep Swamp



NORDMAAR

Tuce Line



Ohme

Tower



Astivär
Mountains

Mt. Berigo

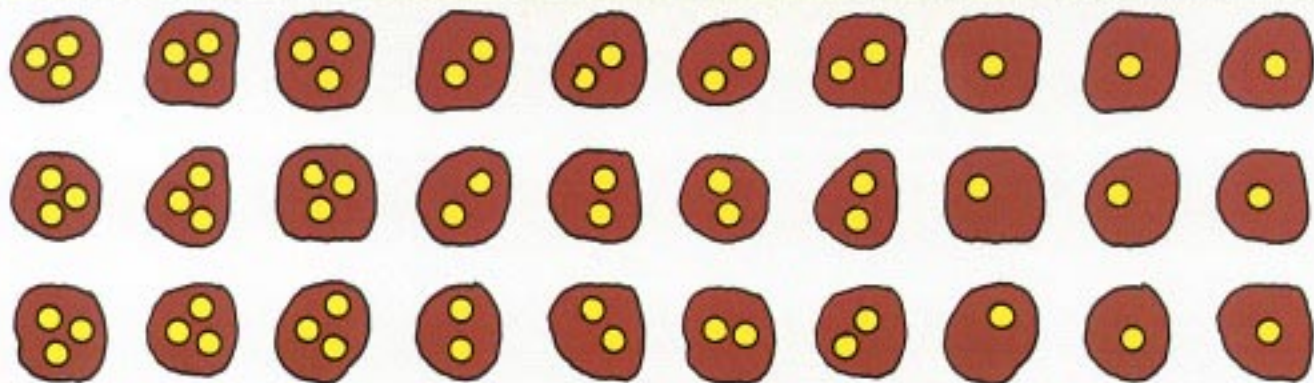
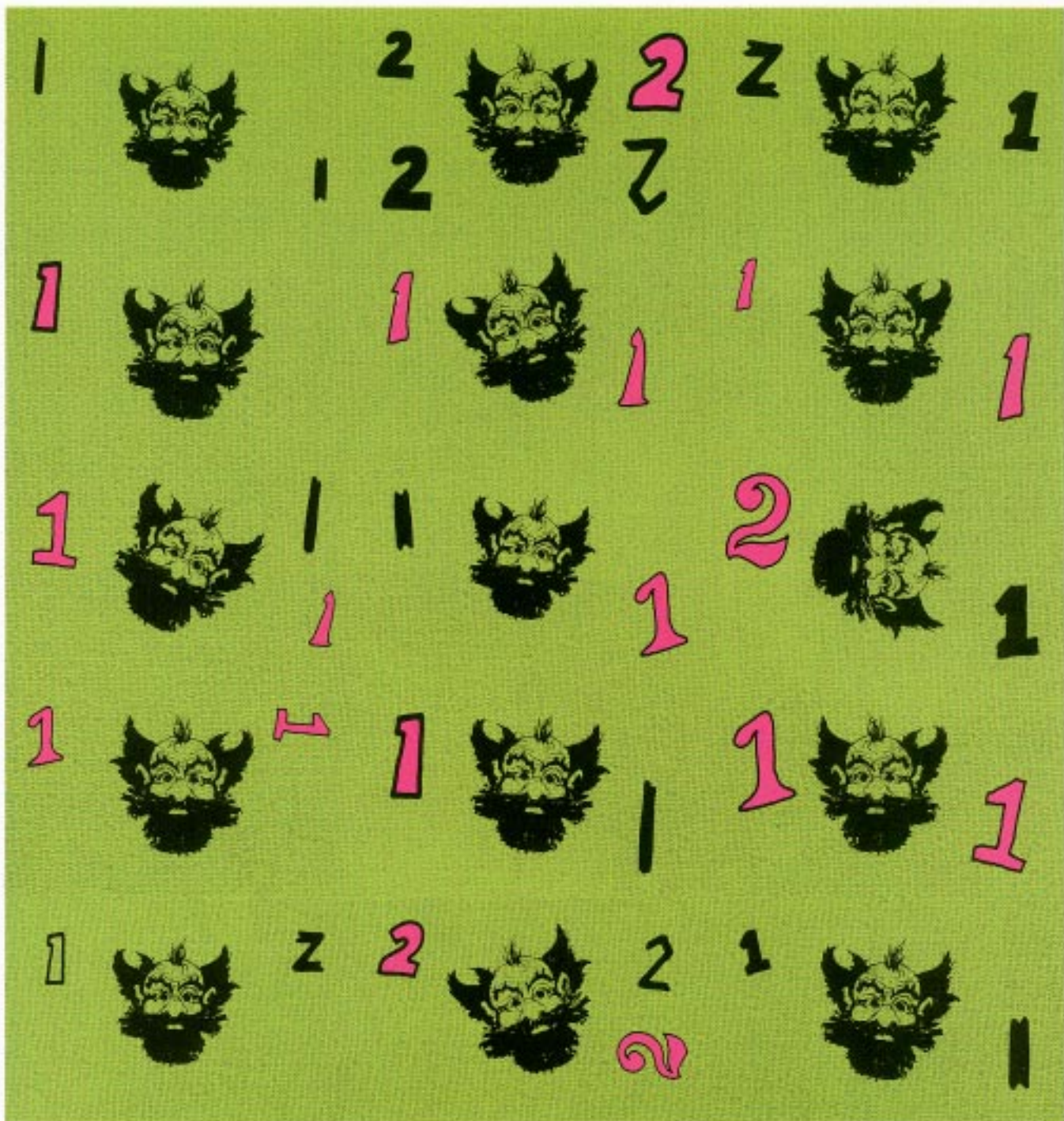
Peak of
Clouds



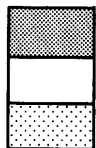
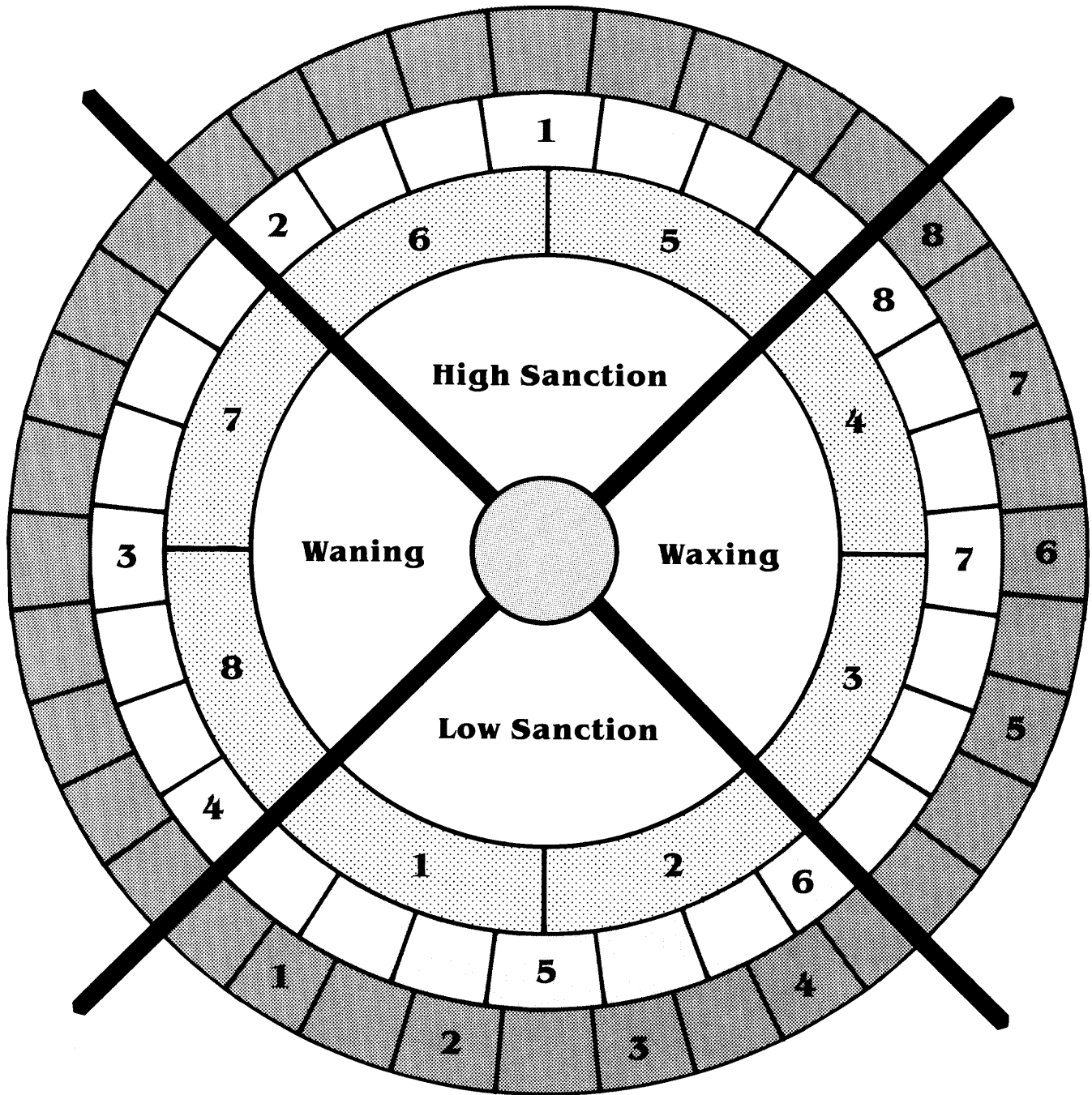
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of Lahue



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1		1	1		1	1		1
2		1	1		1	1		1
1		1	1		1	1		1
1		1	2		2	1		2



Moon Tracking Chart



Solinari: Period of 36 standard days with 9 days per quarter.

Nuitari: Period of 28 standard days with 7 days per quarter.

Lunitari: Period of 8 standard days with 2 days per quarter.

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