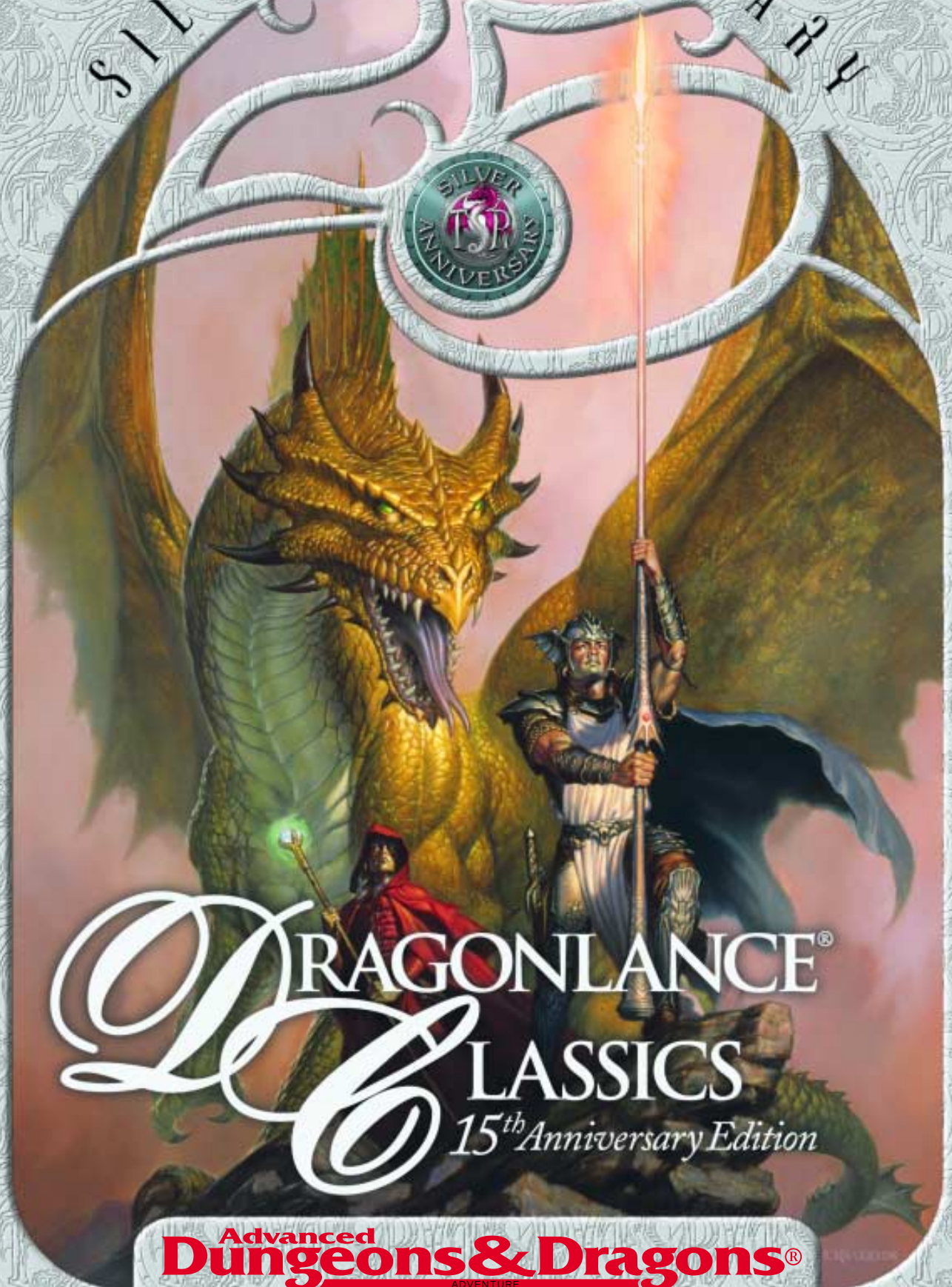
TSR11350

SILVER ANNIVERSARY



DRAGONLANCE® CLASSICS

15th Anniversary Edition

Advanced Dungeons & Dragons®

ADVENTURE

Combined Monster Statistics Chart (SAGA® rules)

Name	Co	Ph	In	Es	Dmg	Def	Special Abilities
Assassin	5	5	6	6	+2	–2	Poison (weapon)
Bandit	5	5	6	6	+7	–3	None
Banshee	7	6	8	7	+4	–5	Death (aura); fear (aura); incorporeal; immune to mentalism, poison
Barbarian, Ice	6	6	5	5	+8	–1	None
Barbarian, Leader	7	7	7	7	+9	–2	None
Barbarian, Plains	6	6	5	5	+3	–1	None
Bear, Ice	6	18	3	5	+12	–2	Crush, death throe, immune to cold/ice
Black-Robed Mage	8	6	7	8	+2	0	Spells
Draconian, Aurak	12	10–24	8 (64)	8	+10	–5	Acute sense (vision), alteration (self), breath attack (blind), charm, death throe, missile weapon (energy blast), resistant to magic, sorcery (pyromancy, electromancy, divination), summoning (self)
Draconian, Baaz	8	6	6	7	+6	–3	Death throe, glide, pounce
Draconian, Bozak	6	6	7 (49)	7	+4	–4	Death throe, glide, sorcery (aeromancy, pyromancy), web
Draconian, Kapak	8	6	5	7	+2	–3	Acute senses, death throe, glide, poison (paralyze)
Draconian, Sivak	10	12	7	7	+12	–5	Alteration (self), dive, death throe, fly, resistant to magic
Dragon							*By age category. See DRAGONLANCE: FIFTH AGE boxed set or *The Bestiary*
Dryad	6	6	7	6	+2	–1	Camouflage, charm
Dwarf, Gully	8	6	2	5	+1	–1	None
Dwarf, Leader	6	8	7	7	+7	–4	None
Dwarf, Typical	4	6	5	5	+2	–2	None
Elf, Leader	8	6	7	8	+7	–3	None
Elf, Typical	6	4	5	6	+2	–2	None
Elf, War Wizard	8	6	7	8	+2	0	Spells
Elk	9	9	1	1	+2	–1	Charge, sprint
Fetch	3	18	7	7	0	–3	Drain (cards), invisible, summoning (through reflective surface)
Fire minion	6	18	9	8	+6	–3	Immune to pyromancy
Fire shadow	3	42	9	8	+20	–5	Disintegrate; mentalism; poison; immune to mentalism, pyromancy, nonmagical weapons
Goblin	4	3	4	5	+3	–2	None
Golem, Stone	3	42	1	10	+12	–3	None
Griffin	15	21	2	6	+12	–4	Dive
Hobgoblin	5	4	5	5	+4	–3	Melee weapons, missile weapons
Holy Guard	5	5	6	6	+7	–4	None
Horse	12	6	1	2	+2	–2	Sprint, trample
Kender, Leader	10	6	8	6	+4	–4	None
Kender, Typical	8	4	7	5	+1	–2	None
Kech	8	15	5	6	+8	–3	Camouflage, climb, prehensile tail
Knight of Solamnia	5	5	6	6	+7	–5	None
Knight of Solamnia, High Ranking	7	7	7	7	+9	–8	None
Minotaur, Typical	5	8	4	5	+3	–2	None
Minotaur, Leader	6	10	6	7	+5	–4	None
Nereid	6	9	6	6	0	0	Alteration, hydromancy, spit
Pegasus	24	15	5	6	+8	–2	Kick
Pirate	5	5	6	6	+5	–2	None
Pirate Captain	7	7	7	7	+7	–3	None
Pixie	6	3	6	6	+1	–2	Invisible, poison (sleep), sensitivity
Officer, Dragonarmy	7	7	7	7	+9	–8	None
Officer, Whitestone	7	7	7	7	+7	–5	None
Rebel/Freedom Fighter	5	5	6	6	+3	–2	None
Remorhaz	6	21–42	1	7	+12 to +18	–5	Acute sense (infravision), immune to cold, resistant to cryomancy, swallow whole
Sailor	5	5	6	6	+4	–1	None
Satyr	9	15	6	7	+4	–3	Charm (music), missile weapons, mysticism (animism)
Seeker, Common	5	5	6	6	+7	0	None
Seeker, High	7	7	7	7	+9	–2	None
Shadow Person	7	5	6	7	+4	–4	Acute sense (vision), fly, mentalism (telepathy), sensitivity
Sirine	9	12–21	8	6	0	–4	Acute sense (sight), alteration (self), charm (song), confuse (fog), drain (Reason), invisible
Slug, Giant	3	36	1	6	+6	–1	Acid (spit); immune to blunt weapons, crush
Soldier	5	5	6	6	+7	–2	None
Spectral Minion	15	12–30	5	7	0 to +3	–4	Incorporeal; immune to mentalism, normal weapons, poison
Stag	12	9	1	1	+3	–2	Charge, sprint
Thanoi	6	8	3	4	+8	–3	Thrown weapons (spears), vulnerable to heat, immune to cold/ice
Thief, Leader	7	7	7	7	+5	–3	None
Thief, Typical	5	5	6	6	+2	–2	None
Tick, Giant	2	6–12	1	5	+2	–4	Drain (Endurance), infect
Townsfolk	5	5	6	6	+1	0	None
Troll	6	24	4	7	+14	–4	Regenerate
Unicorn (Forestmaster)	12	16	5	7	+17	–4	Charge; kick; immune to mysticism, poison
Vampire	9	27	8	8	+5	–5	Alteration (self); animism; charm (gaze); drain (cards); entangle; invisible; pounce; regenerate; immune to normal weapons, mentalism, poison; resistant to cold/ice
Wight	6	12	5	7	+4	–2	Drain (Presence); immune to normal weapons, mentalism, poison
Wolf	7	9	2	2	+3	–1	Acute sense (smell)
Wraith	12	18	6	8	+6	–3	Drain (Spirit); immune to mentalism, poison; incorporeal; resistant to silver weapons
Wyvern	12	28	4	7	+11	–4	Dive, poison, swoop
Zombie	3	8	1	1	+3	–1	Immune to mentalism, poison



DRAGONLANCE® Classics

15th Anniversary Edition

Based on the classic AD&D® adventure series, DL 1–15

Anniversary Designers Steve Miller and Stan!

Editors Joe Gillespie, Miranda Horner, Nicky Rea, Michelle Vuckovich, and Penny Williams
Project Coordinator Miranda Horner ♘ **Cover Artist** Todd Lockwood
Interior Artist Dennis Cramer and Rebecca Guay ♘ **Cartographers** Matt Adelsperger, Dennis Kauth, Rob Lazzaretti, Mark Painter, and Sam Wood ♘ **Typesetter** Angelika Lokotz
Graphic Designer Dawn Murin and Nathan Tucker ♘ **Brand Manager** Sue Cook ♘ **Art Director** Dawn Murin
Anniversary Playtesting Aaron Kuper, Duane Maxwell, Jeff Quick, Greg Sehr, Grey Sharpeling, Cindi Spingler, and Burl Zorn
♘
Original Series Concept and Story Tracy Hickman
Original DRAGONLANCE® Series Designers Jay Batista, Michael Dobson, Jeff Grubb, Bruce Heard, Laura Hickman, Tracy Hickman, Harold Johnson, Bruce Nesmith, Douglas Niles, Carl Smith, and Michael Williams
Original Series Editors: Mike Breault, Michael Dobson, Anne Grey, Margaret Weis, and Michael Williams
Original Concept Artists Clyde Caldwell, Larry Elmore, Jeff Easley, and Keith Parkinson
Original Cartographers Billy Clemons, Tom Darden, Diesel, Karen Wynn Fonstad, Dennis Kauth, Elizabeth Riedel, Stephen D. Sullivan, and David Sutherland III
♘
Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson.
Based on the SAGA® rules created by William W. Connors.

Special Thanks To Karen Wynn Fonstad for her hard work on the DRAGONLANCE Atlas; John Williams for *Nixon*, James Horner for his body of work, and Basil Poledouris for *Conan the Barbarian* and *Conan the Destroyer*, the music to which this book was written; and the many talented game designers, fiction authors, comic book writers, artists, poets, and editors who have contributed to the rich, ever-expanding tapestry that is the DRAGONLANCE Saga. Without them, this celebration of a milestone in the history of fantasy roleplaying games would not have been possible.

U.S., CANADA, ASIA,
PACIFIC, & LATIN AMERICA
Wizards of the Coast, Inc.
P.O. Box 707
Renton, WA 98057-0707
+1-800-324-6496

EUROPEAN HEADQUARTERS
Wizards of the Coast, Belgium
P.B. 2131
2600 Berchem
Belgium
+32-70-23-32-77

Visit our website at **www.tsr.com**
T11350-620

ADVANCED DUNGEONS & DRAGONS, AD&D, DRAGON, DRAGONLANCE, DUNGEON MASTER, DUNGEONS & DRAGONS, FIFTH AGE, FORGOTTEN REALMS, SAGA, and the TSR logo are registered trademarks owned by TSR, Inc. MONSTROUS MANUAL is a trademark owned by TSR, Inc.
All TSR characters, character names, and the distinctive likenesses thereof are trademarks owned by TSR, Inc.
©1999 TSR, Inc. TSR, Inc. is a subsidiary of Wizards of the Coast, Inc. All rights reserved. Made in the U.S.A.
Distributed to the hobby, toy, and comic trade in the United States and Canada by regional distributors.
Distributed worldwide by Wizards of the Coast, Inc. and regional distributors.
This material is protected under the copyright laws of the United States of America.
Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of TSR, Inc.



Author's Foreword

What were you doing fifteen years ago?

Were you in high school? College? Did you have your driver's license yet? Did you own a personal computer? How about a CD player? They were available, you know, but the player cost more than a thousand dollars and the disks themselves were upwards of $40 apiece.

In 1984 Margaret Weis and Tracy Hickman undertook perhaps the most intimidating, wonderful, momentous, and difficult task of their lives—these two unknown authors were writing the first novel based on a roleplaying game (instead of the other way around) in history. Oh, they didn't do it alone; dozens of people helped—in particular the other members of "Project Overlord" (TSR's code name for this top-secret enterprise): Larry Elmore, Jeff Grubb, Harold Johnson, Douglas Niles, Carl Smith, and Michael Williams—and the game was developed simultaneously with the fiction. All the same, when the first novel hit the shelves, it was Weis and Hickman whose names were thrown into the arena of literary criticism (something never heaped upon mere roleplaying products). Did they know that their books would influence a generation of readers? That they would forge a path into mainstream publishing not only for themselves, but for every other game-related fiction author to come?

Certainly not. All they wanted to do was tell a good story—and sell enough copies of the book so that they could all keep their jobs.

Well, *Dragons of Autumn Twilight* certainly did that. And the more than seventy follow-up books and thirty game products (not to mention computer games, comic books, board games, t-shirts, figurines, and art work of all descriptions) have continued to tell a story so good that now, fifteen years later, the DRAGONLANCE Saga is among the most recognizable titles in all of fantasy fiction. And that is something worth celebrating.

That's what we're doing in these pages—celebrating fifteen years of the DRAGONLANCE Saga. From the start, though, we wondered what the best way was to honor this occasion. "Dragonlance" is a difficult thing to identify. It started with one person's vision . . . or perhaps two people's . . . or perhaps an entire group's, but it has grown even from those beginnings. No fewer than three dozen authors—not to mention all the editors and artists—have turned their talents to the world of Krynn. How do you fit the entirety of the DRAGONLANCE Saga into one 256-page book? For us, the answer was to go back to the beginning.

Every word or image produced for a DRAGONLANCE book or game harkens back to the original—to the Chronicles trilogy and the DL series of DUNGEON & DRAGONS® game modules. This is where it all began, and this is where those of us who love DRAGONLANCE return again and again. But simply reprinting the original material hardly seemed a worthy celebration for a living, breathing world like Krynn. No, the only fitting recognition would be to add something to the Saga. And so we turned our hands to creating an homage to that original tale—the one that brought us (and probably most of you) into the DRAGONLANCE Saga. We discovered one or two rough spots along the way (places where one book didn't quite match what another said) but we found many more gems that had nearly been forgotten, and shined them all as bright as we could.

Some of what you'll find in here will be fondly familiar. Other parts will be completely new. But like the pioneers of Krynn, we only wanted to tell a good story—one that makes you look back on the last fifteen years fondly (even if you joined the Saga only recently) and helps you look forward to what the next fifteen years may bring.

The next fifteen years?

What will you be doing fifteen years from now? Will you own your own business? Will you be married? Just starting to raise a family? Or will you be giving your own teenage son or daughter a time-worn book with the word "Dragonlance" printed across the top? The Saga is always growing. Everyone who tells a tale of Krynn becomes an inseparable part of it—and that includes everyone reading this passage. This is your saga as much as it is anyone's. Make your stories good ones about heroism and companionship, love and honor. Tell tales that you'll be proud to share with your friends and with your family, and hopefully with us someday.

There is no reason to disbelieve that the DRAGONLANCE Saga will still be popular in the year 2014, and we'll be celebrating an even more momentous anniversary. We certainly hope to be part of that celebration, and we hope to see you there!

Steve & Stan!

Reflections from the River of Time

Mike Breault

It's hard to believe that it's been fifteen years since the DRAGONLANCE Saga and I started at TSR. I edited twenty-three products in the Saga, from DL6 through DL16, plus a hardback, a boxed set, and other modules. The thing I enjoyed most about the DRAGONLANCE Saga was the quality and variety of the designers who brought the adventures to life. That made it fun to work on, and a pleasure to look back on. Working on the Saga was the best time I had at TSR. Happy birthday, DL, and here's to many more to come!

Clyde Caldwell

From the first time that I heard the DRAGONLANCE story outlined, I had the feeling that it had great potential for success. At the time, I had no idea that the Saga would still be going strong fifteen years later! It's populated with a rich variety of characters, and since my first love in fantasy art has always been depicting characters, this setting was right up my alley. I jumped at the opportunity to create the initial look of characters such as Goldmoon and Flint. All of the artists were filled with a enthusiasm for the project, and producing those early DRAGONLANCE paintings was a labor of love.

Diesel

The DRAGONLANCE setting has been one of the few lines at TSR that has allowed me the opportunity, as a cartogragher, to bring my drawing talents into use. When I think back on some of my past work, I believe that the projects I worked on for the Saga have been some of my best. I think this comes from a combination of a great settings, some great people I've worked with, and a creative latitude offered me over and above other projects.

Michael Dobson

At the time of the creation of the Saga, I was a TSR newbie, and just about everything was exciting. I think of that period as the creative culmination of the original roleplaying endeavor; although there's been a lot of good stuff since, it's primarily filled in the ground that was broken in those heady days. I participated in the playtest of DL1 in which Terry Phillips did his memorable Raistlin-as-a-young-James-Mason. That was the moment Raistlin changed from a minor participant in the Saga to a leading role. I was Sturm and died horribly at the hands of the black dragon in the well. A minor contribution I made was that I suggested that Fistandantilus was actually Raistlin.

Jeff Easley

I'm very pleased to have been a part of a large list of artists,who over the years, have had the opportunity to depict the DRAGONLANCE Saga.The consistently high caliber of artwork that my peers have produced has certainly inspired me to attain higher standards for my own work. And I'm sure they would agree, the detail, imagination and depth of character development which are hallmarks of the DRAGONLANCE series, are the elements which make it as enjoyable to illustrate as it is to read.

Jeff Grubb

The gods of Ansalon are a diverse lot, but they were not native to Krynn. Nope, they are from Toril, which is also the name of the planet in the FORGOTTEN REALMS® setting.

Let me explain. In college I had my own scratchbuilt campaign called Toril (it's not related to Ed Greenwood's FORGOTTEN REALMS campaign). In it I had twenty-one gods, seven for each alignment, and included Bahumaut, Tiamat, and the platinum and chromatic dragons. Among the others were names that are now familiar to DRAGONLANCE fans: Majere, Kiri-Jolith, Mishakal, and Hiddukel. I wanted to get the feeling of religion in the realms, so many of the gods' names have their origins in the Bible, and in particular, a book called *Everyone in the Bible* by Rev. Barker. Out of those texts came Zeboim, Hiddukel, Mishakal (from Meshak, Shadrack, and Obendego) and Gilead.

When Tracy was setting down the precepts of the Saga, he wanted two things: gods that belonged to particular alignments, and a pantheon that included the platinum and chromatic dragons . I tossed him this pantheon, and he changed it in the transition.

So the gods of Krynn come from Toril, though they are not natives of that setting. It's amazing what we were doing behind the scenes—building a universe.

Bruce Heard

The DRAGONLANCE Saga was what I quickly dubbed Froggy-Lance, just to keep one step ahead of the jokes among the creative gang at TSR. It all was in good humor, even if it remains a very obscure, inside joke today. (Ask one of the original staff about it!) It still is a fond memory of my involvement with this grand game world. Long live Froggy-Lance . . . er, ahem. I mean the DRAGONLANCE setting!

Tracy Hickman

In 1981, I was driving my family from our home in Utah to a new life in Wisconsin. I had been out of work for six months when TSR, Inc. offered me a job as a game designer. With each mile, my wife and I were leaving everything we had known and loved—family, friends and memories—further behind us. Each mile brought us closer to a new life. And, with each mile, I wondered what I could bring of value to the company that had thrown us a life preserver in a sea of troubles.

Somewhere in Nebraska, the seeds of the DRAGONLANCE Saga were born.

Shortly after I arrived, Harold Johnson asked the designers submit proposals for a series of AD&D modules themed around dragons. Those ideas I had discussed with my wife over that long drive took shape in my proposal for twelve modules based on the original twelve dragons of the MONSTER MANUAL tome and built around a central story theme. I called it Dragonlance—and the seed had been planted.
I am not Dragonlance—no one person is or ever could be. The DRAGONLANCE Saga is the sum of many creative people—many of whom are unsung and unknown. Each brought their own great dreams to Krynn and made it their own. I may have planted the seed—but the great beauty that the DRAGONLANCE Saga has become was nurtured by many hands and belongs to us all.

Harold Johnson

While I helped co-author several of the adventures and was integral to the design of the story, world, and characters as leader of the design team, one very fond memory was the playtest of the first adventure written by Tracy Hickman. While I begin my design by outlining chapters, characters, and section breaks, Tracy begins by drawing charts and maps. Then he calls a playtest and invents the adventure during play, creating a synthesis of his and his players' creativity. I remember that adventure, generating the first kender ever and naming him Tasslehoff Burrfoot. My playing style is very much like an episode of *Doctor Who*, and things got really crazy. Imagine my delight a year later when Margaret and Tracy memorialized that game session with their novelization of the adventure series, right down to my antics with the wicker dragon!

Dennis Kauth

So much of those early DRAGONLANCE modules are just a blur to me, but the one thing that really sticks out is the ice boat. I used to go out on Lake Geneva [near the TSR offices] ice fishing in the winter, and while I was there I would see a bunch of guys with their ice boats. Larry [Elmore] was doing research at the time on ice boats, and he was having a hard time with it, so I told him to go talk to some of the ice boat captains. Well, he found one guy and talked with him extensively. Back in those days there were only two of us [cartographers], and we both had to draw that boat a couple different times after he developed it.

Bruce Nesmith

Do you remember Rathkar? Don't worry if you don't. I had to look his name up myself, and I invented him! He is that pesky mummy in *Dragons of Desolation*. Still don't remember him? Sigh. He is my most notable contribution to the DRAGONLANCE Saga. This setting challenged me to write something with story value rather than just another series of monster-filled dungeons rooms. You may not remember Rathkar, but I remember how he changed my whole approach to writing roleplaying adventures. When you meet Rathkar, be kind to him. He's not such a bad guy.

Douglas Niles

During the early 1980s, TSR had a large staff of game designers, including three of us—Tracy Hickman, Jeff Grubb, and I. In fact, the company was growing so fast that they didn't have enough projects for all the designers to work on. So they asked for ideas, and Tracy proposed a series of game modules that included one module with each type of dragon (metallic and chromatic) and climaxed with a showdown against Tiamat. Then, as work began to heat up with more products being scheduled, Tracy disappeared into his cubicle and worked for, I want to say six months . . . and he was just putting together a sourcebook for in-house use! At the time I confess to wondering how much use that would be . . . making up a world and a storyline, even giving Tiamat a different name! He started getting the artists and editors involved. (Some of the rest of us called those long, pizza-flavored meetings "Dragonlunch.") Now, fifteen years later, I have to admit that it was a pretty good use of time and people . . . and I'm really proud to have been a part of it!

Margaret Weis

I remember the beginning stages of the process, when Raistlin was originally something like "Wasted Man" and Caramon was . . . "Caring-Man." By the time I came to work at TSR in 1983, however, everyone had been named, and they all had their game stats. I was just given the name of these people and their stats and told to make flesh-and-blood characters of them. The description of Raistlin said his nickname was "The Sly One." He was thin and in not very good health, in contrast to his warrior-brother. And he had golden skin and hourglass eyes. I remember asking, "Well, why does he have golden skin and hourglass eyes?" and people said, "The artists just thought that would look cool."

I had to come up with a reason why he had golden skin and hourglass eyes, and that led to the whole business about the Test in the Tower. I wrote that short story ["The Test of the Twins"], the first one ever published, in a 1984 issue of DRAGON® magazine. That is what gave me a lot of insight into Raistlin's character.

Michael Williams

I was there when it started, at first as a games editor but soon as the sort of "poet-in-residence." My interest all along was primarily the books, though I do remember one bizarre rendering of Caramon in an early playtest. That noble man made shadow-pictures for his brother and composed a childish couplet about Tika's underpants. I don't think people who have enjoyed the books and modules over the years realize how funny and playful those first months were. Tracy and Margaret are known as inventive and wise, but it's a rare joy to get the chance to know them first-hand, to discover how kind they are, how nurturing to the talents of others. Under their guidance, we worked more as a family than as colleagues, and I thank them, not only for "giving me my start," but for holding the joy together.

Table of Contents

Introduction 6
Chapter One: The Inn of the Last Home 24
Chapter Two: Abanasinia 28
Chapter Three: Xak Tsaroth, the Lost City 36
Chapter Four: Dragon Wings Over Abanasinia 46
Chapter Five: The Slave Caravan 49
Chapter Six: Qualinesti 53
Chapter Seven: The Evacuation of Qualinesti 58
Chapter Eight: The Sla-Mori and Pax Tharkas 62
Chapter Nine: The Refugees 74
Chapter Ten: The Plains of Dergoth and Skullcap 77
Chapter Eleven: Treachery in Thorbardin 84
Chapter Twelve: Tarsis the Beautiful 92
Chapter Thirteen: The Icewall Region 99
Chapter Fourteen: Icewall Castle 101
Chapter Fifteen: To Southern Ergoth 105
Chapter Sixteen: The Elflands of Southern Ergoth 108
Chapter Seventeen:
Foghaven Vale and Dragon Mountain 115
Chapter Eighteen: The Lands of the Knights 122
Chapter Nineteen: The Whitestone Council 126
Chapter Twenty: Palanthas 129
Chapter Twenty-One: Tower of the High Clerist 133
Chapter Twenty-Two: The Highlord's Offer 145
Chapter Twenty-Three: The Road to Sanction 148
Chapter Twenty-Four: Griffin Flight 150
Chapter Twenty-Five: Across the Plains of Dust 151
Chapter Twenty-Six: Silvanesti 155
Chapter Twenty-Seven: Port Balifor 172
Chapter Twenty-Eight: Flotsam and the Blood Sea 180
Chapter Twenty-Nine: Khur 188
Chapter Thirty: Gateways to the Dragon Empire 190
Chapter Thirty-One: Sanction 192
Chapter Thirty-Two: Meeting the Whitestone Forces 207
Chapter Thirty-Three: Kalaman 209
Chapter Thirty-Four: Into the Dragon Empire 215
Chapter Thirty-Five: Neraka 220
Chapter Thirty-Six: Temple of Darkness 232
Epilogue 245
Appendix: Masters and Magic 246

Canticle of the Dragon

(Excerpted from "Collected Songs" by Quivalin Soth)

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

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

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

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

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

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

Thus begins the DRAGONLANCE® Saga. . . . Now is the time for heroes.

Introduction



should never have left," Flint grumbled, looking down into the valley below. He spoke aloud, though there was no sign of another living person about. Long years of solitary wandering had forced the dwarf into the habit of talking to himself. He slapped both hands on his knees. "And I'll be damned if I'm ever leaving again!" he announced vehemently.

—The opening of the first chapter of the novel, Dragons of Autumn Twilight

For fifteen years, game groups have been adventuring across the face of Ansalon. The story that unfolds in this volume has been told and retold in tens of thousands of different ways. Chances are, you have already taken part in such an exploration and retelling of the Chronicles Saga.

This book represents the first time TSR, Inc. itself has "retold" the story found within the Chronicles trilogy and series of adventures. This volume is not a reissue of the classic module series that started the longest-lived phenomenon in fantasy gaming, but it is instead a "retelling." Much like game groups have done from the beginning, we went back to reshape the story. You will find most of the familiar places you've visited before, either in the books or through the game adventures, and you will also find new pieces of the story.

Before we start the Saga, however, this section contains a few notes for the Narrator of our tale . . . the person who will guide a group of heroes through the world of Krynn.

What is a Roleplaying Game?

If you are asking this question, this may not be the right book for you to start with. A roleplaying game is, essentially, an exercise in interactive storytelling. Most players assume the role of a heroic adventurer who will play a major part in a storyline devised by one of the other players. The single player constructing the story serves as the Narrator, or person responsible for continuing the story and integrating the actions of the heroes into it.

Although we've no doubt that the above concepts make perfect sense to you, it may be easier to learn a little more about the rules or the game setting before reading this tome if you don't know them already. If you wish to roleplay the adventure, you need not only be familiar with at least one set of roleplaying game rules, but you should possess previous knowledge of the DRAGONLANCE® world to get the fullest benefit from this adventure. To familiarize yourself with a set of game rules, you can pick up either the *DRAGONLANCE: FIFTH AGE® Dramatic Adventure Game* or *DRAGONLANCE Fate Deck* product (which uses the SAGA® game rules), or use the *Player's Handbook* and *DUNGEON MASTER® Guide* (which explains the ADVANCED DUNGEONS & DRAGONS® rules). By being compatible with both of these sets of rules, this adventure is, in the end, more story- than rules-driven—which is in keeping with a long-standing DRAGONLANCE gaming tradition. It may even adapt itself easily to other systems of your choice.

If you are looking for a guidebook to things in the DRAGONLANCE setting but have little or no interest in roleplaying games, seek out the following excellent sourcebooks: *Leaves from the Inn of the Last Home* and *The History of DRAGONLANCE Saga*. (Of course, those books also provide excellent sources for information to add flavor to any DRAGONLANCE campaign.)

Further, while this book provides most of the tools Narrators may need to run a campaign that mirrors the storyline of the Chronicles trilogy by Margaret Weis and Tracy Hickman (upon which this adventure is based), it also contains a number of significant story differences and plot elements that are only hinted at in the novels. What makes good fiction does not always make a good game adventure. After all, in a novel, the author can direct the actions of his or her protagonist(s). In a roleplaying game, though, the Narrator cannot direct the actions his or her players want their heroes to take. When you read this volume, we hope the differences will be clear to you. In the broadest sense, this book retells the story of the Chronicles trilogy and gives you and your game group a framework within which you can create your own Saga.

Playing the Novels

Within the following chapter you will find sidebars similar to this one that describe how the novels of the Chronicles trilogy by Margaret Weis and Tracy Hickman flow compared to how the adventure flows. Also, these sidebars occasionally give tips on how to make the adventure simulate the novels. If a chapter does not have a sidebar like this, the material within the chapter isn't found within Chronicles.

Game Conventions in this Volume

As mentioned, this volume was designed to be used with two of TSR's game systems: the AD&D® rules and the award-winning SAGA game. Those who are familiar with one but not the other of these games might see much in this book that they recognize but might also find things that are unfamiliar. The following notes should help you make sense of what you are about to read.

- A "Narrator" is the person who runs the game. He or she controls all nonplayer characters (or characters, as they're called in the SAGA rules), generally decides what direction the story goes in, and brings the world to life around the heroes.
- A "hero" is a character in the game that the player controls. For the most part, they are the central figures of the DRAGONLANCE Saga, and the story revolves around them. (Certain key characters, such as Verminaard, Fizban, and the Blue Lady, are controlled by the Narrator, but they should never steal the show from the heroes. Characters are merely cleverly disguised plot devices, while the heroes are what the story is really about.)

- On the inside covers of this book are tables listing statistics for generic creatures and characters that have parts to play within the adventure. One lists them in AD&D terms, while the other lists them in SAGA terms. Additional information on these creatures can be found in the DRAGONLANCE sourcebooks for the system you are using.
- Although game references are minimized in the text, sometimes it's impossible to avoid them. Usually, the green parenthetical statement in any sentence involving game mechanics uses the AD&D rules. In addition, any hero or character descriptions start with the SAGA description and are followed by the short form of the AD&D statistics.
- A concept that might be new to SAGA Narrators is the idea of a "random encounter." In the AD&D game, entire adventures are sometimes no more than creatures and characters that the Narrator selects at random from a list determined by the game designer. However, those with lots of experience playing the AD&D game will find that the random encounters in this volume are more "wandering story elements" than they are "wandering monsters." These more elaborate random encounters merge the hallmarks of AD&D and SAGA game rules into a system that embodies the story- and character-driven nature of the DRAGONLANCE setting.

  All these random elements are set on a range of 1–10. Narrators using the SAGA game rules can use the Fate Deck to generate them, while Narrators using the AD&D game can use 1d10. If the party doesn't experience all of the random elements during their first trip through a region, they can encounter them if they return. All other ranges given are merely multiples of 10, so if you see a range of 2–20, either draw two Fate Cards or roll 2d10.
- When a range of time is given in combat or outside of it, it is noted as "minutes" or "combat exchanges" instead of "rounds." Narrators of an AD&D campaign can interpret minutes as rounds, and as in the AD&D rules, ten minutes equals one turn.
- Narrators of an AD&D campaign might find several references to terms such as "near missile range" or "personal range." These are terms used in the SAGA system to denote how far apart heroes and foes are from each other. The following chart should help make sense of the terms:

SAGA range	AD&D range
Personal or melee	melee combat
Near missile	short missile
Far missile	medium missile
Artillery	long missile
Visual	out of range of most missile weapons or spells

- Narrators will find references to alignments, natures, and demeanors throughout the text. Use the following chart to help determine how alignments correspond to SAGA natures and demeanorss:

AD&D alignment	SAGA nature/demeanor
Good	Drawn from a Fate Card of 3 or less in value
Neutral	Drawn from a Fate Card of 4–6 in value
Evil	Drawn from a Fate Card of 7 or greater in value

Game System Considerations

The vast majority of this epic adventure plays exactly the same whether your group uses the AD&D or SAGA game rules. The story is the key, and that remains fairly well unaffected by the particulars of roleplaying rules. In fact, spellcasting and the mechanics surrounding hero improvement are just about the only areas of the campaign that change significantly based on which set of rules you use.

Spellcasting

Differences in spellcasting will have the least impact on those using the AD&D rules. The DRAGONLANCE Saga and this adventure were, after all, originally designed for use with the original edition of the AD&D rules. Even with all the innovations, expansions, and revisions—not to mention an entire second edition—that have come along in the past fifteen years, the game is still pretty much the same. In other words, this story was literally made to be played with AD&D rules. The way magic works during the War of the Lance is exactly the way magic works in any game using AD&D rules.

Those of you using the SAGA game rules, however, have a small hurdle to overcome. The style of spellcasting used by spellcasters in the Fifth Age is completely different from that used before the Second Cataclysm (as several novels and game products have detailed). Fifth Age magic is a freeform process that each spellcaster can shape to his or her individual style. During the War of the Lance, however, magic was a matter of rote memorization and tradition-laden prescribed actions with no room for individual variations. How, then, should you use the SAGA game rules, whose magic of sorcery and mysticism was designed to simulate Fifth Age spellcasting, to roleplay the adventures of the Heroes of the Lance?

High Sorcery and Clerical Magic—Saga Style

In these adventures, the act of casting a spell is no different than in other SAGA games. Priestly spells require successful Spirit actions, while spells of High Sorcery require successful Reason actions—these actions are resisted with Presence or Perception as usual. However, unlike in FIFTH AGE games, all spells have an average difficulty; when using High Sorcery or priestly magic, it is just as easy to cast a high-level spell as a low-level one. The number of spell points required to cast a spell is determined by squaring the spell's level—a second-level spell would cost four spell points ($2 \times 2 = 4$) and a fifth-level spell would cost twenty-five spell points ($5 \times 5 = 25$). All spells are cast instantaneously.

High Sorcery and clerical magic are much less malleable than sorcery and mysticism. Every spell found in these adventures has completely predictable and repeatable results. Those familiar with the AD&D game will know exactly what each of these spells is capable of, but those who have roleplayed using only the SAGA rules will find that the spell names are generally self-explanatory. It is more important that you be consistent and fair in rulings than that you accurately recreate the exact effects that AD&D spells generate.

Before play begins, Narrators should look over the spell lists of the heroes and characters, and have at least a general idea of what effect each one will achieve, writing them down if at all possible. (It is important to

remember that spellcasting heroes should be fully aware of their own capabilities.) Also, when a hero casts a new spell for the first time, Narrators should write down the results so that they may be replicated with future castings. As a general rule, the higher level a spell is, the more powerful its effects will be.

Saga Clerics and the Undead

Clerics whom the true gods imbue with spellcasting power gain another gift as well—the ability to ward off undead creatures. This power, usually referred to as "turning the undead," allows clerics to prevent all undead monsters, creatures, and characters from approaching closer than near missile range.

Whenever clerics encounter undead, they can attempt one *challenging Spirit (Presence)* action; clerics receive an action bonus equal to the number of cards they currently hold in their hands. Note that the cleric performs the action only once for the entire group of undead, and each creature resists individually. It is therefore possible for the same action to successfully turn some creatures but not others. Clerics can attempt this action once per group encountered, and the results last until all the affected creatures move beyond far missile range.

If a cleric successfully turns an undead being, the creature cannot approach closer than near missile range (and must retreat at least that far if it is already at melee or personal range); furthermore, it cannot launch an attack of any kind at the cleric or other heroes or characters in the affected area. Heroes may still attack the creatures as they normally would.

If a cleric fails to turn an undead creature, it can act freely. The cleric cannot attempt to turn the creature again until after it has moved beyond far missile range. Other clerics, however, can still attempt to turn the creature during this encounter.

High Sorcerer and Cleric Heroes

Looking at the hero sheets, anyone familiar with the SAGA game rules will notice that spellcasting heroes are missing some of the familiar bits of information. First of all, the hero's total number of spell points (as determined using the *Book of the Fifth Age*) is incorrect. In order to recreate spellcasters' growth in ability and power over the course of the adventures, a key feature of Fourth Age magic, spell points are determined in part based on the number of quests the hero has completed.

In order to determine a hero's total spell points, multiply the applicable ability score by his or her accumulated quests.

Anyone familiar with either the Chronicles trilogy or the original DRAGONLANCE modules will remember that wizards spent time each morning memorizing the spells they thought they'd need over the course of the day, as well as the fact that the number and power of these spells was limited by the wizard's experience. Likewise, readers will remember that clerics had to pray to their gods in order to receive the gift of a magical spell. In order to recreate the feeling of High Sorcery and the clerical magic of the true gods, we have replaced the familiar sorcerous schools and mystic spheres with spell lists. At the start of each day of the adventure, spellcasting heroes will have to spend an hour or more memorizing or praying, and the players will have to decide which spells their particular hero will have available that day. This choice will be crucial to the party's success. However, as with the AD&D rules, the heroes must have also had a good eight hours of sleep the night before. Otherwise, they can't concentrate well enough to memorize the spell or commune with their gods.

Each day, heroes may memorize a number of spells equal to the number of quests they have completed. They may, however, choose only spells whose level is equal to or lower than half the number of quests they have completed (round up). (Kinder Narrators may allow heroes to freely choose any spell in their spellbooks until they run out of spells for the day. This provides more options for the players but less accurately recreates the flavor of the original DRAGONLANCE modules.)

In other words, a wizard who has completed five quests may memorize five spells of third level or lower (half of 5 is 2.5, which rounds up to 3). Once they cast these spells, heroes may not cast any more spells that day regardless of how many spell points they have.

The heroes know only the spells listed in their spellbooks (although they may not yet be able to cast them all), and they may learn more as the adventures progress. When heroes find spellbooks containing new spells, they can learn them by succeeding at an *average Reason* action (resisted by the spell's level) and then copying the spell into their own spellbook. Note that it is possible (and indeed quite likely) that heroes who have completed only a few quests will know several spells that they cannot yet cast. As the adventure goes on, though, more and more of these spells will be available to the heroes—assuming they are quick-witted and nimble-footed enough to survive.

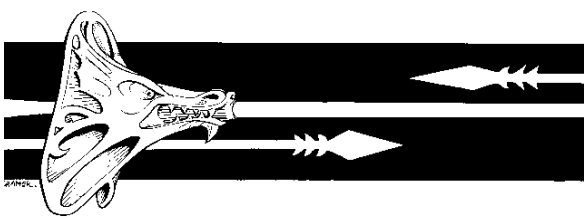
Character Advancement Using the Saga Game Rules

In the SAGA adventure game, heroes advance in reputation after completing a certain number of adventures. For the purposes of tracking such advancement, Narrators should consider each chapter in this book a "quest."

In all likelihood, heroes will stray into adventures that aren't described within these pages, or an encounter that takes a paragraph to describe grows into something much larger as the heroes become involved with the characters featured in it. Narrators shouldn't be afraid to consider several of the events in a chapter to be "quests" if the heroes' activities warrant it.

Narrators can use the following key points in the adventure as a rough guideline for advancing the reputation of the heroes:

- Defeating Khisanth at Xak Tsaroth
- Freeing the slaves at Pax Tharkas
- Defeating Verminaard in Thorbardin
- Defeating Feal-Thas at Icewall
- Discovering the dragonlances in Dragon Mountain
- Facing the dragonarmy in Palanthas
- Ending Lorac's Nightmare in Silvanesti
- Discovering the dragon eggs in Sanction
- Defeating the Dark Queen in Neraka.



Character Advancement Using the AD&D Game System

At its most basic level, the AD&D game system is about combat. The experience point awards as delineated in the *Dungeon Master® Guide* reward combat and the direct defeating of foes to a greater degree than it awards quick thinking and roleplaying.

The Dragonlance paradigm is slightly different. Often, direct confrontation spells doom for the heroes, as they are frequently fighting against vastly superior numbers—after all, it is the tale of ten people taking on an entire empire of Evil. We suggest that you give experience points to each hero playing in the adventure according to standard AD&D rules, but that you consider doubling or tripling the Common Individual Awards listed in Table 33 of the *Dungeon Master® Guide*.

A rough rule of thumb to operate with is for the heroes to gain a level every three or four chapters of adventuring. The heroes should gain levels at roughly the following points in the story:

- Defeating Khisanth at Xak Tsaroth
- Freeing the slaves at Pax Tharkas
- Defeating Verminaard in Thorbardin
- Defeating Feal-Thas at Icewall
- Discovering the dragonlances in Dragon Mountain
- Facing the dragonarmy in Palanthas
- Ending Lorac's Nightmare in Silvanesti
- Discovering the dragon eggs in Sanction
- Defeating the Dark Queen in Neraka.

Playing the Dragonlance Saga

Whether you are a Dungeon Master or a Narrator, whether you are using AD&D or Saga rules to run your Dragonlance campaign, it is up to you to give life to the words on the page. The mystery, the excitement, and the spirit are all things you must draw forth from the materials TSR is providing.

From its inception, the Dragonlance campaign setting has been linked tightly to one of the most successful fantasy novel lines ever published. The design philosophy behind the original Dragonlance adventures, from which this book was adapted, as well as the philosophy behind the first Saga adventures—the *Dragons of a New Age* cycle presented in the *Heroes of Steel*, *Heroes of Defiance*, *Heroes of Sorcery*, *Heroes of Hope*, and *Wings of Fury* accessories—assumed that players would take the role of characters from the novels and play through adventures that parallel or duplicate events as they unfold in the novels. The adventures were designed for the special qualities of the pregenerated heroes provided, and their personal histories and backgrounds frequently feature prominently in the adventure.

Many game groups followed this model, but just as many groups created characters of their own and blazed trails across Ansalon and thus forged epics that were one hundred percent their own. There have always been elements presented in the game material that support both styles of play. Further, novels and roleplaying games are two distinctly different storytelling forms which means differences are going to be unavoidable.

Playing the stories from the novels and using the characters that appear in them as heroes can be very exciting. These fully developed heroes give both Narrators and players rich backgrounds to draw upon, and all can combine their creative efforts to discover aspects of the Dragonlance Saga they may never have conceived of. However, if the players have read the Chronicles trilogy or any of the many other novels and short stories that refer to events that unfolded in the Saga, they must be on their honor to not use the information gained by reading them.

However, this problem doesn't occur when the players create their own heroes. As soon as this happens, all bets are off, and the players are creating a story that is entirely their own. Sure, the setting is the same as TSR's official Dragonlance Saga, and many of the same characters are featured, but their roles may now be completely different. Lord Toede may secretly be working against Verminaard, and Riverwind may have died on his quest to Pax Tharkas, just to mention a couple of changes. With groups taking this approach, this volume becomes more of a sourcebook—a guide to some of the places and people the heroes might visit or encounter during their adventures. Narrators have a lot more work ahead of them when running such a campaign, as they may have to devise wholly original adventures that only occasionally intersect with the plot presented within these pages. For such game groups, the sites and characters presented in these pages form the foundation for things completely original, and the only limit imposed upon the action is that of the gaming groups' imagination.

Preparing to Run the Campaign

The main preparation that Narrators should undertake is to read this book. The most successful Dragonlance campaigns are those where the Narrator can keep a sense of direction in the back of his or her head at all times. Of course, Narrators who have read the Chronicles trilogy by Margaret Weis and Tracy Hickman already have this sense of direction, but, as mentioned above, a number of significant plot differences exist between that excellent series and the campaign within these pages. We believe that if Narrators familiarize themselves with the flow of the campaign before they start to run, it helps them narrate a more exciting campaign.

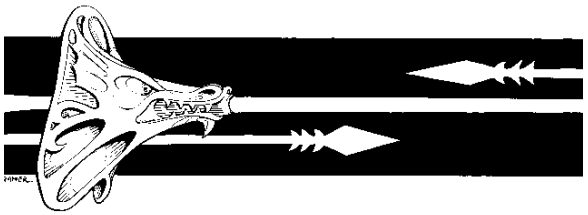
Narrators should also consider what their players are interested in. They might want to assume the roles of the Heroes of the Lance—the main characters in the Chronicles trilogy—or they might prefer to create original characters who can then experience a similar storyline. The latter requires more preparation on the part of the Narrator, but the extra work may result in happier players and a longer-lived campaign as a result.

The Companions and the Saga

The Heroes of the Lance are among the greatest adventurers in the long history of Krynn—epic heroes whose actions determine the fate of a world. They are the default heroes in the Saga that unfolds within these pages.

The original Innfellows numbered seven: Tanis, Caramon, Raistlin, Flint, Tasslehoff, Sturm, and Kitiara. Six reunited at the Inn of the Last Home and began a new adventure. They met Goldmoon and Riverwind, a pair of barbarians of the Qué-Shu tribe who were deeply in love. Soon, Tika, a barmaid, Gilthanas, an elven prince, and Laurana, an elven princess, joined them.

The pages following this introduction provide background and statistics for each of the Heroes of the



Lance. They can be photocopied for use in playing the game. The statistics for each hero are based on that character's first appearance in the DRAGONLANCE series. As people in real life grow and change, so do these characters grow and change in the course of the story. Some of this growth should arise from the way the player portrays the hero—for example, Laurana matures from a spoiled child to a commander of armies.

Each of the pregenerated DRAGONLANCE heroes plays an important part in the epic. If you have enough players, each player can play one of the Companions. If not, you can hold back some of the heroes and turn them into characters, allow players to take additional heroes as henchmen, or let players play more than one hero.

Encourage players to play the DRAGONLANCE game heroes as written. It is better to reinforce good roleplaying than to try to correct someone else's interpretation of the hero. Within the basic personality and background, players will find a wide range of options available to them. However, while we suggest that players should remain true to the heroes as they are portrayed in the novels, it should also be understood by Narrators and players both that few successful roleplaying campaigns do not take off in their own direction. If the player portraying Laurana decides that she should remain flighty and innocent, then she may well manage to shake off the affects of war and retain her childish outlook. Similarly, if the player of Tasslehoff decides he becomes a little grimmer because of all the death and destruction he experiences, that is okay, too.

Creating New Characters

You may, if you choose, allow players to bring other heroes into the DRAGONLANCE epic. If you do, you need to work with the player to give the new hero a background that fits in with the story. Some characters (like Alhana Starbreeze) can be turned into heroes, while others (like Fizban or Kitiara) cannot be. Or, you could decide that a particular hero is an elf from Qualinesti, or a fighter from the Seeker Lands, or a dwarf from Thorbardin that wants to accompany the heroes. When adding an outside hero, try to make him or her fit the overall DRAGONLANCE story by studying the background of the story and of the world.

New clerics have to learn about the true gods before they can cast spells. Goldmoon has the only copy of the Disks of Mishakal, but other clerics (notably Elistan) can instruct new clerics in the true faith. All true clerics must worship one of the gods of Krynn and possess a Medallion of Faith or they do not get any spells.

Watch out for alignment problems as well. The DRAGONLANCE heroes are working for the cause of Good. Heroes with natures drawn from a Fate Card of 4–6 {Neutral alignment} can fit in, but those with natures drawn from a card of 7–10 {Evil-aligned heroes} are out of place.

Remember, you, the Narrator, are responsible for the conduct of the game. If you know the world of Krynn and keep the spirit of the DRAGONLANCE epic in your heart, you can't go too far wrong.

Obscure Death; How to Live With It

Because the DRAGONLANCE Saga is an epic that may span years of campaign time, many heroes and villains are important: They have specific destinies to fulfill, and they shouldn't die until a certain point in the story.

When novelists or scriptwriters create a story, they have complete control over what happens when. The Narrators of roleplaying game campaigns don't have that degree of control, as they can't dictate every move of the heroes the way a novelist can. When Narrators try to force such control upon the heroes—who are rightfully under the control of the players who portray them in the campaign—much of the fun of roleplaying goes out of the game.

In other words, if Sturm is used as a hero in an adventure, he should have a fair chance of beating Ariakas and his dragon mount. However, if Sturm were to win the duel without needing a dragonlance, he would become more likely to take his chances without finding the dragonlances, thus causing the defeat of the Good forces to become more likely. In such a situation, Narrators either have to resolve themselves to running a campaign that is potentially significantly different in nature and outcome than what is presented here, or they must come up with story twists that secure the freedom of action and the feeling that the heroes are directing the outcome of the story.

Given all these concerns, what can a Narrator do should the heroes be clever enough (or even lucky enough) to outsmart a villain and defeat or kill him before the right place in the story? Or what can be done if a hero gets killed through bad luck?

Well, the "obscure death" rule comes into play in such situations. If a character or hero who has some important but unfulfilled role to play dies, that character or hero meets an "obscure death" so he or she can show up later.

What exactly is an "obscure death"? Obscure death is a favorite comic book or movie convention—a hero or villain who is apparently defeated and killed nonetheless comes back, armed with a story about how he or she miraculously survived the "fatal" incident. To make the "obscure death" convention work—particularly in fantasy settings where magic can either resurrect beings or insure they can never be brought back to life—Narrators just need to make sure the body is lost. It could be that the body is swept away in a fast-flowing river, gets buried under a collapsing building, falls down a deep shaft, or the like. Setting up the possibility for an obscure death is something the Narrator should do with each and every encounter the heroes have with major characters. (A careful examination of the design approaches taken in this volume will reveal that virtually every described location provides the means for characters and heroes to meet "obscure deaths.")

If the character who passed away too soon is a friend or foe of the heroes, you should think of a fairly plausible way the character might have survived that is somehow related to the way in which the "obscure death" was met. If the character is called upon to describe his or her reappearance, the explanation is right at hand.

If the person in question was one of the heroes, Narrators can handle the death in the same fashion, but

they need to explain how the death happened to the hero's player. This can be done either by relating the story when the hero shows back up in the game, or staging a one-on-one adventure so the player can roleplay the hero out of danger. (This way, the player gets a chance to save the hero. However, should the outcome of this one-on-one adventure once again lead to the death of the hero, then perhaps it's time to modify the story's plot; clearly, the forces of Fate were at work.)

Some Narrators may balk at the idea of allowing a player to save an otherwise dead hero in this fashion. Some may even view it as cheating. However, as mentioned above, a key element of the DRAGONLANCE method of campaigning is to build stories around the heroes . . . but how effective a tale can a Narrator weave if he or she keeps losing the main characters?

Still, be careful not to overuse "obscure death." If a character or hero isn't vital to the continued unfolding of the Saga, he or she should simply die. If every villain defeated by the heroes shows up at some future date, or if every hero returns from the dead, then much of the suspense goes out of the game, and the players eventually start to feel as though the heroes they portray truly have no impact on the story. Few things can be more fatal to the success of a campaign than this. Even if you desperately need a particular outcome for an encounter in order to keep the story you are telling on track, you must never let the players feel as though you are controlling the outcome. The players must always feel as though the heroes they are portraying are controlling events through their actions.

Heroes at "Death's Door"

Narrators should use the "death's door" rule when running DRAGONLANCE campaigns with the AD&D rules. There should always be a chance to rescue heroes from death—they are the central element of the story, and if they die, the story pretty much ends. When heroes are reduced to 0 hit points, they don't die. Instead, they hover over the precipice between this life and the next. They lose one more hit point per round until someone treats the wounds, either through healing magic or more conventional means—such as the use of healing proficiencies, or by a hero or character simply "binding" the wounds. Should the heroes' hit points ever drop to –10 or below—either through direct injury or through "slipping away" as described above—the heroes breathe their last. (Narrators should also use the "death's door" rule for major characters.)

Tough Choices and the Saga

The DRAGONLANCE campaign deals with a conflict that spreads across the entire continent of Ansalon. Although things seem to begin small and the heroes have only one or two clear directions in which to head, as the campaign unfolds, the players may, at times, choose from many different options. Some groups could never experience parts of the campaign because they choose a different path.

This is as it should be. This book is designed partly to be a springboard into the greater world of Krynn. Just because portions of the adventure in it aren't used as part of the Saga of the War of the Lance as it plays out in the Narrator's campaign, it doesn't mean that the heroes can't come back to that area in the future. Sure, if all goes well, the heroes will win the war at the end, but that doesn't mean all the minions of Evil in the world simply cease to be—unless, of course, the Narrator decides upon a vastly different ending than the one suggested in this book!



The world of the DRAGONLANCE Saga is much vaster than the scope in these pages. Thousands of years of history lead up to this point, and so far TSR has charted over sixty years of history past the sliver of Ansalonian history covered in this volume. Narrators can either use their own imaginations or the wealth of DRAGONLANCE fiction and sourcebooks available to spin their own Sagas using the locations and adventure seeds featured in this book.

A Final Word of Advice

Despite all we just said above, whatever approach you and your game group take to use the Saga presented in this book, you should keep one thing in mind at all times: This is your DRAGONLANCE campaign. No matter what TSR might have printed about the world of Krynn, the only truth that matters in your campaign is the truth that is accepted by you, as the Narrator, and by the players in your game. TSR has provided a framework within which you are supposed to create your own legends and tales. We have given you the starting point. The rest is up to you.

Heroes of the Lance

They were known as the Innfellows. They traveled the roads of Abanasinia, escorting a dwarven metalsmith and toymaker as he sold his wares—three humans, a half-elf, and a kender. Ocassionally, a dark-haired beauty who was twice the fighter of any of them would join them in their travels.

Then



Five years ago, a group of young adventurers and their aging dwarf mentor came together at the Inn of the Last Home in Solace. Known as the Innfellows, the group consisted of Tanis Half-Elven, the brothers Raistlin and Caramon Majere, Sturm Brightblade, a kender named Tasslehoff Burrfoot, the dwarf Flint Fireforge, and Kitiara uth Matar, Raistlin and Caramon's older half-sister. Although they had shared many adventures, their individual interests were pulling them in separate directions, and they had gathered to say farewell to one another.

Sturm Brightblade felt a need to travel north in search of his Solamnic roots. Kitiara offered to travel with him, as she had never been across the New Sea and she had her own desires to seek out her father's people.

Raistlin had been planning a secret voyage that would help increase his magical abilities. Wherever Raistlin went, Caramon would follow, and only Raistlin would know their destination.

Tasslehoff had grown bored of the same sights over and over in Abanasinia, and he was going to travel east toward Kendermore to find and visit with his family.

Tanis, who for some time had been torn between the love he felt for the wild-hearted, sensuous Kitiara and the knowledge that she would grow old and die even as he stayed young due to the elven blood in his veins, decided to go his own way to search for evidence that the true gods still walked in Ansalon. Kitiara and Sturm were disappointed—they had hoped he would travel with them, but they both thought the quest he was undertaking sounded challenging. They both promised to investigate information of the true gods in the lands they visited. The Brothers Majere and Tasslehoff promised as well.

Flint grumbled that everyone was abandoning him, but then commented that he heard his clan was having some trouble with gully dwarves. Maybe he'd go help them out and look for evidence of the gods' existence. "But I'm retired," he said. "Once you kids are gone, no more adventures for me."

This gathering started to turn somber, until Tika—a gangly tomboy known for causing mischief around Solace—quietly stole Caramon's dagger as a joke. After he chased her around the Inn's common room to reclaim his dagger, the group said their good-byes.

"Every year on this day," Tanis said, "any of us who are in Solace will come to the Inn. That way, some of us may meet. Five years from now, let us all vow to meet here one final time."

"Those of us who are still alive," Raistlin said, his dark eyes glittering.

All the Innfellows swore a vow that day: They would all be here in five years. A moment later, Raistlin touched his brother's shoulder and the two left quietly. The rest of the Innfellows trickled out, except Flint. The dwarf remained in the Inn for a long time, his head hanging low.

The Saga Begins

The daring deeds performed and sacrifices made by the Innfellows and their traveling companions during the War of the Lance went on to become one of the greatest sagas in the history of Krynn. It has been told and retold, thousands of times . . . but who can truly say what is fact and what is merely the creative elaboration of bards?

The truth lies within these pages. While portraying one of the pregenerated heroes, heroes of their own creation in their stead, or a mixture of the two, the Narrator will bring the DRAGONLANCE Saga to life for the players in a way they have never experienced before. They will create the truth about the Innfellows and their epic quests as the campaign unfolds.

Tanis Half-Elven

Description	Qualinesti half-elf adult male
Demeanor	Meticulous (2 ↗)
Nature	Resourceful (2 ↗)
Reputation	Adventurer (Quests 5, Hand 4)
Social Status	Tradesman (Wealth 4)

Agility	8A	Reason	6D
Dexterity	8A	Perception	7C
Endurance	6A	Spirit	7C
Strength	8A	Presence	8B

Melee weapon	Longsword (+7)
Missile weapon	Longbow (+6)
Armor	Leather armor of renown (–4)
Shield	None

AD&D Statistics

Tanis, male half-elf F5: AC 4 (Dex bonus, leather +2); MV 12; hp 35; THAC0 16 (16 longsword, 15 longbow, Dex bonus); #AT 1 (longsword) or 2 (longbow); Dmg 1d8+1 (Str bonus) or 1d8/1d8 (sheaf arrows); SZ M (5′10″); Str 16, Dex 16, Con 12, Int 12, Wis 13, Cha 15; AL NG.

Tanis's Story

"I was born during the terrible Shadow Years that followed the Cataclysm. My mother was a Qualinesti elf who was assaulted by a human plainsman. She escaped to Qualinost but died giving birth to a halfbreed: me. As I grew, I felt the difference between my elven cousins and myself strongly.

"As a ward of the Speaker of the Sun, the ruler of Qualinost, I grew close to the Speaker's three children—Gilthanas, Porthios, and Laurana. Laurana developed a childhood crush on me. I felt that I loved her, too, but she was merely a child. To avoid conflict with my adopted family, I left Qualinesti. A bitter argument I had with Gilthanas helped clinch this decision.

"I made a new home in Solace, and in those years I became a seasoned adventurer and fighter. A group of companions formed around me, among them the passionate and wild Kitiara. I have to admit that I fell in love, mainly because I had never met a woman as strong and self-assured as Kitiara. Eventually, we all went our separate ways. The Companions each found a quest—I set out to find evidence of true gods in the land—and swore a solemn oath to meet at the Inn of the Last Home one final time, five years hence. For five years, I roamed the known world, finding much that was strange and Evil—but nothing of the true gods. Finally, discouraged, I returned to Solace to meet my friends once more."

Appearance

Tanis has tan skin and a brownish-red beard, which marks his human heritage. His tight muscles indicate strength of body, yet his walk is marked with an elven grace, which betrays the fact that he isn't wholly human. He weighs about 145 pounds, and his apparent age is around 22 years (although his actual age is 102). He dresses in soft leather and clothing of brown and green hues. Over the leather hangs a green hooded cloak, and a quiver of arrows for the longbow that he carries peeks up over his right shoulder.



Roleplaying

Tanis is plagued by an inner conflict that is manifested by his love for two dissimilar women—Laurana and Kitiara. Although filled with self-doubt and uncertainty about his place in the world, Tanis seldom allows his emotions to show. The only visible sign of his turmoil are in his eyes.

He is trusting of strangers and friendly, yet reserved, even with his closest friends. Sometimes dark moods and doubts afflict him. Although a natural leader, he is not sure he wants a leader's responsibility. Money has little value for him.

Tanis received an elven education and can read and write. He has traveled throughout the Haven/Solace region and west across the mountains. He is an excellent fighter, with no fears or weaknesses other than his insecurity. Kitiara is his only obsession.

Game Information

Tanis has the natural affinity of his people for using the longbow. Any card played when attacking with this weapon is automatically trump. Also, Tanis has acute sight, causing any card played for a Perception action involving this sense to be automatically trump.

Tanis also speaks the following languages: Common, Qualinesti elven, hill dwarven, plains barbarian, gnome, kenderspeak, goblin, and hobgoblin.

All TSR characters, character names, and the distinct likenesses thereof are trademarks owned by TSR, Inc. ©1999 TSR, Inc. All rights reserved.
Permission granted to photocopy for personal use only.

Caramon Majere

Description	Human adult male
Demeanor	Thorough (1)
Nature	Brave (1)
Reputation	Adventurer (Quests 6, Hand 4)
Social Status	Commoner (Wealth 3)

Agility	6A	Reason	6D
Dexterity	6A	Perception	6C
Endurance	9A	Spirit	6C
Strength	10A	Presence	8B

Melee weapon	Long sword (+7)
Missile weapon	None
Armor	Chain mail (–3)
Shield	Target (–3)



AD&D Statistics

Caramon Majere, male human F6: AC 6 (ring mail, shield); MV 12; hp 51; THAC0 15 (13 longsword); #AT 1 (longsword) or 2 (longbow); Dmg 1d8+3 (Str bonus) or 1d8/1d8 (sheaf arrows); SZ M (6′2″); Str 18(63), Dex 11, Con 17, Int 12, Wis 11, Cha 15; AL LG.

Caramon's Story

"Raistlin and I were born when our half-sister Kitiara was eight. Because our mother was frail, it fell to Kitiara to raise the two of us. As I grew, I outstripped other boys my age, always being the tallest and strongest around. Because of this and my belief that strength of arms can help solve all kinds of problems, I quickly acquired fighting skills and soon became a champion swordsman. Although Raistlin and I are nothing alike, I love my brother dearly and I frequently protected him from bullies when we were growing up. When Raistlin discovered his natural aptitude for magic, I was very excited for him, even though his new studies kept him busy.

"I met and joined Tanis and his companions. At the age of twenty, Raistlin and I met with our companions in the Inn of the Last Home for what would be the last time in five long years. Raistlin had been granted an opportunity to take the Test—an experience that would make him into a powerful mage . . . if he survived it. I decided to accompany him so that the dangers of the road wouldn't bother him. I learned some things about my brother during that Test that I don't want others to know, so I never talk about it."

Appearance

Caramon, a giant of a warrior (weighing in at 220 pounds), is Raistlin's twin brother and Kitiara's half-brother. His strength is apparent because of his muscular frame, and his brown hair is wavy. He always wears his winged dragon helm, and he speaks with a booming voice.

Roleplaying

Caramon could not be more unlike his siblings. He is honest and open where Raistlin is cynical and reserved, friendly and compassionate where Kitiara is wild and passionate. He is easy-going and strong, and he acts shy around women. He is trustworthy to a fault. He is not secretive (except about the Test) and has no inner doubts. He is very protective of his brother and fond of him, but he doesn't understand him in the slightest. His brother's rudeness often embarrasses him, so he apologizes on his brother's behalf. His motto is, "There is no problem that cannot be solved by strength." While he thinks money is nice, it does not hold much importance to him.

Caramon doesn't always know his own strength. Also, his intelligence is not great—what he appears to be on the surface is what he is in his soul. His only private depth lies in his love for his brother. He is content to follow Tanis's lead and deeply respects Sturm, though he wishes both of them would loosen up a bit.

Game Information

Caramon is a skilled outdoorsman as well as a fighter (with a decided left-hand preference). This knowledge of the outdoors grants him an automatic trump bonus whenever he performs an action related to outdoor survival (such as finding food, setting up a smokeless, yet warm camp, and so on) {Tracking proficiency}. Because of his great strength, he carries enough weapons and armor to be virtually a "walking arsenal." He can usually spare a weapon should another hero need one.

He know how to speak both Common and plains barbarian.

All TSR characters, character names, and the distinct likenesses thereof are trademarks owned by TSR, Inc. ©1999 TSR, Inc. All rights reserved.
Permission granted to photocopy for personal use only.

Raistlin Majere

Description	Human adult male
Demeanor	Obsessive (9 ☽)
Nature	Scheming (9 ☽)
Reputation	Novice (Quests 3, Hand 3)
Social Status	Commoner (Wealth 3)

Agility	8X	Reason	9A (27)
Dexterity	8X	Perception	7A
Endurance	5X	Spirit	7C
Strength	5X	Presence	5D

Melee weapon	Staff of Magius (+6)*
Missile weapon	None
Armor	Staff of Magius (–3)*
Shield	None



AD&D Statistics

Raistlin Majere, male human M3: AC 7 (Staff of Magius*); MV 12; hp 8; THAC0 20 (18 Staff of Magius*); #AT 1 (Staff of Magius*); Dmg 1d8; SA wizard spells; SZ M (5′9″); Str 10, Dex 16, Con 10, Int 17, Wis 14, Cha 10; AL N.

Spellbook (2/1): 1st—*burning hands, charm person, comprehend languages, detect magic, floating disc, hold portal, magic missile, read magic, sleep*; 2nd—*audible glamer, darkness 15′ radius, detect invisibility, ESP, invisibility, mirror image, web*.

Raistlin's Story

"Caramon and I were born when my half-sister Kitiara was eight. Unlike my brother, I was sickly and frail to the point of death. It is due only to Kitiara's ministration that I survived past my infancy. As I grew up, the horrible experiences of my childhood soured me on most people. In fact, those around me say I grew cynical and bitter at an early age. I nurtured a bitter hatred of all bullies and developed a strong desire for justice because of their brutish behavior toward me. It is for these reasons and others that I started learning how to read at an early age. In essence, my interests showed that I had promise as a scholar.

"When I was five, my father took me to a village fair, where I watched a local illusionist perform. When I returned home, I could perform every one of the illusionist's tricks. Magic, it was clear, would be my key to survival. I was taken to a mage and presented as a prospective pupil. The mage was not overly impressed with me until he realized that I could read magic without study! And so I was accepted as a pupil. At an unusually young age, I was invited to present myself for the Test—I would come back to Solace a powerful magician, or not at all.

"Caramon accompanied me on that fateful trip. It was a trying ordeal."

Appearance

The Test of High Sorcery changed Raistlin's appearance. Not only did it break his health (he weighs a mere 135 pounds now), but it turned his skin the color of gold and changed the pupils of his eyes into hourglasses. In addition, though he is only twenty-five years old, he appears to be about five years older than that. He wears the red robes of the neutral Order of High Sorcery.

Roleplaying

Though Raistlin has a twin brother, he could not be more unlike his twin. People see him as a secretive, cynical, and distrustful person. However, despite what others think and what he says and does, he loves his brother, yet secretly envies him. In fact, though he will never admit it, Caramon is probably the only person or thing he could ever love.

Raistlin is nicknamed "The Sly One," for he is avaricious, cynical, and secretive. He always expects the worst of others. He has good qualities, though he works very hard at keeping them hidden: he hates bullies and supports and sympathizes with the downtrodden, though he will not admit his concern. He has a strong sense of justice, but little sense of mercy. Raistlin speaks in a soft, whispering voice. His health is poor and physical exertion swiftly wears him down. Additionally, his eyes are a terrible curse—for through them he sees time rushing past, and everything dies and withers in its time.

Game Information

Raistlin's exceptional perception shows itself in his acute senses of smell and vision. As a result, whenever he performs an action using these two senses, he receives a trump bonus.

Additionally, Raistlin has the ability to cast spells (see his spellbook for specific effects). For players in the Saga game rules, before play or when first casting a new spell , both the player and Narrator should note the effects and use this as a guideline for future castings of the spell.

Raistlin knows both Common and the spoken language of the Qualinesti elves.

* Staff of Magius: Adds a +3 action bonus to defensive actions or decreases AC by –3 (this effect can be combined with other magical defenses). On command it creates a sphere of brilliant light from its crystal top (continual light once per day), and it automatically makes the bearer as light as a feather (feather fall once per day), should the hero fall further than five feet.

All TSR characters, character names, and the distinct likenesses thereof are trademarks owned by TSR, Inc. ©1999 TSR, Inc. All rights reserved.
Permission granted to photocopy for personal use only.

Flint Fireforge

Description	Hill dwarf elder male
Demeanor	Resolute (2)
Nature	Stouthearted (2)
Reputation	Adventurer (Quests 4, Hand 4)
Social Status	Tradesman (Wealth 4)

Agility	5A	Reason	4D
Dexterity	5A	Perception	6C
Endurance	9A	Spirit	6C
Strength	8A	Presence	7B

Melee weapon	Hand ax (+2)
Missile weapon	Hand ax (+2)
Armor	Leather (–2)
Shield	Kite (–2)

AD&D Statistics

Flint Fireforge, male dwarf F4: AC 6 (studded leather, shield); MV 6; hp 42; THAC0 17 (16 vs. goblins/hobgoblins); #AT 1 (hand ax); Dmg 1d6+1 (Str bonus); SZ M (4′7″); Str 16, Dex 10, Con 18, Int 7, Wis 12, Cha 13; AL NG.

Flint's Story

"I am a Neidar (Hill) Dwarf, born in the wilds of the Kharolis Mountains. My father fought in the Dwarfgate Wars against the mountain dwarves and told me many stories about that terrible conflict. The hill dwarves, shattered by the war, broke up into small clans. I was born into the poverty and hardship of my people and grew up with a deep hatred of the mountain dwarves.

"Eventually I moved to Solace, since that town was located near all the major trade routes. My work was much in demand because of my skill as a metalsmith, and I became one of the few dwarves welcome in the elven kingdom of Qualinesti. There I met a young half-elf named Tanis, and we formed a fast friendship. When Tanis left Qualinost, I took the young half-elf on as a business partner.

"Although I've heard people grumble about me growing increasingly crotchety as I have aged, Tanis seemed to attract young, energetic people around him despite this. I must admit that though I seem rather gruff at times, I've become much fonder of the Companions than might be apparent. When I retired, I decided finally to travel south to find my people and left Solace when the Companions departed. I traveled south of Pax Tharkas, but Aghar (gully dwarves) captured and imprisoned me for several years. Finally, I escaped, but I can't stand the disgusting Aghar one bit."

Appearance

Flint Fireforge is the oldest of the companions at 148 years, though he appears to be around 50 years in age. His health is good, but he has a touch of rheumatism. He dresses sloppily when traveling (to discourage bandits) but is very much the dandy in town.



Roleplaying

Flint is gruff, cynical, distrustful, dwarven greedy, and never forgets an insult, but at the same time he is extremely loyal, a little bashful (especially around women), humorous and capable of deep and lasting friendship. Although it often appears different, he worries about his friends, thinking that they are children needing his care. He doesn't like to fight, but does it when he has to. He distrusts magic and all magic-users—including Raistlin. He has a running feud with Tasslehoff, but he possesses a secret fondness of the kender.

He enjoys handling and looking at precious metals and gems. He whittles continually, and strokes and cleans his beard whenever there isn't a piece of wood in his hand. Flint had a near-brush with drowning that left him terribly afraid of water, and he also had a close call with fire that left him nervous about flames. He is allergic to horses.

Game Information

Flint possesses all of the dwarf special abilities listed in the *Player's Handbook* and the *Book of the Fifth Age*. He also knows how to speak Common, hill dwarven, gnome, and goblin languages.

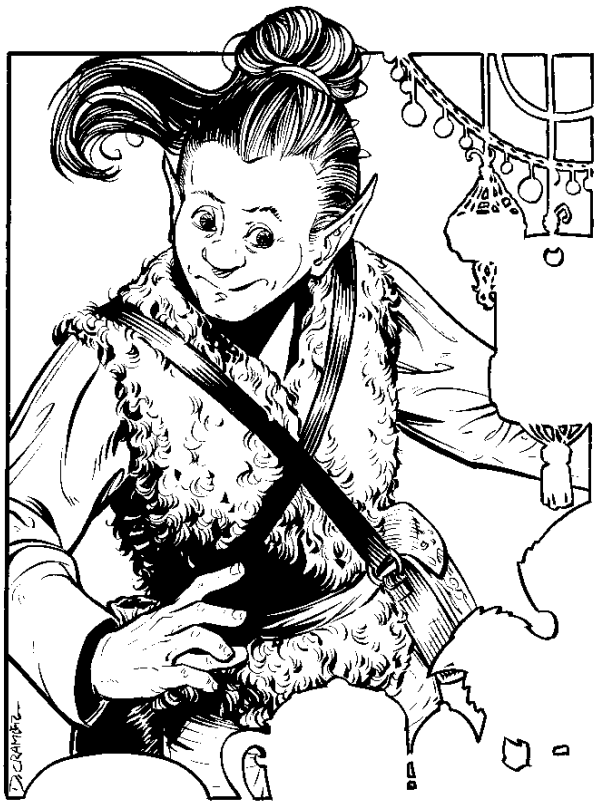
All TSR characters, character names, and the distinct likenesses thereof are trademarks owned by TSR, Inc. ©1999 TSR, Inc. All rights reserved.
Permission granted to photocopy for personal use only.

Tasslehoff Burrfoot

Description	Kender adult male
Demeanor	Careless (1 ↗)
Nature	Innovative (1 ↗)
Reputation	Adventurer (Quests 4, Hand 4)
Social Status	Commoner (Wealth 3)

Agility	8C	Reason	5C
Dexterity	8C	Perception	6A
Endurance	7C	Spirit	6C
Strength	7C	Presence	6C

Melee weapon	Hoopak (+4)
Missile weapon	Hoopak (+4)
Armor	Leather (–2)
Shield	None



AD&D Statistics

Tasslehoff Burrfoot, male kender T4: AC 6 (Dex bonus, leather); MV 6; hp 15; THAC0 19 (18 w/missile adj.); #AT 1 (hoopak +2); Dmg 1d6+2; SA thief abilities, kender talents; SZ M (3′9″); Str 13, Dex 16, Con 14, Int 9, Wis 12, Cha 11; AL N.

Special Abilities: Thief abilities—PP 50, OL 47, FT 40, MS 43, HS 40, DN 20, CW 73, RL 15; Kender talents—enrage others by verbal abuse (any creature the kender taunts must successfully save vs. spells or attack wildly at once for 1d10 rounds at a –2 penalty to hit and a +2 penalty to AC), immunity to fear (including magical fear), curious about everything: a tendency that often gets him into trouble, and possesses all halfling special abilities from the *Player's Handbook*.

Special Equipment: Thieves tools, leather map case stuffed with maps, hoopak: treat as combination bullet sling (Damage 1d4+1 SM/L) and jo stick +2 (Damage 1d6+2 SM/1d4+2 L)

Tasslehoff's Story

"I left home at the age of eighteen because an uncontrollable urge to travel and 'make the great map of every land' overcame me. Others have seen my map and found it confusing, but it's all perfectly clear to me! I had this magic ring of teleportation that allowed me to travel to different lands, which I then added to my map. As with the wooly mammoth I often talk about, though, nobody believes me.

"I'm a member of the Stoat clan of kender. My parents traveled in the Haven region, where they studied the lives of the plains barbarians. (What they thought of kender is nowhere recorded, and they were kind of quiet around my parents. Maybe I'll ask the next plains barbarian I see about what they think of us. And if they've ever seen a wooly mammoth.) I acquired skills as a "handler" (the word "thief" is considered impolite, and I object to it), and use them extensively to satisfy my curiosity about everything. That's why I had to admire a bracelet from Flint Fireforge's stall at a market—it was very well made. Flint was outraged and claimed that I stole it from him, but Tanis decided he liked me, and so we all became friends."

Appearance

Tas's small height, slight build, and childlike face make him appear to be a fourteen-year-old, but in truth he is thirty-eight. He wears bright blue leggings, a furred vest, and a homespun tunic. His brown eyes continually glint with fun and mischief. Tasslehoff's long brown hair is caught up in a topknot, revealing pointed ears.

Roleplaying

Tasslehoff's most endearing—and frustrating—characteristic is his insatiable curiosity and fearlessness. These traits often get him into trouble. His curiosity frequently drives him to see what other people have in their pockets and packs, and he can easily forget that he has "borrowed" a particular item. He collects odds and ends—he will never pass up a chance to acquire a map of any description—and often surprises himself with what he has in his pockets. He loves legends, songs, and stories, and collects riddles, puzzles, and enigmas as avidly as he collects maps. His map collection is varied and mostly useless as many of them are pre-Cataclysm. He is as likely to collect a map for its beauty as for its usefulness. Although it is hard to get a kender depressed (because of his fearlessness), Tasslehoff is saddened by death and destruction, and can be in awe of anything truly magnificent. His fearlessness does not keep him from being logical about danger, though his curiosity can sometimes overcome his reason.

Game Information

Tas can make a successful *challenging Reason* action to to know something useful on any subject {5% Legend Lore chance}. His innate curiosity causes him to be constantly taking in his surroundings, so he possesses acute vision and hearing {AD&D heroes have all of the abilities listed under the halfling race in the *Player's Handbook*}. Finally, he knows how to speak Common, kenderspeak, dwarven, Qualinesti elven, gnome, and goblin.

All TSR characters, character names, and the distinct likenesses thereof are trademarks owned by TSR, Inc. ©1999 TSR, Inc. All rights reserved.
Permission granted to photocopy for personal use only.

Sturm Brightblade

Description	Human adult male
Demeanor	Courageous (1 †)
Nature	Inspiring (1 †)
Reputation	Adventurer (Quests 6, Hand 4)
Social Status	Commoner (Wealth 3)

Agility	6A	Reason	7C
Dexterity	6A	Perception	6C
Endurance	8A	Spirit	6C
Strength	9A	Presence	6A

Melee weapon	Two-handed sword (+8)
Missile weapon	Longbow (+6)
Armor	Chainmail (–3)
Shield	None



AD&D Statistics

Sturm Brightblade, male human F6: AC 5 (chainmail); MV 12; hp 45; THAC0 15 (14 Str bonus); #AT 1 (two-handed sword); Dmg 1d10+1 (Str bonus); SZ M (6′4″); Str 17, Dex 12, Con 16, Int 14, Wis 11, Cha 12; AL LG.

Sturm's Story

"I was born the son of a Knight of the Rose in a part of Solamnia where it was considered more of a stigma than an honor to come from a Knightly family. During a particularly violent peasant uprising, my father saw that the fight was hopeless. He could not contenance ruthlessly slaying the untrained peasants nor could he simply desert his comrades, but he could send his family south to safety.

"And so I grew up in the town of Solace. As a child, I tried to keep up a Knightly bearing and cleave to the ideals of chivalry. My mother taught me the code of the Knights, and I wished nothing more in life than to honor my heritage. When I came of age, I received my father's legacy: a signet ring.

"I trained myself as a fighter, undertaking quests and great hardships to toughen my body and soul for Knighthood. I became fast friends with Caramon, then known as the strongest young man in Solace, and so I joined the Innfellows.

"When the Innfellows left Solace, I went north to find traces of the Solamnic Knights. I went to Vingaard Keep, my father's ancestral castle, now abandoned. I settled my father's estate, using the signet ring as proof of my heritage, but when the death duties were paid, all that was left was my father's sword and armor.

"And so I returned to Solace, understanding at last that true Knighthood is found in one's own heart. If I lived my life as a Knight of Solamnia, I would at least be true to my father's ideals. I need no more."

Appearance

Sturm bears himself with great dignity, wearing his father's armor that bears the symbol of the Order of the Rose. A great, thick brown mustache adorns his face—another symbol of the Solamnic Knights. His face is continually set in a calm expression, and his eyes can occasionally seem cold when surveying a situation, but when he beholds his friends, they warm up considerably. His brown hair has grayed a bit over the years making him appear to be in his late thirties, but he is actually only twenty-nine years old. While his stance and movements are entirely noble in nature, he sometimes has an air of sadness around him.

Roleplaying

The motto of the Knights of Solamnia is *Est Sularus oth Mithas*—My Honor Is My Life. It means that a Knight must be true to the ideals of chivalry at all costs. Sturm lives by that creed, and his highest ideal is to meet a noble death against overwhelming odds in the cause of justice. He is a man of noble bearing and great solemnity. His Knightly ideals can sometimes be troublesome—it is a shameful thing to run in battle, he feels. But when persuaded that a larger interest is at stake, he can make a "strategic retreat" if it will further the cause.

His greatest fear is that somehow he will dishonor himself and the Knights, and shame his father's memory. His honor is his major possession, and his word is unbreakable. He is a fighter of remarkable skill.

Game Information

Sturm has the ability to speak Common, Qualinesti elven, and Solamnian.

All TSR characters, character names, and the distinct likenesses thereof are trademarks owned by TSR, Inc. ©1999 TSR, Inc. All rights reserved.
Permission granted to photocopy for personal use only.

Goldmoon

Description	Human barbarian adult female
Demeanor	Sensible (3 ♥)
Nature	Compassionate (3 ♥)
Reputation	Adventurer (Quests 5, Hand 4)
Social Status	Peasant (Wealth 2)

Agility	7A	Reason	6C
Dexterity	7C	Perception	8C
Endurance	6A	Spirit	8A (40)
Strength	6A	Presence	9C

Melee weapon	Blue Crystal Staff (+2/8)*
Missile weapon	Sling (+2)
Armor	Leather (–2)
Shield	None

* This is the Staff of Mishakal. With a successful *easy Spirit (Spirit)* action, Goldmoon can use the staff to perform any of the following effects:

- Strike: improve the staff to Dmg (+8)
- Compel: force one creature within near missile range to take a simple, one word action.
- Heal: restore one card to a wounded hero, or a number of Endurance points equal to the top card of the Fate Deck to a wounded character. This effect is automatic, Goldmoon need not attempt the Spirit action.
- Calm: quell magical fear, including dragonawe, for up to ten heroes or characters who are within near missile range. This effect is automatic, Goldmoon need not attempt the Spirit action.



AD&D Statistics

Goldmoon, female human C5: AC 8 (leather); MV 12; hp 19; THAC0 18 (16 Blue Crystal Staff); #AT 1 (Blue Crystal Staff or sling); Dmg 1d6+2 or 1d4+1 (sling bullets); SA cleric spells; SZ M (5′7″); Str 12, Dex 14, Con 12, Int 12, Wis 16, Cha 17; AL LG.

Special Equipment: Blue Crystal Staff—heals damage on touch, hits as quarterstaff +2 (Special note: When the Blue Crystal Staff vanishes, she gets a quarterstaff +2 to replace it.)

Spells (5/5/1): Choose any spells from the *Player's Handbook*.

Goldmoon's Story

"I was born Chieftain's Daughter in the Qué-Shu tribe of plainsmen. I acted as priestess and my father's confidant after the death of my mother. At the age of eight I learned the skills of an accomplished diplomat. I loved the plains and had a special rapport with animals. Overall, my childhood was very happy.

"I was destined to marry the son of the village shaman, but my heart belonged to Riverwind, the child of a family exiled for refusing to worship the tribal ancestors and believing in the old gods. It was the law of the Qué-Shu that a man could challenge a lawful betrothal by undertaking a quest to prove his worth. Because my father was determined that I should not marry beneath my station, he sent Riverwind on an impossible quest—to find evidence of the ancient gods. He hoped Riverwind would die or fail, or that I would learn to love another.

"Riverwind was gone many years, and I became an adult. My father grew sick in the mind, and I took on many of the Chieftain's duties. My love for Riverwind never diminished during those days. One day Riverwind returned, half-dead and feverish. In his hand, he clutched a staff made of blue crystal. He raved about a dark place, a broken city where death had black wings. He remembered a woman, dressed in blue light, who gave him the staff.

"My father looked at the staff and commanded it to do something—anything. Nothing happened. And so my father proclaimed Riverwind a fraud and ordered him stoned to death for blasphemy. I rushed to his side as the tribesmen threw stones—and then suddenly we were teleported away! We found ourselves far from home—with only the staff to aid us."

Appearance

Goldmoon's fair face has classic, pure features, and her dark eyes often soften with compassion. Her flowing silver-gold hair has braided locks in the front and a slight wave to the rest. She usually has a feather or two woven into her hair, as well. She normally wears leather and fur. She is twenty-nine years old when she enters the Inn of the Last Home.

Roleplaying

Goldmoon is pure of heart and completely, deeply in love with Riverwind. Her sense of duty is very strong. Because she is Chieftain's Daughter, she expects others to obey her. Goldmoon is deeply religious and has a strong affinity for nature in all its aspects. Although she acts in a somewhat formal manner, her personal warmth and generosity make her a well-liked and charming companion. She is brave and not afraid of death. Her love for Riverwind is undying—the strongest force in her life.

Game Information

Goldmoon cannot cast any spells until she finds knowledge of the true gods. She then immediately gains the full benefits of her current reputation or level. She also knows how to speak Common, plains barbarian, hill dwarven, and Qualinesti elven.

All TSR characters, character names, and the distinct likenesses thereof are trademarks owned by TSR, Inc. ©1999 TSR, Inc. All rights reserved.
Permission granted to photocopy for personal use only.

Riverwind

Description	Human barbarian adult male
Demeanor	Deliberate (5 ●)
Nature	Vigilant (5 ●)
Reputation	Adventurer (Quests 5, Hand 4)
Social Status	Peasant (Wealth 2)

Agility	8A	Reason	7C
Dexterity	8A	Perception	7B
Endurance	7A	Spirit	7B*
Strength	10A	Presence	7C

Melee weapon	Longsword (+7)
Missile weapon	Shortbow (+2)
Armor	Leather (–2)
Shield	Kite (–2)

* Riverwind has no spell points and cannot cast any spells until after he completes eight quests. Then he may learn only priest spells that deal with plants and animals.

AD&D Statistics

Riverwind, male human R5: AC 5 (Dex bonus, leather, shield); MV 12; hp 34; THAC0 16 (15 with missile adj, 15 with Str bonus); #AT 1 (longsword) or 2 (shortbow); Dmg 1d8+3 (Str bonus) or 1d8/1d8 (sheaf arrows); SZ M (6′7″); Str 18 (35), Dex 16, Con 13, Int 13, Wis 14, Cha 13; AL LG.

Riverwind's Story

"I was born to a family that had been cast out of the Qué-Shu tribe for refusing to worship the tribal ancestors. My family believed in ancient gods. I became a shepherd, grew quickly into a young giant of a man, and became an excellent hunter and tracker. When I came of age, I was accepted as a Qué-Shu because of my skills and became a Far Hunter for the tribe. Although accepted as a member of the tribe, my family heritage kept me at the bottom of the tribal hierarchy.

"And then I fell in love with the Chieftain's Daughter. Goldmoon fell in love with me as well. I felt that my life was blessed beyond all measure. Unfortunately, Goldmoon was betrothed by her father to the son of the village shaman. Knowing this, I then exercised my right as a tribesman to challenge the betrothal. Under Qué-Shu law, I then had to undertake a quest to prove that I was worthy of Goldmoon's hand. Because Goldmoon's father did not want me to marry his daughter, he gave me an impossible task—to find evidence of the ancient gods.

"I followed the sun and the moon and the stars, aimlessly searching. Finally, I came upon a ruined city. Unfortunately, I remember little of what happened to me in that dark city other than images of the death that flew on black wings and the woman dressed in blue light who saved my life. That woman gave me a staff of blue crystal. Delirious and half-dead, I somehow returned to Qu-Shu and presented the staff as fulfillment of my quest. Goldmoon's father commanded the staff to do something—anything—but nothing happened. Enraged, he threw the staff back to me, proclaimed me a fraud, and ordered me stoned to death for blasphemy. As the ones who had once accepted me as Far Hunter in their tribe began to throw rocks, Goldmoon rushed to my side to die with me, if need be. But then the Blue Crystal Staff showed its power and teleported us far from home to the city of Solace."



Appearance

Riverwind is a towering, imposing man of few words and quick action. He is three years older than Goldmoon (which makes him thirty-two years old), but his skin is darker than hers. A faintly unhealthy pallor remains to his skin, which came about due to his recent ordeal retrieving the Blue Crystal Staff. His dark hair is long enough to be bound back, if he so chooses, but he usually wears a piece of leather around his forehead to keep it out of his eyes, weaves two braids in the front, or wears a combination of the two.

Roleplaying

Riverwind is fiercely protective of Goldmoon and loves her beyond life itself. Yet he is all too conscious of the social barrier between them and obeys her as Chieftain's Daughter. He is quick to anger and often stands aloof. He is distrustful of strangers until they have proven themselves, but once he calls someone "friend," he will lay down his life for the person.

Game Information

Riverwind has acute hearing {the ranger abilities listed in the *Player's Handbook*}. Additionally, he can speak Common, plains barbarian, Qualinesti elven, and hill dwarven.

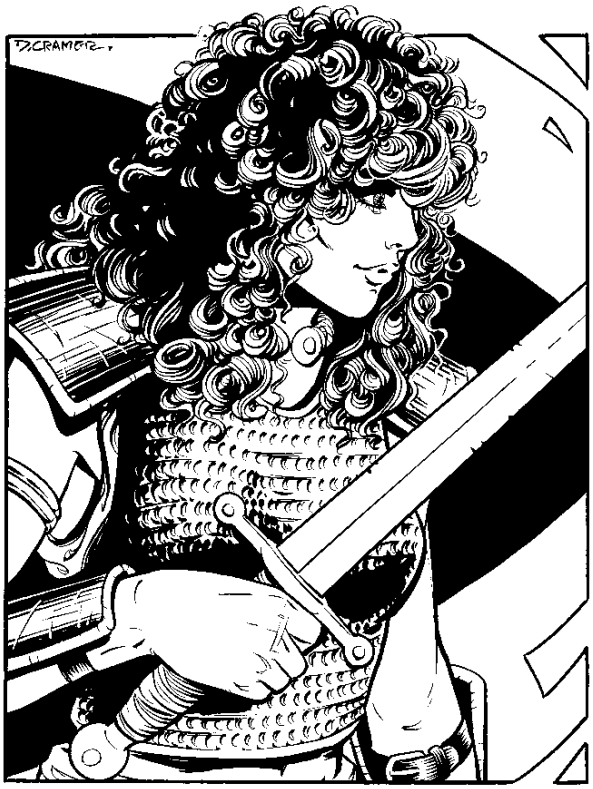
All TSR characters, character names, and the distinct likenesses thereof are trademarks owned by TSR, Inc. ©1999 TSR, Inc. All rights reserved.
Permission granted to photocopy for personal use only.

Tika Waylan

Description	Human adult female
Demeanor	Nosy (1 ◥)
Nature	Opinionated (1 ◥)
Reputation	Adventurer (Quests 4, Hand 4)
Social Status	Commoner (Wealth 3)

Agility	8A	Reason	5C
Dexterity	8C	Perception	6B
Endurance	7C	Spirit	6C
Strength	7C	Presence	7B

Melee weapon	Short sword (+3), skillet (+2)
Missile weapon	None
Armor	Leather (–2)
Shield	None



AD&D Statistics

Tika Waylan, female human F4 (formerly T3): AC 6 (leather, Dex bonus); MV 12; hp 22; THAC0 17 (16 w/missile adj.); #AT 1 (short sword or heavy frying pan); Dmg 1d6 or 1d8; SA thief skills, bashing; SZ M (5′8″); Str 14, Dex 16, Con 13, Int 9, Wis 12, Cha 14; AL NG.

Special Abilities: Thief skills—PP 40, OL 38, FT 30, MS 27, HS 20, DN 15, CW 87, RL 0; Tika has an affinity for bashing foes with makeshift weaponry, inflicting 1d8 points and no nonproficient use penalties.

Tika's Story

"Although I'm currently serving as a barmaid at the Inn of the Last Home, I was once a brash teenager who had a rough life. The daughter of a thief, I ran away from home at age ten to live in Solace. I grew up tough and fast, and I was an accomplished thief by the age of fifteen. One day, I tried to rob Otik Sandath, proprietor of the Inn of the Last Home, but I was caught in the act. Otik's first inclination was to have me arrested, but he saw something worthwhile in me, I guess, and instead offered me a job. At first I accepted only to keep out of jail, but I grew to love Otik as a father.

"For many years I have been the barmaid at the Inn of the Last Home. I gave up my thieving ways. I frequently serve as the Inn's bouncer, surprising many a drunk who believed that I was a weak push-over. My favorite attack is to bash someone over the head with a heavy frying pan.

"I knew the Innfellows when I was just a kid, and I'm ecstatic that they have come back. The others think of me as still just a kid, and this rankles me deeply, since I consider myself a grown woman."

Appearance

As a child, Tika was skinny and tomboyish. She remained a tomboy, but filled out into an attractive young woman with striking green eyes and red hair. She is nineteen years old when the Companions return to the Inn of the Last Home.

Roleplaying

Tika has a tough exterior, but inside she is innocent and vulnerable. Indeed, she has certain childlike qualities, including a fascination with magic. She knows a few sleight-of-hand tricks she picked up from her father.

For protection, she cultivated a rough, worldly image, but underneath she remained vulnerable and innocent. As her looks grew better, she began to attract male attention. She flirts as if very experienced, but she has never been in a relationship. She dislikes boastful and conceited men. She knows how to handle men, thanks to her years as a barmaid, but longs for something better. She is particularly annoyed that Caramon still evidently thinks of her as just a kid. She has a fear of heights resulting from a bad fall during her career as a thief.

Game Information

Tika has acute vision, so she gains a trump bonus whenever she performs any actions requiring vision. Unfortunately, her fear of heights makes any actions dealing with high places incur a penalty; Tika receives no trump bonus in such situations {the penalty is defined by the Narrator, but it can be a –2 attack penalty or a –2 penalty to ability checks}. Additionally, she knows how to speak Common and plains barbarian.

All TSR characters, character names, and the distinct likenesses thereof are trademarks owned by TSR, Inc. ©1999 TSR, Inc. All rights reserved.
Permission granted to photocopy for personal use only.

Gilthanas

Description	Qualinesti adult male
Demeanor	Capable (4 ◥)
Nature	Stubborn (4 ◥)
Reputation	Adventurer (Quests 5, Hand 4)
Social Status	Nobility (Wealth 8)

Agility	8C	Reason	7A (35)
Dexterity	6A	Perception	8B
Endurance	7C	Spirit	7D
Strength	6B	Presence	6B

Melee weapon	Longsword (+7)
Missile weapon	Longbow (+6)
Armor	Chainmail (–3)
Shield	Target (–3)

AD&D Statistics

Gilthanas, male elf F5/M4: AC 2 (Dex bonus, chain, shield); MV 12; hp 17; THAC0 16 (15 with missile adj.); #AT 1 (longsword) or 2 (longbow); Dmg 1d8 (Str bonus) or 1d8/1d8 (sheaf arrows); SZ M (5′6″); Str 12, Dex 16, Con 12, Int 14, Wis 10, Cha 13; AL CG.

Special Abilities: All ranger special abilities from *Player's Handbook*.

Spellbook (3/2): 1st—*detect magic, magic missile, read magic, sleep*; 2nd—*levitate, web.*

Gilthanas's Story

"I am the son of the Speaker of the Sun, ruler of the elven nation of Qualinesti. I have an older brother, Porthios, who is heir to the Speakership, and a younger sister, Laurana. My best friend in childhood was a half-elf named Tanis, but our childhood friendship came to an end when Laurana fell in love with him. I was outraged, for no half-elf should marry into the royal house of the Qualinesti. We quarreled bitterly, and Tanis left Qualinost forever.

"As second in line for the throne, I became an influential advisor and assistant to the Speaker at a young age. I learned the skills of diplomacy. In addition to my formal responsibilities I was trained in military leadership and combat.

"When the Dragonarmies invaded Abanasinia, the Speaker of the Sun sent me with a scouting party north to investigate the nature of this force. The mission ended in tragedy when draconians ambushed my party. I was knocked unconscious early in the melee and fell into a ditch, where I was left for dead. Laurana awakened me, and I discovered that she had taken up arms and decided to follow me on what she thought was a grand adventure. We traveled north to Solace and stopped briefly at the Inn of the Last Home for a meal . . . and who should we meet but my old childhood friend, Tanis!"

Appearance

Gilthanas has the appearance similar to most elves: almond-shaped eyes, fair hair, slight frame. Although he looks as if he has only 20 years to his name, he is actually 110 years old. When passing in places where elves stand out, he tends to pull the hood of his cloak over his head so as to hide his ears and his finely structured facial features.



Roleplaying

Gilthanas is brave and charming, with a love of adventure. His diplomatic skills and elven nature make him a delightful companion. However, he sometimes concerns himself too much with protocol, and he believes deeply in the superiority of the elven race. Although he can be short-sighted and a bit narrowminded, he is basically honest, just, sensitive, and well meaning. He is optimistic, heroic, and friendly. He has a great deal of respect for Tanis, but he is still strongly against the half-elf's involvement with Laurana.

Game Information

Not only does Gilthanas have acute vision that gives him a trump bonus to any actions involving vision {see the *Player's Handbook* for elf abilities}, but he also knows how to speak the languages of Qualinesti elven, Silvanesti elven, Common, gnome, kenderspeak, goblin, and hobgoblin. He also receives a trump bonus to any actions involving Presence in a formal diplomatic sense, though the Narrator should be sure to make them at least of *challenging* difficulty or higher {he gains the Etiquette proficiency, if this optional system is used}. This trump bonus does not apply during normal interactions; instead Gilthanas cannot ever gain the trump bonus when making Presence actions (except those used to resist magic). Finally, Gilthanas gains an automatic trump bonus while using the sword, as he is very skilled in its use.

All TSR characters, character names, and the distinct likenesses thereof are trademarks owned by TSR, Inc. ©1999 TSR, Inc. All rights reserved.
Permission granted to photocopy for personal use only.

Lauralanthalasa

Description	Qualinesti adult female
Demeanor	Inspiring (2 ♛)
Nature	Fair (2 ♛)
Reputation	Adventurer (Quests 4, Hand 4)
Social Status	Nobility (Wealth 8)

Agility	9A	Reason	8C
Dexterity	9A	Perception	6C
Endurance	7A	Spirit	6C
Strength	7A	Presence	8A

Melee weapon	Short sword (+3)
Missile weapon	None
Armor	Chainmail of distinction (–5)
Shield	Target (–3)

AD&D Statistics

Lauralanthalasa, female human F4: AC 0 (chain +1, shield, Dex bonus); MV 12; hp 24; THAC0 17 (15 w/missile adj.); #AT 1 (short sword); Dmg 1d6; SZ M (5′5″); Str 13, Dex 17, Con 14, Int 15, Wis 12, Cha 16; AL CG.

Lauralanthalasa's Story

"I am the youngest child of the Speaker of the Sun, ruler of the elven nation of Qualinesti. I have two older brothers, Gilthanas and Porthios, the latter heir to the throne. Gilthanas is closest to my own age and has for years been my closest confidant. Gilthanas's best friend was a half-elf named Tanis. Gilthanas, Tanis, and I played together for many years, and gradually I fell in love with the handsome half-elf. And Tanis, so I believed, fell in love with me. For years, our love was a childhood game, and we promised to marry each other when we came of age. Happily, I confided my fantasies to my brother Gilthanas.

"Gilthanas's reaction was not at all what I expected. He was furious at both me and Tanis. He stormed out to find Tanis. What happened in that conversation I never learned, but Tanis decided to leave Qualinost. I must admit that my heart was broken, and I foolishly longed daily for his return.

"In the years that followed, I became my father's assistant in many of the complex affairs of elven government. My growing diplomatic skills seemed to earn my father's respect. Although it might have seemed that I had forgotten about Tanis, much to the relief of the entire royal family, in truth I had not. Tanis is the one true love of my life, and I can never forget him.

"When war threatened the lands around Qualinesti, I grew tired of my elders continuing to tell me not to concern myself with such matters. When my brother Gilthanas went north on a scouting mission, I resolved to follow. Donning armor and taking up arms, I ventured beyond the forest of Qualinesti on what I thought would be a grand adventure."

Appearance

Much like her brother, Laurana, as she is known commonly, has almond-shaped eyes, fair hair and skin, and fine-boned facial features. She appears to be about eighteen years old, but she is actually eighty years old.



Roleplaying

Laurana grew up as a spoiled rich girl, used to getting everything she wanted. She has a deep streak of childishness, but something strongly noble resides within the young elven maid. It comes out when she is tested.

This noble streak enables Laurana to grow up when confronted by danger and discomfort. She should become increasingly mature, confident, courageous, and capable as she confronts the various crises in the story line of this campaign. She is a natural leader and commander, with a strong aptitude for military strategy and tactics. This may surprise her as much as the people around her.

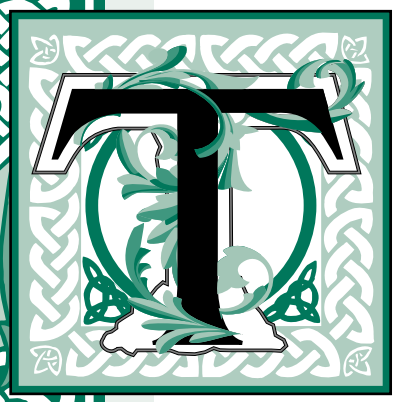
The one constant about Laurana is her love for Tanis. It may have started as a childish crush, but it becomes stronger every day.

Game Information

As with her brother Gilthanas, Laurana gains a trump bonus whenever performing actions to attack with a sword {she gains the abilities listed for elves in the *Player's Handbook*}. Additionally, her exposure to diplomacy in the court of Qualinost has enabled her to learn the languages Common, Qualinesti elven, Silvanesti elven, gnome, kenderspeak, goblin, and hobgoblin.

All TSR characters, character names, and the distinct likenesses thereof are trademarks owned by TSR, Inc. ©1999 TSR, Inc. All rights reserved.
Permission granted to photocopy for personal use only.

Chapter One



"That's done it," Flint said. "The circle is broken, the oath denied. Bad luck." He shook his head. "Bad luck."

—Flint Fireforge upon learning that Kitiara won't make the reunion of the Innfellows, Dragons of Autumn Twilight

As the Saga begins, the heroes are at the Inn of the Last Home for the first time in five years. Some new friends—Riverwind and Goldmoon—and old friends—Tika, Gilthanas, and Laurana—are here as well. Tika is neither armed nor armored, as she is working at the Inn as a barmaid; her only weapon is a heavy frying pan that she can fetch from the kitchen if needed. She has, however, been collecting weapons and armor in preparation for the return of the Innfellows, for she intends to join them. She will have to retrieve them from her home, however.

The object of this scene is to pull all the heroes together and set them on the road to adventure. Fizban does this by accusing them of performing Evil magic, but the Narrator is, of course, free to improvise. For example, he or she can instruct Gilthanas's player to ask the other heroes to join him and Laurana as they travel to investigate rumors of an army massing in the north.

Getting Started

The Inn of the Last Home rests high in the boughs of a vallenwood tree—as do most buildings here, for Solace is a treetop town. Worn steps wind around the massive tree trunk. A polished wooden bar weaves about several living branches, and the mouth-watering smell of Otik Sandath's spiced potatoes drifts from the kitchen to mingle with the high-quality ale he sells.

The map "Inn of the Last Home" shows the locations of the heroes and major characters as the story begins. The Narrator should run the opening scene of the campaign in cinematic fashion, making cuts between the individual roleplaying scenes below while giving hints to the players so they understand different conversations are taking place among heroes and characters. The conversations all come to an end as the common room explodes in chaos when Seeker Hederick suffers his accident.

The Narrator might consider suggesting to the player portraying Tasslehoff to have the hero drift around the common room, perhaps using him as the focal point of the scene, with the focus shifting between groups of characters as Tas moves to join their conversations.

Playing the Novels

In *Dragons of Autumn Twilight*, the readers join Tanis and Flint for the last leg of the journey back to Solace as the two meet on the road. They encounter Fewmaster Toede and a group of goblins who are searching for the Blue Crystal Staff that is in the possession of Goldmoon and Riverwind. He tries to arrest the pair for being out after dark, but the heroes fight. Tasslehoff arrives to provide much-needed assistance. The trio continues onward to the Inn of the Last Home.

Once they arrive, they reunite with Raistlin and Caramon. As they talk, Sturm arrives with Goldmoon and Riverwind, whom he had met on the road to Solace. The group reunites with Tika, who has grown into a beautiful woman and now works for Otik as his barmaid.

An old storyteller (who later is revealed to be Fizban) tells a story about Paladine, the mightiest of the true gods. Hederick, the Head Theocrat of Solace, is drinking at the Inn and takes offense at the story. While ranting, he menaces Goldmoon. As Riverwind moves to protect her, he accidentally pushes Hederick into the fireplace. The old man orders Tas to use the Blue Crystal Staff that Goldmoon is carrying to knock Hederick down, and when he does, there is a bright flash and the Theocrat is fully healed.

Inexplicably, the old man joins the Theocrat in accusing the party of witchcraft and in calling for the guards. When Tanis protests that he and his friends have nothing to do with this, the old man winks at him and asks if Tanis thinks the guards will believe that. Tika shows up, panicky, saying that the guards are coming to arrest them. Tanis decides the old man is right. He and the band escape through the Inn's kitchen, with Tanis coaxing Sturm along by reminding him a woman must be protected. (The Solamnic code of honor is such that he doesn't ordinarily run from battle.)

The material presented in this book differs from the novel in several ways. First, for simplicity's sake, all heroes are already at the Inn as the campaign starts. However, the Narrator can use the encounter in Chapter Two: Abanasinia titled "Fewmaster Toede's Stand" to stage the encounter with the goblins if he or she wishes to keep the storyline of the campaign close to the novels. Furthermore, the old storyteller's activities differ from the story presented here. That was done to help keep the number of characters the Narrator would have to juggle to a minimum. The Narrator can consult *Dragons of Autumn Twilight* for Fizban's dialogue, as well as the lyrics of the song he encourages Goldmoon to sing.

Tika, the Seeker, and the Old Man

A low murmur of voices fills the Inn as more people drift in for a drink or a meal. Otik Sandath, the owner and operator of the Inn of the Last Home, stands behind the bar and waves at Tika to get her attention. He gestures at the table where Seeker Hederick, Theocrat of Solace and leader of the Seekers in the town, sits with an old man.

The Narrator should tell the player portraying Tika that she knows Hederick as a someone who turns mean when he's had too much too drink—and since he's powerful, Otik believes in keeping Hederick's mug full until he has to be carried out. The old man is unfamiliar to her, but he has been in Solace for several days, telling stories

and performing tricks for the children, and, at least for this afternoon, discussing Seeker theology with Hederick.

Hederick, as is his wont on slow days, has been drinking for most of the afternoon, and he is at the stage where if his mug isn't full, he turns nasty. When his mood does turn, he calls upon his force of Holy Guards; then people get arrested for thinking impure thoughts (usually these consist of Hederick's own thoughts directed at attractive females), coveting another man's belongings (usually Hederick sees something *he* wants, and it's always the person with the coveted belonging who is arrested), and for just not looking right (usually because Hederick wants to display his power and authority). Read aloud the following:

"If you ask me," the old man says as Tika fills Hederick's mug, "I think it might be easier if you go to a temple of the old gods. They're probably still out there, you know."

"Blashfemy," replies the intoxicated Hederick. "The gods turned their backs on the world when they punished the world with the Cataclysm."

"Well, we already talked about the Cataclysm, and we know we can't agree on why that happened. But if you ask me, the mortals turned their back on the gods, blaming them for the Cataclysm where they should have blamed themselves. And now, maybe both gods and mortals are sulking in their respective corners, each waiting for the other to—"

"This discushion is getting foolish, old man. Letsh ashk the girl—letsh see what the salt of earth has to say." He turns to Tika. "What do you think, girl? Do you think the old godsh are waiting out there for shomeone to give them a hug and a kish and say all is forgiven, or do you think the Seekers are the onesh who will move the world forward on its journey to shpiritual enlightenment and perfection?"

The player portraying Tika should provide whatever answer he or she thinks is appropriate. If Tika says anything in support of the old man's opinion that the true gods are waiting for mortals to resume worshiping them, Hederick flies into a rage, as described below in "The Seeker's Rage."

If Tika supports Hederick, the old man leans back in his chair and winks at her. "Smart girl," he says. "I still say you're wrong, Seeker. So there." Amazingly, the old man sticks his tongue out at the Theocrat.

Hederick sputters about the proper forms of debate, and the old man laughs. Their discussion continues, and Tika can return to the main group of Innfellows or drift around the common room as her player desires. If she asks the old man's name, he tips his hat at her and says, "Fizban, lately of the beautiful town of Solace, but originally from . . . well. Hmm. Everywhere I guess!"

In the latter case, the events of "Sturm and the Twins," "Tanis and the Elves," and "Flint and the Plains Barbarians" occur as Tika continues with her own actions. At some point, Fizban goes to Flint in "Flint and the Plains Barbarians."

Sturm and the Twins

Meanwhile, Sturm is catching up with Caramon and Raistlin, swapping tales about their journeys. If the player portraying Raistlin is unfamiliar with the character from Chronicles, the Narrator can explain how his appearance changed as a result of his Test of High Sorcery. If Tika's encounter with Hederick and the old man went without incident, she can return to the table. If not, she is speaking with them as this encounter happens.

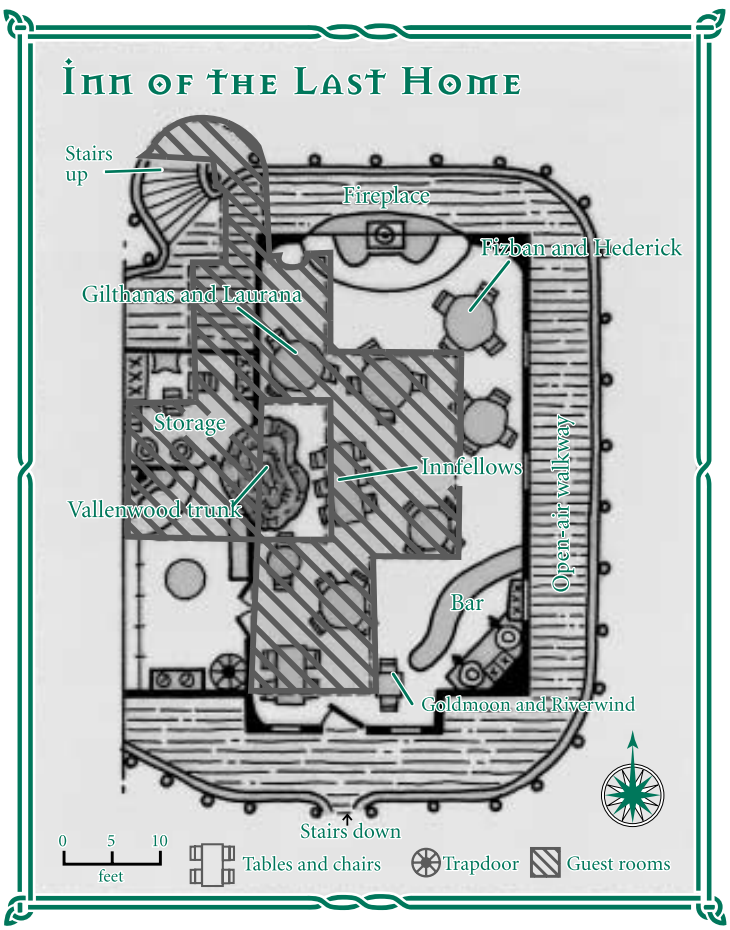
As they talk, they notice a tall, broad-shouldered man enter the Inn with two shorter ones. They deliver a message to Tanis (see "Tanis and the Elves") and leave immediately. A man at the table next to yours leans closer and says, "Them there hooded men have been asking around about a Blue Crystal Staff. Maybe your half-elf friend's gonna get himself a reward."

At this point, Sturm and the twins can speak with Tanis about the message. If Tanis opens it, disappointment becomes clear on his face (see "Tanis and the Elves"). As they discuss the content of the message, Hederick explodes with anger, leading to "A Seeker's Rage" below.

Tanis and the Elves

The players of Tanis, Laurana, and Gilthanas must decide how this particular reunion plays out. Laurana has been nursing a crush on Tanis, and Tanis has been trying to deny the feelings he has for her—someone who will live far longer than he and who is as a sister to him—ever since he left Qualinesti. Further, Gilthanas is aware of the mutual attraction between them, and although he respects Tanis, he doesn't want his sister involved with a half-elf.

If Laurana and Gilthanas aren't being used as heroes, the Narrator probably should omit them from this scene, or, at the very least, leave Laurana out. Tanis can reunite with her when the party arrives in Qualinesti later.





Whether they are heroes or characters, Gilthanas and Laurana have come north to investigate rumors of war and are on their way to the Lordcity of Haven, the capital of Abanasinia. The Narrator should tell Laurana's player that she sees this as a perfect opportunity to spend some time with Tanis and that she should invite him and his experienced adventuring friends along. Then, the Narrator should mention that Laurana catches sight of Flint speaking with a pair of plains barbarians across the room, and that she remembers the dwarf from years ago when he made toys for her in the city of Qualinost. Hopefully, this will cause the player to guide Laurana to the other heroes, mixing the interaction a bit. It also gives Gilthanas's player a chance to speak privately to Tanis.

As Tanis and the elves speak, three men enter the Inn. One is a tall, broad-shouldered man with a scarred face. He is clearly a warrior, his dark cloak poorly hiding his plate mail and longsword. Behind him are two short men, their features hidden by cloaks, though it is clear they also are armed. The tall man looks around the Inn, fixes his eyes on Tanis and walks over to that table. "Tanis Half-elven?" he asks, with a rumbling voice. If Tanis replies in the affirmative, the man places a small scroll case made of polished wood on the table. "I was asked to bring you this message." Without further commentary, he and his companions leave the Inn.

If Tanis tries to delay the men, they simply shake their heads and try to ease out of the situation as quickly as possible; they have no other knowledge of any use. The case contains a note written on a thin piece of parchment. The bold handwriting is familiar to the four characters at the table—it is that of Kitiara uth Matar, his old lover and adventuring companion. The note is brief and clear: Business in the north has detained Kitiara and she cannot attend the reunion. She offers her deepest regrets.

If Tanis shares this news with Sturm and the brothers Majere, Sturm is not surprised. The Narrator should tell Sturm's player that he met Kitiara briefly a couple of times after they parted ways in southern Solamnia. The last time they crossed paths, she was working for a powerful warlord in the east, although she would never say specifically who it exactly was.

At some point after Tanis receives the message and after Flint has a moment with Riverwind and Goldmoon (see "Flint and the Plains Barbarians,") Hederick loses his temper either at Tika and the old man, or the two plains barbarians that Flint went to talk to.

Flint and the Plains Barbarians

As Flint goes to speak with Riverwind, he notices the man's golden-haired companion is cradling a buckskin-wrapped staff with a blue crystal tip. The Narrator should mention that the woman is gazing upon Riverwind with a look of love in her eyes. Riverwind appears more gaunt than when Flint last saw him.

The Narrator should encourage the players to role-play their introductions to the others. Although Flint has met Riverwind in passing once, the plains barbarian has been through quite an experience since then. Furthermore, Flint has never met Goldmoon. Specifically, the barbarians' reply should explain how they came to be in Solace.

Regardless of how the interaction between Flint and the two plains barbarians plays out, the old man excuses himself from Seeker Hederick (after he redirects any angry attention away from himself and onto Tika) and ambles over to where the trio sits. "That's a nice staff you got there," he says to Goldmoon. "Where did you find it?"

As Goldmoon tells her story, Fizban looks thoughtfully at her staff. Whether she tells the truth or not, he says, "Long ago, the true gods of Good created artifacts that they gifted to mortals. One of those was the Blue Crystal Staff of Mishakal." He suddenly takes the staff from Goldmoon and starts removing the buckskin wrappings around the staff. If any hero tries to stop him, he somehow manages to stay just out of reach, no matter how hard the hero tries to get the staff away from him. He unwinds the entirely of crystal. Read aloud or paraphrase the following:

Within moments, the old man unwinds the staff's covering, revealing that it is made entirely of crystal. "My, my," he says. "I haven't seen something like this since . . . well, since a very long time." He fixes his eyes on Goldmoon for a moment, and then sweeps his gaze across the rest of you. "Can you be the ones? You, Chieftain's Daughter, and the rest these fine folk?"

He hands the staff back to Goldmoon, saying, "I can see in your eyes a great and terrible destiny for all of you. You must go to Xak Tsaroth, a ruined city to the east of the Abanasinian plain. Return this staff to its owner, and you will receive the blessing of the true gods."

His gaze sweeps across the party again. "You are the Chosen Ones. You go with the hopes and prayers of many. You will face your greatest peril in a contest for the greatest gift given to mortals: You will the ones to restore knowledge of the true gods to Krynn."

At these words, Seeker Hederick leaps to his feet. "Blashfemy," he yells drunkenly. "Savages and cutthroats are not the ones who can restore gods to Krynn! Only the Seekersh are pure enough for that honor. Shomeone call the Holy Guard! I want thish old blashfemer and these two barbarians arreshted!"

"Oh, sit down you blubbery sot," the old man replies. "This lovely young couple are about to embark with their new friends on a great adventure. Congratulate them."

Hederick looks momentarily confused by the old man's statement, wavering slightly. Then his eyes focus on the staff in Goldmoon's hands. "The shtaff," he cries. "That stshaff. That ish entirely too fine an item for one such ash you to have come by honeshtly. I am confishcating it. Shomeone make a note to add thievery to the charge."

Hederick attempts to take the staff from Goldmoon. If Riverwind doesn't come to her defense, the Narrator should point out that Hederick just gravely insulted Goldmoon—he called the Chieftain's Daughter a thief!

If Riverwind doesn't step in, or if Goldmoon doesn't keep the staff out of Hederick's grasp, when he touches it, he receives a powerful electric shock. He stumbles backwards, holding his singed hand, and screams, "Witch!"

Whether Riverwind defends Goldmoon or not, the events of "The Seeker's Rage" now unfold.

The Seeker's Rage

Whether the Seeker has been enraged by Tika's agreement with Fizban, or by Goldmoon and Riverwind, he launches into a series of curses and bellows for someone to call the Holy Guard to arrest the "blashfemer!" Hederick then whirls and grabs his quarterstaff from the corner where he sat. "I'll teach you a lesshon," he bellows and moves to attack the object of his rage.

Since this is the DRAGONLANCE Saga, hopefully at least one chivalrous hero is in the room. If not, the female being attacked is probably capable of defending herself. As combat with Hederick begins, Otik is calling out in the background, urging everyone to calm down.

Hederick's statistics are identical to those of Elistan (see the "Masters and Magic" appendix), but they are irrelevant for the purposes of this combat. The first blow struck against the Seeker causes him to drop his quarterstaff and stumble backward drunkenly. He trips over the hem on his robe and falls straight into the Inn's fireplace.

Hederick screams as the smell of burning flesh fills the common room. All heroes except Tasslehoff should make successful *challenging Presence* actions {saving throw vs. paralyzation} or stand transfixed in horror as Hederick stumbles around, knocking mugs from tables while his clothes, hair, and face are ablaze. He continues to shriek.

"Someone knock him down!" Fizban shouts. If Goldmoon failed her Presence action {saving throw}, the old man snatches the crystal staff from her and tosses it to Tasslehoff. If she isn't frozen with horror, he pushes her toward Hederick. "Hit him with the staff! Once he's down, I'll smother the flames!"

Tasslehoff or Goldmoon must successfully strike Hederick with the Blue Crystal Staff. Once one of them does, the staff flashes a blinding blue and the Theocrat tumbles to the floor. Fizban throws his cloak over him and puts out the flames. When he pulls back his cloak, he gasps in surprise, as do other characters who had gathered around to see if the Theocrat was still alive. Read aloud or paraphrase the following:

Not only is Hederick alive, but he no longer has any wounds. His clothes are whole and untouched by fire, as are his skin and hair.

"It healed him," Fizban cries. "The staff! Look at it!"

The Blue Crystal Staff is glowing as if lit from within. The glow gradually begins to fade as Fizban continues, pointing a gnarled finger at Goldmoon. "Call the guards! Arrest the barbarians! Arrest the kender! Arrest the half-elf and the Knight! They're all in this together! It's Evil magic I tell you! Evil!"

The old man spins around the common room, accusing every single hero of being in league with Evil. Otik tries speaking up, but when Hederick gets to his feet, he falls silent.

Continue with "The Set-Up."

The Set-Up

Fizban continues to cry out and claim the heroes are in league with Evil spirits. If one of the heroes challenges him or tries to claim that he or she has nothing to do with anything Evil or the magical staff, he pulls that hero close and says, "I know that. You know that. But they won't believe that. I think you'd best get yourselves to Xak Tsaroth. Be rid of the staff, and you'll be in the clear. Now get. You all have a destiny to fulfill." He pushes the hero away with a wink. Read aloud or paraphrase the following:

A local bursts through the front door. "The Holy Guards are right behind me," he cries. "They have come for the Evil sorcerers!"

"I recommend going through the kitchen," says Fizban as he plops down in his chair and swings his feet up on the table. "They won't be looking back that way . . . yet."

If the heroes flee the Inn through the kitchen, they have enough time to think about what their next actions are going to be. Although Hederick will try to stop them, a single blow will cause him to crumple, unconscious. If they stay in the common room to finish Hederick off or to get back at the old man for causing them grief, 1–10+5 Holy Guards arrive. (They have the statistics of Soldiers, which can be found on the "Combined Monster Chart.")

After the first batch of Holy Guards has been defeated, 1–10+10 hobgoblins led by Fewmaster Toede arrive (see the appendix). They have been posing as mercenaries in order to infiltrate Solace in preparation for the dragonarmy invasion of the town—something they reveal only under the threat of death—and they too attack the heroes. A contingent of 1–10 Holy Guards arrives the following minute from the back of the Inn.

A total of thirty Holy Guards and sixty hobgoblins are in Solace. They all eventually arrive at the Inn, attacking unless the heroes escape or die. A dispatch of 1–10 of each group arrives during the following combat exchanges to battle the heroes. (Toede, however, flees the scene to "get reinforcements" as soon as the heroes kill a hobgoblin.)

Continuing the Saga

By the end of this section, the heroes should be on the run. Two options have been presented to them. Gilthanas and Laurana were on their way along the northern road in search of rumors of an army, on a journey that eventually can take them to the Lordcity of Haven. On the other hand, the old man from the Inn urged the party to travel to the ruined city of Xak Tsaroth in the East. The name of that city triggers faint and uncomfortable memories for Riverwind, but he doesn't know why. In either case, the campaign continues with Chapter Two: Abanasinia.

If the heroes fight and are captured, they find themselves placed in a secured wagon like the one described in Chapter Five: The Slave Caravan and driven east. Ten hobgoblins escort them, and all their belongings are in a chest on the top of the wagon, including the Blue Crystal Staff, which the hobgoblins forced Otik to place on the wagon once they discovered they could not touch it without receiving an electric shock.

The heroes spend several days in the wagon, receiving very little food and water. Unless they escape, their captors bring them to the city of Gateway and before Highlord Verminaard (see the appendix). The dragonarmy already has taken the town, and horrible misshapen dragonmen (Baaz and Kapak draconians) are herding much of the populace into wagons. Verminaard laughs at the heroes, saying Paladine put his trust in a group of incompetents. He thanks the heroes for the return of the staff, promising that Onyx will guard it properly this time. To Riverwind, he snarls, "I should execute you for your invasion into Xak Tsaroth, but instead, I shall subject you to a fate that is worse than death: I shall enslave you."

The heroes' captors load them back into the wagon, and they return west as part of a large caravan guarded by one hundred hobgoblins, twenty Baaz, and a Dragonarmy Officer. Once the caravan arrives back in Solace, Chapter Four: Dragon Wings Over Abanasinia begins. While the heroes were gone, the Red Dragonarmy conquered Solace.

The Narrator should realize that if the heroes are in this sorry state, they may not discover priestly magic until later in the campaign. If the Narrator wishes them to have access to magical healing, they need to go to Xak Tsaroth.

Chapter Two



Goblins, boats, lizardmen, invisible stags—what next?"

"I wish I could see the stag," Tas said wistfully.

"Get hit on the head." The dwarf snorted. "Although with you, we probably couldn't tell the difference."

—An exasperated Flint Fireforge, Dragons of Autumn Twilight

This chapter provides the Narrator with enough information to continue the Saga once the heroes are on the run after their encounter at the Inn of the Last Home. It mostly helps funnel the party toward Xak Tsaroth, the next major location the heroes need to visit in the story. Narrators can expand some elements, however, for players who stray from the assumed path. Begin with "Solace Township."

Solace Township

Around five hundred people, consisting mostly of humans, call Solace home. That number does not include the farmers to the north of the community. The town is built almost entirely in the huge boughs of mature vallenwood trees, except for the blacksmith shop of Theros Ironfeld and the stables. Rope bridges connect the trees, and steps wind their way upward around the massive trunks.

Solace is primarily a farming community. It has no local government but is ruled by the Theocracy of Seekers from Haven, five days journey to the west. (Gilthanas and Laurana had this destination in mind when they left Qualinesti.)

All services adventurers would expect from a town of this size are available for reasonable rates. The exception is smithwork: Theros Ironfeld charges usual rates for work on iron items, but charges double for work on weapons, armor, and other steel items. He does this not only because of the high value of steel, but also because he strongly supports peace and does not want to encourage battle and war.

The Inn of the Last Home stands near the center of the town, overlooking an open clearing where fairs and other large events take place during the summer. Now, however, the clearing is empty, as cold autumn winds are blowing away the last vestiges of that pleasant time of year. The leaves of the vallenwoods are turning red and yellow. Tika's small cottage is perched high in one of the trees. Her belongings are few, and she can quickly gather them. The party then has a decision to make: Do they wish to travel toward Haven or toward the mysterious city of Xak Tsaroth where the old man said destiny awaited?

Playing the Novels

In the Chronicles trilogy, the heroes never visit Haven or the village of Qué-Kiri, options presented in this chapter. Instead, after escaping capture at the Inn of the Last Home, they attempt to hide in Tika's cottage. That plan fails when they are discovered by larcenous goblins who, believing the place was empty, were going to burgle it. Caramon kills one of them in the ensuing scuffle.

The party escapes across Crystalmir Lake in a rowboat. Raistlin notices the constellations of Takhisis and Paladine missing from the sky. Following one of Tas's maps, they continue the flight southward into the mysterious Darken Wood. There, the spectral minions and the unicorn known as Forestmaster confront the heroes and reveal that a powerful being informed them that a great destiny awaits the party in Xak Tsaroth.

The Forestmaster summons a group of pegasi, and the beasts carry the party eastward to the Eastwall Mountains.

For Narrators wishing to closely mirror the plots of the novel, only the sections titled "Solace Township," "Across Crystalmir Lake," and "Darken Wood" should be run.

Encounters in Solace

Although Solace is normally a peaceful town, the events of last chapter have brought the forces of the Theocracy out in force. The Holy Guards and their hobgoblin hirelings are conducting a house-to-house search, and if the party attempts to hide in Tika's cottage until things calm down, they will encounter a group of three hobgoblins ready to fight. If one of them calls an alarm—which is possible if they aren't all engaged in the first combat exchange—a group of 1–10 Holy Guards arrive in two minutes, with another group of 1–10 arriving two minutes after that. If the heroes remain in Solace, the Holy Guards eventually capture and treat the heroes as described in "Continuing the Saga" at the end of Chapter One: The Inn of the Last Home.

As the heroes escape the township, they have at least one random encounter. After generating the result, he or she should compare the result to the table below. Naturally, the Narrator also can choose whichever encounter he or she finds the most interesting.

Result	Encounter
1–6	Theros Ironfeld
7–10	Citizens of Solace

Theros Ironfeld

While attempting to avoid the patrols, the heroes encounter into a massive, black-skinned man wearing a leather apron. This is Theros Ironfeld, the smith. He has the statistics of a Townsfolk, but he has no desire to fight the party. Flint knows Theros is a decent fellow and that he is more likely to help the party than not. As the heroes explain what happened, they hear the sounds of a patrol

approaching. Theros swiftly shows them a place to hide, and then calls out to the guards. "They went that way! The witches went that way!"

Once Theros has diverted the heroes, he tells them the quickest way to the road they want to follow out of Solace. Theros also suggests the heroes avoid the roads entirely. He tells the party of a boat on the shore of the Crystalmir Lake, suggesting that if the heroes sail across that body of water, they can either cross into Darken Wood or follow the road to Haven. Either way, they will lose any pursuers.

Theros is an important character in the Saga. If the party attacks him in this chapter, the Narrator should contrive an "obscure death" for him. Either he tumbles from the treetop where they are fighting, or a group of Holy Guards arrives before the party can "finish Theros off."

Citizens of Solace

The heroes come upon three Solace citizens. They immediately start calling for the Holy Guards. "The witches are here! They've got the unholy blue staff! Come quick!" The next minute, 1–10+2 Holy Guards arrive. If the heroes stay and fight, 1–10 hobgoblins join the battle in two minutes.

If the heroes flee, the Holy Guards give chase. The Narrator should make the situation seem tense, although the characters should not be allowed to catch the heroes unless the party decides to stop and fight. The adventure lies elsewhere, away from Solace. The events of this chapter merely urge the heroes on their way.

From Solace to Adventure

Two roads lead from Solace: The New Haven Road that crosses Solace stream, goes through the Sentinel Peaks and ultimately reaches Haven; and the East Sageway, an ancient road that leads through the barbarian village of Qué-Kiri and onto the plains where the other barbarian tribes of Abanasinia, including Goldmoon and Riverwind's tribe of Qué-Shu, make their homes.

The heroes can take the road pointed out by Theros, or they can take the boat he mentioned and sail across the lake. Whatever choice they make, the Narrator should ask spellcasters and other heroes with a scholarly bent to perform an *average Intellect* action {Intelligence check}once the party has left Solace. If successful, the hero notices that two constellations representing true gods in Krynn's heavens seem to have vanished, leaving a black, gaping hole in the sky.

The missing constellations are those of Paladine and Takhisis, the two dragon gods who, according to some tales, have been enemies since the dawn of the world. Sages say the positions of the two constellations in the sky represented the eternal vigilance with which the two gods watched each other. Their absence from the sky could be the portent of dire times ahead.

If the heroes cross the lake, the adventure continues with "Across Crystalmir Lake." If they leave Solace via the New Haven Road or the East Sageway, the adventure continues with "Fewmaster Toede's Stand."

Across Crystalmir Lake

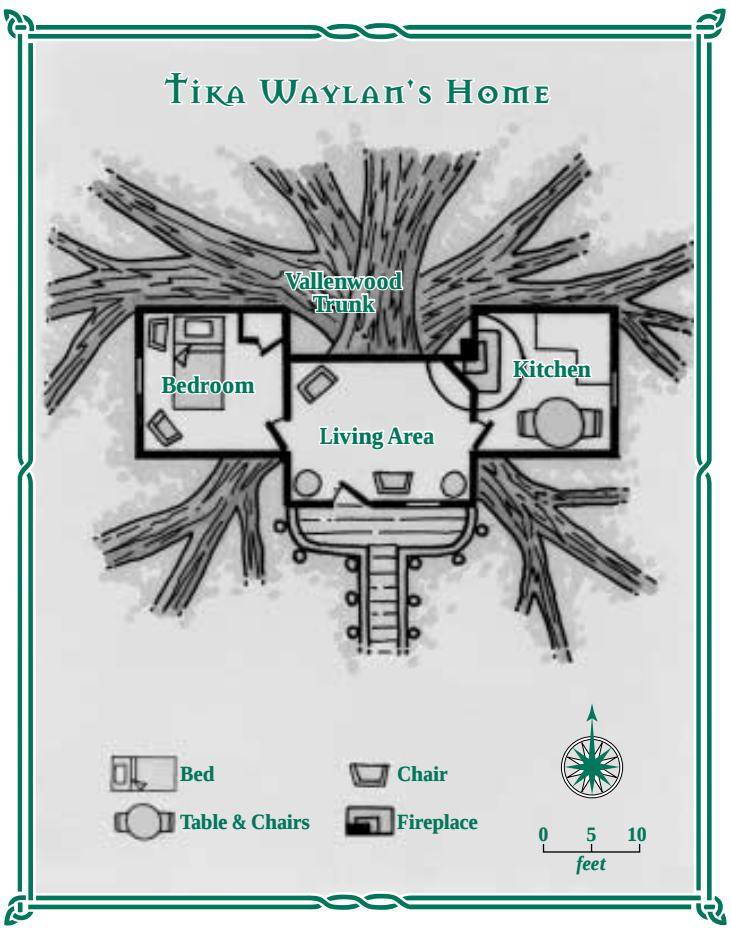
The lights carried by search parties move along the Solace side of the lake shore. From all directions, the heroes can hear the high-pitched sounds of hobgoblin search teams blowing whistles to keep in touch with each other. As the heroes move along the shore, the Narrator should convey the feeling of a dragnet that is closing around them.

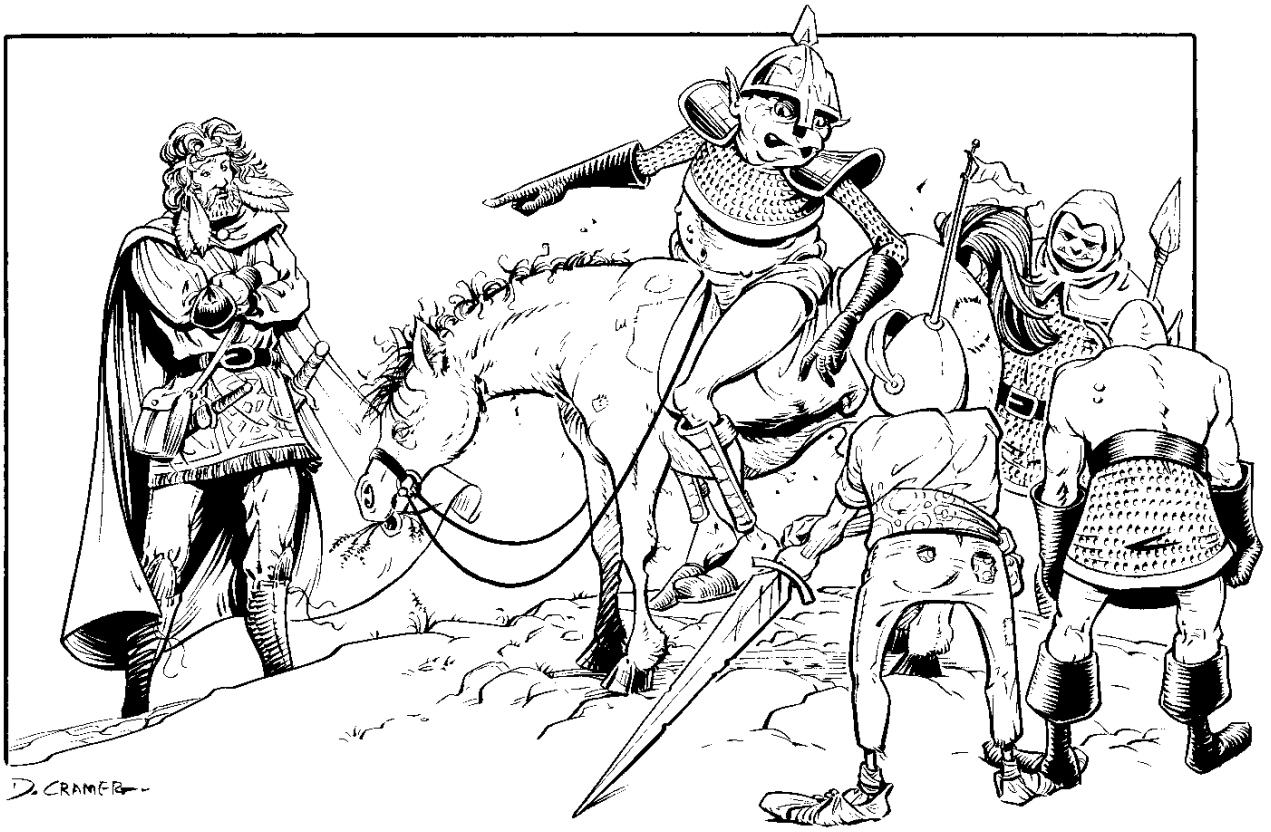
Unless the party wants to attract the attention of the search parties, it will have to rely only on the light of Krynn's moons to find the way along the shore. If the heroes do light a torch, a force of hobgoblins close on their location within ten minutes. To determine the number of hobgoblins, draw a card from the Fate Deck. If 1–3 is drawn, there are 10 hobgoblins; if 4–6, there are 20; and if 7–10, there are 30. {Roll 1d3 and multiply by 10.}

The heroes can find the boat mentioned by Theros if at least one party member performs a successful *challenging Perception* action {Wisdom check with a –2 penalty}. They must rely on the night vision of the dwarves and elves, or risk attracting the search parties if they light a torch.

The rowboat is large enough to hold all the party members. Once they are out on the lake, they can see the lights of search parties along the eastern, northern, and southern shores. To the west, however, the path appears clear. The Narrator can call for two *easy Strength* actions {Strength checks} on the part of the heroes rowing the boat to successfully cross the lake if he or she wishes.

Upon landfall, the heroes climb a gently sloping incline lined with vallenwood trees. At the top, they find the New Haven Road cutting through the forest, running in a north/south direction. They can follow it north to Haven—but before they start on their trip, have each party member attempt an *average Perception* action





{Wisdom check}. Those who succeed notice a white stag standing at the edge of the forest on the far side of the road.

Heroes of a scholarly bent, or those who have reason to be familiar with old tales and legends, know that white stags are rumored to be emissaries of the true gods, sent to show those they favor the right path to follow.

As the heroes watch, the stag bounds westward into the forest, moving like a ghostly image through the brush. If the heroes choose to follow, continue the adventure with "Darken Wood," below. If they ignore the stag, proceed with "Traveling the New Haven Road."

Fewmaster Toede's Stand

As the party thinks it has left the Holy Guards and hobgoblin patrols safely behind, the bushes to the heroes' left suddenly rustle. Dark shapes scurry from the woods on both sides of the road. Their yellow-green skin pales against their heavy, blackened armor; their twisted faces glare from the darkness. They crouch in a large circle around the party, well beyond sword range. After a moment, the party recognizes the figures as hobgoblins. They appear to be wearing some manner of uniforms that include red tabards with a stylized dragon on the chest.

Then, a stout pony struggles onto the road, sagging beneath a flabby figure slightly larger than the other hobgoblins. A small gully dwarf dragging a sword behind him jogs next to the rider. Read or paraphrase the following:

"I am Fewmaster Toede," the chubby hobgoblin says, squinting at the heroes. "I understand that rabble-rousers are causing trouble in Solace . . . rabble-rousers who are also thieves. Are you them? Do you have the Blue Crystal Staff that was stolen from Xak Tsaroth?"

If the heroes deny having the staff, Toede says: "Ah well. You have silver in your pockets, I'm sure. Collect the toll, men. It's 100% of whatever they're carrying tonight."

If they admit having the staff, Toede bellows, "Onyx demands its return! Kill them and take it, men!"

There are fifteen hobgoblins present, and they have no intention of showing the party any mercy. As soon as the heroes show themselves capable of defending themselves, Toede immediately turns his swaybacked pony and gallops into the woods, "Vanquish the enemy in the name of our Highlord, my servants! I shall bring reinforcements! Sestun, you useless piece of flab, attend me!"

"Yessir, Toede sir," whines the gully dwarf as he charges after him. (Toede and Sestun should both escape from this encounter. They appear again later in the Saga.)

Should the heroes be defeated by the hobgoblins (an unlikely event), the Narrator should turn to "Continuing the Saga." If the heroes defeat them, the adventure continues either with "Traveling the New Haven Road" or "Traveling the East Sageway," depending on which road they wish to travel along.

Darken Wood

If the party follows the white stag into Darken Wood, it always remains just within their line of sight, leading them southwest into a forest that any hero who makes a successful *easy Reason* action {Intelligence check} knows is rumored to be the home of dryads and restless dead.

After following the stag for roughly an hour (the heroes cannot be sure how long, or even exactly what direction they have been heading in because a strange confusion sets in as they move through the twisted trees), they lose sight of the mystical creature.

The canopy overhead has grown so thick that it almost blocks out the moonlight, and even heroes with night

vision find the shadows here hard to penetrate. Then, shapes seem to form in the shadows . . . warriors and hunters who appear semi-translucent: Undead!

Several dozen spectral minions surround the party. One of them steps forward and asks the heroes' names. If anyone answers untruthfully, twelve spectral minions attack the party. If at any time before or during combat the heroes give their true names or present the Blue Crystal Staff to the spectral minions, they halt the attack.

"The Forestmaster awaits," says the leader. "You are expected."

The spirits fade back into the shadows—all except one who escorts the heroes along a path that seems to appear magically in the deep underbrush.

If the heroes ask their escort about the spirits, he replies: "Ages ago, before the world changed, we were ordered to keep this land safe. That is The Purpose. We failed. Now we repent by protecting the land while we can."

After an unknowable period of time, the forest gives way to a forest glade. Soft green grasses carpet the ground up a hillside, at the top of which sits an outcropping of rock. A majestic unicorn, its head raised high and proud, stands atop this overhead. "The Forestmaster will speak to you," the spectral minion says, fading from view.

The Forestmaster

The unicorn regards you with eyes that glimmer with intelligence, and then speaks: "Welcome to my domain. I have been expecting your arrival. Some days ago, a great and glorious being came among us. He foretold your coming and left you a message: 'You must fly straight away across the Eastwall Mountains. Within four days, you must be within Xak Tsaroth. There, if you prove worthy, you shall receive the greatest gift given to the world.' Those were his very words—'the greatest gift given to the world.'"

The Forestmaster knows no more of this, although he is aware that a terrible force of Evil is massing somewhere nearby. This force will destroy the beauty of his domain shortly. "You must be away before this happens," he says.

If the heroes ask for his help, the Forestmaster summons pegasi. The beautiful and powerful animals, one for each party member, silently circle overhead and land with feather gentleness in the nearby grasses. They allow the heroes to mount them, then hurdle into the air, their wings whispering on the wind, and soar above the glade. Heroes looking back see the Forestmaster standing on the outcropping. He calls to them, "The greatest gift given to mortals awaits you—carry the peace of my home within your hearts—soon it will exist nowhere else."

The heroes must perform *challenging Endurance* actions {saving throw vs. spell with a –2 penalty} as the Forestmaster speaks these words. Those who fail find themselves inexplicably falling asleep. They must repeat this action every ten minutes of flight. Characters automatically succumb to the magically induced slumber.

Heroes who remain conscious can see the lights of Solace to the north as they fly. Soon, they are flying over the plains where the barbarian tribes of Abanasinia dwell. After two hours of flight, however (for particularly hardy heroes), they see hundreds of campfires burning to the north and south. Massive armies appear camped on the plains.

At this point, the Forestmaster's magic overwhelms the any remaining conscious heroes. They join their companions in restful sleep. Proceed to "Continuing the Saga."

Traveling the New Haven Road

The New Haven Road leads south from Solace and then swings northward, following the southern and western shores of Crystalmir Lake. A fork continues southward to the town of Gateway, a peaceful community similar to Solace, except that its buildings are not aloft in the trees.

The road to Haven is well traveled by farmers and merchants. The trip leads through fields and tiny settlements of three to five buildings, one of which is typically a tiny inn. People, however, seem oddly nervous and unwilling to speak with strangers. Should the heroes manage to earn their trust, they reveal that they have heard rumors of armed bands to the North and heard tales of encounters with strange reptilian humanoids. "There have even been reports of farmers and their families vanishing mysteriously in the night," one innkeeper will tell the heroes if asked. "What terrible Evil has awakened in the land?"

The road eventually bends southward again after having gone around the Sentinel Peaks. It winds through more farmlands with fields that stand ready to be harvested, yet no one is working them. Eventually, the party arrives in the Lordcity of Haven.

The trip to Haven takes seven days if the heroes are on foot, three if they travel on horseback. For each day of travel, the Narrator should check for encounters, generating random results and comparing the result to the table below. Two checks should be made during the day and one at night.

Result	Encounter
1–3	Merchant
4–6	Family
7–9	Draconians
10	Army

Merchant

A merchant is on his way to Gateway. He carries news of a flood of refugees from the North. Haven is becoming crowded with scared, homeless people who claim an invasion force of monsters has arrived from Solamnia. He encourages the heroes to travel with him, for there is strength in numbers. He hopes to eventually seek passage eastward from Newports to Lemish. He also has heard rumors of strange, robed pilgrims who are searching for a Blue Crystal Staff that was stolen from their shrine in Pax Tharkas.

The merchant has two guards (with the statistics of Soldiers). He offers to pay the heroes one steel a week if they choose to travel with him. If the heroes accept this job, they have two days of uneventful travel, but they are then attacked by 1–10+10 Baaz and 10 Soldiers. The merchant is slain in this combat. If they continue toward Gateway, the events described under "10" happen automatically the following day. (During this time, Goldmoon dreams every night of a beautiful woman who is weeping with great sorrow and holding her empty hands outstretched, pleading for Goldmoon to come to her aid. Through these dreams, Goldmoon knows that this woman is within the ruins of Xak Tsaroth somewhere in the swamp on the far side of the Eastwall Mountains.)

This encounter occurs only once. If drawn again, it is another merchant or perhaps a kender trader. Both have heard rumors of an army landing in the north, but they say they also have heard word of some mysterious army in the southeast. They put no stock in these rumors, but they say that everyone in Haven is terrified.

Family

A family is pushing a handcart containing all their belongings. The family members tell the heroes that Haven will offer no protection when the "scaly-hided monsters" decide to attack. They hope to find protection in Solace or Gateway. They can tell tales of people vanishing from their beds in the night and mysterious robed figures prowling the roads. They also have heard rumors that a scar-faced man arrived in Haven two weeks ago and offered an ultimatum to the Highseeker: "Find the Blue Crystal Staff that was stolen from Xak Tsaroth and return it. If you don't, your city will be destroyed."

If this encounter is drawn again, one member of the next family met was, until recently, a servant in the Councilhall of the Highseekers. If asked, she confirms that the description of the scarred man who delivered the message from Kitiara to the heroes at the Inn of the Last Home matches the one who threatened the Highseeker.

Draconians

A group of huddled men pull a large cart slowly west along the road. They sway rhythmically. Coarse, heavy robes completely conceal their features.

The figures spot the heroes at the same time the heroes see them. If the heroes don't approach, one of them points in their direction; another slowly walks toward the party.

These are actually draconians in disguise: ten Baaz and a Kapak. The Kapak is named Gakhan. Hoods and black cloth masks cover their faces. Heavy gloves shield their hands, and thick leg wrappings cover their feet. Although it is autumn, they seem a bit overdressed against the cold.

As his companions join him next to the party, the leader speaks: "Good day to you, travelers. I am Gakhan, and I beg you to please pardon the questions of an old cleric. Some time ago, our healing staff was stolen from Xak Tsaroth. Now, a plague ravages our flock, and we desperately need that item to save them. The sickest among us are in the cart. Have you heard any word of a Blue Crystal Staff?"

If the heroes claim to know nothing, Gakhan signals his companions to let the heroes pass. If they suggest they have seen or heard of the staff, the draconian leader rattles off more questions: Where did they see it? How long ago? In whose hands? If the party reveals they have the staff, the draconian screams and draws his sword from under his robes. At the scream, the rest of the draconians attack. They all fight to the death trying to gain the staff.

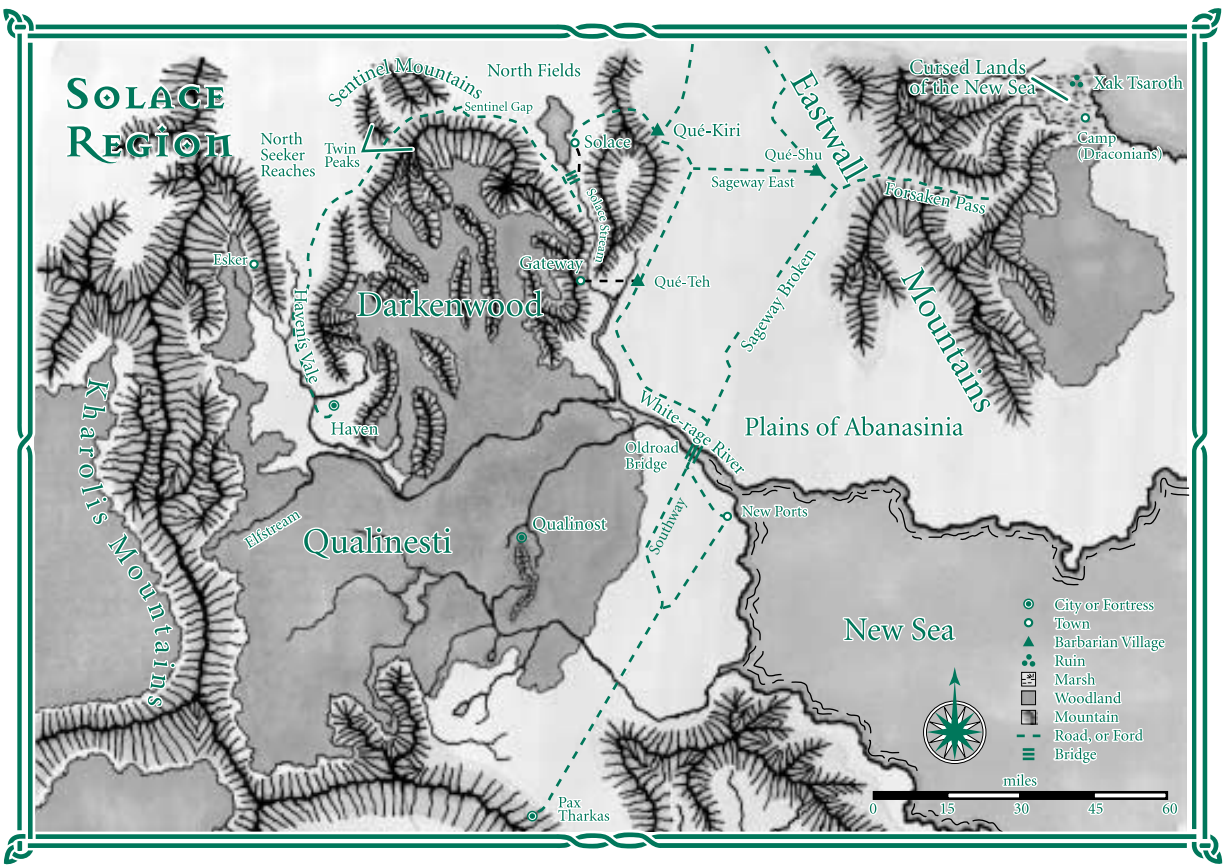
If drawn a second time, treat this result as "no encounter."

Army

If this encounter happens at night, treat as "no encounter."

Otherwise, the heroes see a large army moving along the road toward them—hundreds of scaly beings, some who have silver scales that glint in the sunlight; humans in red tabards with a dragon's head on the chest; and a larger collection of hobgoblins than any Good person should ever have to encounter.

This force is moving in the opposite direction of the one the heroes are traveling. The Narrator should make clear to the heroes that this force is too large for them to fight and defeat. No one in the army has yet seen the party, so the heroes still have a chance to hide themselves. If they do not hide, a horde of Kapaks attacks them. When they regain consciousness, they are in Solace, locked in a



cage. The Narrator should move on to "Continuing the Saga."

If the party hides, the army moves past. As it does, a large shadow passes overhead. If the heroes look up, they catch a glimpse of an enormous flying beast that doesn't resemble anything they have ever seen. Unfortunately, the angle of the sun blinds everyone in the party, so they can't make out exactly what the creature is.

The Lordcity of Haven

The road eventually turns southward and reaches the valley where Haven is located. More fields of golden grain stand here ready for harvest, but few workers are in the fields. Instead, a stream of refugees shuffles and limps toward the glistening, distant spires of Haven. Now and then, a contingent of Holy Guards rides up and down the lines of refugees trying to keep order (and looking for the Blue Crystal Staff).

The refugees have but one thought: To reach safety within the walls of Haven. They relate more rumors about monsters and Evil armies in the north, but none have any concrete information.

The Holy Guards disregard any attempt on the part of the heroes to flag them down, unless a party member is openly carrying the Blue Crystal Staff. Then, the officer in charge orders them to accompany him to the Councilhall of the Highseekers.

The Lordcity is nestled in the foothills of a low mountain range. A low wall, more decorative than protective, strings together six spindly marble towers like a necklace around the city. Within the wall, Haven is a glistening place of marble towers trimmed in gold. The term "city" is slightly misleading, however, as the inner circle of Haven stretches only one mile across and its normal population barely reaches 5,000. With the influx of refugees, though, its population has tripled. The streets are choked with people who have decided they need find safe passage south from here—an impossible task, since the White-rage River is hardly crossable and the Qualinesti elves long ago destroyed all bridges spanning it, having sealed their land after the Cataclysm.

All services one might expect in a town of this size are available; however, the ironsmith is in the direct employ of the Seekers and works only at their bidding. Holy Guards stand on every corner, trying to keep order in the city and breaking up scattered fights when they occur. If the heroes carry the Blue Crystal Staff openly, one of the guards notices and asks them to come with him or her to the Councilhall of the Highseeker immediately. "They must have news of the staff you carry," he or she explains. "It is very important."

The Councilhall of the Highseeker

At the center of Haven stands a glorious hall supported by six towers. Refugees pack the square before it, held back by a sizable force of Holy Guards. The refugees are calling for the Seekers to petition the new gods on their behalf, to protect them from the Evil creatures ravaging the north.

The guards let no one pass except those bearing news of the Blue Crystal Staff. They stare cautiously for a moment at those who bear this news, even if they are already in the company of another Holy Guard, then usher them before the Council. Read aloud or paraphrase the following:

The Council of Seekers meets in a large hall that rises to a ceiling supported by fluted pillars. Nine are present when you enter, sitting at the far end of the hall in a semicircle. A high-backed chair at the center of the arc is empty.

A man in his late twenties sitting to the left of the empty chair says, "I am Seeker Locar, and I speak for the Highseeker in his absence. You bear the Blue Crystal Staff [or news of it]. Tell us all you know."

The Seekers are desperate for any information they can get about the Blue Crystal Staff. They reveal that an army massing in the north has promised not to invade Haven if the staff is returned to what the force's leader claims is "its rightful place" within the ruined city of Xak Tsaroth. The Council's prayers to the new gods have gone unanswered, the High Seeker has not returned from his diplomatic mission to the camp of the army's "Highlord," and Haven has no standing army. It is becoming apparent that the staff is their last hope to save their nation.

Locar pleads with the party to allow the council to take the staff. If the party refuses, the council begs them to return it to Xak Tsaroth.

If the heroes surrender the staff, it has other ideas. Much like it shocked Hederick, so does it jolt Locar when he touches it. Although the other Councilors fly into rages and start calling for the Holy Guards to slay those who have brought this Evil artifact into their midst, Locar orders calm, cradling his singed hand.

"I command you to return that item of Evil from whence it came," he says. "If you are caught within the limits of the Seeker Lands bearing it, the Holy Guards will slay you on sight. You have two days to reach the barbarian plains and Xak Tsaroth beyond them. After that, the order will have been issued. Go. May the gods watch over you, should you do the right thing and journey to the ruined city beyond the Eastwall range."

Locar orders the Holy Guards to escort the heroes from the city, although he grants permission for them to secure whatever supplies they require from the marketplace, free of charge.

Encounters in Haven

As the heroes move through the refugee-choked streets of the Seeker town, the Narrator should check for encounters. One check should be made as they are going to the Councilhall of the Highseeker, and another as they are leaving. Unused encounters can always be run on any return visits, or perhaps adapted for use in other Seeker towns of the Narrator's own creation should there be a need to add them to the campaign.

Result	Encounter
1–3	Refugee
4–6	Pickpocket
7–9	Corrupt Holy Guard
10	No encounter

Refugee

A tattered refugee begs the heroes for steel pieces or for food. He says he and his young wife and child haven't eaten for days, since all their belongings were destroyed when marauding hobgoblins burned their farm was burned in the North. If the heroes give generously, he tells

them that he has heard the Seekers are looking for a staff that sounds much like the one carried by Goldmoon. (Unless the heroes have disguised the staff's head, he recognizes it.) He encourages them to seek a Holy Guard to learn what the Seekers want. Rumor has it the staff somehow can protect Haven from the Evil army in the North.

If this encounter is generated more than once, the Narrator should alter the appearance and gender of the refugee, but otherwise treat it as the same.

Pickpocket

A tattered woman begs the heroes for steel pieces or food. This is merely a ruse, however. While she spins a tale of tragedy and sorrow, her partner, a skilled pickpocket, steals small objects from the party. If victims perform successful *daunting Perception* actions {Wisdom checks with –4 modifiers}, they notice the skilled pilferer with his hand in their purse. If the party attacks the thieves, the woman calls for the guards, claiming the heroes attacked them.

This encounter occurs only once; treat as "no encounter" if generated again.

Corrupt Holy Guard

A corrupt Holy Guard spots the staff and attempts to take it from the heroes by force or extortion. If the heroes attack him, other guards come to his aid. The heroes are dragged before the Council of Seekers, but as they leave the city, the corrupt Holy Guard and five Typical Thieves attack the heroes, intent on taking the staff. If the heroes interrogate the guard after the combat, assuming he survives it, he reveals that he heard a rumor that Highlord Verminaard in Gateway has offered a large reward for the Blue Crystal Staff.

Leaving Haven

As the heroes travel away from Haven, the Narrator can have them experience any unused random encounters from the section above. If the heroes attempt to travel south across the White-rage River and into Qualinesti, see "Continuing the Saga," below.

Traveling the East Sageway

East Sageway was paved with cobblestones ages ago, in a time when the mighty Empire of Ergoth ruled half of Ansalon. Even before the Cataclysm, that empire's glory faded and its roads fell into disrepair. Broken remnants of the ancient stones still are visible here and there, as are tumbled Ergothian distance markers. But mostly, the road is visible because the grass and weeds have been trampled flat by travelers.

East Sageway heads out of Solace and through the ripe fields of the village's farms. It then enters the Kiri Valley, which blazes with the colors of fall. For two days, the party travels through this splendor, eventually reaching Qué-Kiri, a settlement of plains barbarians.

If the heroes attempt to enter Qué-Kiri, five barbarian warriors (one Leader and four Barbarians) come to stop them. They willingly give the heroes water and dried meats if they require supplies, but they do not permit strangers to enter their village.

"The shamans have seen bad omens," the leader explains. "We know not what the danger is, but we know it comes. Our warriors are fierce and number over 600, so we have no fear of enemies, but we do not wish to tempt fate."

If a barbarian in the party makes a successful *challenging Presence* action {Charisma check with a –2 penalty}, the leader reveals that the shamans have had visions of a Blue Crystal Staff that is somehow related to a city buried deep underground, and that the tribe's scouts have seen mysterious fires in the North. Furthermore, within the past week, mysterious disappearances have occurred among the tribe's hunters—they leave but don't return. Still, the man is confident in the capabilities of the warriors to protect the village from any attacks.

If the heroes attempt to force their way into Qué-Kiri, the entire village—some one thousand men, women, and children—fight them.

From Qué-Kiri, the road continues eastward in a nearly straight line, carrying the party onto the open plains that are home to the Qué-Shu and Qué-Teh tribes. A sea of waving grass, about five feet in height, spreads toward the horizon in all directions. The winds of late fall are chill and biting as they cut across these flatlands, blowing from north to south. Strangely, there seems to be the sharp smell of burning grass carried on it.

Goldmoon and Riverwind know they must avoid their village, even if the Sageway leads directly to it. This detour should be simple enough, though, as the pass through the Eastwall Mountains is three miles south of the Qué-Shu village. The journey to the mountains takes three days. If they reach the pass, proceed with "Continuing the Saga."

Encounters on the Road

The heroes have no encounters while they travel through the Kiri Valley, but once they reach the open plains, they encounter the evidence that proves the existence of the rumored armies in the south and north. For each day of travel across the plains, the Narrator should check once for encounters. (Unused encounters can be experienced in Chapter Four when the party returns to Solace.)

Result	Encounter
1–3	Army Path
4–6	Nightshade
7–9	Draconians
10	Kill or Be Killed

Army Path

No encounter, but the heroes see an odd swath in the waving grass of the plains. As they draw nearer, they see that a broad path has been trampled, as though hundreds of beings had recently marched across the plains moving in a north-south direction. Rangers and other heroes with outdoors skills can perform *average Perception* actions {Tracking check}, and if successful, determine that hundreds of beings—some of whom left prints the tracker doesn't recognize—and several wagons passed here about a week ago. To determine which way they were going, the Narrator should draw a card from the Fate Deck or roll any die. If the result is even, the force was moving from north to south. If it is odd, it was moving from south to north.

Nightshade

A single figure in the garb of a plains barbarian scurries over a slight rise. It is a man, and behind him come three additional figures loping in pursuit. The pursuers are

laughing, taunting their prey, and waiting before closing in for the kill.

The man is 500 feet away when the encounter begins. The grass here is tall enough for the heroes to hide if they desire. The pursuers are three Baaz who have focused so intently on their prey that they don't notice the party until they are within near missile range (or not at all if the heroes have taken cover). Since the party poses a real and obvious threat, the draconians give up their pursuit of the plains barbarian and attack the heroes.

If they rescue the fugitive, the heroes may speak with him. He gasps from exhaustion as he tells his story. Read the following:

"I am Nightshade of the Qué-Teh. The dragonmen are taking all of us south as slaves. A few days ago, the men of my tribe held secret council, chained though we were in the caravan. I was chosen to escape, to go to Qué-Shu for aid while the rest of the warriors rose up against the dragonmen and drew their attention. But those three intercepted me before I could reach my destination. Wherever you are headed, you must be careful. A tremendous army of Evil lies to the south. I have overheard some of the soldiers in that force speak of a second army that waits to crush the Seeker Lands from the North. They hold back their armies only for fear that the Blue Crystal Staff should be returned to Xak Tsaroth while they are not watchful. Why they fear this, I don't know."

Nightshade is grateful for whatever aid the heroes can provide him with—he suffers from several cuts and bruises—but cannot join them on their quest. He must reach Qué-Shu so he can seek aid for his people.

This encounter occurs only once. If drawn again, treat as "no encounter."

Draconians

Ahead, the waving grass seems to bend differently from the areas around it, almost as if someone or something is moving through it. As they watch, the heroes can see sunlight glinting off a helmet or spear occasionally.

There are 1–10+2 Baaz draconians moving through the grass, patrolling the plains and searching for runaway slaves. If the heroes conceal themselves, the Baaz don't notice them until they move into melee range. If the heroes don't hide, the Baaz spot them at far missile range and move to attack at their fastest speed, loping toward the heroes with their wings beating. Should the Baaz manage to defeat the heroes, see "Continuing the Saga" below.

Kill or Be Killed

A small curious structure has been erected by the side of the road. As the party draws near, they can see that another large force has crossed the East Sageway by it, and that the "structure" actually consists of two stout posts that have been driven into the ground by unspeakable force, their bases nearly splintered by the impact. Ten feet above the ground, a crosspiece pole is lashed to the upright posts. All the poles are charred and blistered. Three chains of iron, now cold, creak in the wind. Suspended from each chain, by the feet, is a blackened and seared hobgoblin corpse. On top of the structure, a sign roughly clawed into a shield has been attached to the crosspiece with a broken sword blade.

The sign reads: "Know ye, my servants, the fate of those who disobey my commands. Kill or be killed. Verminaard."

This encounter occurs only once. If generated again, treat as "no encounter."

End of the Sageway

By the middle of the fifth day after leaving Solace, the heroes can see the Eastwall Mountains in the distance. As night starts to fall on the seventh day, they reach their foothills. If the heroes do not skirt the Qué-Shu village, they encounter a force of 1–10+10 Baaz draconians. If the heroes defeat them, the Narrator can find a description of the state of Qué-Shu in Chapter Four: Dragon Wings Over Abanasinia.

The Sageway branches before reaching the Qué-Shu village, however, allowing the heroes to travel safely through Forsaken Pass. This trek is described in the Chapter Three: Xak Tsaroth, the Lost City.

Continuing the Saga

Whether the heroes travel across the plains of Abanasinia on foot or on the backs of pegasi, the next portion of their adventures is described in Chapter Three. The pegasi do not fly over the mountains but instead leave the heroes in the foothills. The heroes awaken just as the winged horses are leaving them behind.

If the heroes decide to investigate the rumors of armies to the north and south, the Narrator can use the events of Chapter Four: Dragon Wings Over Abanasinia to describe what happens when the heroes come upon their first camp.

If the draconians defeat them at any point in this section, they are dragged in chains to Gateway. Narrators should allow parties with clever plans to escape their captors—and since the dragonmen can't touch the staff without suffering damage and thus allow Goldmoon to continue to carry it, the party can resume their journey to Xak Tsaroth once they have accomplished their freedom.



If the party does not escape, the draconians bring them to Gateway, where the heroes are dragged before Verminaard. (This Dragon Highlord is described in full in the "Masters and Magic" appendix.) The energy drains from the staff in his presence and he takes it from Goldmoon, saying, "The gods of Good are truly pathetic! To think that they would choose such weak champions! With your failure, the supremacy of the Dark Queen's priesthood has been secured!"

Their captors load the heroes into a wagon and drive to Solace. The staff is locked in a metal case and placed in another wagon of the caravan. The Narrator either can allow the heroes to escape and head for Xak Tsaroth, or continue with Chapter Five: The Slave Caravan.

Chapter Three

"Street!" exclaimed Tasslehoff.

"The outskirts of Xak Tsaroth," Raistlin breathed.

"About time!" Flint stared all around in disgust. "What a mess! If the greatest gift ever given to man is here, it must be well hidden."

Tanis agreed. He had never seen a more dismal place. . . .

—The heroes arrive at Xak Tsaroth, Dragons of Autumn Twilight

Xak Tsaroth exemplifies the sadness of the Cataclysm's wake: It was an impressive capital city brought to silence and decay. Fertile farmland once surrounded it; now, only a fetid swamp surrounds its ruins.

The main location of this chapter is the city. The heroes must pass through Forsaken Pass and the swamp surrounding the ruined city to get there, but these locales are a minor part of the adventure. As the heroes move through the swamp, the Narrator should use the descriptions provided below but should not focus heavily upon them. Provide just enough detail to let the players know their characters are miserable while moving through the insect-infested tangle.

Forsaken Pass

Forsaken Pass rises from a pleasant meadow in the foothills into the Eastwatch Mountains. As the party climbs the pass, an icy wind blows through from the east, chilling the heroes even if they wrap themselves in cloaks.

It takes a full day to reach the summit of the pass. It is heavily wooded, and the strong winds mean the heroes travel through a constant shower of leaves turned red and yellow. They encounter no living beings in the pass, but the grasses and weeds growing between the broken stones of the road have been trampled flat, as though many beings moved through here recently. If heroes check the ground and successfully perform *average Perception* actions {Tracking proficiency check}, they find the tracks similar to those from the East Sageway as it crossed the Abanasinian plains.

The downward side of the pass is somewhat more pleasant, as the biting winds that plagued them on the way up calm down. After another day of travel, they emerge from the pass in a cluster of ruins. The ruins appear to be the remains of a small fortress. The architecture appears vaguely dwarven in nature, although none of the weather-worn runes spotted on one of the broken walls appear familiar to any hero, whether or not he or she can read dwarven.

If the heroes search the ruins, they find the ancient fort picked over by looters long ago; they can find nothing of value here. They also find evidence of a camp here, although it appears to have been made weeks ago.

Beyond the ruins, a thick forest spreads across low hills. The leaves here too all have turned to the rich color of autumn. The broken road winds through them, and a sour smell soon carries to the heroes on the wind. Shortly, they find that the road plunges into a dark and tangled swamp.

Playing the Novels

This chapter stays fairly close to the events described in *Dragons of Autumn Twilight*, although a few extra encounters have been added. The pegasi deposit the heroes at the opening of Forsaken Pass, the party first investigates the black smoke rising from the direction of Qué-Shu in the north. To Goldmoon and Riverwind's horror, the community has been destroyed. (The scene titled "The Tragedy of the Plainsfolk" in Chapter Four describes the destroyed community.)

After leaving the dead village behind, the party travels through the pass and into the swamp surrounding Xak Tsaroth. Here, Bozaks attack them, and they capture a majority of the heroes through a combined use of sleep and web spells. (Heroes in role-playing games are often very difficult to capture, however, so a Narrator trying to mirror Chronicles may have to be creative to satisfy this plot twist.)

Flint and Tasslehoff narrowly escape capture. The pair later rescues the rest of the party when Tas climbs into a wicker dragon the draconians worship, and he pretends to be their god.

The party eventually reaches the ruins of Xak Tsaroth proper. Goldmoon enters the Temple of Mishakal while the black dragon Khisanth attack the rest of the heroes. The goddess tells her that she must recover the Disks of Mishakal from the black dragon's hoard in order to restore the gift of priestly magic to the world.

The rest of the chapter proceeds mostly as described in the first book of Chronicles, except that Bupu retrieves the spellbook of Fistandantilus for Raistlin after Sturm refuses to help him search the black dragon's hoard for it.

Riverwind should perform an *easy Spirit* action {Wisdom check, with a +2 bonus}. If successful, a strange, chilling sensation of familiarity sweeps through him. He has been here before . . . and somewhere within this swamp lurks the darkness from which he freed the Blue Crystal Staff.

A sensation of familiarity fills Goldmoon, too, but for her it's as though she has remembered a dream that had faded from memory. Someone, she can't quite remember whom, was standing in shadows within the swamp, calling to her. She knows it was a woman, and she knows the woman was a friend, but she can't remember anything else. She is filled with the knowledge that the heroes' destination is somewhere within the swamp.

Continue with "The Swamp."

The Swamp

Sour, metallic smells float through the air as the heroes move through the swamp. The heavy branches of the ironclaw trees block out most of the sun (and at night plunge the swamp into almost total darkness), allowing only the occasional isolated glimmer of light through. Vines and trees block vision beyond a few feet.

Still, black waters encircle islands of soggy ground. Narrow landbridges or slimy, fallen logs connect the

islands. Moving through the swamp is a frustrating exercise. Patches of green scum float on the surface of the water, and occasional ripples in the water indicate that creatures lurk beneath its surface. It's difficult to tell how deep the water is, and should the heroes ever decide to stray from solid ground, the Narrator should randomly generate the depth—anywhere from 1–10 feet. The depth of these waters changes every 1–10+10 feet lengthwise, and the width between islands is 1–10 feet.

The Narrator should generate what the heroes encounter while picking their way through the maze of islands, treacherous water, and tangled vegetation. The Narrator should turn a total of three cards from the Fate Deck {roll 1d10 three times}. Check the results against the following list; the list creates the heroes' journey through the swamp. (Unless otherwise indicated, the party can experience a given situation more than once.)

After facing three encounters, the party arrives at Xak Tsaroth as described in "Into Xak Tsaroth." (If 9–10 is generated randomly, it occurs as the last of the three encounters.) The trek through the swamp takes at least ten hours.

Result	Encounter
1	Stonework
2	Vine Bridge
3	Tower
4	Bozaks
5–6	Wicker Dragon
7–8	Dragon Eggs
9–10	Into Xak Tsaroth

Stonework

The heroes come upon a broken foundation stone jutting from the mud and tangled roots of ironclaw trees. They can find shattered urns and broken bits of ancient sculptures in the mud as well.

Vine Bridge

The heavy vegetation parts as the heroes notice an almost entirely overgrown corner of a building—only this corner remains, as time and the swamp have claimed the rest. Ahead, between two ironclaw trees, the heroes see a vine bridge that spans the black waters between the spongy ground on which they currently stand and another island. The bridge is of recent construction and stretches between the two islands like a spider web.

These makeshift rope bridges are sturdy, but heroes must perform successful *average Agility* actions {Dexterity checks with –2 penalties} to safely cross the bridge. If more than one hero tries crossing at a time, the difficulty of the action becomes *challenging* {–4 penalties}, and it is *daunting* if a hero tries running across {–8 penalties}. If the action fails, the hero loses his or her step on the bridge and falls into the water. A second random result must be generated. If the result is 7–9, 1–10 giant ticks attack the hero. If the result is 10, 1–3 wraiths rise from the oily waters to attack.

Tower

After traveling for an hour, the heroes come upon a graceful tower, crumbling yet beautiful, rising from the waters of the swamp. Finely carved stonework walls still can be seen here and there under the thick growth of moss and vines.

Although the wooden floors and rafters have long since rotted away, a carved staircase circles up the interior of the tower to a stone floor at its top. Here, the heroes find the corpse of a long-deceased barbarian, his flesh and buckskin clothing long since fallen victim to time and carrion-eaters. Six steel pieces and two gems (worth 10 steel each) have fallen out of a pouch that also has rotted away. A delicate silver chain hangs limply around what was once his neck. It is a necklace of strangulation, which is a cursed item that automatically strangles a person who puts it on {see the *Dungeon Master® Guide* for a description}.

The tower provides a view of all the surrounding swamplands. A cluster of ruins lies to the northeast, and to the east the dark canopy of ironclaw trees abruptly gives way to the glittering waters of the New Sea.

If the heroes head east, they automatically encounter the events described under "Wicker Dragon." If they continue east after that, the Narrator should check for an additional encounter, but afterward, let the heroes reach the New Sea after a few hours of trudging through the swamp. After climbing up a steep, rocky incline, they discover that the swamp is perched atop a great, unscalable cliff: The waters of the New Sea shimmer 1,000 feet below.

If the heroes head to the northeast, they come upon "Dragon Eggs." Beyond the encounter, they can see the main ruins of Xak Tsaroth.

As the heroes work their way through the swamp, they may find themselves circling around the tower more than once. The party can find the treasure only once, however.

Bozaks

As the heroes push through a particularly thick curtain of vines, the ground beyond slopes steeply into the foul water. A giant ironclaw tree has fallen, spanning the water to another section of ground. Thick green moss drapes the tree, and it appears to be very slick. Vegetation on the other side is almost as thick as what the heroes just passed through, and it's impossible to see how solid the land is beyond the fallen tree.

Lurking in the nearby trees and bushes are six Bozaks. These creatures have silently stalked the party ever since they entered the area and now are ready to strike. Four stand on the heroes' side of the water; the other two hide on the far side. They all have the following spells memorized: *magic missile*, *shield*, *sleep*, *darkness 15′ radius*, and *web*. Each draconian carries 1d10 gems worth 25 steel each. The ancient seal of Xak Tsaroth is etched into each gem.

The draconians gain automatic surprise and intend to take the heroes alive. They first attempt to entangle the party with web spells, and then try to use sleep spells—targeting each hero individually—to render them unconscious. They simply club any elves in the party into unconsciousness. They take their captives to their makeshift temple (see "Wicker Dragon," below) and hold them there.

If the draconians lose three or more of their number, the remaining ones retreat. The draconians try to make their way to the temple to alert the Baaz and eventually warn their mysterious leader, Khisanth. If they do escape successfully, the draconians at the city's ruins will be watching for intruders, while patrols consisting of 1–3 Kapaks, 1–10 Baaz, and 1–10+2 Bozaks will be dispatched from Xak Tsaroth to capture the heroes. The defenses in the main ruins likewise will be at a heightened state of alertness.

Wicker Dragon

Massive ruins break through the thick growth of the swamp. Small broken towers rise through the cover of trees. Bushes and ferns sprout through a flagstone plaza surrounded by six small, crudely constructed shacks; a

bonfire burns at the northern end of the crumbling plaza. Silhouetted against the fire, the heroes can see several draconians. Looming beyond the blaze, in the remaining half-shell of a crumbled dome, stands a huge dragon, its wings outfolded.

Although the Narrator should attempt to make the heroes believe they have caught sight of a real dragon—if the campaign is following the events of Chronicles, the heroes have yet to ever see one—the truth is that the "dragon" is a draconian idol woven of vines and branches.

The wicker dragon is hollow, and heroes can access it through an opening at the base between its legs. The main braces for the wings are tied together just below the dragon's mouth, which forms a funnel. If a hero gets inside the figure unnoticed, leaps up on the main brace, and shouts through the mouth, he or she can instill panic in the draconians—except in the draconian priest who knows how this dragon functions—by shouting something threatening through the mouth and making it appear as though the dragon is speaking. The draconians flee into the swamp for 1–3 hours. Narrators should draw a Fate Card {roll}; 1–3 equals three hours, 4–6 equals two hours, 7–10 equals one hour.

The draconian priest who runs the camp conducts worship services before the idol twice a day, and he is in the middle of one when the heroes first arrive at this location. Eighteen draconians stand in attendance. (Three Bozaks and seven Baaz maintain a permanent residence here, but their numbers swell whenever a service takes place, adding an additional 1–10+10.) Services typically take a half-hour.

The draconians present attack any unescorted intruders who show themselves, although stealthy heroes such as thieves, rangers, and kender certainly have a chance to sneak into the area unnoticed. Like other draconians in the swamp, these monsters attempt to subdue rather than kill the heroes. Once the heroes kill half their number, however, the remaining dragonmen change their tactics and try to kill the intruders.

If the draconians bring the heroes here as prisoners, they place the heroes' equipment in one of the six huts; they throw the heroes into a cramped cage by the bonfire.

After praising Takhisis and her dragon servants, the priest orders the heroes to be held until Great Khisanth comes to claim them. If the heroes have the Blue Crystal Staff, one of the draconians handles it with a pair of tongs and puts it in front of the wicker dragon, while the priest says triumphantly: "That hated artifact is the greatest danger to our masters we know. Soon, both it and you will be cast from this world for all eternity." He and the other draconians then resume their devotions before the idol.

The heroes should devise a plan for escape. A Baaz guards them night and day. Every three hours during the day, the Narrator should turn a card from the Fate Deck {roll 1d10}. On a 1–6, the guard dozes off in the sunlight. At night, he dozes off on a 1–3. The cage is not terribly well built, and any successful *challenging Strength* action {Bend Bars/Lift Gates attempt} breaks the bars open. (There is a 1-in-10 chance that another draconian will notice the escape unless it is made during one of the religious services. If the escape is noticed, the heroes need to fight their way out.)

If the heroes fail to escape, they sit in the cage for four days. Then, a group of draconians arrives and takes them out of the cage. Their captors lead them to the Dragon's Lair inside Xak Tsaroth. (Note: The Narrator should make it possible for the heroes to escape the clutches of the dragonarmy. The goal of this chapter is for them to reach the ruins of Xak Tsaroth. If they fail to do so, the campaign may unfold very differently than the one in this volume.)

Dragon Eggs

A pool of black water stands amid the towering jungle trees. Not even the mighty ironclaws grow in this water. Five curious, leathery eggs lie on the shore. Each is about 2 feet long, and their shells have cracked open. These are dragon eggs, and five black dragon hatchlings lurk beneath the water and rise to attack if the heroes disturb the surface in any way.

Heroes who wander the swamp can find their way back to the this area more than once. However, the number of hatchlings does not increase beyond the number on the first encounter.

Into Xak Tsaroth

A large obelisk lies toppled beside its broken base here, forming a bridge between two heavily overgrown islands. Spidery runes cover its surface, partially visible under the moss that grows on it. The water flowing slowly under it gives off a particularly foul odor.

Heroes who can read or write can attempt to make a *challenging Intellect* action {Read/Write proficiency check with a –3 penalty} to interpret the runes. Any classes or roles with special talents when it comes to reading can apply those abilities if the player chooses. The runes read:

The Great City of Xak Tsaroth
Whose beauty surrounds you
Speaks of the good of its people
And their generous deeds.
The Gods reward us
In the grace of our home.

Beyond the obelisk, the heroes see the remains of a cobblestone road. Rangers or heroes who spend a great deal of time in the wild (or who are otherwise skilled in tracking) easily spot the dozens of clawed footprints in the mud that indicate the dragonmen come and go frequently. Overgrown buildings rise from beyond the dark tangle of trees.

The heroes have reached the destination of their journey . . . the ruins of Xak Tsaroth. Continue with "Xak Tsaroth."

Xak Tsaroth

The ruins of outer Xak Tsaroth are filled with fluted, vine-tangled columns and the crumbling remains of bas relief-covered walls that sag wearily. After a few minutes of moving carefully through the bones of a dead city, the heroes enter what clearly was once the heart of Xak Tsaroth.

If the draconians in the ruins have been alerted to the party's presence in the swamp, 1–10+3 Baaz and one Bozak attack the heroes from a ruined building. The Bozak attempts to defeat them with sleep spells, while the Baaz first throw nets over them—automatically hitting and causing the heroes to receive a –2 penalty on all actions involving combat, and then move in to beat them with clubs. If the draconians defeat the party, the heroes regain consciousness in the lower level of the city, where the events described under "The Dragon's Lair" unfold immediately.

If the draconians have not been alerted to the heroes' presence in the swamp, the party comes upon a trio of

Baaz playing dice in the middle a debris-scattered road. The Baaz and the heroes notice each other at the same time, and the draconians attack immediately.

If the heroes defeat the draconians, they can continue deeper into the ruins. After a time, a courtyard lined with shattered buildings opens up before the heroes. At one end stands a vine-covered building that seems to have withstood the devastation that shattered the rest of the city around it. At the other end, in front of a row of four free-standing columns, is a huge well from which vapors rise lazily.

The intact building is an ancient Temple of Mishakal. The only entrance into the windowless structure is a pair of immense golden doors. They swing on counter-poised hinges, so they open easily when a hero tries to push through them. The interior of the temple is detailed in "The Temple of Mishakal."

The masonry shaft of the well drops 100 feet before it opens into the ceiling of a vast cavern beneath the swamp. On the floor of this cavern, some 800 feet below, lie the shattered remains of Xak Tsaroth. For more information, see "Xak Tsaroth Below" later in this chapter.

Heroes who gaze into the well see nothing but darkness and the occasional wisp of white vapor carried upward on cold, foul-smelling air. Suddenly, the ground begins to tremble, a blast of cold air swells from the darkness in the well, and a fantastic shape bursts from depths. It is a dragon, and it shoots high into the air, unfolding its black, leathery wings. It roars a strange arcane phrase. The heroes must determine if they are affected by dragonawe. (Narrators should remember that if the Innfellows are in play as heroes, this is the first time most of them have seen a real dragon.) This is Khisanth, the mysterious commander to whom the draconians in the swamp have been referring.

Immediately after the dragon appears, the area is plunged into magical darkness, the result of a spell cast as she emerged from the well. She quickly gains altitude and hovers above the edge of the darkness, then blasts the area with her acid breath. She then casts two *sleep* spells on the heroes, taking a minute to cast each. On the fourth minute after emerging from the well, the dragon folds its wings close to its body and power-dives into the well, disappearing from view. (Khisanth does not engage the heroes directly in combat at this time. The Narrator should assume her magic resistance negates any spells cast at her, and that any missile fire bounces harmlessly off her scales.)

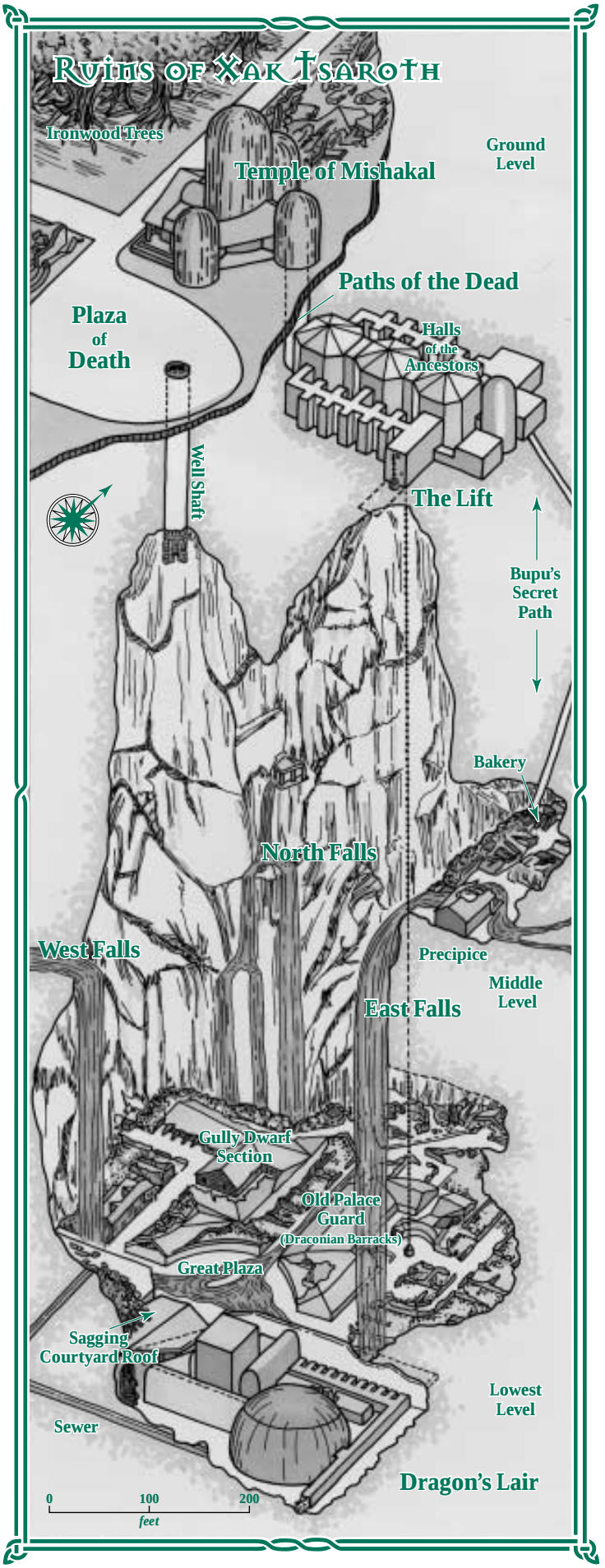
Before the heroes can recover from the dragon attack, four Bozaks leap from their hiding places in the ruins around the plaza. At first, they attack to subdue any heroes who survived the attack of the dragon. However, once two of their number have been defeated, the surviving Bozaks change their tactics and instead try to kill the heroes.

The Temple of Mishakal

Within this domed structure, behind doors that haven't been opened for decades, awaits the first step on the path to rediscovering the true gods.

The temple is not a large structure: 180 feet north to south and 130 feet east to west. Two wide steps lead up to a porte-cochere lined by fluted, vine-swathed pillars. Beyond it stand the golden double doors that provide the only entrance. The doors open onto a 30-foot long hallway that ends in a set of double doors identical to the first. Blue oval archways rise 30 feet to form the ceiling.

The sky-blue ceiling features golden studs in the pattern of Mishakal's constellation. The muck and moss of





the swamp have crept inside, and patches of a strange greenish film can be seen here and there.

The second set of doors opens into the temple's central worship chamber. A tremendous dome rises high above the delicate tile floor. At the center of the circular room, on a raised dais, stands a polished statue of a beautiful woman. Flowing robes drape her delicate form, and her hair cascades about her shoulders and neck. She wears no jewelry, save for an amulet displaying an infinity symbol. Her arms are outstretched, and her upturned hands are cupped as though she once held something in them. The look on her noble face is one of hope tempered with melancholy.

Good-aligned characters are overcome with a feeling of warmth and love when they enter this room; others sense nothing unusual.

The statue is the likeness of Mishakal, the ancient goddess of healing. When the temple served as an active place of worship, the priests kept the Blue Crystal Staff here, resting in Mishakal's loving hands. If a priest or cleric returns the staff to the statue's hands, the staff starts to glow with a soft blue light, and the statue comes to life, animating into the form of a flesh-and-blood avatar of Mishakal herself. Her voice is both melodic and firm. Read aloud or paraphrase the following:

"Beloved child," Mishakal says, "you come seeking knowledge, and you shall have it. The gods have not turned away from the mortals of Krynn. The mortals have turned away from the gods, driven from us by the madness of one man long ago, and toward gods who do not truly exist.

"Krynn is about to face its greatest test. Dragons, once banished to the nether regions, again stalk the land, and the Queen of Darkness seeks that which will allow her to freely walk the surface of the world. Mortals need knowledge and truth more than ever. You must return the truth and power of the true gods of Good to the people of Ansalon. It is time to restore the balance.

"To gain the power, you shall need the truth of the gods. Far below this temple lie the Disks of Mishakal: Circular plates of platinum that are all you need to call upon my power. You must recover these disks.

"But your task will not be easy. The Disks have been seized by the dragon, Khisanth, and she keeps them in her lair. Therefore, I place my holy might, the Blue Crystal Staff. If you present it to the creature of darkness, never wavering in your faith or in the righteousness of your mission, you shall prevail."

Mishakal raises her arms again, as if offering the staff to the priest, and she is once again just a statue.

Although the glow of the staff fades, it is now fully charged. (See the "Masters and Magic" appendix for details on the workings of the Blue Crystal Staff.)

From the central worship area, alcoves to the east and west lead either to worship rooms (behind additional sets of golden doors), or to the holy circles. To the north, an alcove allows access to a staircase that winds its way down into the earth. The stairs lead to the temple's burial chambers and eventually to the buried ruins of Xak Tsaroth. (Proceed to "Paths of the Dead" below if the heroes go to the north.)

The worship rooms contain three rows of marble benches. A greenish film coats the benches and floors. The wall across from the entrance is a fresco of Krynn's sky, with the constellations of all the gods visible against a deep blue background. In ancient times, priests made these chambers available to the followers of Mishakal who felt they had to pay homage to her or placate other members of the pan-

theon. The odor of the swamp is strong in both these rooms, but the heroes find nothing of interest or value here.

The holy circles are decorated with circular frescoes (showing blue-robed men and women easing the suffering of the sick and wounded) covering the walls of the 60-foot tall room. The frescoes are damp and faded with age, and fungus creeps along parts of them. A domed ceiling vaults overhead. At the center of the room stands a marble bier.

In ancient times, the priests and priestesses of Mishakal would call upon the healing powers of their goddess to treat the suffering in this room. Some of the healing magic lingers here even now, and Good-aligned characters who rest in this room recover twice the normal number of wounds that they would otherwise. Similarly, any attempts in this room at treating injuries or curing nonmagical afflictions and diseases automatically succeed.

If the heroes stay in one of the holy circle chambers overnight, the Narrator should draw two cards from the Fate Deck {roll 1d10 twice} to see what, if any, encounters occur during the night.

Result	Encounter
1–3	No encounter
4–7	Gully Dwarves
8–10	Draconians

Gully Dwarves

Five gully dwarves wander into the room, but they flee in terror once the heroes wake up (or if challenged by any guards posted by the heroes). If captured, the gully dwarves beg for their lives. They know nothing about the Disks of Mishakal, but they can tell the heroes all about the lift to the "Undercity." They know the "lizard guys" control the lift. They also tell the heroes that their leader, Highbulp Phudge, honors both the "lizard guys" and the dragon who rules them. If bribed with iron rations or any food more tasty than what they are used to (which includes just about anything), the gully dwarves offer to escort the heroes to the lift. (See "Paths of the Dead," below.) This encounter occurs only once; if generated a second time, treat as "no encounter."

Draconians

Two Baaz and two Kapaks discover the party. The draconians attack to kill and fight to the death.

Paths of the Dead

At the very back of the temple stands another statue of Mishakal, this one with its hands folded before it, and its head lowered in a gesture of sorrow. Behind the statue, a broad circular staircase winds downward.

Heroes of scholarly bents, or long-lived ones like elves and half-elves, can attempt *average Intellect* actions {Intelligence checks} to remember tales they've heard of ancient temples devoted to Mishakal. Each such structure had burial chambers beneath it devoted to the internment of priests and favored worshipers of the goddess. The stairs leading to the burial vaults were called the "Paths of the Dead."

If the heroes encountered the gully dwarves, the smelly, diminutive creatures lead them down the stairs. Naturally, the heroes also may go down these steps by themselves; it's the only other exit from the temple. If the heroes hesitate, the Narrator can ask Riverwind's player to attempt an *average Spirit* action {Wisdom check}. If successful, he has another memory flash into his head, one of him walking down the very staircase that spirals downward before the party. (If this doesn't work, the heroes could always be set upon a horde of draconians and captured—although such heavy-handed tactics usually are not the best way to approach running an adventure. If the heroes decide to not explore farther into Xak Tsaroth, perhaps it is best if they discover the true gods later in the campaign . . . if at all.)

Once the party descends the stairs, they discover that most of the crypt has collapsed. The remaining tombs have been opened and looted long ago. However, when the heroes reach the bottom of the stairs, a stench assails their senses. They also hear a buzz of conversation and the occasional crack of a whip and cry of pain. They can see flickering torchlight ahead, somewhere at the far end of the debris-scattered hallway. If they investigate, they see a large group of gully dwarves standing in a chaotically organized line that stretches down a swirling bank of mist ahead.

The Gully Dwarves

The dwarf at the back of the line is a female named Bupu. She turns, looks the heroes up and down, and says, "I don't think da big bosses gonna let you ride the pot."

The majority of the gully dwarves ignore the party, but Bupu returns friendliness in kind. If asked about the dragon's lair or the Disks of Mishakal, she says she doesn't know anything about either thing. However, she is certain Highbulp Phudge knows, because, "Phudge is great gully dwarf hero. He know ev'rything! He make the easy way up 'n' down usin' the big pot."

As the heroes talk with Bupu, other gully dwarves enter from the hallway to the north. As they file in line behind the party, they look at the heroes with earnest expressions, place a filthy finger to their lips, and say: "Ssshhh!"

If asked, Bupu explains they are all waiting for rides in the pot. The big bosses don't like it when the Aghar come for rides in the pot. "It's only for work they say, so we hafta be careful they don't recognize us when we keep comin' back. But if you wanna see the Highbulp Phudge, then we can take the secret way the big bosses don't know about. Come with me! I show you the secret way!"

Should the heroes follow Bupu, proceed with "Bupu's Secret Way" below.

If the heroes attack any of the gully dwarves, they all flee in the direction of the swirling clouds of mist. All the gully dwarves, including Bupu, have the statistics of the standard Gully Dwarf listed on the inside covers of this book. The heroes hear them jabbering at the "big bosses," and they hear cursing and whips cracking. If the heroes pursue the gully dwarves or if they move into the mist to investigate, they see two Baaz in a large room. Hot mist rises from two large holes in the floor, one to the north and one to the south. A tremendous black iron pot hangs from a large chain over the northern hole. The chain runs around two large wheels, crosses the ceiling, and drops through the center of the southern hole. Gully dwarves are scampering into the pot as the heroes arrive.

The holes, each 10 feet in diameter, break through the ceiling of a great cavern below, dropping 700 feet into "Xak Tsaroth Below." Every twenty minutes, a gong sounds far below; then one of the draconians cracks a whip and fifteen gully dwarves that were standing in line clamber into the pot. When the pot is full—with dwarven arms and legs sticking out, and some Aghar even hanging over the sides—it slowly descends, pulling the chain with it. Within five minutes, another huge pot, containing draconians, groans up the chain through the southern hole.

The machine is the Aghar idea of an elevator. The Baaz have been stationed here to make sure the Aghar don't

overload and destroy the system, as the dragonarmy is using it as a way to easily move their troops to and from the depths of Xak Tsaroth, with the gully dwarves using one pot and the draconians riding in the other. The trip takes five minutes.

If the heroes attack, the Baaz stationed at the top of the elevator panic and leap into the pot. The pot sinks slowly, so the heroes have a chance to jump aboard; however, the heavier it gets, the faster it moves. If more than two heroes climb aboard, the Narrator should warn them that the pot seems to be falling quickly. If three or more heroes enter the pot, it smashes onto the cavern floor below, and all aboard suffer 25 damage points.

When the second pot rises into the room, it contains six Baaz. These creatures are shock troops who fight to the death.

Narrators should proceed with "The Court of Reception" below if the Companions take the pots down into the city.

Bupu's Secret Way

If the heroes follow Bupu, she leads them down the hallway to the north, along a narrow ledge that drops off into an apparently bottomless crevice—the lower levels of the temple appear to have been swallowed by the earth. Bupu totters along it, seemingly oblivious to the danger. If the Narrator wishes to heighten the tension as the party moves along the ledge, the Narrator can call for *easy Agility* actions {Dexterity or proficiency checks}, but there should be no danger of falling. (A mishap, however, means the hero plummets to his or her death far below.)

The ledge leads to a partially collapsed worship hall. A 4-foot diameter sewer constructed of fitted stone has fallen through the domed ceiling, caving in the northeast corner. The jagged edge of the broker sewer juts through the rubble-strewn floor. It looks as though a human could follow the tunnel down into the dark, but there would be no way to swing a sword.

Riverwind has a vague recollection of having been here before. He feels a chill when looking into the slanted pipe, but he also feels strongly that the party's destination is somewhere beyond it. If Bupu is with the party, she signals for them to follow and then enters the pipe.

Moss and a slimy green film coat the walls of the sewer pipe. The walls are extremely slick. Unless the heroes have both hands free to climb down, they must perform successful *daunting Agility* actions {Dexterity checks with a –4 penalty} or slide down the shaft to "Welcome to the City."

The hero does not slide alone; anyone ahead in line also takes part in the tumble. Even if the hero is at the head of the party, he or she careens into five gully dwarves who were crawling up the tunnel.

If no heroes slide down the tunnel, they encounter the gully dwarves after the bend. Bupu and the other gully dwarves argue briefly ("We go to see Highbulp Phudge! Outta the way!" "We go to ride pot! You go outta the way!" "No! You go!" "No! You go!"). Eventually, Bupu gets them to withdraw back down the pipe by brandishing a small dagger ("Okay. We go."), but this takes several minutes. If a hero gets impatient and speaks up, the dwarves immediately decide the party has the right-of-way.

Xak Tsaroth Below

The heroes have two ways to reach "Xak Tsaroth Below"—through the gully dwarf elevator or the broken sewer pipe. If the heroes used the elevator, they arrive to the scene described in "The Court of Reception," below. If they use the sewer pipe—Bupu's secret way—they appear on the scene in "Welcome to the City."

Welcome to the City

Bupu's secret way terminates in what was once a bakery. The sewer pipe has smashed through the ceiling of the shop, and rotting sacks have been piled up below it, allowing even the shortest dwarf to emerge safely from the tunnel. Windows in the eastern wall look out upon the ruins of a city street, where buildings have toppled against one another to form a rough arch of marble slabs over the cobblestone street. The roar of rushing water can be heard from somewhere nearby.

If any heroes slid down the pipe, they and the gully dwarves they bowled over are launched into the rotting sacks. The sacks disintegrate into a sudden explosion of white, and the flour within covers the heroes and dwarves. None suffer any damage, but until the heroes clean off the flour, everyone they meet asks why they are covered in it.

The gully dwarves are somewhat annoyed by the accident (or for being forced to crawl back down the pipe), but they do not bother the party. If anyone tries to speak with them, they reply, "Gotta go. Gotta ride in big pot. No time." If the heroes attack or threaten the dwarves, they flee.

Bupu leads the heroes from the shop and toward the sounds of rushing water. The area beyond the bakery has the feeling of a haunted cathedral, quiet and empty, but somehow still tense. Doors and open shop windows yawn into the street as though the buildings have exploded from within. If the heroes choose to search them, the Narrator either can create encounters and add treasures, or simply have the buildings stand empty, broken remnants of a city destroyed by the wrath of the gods.

The street opens into a plaza. Tremendous cracked and crumbling pillars stand beneath a rock ceiling. A river rushes east to west across the plaza. Beyond it are more shattered buildings. Bupu follows the river west, and it eventually rushes around a pair of columns and plunges from hanging steps into a vast cavern.

Overhead, mist thickens beneath the cavern ceiling. A single shaft of light illuminates the vast underground area. Over 500 feet below, ruins litter the floor of the cavern: It is the ancient city of Xak Tsaroth, drawn deep underground in the upheavals of the Cataclysm.

The city is in many states of decay. Some structures are almost intact; many are nothing but rubble. Several waterfalls pour into the cavern, and many of the streets are rivers, all of which flow into a single abyss to the north. A huge chain extends from the mists overhead into a small courtyard below—and if the heroes pause here for more than ten minutes, they see the chain start to move. Soon, a large black pot clears the buildings that were obscuring it. Several draconians can be seen in it, turning their snouts upward. Moments later, another pot appears from the overhead mists, and this one is stuffed with gully dwarves. The dwarves wave and holler at the draconians as they pass. (This is the elevator from the lower level of the temple, viewed from a different vantage point.)

The party can climb down to the floor of the cavern from here. Each hero must succeed at two *average Agility* actions {two Dexterity checks or Climb Walls rolls} to safely descend the slippery wall. If a hero fails the first action, heor she falls 130 feet to suffer 35 damage points {13d6}. If he or she fails the second action, the hero falls a mere 60 feet, suffering 20 points of damage {6d6}. Continue with "A Voice in the Mists."

The Court of Reception

If the heroes ride the pot down, they emerge from the mists that cling to the ceiling of the cavern to see the shattered remains of Xak Tsaroth spread out beneath them. To the west, they can see gully dwarves running through the shadow-filled alleys. To the south, they can see draconians standing guard by a set of broad stairs that lead into a palace partially crushed under bedrock. Although the wide plaza before the stairs is partially lit by a shaft of light coming from a crack in the ceiling, an odd shadow has formed in the misty southwest corner.

When the heroes reach the bottom, they find themselves in a small courtyard, from which broken, cobblestoned streets lead east, south, and west. Sagging buildings line the streets, their open doorways and shattered windows revealing misty darkness. To the north stands a 10-foot-tall wicker dragon with a large round metal plate suspended in a hole in its chest. A robed figure kneels in front of the statue, muttering softly in a strange language.

The figure is a Bozak who is preparing to conduct worship at a shrine devoted to the dragons their race serves. The creature does not notice the heroes unless they attack him. A contingent of 1–10+5 Baaz arrive from the east in five minutes to worship. (If the heroes go east, they encounter them. If they return to this area later, the Baaz and Bozak are conducting services, and they attack the heroes on sight.) All the draconians fight to the death.

Continue with "A Voice in the Mists" if Bupu is with the party or if the heroes go south.

A Voice in the Mists

If Bupu is with the party, she starts to lead them west toward the "palace of the Highbulp." However, from the south, the heroes hear a scream that is suddenly cut short, followed by a roaring voice: "I am tired of your repeated failures!"

If the heroes ask Bupu who that is, she says: "That's the big bosses' boss. Khith . . . Khisp . . . Onyx. She big and black and pretty lookin'."

If the heroes decide to investigate, they make their way along a broad avenue lined with shattered buildings and toppled pillars. A wide river rushes down its center, and the heroes must walk in single file.

The avenue leads to what was once a great plaza, at least 120 feet across. A single column of light pierces the overhead mists. Steady streams from the eastern and western streets flow into a large pool of water, which in turn empties into a river channeled down the northern street. The waterfalls can be heard faintly in the distance. Draconians stand scattered about the plaza, exchanging nervous glances. Then, a soft voice comes from the heavy shadows to the south. "None of those humans would have eluded me if I had been put in charge."

A Sivak wearing a red tabard emerges from between some pillars to the south, taking several steps backward rapidly. Then, from the darkness beyond, a long, black neck that glitters snakes forward. The heroes must attempt to resist dragon fear as Khisanth emerges from the darkness. Read aloud or paraphrase the following:

"This is Verminaard's fault," the dragon states. "If he were not so busy with his precious war while I rot in this dark tomb of a city, they would never have shown up here!"

"But the intruders have the staff, royal Khisanth," the Sivak says.

Khisanth roars again. "That miserable staff! How could I not have sensed its presence!" In a softer tone, she continues. "They are after the Disks. I didn't sense the staff because they are the chosen ones. Of course." The dragon turns her glittering eyes on the draconian, piercing him with her gaze. "Since we cannot destroy the cursed things, they must be moved to a safer place. Inform Highlord Verminaard that I will bring the intruders to him for questioning after they have been caught."

The draconian looks uncomfortable. "Pardon me, Royal One, but did you say inform Lord Verminaard?"

Silence fills the plaza. The draconian takes a few more steps backward, getting farther away from the dragon. "Very well," Khisanth finally says, "if you insist on the charade: Ask my gracious lord for his permission to join him in Pax Tharkas."

The draconian bows deeply. "Yes, Great Khisanth," he says and hurries off.

The black dragon looks at the rest of the draconians. "You hunt the intruders above. I can handle things here. Do not hurt them. Just bring them to me. And be careful of the Blue Crystal Staff. It's very deadly."

The rest of the draconians withdraw, except for two draconians who remain at their post on the steps leading south. Khisanth retreats quietly into the southern shadows from which she emerged.

If the heroes decide to follow Khisanth, they must first defeat the Baaz who stand guard. Bupu advises against this, saying that if they want to see Onyx, they should wait until she wants to see them . . . or at the very least, they should go to speak with Highbulp Phudge. "He smart. He know how not to make Onyx mad. He tell you how to not do so also."

If the heroes take Bupu's advice, the adventure continues with "An Audience with Phudge." If they decide to face the dragon, they must first fight the two Baaz standing guard at the stairs. If it takes the party more than one minute to slay the creatures, one of them blows a whistle around its neck. Two minutes later, 1–10+10 more Baaz, 1–10+2 Bozaks, and 2 Sivaks come running from the south, all ready to battle. The draconians all fight to the death, although they use attacks only to subdue the party, wishing to capture the heroes rather than kill them.

Beyond the steps is a pillared courtyard. All cracked, some shattered, the pillars support a sagging stone roof. In places, the cavern wall has broken the stonework and forms much of the courtyard. An archway to the east leads to draconian barracks: Each room noted on the map contains either 1–10 sleeping Baaz (Shields in the Fate Deck or a result of 1–2 on 1d6), or 1–10 sleeping Kapak (Arrows or 3–4 on 1d6), or 1–10 sleeping Bozaks (Moons or 5–6 on 1d6). The only equipment here belongs to the sleeping draconians, as none of the monsters trust their comrades enough to leave anything behind in their quarters while they are on duty.

Farther into the courtyard, a set of double doors carved with dwarven symbols of law and justice lead east. They can be pushed open easily. Beyond, a musty corridor leads to another set of double doors that are likewise carved with symbols representing justice and law. (Only dwarves or heroes familiar with dwarven culture recognize these symbols.) Once the second set of doors has been reached, the Narrator should proceed to "The Dragon's Lair," below.

An Audience with Phudge

Bupu leads the party through a series of shattered buildings, avoiding all patrols. Read aloud or paraphrase the following:

Bupu reaches what appears to be a solid wall and knocks on it three times. She waits a moment, then knocks on it again. When she gets no response, she shouts: "I give secret knock. You let in!"

"Secret knock two knocks," comes a muffled voice from within.

Bupu snorts indignantly. "I knock two knocks!"

"You knock one knock," replies the voice.

"Listen you," shouts Bupu, "I knock your head if you not let Bupu and her friends in!"

With that, the door opens. Beyond stand two gully dwarves in rusty armor and helmets too large for their heads. "You come in, Bupu," says one, "but you still knock wrong knock."

Bupu strides along a garbage-strewn hallway, saying, "The Highbulp's Court this way!"

The court of Highbulp Phudge is both garish and pathetic. Heavy, frayed gold cloth adorns the hall. Statues line the walls, and carpets of every color and description form a patchwork across the floor. At the west end, a huge throne sits, the gold leaf peeling badly from its carved frame. A shriveled figure, Phudge the First, sits buried on the throne, nodding beneath a tarnished crown three sizes too big for him. Four armed gully dwarves, their heads rattling inside their helmets, stand beside their king, two on either side.

The Highbulp does not like draconians. He feels life was better before they came, and he misses the times when the Aghar could go weeks without working. After looking the party up and down, he says, "You here to kill dragon, or to just take pretty stones?"

If the heroes say they are here for the Disks of Mishakal—although they must describe them before the gully dwarf realizes what they are talking about—Phudge says he will tell them where they are and even give them a "secret way" to them . . . but only if they promise to leave the pretty stones for the dragon, or to kill it if they don't. "Highbulp don't want no angry Onyx eating his subjects," the dwarf says.

Once he has extracted a promise from the heroes, he gets off his throne, ordering the four dwarves to lift it aside. Underneath, is a trap door. "Go to Onyx's treasure pile," Phudge says. "Silver plates are on top of dragon pile. You take, but you no make Onyx angry. Deal?" He spits on his filthy hand and holds it out for a hero to shake.

Whether a hero shakes his hand or not, Phudge volunteers Bupu to continue to serve as the party's escort. If the party attacks Phudge, he and his gully dwarf guards fight to the death—they are all exceptionally brave for gully dwarves. Bupu, however, comes to the aid of her leader. All the gully dwarves have statistics identical to the ones on the inside covers of this book, although the Narrator might consider giving Phudge a few extra Physique points {hit points}.

The Dragon's Lair

Phudge's tunnel is an escape passage constructed by a thieves' guild that died when Xak Tsaroth did—the entrance into it is a one-way passage. Once the heroes have gone in, they can travel only to Khisanth's lair.

The tunnel is filled with foul water that comes up to a human's thigh or the shoulders of an average gully dwarf. If Bupu is with the party, their progress is particularly slow, unless someone carries her on their shoulders—she cannot swim and must therefore try to walk and hop through the "deep" water. The tunnel terminates in a wall, but an ancient ladder leads up to a trapdoor; it too is a one-way passage unless the heroes block it open.

Magical darkness completely shrouds the area above when the heroes either enter it or regain consciousness (if defeated by the draconians in the swamp or the ruins). Even if they have been brought here unconscious, all party members still possess their gear. Any attempts to light the room fail, except for a light spell or some other magical form of illumination. If no one in the party has access to such spells or items, a voice suddenly comes from somewhere overhead, "You are indeed a sad lot. Let me shed some light on the situation for you."

The darkness suddenly lifts, and the heroes see a massive black dragon sitting on top of a sizable treasure hoard consisting of sculptures, weapons, art, jewels, and thousands of platinum and silver coins. All heroes must make attempts to resist dragonawe at this time. Between her clawed feet rest items of particular interest to the party: the Disks of Mishakal and a large, blue-bound book. Wizards in the party may attempt an *average Reason* action {Intelligence check}. If it is successful, they recognize the book as one of the fabled spellbooks of Fistandantilus. Read the following:

"How you humans have escaped the servants of the dragonarmies thus far I do not quite understand, even if the gods of Good are holding a hand over you," the dragon says. "But now, I can finally sense the presence of the foul Blue Crystal Staff. Place it before me, and I will hear your pleas for mercy. If you do not surrender it, I will kill you, one by one, save for the bearer of the staff. You will then plead for me to grant you a swift death."

Goldmoon (or another hero who carries the staff) hears a soft feminine whisper—the voice of Mishakal: "Quietly instruct your companions to retrieve the Disks after you strike the dragon with the staff. Trust in me, and all will be well."

The bearer of the Staff should walk up to Khisanth and strike her with the Staff. The hit is automatic, although the Narrator, for the sake of drama, should require an action {attack roll} on the part of the hero.

The Blue Crystal Staff shatters as it strikes Khisanth. Blue light bursts forth in brilliant waves, and Khisanth shrieks in unearthly agony. The hero who struck her apparently disintegrates instantly, but the screaming dragon thrashes in pain for several moments as the blue glow consumes her. Within a few seconds, she is gone, too.

The earth starts to tremble and the pillars in the chamber begin to topple as the walls crack. Above, the ceiling begins to crumble.

The heroes have 1–10+3 minutes to gather treasure from the dragon's hoard. Any who remain in the chamber after that point suffer 1–10 damage points per minute from falling rocks and debris. The heroes hopefully will focus on the Disks of Mishakal and the Spellbook of Fistandantilus. The Narrator can add other treasures as he or she sees fit and feels is appropriate to the DRAGONLANCE® setting. Xak Tsaroth was primarily a dwarven city, so many of the items should be of dwarven make. Of mundane treasures, there are 26,000 steel pieces in gems, 1,000 platinum pieces, and 23,000 silver pieces.

After blue energy consumes Goldmoon and Khisanth, the entire city is wracked with earthquakes. Everywhere the heroes go in the cavern, rocks tumble from the walls and water gushes with tremendous force. All draconians and gully dwarves encountered are trying to escape and do not attack the party unless attacked first.

The water level in the cavern rises 1 foot every 10 minutes. The players must decide how the heroes make their escape, but the easiest way is to scale the cliff wall by Bupu's secret path. The heroes can attempt *average Intellect* actions {Intelligence checks} to notice that the gully dwarves are all fleeing to the east and then scaling the wall by the waterfall.

The Miracle

Whichever way the heroes escape from the cavern, they most likely need to pass through the Temple of Mishakal. When they do, they notice the statue in the main worship hall is holding the Blue Crystal Staff, and at its feet lies the hero who shattered it, sleeping peacefully. A platinum version of the medallion around the statue's neck now adorns the neck of that hero. While the Blue Crystal Staff appears to have fused to the statue, a replica made of vallenwood rests next to the hero.

The hero is awakened easily. He or she is fully rested and healed.

Continuing the Saga

The heroes can exit the swamp and travel through Forsaken Pass without further encounters. They may see both draconians and gully dwarves in the swamp, but none of these creatures have an interest in fighting the party and flee if challenged.

When the party safely exits the swamp, the wizards in the party can determine what spells are contained in the blue-covered spellbook recovered from the dragon's hoard. The following list consists entirely of wizard spells that are described in the AD&D *Player's Handbook*. SAGA Narrators can find the suggested school of the spell in parenthesis.

Spellbook: 1st—*color spray* (spectramancy), *identify* (divination), *shield* (enchantment), *shocking grasp* (electromancy); 2nd—*fog cloud* (hydromancy), 3rd—*clairaudience* (divination), *clairvoyance* (divination), *dispel magic* (enchantment), *flame arrow* (pyromancy), *Melf's minute meteors* (pyromancy); 4th—*fire shield*, (pyromancy), *monster summoning II* (summoning); 5th—*contact other plane* (divination), *wall of fire* (pyromancy), *wall of ice* (cryomancy), *summon shadow* (summoning), *teleport* (summoning).

If the party failed to recover the Disks or the spellbook, kind Narrators might consider allowing Bupu to show up as the heroes are leaving the ruins of Xak Tsaroth. She presents her friends with a gift: whichever one of the two treasures the party failed to recover. (The Disks are important for the further development of the storyline—it's very difficult for the party to survive without clerical healing, and it's far more interesting if they restore the true gods to the world. However, if the Narrator chooses, another opportunity can come later—albeit much further in the storyline—for the party to learn about how to worship the true gods.)

If the heroes defeated Khisanth, Narrators should award a quest {1,000 extra experience points} to all heroes who have taken part in the entire campaign up to this point.

The campaign continues in Chapter Four: Dragon Wings Over Abanasinia.

Draconian Powers

As the heroes progress in the adventure, they will see more of the unique traits of the various draconians. These powers are detailed further below:

Aurak: Access to schools of pyromancy, electromancy, divination; mind control (resistance requires a successful *average Presence (Spirit)* action); death throe releases magical energy in an explosion equal to the Aurak's remaining spell points. {Dimension door 60 feet 3/day; infravision 60 feet; detect hidden and invisible creatures within 40 feet; turn invisible 1/turn until attacking; polymorph into animal 3/day; change self 3/day to resemble specific human or humanoid for 2d6+6 rounds; energy blast attack 1d8+2; noxious cloud breath attack (victims must make successful saving throw vs. breath weapon for half damage or suffer 20 points of damage and be blinded for 1d4 rounds); cast two wizard spells of 1–4 level; suggestion 1/turn; death throe includes frenzy (+2 to attack and damage rolls), immolation (1d6 points of damage per round exposed), lightning attack (attacks as 13 HD monster and causes 2d6 points of damage), and explosion (stun for 1d4 rounds and 2d6 points of damage).}

Baaz: Death throe causes the Baaz to turn to stone (successful *average Agility* action to keep melee weapon from being caught) and turn to dust one hour later. {Death throe causes the Baaz to turn to stone (successful Dexterity check with a –3 penalty allows melee weapon to remain free of the stone) and crumble to dust 1d4 rounds later.}

Bozak: Access to schools of aeromancy and pyromancy; web special ability; and death throe causes flesh to crumble away, allowing the bones to explode in one minute (5 damage points to everyone within melee range). {Casts spells as 4th-level mage; death throe causes flesh to crumble away, allowing the bones to explode (1d6 points of damage to those within 10 feet).}

Kapak: Harder to surprise Kapaks by one degree; poison bite (successful *challenging Endurance* action or paralysis sets in for one hour); death throe causes it to dissolve into an acid pool that lasts one hour (causing 5 damage points to those who come in contact with it). {Poison saliva (paralysis for 2d6 turns unless victim succeeds at a saving throw vs. poison) that they often lick onto their weapons (potent for 3 rounds); death throe causes it to dissolve into an acid pool that lasts for 1d6 rounds (causes 1d8 points of damage to those who come in contact with it).}

Sivak: After killing a man-sized creature, it can assume its shape for up to one hour; death throe causes it to burst into flame (10 damage points for burns). {After killing a man-sized creature, it can assume its form; death throe changes it into the form of the man-sized killer for three days, then it decomposes into black soot (if not man-sized, the Sivak explodes, causing 2d4 points of damage to those within 10 feet).}

Chapter Four

Discussing vague plans, they traveled on well into the night. They saw no draconians and supposed that those escaping Xak Tsaroth had traveled north to join up with the armies of this Lord Verminaard, Dragon Highmaster. The silver moon rose, then the red. The companions climbed high, the sound of the horns driving them on past the point of exhaustion. They made camp on the summit of the mountain. After eating a cheerless supper, not daring to light a fire, they set the watch, then slept.

—The heroes journey from Xak Tsaroth, Dragons of Autumn Twilight

As the heroes emerge victorious from the swamp of Xak Tsaroth, they are greeted by the biting autumn winds that race across the plains. What the heroes see on the horizon could chill them far more than the changing of the seasons, however. Great pillars of smoke rise from beyond the Sentinel Peaks in the direction of Solace and Qué-Kiri. Smoke also rises from the direction of Qué-Shu. Unless the heroes return to the swamp and head south along the eastern ridges of the mountains, their next stop is one of the barbarian settlements. If the heroes head south along the mountains, the Narrator should proceed to "Confrontation with the Dragonriders." Otherwise, continue with "The Taking Taking of Abanasinia."

The Narrator can refer to the map of Abanasinia to get a feel for where the various locations mentioned in this chapter are in relation to one another. (The dragonarmy camps are roughly two days travel south and north of the pass through the mountains to Xak Tsaroth.)

The Taking of Abanasinia

While the heroes were in the swamp, the Red Dragonarmy swept across Abanasinia, conquering the entire land in days. The dragonarmy captured the region's villages and towns; several have been destroyed entirely. The invaders razed Qué-Shu, Qué-Kiri, New Ports, and Qué-Teh.

All other communities, including Solace, have been conquered, losing some buildings and many people. A few businesses and farms survive to provide services for the dragonarmies. If the heroes travel to any of the cities still inhabited, the Narrator should relocate the events that take place in Solace in the section titled "Under the Red Fist." The Narrator should alter some of the details to make it feel as though the events occur in a different town.

Signs of War

As the party heads across the plains, they come upon evidence that a major force has crossed the plains in a north-to-south direction. The tracks consist of two-wheeled carts tracks and clawed footprints.

If the heroes follow the tracks south or north, within two hours they come upon a curious sight: Great black scars stretch for hundreds of yards along the ground, right through the charred remains of the farmhouse the heroes passed on their way to Xak Tsaroth. Fire has gutted the dwelling, and the heroes find no sign of anything alive. However, if they search the still-warm ruins, they find the remains of the couple and infant that lived there.

If the heroes continue along the trampled trail either north or south, after a day's travel they come upon a military camp at night. Thousands of hobgoblins and draconians camp here, and dozens of campfires dot the plain.

The Narrator should draw a Fate Card {roll 1d10}. If the result is 7–10, a perimeter patrol happens across the party as they observe the camp. It consists of two Baaz, two hobgoblins, and a dragonarmy Soldier (see the "Combined Monster Chart"). The human soldier is in command of the patrol. He attempts to escape the combat so as to alert the rest of the camp using a horn on his belt. If he succeeds, 10–100 additional draconians arrive each minute until the heroes are subdued or surrender.

Heroes who are defeated or surrender are stripped of all belongings, placed in chains, and marched to Solace. The Saga continues with Chapter Five: The Slave Caravan.

The Tragedy of the Plainsfolk

If the heroes travel toward one of the barbarian communities, the following encounter should occur. Before the town comes into view, they see more of the long scorch marks and a couple of burned wagons. Careful investigation reveals the burned remains of dozens of arrows peppered across the wagon's side. Furthermore, the heroes see more tracks of clawed feet like the ones they saw on the plains. Rangers and other skilled trackers can tell that dozens of the creatures swarmed across the region.

The village is a horrendous sight. Most of the buildings

Playing the Novels

In *Dragons of Autumn Twilight*, the attack of the dragonarmy on Abanasinia is described from the point of view of Tika and Otik at the ruined Inn of the Last Home. Fewmaster Toede is in charge of the town and orders repairs to the Inn so it can serve his thirsty draconian troops.

The heroes emerge from the swamp around Xak Tsaroth, saying their good-byes to Bupu, and see the smoke on the horizon. They reach Solace, and Tika updates them on the situation in Abanasinia. As they are at the Inn, a hooded stranger in the corner is revealed to be an elf. The draconian patrons attempt to take him into custody, and a brawl breaks out as Tika and the Companions come to his aid. Flint and Tanis recognize Gilthanas, the second son of the Speaker of Qualinesti.

The heroes surrender in the face of superior numbers. In order to protect their belongings from being looted by the hobgoblin troops, Raistlin fakes the casting of a spell that supposedly will summon the great worm Catyrpelius to devour any being who dares touch them. The captors then load the heroes into the slave wagons bound for Pax Tharkas.

are shattered and burned, and many bodies lie sprawled in the empty streets. The air is hot and thick, laced with the odor of ash and decay. Suddenly, a faint groan rises from behind some collapsed beams. If the heroes investigate immediately, they find a badly burned old man on the verge of death. If they wait more than a minute, however, the old man dies.

The old man lies under the wreckage of the village's council building, a heavy crossbeam pinning his legs to the ground. In addition to his burns, he has lost much blood. The man has been blinded, so the heroes must make noise to alert him to their presence. He is also very confused and frightened. His pattern of speech is jerky and halting, and he seems to be talking to himself:

"You saw them, yes? You must have! From the north—they came from between the mountains. First the terrors that rode the great wyrms . . . straight out of the old tales they came, fire splashing like waves over our homes. We fought, though. Yes! We fought, but more came . . .

"Many fled . . . many died. Those who ran fell among the small demons—man-sized but like their larger masters. I don't know where they took my people . . . I was too clever for them. I hid! Yes, I hid!" A pause, then, "When will my people return? What will become of my garden?"

These are the old man's last words; he dies after uttering them. Any use of healing magic prevents his death temporarily. He has no further memory of his experience, and eventually grows weaker . In an hour, he dies.

The heroes encounter the old man only in the first village. If they travel to another, they find it deserted and without survivors. Everything of value has been taken from the village, and on a random result of 7–10, 1–10 fire-ravaged wights emerge from the ruins. These undead were driven mad by pain in their final moments, and they attack the living with unbridled fury. If the heroes return to Solace, go to "Under the Red Fist." Should they wander the plains, go to "Confrontation with the Dragonriders."

Confrontation with the Dragonriders

If the heroes spend more than three days wandering the plains before heading to Solace, the Narrator should run this encounter. It should take place when they are in open terrain (plains or low mountains).

Two specks of crimson approach in the northern sky. As the specks rush south, it becomes clear they are red dragons. The monsters dive, and upon their backs sit men wearing masks that resemble the visages of their steeds.

The dragons land about 50 feet away. A hollow voice rings from one of the riders: "Drop your weapons, or you shall feel the heat of my pet in anger." He strokes his mount's neck. Both dragons bellow menacingly.

"Resist, little mortals," the dragon on the left hisses. "Let me send you to your uncaring gods."

In addition to the Dragon Highmasters, each of the red dragons carries two Kapaks. These creatures leap from the back of the monstrous lizards and advance upon the party. All four draw their swords and run their tongues across the blades, coating them with potent venom.

The dragonriders wish to capture the heroes, but they are willing to kill them. They ride old dragons who attack the heroes with their dragon breath should the heroes slay the Kapaks. The Narrator should make the deadly appearance of the dragons clear. If the heroes insist on fighting, some or all of them may not survive. The Dragon Highmasters have the statistics of Dragonarmy Officers.

As soon as the heroes surrender, the Kapaks disarm them and relieve them of all valuables. One of the dragons bounds into the sky with his rider on its back. The other remains, talking with his rider in the man's native tongue, a language none of the heroes understand.

Within an hour of capture, several hundred Baaz and Kapaks surround the heroes. The draconians load the heroes onto a wheeled cage and put the party's possessions into a smaller wagon. The heroes then are taken to Solace. The Saga continues with Chapter Five.

Under the Red Fist

If the heroes return to Solace, they find its legendary vallenwood trees have been hacked, uprooted, and burned. Only a few of the trees still stand among a vast ruin of blackened branches and low, thick stumps. The city itself now consists of only a few ramshackle huts on the ground amidst the wreckage. Unlike Qué-Kiri and other barbarian settlements, however, Solace is not a ghost town. Fires smolder amid the wreckage, and survivors scratch through the rubble in search of possessions. Moans of pain and the cries of babies carry through the town.

A few lights twinkle in the windows of some of the battered buildings, and humans, dwarves, and elves are constructing a palisade south of the town. A number of whip-wielding draconians watch the workers carefully. Other heavily-armed bands of dragonmen and hobgoblins poke through the brush and fallen trees.

If the party makes an effort to be stealthy, they can reach any familiar location in Solace without incident, although the Narrator needs to make a decision as to whether that structure still stands or not.

Once the heroes are in town, they see the remains of the Inn of the Last Home now sitting awkwardly on the ground. Only half of it remains, but a makeshift kitchen and new walls allow it to be open for business. The only businesses other than the Inn that have survived are the large blacksmith shop, which was always on the ground, and a battered general store which apparently landed on its side and was righted. Draconians and hobgoblins have taken over these latter two places.

If the heroes seek out friends, the character can be found on a random result of 1–3. Nearby, a woman and four children huddle in the shadows. She tells the heroes their friend was carted off with most of the other healthy men and women in a caravan that left a couple of days ago, heading south.

If the heroes seek out Theros Ironfeld, they find the hulking blacksmith oddly nervous. It isn't just the draconians that unsettle him—the very presence of any heroes also disturbs him. If asked what happened, he says in soft tones that the dragonarmy arrived with no warning: Great monsters swept out of the sky and set the town alight before anyone had a chance to react. The dragonmen and hobgoblins stormed the town in their wake. The town guard either fell quickly or surrendered. The morning after the town had been taken, the dragonmen erected stakes in the town square. They tied several of the town guard that had surrendered to the stakes, alongside a group of elves. A red dragon circled in the sky above, as hobgoblins assembled the population around the square. He continues with the following:

"A great and Evil leader, hidden by a beastlike mask, rode the red dragon," says Theros. "He spoke as the serpent



landed: 'I am Verminaard, Highlord of the Red Dragonarmy and master of this realm. I have need of all mortal beings in the great work of Emperor Ariakas and the dragonarmies. Those who obey shall serve me. Those who do not shall feel my wrath!'

"Then the dragon breathed flame upon those who had been tied to the stakes. Their screams were horrible. . . ."

Theros trails off, visibly shaken. If the heroes ask what they can do to help, Theros looks despondent. "The best thing you could do is to head north across the New Sea. The dragons may have came from there, but there may still be free lands there. More importantly, in ancient times, the Knights of Solamnia fought and defeated the dragons. Maybe they can do so again, if they still exist."

If Tika is being used as a character, Theros pulls Caramon (or a similar fighter) aside as the heroes are about to leave and says, "I think you should go to the Inn before you leave town. The wench there is having a hard time with the draconians and hobgoblins. If you want to help, getting her out of town would be a good deed."

Dealing with the Draconians

Frequent patrols of 1–10 Baaz or Kapaks wander the streets, more concerned with bullying peasants or carousing with their comrades than with guard duty. If the heroes act belligerent or show weapons, the guards attack.

If the heroes fight the draconians in the streets, they find themselves surrounded by over one hundred Kapaks. The Kapak disarm them and load them into a cage; the Saga continues with Chapter Five.

Return to the Inn of the Last Home

The Narrator can use the map of the Inn in Chapter One if he or she wants to get an overview of the location. However, the cozy inn from a few days ago is gone, replaced by a broken, twisted shadow of what once was.

The common room is about half its original size, with a series of hastily constructed planks replacing one of the destroyed walls. A smoky fire struggles in the blackened stove, feebly challenging the gloom. In sharp contrast to the usual lively crowd, the few patrons present appear lost in their own thoughts. One note carries cheer with it, however: The aroma drifting from the kitchen—a mixture of onions, chives, and mysterious herbs—shows that Otik Sandath still rules the realm of cooking.

If Tika is in play as a character, she suddenly bursts through the door of the makeshift kitchen. If she is a hero, Otik emerges. The character holds a steaming pan in the right hand and a foaming pitcher in the left. "Sit down!" she orders, the booming voice seeming out of place in the somber town. "Git somethin' to eat—you look like a pack of starved rats." The character's voice falls as she or he approaches: "And then we've got to talk."

The character guides the party to a table in the rear, away from the few customers. After dishing out a portion of potatoes to everyone, the character sits.

The character quietly leads the conversation to the topic of leaving Solace. If the character is Tika, she pretends to be bored with life in town; this "boredom" disguises her fear of the draconians. If the character is Otik, he intimates that if the heroes don't leave town, they undoubtedly will be subject to enslavement. He also suggests that perhaps the heroes should attempt to discover where the slaves have been taken and try to free them.

Shortly after the conversation begins, five Kapaks burst into the Inn, sit down near the party, and loudly demand service. Tika (or Otik) grimaces and rises to wait on them, doing her (or his) best to ignore their crude behavior.

While the staff member of the Inn spoons potatoes from the large pan, another figure enters. It is a slender person whose face and gender is hidden in the shadows and folds of a dark cloak. The figure briefly glances around the Inn and then walks toward the party's table. As he passes the draconians, one of them pulls the garment off to reveal a handsome male elf. At once, the invaders begin to shove the unfortunate character around.

Any Qualinesti elves or half-elves in the party should perform successful *average Intellect* actions {Intelligence checks with a +1 bonus} to recognize the elf as Gilthanas, the second son of the Speaker of Qualinesti. (If Gilthanas is being used as a hero, the heroes recognize him as one of the Speaker of the Sun's messengers or warriors.)

If Tika is not in play as a hero, she has had enough of the constant draconian bullying. With a scream of rage, she slams the pan down on one draconian, automatically hitting him and causing him to drop like a sack of potatoes. The other draconians turn on her, but the elf in turn leaps to her defense. (If Otik is the character, he merely watches the elf get bullied, looking sympathetic. Eventually, the elf loses patience and draws his sword to attack.)

If the heroes join in, a melee begins. Any Kapak who has a combat exchange in which a hero doesn't attack him licks his blade to envenom the weapon for three minutes. If the heroes do not join in, the draconians quickly subdue them and carry them out of the Inn. Either way, continue with "Captured by Fewmaster Toede."

Captured by Fewmaster Toede

If the heroes become involved in a brawl with the draconians, one of the old men near the back flees the Inn. A few minutes later, heavy feet clatter outside, and eerie torchlight flickers through chinks in the doorway and wall. The torches appear to be all around the Inn. Suddenly the door splinters inward, and a crowd of draconians bursts into the room. Forty Kapaks have surrounded the Inn.

Even if the heroes stay out of the brawl, the overwhelming force of Kapaks rounds up the party after arresting Gilthanas and Tika.

In both instances, leading the band is a swaggering, obese hobgoblin the heroes may remember from when they fled Solace the first time. The stench of his unwashed body precedes him by several feet. If the heroes helped Tika or the elf fight the draconians, Toede arrests them for brawling. Otherwise, he sneers as he recites charges of "trespass and malicious destruction in the realm of Xak Tsaroth" and places the party under arrest. If the heroes resist, the draconians swarm in to attack.

The draconians disarm the party and seize all visible possessions except for rings and armor. They tie the heroes' hands and lead them through the rubble of Solace to an open space that once functioned as a town square. "You shall serve the Highlord nicely in the mines," says Fewmaster Toede as he waddles alongside the heroes.

Continuing the Saga

Captured either by patrolling dragonriders, draconian patrols, or Fewmaster Toede, the heroes have been added to the slave pool bound for Pax Tharkas. The campaign continues with Chapter Five.

Chapter Five

After a great deal of confusion and swearing, the caravan finally lurched forward. Some of the remaining residents of Solace stared at them as they drove off. If they knew anyone among the prisoners, they made no sound or gesture of farewell. The faces, both inside and outside the cages, were the faces of those who no longer can feel pain. Like Tika, they had vowed never to cry again.

—The slave caravan departs Solace, Dragons of Autumn Twilight

Upon being captured, the heroes are led to the clearing at the center of Solace.

If the dragonarmy captured the heroes on the plains, the heroes encounter a different Solace: The great vallenwood trees have been burned black and most of the tree homes have been toppled. The Inn of the Last Home is a shattered wreck at the base of one of the few unburned trees in the town. It is night when the heroes reach the town, which is when the monstrous occupation force is at its most active.

If Gilthanas is not in play as a hero, the Narrator should place him in the same prison wagon as the heroes and make him likable to the party.

Solace Occupied

Gritty smoke drifts from lingering fires through the clearing, adding a ghostly thickness to the air. Several hobgoblins and draconians scramble about, loading things onto several large wagons. Beyond these wagons, the smoke lifts briefly around three large cages, each mounted on a sturdy four-wheeled carriage. The party is forced into one of the cages.

If Gilthanas is a character, he is already in the cage or is placed there with the heroes. The dragonarmy may or may not have captured Tika as well, if she is in the game as a character. It all depends on the Narrator's preference story-wise. If the Narrator decides he or she has enough characters to juggle already, Tika can have escaped captivity.

As their captors lead the heroes toward the wagons, the heroes see Toede screaming orders at humanoids and monsters that leap to obey his command with a loud, "Yes, sir, Fewmaster, sir."

Toede's troops drag another group of prisoners—mostly women and children—into the clearing and roughly loads them into one of the cages. At the same time, Fewmaster Toede unlocks the door of the heaviest cage. His escort prods the prisoners forward at swordpoint and thrusts them behind the solid iron bars.

Playing the Novels

In Chronicles, the heroes are placed in Fewmaster Toede's slave caravan following a brawl at the ruined Inn of the Last Home. During the journey southward, they come to know Gilthanas, someone Tanis was already very familiar with from their days in Qualinesti: The two were practically brothers in their childhood.

Shortly before the slave caravan heads south, Theros Ironfeld is placed in the wagon along with the heroes. His arm has been severed, and he was bleeding to death before Goldmoon heals him. One of the other prisoners, a senior Seeker from Haven named Elistan, witnesses this act but remains quiet. Still, he wonders if Goldmoon indeed has the power of the true gods.

The caravan leaves Solace and eventually passes a strange sight: An old wizard is scolding a tree for casting a shadow across him while he was enjoying the sun. The draconians throw him in the wagon with the heroes, and he recognizes Goldmoon as a priestess of Mishakal, even before she says anything. The old man introduces himself as Fizban.

As the wagons draw close to the border of Qualinesti, elven warriors attack the caravan. In the confusion, a brave gully dwarf named Sestun breaks open the door on the heroes' wagon out of spite to his abusive master, Toede. The heroes and other prisoners escape into the Qualinesti forest led by Porthios, Gilthanas's older brother.

The cage door shuts with a heavy clang, and Toede secures both of its locks himself.

The party is placed in a cage already containing two Solace locals and a large gray-bearded man from the city of Haven. The two locals are members of Solace's tiny city watch (or, if the Narrator chooses, one of them may be replaced with Tika if she isn't in use as a hero), while the gray-bearded man is Elistan, a High Seeker from the Haven. He does not admit to his lofty status, however, as he doesn't want to attract the attention of the dragonarmy soldiers.

Toede is assembling a caravan to carry prisoners to Pax Tharkas, where slaves are needed to work the iron mines. The huge cages will carry the captives, while the other two wagons contain routine supplies. Their captors load the heroes' possessions onto the first wagon, where Toede intends to examine them and claim a few items for himself.

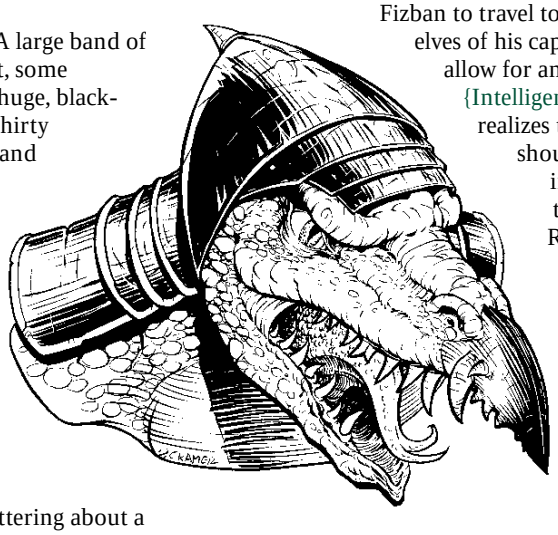
A Night of Captivity

The night passes uneventfully, unless the heroes decide to escape—an endeavor bound to fail and bring some derisive pokes with spears from the draconian guards. As dawn colors the sky, the autumn chill sinks in more heavily. Thick mists obscure the nearby ruins of Solace, and ghostly figures flit among the wagons. Several of these figures approach, and it becomes clear they are draconians. They pour a foul-smelling slop into buckets in the nearby wagons.

A fierce clatter of swords disrupts the morning calm. Screams and yelps of draconians rise above the crash of metal. Somewhere, a deep voice rings out in challenge, and the sounds of fighting move toward the voice.

Gilthanas recognizes the voice as Theros Ironfeld's, the town's smith. Theros provided Gilthanas with aid and shelter when he first came to Solace. The smith has smuggled other elves from the city without regard for his own safety. If an elf other than Gilthanas was at the Inn, he says he came in search of Prince Gilthanas. His name is Brookland.

The sounds of combat cease. A large band of dragonmen hobble from the mist, some carrying the bleeding figure of a huge, black-skinned man. Under the eyes of thirty archers, they open the cage door and throw the man inside.



Blood from the stump of his right arm pools on the dirty floor. Theros is bleeding to death and will die unless he receives some magical healing. Even then, he will be very weak and unable to fight or aid in any attacks.

If any of the heroes use magic to save Theros, the three captives stare wide-eyed at the healer, muttering about a "miracle." One starts asking questions about what manner of magic was used, while Elistan listens with an intent look. Unlike many Seekers, Elistan is more interested in finding the true gods than cultivating a personal power base.

Without magical aid, Theros grows still ten minutes after the guards throw him into the wagon. One of the locals from Solace shouts at the draconians, "You've killed him!" The draconians then open the cage (using the same procedure they did when they threw Ironfeld in), draw out the smith's body, and cast it into a nearby pile of rubble. Despite his death, Theros has a role to play in the greater Saga, and he will survive this ordeal to cross the party's path again.

Hope of Rescue

A long day passes underneath a surprisingly warm sun. Draconian and hobgoblin guards remain on watch throughout the day, but no new prisoners are added to the cages. An air of waiting hangs over the wrecked town square. Read aloud or paraphrase the following:

Around noon, an odd figure approaches the wagon. It is the white-bearded man with the tattered robes and well-worn boots and hat who you saw at the Inn of the Last Home on the eve of your failed reunion. He saunters up to the cage humming softly to himself. The draconian and hobgoblin guards appear oblivious to his presence.

"What an interesting contraption," he says, looking over the wagon. "What are you good people doing in it? Playing some sort of game?"

The old man listens to whatever the party has to say, but when they ask him to help them escape, he says in a frighteningly loud voice, "You're trapped! Well, I must help you then! Stand back, and watch the mighty spells of Fizban the Fabulous at work!"

The old man briefly touches one of the locks and starts muttering arcane phrases. The lock glows for a moment, but holds firm. "Drat," says the old man. "I thought that was how that spell went. Well, I'll give it another try!"

Fizban tries another couple of failed spells, ultimately saying, "Okay. So, you're stuck. Maybe this is something that was meant to be. Is there anything else I can do for you?"

If the player of Gilthanas doesn't think to ask Fizban to travel to Qualinesti and inform the elves of his capture, the Narrator should allow for an *easy Intellect* action {Intelligence check +2} so the hero realizes this. Fizban says, "Of course! I should have recognized you immediately! I'll get right on that! Qualinesti, here I come!" Regardless of what anyone asks him to do, his response is the same.

As Fizban walks away from the cage, one of the draconians finally notices him and shouts a rasping order for him to stay away or be enslaved himself. Fizban tips his hat at the dragonman and hurries on his way.

All attempts at escape on the heroes' part are met with the even more vigilance than that displayed by the draconians earlier. Continue with "The Wagons Roll."

The Wagons Roll

If the heroes take no action, the waiting comes to an end as the sun drops behind the burned vallenwood forest. The square suddenly swarms with hobgoblins, goblins, and draconians, all following the orders of the repulsive Fewmaster Toede. They bring huge elk forward from the village pens and attach four of the beasts to each wagon.

All the monstrous troops in Solace—save for a token force of five Kapaks and ten hobgoblins—form ranks before and after the column, which consists of the three cages and two supply wagons. A driver and a guard climb into the front of each and urge the elk forward. The reddish glow of twilight provides one last look at the ruins of Solace as the caravan slips away south.

At the front of the column marches a troop of twenty Baaz, fifteen Kapak, and ten Sivak draconians. One hundred goblins follow the draconians in a long line ending just before the first supply wagon. The three cages are next (captured heroes are in the first cage), and another supply wagon follows. Last in line are one hundred hobgoblins.

Fewmaster Toede rides a small, shaggy pony along the column, shouting orders to his soldiers. His servant, a young, unkempt gully dwarf named Sestun, follows his master as best as he can. Sestun constantly falls down or gets splashed by mud from the passing of wagons, and he finds it impossible to keep up. Imprisoned heroes see him jog past their wagon often, his shiny metal helmet askew over a face dominated by a massive red nose. A battleax of doubtful quality swings from the dwarf's side.

Two hobgoblins man each wagon. The front supply wagon contains all of the party's equipment as well as a load of swords and shields. The last wagon is filled with grain.

Through the long night, the wagons roll south. The towering summits of the Twin Peaks Pass soon fall to the rear. The caravan halts the next day, but it continues as darkness falls again. Winding out of the mountains, the caravan passes through the community of Gateway, now a stronghold of the dragonarmy.

South of Gateway, the Plains of Abanasinia spread to all sides. The caravan makes good time across the flatlands, passing through the deserted community of Digfel shortly after dawn. Fewmaster Toede orders the caravan to continue onward, as dark clouds have gathered, shielding the sensitive eyes of the goblins and hobgoblins from the sun's harsh rays. By that evening, the caravan trundles over the only bridge to cross the mighty White-rage River.

After the crossing, Fizban emerges from behind some trees as the wagon rolls past. He waves and says, "Hello there! I hear bandits are on this road. Would you mind terribly if I traveled with you? Safety in numbers and all that?"

Toede orders the old wizard seized, and draconians throw him into the wagon with the party. If the heroes ask whether he managed to contact Gilthanas's associates, Fizban slaps his forehead and says, "I knew there was something I'd forgotten!"

As the caravan travels onward, the land begins to rise. More trees line the ascending trail. The Elvenhome of Qualinesti lies somewhere to the west.

If Gilthanas is a hero, he should attempt an *easy Reason* action {Intelligence check +2}. If successful, Gilthanas realizes they are being taken to Pax Tharkas, an ancient fortress built to signify peace and unity between humans, elves and dwarves. If he is a character, he remarks quietly: "Pax Tharkas. That must be our destination . . . a monument to peace perverted to the Evil purposes of slavery."

If asked about the fortress, Gilthanas explains it was built long ago when the dwarves of Thorbardin, the humans of the Empire of Ergoth, and Kith-Kanan, the founder of Qualinesti, came together to create a permanent monument to the friendships their kingdoms shared—Pax Tharkas, a fortress with a name meaning "Peace Among Friends."

Fizban starts to ramble on about fortresses and the reasons for building them—none of which involve friendship—but as the caravan moves into an area particularly heavy with trees, Gilthanas suddenly stiffens and holds up a hand to silence the old wizard. If he is a hero, he should perform a successful *easy Perception* action {Wisdom check +2} to hear and recognize a wavering call that rolls from the woods off to the west, like the cry of a bird. The Narrator should tell Gilthanas that he recognizes the call as a signal from an elven war party. He knows that he should return the signal.

"How odd," says Fizban. "I didn't think any birds like that lived around here."

If Gilthanas answers it, Fizban applauds, saying, "Very good, Sir Elf! Of course, the poor bird will be heartbroken when he discovers that you are not a suitable mate at all!"

A moment later, the guards begin to shriek, suddenly dropping left and right. The driver of the cage wagon slumps forward, an arrow through his neck. Quickly, the guard at the driver's side draws his sword and leaps to the ground, but a deadly arrow whistles into his chest.

Fewmaster Toede gallops from the rear of the column, screaming to his troops to draw arms and face the unseen foe. He barrels into his gully dwarf servant and berates the poor creature with a volley of curses. Read the following:

"On your feet, you pitiful worm, and cover my glorious retreat," the hobgoblin bellows. "Above all, these prisoners are not to escape!" Staggering beneath his weight, Toede's pony carries him from view, heading toward the front of the column where the sounds of fighting are the faintest.

The dwarf gets to his feet and gazes after Toede. He frowns and starts muttering under his breath. He adjusts his oversized helmet as his eyes wander to the cage holding you. Hoisting his dented battleax, he moves to the locks on the cage and shatters them with two solid blows. As the door opens, the little gully dwarf disappears into the underbrush. A pair of goblins chases after him, cursing foully.

The battle starts to heat up outside the cage. Several elven warriors glide from the darkened woods, but many of the goblin guards have rushed to the scene as well.

Characters can leave the cage at the rate of two per minute. They can pick up short swords from fallen guards in 1–3 minutes. The twenty goblins arrive at the rate of two per minute, and all concentrate on the prisoners from the party's cage. The two warriors don't leave the cage because their wives and children are enslaved in Pax Tharkas, while Elistan stays because he believes the prisoners at the fortress might need his spiritual guidance.

The elves free the prisoners, mostly women and children, from the other two cages and hastily escort them into the forest. Theros and Fizban disappear with the elves. If the heroes follow after dispatching the goblins, they encounter no further combat as long as they continue into the forest (see "Into the Forest").

The heroes may try to regain their possessions from the supply wagon, which has halted immediately before them. If they do so, though, they must dispatch a detail of ten hobgoblins who have rushed back to the battle. Once the heroes have done this, they may recover everything and make an escape into the forest. Gilthanas knows the direction the elves take once they vanish into the forest, so he can guide the party to them should they retrieve their belongings.

If the heroes choose to not follow the elves, the Narrator should go directly to "Continuing the Saga."

Into the Forest

The remaining draconians and goblins take up pursuit, crashing through the woods. If the heroes stop to make a stand, 1–10 Kapaks confront them. Two more Kapaks and one goblin arrive each minute following. If the party is about to be overwhelmed, elven warriors reappear to deal with the opponents. One elf addresses Gilthanas, saying, "You don't have to worry about pursuit, Your Highness. Just get yourself and your companions to safety."

As the heroes head into the forest, carefully laid elven traps tangle draconian patrols that might want to pursue. Soon, all sounds of pursuit grow faint and disappear. The heroes eventually reach a clearing where a dozen elven

warriors stand watchfully around the rescued prisoners. Read aloud or paraphrase the following:

A tall elf is talking to Fizban, saying, "How did you get yourself captured, old man? I thought you were safe away within the Elvenhome already?"

"I have many gifts, milord Porthios," replies Fizban. "You have no need to thank me."

The tall elf looks startled. "I should thank you?"

"Ah, look! It's Gilthanas and those other guys!" says Fizban with a cheerful wave. "Shall we get on with it?"

After giving a curt nod to his brother Gilthanas, Porthios leads the way through the pine forest. As dawn creeps to daylight, a deep roaring sound thunders in the far distance. After several hours, it is obvious the source of the sound is a huge waterfall plummeting from an unimaginable height. Read or paraphrase the following:

A massive gray cliff of dark granite blocks the path westward. The pines march right to the cliff base; from there, smooth stone ascends for nearly a mile. A fringe of green at the summit suggests more forest lies beyond.

Porthios leads the way through a chuckling stream to the base of the falls, where a deep, clear pool collects the outflow of the towering spume. Stepping nimbly from rock to rock, the elf crosses the pool and enters a darkened hollow that gapes behind the waterfall. Here, a steep stairway, cut from the rock of the cliff face, ascends. A curtain of silvery water sheds light on the secret way. The path is strangely easy, turning beneath the waterfall until it emerges under a clear autumn sun atop the high plateau of Qualinesti.

Aspen forests shiver in the noon brightness, the trunks reflecting an ivory whiteness. The fresh, earthy scent of moss rides the air. A soft trail spread with evergreen needles seems to appear magically before Porthios as he leads the way farther into the wood.

The heroes have arrived within Qualinesti.



Continuing the Saga

If the heroes follow Porthios and the other elves into the woods, continues with Chapter Six: Qualinesti.

In the event the heroes choose to not go with the elves, the Narrator should have Elistan and the two prisoners persuade the heroes to journey to Pax Tharkas and help free the slaves there. If the heroes agree to help, the adventure continues with Chapter Eight: The Sla-Mori and Pax Tharkas. All encounters described except the one with the satyr occur. Gilthanas still encourages approaching the fortress through the Sla-Mori.

If the heroes refuse to go to Pax Tharkas, they might instead choose to return to the Solace area. Here, they can wage a guerrilla campaign against the dragonarmy forces. While they do so, they hear the dragonarmy has invaded Qualinesti and burned the forest. Hundreds of elves reportedly have been killed, their burned bodies tied to smoldering trees along the edges of the forest.

Shortly after this news reaches the heroes, a young girl approaches them and asks them to journey to Pax Tharkas to rescue her parents and her Uncle Elistan. If the heroes travel to Pax Tharkas at the child's urging, the Narrator can run Chapter Eight with some modifications, perhaps using it in conjunction with encounters from Chapter Four: Dragon Wings Over Abanasinia.

Should the heroes wish to continue a guerrilla war, the Narrator may have to be content with that. However, after devising a few such adventures, the Narrator can make another attempt to put the DRAGONLANCE campaign back on the storyline included in this volume: The heroes hear that a new Highlord has come to the region, a mysterious woman known as the Blue Lady. Reportedly, she has arrived in the region to help Verminaard deal with the increasing number of uprisings he is experiencing. The heroes now find themselves the object of a manhunt conducted by highly skilled Sivak and Bozak investigators. The Narrator should make Abanasinia too hot for them, and if they continue to act as they have been acting, the draconians eventually capture them. They are brought before the Blue Lady, and the Narrator should run Chapter Twenty-Two: The Highlord's Offer.

Chapter Six

Founded by Kith-Kanan in the final centuries of the Age of Dreams, this new kingdom mirrored ancient Silvanesti in many ways: Its culture continued to be built around a caste system, although its enforcement was far less strict than tradition dictated. At the head of the kingdom was a Speaker, known as the Speaker of the Sun, who, like the lineage of Speakers of the Stars in Silvanesti, is essentially identical to a monarchy. The attitudes of racial superiority so prevalent among the Silvanesti elves is less ingrained among the Qualinesti. (Still, even a Qualinesti elf will tell any who might inquire that the elven race is superior to all that dwell on Krynn. The difference is that Qualinesti recognizes other races make positive contributions to history. Furthermore, the Qualinesti as a whole are also less offensive in their demeanor than are the Silvanesti.)

—From A History of Nations
by Narl Velan, Sage of Caergoth

The heavily forested elven nation of Qualinesti lies to the west of the northernmost arms of the Kharolis Mountains. Like so many other nations, Qualinesti had been turned mostly inward since the Cataclysm, but it has maintained some trade contacts with the human nations that surround it and therefore has been cognizant of the advancing dragonarmies. From the capital of Qualinost, Speaker of the Sun Solostaran, the leader of Qualinesti, has spent the last few months preparing his people for the inevitable invasion.

In this chapter, the heroes can help the greatest number of elves possible survive the onslaught of Evil.

Into the Elven Realm

Dawn lightens the woods, and the sounds of pursuit have long since faded. Porthios calls a halt. The escaped prisoners and their escort of two dozen elven warriors stand in a large clearing bright with dew and striped by the shadows of ghostly pines.

Porthios orders his men to give the tired escapees some water and food. As the main group eats and gathers strength, Porthios pulls Gilthanas aside to ask him about the outcome of his mission. If Gilthanas is being used as a hero, the Narrator should roleplay the conversation. Porthios is saddened to hear about the death of the other elves, but if Gilthanas speaks of the heroism the heroes displayed—assuming there was any—his mood brightens somewhat. "There may still be hope yet of saving all of our people," he says. If Gilthanas doesn't comment on the heroes, Porthios prods him through questioning to do so. If Laurana is in play as a hero, Porthios stresses to Gilthanas that he must look after her safety above all other things—and that he must keep her away from that half-breed Tanis!

If Gilthanas is a character, the two speak in hushed tones away from the rest of the party.

After the council with Gilthanas, Porthios turns to freed captives and says the following, which should be read aloud:

"People of Solace, you are free from the cages of the Dragon Highlords. However, your present freedom may be short-lived. The sacred soil upon which you stand may well be the last place in the northlands that the heavy fist of our foe has not yet battered.

"I give you three choices: My warriors can return you to the road where we freed you, so that you can choose your own path. If you take this option, I commend you for

Playing the Novels

A significant deviation from the Chronicles novels is the presence of Laurana and Gilthanas at the beginning of the storyline presented in these pages. For groups interested in remaining close to the flow of the original trilogy, Laurana should be encountered during the events of this chapter.

If playing the novels, the elf maiden who shows the heroes to the grove where they rest is Laurana, the daughter of Solostaran, rather than Saranja.

The Narrator should remember the past history that exists between Tanis and Laurana, as described on the pregenerated hero sheets. Laurana is still very much in love with Tanis and she attempts to approach him when he is alone. In the novels, Tanis rebukes her and she flees in tears. Gilthanas then steps from the shadows and bitterly warns Tanis to not take advantage of his sister's youthful and foolish infatuations. Unlike Saranja, Laurana is not kidnapped. In fact, in the novel, the heroes encounter no dragonarmy forces while within Qualinost.

In Chronicles, Solostaran tells of the advancing dragonarmies during a banquet held in honor of Gilthanas and the visitors from outside the forest. Here, he also mentions the intent to evacuate the forest and asks that the heroes go to Pax Tharkas. There, he explains, one third of the army poised to invade Qualinesti waits—but if the heroes can sabotage the massive gates of Pax Tharkas, the force will be delayed and a greater number of Qualinesti's population is likely to safely escape Verminaard's onslaught. He further reveals that human slaves are being held there who will also benefit from the heroes' intervention. Laurana remains quiet and sullen through the meal—although she is also scheming. She intends to follow the heroes and join them in their quest. (See Chapter Eight: The Sla-Mori and Pax Tharkas.)

your courage, because you will be forced to fight for your freedom against a heavy foe.

"My warriors also can escort you toward Pax Tharkas. There, you may locate passes that can lead you to lands in the south that remain free . . . maybe. There is a chill in the air, and winter may be arriving early this year. The passes may close.

"Finally, as the eldest son of the Speaker of the Sun, I extend the hospitality of the Qualinesti to you in your time of need. The elves will do our best to keep you, our neighbors, safe in our shared time of need."

The people of Solace all want to stay within what they perceive as the safety of Qualinesti. Some mutter to those around them about the forest being rife with enchantments that will keep Evil beings from entering it. The elven warriors near enough to hear this superstitious talk react with amusement or mild sympathy, emotions which they try to hide but which perceptive heroes may notice. Although the Qualinesti often have used magic to enhance the beauty of their forest, the only force that exists to defend it is the elven warriors. Although formidable, the elven warriors are not likely to be a match for dragons, and they know it.

If the heroes refuse Porthios's offer of hospitality, he attempts to persuade them to come to Qualinost. "Gilthanas has told me something of your story," he says. "I know it would please my people to hear more."

If the heroes continue to decline, the Narrator should go to the "Continuing the Saga" section in this chapter. Otherwise, they can continue with "Arrival in Qualinost."

Arrival in Qualinost

After several more hours of providing a smooth path through the woods, the needle-strewn forest floor ends abruptly in front of a deep chasm. Rolling blankets of moss coat both sides of the 100-foot wide gap; billowing mist far below suggests that rapid waters cut along the bottom. Heroes familiar with the city know it is surrounded on all sides by such barriers. Unfortunately, the airborne dragons easily will traverse such defenses.

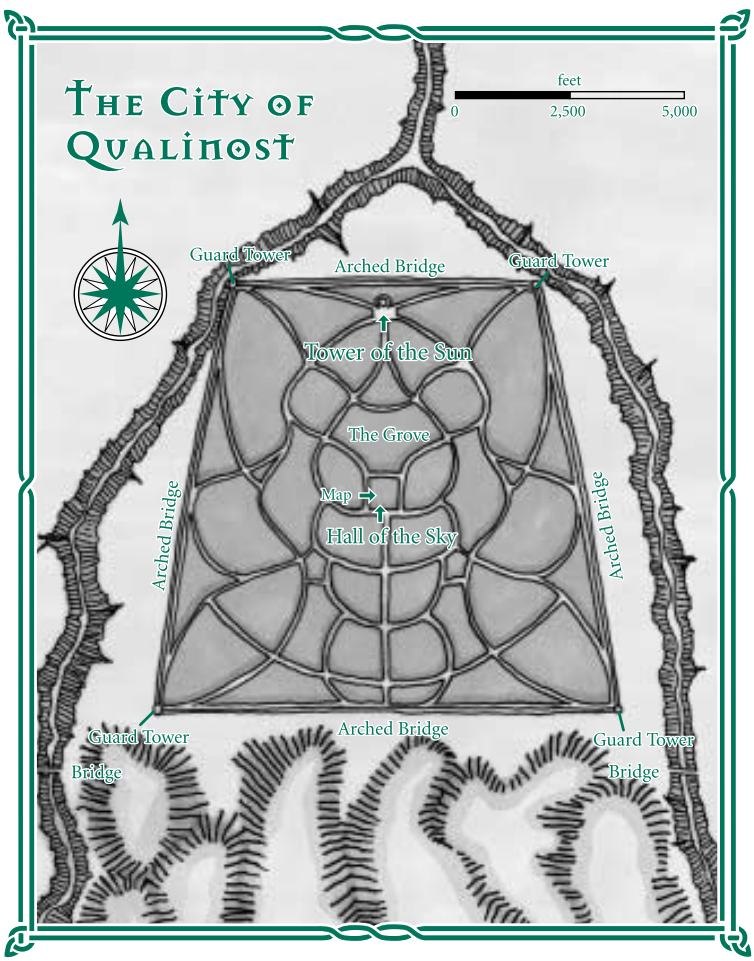
Across the bridge, a few slim towers appear through the aspens ahead. Now Porthios walks with a bouncing step, like a traveler who sees his home on the horizon.

The dense aspen forest thins out in front of the spires and arches of Qualinost. The city is small by human standards; by the same token, no humans could ever build a city like this without elven aid. Four slender towers lined with silver mark the four corners of the roughly square city. Between each of these towers, slender arches—also silver—stretch in an elegant chain.

Beyond the arches, the wide avenues of the city lie dappled in sunlight. Many of the city buildings are made of quartz, too, and aspen beams are inlaid with silver and gold. The buildings are tall and slender, blending gracefully with the many aspens that fill the city.

A high tower of burnished gold dominates the city's skyline, throwing off sunlight in a whirling, sparkling pattern that gives the impression of movement. This is the Tower of the Sun, the home and audience hall of the leader of Qualinesti, the Speaker of the Sun. Porthios is leading the group toward it.

Everywhere, there is frantic activity. Elves and their children either rush about carrying large bundles toward the central tower, or scamper toward houses, empty-handed. Elf guards are all armed and alert, with graceful bows and slim longswords ready to meet any foe. Any Qualinesti elves in the party immediately realize this hustle and bustle is very much out of place.



Audience with the Speaker of the Sun

The Tower of the Sun stands atop the highest hill in the city. As the party climbs it, they get a spectacular view of the twinkling city that surrounds the Tower and the entire Qualinesti Forest beyond that. On the distant southern and eastern horizons, the peaks of the Kharolis Mountains rise like a barrier signaling the boundaries of the world.

Porthios has been talking softly to the robe-clad elf that met the party at the gate. As the group approaches the lofty golden tower, he turns and says: "I know you are all tired and need a well-deserved rest. I ask that first you meet the Speaker, Solostaran, my father. He must hear what insights you have on the Evil that ravages the world beyond Qualinesti. As soon as possible, we will see you to comfortable quarters and refreshment."

A pair of large gilded doors allows access to the tower, and as Porthios

approaches them, they swing open even though no visible hand touched them. He continues through a small entrance hall, and steps into a circular chamber that soars high overhead. The huge room has white marble floor and walls. Many windows admit sunlight and fresh air. Many elves stand here, and their eyes turn upon the heroes and the others entering the chamber. One of the elves, dressed in a resplendent yellow robe, steps forward. He opens his arms to embrace Gilthanas and Porthios.

"My sons," he says, the joy he is feeling evident in his voice. "I thought I might never see you in this world again! How did your scouting missions go?"

Porthios relates the liberation of the slaves. Then, if Gilthanas is a hero, he relates as many details as the player sees fit. If he is a character who was met by the party in Solace or elsewhere, he says the following:

"Lord Speaker, I have failed. We traveled with all stealth southward as was planned; yet fate had us meet a northbound army of the Highlords. I was struck upon my head and fell into a ravine, thinking that to be the end of my days upon the face of Krynn.

"Some time later I awoke and found tracks leading northward to Solace. Thinking to free my warriors who may have been taken prisoner, I followed. I found that Solace has been taken and its vallenwood forest razed."

A gasp rings through the council chamber at the thought of the mighty forest leveled. Gilthanas lowers his eyes and speaks his next words with difficulty. "I found my companions in the square, tied to stakes made from the fallen trees. A large red dragon soared above them. I watched the people of Solace forced into a large circle around the captives."

Gilthanas then relates his encounter with the heroes; he mentions any clerical spells he has seen used.

The Speaker is aloof toward all but other Qualinesti elves. He is not, however, hostile or insulting. As the story grows clearer, and particularly if the heroes fought beside Gilthanas at the Inn of the Last Home, the Speaker's attitude warms slightly. If Tanis is with the heroes, the Speaker recognizes him, but acts very cool toward him. Any mention of priestly magic visibly impresses him. Solostaran states that it has been centuries since mortals have held such knowledge. He does not volunteer anything about elven clerical magic; if the heroes persist in questioning him on the subject, however, he tells them even the elven priests disappeared mysteriously at the time of the Cataclysm.

After the heroes have asked as many questions as the Speaker will tolerate (he will be more patient if their questions are polite and easy to answer, rather than rude or complicated), Solostaran says, "Travelers, I shall have a place prepared for you while you are among us. Follow this young lady, and she will see you comfortably tended. After you have had a chance to wash, eat and rest, I shall send for you. Time is indeed short."

An exceptionally beautiful elven maiden moves forward from the onlookers. She curtsies toward the Speaker before blessing the weary travelers with a smile like a spring sunrise. Her beauty seems greater as she moves closer. (If Laurana is being used as a hero, the maiden is young noble named Saranja.) "Come," she says, gliding toward the gilded doors and into the sun-dappled streets of Qualinost.

The young maiden takes the party and others rescued from the slave caravan to a pleasant grove of aspens at the heart of the city. Clear springs furnish fresh water, and many mossy beds seem to invite sleep. Pears, apples, and peaches all grow in profusion, and the young elf urges them all to eat their fill . She retreats, leaving the guests alone.

The rescued townsfolk collapse with exhaustion. Fizban, however, who has been quiet up until now, says, "I'm not tired. I think I'll see if I can find a tavern!"

Unless the heroes try to talk him out of it, Fizban heads into the city. A pair of confused elf guards follow the wizard as he heads down the street, chatting to himself about how more towns should have as many trees as this one. "Trees are good people."

If the heroes convince Fizban to remain in the grove, or if they choose not to follow him, their rest period passes uneventfully. The story continues with "A High Council," below. Otherwise, go to "Encounters in Qualinost."

Encounters in Qualinost

If the heroes choose to venture into the city rather than remain in the grove and rest, the Narrator can use the following encounters to flesh out their time in Qualinost.

The encounters are bare skeletons that the Narrator should expand upon to suit the needs and temperaments of the game group. All these encounters occur just once; treat as "no encounter" if one is generated again. Once the heroes return to the grove, continue with "A High Council."

Result	Encounter
1–3	A Request
4–6	Lost Boy
7–10	Corrupt Priests

A Request

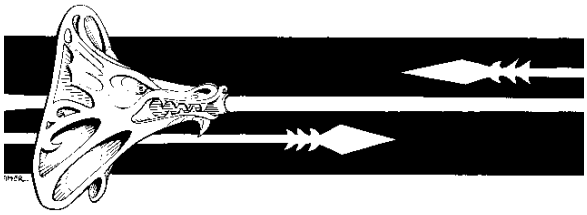
A male elf or half-elf of Qualinesti stock in the party is approached by one of his female relatives, or perhaps an old flame. She presents a request to the hero for aid. If the hero is something of an outcast or black sheep, the elf apologizes for past slights. (If the party has no elves or half-elves, the elf approaches a male human or dwarf.)

The elf says she is responsible for getting her younger siblings safely evacuated from Qualinesti, and therefore must ask the hero for help. Her lover was on a patrol attacked by dragonarmy forces. Several members of the patrol were not among the dead bodies, so she thinks they are enslaved within Pax Tharkas. She says that the Speaker will ask the heroes to travel to Pax Tharkas and free the slaves there. She wants to add her voice to the request.

The elf's lover is named Brookland. If the hero refuses to aid her, and no other hero steps forward, Fizban gallantly volunteers to rescue her "gentleman fair!" Before she can refuse, he strides off toward the city gate. The heroes lose track of him as he passes through a throng of elves.

Lost Boy

The heroes come upon a small elven boy who has lost track of his or her parents in the chaos that gripped Qualinost. The boy is sobbing, and if there is a half-elf or elf in the party, he cries for the heroes to help. (If only humans or dwarves are in the party, the child shrinks away in fear . . . until Fizban addresses him or a hero performs a magic trick or does something else amusing to put the child at ease.)



The heroes either can give the child safely to one of the guards patrolling the streets, or they can help the child find his way home. (If present, Fizban encourages the latter.) Regardless, as the heroes lead the child through the streets, he suddenly catches sight of his parents: They are skulking in a nearby alley. The child runs to them, but they try to push him away—until they notice the heroes. Then the mother suddenly seems loving and excited to have her child back. If the heroes walk away from the situation, they later find the child stabbed to death near the alley where they left him. The parents are nowhere to be found.

If the heroes grow suspicious over the elf woman's odd behavior, the couple looks frightened and asks them to come into the alley. "Evil has infiltrated Qualinost," the male says. "We're not sure who we can trust, but since you were kind to our son, we think we can trust you." Once in the alley, the couple attacks the heroes with poison-coated daggers. They are actually Sivaks who infiltrated the city.

Corrupt Priests

A group of 1–10+3 corrupt elven priests of Astarin (the elven name for Branchala) resent the fact they cannot cast spells and one of the heroes can. They attempt to lure the priest away from the party to kidnap him or her.

The priests claim an elderly elf has been injured in the chaos surrounding the evacuation and only priestly magic will save him. They claim that to minimize embarrassment to the old man, only the priest should see him. The elves then try to subdue and abduct the priest. Some of the group may try to distract the rest of the party with questions about the dragonarmies. The corrupt priests try to slip away before the other heroes realize something is amiss. If they don't accomplish this, the heroes may intimidate them into revealing where their companion has been taken.

If the priests of Astarin successfully abduct the hero, they attempt to cajole, intimidate, and beat the "truth" about the hero's magic out of him or her: They do not believe it is the magic of the true gods, because such a gift would have been bestowed upon the elves first! Unless the hero escapes or is rescued, the elves eventually slay him or her. However, if the captured priest somehow uses his or her magic for protection or to injure the elves, 1–3+2 of their number suddenly have a change of heart. They are deeply apologetic and say they have seen the truth. They claim they acted the way they did out of desperation to reunite with the true gods. If the hero tells how he or she rediscovered the powers of the gods, the converted elves state their intention to embark upon a quest in search of Astarin's blessing.

A High Council

As twilight descends over Qualinesti, the young maiden returns to ask the heroes to attend a council in the Hall of the Sky. The "hall" is actually the central square of Qualinost, where a cluster of stars is just appearing overhead.

The entire population of Qualinesti seems to be gathered around the wide square. The warriors stand in the center ring, around the Speaker and several of his chief lieutenants; the other men, women and children are more distant but still observe the proceedings.

As the heroes enter the square, the Speaker gestures with his staff, and a path opens through the crowd to the center of the circle. The Speaker turns a cool stare upon the party. "Forgive our somber air," he says. "These are heavy times, and we face the beginning of a long and lonely road."

The Speaker of the Sun is about to explain the dire threats facing the Qualinesti, and that the evacuation he has prepared the populace for is about to take place. Although none of the assembled elves interrupt the Speaker—it is against all tradition to speak unless the Speaker indicates he has finished, and any Qualinesti among the heroes is aware of this fact—he patiently allows interruptions from the heroes and answers any questions he either feels are appropriate or to which he has the answer. He always informs the heroes truthfully if he cannot or will not answer their question. For example, if asked to provide details on the situation in Silvanesti, he admits his knowledge is sketchy. All he knows is that forces of the Highlords apparently have surrounded Silvanesti. Word also has reached his ears that ambassadors led by Alhana Starbreeze, the daughter of the Silvanesti Speaker of the Stars, have ventured forth to seek aid among the human lands. He expresses the opinion that only a threat most grave would cause the Silvanesti royal house to acknowledge the world beyond the Elvenhome, as it has been almost four centuries since it last did so. The Speaker ultimately directs any conversations back to the current situation in Qualinesti, and, specifically, nearby Pax Tharkas. Read the following aloud:

"Look, if you will, upon our situation," the Speaker says. He gestures to a detailed mosaic on the ground. The colors and shapes seem to represent a map of some kind. As the circle of elves draws back, the land of Qualinesti and its surroundings are displayed.

"We have learned from captives that a mighty Dragon Empire has risen on the eastern shores of the New Sea. They are dedicated to the subjugation of all human lands and to the destruction of the elven nations.

"Here and here," the Speaker says, tapping his staff against the northern communities of Solace and Haven. "Two large armies of the Dragon Highlord Verminaard have gathered. Even now, they prepare to strike at Qualinesti. We cannot stand against the might of such hordes.

"Our only choice is to flee to the west and hope to bring our people safely to a land which has remained unknown to us since the Cataclysm." The Speaker pauses to let his remark sink in; for it is indeed stunning to think the elves of this fabled wood—elves who have lived here since the Age of Dreams—will flee their ancestral home ahead of the cruel might of the Dragon Highlords.

"Still a third army poises against us here." Now the Speaker's staff strikes sharply on the narrow pass of Pax Tharkas. "Further, in the depths of Pax Tharkas, work the warriors of Solace, Haven, and the other northern lands who were taken alive. Why would they slave in the mines, harvesting iron for the forges of the dragonarmies?

"Because also here," and the Speaker's staff strikes Pax Tharkas again, "are their women and children—hostages lest the warriors display the rage and hatred they must feel against their villainous masters. This was the reason for Gilthanas's mission only a few short days ago. He and his band were to enter Pax Tharkas by a hidden route—the Sla-Mori known only to the elves. They would free the hostages and lead the slaves in a revolt, escaping to the south and drawing the dragonarmy in pursuit.

"The humans can reach safety and elude the dragonmen, for the mountainous route contains many secluded valleys where they can hide. Yet they will never have a moment of freedom unless some means of rescue is offered.

"It is our belief that you should accept this heavy task. Gilthanas will accompany your party and show you the ways of the Sla-Mori, even the room of the Great Chain—the quickest entrance to the fortress itself. If you accept this opportunity, you not only offer freedom to those of your kin trapped within the walls of the fortress, but you offer our beleaguered folk a chance to escape Qualinesti alive, a chance to live that many of ours were not given when your people caused the Cataclysm, the turning away of the gods."

Silence falls over the square. The Speaker's cool eyes once again rest upon the heroes, as do those of the entire assembled community. The heroes must now make a historic decision . . . and the players controlling them will make a choice that will impact the direction of the Narrator's campaign after that.

If the heroes ask to discuss their options, the Speaker gives them leave. If they wish to discuss them in private, he instructs some of the guards to escort them to a conference hall in the Tower of the Sun.

As mentioned, Gilthanas knows that part of the rationale for freeing the slaves from Pax Tharkas was to buy the Qualinesti more time to evacuate. If he is a character, he freely admits this if a hero voices such a suspicion. "Freeing the hostages and slaves is a benefit for us all," he says. (If he is a hero, the player decides what he does or does not say.)

If a character, Gilthanas also may point out that speedy actions at this time are crucial. He does his best to persuade the heroes to take on the mission of saving the refugees. He explains the details revealed above, saying he would feel much better if the heroes assisted him, as every hand is needed to evacuate the elven nation quickly and safely, or to fight the rear guard to ensure the safe escape of the children. "Pax Tharkas is the only opportunity we have to buy time for Qualinesti," he says.

Continuing the Saga

If the party accepts the mission to Pax Tharkas, the campaign continues with the section "To Pax Tharkas" in Chapter Eight: The Sla-Mori and Pax Tharkas. Speaker Solostaran states that Qualinost is honored to host such brave heroes. He urges the heroes to spend a few more hours resting, as leaving at dawn will allow them to travel during the day. Most of the dragonarmy troops are more comfortable at night, so their patrols are fewer in the daytime.

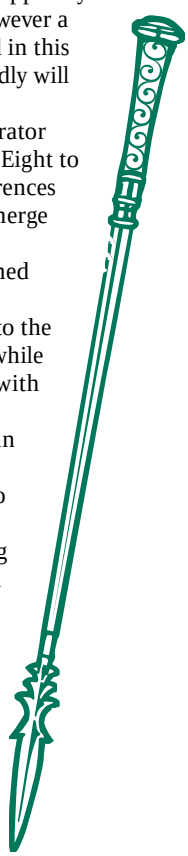
If the heroes refuse to go to Pax Tharkas but instead offer to help with the evacuation of Qualinesti, the elves will certainly not refuse their help. The Speaker reiterates that entering Pax Tharkas would help both Qualinesti and the humans, but otherwise asks Porthios to assign the party to a duty where it can be the most help. The story continues with Chapter Seven: The Evacuation of Qualinesti.

If the heroes refuse to have anything to do with the elven plans whatsoever, either Porthios (if the heroes turned down his offer at the beginning of this chapter) or Solostaran coolly assigns six warriors to escort the heroes back to the edge of the forest. The other captives rescued with the heroes choose to remain with the elves. (The Narrator should make it clear to the player of Gilthanas, however, that his character should try to convince the rest of the party to go to Pax Tharkas.)

If the heroes choose to go north, the Narrator can use Chapter Four: Dragon Wings Over Abanasinia and Chapter Seven for potential ideas on how to continue the Saga—nonetheless, if the heroes are to have any hope of survival, they will be fighting a guerrilla war against the dragonarmy, beyond the scope of the scripted campaign contained in this volume. Eventually, the Narrator should have either Silvara (as in Chapter Twenty-Three: The Road to Sanction) or Ladine Dralathalas (as in Chapter Twenty: Palanthas) meet up with them and encourage them to either accompany her to Sanction or Silvanesti—depending on which character the Narrator uses—in order to get the DRAGONLANCE storyline back on track. (Unless, of course, the Narrator and players are content with inventing their own tales in Abanasinia.)

Alternatively, the events set in Tarsis in Chapter Twelve can be relocated and recast to take place in one of Abanasinia's cities. Alhana Starbreeze may have been in hiding there for some time, attempting to reach her elven cousins in Qualinesti, only to be trapped by the advancing forces of Verminaard. However a major departure from the plot suggested in this book is handled, the Narrator undoubtedly will rise to the challenge.

If the heroes ask to go south, the Narrator should use "To Pax Tharkas" in Chapter Eight to chronicle the journey, ignoring any references to Qualinost. Shortly after the heroes emerge from the Qualinesti Forest, the Narrator should contrive to have them overwhelmed and captured by a unit of dragonarmy soldiers. Male heroes then will be taken to the slave quarters of the Tharkadan mines, while female heroes find themselves confined with the other women beneath Pax Tharkas' Eastern Tower. The Narrator can then run the rest of the chapter with some modifications: Rather than breaking into the tower and freeing the prisoners, the heroes must break out of the tower along with the rest of the prisoners. Elves from Qualinesti can arrive to assist them, if the Narrator thinks the party needs help.



Chapter Seven

My other prepared us well, but that day is still the saddest I have ever experienced. I fear for the safety of Father, because he is among the warriors chosen to remain behind and fool the invaders into believing they were conquering a thriving nation and not just an empty forest. No, the fear is not the source of my sorrow. My sorrow came because I knew in my heart that when I marry, I will not do so in Grove of the Sun. My children will never look upon the Tower of the Sun and marvel as I did. They will never enjoy the sweet peaches that grow in Qualinost.

While the Qualinesti will survive as a people thanks to the wisdom of our leaders and the bravery of warriors like Father, the dragonarmy is still taking from us many of our greatest sources of joy. The Elders say that we will reclaim our forest. As much as I would like to believe them, I can't.

—From the diary of Saranja, an elf maid among the last to leave Qualinesti during the War of the Lance

While the heroes take part in a rear-guard action, the refugees from the slave caravan and the majority of the Qualinesti population heads for the port town of Porliost. Here, they board a flotilla of vessels that will carry them to a location that only the Speaker, his top military advisors, and the captains of the ships know. The Speaker, his family and advisors, and the Senate are among the first to evacuate, so no one left in the heart of Qualinesti knows to what location the elves are fleeing.

Many of Qualinesti's most skilled military commanders and soldiers remain behind in the forest. They know they don't stand a chance against the vastly superior numbers of the dragonarmy, but their mission is to fight a delaying action so the citizens of Qualinesti can escape.

If the heroes chose not to accept the mission to Pax Tharkas but still wish to help the elves, they are put under the command of General Kithanalanas. The general has no patience for kender antics; respects dwarves and humans; but finds half-elves to be tragic examples of what happens when passions rule the mind. The general first assigns the party to lookout duty on the walls of Qualinost, promising to meet with them when the city has been evacuated so that he can determine on which front their talents can best serve.

Unfortunately, things don't quite work out as the general had hoped.

The Invasion Begins

Two days after the heroes arrived in Qualinost, the city has turned into a virtual ghost town. Elven warriors patrol the streets, rounding up the last few stragglers and attempting to persuade a few cantankerous, elderly elves to go with the rest of the citizens to the new lands.

The heroes stand at their posts on one of the northern towers under strict orders to report anything they see that is out of the ordinary. Mid-morning arrives before they spot thick smoke rising across the entire northern horizon: Qualinesti is burning! As they report this to the general, read the following aloud:

A blood- and soot-streaked scout bursts into the room, shouting, "The dragonarmy is moving toward the city, sir! We can't hold them back! They are burning everything, everything!"

The general lets out a string of curses and starts barking orders at his aides in elven.

He then turns to a party member who is an elf or human—Gilthanas, if he is part of the party—and who he believes is a capable warrior, saying, "I am placing you in command of twenty warriors. You and your companions will escort the last civilians safely to Porliost. Board the ship there and escape to our home in exile."

Any protest is met with: "That's an order! Our purpose here is to ensure the safe escape of the Qualinesti, not to display our bravery! Your death will be meaningless if it comes at the cost of those we are trying to save!"

As the heroes walk into the streets of Qualinost, they see that an advanced element of the dragonarmy already has reached the city. Five wyverns soar across the city, weaving to avoid the dozens of arrows streaking towards them. Three Kapaks ride each wyvern.

A group of 1–10 Kapaks land near the heroes to fight. The heroes also may see some of the draconians moving to attack the civilians—only a elven maiden has the presence of mind to draw a weapon and face them, but she is terribly outnumbered and will die if the heroes don't help her. (If Laurana is not a hero, she is the maiden confronting the draconians. Otherwise, it is Saranja.) The elves kill the wyverns with a shower of arrows.

After that battle is over—the elven maiden should survive, if the heroes moved to help—General Kithanalanas arrives on the scene to restate his order that the heroes lead the remaining citizens to safety. "It's a 150-mile trip, and we're not sure in which direction the dragonarmies are moving. We've identified two separate armies in the north and another one approaching from Pax Tharkas. The southern army and one of the northern armies are pushing their way straight toward Qualinost. We've got to get those people out of here, now! Take them across the Eastern Bridge, and follow the path to the port! Now!"

The Stragglers

The last people in Qualinost are mostly merchants, artisans, and elves who were refusing to leave. They are all in excellent physical condition, they are traveling light, and ten or twelve hours of marching with only minor breaks will not strain them greatly. There are 230 adult and young adult elves in the group, all of them with the statistics of a Typical Elf (see the "Combined Monster Chart").

None of these elves are very skilled fighters, and many of them can't effectively wield a weapon larger than a dagger. Only Saranja (or Laurana if she is a character—she

will have refused to leave with the rest of the royal house) has any skill with a sword and the courage to use it. She assumes the role of a logistics officer for the leader, keeping both the marchers and the supplies organized.

If the Narrator wishes, Saranja can develop romantic feelings toward one of the heroes who is either a human or an elf and who is either particularly gallant, charismatic, or sensitive. (If Tanis is in play, then Laurana naturally will be expressing her feelings toward him, perhaps causing tension between Tanis, Gilthanas, and herself.)

Journey to Porliost

The march to Porliost takes roughly three days. The elven warriors with the heroes know the dragonarmy tends to conduct most of its attacks and troop movements at night due to the high percentage of goblinoids among their troops. (Goblins and hobgoblins have eyes that are more sensitive to sunlight.) Thus, traveling during the day, when fewer dragonarmy troops patrol, and camping during the night (without lighting fires) is the best course to take. However, whatever choice the hero in charge makes—save for deciding to not head for Porliost—the elves follow.

The Narrator should check three times per day of travel for encounters during their trip. These encounters can be generated randomly or run as the Narrator chooses. The Narrator should check only once each night.

Once again, Narrators should customize the encounters to match their campaigns. Furthermore, the Narrator should attempt to emphasize the brutality and savageness of the dragonarmy whenever possible. They destroy and kill things for its own sake. The Narrator should also illustrate more of the tragedies the forces of Evil are leaving in their wake. (For example, at least once during the trek an orphaned elf child should weep over the bodies of her slain parents.) Encounters can occur more than once unless otherwise noted.

Although the elven warriors (presumably aided by the heroes) make a valiant effort to defend their charges from the marauding forces of the dragonarmy, 1–3 of their numbers and 1–10 of the civilians are killed in each attack. On a Fate Deck draw, 1–3 results in one warrior lost; 4–6 is two; 7–10 is three {roll 1d10}. The superior numbers are too much for the party to handle, and with the attrition, it will only get worse: Once fewer than ten warriors help the party, 1–10+10 civilians die with each attack.

The First Day

The aspen forests shiver in the noon light, the trunks reflecting an ivory whiteness. A path winds its way west. The fresh, earthy scent of moss rides the air, but as the day wears on, the smell of smoke and fire overwhelms it.

At night, the entire northern horizon and sky are red with the blazes of the fires started by the dragonarmy.

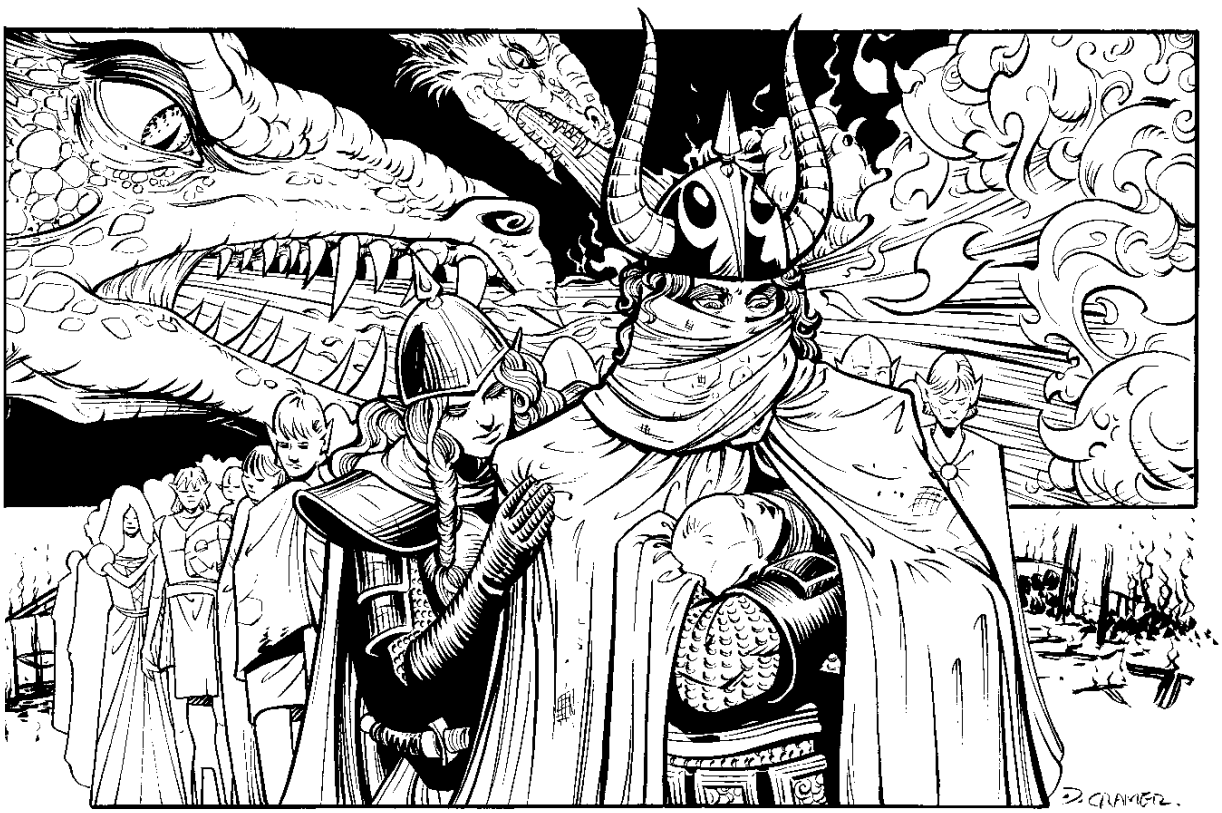
Result	Encounter
1–3	No encounter
4–6	Reconnaissance
7–9	Execution
10	Dragons

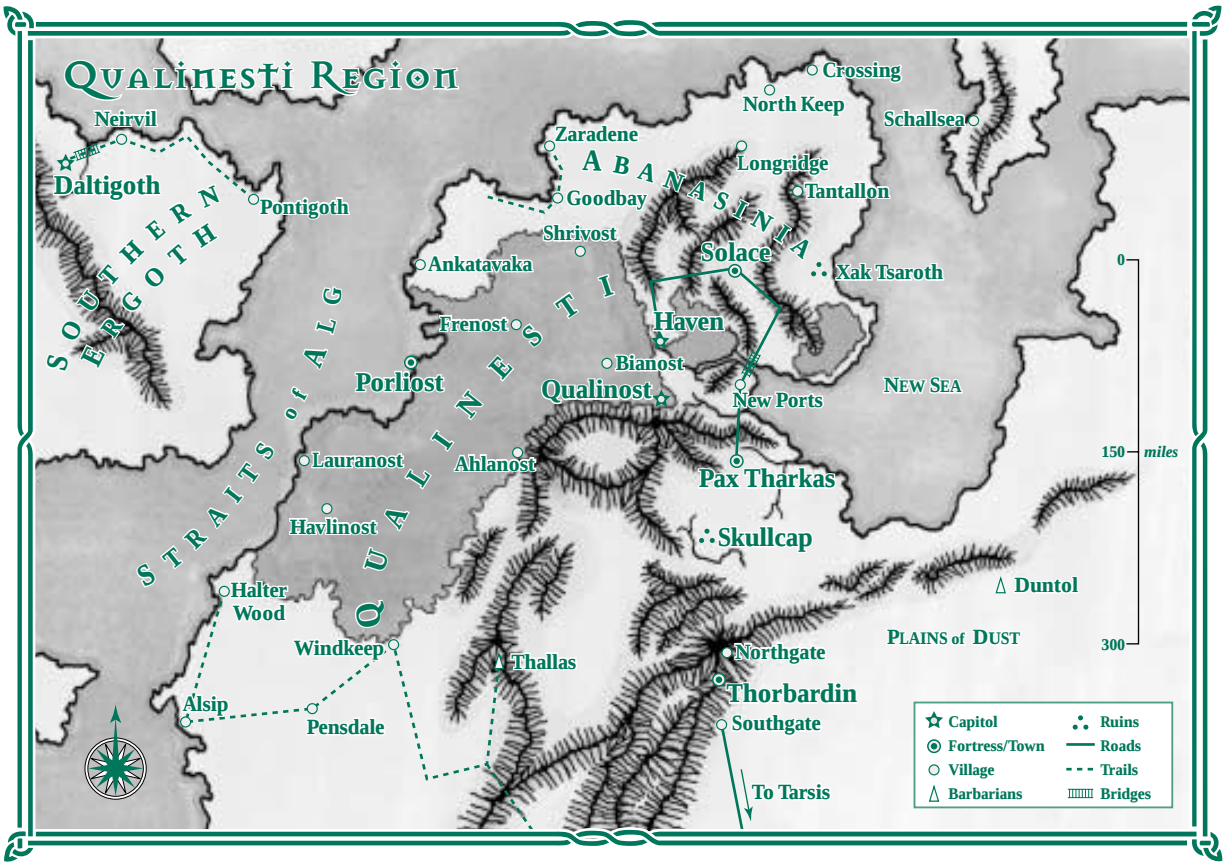
Reconnaissance

The heroes encounter 1–10+10 hobgoblins and 1–10 Baaz acting as an in-force reconnaissance unit. They all fight to the death. This encounter can occur more than once.

Execution

The heroes encounter a force of fifteen human soldiers under the leadership of a Black-Robed wizard. They have finished executing some elven refugees as the party comes upon them. The elven warriors enter into a berserk rage and attack. (If this encounter results again, the heroes come upon a dragonarmy scouting party consisting of





five goblins, two Baaz and one Kapak. The goblins immediately attempt to escape combat in order to report the party and refugees.)

Dragons

This encounter occurs as twilight falls. The heroes see a trio of red dragons (with riders) flying in formation to the west. Every so often, the dragons let loose a horrible blast of flame that glows brightly against the darkening sky. They are setting more of Qualinesti ablaze!

The dragons are too far away for the heroes to attack, and even if the heroes move in that direction to engage them, the dragons head southeast and out of view quickly. Also, fires they have started make pursuit impossible. If generated again, treat this result as "no encounter."

The Second Day

The smoke of the forest fires hangs heavily in the air, clawing at the eyes and lungs. The temperature rises, and gusts of wind occasionally carry flakes of ash. At night, the northern and eastern skies flicker orange and red with the raging infernos consuming the ancient forest. The elven warriors lead the party toward a stream that runs to Porliost, but the water does little to alleviate the heat.

Result	Encounter
1–3	Scouts
4–6	Fire
7–10	Reconnaissance

Scouts

The party comes upon a dragonarmy scouting party consisting of five goblins, two Baaz, and one Kapak. No loss occurs among the civilians or warriors for this encounter, and the goblins attempt to escape combat in order to report the position of the party and the refugees. If a goblin does escape, future encounters include 1–10 additional Baaz. This encounter can occur more than once.

Fire

A strong wind picks up from the north. The smoke grows thicker, and ash rains upon the procession like snow. The heat grows oppressive, and soon the heroes hear a roaring sound to the north: The fire has reached them!

The group can outrun the forest fire, although the smoke and heat start to take its toll on the older elves—if the Narrator generates a random result of 7–10, five elves are seized by coughing fits and cannot run any farther. Heroes with Endurance scores of 4 or less {Constitution scores of 10 or less} must make a successful *challenging Endurance* action {Constitution check at –2} or be wracked by coughs and shortness of breath.

Other, hardier heroes and characters can help these unfortunates along, but unless the heroes use magic or other means to push back the fire, the unfortunates will not recover for several hours. To make matters worse, two fire minions emerge from the inferno to attack the party. "Fire will consume this land and all who dwell here," they roar as they attack.

This encounter occurs only once. Treat as a 1–3 result if it is generated again.

Reconnaissance

The heroes encounter 1–10+10 Baaz and 1–3 Kapaks acting as an in-force reconnaissance unit. They all fight to the death. This encounter can occur more than once.

The Third Day

The smoke and heat from the raging fires is almost unbearable for the first hours of the day, and only by covering their mouths in water-soaked rags can even the heartiest of characters keep the pace the group must maintain to stay ahead of the blaze and dragonarmy.

Around noon, the winds shift, and the harsh smoke is replaced by a wind carrying the salty smell of ocean. Haze still hangs in the air, but it is no longer oppressive.

Result	Encounter
1–3	Stragglers
4–6	Reconnaissance
7–10	Fewmaster Toede

Stragglers

The heroes encounter 1–10 soot-covered, desperate elves. They join the party's group of stragglers, telling horrifying tales of monsters that leap from the firewalls, roving draconians intent on killing every elf they encounter, and dragons raining fiery death from above. Half of the elves (round down) are warriors who were left behind to help defend the realm but chose to help refugees they encountered. This encounter can occur more than once.

Reconnaissance

The heroes encounter 1–10+10 Baaz and 1–3 Kapaks acting as an in-force reconnaissance unit. They all fight to the death. This encounter happens once; treat as 7–10 on future occurrences.

Fewmaster Toede

Three wyverns with hobgoblin riders, led by Fewmaster Toede, swoop out of the smoke-filled sky. Each wyvern drops two Kapaks among the heroes and elven warriors. Whether the heroes move to protect the civilians, investigate, or simply hold their ground, they hear screams from a part of the company they are not near. Then, one wyvern rises into the sky, with the limp form of an unconscious female elf thrown over its back. The rotund form of Fewmaster Toede sits in the saddle.

"Your loyalty is touching, my little Kapaks!" Toede shouts as he wings away. "To give your lives is all that my grandness could ask of you!"

The other hobgoblins try to escape as well, but the elven warriors kill one and his mount. The heroes can either focus on the Kapaks or the other hobgoblin. The Kapaks fight to the death, while the hobgoblin surrenders if his wyvern is killed. (None of the elven characters accept his surrender.) If taken alive, the sniveling hobgoblin explains that Toede decided to capture an attractive female elf to give to Highlord Verminaard as a peace offering. The Highlord remains furious with Toede for losing the slave caravan. The hobgoblin knows Toede is taking the woman to Pax Tharkas.

The victim of the abduction is up the Narrator. It can be either Laurana or Saranja, or a new character such as the only daughter of a cobbler who now weeps bitterly. If Toede abducted Saranja, her younger brother vows to go to Pax Tharkas and rescue her. He is clearly neither a warrior nor an adventurer. His parents beg him to stay, but he insists on leaving. If the heroes offer to undertake the mission, they can prevent him from leaving (or help the cobbler reunite with his daughter).

Most of the elves react to the kidnapping with sad acceptance, although if the heroes took the hobgoblin alive, a couple of the warriors start discussing the possibility of heading back across Qualinesti in order to stage a rescue mission—and possibly assassinate the Highlord and "that fat hobgoblin."

This encounter occurs only once. Treat as 1–3 on additional occurrences.

Arrival in Porliost

The heroes arrive in Porliost as the sun is setting. Read aloud or paraphrase the following:

The sea and heavens both have taken on a reddish quality that seems to reflect the fires consuming the forest behind them. Several elves comment on this with a tone of despair in their voices. "The gods are telling us there is no escape," one of them says. But, at the foot of a gently sloping ridge, the town of Porliost spreads around a bay. Several white-sailed elven ships are putting out to sea, and one last vessel still is moored at the docks.

The captain and his crew are excited to see the heroes. Porliost is already a ghost town, and an hour ago, they received reports that draconians were moving along the northern coastline toward Porliost. He would have waited only another fifteen minutes before setting sail without the final refugees.

The captain invites the heroes aboard the vessel with the remaining elves. Several of the warriors decline the invitation, however, saying they will stay and fight. "The invaders will never be at ease in our lands," they say. They refuse any offer of help made by the heroes. Instead, the warriors say that the heroes should either travel to the new lands with the elves to help them settle safely, or that they should undertake the mission to Pax Tharkas as Speaker Solostaran had requested. They feel the disruption of activity at Pax Tharkas would be a major blow to the dragonarmy. Either Gilthanas or another elf warrior can guide the party to the Sla-Mori that will permit covert access into the fortress.

Continuing the Saga

If the heroes board the ship, it takes them out to sea toward parts unknown. Looking back, it appears that all of Qualinesti is being consumed by fire. The elves around them act either very sedate or weep openly. The elves may have escaped death, but they find no joy on this vessel. The ship sets a westerly course, and as it sails into the sunset, it carries the heroes toward the events described in Chapter Sixteen: The Elflands of Southern Ergoth.

If the heroes undertake a mission to Pax Tharkas, the Narrator can use this chapter to chronicle the return trip across Qualinesti. For the first two days, the heroes need to deal with the fiery conditions described under "The Second Day." After that, they emerge in a sweltering wasteland where blackened trees jut from a deep cover of ash. (The dragonarmy is focusing its activities around Qualinost and the Pax Tharkas region, so the only encounters the heroes have during the third day are to see the occasional dragon winging its way along a distant horizon.)

At this point, the Saga continues with "To Pax Tharkas" in Chapter Eight: The Sla-Mori and Pax Tharkas. The Narrator should modify the descriptions to reflect the devastation that has been visited upon the region. Furthermore, the satyr encounter does not occur.

Chapter Eight

The companions gathered around, staring at the monstrous chain in wonder. Each link was as long as Caramon was tall and as thick around as the trunk of an oak.

"What does the mechanism do?" asked Tasslehoff, longing to climb up the great chain. "Where does this lead?"

"The chain leads to the mechanism itself," Gilthanas answered. "As to how it works, you must ask the dwarf, for I am unfamiliar with engineering.But if this chain is released from its moorings"—he pointed to the iron bracket in the floor—"massive blocks of granite drop down behind the gates of the fortress. Then, no force of Krynn can open them."

—The Heroes of the Lance examine the great chain in Pax Tharkas, Dragons of Autumn Twilight

This chapter details the trip to the Sla-Mori, what the heroes find in the hidden ways, and the fortress of Pax Tharkas.

To Pax Tharkas

The march to Pax Tharkas consists of two long days of hard walking. By the time the heroes stand within sight of Pax Tharkas, the dragonarmy is marching on Qualinesti. Still, this makes the job of liberating the slaves much simpler.

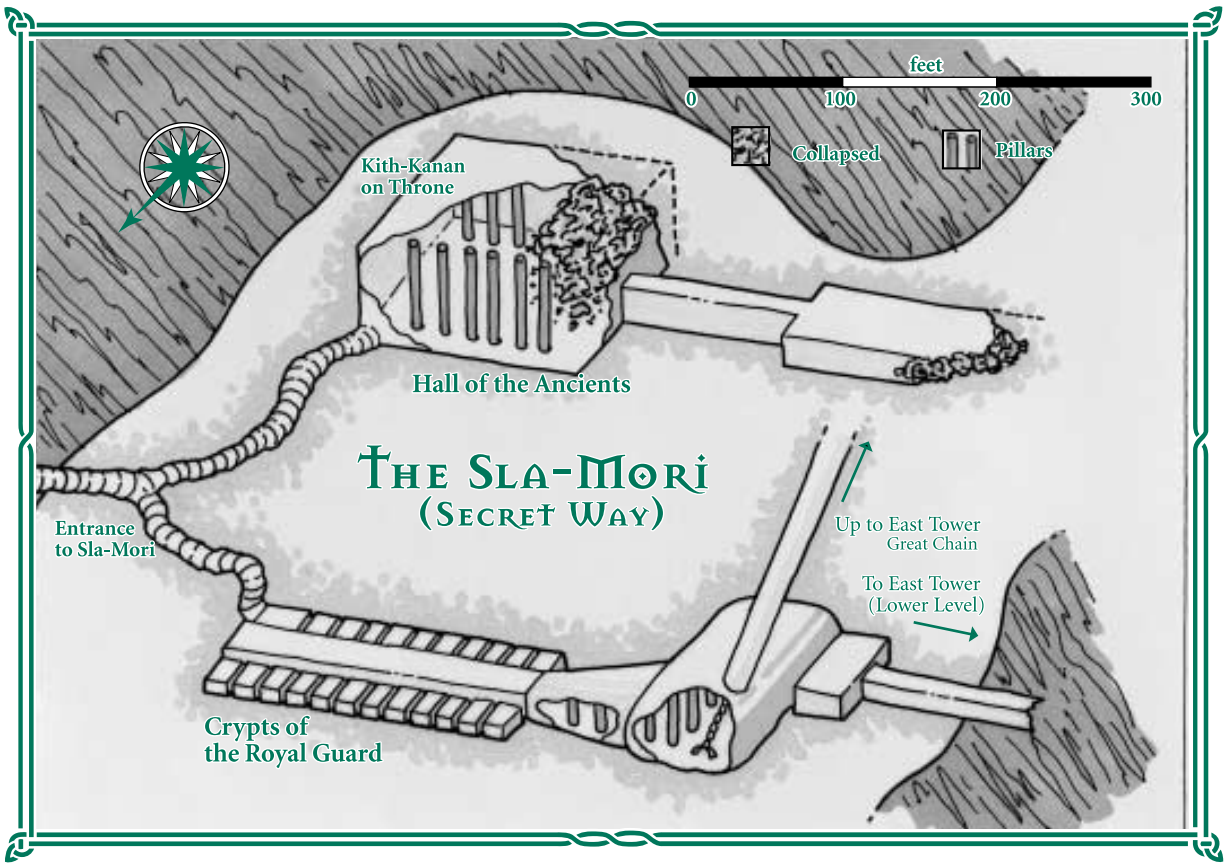
Three times per day, the Narrator should see if the heroes have any encounters during their trip. These encounters can be generated randomly or run as the Narrator chooses. The Narrator should check only once each night.

The encounter text is only a bare minimum. Narrators can once again match the natures and tones of their campaigns, if they wish. Encounters can occur more than once unless otherwise noted.

The First Day

Dawn is just coloring the sky as Gilthanas leads the party out of Qualinost and southeast through the aspenwood forest. While the heroes slept, the elves loaded their packs with two weeks' worth of the nourishing elven quith-pa, a kind of dried fruit. The trail descends gradually to the south. Soon, the whisper of a rushing stream rises nearby as the path begins to follow a clear brook. The route grows steeper, and the water deepens and roars as it tumbles toward the sea.

The aspens of Qualinesti blend with the tall pines of the lowlands, and by the time the sun is high, no signs remain of the silvery trees of the plateau. Dark and looming, the evergreens crowd the trail, making the sunny day



Playing the Novels

If Narrators wish to remain faithful to the Chronicles trilogy regarding the movement to Pax Tharkas, a single survivor remains among the dead encountered by the heroes on the second day of their trek. Eben Shatterstone is his name, and Gilthanas knows him as the scion of a destitute human family of noble blood from Haven. He has been working with the elves as a sellsword.

Eben says dragonarmy troops ambushed his patrol, and that he was lucky to escape alive. Blood and gore covers him, so none of the heroes question his story.

The truth is, Eben is secretly a servant of Takhisis sent specifically to undermine the party in its quest. He swiftly starts by surreptitiously telling Tanis that several of his comrades-in-arms suspected Gilthanas of betraying them—that the prince was supposed to be present during what was a routine patrol, but he somehow was absent on the day of the attack.

As the party continues their march toward Pax Tharkas, it becomes clear they are being followed. A decision is made to arrange an ambush once the Sla-Mori is reached.

When the heroes enter the Sla-Mori, they first lay in ambush for their mysterious pursuer, who is revealed to be Laurana. They try to send her back to Qualinesti, but Laurana refuses, insisting she isn't a child and reminding them she received warrior training.

While moving through the Sla-Mori, they enter the tomb of Kith-Kanan, where the spirit of the ancient king magically causes his sword, Wyrmslayer, to leap from his interred corpse to the hand of Tanis after a giant slug attacks the party. The magic of the sword causes the beast to retreat, and the party turns back and heads through the crypt of Kith-Kanan's personal guard. Tasslehoff and Fizban become separated from the party during the attack, and the mage uses his magic to teleport the pair into Pax Tharkas. Here, Ember discovers them and attempts to kill them. The dragon fails to kill Tasslehoff—although Fizban apparently dies when one of his spells goes awry—and his dragon breath accidentally melts a link on the chain holding the defensive mechanisms in place.

Meanwhile, below in the Sla-Mori, Raistlin uses magic to permit the rest of the party to get past a locked door and into the fortress. Here, they free the captives. However, Eben starts to reveal his true colors by attempting to sow distrust between Gilthanas and Tanis, and by sneaking away to make a covert report to Verminaard about the heroes' presence in the undermanned fortress. The heroes free the slaves, even as Flamestrike—an ancient, addle-minded dragon assigned to guard the captured children—remains a threatening presence. Still, her love for the children causes her to allow the heroes to free them. Elistan is found among the captives. Goldmoon heals him, and he abandons the Seeker faith to follow the true gods. He becomes a priest of Paladine.

Angered by the inability of his forces to capture the heroes or even keep the slaves from rebelling, Verminaard mounts Ember and intends to burn everyone to a crisp. Flamestrike attacks Ember, however, hoping to protect the children, and the red dragons kill each other in the ensuing battle. After falling from Ember's back, Verminaard engages Goldmoon—a priest of Evil battling a priest of Good. He almost defeats her, but Riverwind comes to her aid. Verminaard turns to be impaled upon the sword of Kith-Kanan in Tanis's hands.

As the battle progresses, Eben tries to escape with the mysterious Gemstone Man, who the Dark Queen commanded him to seek. However, as he moves through the fortress gates, the mechanism accidentally set in motion by Ember (when he tried to kill Tasslehoff and Fizban) drops thousands of tons of rock onto them, seemingly killing them and sealing the gates of Pax Tharkas.

The heroes lead the refugees to safety in the south, where Elistan presides over the marriage of Goldmoon and Riverwind and the heroes and the slaves celebrate their temporary victory over the dragonarmy. During the celebration, Tanis and Sturm catch sight of the Gemstone Man among the revelers. Before they can speak to him to learn how he survived the falling rocks, he vanishes into the woods.

The first book of the Chronicles trilogy ends at this point. Although this chapter allows Narrators to recreate the events of the book, it also sets up the events of Chapter Nine through Chapter Twelve, which see the heroes assume responsibility for the well-being of the refugees.

seem closed and dusky. The stream roars, more ominous than ever.

Darkness seems to come swiftly this fall afternoon. Gilthanas knows of a standard rest site near the river, and he directs the party there as daylight rapidly fades.

Result	Encounter
1–3	No encounter
4–6	Satyrs
7–10	Dragonarmy Force

Satyrs

Two satyrs reveal themselves to the heroes. The goat-legged humanoids ask the humans to not hunt or chop down trees for firewood while they travel through the forest, but gathering firewood is all right. If the heroes refuse or break the promise, the satyrs attempt to use their magical music to charm the heroes and send them wandering into an advance unit of ten hobgoblins acting as an in-force reconnaissance unit. If the party honors the satyrs' request (no character will act against it unless instructed by a hero), the next morning they find a satchel in their midst: Within are five potions of healing and an oaken amulet that makes the wearer immune to the charms of dryads.

Dragonarmy Force

The heroes encounter a force of five hobgoblin scouts under the leadership of a Kapak draconian and a human dragonarmy officer. The officer is a dark-skinned man who speaks only Khurish—the tongue of a warrior people far to the East—and the language of the goblinoids. The officer and the draconian fight to the death, but the hobgoblins attempt to flee once half their number has been defeated. (If this encounter occurs more than once, the group consists of five goblins, two Baaz, and one Kapak.)

The Second Day

Gilthanas rises early and insists camp be broken at dawn. The trek continues along the stream, and around midmorning the party reaches a clearing. Here, the grass has been churned into mud by a furious combat, and the bodies of both elves and hobgoblins lie grotesquely in the places where death has claimed them.

A survey of the site reveals that an elven patrol must have come upon an advance unit of the dragonarmy. Mutual annihilation ensued. Nobody survived.

The heroes have no time to bury all the dead, and the party needs to move on. However, if priests in the party do not take the time at least to bless the corpses, three of the female elves rise as banshees and two hobgoblins rise as wraiths. These undead creatures may plague the party should they return this way at a point in the future. (The undead may be sources of trouble years down the line, should the Narrator continue his campaign beyond the pages of this book.) Read aloud or paraphrase the following:

By the mid-afternoon, the pines give way to the open plain. In the distance to the south, Pax Tharkas sits wedged between mountains. When the sun has almost set in the west, the imposing fortress of Pax Tharkas is nearer still. The tops of its two towers rival the mountain peaks for control of the sky. Between the towers, a massive wall closes off all passage through the mountain gap. A single gate, 30 feet tall and 20 feet wide, seems to be the only entrance.

Suddenly, the massive gate swings open. Even before it finishes moving, columns of armed troops march out. Rising clouds of dust soon obscure their exact numbers, but surely several thousand pass from the fortress onto the plains. The road they follow leads to Qualinesti.

The Dragon Highlord's power is fearsome to behold, and the party should understand that the Speaker of the Sun was right in ordering his people to evacuate their nation. (If Gilthanas is not a hero, he says this out loud, almost as if he had doubted his father's wisdom until this moment.)

Gilthanas leads the party onward to the secret gate of the Sla-Mori. Whether he is a hero or a character, he knows the way by heart. A narrow trail climbs steeply from the plains over a ridge and into the wooded valley. Splashing with impartial cheer, a clear brook emerges from the cut in the mountains, as Gilthanas leads the party ever higher. Soon, the elf leaves the path and begins to pick his way through underbrush made especially dense by the falling of night. The secret path into Pax Tharkas is near.

Gilthanas leads the heroes from the ridge and down into another narrow canyon. It runs along the base of a tall granite cliff, and the party can once again see Pax Tharkas, although now the fortress towers high above. Gilthanas soon halts at a niche in the wall. He takes a small, glowing gem from beneath his tunic and holds it forward with his right hand. Making a set of motions in the air, he chants a series of incantations. Suddenly and silently, a tremendous stone block moves to the side. (If Gilthanas is being used as a hero, the Narrator should allow the player to execute this scene as he pleases; however, Gilthanas automatically knows how and where to use the magical key to the Sla-Mori.) A whiff of musty dead air emerges as the huge block moves aside. The passage plunges directly into the heart of the mighty peak that guards the eastern flank of Pax Tharkas.

Here is where Gilthanas's knowledge ends. He knows this area only through lore—he has never traveled it. If Gilthanas is a character, at this point he encourages one of the heroes to go first, his courage faltering. Naturally, if he is a hero, the player decides how he behaves at this point. Regardless, this is the one way into Pax Tharkas that Gilthanas knows will be unguarded.

Result	Encounter
1–3	Bear
4–6	Attack!
7–10	Trolls

Bear

The party is attacked by a bear infected by a mysterious disease. Narrators can adapt the statistics for Ice Bear on the "Combined Monster Chart," or they can use the statistics for a grizzly bear found in the *Book of the Fifth Age* {MONSTROUS MANUAL® tome}.

Attack!

If generated during the day, the party encounters 1–10 goblin scouts. If generated during twilight or after dark, a group of three apparently battle-weary elven warriors stumble toward the party. When they get near, the party recognizes they are actually undead . . . they are wights! This encounter occurs once; if generated again, treat as "no encounter."

Trolls

Three trolls, who are somewhat smarter than the norm for their kind, lay in wait to attack the rear of the party as it leaves the trail and begins to move toward the Sla-Mori. Check normally to see if the heroes are surprised.

The trolls try to kill two heroes and carry the bodies to their lair—a small cave in a nearby hillside or cliff face. It contains a collection of bones, worthless scraps of armor and weapons, a rusty key amid the rubbish at the back wall, a shield of distinction {shield +1}, and a locked strongbox. The key opens the strongbox, which contains 257 steel pieces and three gems, worth 100, 150, and 200 steel.

This encounter occurs only once. If drawn again, the heroes encounter a patrol consisting of an officer, a Baaz, and three soldiers. These troops all fight to the death.

Into the Sla-Mori

A thick coat of dust layers the tunnel floor, and cobwebs hang loosely from the ceiling 15 feet above. The tunnel is 20 feet wide and completely dark.

The tunnel is obviously ancient. Whether it was carved by hand or created by the flowing of water is impossible to determine. Loose chunks of rock litter the floor, and the walls and ceilings are crumbling. A thick layer of dust, undisturbed for centuries, covers the floor.

After a few dozen feet, the tunnel splits to the left and right, both leading into cobweb-swathed, inky darkness.

The Right Fork

The tunnel leads southward for some distance, ultimately ending in what appears to be a poorly built secret door. It opens easily, and the heroes emerge in an eerie hall that stretches into shadow. Once grand, the passing centuries



have weighed upon the hall, causing it to fall into decay. Many tall columns rise to a lofty ceiling; others have fallen over and litter the center of the room. From behind the rubble comes a chittering and scratching.

A huge granite throne sits against the left wall, flanked by two large statues. These guardians are elven warriors three times a human's height, each armed with a granite sword.

Dwarfed by these statues, the decayed remains of an elf sit on the throne. Empty sockets stare from an ancient skull. A tattered, once-regal cloak covers his body; a sheathed sword lies across his lap.

This is the burial chamber of Kith-Kanan, founder of Qualinesti. The elven prince and his dwarven comrades built the fortress of Pax Tharkas during the Age of Dreams. The Cataclysm sealed his tomb further and has closed access to Pax Tharkas proper. The sword across Kith-Kanan's lap represents one of the most potent weapons of his age: Wyrmslayer, a magical two-handed sword. If drawn from its scabbard, it gleams brightly with magical radiance. See the "Masters and Magic" appendix for a description of it.

Further examination of the chamber reveals the wall opposite the tunnel entrance has collapsed, apparently triggering the fall of the columns. A huge pile of rubble here provides shelter for thousands of rats. The rodents are timid creatures, however, and represent no threat.

The bronze double doors at the southwestern end of the room are closed. The metal has tarnished greatly, and a relief drawing of Pax Tharkas covers it. If the heroes approach them, those with sensitive hearing detect a wet, slurping sound from beyond them. Moments later, the doors fling open as a giant slug lumbers into the room.

The slug is starving and it fights to the death. Alternatively, the magical radiance of Wyrmslayer causes the slug great discomfort. If a hero hasn't taken it from the lap of Kith-Kanan, the sword appears in the hand of a Good-aligned elf or half-elf in the party with the highest Presence {Charisma} score. If a nonelf or nonhalf-elf claimed the sword, it magically appears in the hands of a Good elf or half-elf with the highest Presence {Charisma} score. The slug retreats from battle if attacked with the sword. Once the doors are closed, the slug does not reappear.

If the heroes kill the slug, they can search the room from where it came. They find nothing except that most of the room has collapsed. A cramped, slime-covered tunnel winds its way through the cave-in, eventually emerging in a smelting cave above the Tharkadan mines on the southern side of Pax Tharkas. (See "The Mines of Tharkadan.")

The Left Fork

If the heroes go left, the tunnel ends at a door featuring the royal seal of Qualinesti. Under it is a phrase in elven that reads: "Faithful Beyond Death." The door opens easily, and beyond it is an old hall, constructed with care in some distant age. A wide center aisle stretches to the limits of sight, and a row of stone doors lines each side. Huge iron hinges spiked right into the stone support the doors. Each door has an iron handle, but apparently no lock. Strangely, the rat tracks in the dust do not appear near any of the doors.

This is the tomb of Kith-Kanan's elite royal guard (labeled "Crypts of the Royal Guard" on the map). Through a lifetime of valued service to their lord, these honored elves earned the right to burial here. An enchantment has been placed upon their tombs, however, that causes them to rise if someone loots Kith-Kanan's tomb. The undead lay on stone biers, two behind each door for a total of forty. The zombies arise and attack when any of the following occurs:

- One of the tomb doors is opened.
- Any spell, magic wand, and so on, is used in the room.
- Someone opens the western double doors in the room.

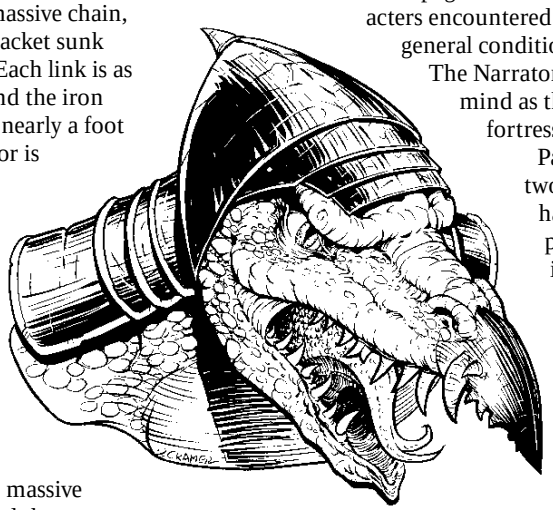
Silently, the zombies close in on the party and try to destroy them. Any turned by a priest escape by the most convenient route, even returning to their tombs if they can.

The double doors at the southwest end of the room are made of solid bronze. Like the doors in Kith-Kanan's tomb, they bear a raised outline of Pax Tharkas, done in considerable detail. This design adorns each side of the doors. They are unlocked and open silently with a push.

Beyond is a column-lined passage that gradually widens from the doors, but the true dimensions of the room are lost in darkness. A row of stately granite columns lines each wall about 10 feet into the room. These supports feature no ornate carvings, but they seem to have been constructed with great care. It echoes softly with the sounds of any passage, and puffs of dust rise with each footfall.

The chamber is the fruit of dwarven labor. Designed as a fitting entryway to the resting place of Kith-Kanan's elite, its plain construction and simple design are elegant. The fact that it has survived the Cataclysm intact indicates that the builders were accomplished engineers.

In fact, at first glance, only a single column appears to have been warped in the disaster. It stands at a slight angle and even appears to have buckled. A closer look reveals it is actually a massive chain, supported by a huge iron bracket sunk into the center of the floor. Each link is as long as a full-grown man, and the iron bands forming the links are nearly a foot thick. The bracket in the floor is 15 feet across and nearly 3 feet thick.



This chain is the final support mechanism for the heavy stone defenses that protect Pax Tharkas against attack from the north, something Gilthanas recognizes with a successful *easy Intellect* action {Intelligence check +2}. If released, massive blocks of granite drop behind the gate of the fortress, blocking any attempts to batter down the portal with even the most massive of rams.

The chain rises through the ceiling of the room, 100 feet above, in a narrow channel, to the defense mechanism chamber of Pax Tharkas. Although the chain nearly fills the chute, a small individual (a kender or human child) could climb the chain and emerge into the defense mechanism chamber. Such an ascent would require thieving abilities or a *challenging Strength* action {Strength check –2}. By climbing the chain, a character emerges on the second level of Pax Tharkas's eastern tower. The area is described in the section titled "The Eastern Tower" below.

The party may wish to release the chain right here in the Sla-Mori. To do so, they will either have to break one of the links (by inflicting 200 damage points upon one) or release the anchor (which can be achieved by inflicting 120 damage points upon it). The chain thumps upward, breaking loose chunks of the wall as it does.

Another bronze door stands at the far end of the chamber. It once again features the image of Pax Tharkas on both sides and easily can be pushed open. Beyond it lies a fairly large chamber nearly filled with yellow, brick-like objects that glitter through a layer of dust.

Stacked 25 high, 25,000 gold ingots line the walls around the room. Each contains the equivalent of 1,000 gold pieces of the metal. Gold was valued highly by the dwarves of Pax Tharkas in the Age of Dreams, but it is of little use to the current adventurers.

Another door leads from this room. Made from iron, the door is locked. The heroes will have to break it down, something that requires a successful *impossible Strength* action {combined Strength of 40}. If the party merely wishes to batter their way through it, the door can absorb 80 damage points before giving way.

What the heroes find behind the door may be disappointing initially. Beyond is a natural stone tunnel that winds its way eastward. The door they have just passed through was built to keep intruders out of the burial chambers they just emerged from. The nondescript passage they currently are moving along will take them into the subterranean level of Pax Tharkas's eastern tower (proceed to "The Eastern Tower" below).

Pax Tharkas

The description of the fortress is keyed to the map on the fold-out pages. Although important sections and the characters encountered there are described in detail, several general conditions apply to the entire structure. The Narrator should keep these conditions in mind as the heroes move through the fortress.

Patrols of one Baaz, one Kapak and two hobgoblins regularly walk the hallways of Pax Tharkas. Guards are posted only on doors as mentioned in the description of the fortress. Whenever the heroes start down a hallway, or whenever they exit a room into a hallway, the Narrator should check to see if a patrol is within view when they do. (On a result of 7–10, a patrol is encountered.) Enough mercenaries come and go in the fortress that the patrols won't view the heroes with anything but moderate suspicion (unless an alarm has been sounded.) The patrols ask the heroes what their business in Pax Tharkas is, but they accept any believable answer delivered in a convincing fashion. If combat occurs, one member of a patrol always will attempt to escape and alert the rest of the fortress to the intruders.

Should an alarm be sounded, the patrols are increased to two Baaz, two Kapaks, and two hobgoblins, and any nondragonarmy personnel and anyone who doesn't appear to be some of the women held captive here are ordered to surrender immediately. Two Kapaks are placed on watch at each door, and they too challenge anyone who doesn't appear to belong.

If the heroes have sealed the gates of Pax Tharkas, no guards patrol the area. Instead, the few draconians and hobgoblins not trapped north of the fortress will be scratching their heads in despair and wonder at what has happened. (See "The Great Wall" for details.)

Any rooms left undetailed in the following entries are either storage areas, kitchens or dining halls. They stand empty when the heroes enter them, except perhaps for 1–10 gully dwarf servants.

The Eastern Tower

In all probability, the heroes enter Pax Tharkas here, arriving through the forgotten Sla-Mori in the underground level of the tower. After passing through some natural tunnels, they emerge into a cave containing an underground spring, the fortress' water supply during times of siege. Here, the heroes also find a pile of wooden crates containing items looted from Solace and Gateway. (Tika and other heroes who live in Solace or Gateway may recognize some of their own belongings among them.) An unlocked door leads from here to the rest of the tower.

If the heroes listen at the door before opening it, they hear the rasping voice of a draconian mingled with the voice of a woman. Depending on Narrator's choice, the woman either sounds angry and defiant, or is weeping and pleading. (The woman can be a female character or hero—such as Laurana, if she isn't being used as a hero—who suffered an obscure death earlier in the adventure, and whether she is defiant or terrified depends on her personality. If Saranja was kidnapped, she is found here.)

Within the room, a savage-looking Kapak is holding a woman with her hands chained. "My lord Verminaard requires your presence and tender attentions," he hisses. "Who are you to refuse his noble calling?" He hurls her toward the far side of the room while three other draconians watch, their faces twisted in hideous grins.

If the heroes open the door slowly and carefully, they can watch the following scene for a few moments. Of course, if they smash down the door, the dragonmen move to fight.

The first monster advances upon the young woman, and she either cowers or offers an unladylike retort, depending on her personality. Regardless, the three watching draconians find the scene amusing and start laughing.

The draconian starts beating the prisoner, continuing to do so for several minutes unless the heroes intervene. When she is nearly unconscious, he hisses, "Behave yourself this time. I won't be so forgiving if I have to deal with you again." The draconians then take her from the room.

There are four Kapaks in the room. If attacked suddenly, they have no time to envenom their blades. If more than one of them dies, survivors try to escape to alert the fortress of the intruders. If combat erupts while the woman is in the room, she either scuttles to a corner and crouches there until the fight is over, or she leaps on the back of a draconian and starts choking it with her chains.

Although the woman is startled by the sudden events, she quickly recovers her wits. She believes that most chambers on this floor contain female prisoners, although the cave to the south seems to hold nothing but gully dwarves. (She isn't sure, as she hasn't actually been inside it.) She knows that other women and many young children are being kept elsewhere in the fortress, but isn't sure where. She also knows the way to Verminaard's throne room and private chambers, but is otherwise unfamiliar with the layout of the fortress. The keys to all of these rooms are kept on the belt of one of the draconian guards.

The Women Prisoners

The three northern chambers serve as cells. They all are furnished with rude straw mats, low chairs, and chamber pots. No other furniture or other accommodations are present.

The eastern room holds thirty-four women from Solace, Gateway, and Haven. They range in ages from 20 to 35.

Maritta the Seamstress is one of the prisoners in this room. The women regard her as their spokesperson. It is she who leads the group of ten women each evening up to the chambers where the red dragon Flamestrike keeps a watchful eye over the captured children.

Also in this room is a severely injured Elistan. He was hurt in a fall while working the mines. Because of his influential position, Verminaard allows the women to tend him when he would let most prisoners die. Even so, Elistan nears death and needs magical healing.

If a priest of the true gods heals Elistan, he embraces the true gods. He renounces his past beliefs and begins to worship Paladine. The priest's medallion of faith will magically duplicate, and Elistan's features the symbol of Paladine.

The central chamber holds more of the mothers from the northlands. Sixty women between the ages of 18 and 40 are imprisoned here. The final cell houses forty-five young women, between the ages of 12 and 20, who have not married or borne children.

The women from all of these cells react with quiet joy to the thought of rescue; this reaction, however, cools with the knowledge that the dragon above still watches the children.

The women explain the situation to the heroes, including the procedure for tending the children every evening. They also know that many other women are held on the bottom floor of the western tower. The men work in the mines, and sleep in a rude cave south of the fortress during those brief periods when they are not working.

The women also send a group of twelve up to the mines to feed the men every night. They wear heavy shawls and robes to protect against the autumn chill, and the guards pay little attention to those in either feeding mission. Thus, any characters concealed as these women could move about the fortress freely.

If the heroes do not think of this, Maritta suggests that armed men, disguised in women's robes, could enter the children's chamber and rescue them.

If the heroes decide to make a rescue attempt in this way, Maritta offers the following advice about Flamestrike: "Be very careful and quiet around Flamestrike. I don't think she would normally harm the children—in fact, she seems very fond of them—but do not attack her, even if she should awaken. She is half mad, and there's no telling what she might do if angered."

The Cave of the Gully Dwarves

When the heroes approach the door to the dwarves' cave (only the woman in the first chamber knows it as such), they hear a strange series of sounds from behind the door: First, a loud crash, followed several seconds later by a dull "thump," and then gales of raucous laughter. The laughter dies down slowly, and after a minute the pattern repeats.

The door is not locked, and if the heroes open it, they see the following:

A long timber is balanced on a boulder in the center of the room. At each end of the timber is a wide, dish-shaped container. Set on the ground by these containers is a pile of large stones and a tall wooden box. Huge mattresses of straw have been spread on the floor beyond either end of the timber. A dozen gully dwarves scurry frantically around the timber, shouting and cursing each other. They wear oversized tin helmets, and several wear swords on



their belts. Because these swords are several inches longer than their legs, the weapons often trip up the gully dwarves, sending them headlong onto the floor.

As the heroes watch, one of the dwarves climbs into the dish at one end of the timber, dropping that end to the ground like a large seesaw. Three other Aghar climb onto the wooden box at the other end of the timber, where comrades already have raised three of the large stones. The Aghar on the boxes drop the stones together into the dish below them, dropping that end to the ground and catapulting the dwarf at the other end through the air, over the heads of the three on the box, and into the mattress of straw. After each of these stunts, all the Aghar laugh uproariously, then run around crazily for a while until the process starts again.

These Aghar are servants of the draconians, amusing themselves in while off-duty. If the heroes do not announce their presence, the dwarves do not notice them for several minutes. When the Aghar discover the adventurers, they cease their game immediately and dive for cover behind the timber and stones. A minute later, several of the tin helmets peek from behind this cover.

Finally, one of them swaggers forward. This is Highklahd Drooth, leader of the Klahd Clan. Angrily, he demands an explanation from the party. He doesn't make what they need to explain clear.

These Aghar are no friends of the dragonarmy and remain here only because Pax Tharkas has been their clan home for centuries. Although suspicious and cranky, they will not betray the party and may offer aid if approached with "appropriate honor."

The Aghar are quite familiar with the layout of the fortress and even understand how the stonedrop mechanism to seal the gate operates. The heroes must "purchase" their services, however: Rope, weapons, armor, food, clothing, or things that might work as "toys" can be used for barter. Note that the Aghar are essentially cowardly and do not voluntarily involve themselves in risky business.

The Aghar are aware that Sestun is a prisoner somewhere in the tower for the crime of aiding the escape of a group of Fewmaster Toede's prisoners. If the heroes aid in his rescue, the Aghar willingly to take risks for the party.

The final chamber on this level is a storage room. It contains a variety of weapons and supplies, including wool and oil. These highly flammable items can be set on fire to serve as an effective diversion should the heroes wish to create one. The door to the storage room lies at the base of stairs that lead up to the ground level, described in "The Hallways of the Ground Level."

The Hallways of the Ground Level

Read or paraphrase the following:

A plush purple carpet blankets the floor of the seemingly luxurious hallways, and many tapestries of rich red and golden colors decorate the walls. Each of the several doors is made of dark-grained vallenwood and has golden rivets, hinges, and latches.

Upon closer examination, however, the luxury begins to wear thin. Great, dark stains blot the carpet in many places, and a wide muddy trail mars the center of the floor. Some of the tapestries, depicting pastoral woodland scenes, have been defaced: Charcoal has been used to add a beard and mustache to an elven princess, and long slashes ruin a scene of elves and dwarves in council.

A set of double doors to the right of the stairs leads to the Tharkadan Wall, described under "The Great Wall."

This hallway connects most of the rooms on the first floor of the tower, and thus receives a lot of traffic. Hobgoblins and human soldiers come and go on errands. Unless the heroes attack someone, they typically are ignored. Standing outside the doors leading to the throne room (which is described below under "Chambers of the Highlord") are two hobgoblin guards. They do not attack on sight, but they act very suspicious of any armed beings in the hallway and demand identification. If alarmed, they rush to get their comrades from the barracks directly across the hall.

A broad flight of stairs leads upward. A cold breeze strikes those who ascend. The stairs lead to a long, narrow room. Two silver-coated doors, embossed with an image of an elf and a dwarf holding a lute between them, lead to the left, and the cold breeze is coming through the crack beneath them. The lute is an ancient symbol of peace in Krynn, so the artwork dates these doors to the period of elven and dwarven cooperation when Pax Tharkas was built.

There is a secret door directly across from the stairs. Twisting a stone set into the door itself opens it. (Elves, half-elves and other perceptive heroes and characters are the only ones who have a chance to notice this secret door. They should perform *average Perception* actions {normal check for finding secret doors}. However, the gully dwarves have discovered its existence and may inform the heroes of it.) The silver doors open into the gallery while the secret door leads to the chamber containing one of the fort's most potent defense mechanisms. Both are described under "The Upper Levels."

The Barracks

The northernmost chambers serve as the barracks for the hobgoblins. There are twenty-five of them sleeping here if the heroes penetrate the fortress during daylight hours, but at night, the heroes find only four.

The chamber farthest away from the stairs to the lowest level of the tower also contains a large padlocked cage. Currently, the cage contains a single occupant—a very smelly gully dwarf. This is Sestun, who freed the heroes from their cage in the slave caravan. Although he slipped away from the caravan, a party of draconians captured him as he moved south. Now he is being held prisoner while Verminaard attempts to come up with a suitably vicious punishment. The key that unlocks the cage hangs on a nail in the wall.

As revealed by his actions in the caravan, Sestun is an Aghar of high courage and spirit. He despises Verminaard and hates his draconian and hobgoblin servants.

Sestun willingly participates in anything that is likely to anger Verminaard. If offered a chance to escape, he will do so, causing as much trouble on the way out as possible. (When the slaves make their escape to the south, Sestun tags along in the background.)

If any heroes are captured in Pax Tharkas, they are disarmed and placed in this cage. Their captors take their possessions to Verminaard and he places them behind his throne. In 1–10 hours, the Highlord calls the captive(s) before him, asking them to betray their comrades and explain their purpose in Pax Tharkas. Refusal results in being fed to the red dragon Ember.

Chambers of the Highlord

The opulent chambers of the Highlord contain public and private receiving and living areas. The western chamber is Verminaard's throne room. The double doors that lead into it are unlocked and push open silently. If the heroes open them slightly, they may hide and observe the discussion described here. The heroes also may watch from the balcony overlooking the throne room on the upper level of the tower. Of course, if the party visits several of these places, they observe this scene once. Read aloud the following:

The throne room is a huge, looming chamber, constructed for councils between the leaders of the elven and dwarven races that built the great fortress. Tall columns brace the ceiling, and a huge stone throne occupies a central spot. Silvery mirrors line the walls, creating the impression that the room is even larger than it really is. In the middle of the west wall, a pair of huge doors leads from the throne room.*

A figure seated on the throne wears the hideous mask of a dragonrider. His hoarse voice rasps from behind the grotesque covering, addressing a cringing figure before him: "Toede, you miserable rodent, you have the gift of ruining the simplest plans! Now thanks to your idiocy, your incompetence, that cleric has been allowed to live, bringing my opposite power back among men! Find them and bring them to me before the day is out!"

The figure before the Highlord cringes even more and begins to speak in a pathetic whine. You immediately recognize the voice of Fewmaster Toede. "Your most worshipful lord, I offer my hopelessly inadequate apology. If I had known my caravan held the ones you seek, I would have brought you their heads personally! If not for the treachery of one of the loathsome Aghar, they would even now be kneeling before you, prisoners to your tender mercies—"

"Enough!" roars Verminaard. "You have my warning, now go!"

Toede turns and scuttles for the doors. Verminaard leans back in his throne and slowly surveys the room.

* The doors open into a shaft that runs from the top of the tower to its lowest level. Ember, Verminaard's dragonmount, lairs at its bottom.

If any heroes are watching from the door, the balcony, or the chain room, he sees them in the mirrors. The Highlord doesn't give away his discovery, however. Read aloud the following when ready:

"Ember! Attend me!" Verminaard shouts.

Moments later, an immense red dragon pushes through the double doors on the west wall. In a slightly mocking tone, it says, "What is your bidding, Master?"

"Capture those intruders!" Verminaard says, pointing directly at you. "But feel free to kill them if they put up a fight."

Ember immediately surges toward you. "Surrender and you will live," the dragon bellows.

If the heroes surrender, six Kapaks arrive moments later and disarm them. They lock the heroes in the cage in the barracks area. Eventually, Verminaard calls them before him.

If the heroes fight Ember, the dragon does its best to destroy them. Ember retreats if the heroes survive long enough to reduce the dragon to half its total hit points. The dragon flees through the double doors and up through the shaft, but not before stopping to let Verminaard mount.

If the heroes flee the area, the alarm is sounded, but neither Ember nor Verminaard pursues.

East of the throne room is Verminaard's personal quarters, behind a locked door to which the Dragonlord carries the only key. If the hobgoblin guards haven't been dealt with already, they sound the alarm if the heroes try to break into Verminaard's private rooms. Once the heroes enter the rooms, read the following:

Immediately within the doors is a sitting room with plush carpet on the floor and richly upholstered chairs and couches. A small table sits in the center of the room, and a pair of crystal goblets and a crystal decanter filled with a golden liquid sparkle from atop the table. Several large candelabras provide steady light for the chamber.

A large tapestry covers the far wall, which is the only indication that the fortress recently has changed hands. It displays a huge red dragon, jaws agape, spewing flame over a small village.

If the heroes enter the room to the south, read the following:

A door leads to the south into a chamber with a long, polished table of dark wood. A buffet with glass doors displays a priceless collection of china and silver. Light spills from a pair of golden chandeliers, each supporting many flickering candles.

A pair of tapestries hangs on the east and south walls. One shows a massive red dragon landing amid a troop of armored horsemen and wreaking gory havoc. The second shows a region of black mountains, heavy with mist and shadows, where a looming fortress rises up in the distance.

A small locked drawer in the bottom of the hutch is trapped with a poison needle. If precautions are not taken, the trap automatically works; otherwise, finding and disarming the trap requires a successful *challenging Perception* action followed by a successful *challenging Dexterity* action {find/remove traps checks}. The one who set off the trap must perform a successful *challenging Endurance* action {saving throw vs. poison} or die. Within the drawer are four small bottles: Two potions of extra healing, a potion of gaseous form, and a potion of invisibility.

A door in the east wall leads to a chamber that seems to be a combination office and bedroom. Read the following aloud:

A huge bed, lushly canopied and quilted, nearly fills the southern end. A large wooden closet sits next to it. Across the floor spread rugs made from the skins of many of the large carnivores found throughout Krynn: brown bears, jaguars, panthers, wolves, and a tiger.

A large desk, plain wooden chair, small table, and washbasin take up the other end of the room. Three tapestries picturing scenes of dragon-wrought destruction add a dark touch to the walls. Several torches flicker in sconces, and a few candles and a lamp sit on the desk, but they are unlit.

Spread upon the desk are maps of this portion of Ansalon, showing the gradual increase in lands the Dragon Empire controls.

On top of the pile is a map of Qualinesti and the three dragonarmies invading the elven nation: Two moving from northeast and northwest, and one advancing straight from Pax Tharkas, just as Solostaran had told the heroes. Another sheet of paper diagrams the permanent defenses of Pax Tharkas, showing how the chain and stone mechanism on the second level of the towers operates to block the massive gates.

The closet contains several robes, a black cape, a pair of boots, and a suit of black plate mail.

Chambers of the Nursemaid

The doors leading to these rooms are barred from the outside with a heavy wooden beam; two characters with a combined Strength of 10 {Strength of 18} are required to move it, or a single character with a Strength of 8 or above {Strength of 15} and a successful *challenging Strength* action {Strength check}. Beyond is a large, unfurnished chamber. Small bits of wood and rags carved or sewn into dolls, wagons, balls, and other toys lay scattered about.

A tall arch on the east wall leads into darkness, and a small door opens into a storage room where the heroes find shelves stacked with blankets, cloaks, tiny boots, and a number of toys like the ones strewn about the chamber.

A pair of doors in the southwest corner clearly lead outside (to "The Mines of Tharkadan"), since windows in that same wall admit some cool fresh air. The double doors are held by a very heavy beam, requiring a *challenging Strength* action {total of 25 points of Strength}. A similar beam on the ground outside these doors can bar them shut.

If the fortress has been alerted to intruders, six Kapaks stand guard here. Read the following aloud if the heroes venture into the room, adjusting the text as necessary to suit the heroes' actions:

From beyond the arch, you can hear the sounds of children's voices and see the faint flicker of torches. An arched hallway leads to another room. No windows shed light into this area, but torches in sconces faintly illuminate the room. In the dim light, the heroes can see dozens of children at play, running around and crawling all over an immense, sleeping red dragon! The great beast's eyes are closed, its forked tongue hangs from its wicked jaws, and its massive crimson flanks rise and fall slowly and rhythmically.

The heroes have come upon Flamestrike and her charges. Flamestrike lost her brood of young to an unknown enemy years ago, and this tragedy deeply scarred her. She is a very careful guardian of the children and would never harm one of them under any circumstance. She deals harshly with those she believes threaten "her" children. The only visitors she allows are the women who, once a day, arrive to feed and care for the youngsters.

Although Flamestrike appears every bit as awesome as is usual for her kind, a close look reveals that this dragon suffers the ill effects of age. Many of her teeth are blunted or broken, and one of her eyes is cloudy and blind. Long scars mark her weathered flanks, and she looks somewhat scrawny.

This large room bustles with several dozen children, ranging from infants to those of about twelve years old. The children gradually stop playing as they notice the heroes. They retreat with frightened, questioning expressions on their faces. Several of the older boys and girls stand protectively before the younger children and the sleeping dragon, as if to spare them the sight of anything horrible.

There are 120 children in this room. A door at the far end of the room leads to another room where an additional sixty children are sleeping. The children recognize and instantly respond to Maritta, if she is with the heroes. Otherwise, a very mature boy and girl advance to talk privately with the heroes, seeking information about them. The children will never consent to leave unless convinced their parents will join them in freedom.

If the heroes begin to rescue the children, they file slowly and silently past the sleeping Flamestrike. The red dragon stirs in her sleep, but she does not awaken until all but a few dozen of the children have passed—unless, of course, a hero attacks or arouses her. (If one or more of the heroes move to attack the dragon, the older children try to stop them, saying "She isn't one of the Evil ones. She took good care of us and protected us from the others!")

Once Flamestrike awakens, she slowly raises her head and mutters softly: "Maritta, you take all of my children together . . . is it not easier with a few at a time? "Blinking her one good eye, Flamestrike slowly looks around and sniffs the chamber. Suddenly, she screams with rage, "You cannot steal my children!"

Flamestrike tries to attack the heroes with teeth and claws, but due to her advanced age, she inflicts only 8 damage points with each successful attack. She will never use her dragon breath while the children are nearby. The children beg the heroes to leave Flamestrike alone and to retreat into the courtyard or the hallway and bar the door. "She won't be able to follow us," they claim.

Sure enough, if the heroes hurry with the children and depart the chambers, they can bar the door before Flamestrike reaches them. They hear the dragon wailing that she wants her children back as she beats on the door, but she doesn't appear to have the strength needed to break it.

Flamestrike does not emerge from the fortress until the climactic events of this chapter, described under "Escape from Pax Tharkas."

The Upper Levels

The stairs from the lower level end with a set of double silver doors on the left. Behind the unlocked doors is a huge room into which cold autumn drafts blow through a number of slit windows along the curving walls. To the left, the room follows the angle of the fortress out of sight.

The entire outer wall of the room is covered with paintings. The different styles and varying degrees of aging indicate that they were created over a long span of Krynn's history. The paintings show woodland scenes, rugged mountains, several views of Pax Tharkas, and portraits of various elves, dwarves, and humans dressed in fine costumes. The paintings are arranged chronologically, getting more recent as the viewer moves to the left. The most recent paintings have been removed from the wall; piles of ash on the floor reveals their fate.

No one ever comes up to this level, so the party can take its time here, perhaps even rest if needed.

Doors in the inner walls open onto a balcony. Many slender columns support a high ceiling. The balcony traces the edges of two pits separated by a stone wall. The larger of these is well lit, and voices rise from inside it. (This is Verminaard's throne room; see "Chambers of the Highlord.")

The second, smaller pit is dark. Heroes who gaze into this pit can see nothing but darkness below. However, any

untoward noise or attempts to discern the depth of the pit by throwing torches or coins into it will attract the attention of Ember, who lairs at the shaft's bottom. The great red dragon comes flaming up the shaft for the kill.

A stairway in the southwest corner of the gallery climbs to the next level of the tower. Six more levels can be found this way, but all the rooms are dusty and empty.

A secret door at the top of the stairs from the ground level opens into a cavernous chamber. A thick layer of dust coats the floor of this vast chamber. Much rubble, in the form of boulders and small stones, lies strewn about. Running along the wall is a mighty chain, made of 12-inch-thick steel bars bent into 6-foot-long links and held taut by some unimaginable force. The chain disappears into a shaft in the floor and stretches west into darkness. If the heroes follow the chain, they enter the upper levels of "The Great Wall," described below. This chain is the same one the heroes encountered in the Sla-Mori; if they climb down it, they emerge from the shaft in "The Left Fork" described above.

The Great Wall

The ground level of the wall is basically a large corridor that runs the length of the Tharkadan wall. At either end, large iron double doors can be barred to prevent access to the towers. Massive winches in either tower operate the mighty gates. They require a combined Strength of 45 {Strength of 80} to move. Even then, it takes nearly a half-hour to open or close a gate. The north gate is slightly open (a 6-foot-wide crack), while the south gate is shut. The winches are located on the upper levels of the towers.

The most important areas of the wall, however, are on the second level. Here, a secret door in the eastern tower gives access to a cavernous room containing the main trigger of the fortress' "last-ditch" defense mechanism.

A narrow stone walkway, covered with dust, leads through the length of the Tharkadan wall, high above the ground. To the right, 10 feet below, are scattered piles of massive granite. To the left, the mighty chain stretches across the darkness. Many chains, only slightly smaller, lead from this massive chain underneath the walkway, apparently connecting somehow with the stone blocks on the right.

At the far end of the walkway (marked "A" on the map), a large screw and winch mechanism releases the chain. To operate this device, the heroes and characters need a combined Strength of 40 {combined Strength of 75} to operate, and it takes ten minutes to activate.

When the rocks fall, the crashing shakes the foundations of the entire fortress. Anyone within the Great Wall on ground level is crushed to death by tons of stone. So much dust fills the upper reaches of the wall that it's impossible to see anything for six minutes.

Triggering this gate-blocking mechanism seals the bulk of Verminaard's army to the north of Pax Tharkas for seven days, giving the heroes time to lead any slaves they free to safety in the south. (If the heroes lead the refugees through the Sla-Mori, they discover that the tremors caused by the falling rock collapsed the entrance.)

The Western Tower

The western tower is virtually deserted by the time the heroes penetrate the fortress. The many chambers here served as barracks and storage areas for the army that marched from the fortress. The rooms are in shambles and contain nothing of value. They still bear the foul stench of draconian and goblin meals—the exception being the fifth and sixth levels, which housed human officers and soldiers. The only troops the heroes might encounter on any of the upper levels in the western tower are Kapaks who deserted their guard posts elsewhere in the fortress in the hopes of finding some forgotten valuables. On each level, the party meets 1–10 Kapaks. The stairway to the upper levels is in the northwest corner of the first level.

The only stationary guards remaining are in the hallway outside the prison area. Heroes who pause to listen at the door hear the sound of gruff voices, cursing, and occasional gales of laugher. Within, they see seven hobgoblins and a single Baaz sitting on the floor playing a dice game. Silver, steel pieces, and the clay tokens used as currency in ancient Xak Tsaroth lay scattered about.

As soon as the hobgoblins notice the heroes, all but one hobgoblin fight to the death, while the last hobgoblin slips through the door in the north wall and hopes to use the connecting doors in the northern rooms to reach the other tower and alert the fortress to the intruders.

Scattered across the floor are a set of dice carved from bones, 23 steel, 15 silver pieces, and 22 clay tokens. One hobgoblin carries a ring of keys that opens the doors to the prison, as well as a pouch containing a ruby worth 300 steel.

An iron door in the south wall is locked and is too sturdy to smash open. Behind it, the heroes discover a cavernous chamber stretching into darkness, but the number of people crowded into it makes the room seem small. Sitting, standing, or lying down, dozens of women turn their attention listlessly toward the door. Those nearby leap to their feet in surprise. A wave of excitement spreads through the room. All of the women rush toward the door. A thousand questions fill the air, but no one waits for an answer.

In this room are 187 captive plainswomen. Heroes receive many frantic questions about the children, followed by queries such as "Who are you?" and "Where did you come from?" Since it is likely that some alarms have sounded by this time, the heroes run risks by stopping to answer many of these questions.

Any attempts to smash open the double doors leading outside are futile, as they too are made of iron, but one of the hobgoblin's keys unlocks them.

The Mines of Tharkadan

Directly to the south of Pax Tharkas are some of the richest iron mines in western Ansalon. These mines fell among one of the dragonarmy's prime strategic objectives in the region, and they proved to be the primary reason why Verminaard established his headquarters at Pax Tharkas instead of one of the region's cities.

The heroes can enter into the valley south of the fortress from the "Chamber of the Nursemaid," from the prison area in "The Western Tower," or the tunnel from "The Right Fork" of the Sla-Mori. A narrow mountain valley winds steeply down to the south. In the eastern wall of this valley are the mouths of two large caverns. From these caves, several narrow and treacherous trails wind up the slope to a gaping scar on the mountainside 200 feet above.

A band of dull red streaks the rocky surface of the scar, while hundreds of figures toil to scrape the rock away and



reveal more of the rusty red material. Acrid, sulfurous smoke billows in the chamber and drifts out to the valley from the eastern caves. Gully dwarves scramble to and from in their usual hectic fashion, although there is a bit more organization than usual. The dragonarmy troops use the large, eastern cave as the processing plant for the iron ore that the slaves mine on the Tharkadan slopes. Although the gully dwarves work unsupervised, they will not stop for anything short of a cave-in: They have been threatened with death if they do not produce a high quota of iron.

If the heroes venture into the eastern cave, they find Aghar using huge hammers to smash red rock into gravel. Every few minutes, another batch of rock falls through a hole in the ceiling, and the Aghar attack it fiercely. Other Aghar carry the pulverized rock across the cave, to huge vats that sit atop smoky fires.

Great bellows feed air to these fires, while gully dwarves pile on coal. The sulfurous smoke belches from the vats in great, yellow clouds. Although the Aghar work furiously, no sign of draconian or other masters can be found. Any attempt to speak with the Aghar is met with fearful glances but otherwise ignored.

In the back of the smelting cave is a narrow, 6-foot-high tunnel that leads to the "The Right Fork" of the Sla-Mori. The Aghar know where the tunnel leads, but they do not dare head for the Sla-Mori, knowing of the dangerous giant slug that lives there.

The other cave is deserted during most of the day—the slaves spend eighteen hours a day working the mines—but dirty straw pallets cover the floor. Several fire scars dot the interior, and some rotten wooden buckets leak dirty water onto the floor. The heroes can find nothing of value here.

On the cliff face above the valley, hundreds of sweating men toil across a strip of mountainside, raising picks or pushing shovels to scrape a rusty red ore from the earth. Several dozen draconians stand about the area in scattered clumps, but they take little interest in their prisoners. After all, with their women and children safely locked in mighty Pax Tharkas, these men can ill afford any hopes of escape!

When they have collected a great pile of ore, the slaves drag it on palettes across the mountainside to a hole directly above the smelting cavern. Other slaves shovel the ore into the hole, where it lands among the gully dwarves below.

There are 310 men enslaved to work the mines. If the heroes talk to the miners before they rescue the children, either disguised as women or by sneaking up here at night, they discover how lightly the draconians guard the slaves, since the watchful eyes of Flamestrike oversee the children.

Indeed, no prisoner willingly joins any risky undertakings without assurances that all the women and children are safe. In fact, the only slave willing to even discuss the issue is Brookland, a Qualinesti scout captured by hobgoblins. He tells the heroes that hundreds of elves and humans—both city dwellers and plainsfolk—are being held within the towers. He urges the heroes to free them, adding that once they are liberated, he is certain the slaves will rise up.

Brookland will join the heroes in their efforts within Pax Tharkas if they ask him and give him a weapon. (Brookland has the statistics of a Typical Elf and should suffer an obscure death if killed here.)

Also among the prisoners is Locar, a Seeker priest. He urges the miners not to get their hopes up, saying the heroes have among them someone who foolishly believes

the gods lost in the Cataclysm still hold power over the world. "They put their hope in dead entities," he says. "At least we know that if we work as the Highlord asks, we will live."

Escape from Pax Tharkas

When the heroes emerge from Pax Tharkas, the threatening clouds that had been gathering during their trek here start releasing the first flurries of snow.

If the heroes rescued the women and children and didn't kill Flamestrike, the decrepit dragon is battering against the doors leading out from her chamber, howling in sorrow and frustration. If the slaves see their loved ones brought from Pax Tharkas, they turn on their guards and slay them easily. Running down the narrow trail to the bottom, they soon rejoin their families and begin rejoicing. The mass of people, around 800 of them, should be collected on the southern side of the great fortress. (They automatically move there if not directed by the heroes.)

Alarms start sounding inside Pax Tharkas. Regardless of what haste the heroes wish to impose upon those they are rescuing, the people insist on locating those closest to them, a process that takes about fifteen minutes. Elistan and Brookland take charge of organizing the exodus, with Brookland gathering a group of single men to loot the mines for supplies.

As Brookland emerges from the mines with carts laden with supplies, suddenly, with a splintering crash, the double doors holding Flamestrike fly outward. The great beast lumbers out of the tower toward the crowd of prisoners. Read aloud the following:

"My children!" her shrill, strained voice bellows. "Leave me my children, I beg you!"

Another crimson shape appears, shooting upward from the east tower of Pax Tharkas. Letting out a war cry, a second huge red dragon lands on the mighty Tharkadan wall. On its back is Verminaard, his face still concealed behind the fearsome mask. His voice booms through the valley.

"This is the final insult! I have tolerated your impudence far too long! Now you pay for your foolish daring!" As the people scream and turn to flee, his snarling voice picks up more power: "Now, I destroy you! I destroy your wives! I destroy your children!"

If the heroes cruelly slew Flamestrike earlier, Ember descends upon the fleeing mass and burns them to a crisp, with Verminaard's booming laugh heard even over the death screams. Only the total destruction of the poor people or attacks from the heroes cause the two minions of Takhisis to turn from the slaughter . . . and on the heroes. Once Ember and Verminaard attack the party, one or the other will die. (Verminaard must suffer an obscure death, however. Should it appear as though the heroes are about to do the impossible and slay Ember or Verminaard, Ember crashes into one of the cliff faces, and an ensuing rockslide buries the two.)

If Flamestrike lives still, she pauses at the sound of Verminaard's harsh words. Read aloud the following:

As Ember leaps from the wall, confusion shakes Flamestrike as she looks from the children to the great engine of death above her. Suddenly, her dim eyes take on clear focus as she makes a decision.

Stretching her long neck upwards, Flamestrike sends forth a horrifying spout of fire, straight at the flying dragon and the Highlord. Verminaard screams as he is engulfed in the glowing cloud, and his dragon-steed wails in pain. Quickly, the two dragons lock in a fearsome melee. Tumbling through the air, shrieking and clawing at each other, the two dragons fly headlong into one of the cliffs, with Verminaard flopping helplessly in his saddle like a child's doll. The dragons and the Highlord vanish from sight under a tremendous rockslide.

If the heroes take advantage of the diversion, they can lead the prisoners out of sight of the fortress. The snowfall grows heavier as the heroes and the refugees head into canyons of sheer rock. If the heroes haven't put a rear guard at the back of the column, screams of panic and pain rise as two Baaz and four Kapaks who had leapt from the walls attack. The draconians kill four refugees per minute until the heroes move to engage them. (If the heroes fail to do so, Brookland and other characters will do so instead.)

During this brief battle, the snowfall continues to increase. When the heroes catch up with the liberated slaves, they are huddling against the wind-driven snow, pushing their wagons over increasingly slippery rock.

Continuing the Saga

Flamestrike's last act in life was to kill Ember, and Verminaard barely survived himself. It will be twelve hours before he is healed enough to issue orders, so the heroes have some breathing room. Furthermore, with the gates of the Pax Tharkas fortress sealed, the majority of the Highlord's army is trapped to the north, so he can't pursue the refugees in force for at least seven days, the time it will take to repair and reopen the gates. However, when Verminaard unleashes the army, its fury will know no bounds. The dragonarmy has conquered all points north in Abanasinia, so if any safe havens are to be found, they are in the south.



The death of Ember is a source of disgrace for Verminaard. By order of the Dark Queen, dragonrider and dragon are supposed to live and die together—Verminaard knows that by surviving, he has destroyed his future with the dragonarmy. His only hope to salvage even a small part of his status is to capture the heroes and deliver them before the Dragon Emperor in the city of Sanction.

If the heroes freed the slaves, Narrators should award a quest {1,000 extra experience points} to all heroes who have taken part in the entire campaign up to this point. The Saga continues in Chapter Nine: The Refugees. It features guidelines to run the next stage of the epic, during which the heroes guide the refugees to safety.

If Verminaard and Ember destroyed the refugees, the heroes can still flee to the south, perhaps with a few survivors and the named characters. The Saga continues with Chapter Ten: The Plains of Dergoth and Skullcap.

Chapter Nine

No, I don't want them brought back alive. I want them dead. I want them all burned to ashes. Make them pay for Ember's death!

—Highlord Verminaard, upon regaining consciousness after his defeat at Pax Tharkas

If the heroes successfully liberated the prisoners from Pax Tharkas in Chapter Eight: The Sla-Mori and Pax Tharkas, they find themselves in a default leadership position of a community of refugees numbering 800 men, women, and children, plus the heroes and any named characters.

Through the two chapters following this one—"The Plains of Dergoth and Skullcap" and "Treachery in Thorbardin"—the heroes must lead the refugees to safety. A number of obstacles challenge them in their way, including characters who want to take control of the refugees for their own ends, threats from the dragonarmy, and the elements.

Supplies

Each refugee consumes 1 point of food per day. If their food supply for each day ever drops below their total number for two days or more, weaker refugees start dying. (See "Attrition.")

As they rushed to escape the mines of Pax Tharkas, the refugees plundered what they could. They secured forty wagons (one for every twenty refugees). Each wagon contains enough food to feed twenty refugees for four days. (This is a total of 3,200 food points.) Each wagon also contains enough blankets for twenty people, totalling 800. If the number of blankets ever drops below the number of refugees, half of those without blankets freeze to death during the night.

The refugees can scavenge for 100–1,000 units of food per day, as randomly determined by the Narrator, until the Plains of Dergoth are reached. In that magic-ravaged territory, only 10–100 units of food can be scavenged daily.

The Narrator should keep track of the total food supply. If a wagon is lost and time is not taken to recover its contents, it should be deducted from the total supplies.

Movement

The entire refugee population moving as a group can travel roughly one mile per hour, but they need to rest for at least eight hours after eight hours of traveling. (Traveling along the ancient pre-Cataclysm road to the south will take about four days of travel for the refugees to get from Pax Tharkas to the northern edge of the Plains of Dergoth; it takes an additional four days to reach Skullcap; and six days to get to the Gates of Thorbardin.)

Carts and supplies slow down the refugees' rate of travel. If the refugees abandon all supplies and leave behind the weak and the sick, they can double their speed. Panicked refugees automatically lose their supplies, although the lost goods can be recovered if time is taken to do so. (It takes two hours to recover all the supplies from a lost wagon.)

Playing the Novels

The only event from *Dragons of Autumn Twilight* that occurs after the heroes liberate the prisoners of Pax Tharkas is the marriage of Riverwind and Goldmoon in Hopeful Vale. None of the events that take place while the heroes search for a way to get the refugees to safety are described in the Chronicles trilogy. The storyline of *Dragons of Winter Night* starts with Chapter Twelve: Tarsis the Beautiful. Game groups wishing to keep the story flow of the campaign consistent with the novels should continue the adventure with that chapter. The Narrator can use cinematic technique—describing a fade to black and then resuming the story at a completely different time and place—and use Chapter One of *Dragons of Winter Night* for guidelines on how to summarize how the heroes got from Pax Tharkas to Thorbardin.

Attrition

The refugees were starved and beaten in Pax Tharkas, and the cruel weather and conditions of their escape will weaken them further. A number of the sick, injured, and elderly dies every day. When the refugees camp for the night, 1–10 of them die before the next sunrise. The number increases by five for every two days that a food shortage exists. (If two days go by where the refugees have access to only 678 food points but there are 750 refugees, 1–10+5 die that night. If four days go by with a food shortage, 1–10+10 die.) The Narrator should keep track of losses in the refugee population.

Note: If the refugees reach the temporary safety of Hopeful Vale (see "The Kingdom of the Neidar" in Chapter Ten), none die through attrition while camped there.

The Weather

Dark clouds hang over the region during this portion of the campaign, with occasional breaks of cold winter sun. Twice a day, the Narrator should randomly generate weather by using the following chart. The weather may increase the number of refugees that die that night.

Result	Weather Condition
1	Still and cold
2	Still and freezing (+1 refugee death)
3	Still and freezing (+1 refugee death)
4	Windy and cold
5	Windy, slight snow flurries
6	Windy, slight snow flurries, and freezing (+2 refugee deaths)
7	Windy and freezing (+2 refugee deaths)
8	Windy and snowing (+4 refugee deaths)
9	Driving winds and icy rain (+5 refugee deaths)
10	Driving winds and ice rain (+5 refugee deaths)

Note: The refugees do not suffer losses from bad weather in Hopeful Vale. The weather remains still and cold for the days they camp there.

Combat

The refugees are far from combat ready. Only eighty have any combat experience, and only ten have weapons, unless the heroes took steps at Pax Tharkas to secure more. The eighty warriors are novices {1st-level fighters}. The Narrator should keep track of the warriors separately from the rest of the refugee population. (Warriors never die from attrition.)

The Narrator should use the following system to resolve mass combat involving the refugees. Use normal combat rules for smaller skirmishes and melees involving heroes or characters.

For mass combat, Total Refugee Strength and Total Attack Strength are compared. The Total Refugee Strength is the sum of the remaining fighters plus 5 for every hero and character present and fighting. Total Attack Strength equals the number of attackers, plus the value of a card drawn from the Fate Deck {1d10}. Then, the Narrator should draw a card from the Fate Deck {roll 1d10}. The difference between the Total Refugee Strength and the Total Attack Strength is important.

To resolve mass combats, the Narrator uses the following table. The indicated values are benchmarks.

When using this system, the Narrator should attempt to describe the battle in dramatic terms, couching the losses in epic descriptions. Unless panicked, the refugees will follow the orders of heroes on the battlefield, provided the heroes lead by example. (A hero hiding behind a tree 100 yards away from the battle while he or she shouts orders will not inspire retreating refugees to continue fighting.)

The Narrator should continue a battle, comparing the changing totals, until one side is destroyed or routed.

For every round of battle the refugees stand and fight, they kill 1–10 dragonarmy troops. Unarmed fighters can acquire weapons from slain dragonarmy troops.

When a force retreats, its strength is reduced by 5 additional points. The other force has the option to pursue. If it takes this option, battle continues with a new card drawn {1d10 rolled} and added to the dragonarmy force for a new Total Attack Strength. The Narrator then compares the scores and determines the refugee losses. If the refugees are still in retreat, the losses increase by 5. (If the heroes rally the refugees, do not apply this loss.)

When a force panics, its strength is reduced by 10 additional points. Panicked forces do not conduct an organized retreat from battle, and if the attacking force chooses to press the battle, they may do so with no risk. The battle continues without a new card being drawn {die rolled}, and the panicked force loses an additional 1–10+10 of its numbers. If the refugees panic, they lose wagons as described above.

Dragonarmy troops met in these chapters never surrender, although they may panic or retreat. Similarly, they will never accept surrender from the refugees. The humiliation dealt by the heroes has angered Verminaard, and he wants all reminders of that humiliation eradicated.

Politics

Because the heroes liberated the refugees from the mines, they automatically have a leadership role in the community. However, politics are part of the human condition, and other leaders also want to play a role.

From the time of the escape from Pax Tharkas until the refugees first make camp, the heroes are completely in charge. However, the draconians enslaved important people heedless of their former status, and when the first camp is made, other leaders start to emerge among the refugees.

The heroes already know two of these characters—Elistan, the Seeker converted to following the true gods, and Brookland, a Qualinesti scout. They approach the heroes with the news that the refugees have elected a leadership council, called the Council of Freedom. Elistan, in an apologetic tone, says that enough of the elected leaders opposed the heroes having a vote when it came to deciding what steps the community should take. Brookland is equally apologetic to any other Qualinesti noble present, adding he will vote according to that elf's wishes.

The Council divides the refugees into four camps. The heroes are appointed as advisors to the Council, but they have no votes unless the council's vote is tied. Regardless, Laurana or another hero with a strong sense of diplomacy and leadership should be the heroes' primary liaison to the Council.

The Council members and their camps are as follows:

- **Elistan: Leader of the Free Peoples.** He is actively friendly to the heroes, and votes according to their wishes—or the wishes of a true priest in their ranks if the heroes are split—80% of the time. He will work closely with the heroes on matters of direct concern to the party. (On a Fate Deck draw {1d10}, Elistan only votes against the heroes on a 9–10.)

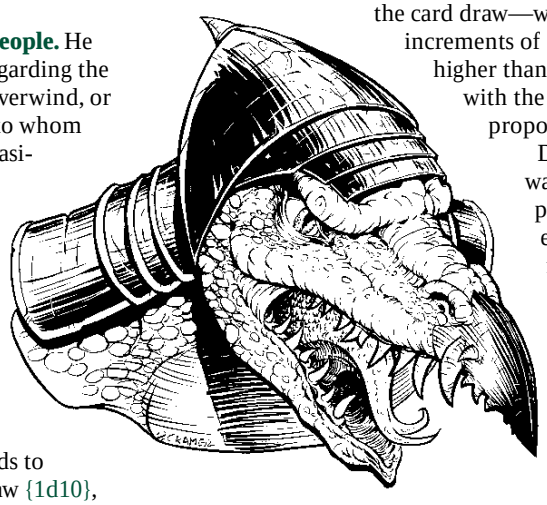
  Elistan's statistics are featured in the "Masters and Magic" appendix.
- **Locar: Leader of the Seekers.** Locar hates Elistan for his new faith. Locar wants control over all the camps, believing that he alone has the skill and vision necessary to see the refugees to safety. Unbeknownst to the other refugees, he was a frequent informant to Verminaard while they were imprisoned, and he will urge the refugees to throw themselves upon the Highlord's mercy should things appear hopeless. Locar is actively

Strength Comparisons	Action	Refugee Losses
Refugee Strength 50 points greater	Dragonarmy panics	0
Refugee Strength 30 points greater	Dragonarmy retreats	1–10
Refugee Strength 20 points greater	Dragonarmy retreats	1–10+5
Refugee Strength 10 points greater	Dragonarmy retreats	1–10+10
Refugee Strength Equal to Attacker	Dragonarmy retreats	1–10+15
Refugee Strength 10 points less	Dragonarmy retreats	1–10+20
Refugee Strength 30 points less	Refugees retreat	1–10+25
Refugee Strength 50 points less	Refugees panic	1–10+30

unfriendly toward the heroes, and votes according to their wishes only 10% of the time. He works to undermine the party's role in the community at all times. If the heroes try to kill him or remove him prior to the refugees' arrival at the gates of Thorbardin in Chapter Eleven, the likelihood of other leaders voting with their desires is reduced by 30%. (On a Fate Deck draw {1d10}, Locar votes against the heroes on a 2–10.)

Locar's statistics are those of a standard Seeker.

- **Briar: Leader of the Plains People.** He maintains a neutral stance regarding the heroes, except Goldmoon, Riverwind, or any other plains barbarians, to whom he is actively friendly. He is basically a good man, but suspicious. Locar can influence him in complex matters. He votes according the heroes' wishes 30% of the time, but he is more cooperative when spoken to in simple, straightforward, and easily explained terms. Political persuasion used on Briar tends to backfire. (On a Fate Deck draw {1d10}, Briar votes against the heroes on a 4–10).



- **Brookland: Leader of the Woodfolk.** He is friendly toward elves and half-elves, and can be swayed by Laurana and Gilthanas. He is a good man who wishes only to see the refugees reach safety. He votes according to the party's wishes 50% of the time, but he cannot be stampeded into a vote without consideration. (On a Fate Deck draw {1d10}, Brookland votes against the heroes on a 6–10.)

The voting tendencies of the Council members are only general guidelines. Not even Locar would vote against a plan to gather food or to build shelters for the sick. However, if a decision is even slightly controversial, political intrigue comes into play.

The Council must vote on any decision affecting all four camps, and they must arrive at a majority of Council members voting one way or the other. Each leader is responsible for running his camp, and decisions by that leader are final. (Locar can forbid the heroes access to his camp, for example.)

The voting tendencies of the Council and the reactions of any individual leader are modified based on the political ratings of the heroes. To determine their political ratings, the Narrator should use the following table:

Base Party Political Rating: +40

Modifier	Circumstance
–1	Each refugee death
–1	Each vote taken by Council
–5	Each day spent in wilderness
–5	Each time the refugees camp for two days or more and then break camp
–10	Each combat
–20	Each day with shortages of food
–50	Heroes use violence against a Council member
+10	Each 800 food units found
+20	A hero to whom the Councilor is favorably inclined is pushing the vote
+50	Refugees reach Hopeful Vale

All political rating modifiers are cumulative. In addition, add or subtract up to 10 points based on your judgment of the heroes' suggestions to the Council. To determine the Council's decision, add the cumulative modifiers to the party's base political rating, then add the modified result to the individual councilor's base chance of voting with the party. The Narrator should then use the Fate Deck {percentile dice} to determine whether the councilor votes in the heroes' favor or against them. If the card draw—where the numbers represent increments of 10—or the percentile roll is higher than the councilor's chance to vote with the heroes, he votes against their proposal.

Do not let these rules get in the way of common sense. The political intrigue and goals of each Council member can make for very entertaining roleplaying, and character interaction should always be the final guide. For the most fun, the Narrator should encourage players to act out the situations while he or she plays the role of the Council members. The goal always should be to encourage roleplaying and active participation in creating the DRAGONLANCE Saga rather than just rolling dice and playing cards.

Encounters

As the heroes flee southward with the refugees, they may encounter dragonarmy advance units and scouts, as well as pursuers from Pax Tharkas. Although the bulk of the Verminaard's Red Dragonarmy is trapped beyond the walls of the ancient fortress, enough of his troops have the ability to fly that some will attack the heroes.

As described in Chapter Eight, the heroes spend the first day traveling through heavy snowfall. As they make camp that first night, the snow lets up, and the Narrator should begin to randomly generate the weather conditions. The Narrator also should randomly generate further encounters with the forces of the dragonarmy, checking for encounters twice per day by drawing from the Fate Deck {rolling 1d10}. (These encounters are in addition to any specified in the chapters that follow.)

Result	Encounter
1–3	No encounter
4–6	Reconnaissance Force: 1 Dragonarmy Officer, 5 Baaz, 20 goblins
7–9	Pursuers from Pax Tharkas: 5 Baaz, 10 Sivaks
10	Pursuer from Pax Tharkas: 1 riderless, young red dragon. The dragon, which never panics, makes two passes with breath weapon, killing 1–10 refugees and targeting heroes, then retreats. If it is killed, this encounter does not occur again.

Continuing the Saga

The material presented in this chapter is used to enhance the story outlined in Chapters Ten and Eleven. The flight from Pax Tharkas resumes on the next page.

Chapter Ten

Histories conflict on the nature of Fistandantilus, but all agree he was a Wizard of the Black Robes well versed in matters of immortality. He was at the height of his power during the Third Dragon War, and he lived through the centuries during which the influence of Istar caused magic to be despised as an "impure" profession. Wizards, both great and small, became outcasts. Yet Fistandantilus foresaw a time when magicians would be important again in Krynn. He knew not when . . . but when the time came, he swore, he would be there. He built a magical fortress, which he called Zhaman, and there he waited.

—From "The Dwarven Kingdoms From the Age of Might to the Chaos War" by Agat Underhill

This chapter opens a few hours after the heroes have liberated the refugees from Pax Tharkas. They have met Elistan, Seeker Locar, and the Qualinesti scout Brookland. They are leading the ragged mass of humanity southward and into the pass that Brookland hopes will lead to a safe haven before the dragonarmy can make pursuit.

The truth is, the heroes have 7+1–3 days before the army breaks down the mighty gates of Pax Tharkas. After that time, draconians and soldiers will pour forth on a mission of vengeance for their Highlord.

The Road South

The ancient, broken roadway the heroes and refugees followed from Pax Tharkas continues south, glittering with windswept ice. It leads into a canyon with sheer granite walls topped with snow. The drifts creak and groan under their own weight.

If asked, the Narrator should say the risk of an avalanche appears possible, but if the cold weather holds and if no loud noises are made as the party and refugees travel along the canyon, they should be safe. (To heighten tension, the Narrator can mention the rhythmic pounding that comes from the great fortress of Pax Tharkas as the dragonarmy attempts to break through the sealed gates. Although the earth seems to tremble with each boom, it is not enough to unleash an avalanche. Shouting and using spells that produce loud sounds—such as the thunderclap that results when a lightning bolt is cast—will bring an avalanche thundering down along the cliff-faces to bury both heroes and refugees, ending their quest forever.)

The trip through the canyon takes almost two days, unless the heroes decide to travel fast and leave the refugees behind. Alone, the heroes can reach the end of canyon in the space of one day. Here and there along the road, old monuments of stone jut from the frozen ground. Their surfaces are covered with snow-filled runes. The monuments are 10 feet tall and 4 feet in diameter. Anyone who can read dwarven can read the runes to learn they tell of the ancient dwarven kingdom of Thorbardin and of the Road of Kith-Kanan that linked the dwarves with their elven neighbors to the north.

After traveling half the distance through the pass, the party reaches a point where the road branches. The main road continues south, but a branch leads west, rising up into a mountain pass. Heroes who think to check the snow discover footprints. Those who are skilled trackers can tell the footprints were made by a dwarf. The footsteps are close together and easily can be followed.

If the heroes decide to follow the footprints up the pass, the adventure continues with "The Kingdom of the Neidar." Otherwise, they can continue along the main road.

Each day the heroes travel through the pass, the Narrator should check twice for encounters. The pass eventually opens onto the Plains of Dergoth.

Result	Encounter
1–3	Fizban
4–6	Draconians
7–8	More Draconians
9–10	Verminaard

Fizban

The heroes come upon an old man wearing ragged clothing and a belt from which hang many pouches and bizarre odds and ends. He sports a long white beard and wears a floppy hat. He seems to be deeply involved in conversation with a large tree. The tree isn't responding, and as the heroes draw near, the old man grows frustrated at the plant's silence.

If the heroes have met him previously, they immediately recognize Fizban the Fabulous, the befuddled old mage. He readily accepts any invitation to join the party, claiming he has nothing better to do. If the refugees are present, he disappears among them to entertain the children with simple conjuring tricks. Even if the party doesn't invite him to tag along, he follows anyway.

Draconians

Dark forms appear in the iron-gray sky, gliding down into the canyon on leathery wings. There are six Baaz and two Sivak draconians who have been dispatched by Verminaard to kill the heroes who humiliated him. The draconians intend to fight to the death, but if the heroes somehow manage to take one of them alive, successful attempts at intimidating the creature makes it reveal that the main force of the army is still trapped behind the gates of Pax Tharkas. Draconian engineers estimate that it will take seven days to break through the doors.

More Draconians

As 4–6, except the force consists of six Sivak and two Baaz.

Verminaard

An ancient, huge red dragon appears overhead. Its great wings send gusts of wind to mark its passing. Verminaard is clearly visible on its back. The dragon wheels overhead, then swoops to attack. Verminaard and his new mount make two passes. Under no circumstances do they land. The Highlord casts spells and the dragon uses his breath weapon. If the heroes are still with the refugees, the dragon directs his dragon breath against the refugees, causing 10+1–10 of them to be killed. Attacks made against heroes are resolved normally; attacks against the refugees cause five casualties. Once the attacks are made, the great dragon flies off. If Verminaard is killed, he must meet an "obscure death." This encounter occurs only once; if generated again, treat as "no encounter."

The Western Pass

If the heroes follow this path, Elistan suggests the refugees wait in the main pass until the heroes determine what is at its top; it is steep, and the priest fears that elderly and wounded might be too taxed by the climb. The heroes can attempt to convince the refugees to travel up the pass using the methods described in Chapter Nine.

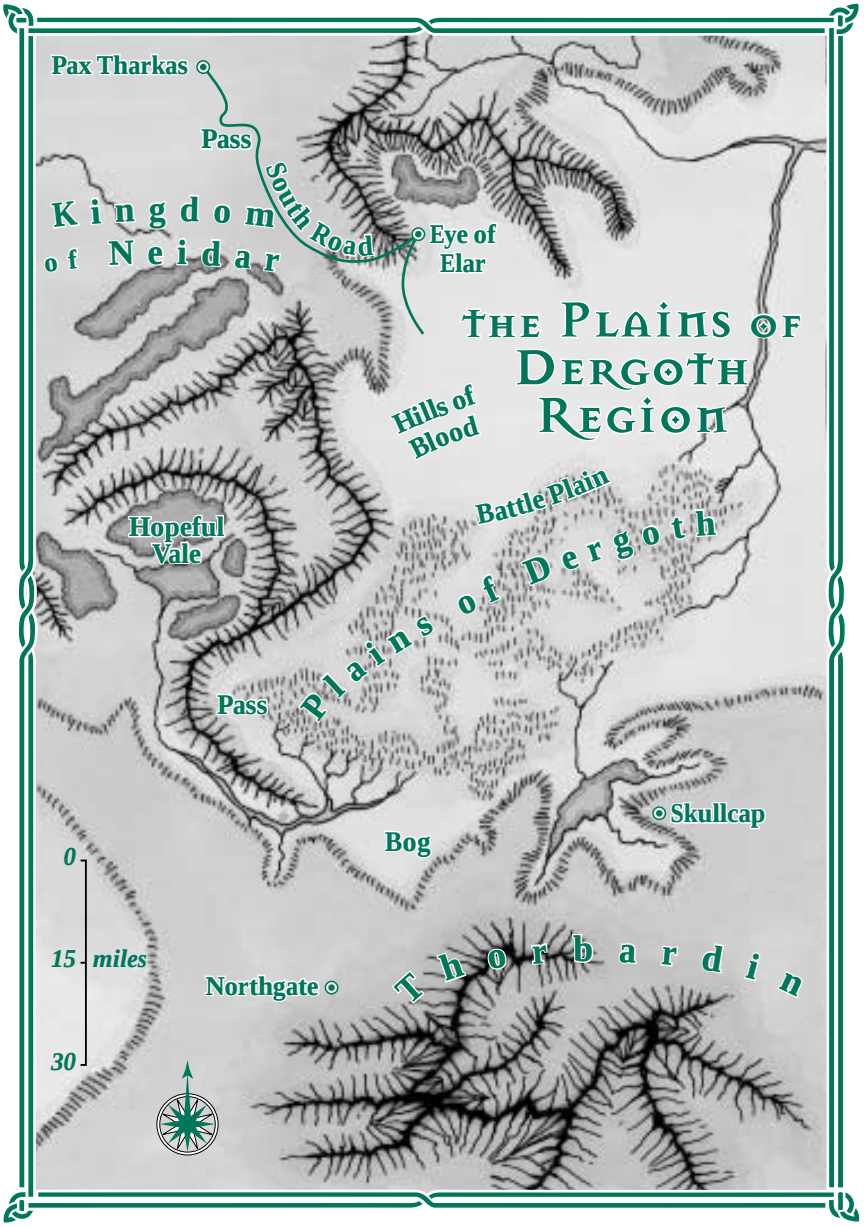
The pass climbs steeply into the mountains. Eventually, it opens into a valley blanketed by a frozen pine forest. The footprints the heroes were following met with other sets of tracks belonging to something dragging large objects behind it. The trail runs into a narrow canyon.

If the heroes follow this train into the pine forest, they encounter twelve Neidar gathering wood. They are led by a dwarf named Zirkan.

Zirkan and his people do not trust strangers. Unless the heroes quickly make it clear they come in peace, the dwarves attack (unless the heroes have brought all the refugees with them, in which case the dwarves flee). If the heroes convince Zirkan they mean no harm, he offers to take them to their village. Zirkan and his fellows are all typical dwarves.

The Kingdom of the Neidar

Zirkan leads the heroes through the frozen forest to a small village beside a frozen lake. Wisps of smoke rise from the lodgepole buildings and curl into the air. This is Hearthfast, the village of the Neidar tribe. There are fifty Neidar tribesmen (Typical Dwarves), their king (Dwarf Leader), and one hundred noncombatants in the village.



Fighting prowess fascinates the Neider. If a battle breaks out between the Neidar and the heroes, each dwarf retreats after his Physique {hit point total} drops below 50%. After fifteen dwarves have retreated, the Neidar Chieftain orders the battle to cease. If the heroes agree to a truce, the chieftain praises their fighting ability and seems quite friendly.

If Flint Fireforge or another hill dwarf is part of the party, he is well received. If he introduces himself, he discovers that the Fireforge family has a good reputation among these dwarves, although he is not familiar with any Neidar personally. The Neidar invite him and his companions to stay in the guest lodge, which consists of one room and a fireplace, for the night.

The king, Stenkast, grants the heroes an audience. Although cordial, he makes it clear that the refugees can stay only overnight. He does grant safe passage through his kingdom—another pass at the far end of the valley leads to the battle-blasted Plains of Dergoth, he explains, the site of the final engagement of the Dwarfgate War. He listens to warnings about the dragonarmy but refuses to flee. "Better to die in battle than live in cowardice," he says.

If asked, he says that the only escape from the dragon-armies is through the dwarven kingdom of the Thorbardin, sealed off long ago during the Dwarfgate War. He does not know where the gates are, although he believes important clues lie within the Tomb of Fistandantilus under Skullcap Mountain. He says that others of his tribe have tried to explore the Tomb—but none have returned. He says Skullcap Mountain lies to the south, within the swamp beyond the Plains of Dergoth.

At this time, Stenkast produces a battleax of distinction {battleax +2} which he claims his tribe has kept safely for the Fireforge family since the Dwarfgate War. He returns it to Flint, stating it is a great honor for him to restore this symbol of noble ancestry to its rightful owner.

If asked about food, Stenkast tells the heroes of a nearby valley where game is plentiful. The dwarves have named it Hopeful Vale, and the king grants permission for the refugees to camp there for as long as they wish, but insists the Neidar receive 10% of all food gathered there.

The valley is about 5 miles wide and carpeted in great evergreen trees. In the middle of the valley is a wide clearing containing a frozen freshwater lake. Tracks of game animals are everywhere. Loose and broken timber is scattered about. Steep mountains box in the valley. The refugees will not be able to travel any further once they have entered it. Still, 800 units of food can be gathered per day, more than enough to feed them and supply the Neidar with the tribute they demand. Any barbarian or a hero with extensive outdoors skills will immediately recognize that this is the prefect place for the refugees to camp. It takes a day to march the refugees to Hopeful Vale.

During the time spent in the Neidar kingdom, if Fizban had joined the party, he disappears yet again.

The Plains of Dergoth

The heroes can reach the plains in two ways. If the heroes travel from the Kingdom of the Neidar, the trip is uneventful, unless the Narrator wants to spice it up with an encounter with some wild beasts. They party may also have continued along the main pass, in which case they experience encounters as described under "The Western Pass."

From the Kingdom of the Neidar

The heroes descend along a steep, snow-filled pass until they emerge in a hardwood forest. Although the forest shelters the refugees from the winds that blow across the rest of the plains, there is something unsettling about it. The western edge of the woods are normal. Toward the east, however, the forest changes. Trees lean toward the west. The eastern side of the trees have burn marks of increasing severity. Even centuries later, these trees still bear testament to the devastating power of the spell that Fistandantilus cast.

As the party moves through the forest, it sees relics of the Dwarfgate War scattered among the blasted trees—here a rusted helm, there a broken weapon. All found items are rusted beyond use and have no value.

Eventually, they emerge from the forest. Cold, howling winds greet them, and a flat plain scarred by the Dwarfgate War stretches toward purple mountains in the distance. Steep, unclimbable mountains rise to the west. The rusting hulks of ancient, broken war machines punctuate the blasted heath. The howling winds drive the powdery snow across the plain and bite into the flesh of the heroes as they move across the flat heath.

The heroes march across the plains for 7 miles before it gives way to a swamp. The heroes can either enter the swamp or skirt along its edge toward the east. Eventually, they reach a ridge that allows them to continue south on high ground. The broken remains of a road follows this ridge as well, going in a north/south direction. If the heroes enter the swamp, their journey continues with "The Bog" below.

From the Main Pass

After nearly two days of travel through the narrow valley, the hills part to reveal the Plains of Dergoth. A solitary tower, long abandoned to the ravages of time, stands by the roadside. Beyond it, the snow-dusted plains and rolling hills stretch toward purple mountains along the horizon. The road continues as a faint tracing across the barren landscape. The wind howls across the plain, seemingly carrying upon it the sounds of moans and screams of pain.

If the heroes investigate the tower, they find it has a single door of iron that hangs twisted and open. The tower is a hollow stone cylinder 100 feet high and 100 feet in diameter. A 10-foot wide spiral staircase leads to a platform at the top.

On the platform, a steel framework supports a huge glass lens, now chipped and pitted at the edges. It is mounted so that the heroes can rotate it and tilt it. A smaller frame just to the right holds a second, smaller lens that is fixed at about eye level. From here, the heroes can also see a slab of black marble some 100 feet away from the tower. If they investigate, it appears as though the slab's face once displayed runes, but they have worn smooth over the centuries and no longer can be read.

A hammer symbol is engraved on the floor of the tower behind and slightly to the left of the large lens. To the left of the hammer is an engraving of a sunset. An arrow is engraved in the base of the frame perpendicular to the plane of the lens. An arrow is also engraved along the tilt axis of the large lens.

This strange device has two purposes: Showing the location of the gate to the dwarven kingdom and revealing the writing on the marble slab.

If the arrows on the plane and tilt axes of the lens are aligned to point to the hammer mark, a character looking through the smaller lens sees the magnified image of a sheer cliff face. This is actually the Dwarfgate, but there are no landmarks or clues to help locate it. (If the heroes decide to make an attempt to locate the Dwarfgate, see "Continuing the Saga," below.)

If the large lens is aligned so that the arrows point to the sunset marks when it is actually sunset, a ringing sound comes from the lens. A brilliant red shaft of light appears and illuminates the stone slab. Glowing letters of gold appear where the light strikes. As the sun slowly sets, the shaft of light moves slowly down the slab, illuminating the mystic writing line by line. The runes are easily read by anyone who can reads dwarven. They state the following:

In the time of Derkin
Lord Thane under the mountain
Did the world sunder
And darkness fall upon Krynn.
Look now upon the plain of War
Whereon many brothers slew brother



And surged as a tide of death
To take that which was not theirs
From those who were cold of heart
Look on as did Fistandantilus
Magician past his age,
Through the Eye of Elar
At the Gates of Thorbardin
Sealed now and forever against
Love and life.
Now only Fistandantilus holds the key
Buried with him far below.

Once the heroes continue from the tower, they move onto plains where there is no protection from the biting, driving wind. The road continues southward through a series of small hills, and powdery snow blows in gusts across the ancient stones. As the heroes once again enter open territory, they see remnants of ancient battles. Rusted, broken swords, shields, and armor litter the plain, obscured by sand and drifting snows. Great iron war machines, long rusted beyond the point of working, stand as ice-draped monuments to destruction.

The heroes walk 8 miles and notice the road going up a ridge. On either side of them, they notice banks of fog rising on the horizon both to the east and west. If the go to investigate, they experience the events described in "The Bog" below. If they follow the road through the biting winds another 8 miles, the fog banks seemingly close in on either side of the ridge as the party proceeds south. Eventually, the heroes come upon a tremendous pile of rubble. Seemingly perched atop the mound is the blue-black shape of Skullcap, the resting place of Fistandantilus. The origin of this structure's name is clear, as its appearance bears an eerie resemblance to a human skull. The rubble rises out of a mist-shrouded bog, clearly the source of the fog the heroes have been seeing on either side as they traveled south.

If the heroes climb up the rubble to the jagged maw that serves as the entrance to Skullcap, the Saga continues with "Skullcap," below.

The Bog

The frozen plain gives way to a swamp that is clogged with brown reeds. The waters of the swamp are strangely warm, and clouds of vapor rise from the surface and fill the area with a thick, chilling fog. Visibility is limited to only a few feet. If the heroes enter the swamp, they find themselves wading through lukewarm water.

Once the entire party has entered the fog, they discover they are unable to find their way back to high ground. As they move through the mists, the Narrator should make the heroes think they aren't alone in the fog. Tell particularly perceptive heroes that they catch sight of a draconian out of the corner of their eye, but when the hero whirls, ready for combat, all he or she sees is swirling mists. Likewise, any characters with the party should jump at forms they believe they see in the swirls of white and gray, only to discover that nothing is there. Once the party either is sufficiently spooked or has decided the forms in the mists are nothing but their imagination, they suddenly hear the clatter of swords and faint battle cries in every direction. Sometimes the sounds seem very far away; other times they appear to be very close.

Within l–l0 minutes after the heroes first hear the sounds of battle, ghostly spirits (spectral minion statistics) rise out of the swamp to fight the battle they have waged since 350 years ago. They ignore the party for a time, but as the party continues to move through the swamp, the Narrator should check to see if one of the spirits notices them. On a result of 9–10, one of the spirits slays its opponent and turns its hollow eyes to gaze directly at one of the heroes, preferably a dwarf. "Foul creature," the spirit hisses. "Your greed shall not destroy everyone I love!"

The spirit then attacks the hero. Each minute after this first attack, another spirit attacks a party member. If the heroes stand and fight, this process continues until the party has been slaughtered. There are never more than two spirits attacking any single hero or character, but their number is infinite—new spectral minions will rise for defeated ones.

If the heroes fall back from the advancing army of spirits, they stumble upon a great mound of rubble that rises out of the swamp. A shadow looms above them in the fog. If they climb the rubble, they find themselves standing before a large blue-black glassy structure. It resembles a skull, with a large opening lined with jagged stalagmites and stalactites that form grotesque "teeth" and a pair of openings that resemble eyes high up on its front.

The heroes have arrived at Skullcap, the melted remains of Fistandantilus's stronghold. (It takes the heroes roughly half a day to reach Skullcap once they enter the swamp.)

Skullcap

The remains of Fistandantilus's stronghold are perched upon a great mound of rubble. This skull-shaped mountain rises over 100 feet above the swampy plain.

The surface of Skullcap is blue-black, as though it was burned and melted by tremendous fires. From the outside, there appears to be three entrances—the jagged maw at the top of the rubble heap, the ìmouthî and the two "eyes."

The heroes can enter Skullcap through the "mouth" or through the top. Skullcap is impossible to climb without ropes or other devices. Even with such mountaineering aides, it should be a very difficult climb. The "eyes" are shallow caves that are impassable, as they are clogged with twisted metal and rubble.

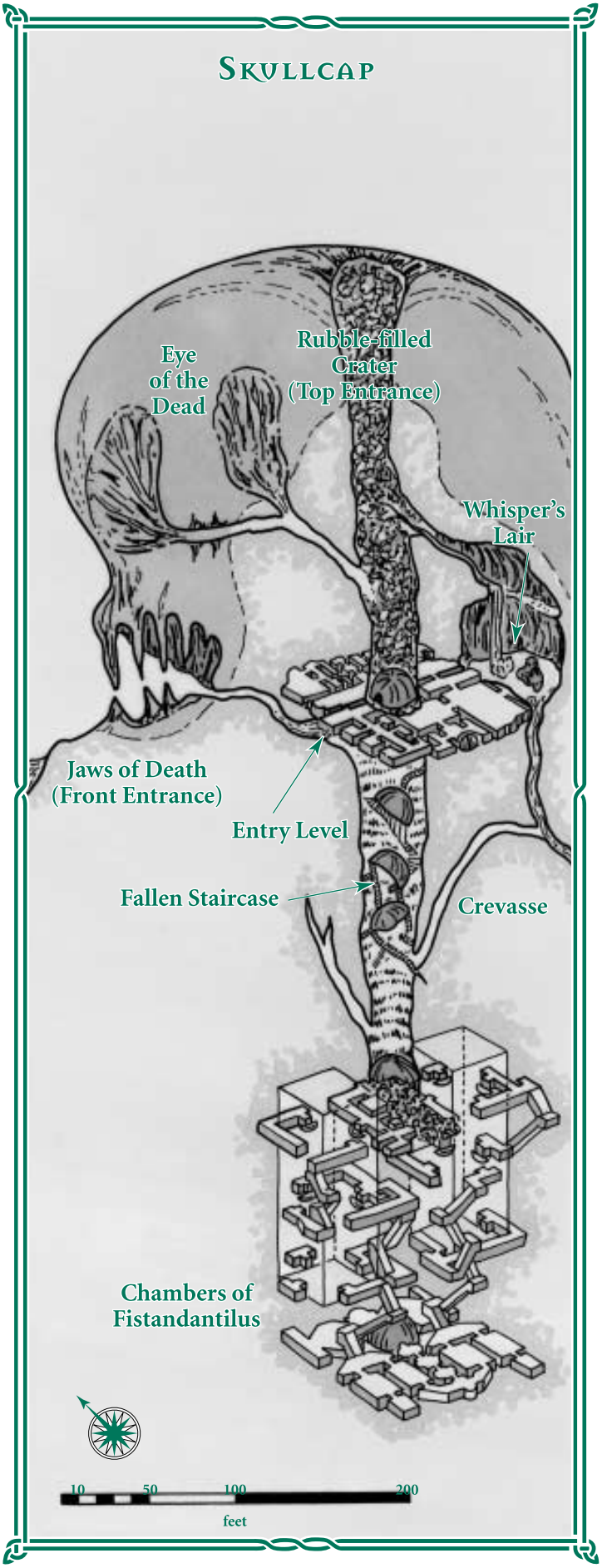
Entering through the Top

If the party climbs to the top of the mountain, they find the smooth black surface broken by a large crater. The crater is filled with rubble. Strange and tortured shapes of stone twist skyward, obscuring the bottom of the bowl, where a pool of water has collected.

If party explores the bottom of the bowl, they find a wide shaft descending at a 60-degree angle. It can be climbed slowly, but the heroes must move carefully or slip and tumble down the shaft.

The shaft leads to a ledge overlooking a large cavern. A waterfall spills from high overhead—originating with the pool at the top of Skullcap—and pours into a large pool covering the cavern floor. In the middle of the pool is a small island on which are piled gems and weapons. Moments after the heroes step onto the ledge, shadows shift at its far end. The party realizes a large dragon—blacker than night itself—seemingly has just separated from the shadows. Dragonawe checks should be made if appropriate.

The shadow dragon, called Whisper, is an ancient, huge



member of its race who actually hails from a different world beyond the Abyss. It was bound by Fistandantilus long ago to guard this fortress as long as Fistandantilus remained in the world. Unless the heroes attack him immediately, Whisper greets them and informs them of these facts.

Whisper knows nothing of the outside world, save that several centuries ago there was a massive battle beyond the walls of his prison. Ever since Fistandantilus ended the war with his devastating spell, parties of dwarves of entered into the cave, invariably attacking Whisper and allowing him to add to his hoard.

The shadow dragon wants nothing more than to be free of his guard duty. He tells the heroes that if they destroy Fistandantilus, he will return to his home world—he is charged with guarding the fortress but not necessarily its owner. He tells the heroes that a crevice on the southern tip of the island holding his treasure will probably give the heroes access to the heart of the fortress, where Fistandantilus's spirit still resides. (If the mage's spirit had departed, Whisper would have been released from bondage.)

To get to the crevice, the heroes must climb down from Whisper's ledge and cross the treasure-laden island, stepping over gleaming gems, platinum and silver coins, ornate suits of armor and a collection of potions. The dragon watches them carefully, and only the quickest and luckiest of thieves are able to steal any of his treasure. If a party member tries to take anything—even a kender falling to the temptation to handle—the dragon attacks. Whisper fights to the death. He knows the following spells: 1st—*darkness, phantasmal force;* 2nd—*blindness, fog cloud;* 3rd—*continual darkness, suggestion;* 4th—*confusion, shadow monsters.*

If the party survives the encounter with Whisper, his treasure is as follows: 900 platinum pieces, 21 gems worth 500 steel each, 3,000 silver pieces, chainmail of distinction {chainmail +2}, and two potions of clairaudience.

The crevice, after dropping some 100 feet nearly straight down—party members must use ropes or magic or be highly skilled climbers into order to traverse it—opens into cramped, twisting tunnels in the rubble. After working their way through these unpleasant confines, with the smell of dust and death strong in their noses, the heroes emerge in "The Chambers of Fistandantilus," described below.

Entering through the Front

A gaping hole forms the primary entrance to Skullcap, lined with jagged stalactites and stalagmites that form the "teeth" of the skull. Once inside the cavern, the party sees a tunnel descending into the mountain.

The tunnel is made of the same fused black rock as the outside of Skullcap. After 20 feet of

gentle downward slope, the angle of the tunnel changes to a 70-degree incline. The party must use ropes and spikes to descend, or they can slide down the smooth tunnel.

The tunnel terminates in what was probably once an entry hall. Several hallways once led from here, but all but one has collapsed. A great central stairway descends deep into the mountain. The iron framework that once supported these stairs is now twisted and wrenched, torn by the same terrible forces that long ago ravaged Skullcap. Overhead, the ceiling is shattered, revealing the iron frame that once held it and permitted access to upper levels that are no more.

If the party investigates the hallway, they enter a large chamber. At the center of the chamber is an oddly shimmering hemisphere. Within it, a gleaming metallic dragon is frozen in mid-flight, its mouth gaping open. Below it, a goblin is also frozen, this one in mid-stride as if he is fleeing.

If a nonmagical piece of iron or steel touches the shimmering hemisphere, it vanishes like a popped soap bubble. Nothing else will break the spell, and nothing can enter the sphere until the spell is broken. The instant the hemisphere vanishes, the temporal stasis that holds the two creatures breaks. With one lunge, the dragon snaps up the goblin and devours him in a single bite. Then he notices the party.

The dragon is understandably confused, since he has been frozen for well over three centuries. Shocked by the changes, he pauses. If the characters attack first, he fights back, but if they do not, he asks them what has happened.

The dragon's name is Blaize, and he is much smaller than any dragons the heroes have seen so far—he is only a small adult brass dragon. He was part of the attacking force during the Dwarfgate War, and the last thing he remembers is Fistandantilus casting a spell. When the current state of the world is explained, he does not have any idea why the Good dragons have not entered the fray. (Blaize confesses he had left the homelands of the good dragons against the desire of the elders in order to explore the human lands, but he can't understand why other Good dragons didn't follow him when the Evil ones reappeared.)

Blaize loves to talk about his great feats in the Dwarfgate War. He will talk the ears off any warriors in the party if given the chance. He is very interested in the history of the current war. He tells the heroes that he will seek out Good dragons, if any remain, to help their cause. If invited, Blaize happily joins the party in the exploration of Skullcap; in a flash, he morphs into the shape of a young dwarf male with coppery hair and a neatly trimmed beard. He remains with the party in this form until the heroes battle the shadow dragon, or the heroes return to gather the refugees to lead them to Thorbardin. Afterward, he leaves for the home of the Good dragons

Blaize knows the following spells: 1st—*magic missile, protection from evil, sleep;* 2nd—*continual light, web.*

When the heroes proceed down the stairs, they discover the stone steps only circle down about 20 feet, ending in a tangled mess of tangled mesh of twisted iron framework. It twists downward like a black web, reaching through the blasted shaft into the cold darkness below.

All the floors between the first and the bottom of this staircase were gutted by Fistandantilus's final spell. Nothing remains but rubble. Most of this shaft, in fact, is now made of the same glazed material as the exterior of Skullcap.

Although the frame looks unstable, it is actually well secured, imbedded by fate in the wall during the devastation. Climbing down, however, is torturous work at best. As the heroes climb, the Narrator should draw twice from the Fate Deck or roll a 1d10. If the result is 9 or 10, the heroes' movement causes the entire structure to sway. Each person not secured by rope or other means must make a *challenging Agility* action {Dexterity check with a –2 penalty}. Failure means the hero slips and falls. Falling heroes attempt a *daunting Agility* action {Dexterity check with a –5 penalty} to Dexterity, to catch onto another part of the frame. If the second check fails, the hero falls to the bottom, suffering 30 damage points.

After the heroes have descended 200 feet, they come upon a skeleton with a crushed skull that wears the singed remains of a once fine robes. A set of rusted keys on a ring and a vorpal longsword of distinction {vorpal longsword +3} hangs at its side. Neither the skeleton nor the key ring is magical. The keys (there are seven) are the "Keys of the Guardian" and are useful to the party later.

The shaft continues downward for another 200 feet, and when the heroes reach the bottom, they have arrived at the last resting place of Fistandantilus.

The Chambers of Fistandantilus

A mound of jagged stone dominates the chamber at the bottom of the shaft. At the bottom of the shaft is a chamber dominated by a mound of jagged stone. A large crack in the corner of the room opens into a steep crevice that climbs upward to the lair of the shadow dragon, described above. Above the mound, a tangled web of metal allows heroes to climb up a central shaft to the ground level of the ruins. If the heroes search the rubble, they find broken bones and skulls.

Hallways once led in three directions from this room, but the ones to the left and right have collapsed. Now, a single rubble-strewn, hallway leads out of the room to a set of locked iron double doors that seem to have escaped the fiery doom that melted the rest of the castle. In front of the doors, facing the hallway the party has just come down, is a statue is of Nuitari, the god of dark magic, in his aspect of Knowledge. This is one of the Seven Faces of Nuitari. A magic spell allows Fistandantilus to see any visitors through its eyes so that he cannot be surprised. The doors have a *wizard lock* spell cast on them and can be opened only by a *knock* spell or by the Keys of the Guardian.

The iron doors open to reveal a short corridor to a second set of iron double doors. On either side, alcoves contain statues draped in heavy shadow. The heroes must pass through four sets of identical double doors. Three contain corridor segments while the fourth opens onto Fistandantilus's resting place. Signs of the final blast of Fistandantilus streak the walls here. Each set of double doors is under a *wizard lock* spell and can be opened only with a *knock* spell or with the Keys of the Guardian.

The shadowy figures in the alcoves (two in each segment of corridor) are statues of the remaining six faces of Nuitari. Each statue radiates magic. As the characters move through the corridors, they pass through the magic fields between the statues. The magic effects, described below, can be prevented either if a *dispel magic* spell is cast, or if the Keys of the Guardian are inserted in a small keyhole at the base of each statue.

The first pair of statues represent Might and Wealth. The magic field polymorphs any weapon passing through it into wood. The weapons return to normal if they are

passed through the field in the opposite direction (when exiting, for example).

The second pair of statues represent Youth and Passion. The magic field casts a *charm person* on anyone passing through with the specific effect that charmed characters cannot harm Fistandantilus.

The third pair of statues represent Death and Chaos. The magic field casts *dispel magic* on anyone and anything passing through. There is no keyhole in the base of these statues.

Beyond the final set of doors is a circular chamber that soars upward to a shattered marble dome. Huge stone blocks litter the floor and block the opening above. At the opposite end of the chamber, the heroes can see another set of doors leading from the chamber.

A broken human skull lay among shattered bones in the center of the room. If one of the heroes approaches it, a sudden chilly breeze stirs the dust on the floor. Seconds later, the skull rises into the air. The breeze erupts into a howling wind, and the dust rises from the rubble to form into the rough shape of a man.

This is the demilich form of Fistandantilus. If the heroes do not attack it, after three minutes it settles back into dust. It does not move from the spot where it stands, and it does not stop the passing of the party into the next chamber, even if attacked. (If Raistlin is in play, the Narrator should pull the player aside and tell him that he hears voices—hundreds of voices, all different yet somehow the same—whispering to him. They go silent as the skull sinks to the floor again. If the heroes attack the figure, the Narrator should tell Raistlin that the voices start laughing wildly.)

The doors at the other side of the chamber open into small hallway with arches at either end. Directly across from the heroes is another section of the keep that has collapsed into a pile of rubble. To the left and right, the archways lead to chambers with domes of brilliant white light illuminating the room. Piled about the floor of these rooms is the treasure of Fistandantilus.

A teleportation trap protects each treasure room. If the party member carrying the Keys of the Guardian does not insert a key into a keyhole in the archway (which can be noticed with successful *challenging Perception* action {Wisdom check with a –2 penalty}), any person passing through the archway is teleported away. Once the victim would have been teleported into a cell, but now he or she is teleported into the swamp that surrounds Skullcap. For these unfortunates, the adventure continues with "The Bog." (Cold-hearted Narrators also can have the victims simply teleport into the rubble where the cells once were, resulting in instant death.)

In the room to right, the treasure consists of 2,000 platinum pieces, 3,000 gold pieces, 5,000 silver pieces, 42 gems worth 500 steel each, 6 pieces of jewelry worth 1,000 steel each, and a dwarven mapcase containing a map showing the route from Skullcap to the gates of Thorbardin.

In the room to the left, the treasure consists of: 3,000 platinum pieces, 2,000 gold pieces, 8,000 silver pieces, fifty-two 500 steel-piece value gems, 12 pieces of jewelry worth 1,000 steel each, and a set of dwarven platemail of renown {dwarven platemail +3}, and the Helm of Grallen.

The Helm of Grallen is a dwarven helm set with large gems (1,000 steel-piece value each). The enchantment of the helm is that if the wearer should be killed, his soul is transferred instantly into one of the gems.

The Helm was made for Grallen, Prince of Thorbardin and son of the great dwarven king, Derkin, when he rode off to fight Fistandantilus in the Dwarfgate War.

The spirit of Grallen possesses anyone who puts on the helmet. The wearer's life force transfers to one of the gems. If this happens, Prince Grallen immediately bows to the party members, and tells the following story:

I am Grallen, Prince of the Hylar, killed by the forces of Evil in the Dwarfgate War. By mean of this magical helm, I have survived these centuries that my tale and fate may be told.

I rode forth on the morning of the last battle in the great charge of Thane Hylar dwarves. We came from the Northgate of Thorbardin across the Dergoth Plain. My troop assaulted the mountain home of the Dark Wizard. My brothers fought with courage and valor; many fell with honor at my side.

Yet when the tide of battle turned in our favor, and I confronted the wizard in his lair, he smiled, and a great magic rushed from his being: A flame of power and horror that broke through stone and steel.

Thus, in his rage and despair, he destroyed both his allies and his enemies.

Thus did I die.

Now I beseech thee, return my soul to the Kingdom of the Hylar in Thorbardin, tell my story to the Council of Thanes, and give me a proper resting place in the Valley of the Kings.

Grallen also explains how to find the Northgate entrance to Thorbardin—heroes who gazed through the lenses at the northern edge of the Plains of Dergoth recognize that he is describing the mountainside they were focused upon. He draws a map on request. He answers any other questions put to him to the best of his ability.

Once all questions have been asked and answered, Grallen switches his life force back into the helm. The wearer of the helm becomes normal again, though is disoriented and cannot fight for 1–10 minutes.

The party has now explored all that remains of Fistandantilus's inner sanctum. There may still be areas they have not yet explored—either the shadow dragon's lair or Blaize's prison—but now that they have learned the way to Thorbardin, they can lead the refugees to safety.



Continuing the Saga

If necessary, the Narrator should remind the heroes the dragonarmies will soon break free from Pax Tharkas, and once they do, the refugees surely will be butchered by the vengeful troops if they are still in the area. As many as four days may have passed since the heroes left the refugees behind. Time is growing short. . . .

Unless the heroes completely abandon the quest they have followed so far, the tale continues with Chapter Eleven: Treachery in Thorbardin. (The same is true if the heroes decide to head straight for the mountain they viewed through the lenses on the tower by the pass.)

Chapter Eleven



urse them. Curse their parents. Curse the very progenitors of their foul lineages. They have killed Ember and disgraced me in the eyes of the Dark Queen, these "Innfellows" and "Chosen Ones." Takhisis has given me one final chance to redeem myself, and until I fail her again, she is permitting me to draw upon her might to heal the wounds I myself suffered as Ember perished.

I know where they are taking the slaves they have freed—Thorbardin. In this instance, I am many steps ahead of them, however. Even now, my agents in Thorbardin are preparing for their arrival, and I will soon join them.

Before the week is out, the head of the pathetic barbarian priestess will be mounted in my throne room, Ember's death will be avenged, and I will have claimed a victory for the Dark Queen that most assuredly will cause her to welcome me back into her embrace.

—From the Journal of Verminaard, Highlord of the Red Dragonarmy. Recovered from Pax Tharkas after it was retaken by the Whitestone Army.

If the heroes took the refugees straight from Pax Tharkas onto the Plains of Dergoth, the heroes return to find them weary and disheartened. The Narrator should proceed straight to the section titled "The Dwarven Gates."

If the heroes left the refugees in Hopeful Vale, they return to find them much cheered. The days of rest and quiet have lifted their spirits greatly. When the heroes return, a feast is arranged for them. The Council of Freedom toasts the party, and cheers go up if the heroes reveal they found the path to Thorbardin.

Although Seeker Locar joins in praising the heroes, he argues against going to Thorbardin. "Food is plentiful here," he says, "and I am confident the dragonarmy will fail to locate this out-of-the-way valley. I say we stay right here, at least until spring. For all we know, Thorbardin has become a land of the dead, and we may not find shelter or food there."

Locar's influence is felt strongly. The refugees feel safe and secure and therefore have no reason to leave. Charismatic heroes will have to support Elistan's efforts to persuade the refugees to follow the party's guidance. If players properly roleplay their heroes, the heroes should persuade the refugees once again to pack up their camp and follow them across the Plains of Dergoth.

If Blaize has not left the party yet, he does so now. He wishes the heroes the best of luck, assuring them the dwarves of Thorbardin are good people, if a bit stodgy.

The Dragonarmy Arrives

As the refugees leaves Hopeful Vale, clouds of snow billow to the north and east. The glinting forms of Sivaks soar in the sky, indicating that the Red Dragonarmy has broken free from Pax Tharkas and reached the valley!

Panic immediately strikes the refugees. Unless the heroes make an effort to control the situation—such as by issuing commands and otherwise keeping the refugees focused on escaping to the Plains of Dergoth—the column stops dead. Elistan pleads with the refugees not to lose faith, while Locar starts advocating that they throw themselves upon the mercy of the Dragon Highlord. "Lord Verminaard spared us once," he said. "He will be merciful again! If we surrender, we most surely will survive!"

If the heroes fail to retain command of the refugees, a booming voice suddenly comes from above: "You are a craven coward, Locar, and stupid as well. Verminaard will slaughter you all as a sign of the Dark Queen's might. You have one hope of survival."

Standing upon a cliff, backlit by the sun, is the ragged form of Fizban. The old wizard suddenly seems possessed with the powerful personality of a general or king. His face, although mostly shadowed against the bright light, seems stern and confident. Heroes with natures and demeanor of 3 or lower {Good-aligned} at this point should perform *average Spirit* actions {Wisdom checks}. Those who succeed are filled with awe over the sight of this strangely changed Fizban. Read the following:

Fizban continues, "Follow the Chosen Ones, follow the priests and champions of the true gods, not a man who must create false gods to hide his own inadequacies."

"Silence, you mad fool," Locar sputters. "I have talked with Verminaard! He is a man that can be dealt with!"

"Evil consumes its own," Fizban replies coldly. "And unless the rest of you wish to be consumed with he who thinks you can reason with Evil, you will follow me and the priests of Good. I will lead you to a secret defense that has been erected for your safety!"

With those words, Fizban leaps down to the ground and starts confidently striding across the snowy valley—his stride suddenly that of a much younger man. Elistan starts following him without hesitation.

If the heroes fail to immediately do the same, Elistan grabs the arm of a fellow priest or Good-aligned warrior and says, excitement and shock evident in his face: "Don't you recognize him?!" He comments no further, but he instead follows Fizban, enraptured.

Despite Locar's protestations, the refugees rapidly follow Fizban. As they hastily head through the valley, an advance force of two Sivaks reach them. The heroes must fight these draconians back. Read the following aloud:

Eventually, the column reaches the canyon that leads out of the valley, with the dragonarmy force following dangerously close behind. The refugees enter the canyon and seem to falter. Halfway down, Fizban scurries toward a small, igloo-shaped snow fort. Beside it is an immense wall of snowballs that reaches all the way to the snowdrifts at the top of the granite wall that lines the pass.

"I am Fizban the Fabulous," he cries, causing the snowdrifts above to creak and release sprinkles of snow. "And I have constructed this secret defense against the dragonarmy! Come! Come inside!"

Fizban scurries about, patting snow onto the fort. He then points behind the column of refugees and says, "Those fellows look mighty violent. I'd get to safety in the fortress if I were you."

At the opening of the pass, the dark shapes of one thousand draconians have appeared and now charges at the refugees.

"We're doomed," weeps Locar.

"Don't be a baby," replies Fizban. "Get inside! My secret weapon will protect you!"

With no other options, the refugees clamor to get inside the igloo. They continue to enter until all of them have moved from view—even any wagons they might have in their possession vanish into the small structure. The snow fort is magical: It is much larger on the inside than on the outside—it is always large enough to hold one more than any number of people who enter it.

Fizban stops the party from entering the igloo if they try. With a twinkle in his eye, he says, "I need you folks to help me with the secret defense!" He points with pride at the immense wall of snowballs. "We'll throw them at the enemy!" he says with glee, and then does so.

Of course, the thrown snowballs do not stop the draconian advance. But, as the snowballs are taken from the wall, the overhang of snow over the pile becomes dangerously fragile. It creaks and rumbles. Once twenty snowballs have been thrown, the snow overhang collapses.

"Hurry! Into the fort!" Fizban cries as the wall collapses. He waits until every party member is inside, then follows.

The avalanche crests over the snow fort. All attackers perish. When the heroes and refugees emerge, they find nothing but silence.

"Paladine's hand was held over us," says Elistan. "Let us honor him in prayer!"

Locar starts to sputter, but then he looks at the tiny igloo into which all the refugees had fit and falls silent.

Huge snowdrifts cover the dead draconians. However, enough short swords can be found to equip all the fighting refugees with weapons. (If the heroes don't think to outfit the refugees, Elistan organizes it.) With the dragonarmy defeated at the pass, the heroes can lead the refugees across the Plains of Dergoth without additional pursuit.

The Dwarven Gate

The heroes and refugees travel across the icy Plains of Dergoth. The winds are bitterly cold and seem to bite through even the thickest of winter cloaks. Following the map gained from Skullcap, or eyeballing a trek to the cliff face seen from the tower at the edge of the Plains, the heroes continue toward the mountainous ridge that rises from the edge of the plain.

The trek takes them into a narrow defile that slopes upward through the craggy gray landscape of the Kharolis Mountains. The ground is covered with patches of ice and snow, and the refugees' carts become very difficult to maneuver up the incline. Like the Plains of Dergoth, the bodies of long-dead dwarves in rusted armor litter the path, although none appear to have been blasted by fire as those on the plains had. Instead, most of these corpses had their skulls split or spines crushed by mighty blows. (The dwarves are casualties of the Dwarfgate War—Neidar whose bodies were just left to the elements when the few defenders of Thorbardin who survived the final spell of Fistandantilus retreated into the mountain.)

After the heroes struggle up the steep incline for four hours, the narrow canyon suddenly opens onto a narrow 5-foot wide ledge that continues along a cliff that drops 1,000 feet into a desolate, broken valley below. Above, the cliff climbs 500 feet to become part of the mountain range. Another defile can be seen at the far end of the ledge, almost 100 feet away.

The defile on the far side of the ledge leads to a box canyon dead end, but the entrance to Thorbardin is hidden on this cliff face. Twenty feet wide and 40 feet tall, the gate is in the middle of the cliff face. It is so well concealed that only elves or half-elves, with their finely honed powers of observation, have a chance of spotting the door by means of a *challenging Perception* action {the standard chance to detect secret doors}. If none of the heroes spot the door, the Qualinesti scout Brookland notices it.

Once the door has been located, the heroe have several ways of opening it. If the heroes can use any of the methods, one character may step in as described below.

- The explosive force of a *fireball* can jostle the decaying opening mechanism into action. Fizban (if he didn't yet again meet his apparent demise in the avalanche) tells everyone to stand back ("No, way back!"), then casts his spell. Fizban stupidly stands right in front of the door, and the blast blows him off the ledge. He plummets to the valley floor far below, trailing smoke and fire in a graceful arch. He hits the bottom with a small explosion.
- A *knock* spell can open the door. Fizban never uses this spell.
- A second successful attempt at detecting a secret door reveals a door opening mechanism hidden behind an easily opened panel. The mechanism has been disabled, but a dwarf can repair it by successfully completing an *average Reason* action {Intelligence check}. Once the mechanism has been repaired, a lever releases from the top of the hollow containing the mechanism. If it is pushed back up again, the door slowly opens.

When door begins to open, a deep rumbling sound is heard. The ledge and the cliff face begin to shake. If Fizban is present, he pushes his way to the front, saying: "Look out! It's about to blow!" He presses his palms against the door, trying to keep it in place. Some of the refugees panic.

The door suddenly breaks free and pushes out 5 feet. Any hero in front of the door must perform a successful *average Agility* action {Dexterity check} to avoid falling off the cliff. Fizban manages to cling to the door. He says, "Ooops!" as he dangles over the precipice.

The gate of Thorbardin is built on a giant screw shaft propelled by a mechanism within the mountain. Originally, the door would rest on the wide ledge that was once here. However, during the Cataclysm, much of the ledge fell away. Therefore, after the door has moved out 15 feet (with Fizban still hanging on), the machinery begins to strain. The screw shaft breaks, and the door, which ways several tons, plunges to bottom of the canyon.

"Oh bother," the heroes hear Fizban say. The door strikes the bottom 1,000 feet below with a tremendous thud. As far as the heroes can tell, the old wizard hung on all the way down and was crushed.

The entrance to the lost dwarven kingdom of Thorbardin has been found. The door, now opened, will remain open forever. A wide tunnel stretches into darkness. Ancient skeletons litter the tunnel, and the air is stale . . . but heroes with sharp hearing can just barely detect the sound of beating hammers somewhere far, far away down the hall.

Thorbardin

In this section, the heroes are among the first nondwarves to enter the halls of Thorbardin for centuries. As they explore the darkened corridors, they meet some of the city's residents, including the eccentric Arman Kharas, who is on a quest to unite the warring dwarven clans under one Highking. As he meets the heroes, he has succeeded in this quest and is on his way back to the Halls of the Hylar in order to become the Highking of Thorbardin.

However, Verminaard has beaten the heroes to the heart of the dwarven city, calling upon the Dark Queen for knowledge of a long-forgotten entrance elsewhere in the mountain. The heroes must face him and the vengeful ghost of Ember in final combat. At stake is the freedom of Thorbardin and their very lives.

Into the Dwarven Kingdom

The mighty gate opens into a darkened, battle-scarred hallway that is wide enough to drive two wagons down, side by side. The skeletons of long-dead dwarves in decaying armor litter the ground with rusted weapons. Ancient wagons, their axles broken, and rusted metal and shattered pottery litter side corridors. Everything appears deserted and in ruins.

The refugees and the Council of Freedom all seem nervous by the sight of destruction. Locar immediately declares, "This is a city of death. We will find no aid or solace here."

"Paladine would not have led us here if it was hopeless," replies Elistan. "I say we give these heroes time to search for the dwarves that legend says dwell within these mighty halls."

The refugees are content to stay here in the chambers near Northgate until the heroes return with a report. If the heroes want them to come along immediately, a vote is taken among the Council of Freedom. The Narrator should use the guidelines in Chapter Nine: The Refugees to adjudicate this vote.

If refugees travel with the heroes, the encounter described under random result 10 below happens. The Theiwar boil forth from dark side tunnels to attack. They kill 1–10 refugees per minute, while three attack each hero, until driven off.

After this attack, the Council of Freedom votes unanimously to retreat to Northgate and wait to see if the heroes can find any dwarves willing to help the refugees rather than attack them.

Encounters in Northgate

For the first hour of travel along the dark tunnels, the heroes do not encounter a living soul. If they branch off into some of the side tunnels, they find themselves in a maze-like warren of long-abandoned living quarters, smithies, and shops. They find the occasional sign that dwarves once lived here—decayed furniture, rusted belt buckles, a broken hammer or two—but nothing of any real value.

On the third hour, and each ten minute period after that until the fourth, the heroes may experience an encounter. The Narrator should generate this encounter at random.

Result	Encounter
1–3	No encounter
4–6	Pick
7–8	Dwarf Zombies
9	Rathkar
10	Theiwar

Pick

The heroes hear muffled voices, speaking an odd dialect of the dwarven tongue, down one of the side tunnels. If the heroes cautiously sneak up on the speakers, they see a faint flicker of light coming from one of the underground dwellings. A pair of oddly stunted dwarves with pale skin stands by a small fire. If approached, they attack immediately. They have the statistics of Dwarf Leaders.

Inside the building are three Aghar, four Hylar, and two Klar dwarves, representatives of some of the dwarven clans that dwell within Thorbardin. Among the Hylar is Pick, half-brother of Arman Kharas, heir of Hornfel Kytil, Thane of the Hylar. He says his family will be very grateful if he is returned safely. If asked about the dwarves who were guarding them, Pick replies that they were Theiwar, a clan of Evil, degenerate dwarves who prey on the other clans. "Although all the kingdoms have been at odds since the time of the Dwarfgate Wars, the Theiwar have turned to pure Evil," Pick says.

Another of the Hylar is dying from a strange rotting disease and expires an hour after rescue unless the heroes do something to cure him.

Once rescued, Pick gladly will lead the heroes through Thorbardin. He says he knows the way to the Lifetree of the Hylar, the main dwelling of his clan. The Aghar quickly scurry off, muttering that they will gather warriors to take revenge on the Theiwar.

This encounter occurs only once. If drawn more than once, treat as "no encounter."

Dwarf Zombies

The party encounters 1–10+2 dwarven zombies (animated by Verminaard as a show of power to the leader of the Theiwar). They shamble at the heroes, moaning loudly. They focus their attacks primarily on dwarves in the party.

Rathkar

Rathkar, a mummy from the Valley of the Thanes, followed Arman Kharas (see below) out of that area. Behind him trail dwarven undead. The mummy mumbles a request that the heroes listen to his life story. If they do, it takes 1–10+1 hours, and he continues to mumble. (His sin was that he never told his wife that he loved her.) If they don't listen, he commands his 1–10+2 zombies to attack. Rathkar needs seventy-seven people to forgive him before he can rest. He current total is thirty-one. If he is destroyed, it takes him seven years to regenerate.

Theiwar

The heroes are set upon by a raiding party of 75 Theiwar dwarves. Verminaard has sent them with specific orders to capture any nondwarf they encounter. All the Theiwar are Typical Dwarves and attack with clubs and nets. Once half their number has been slain, the rest flee.

Arman Kharas

As the heroes enter the fourth hour of travel through the vast underground dwarven kingdom, a party of armed dwarves steps into the corridor before the heroes. They are not the stunted, twisted dwarves that may have attacked the heroes previously, but instead appear sturdy and healthy, perhaps even more powerfully built than the hill dwarves the heroes may be familiar with.

Their leader steps forward, strength and confidence lining his features. The large, ornately engraved hammer at his side is held loose but ready. He rumbles, "What business have you strangers in Thorbardin?"

The leader is Arman Kharas, who is described in detail in the "Masters and Magic" appendix. There are twelve Hylar dwarves with him, two of whom have the statistics of Leaders while the remaining ten are Typical.

If the heroes attack, the dwarven party fights fiercely, and if it looks like the Hylar will be beaten, Arman surrenders. If the heroes talk, Arman listens to their story, though his men remain ready to fight. If combat occurs, the Narrator should remember that Arman currently wields the Hammer of Kharas. This powerful artifact also is described in the appendix.

It is important that the heroes befriend Arman and do not fight him. While keeping Arman's quirks in mind, the Narrator should nonetheless try to highlight his good intentions and encourage peaceful negotiations between him and the heroes.

If the heroes rescued Pick from the Theiwar, they already have made major inroads with the dwarven prince. He says that he will take them to the Court of the Thanes so that the leaders of the dwarven kingdoms can vote on whether or not to help the heroes. "You appear to be righteous folk, and friends of the dwarves to boot," he says.

If the heroes haven't rescued Pick, but treat Arman with respect, he extends the same offer, saying they may be granted safe passage through the kingdoms, as well as grant safe haven to the refugees. (At the very least, Arman is confident safe passage will be granted.) If the heroes are disrespectful, Arman orders them and the refugees from the city. If the heroes refuse, he and his men attack.

Arman explains to the heroes that normally the Hylar wouldn't be this deep into parts of the city controlled by the Theiwar, but they have come to rescue Pick, who the Theiwar captured when they attempted to stop Arman and his loyal retainers from claiming Arman's birthright—the Hammer of Kharas.

If asked to explain, Arman says he believes himself to be the reincarnation of Kharas, a mighty dwarven warrior who fought alongside Highking Derkin during the Dwarfgate Wars. He has devoted his life to living up to the legacy of Kharas, and now he will be the one to once again unite the Kingdoms of Thorbardin under a single Highking. He and his brave companions have just successfully completed a quest to retrieve the lost Hammer of Kharas, the symbol of leadership that can pull the desperate kingdoms together under one single banner. But first, Arman intended to save his half-brother, Pick.

As the heroes move through the darkened tunnels, Arman explains that the Council of Thanes have ruled Thorbardin since the Dwarfgate Wars when his namesake, the great Kharas and the last Highking, Derkin, left for parts previously unknown to all. Six Thanes sit on the Council: Hornfel of the Hylar, Relgar of the Theiwar, Rance of the Daergar, Gneiss of the Daewar, Tufa of the Klar, and Bluph of the Aghar. Three thrones have been taken from the Council Hall: the throne of the Neidar, vacant since the Dwarfgate Wars; the throne of the Kingdom of the Dead, which is considered to be a kingdom, though without representation; and the throne of the Highking, vacant since the time of Derkin.

All the dwarf realms agree a strong leader is needed, but none can agree on whom it should be. The Hylar and their allies seek a peaceful solution, but the Theiwar and their allies seek victory by whatever means they can.

The political division of the dwarf realms is so: The Hylar is the most established kingdom and the traditional line from which Highkings sprang, the leaders. The Daewar and Aghar support them, and the Klar—hill dwarves that remain within Thorbardin on the bottom rung of the social ladder—follow their lead. Against the Hylar are the Theiwar and Daergar, kingdoms of degenerate, corrupt dwarves more interested in their own power than in the good of Thorbardin.

Arman is convinced, though, that upon his return he will unite the divided dwarves through the symbol of the Hammer and through his force of personality. "I am Kharas reborn," he says firmly. "I am fated to once again make Thorbardin whole. By this Hammer, I shall rule!"

If asked how long it will take to gather the Thanes, Arman says the process of gathering the Council already is under way: He sent five of his men ahead to prepare for his victorious return.



However, Evil is afoot in the kingdom of dwarves, and Arman Kharas's dreams of standing before the Thanes to be declared king are about to be dashed.

The Daergar

Arman Kharas leads the heroes down a series of side tunnels, saying they will take the party around the areas controlled by the Theiwar and their Daergar allies. No sooner has he said this, however, than a group of thirty dark-clad dwarves appear in the tunnel before them. Read the following aloud:

"Daergar," hisses one of the members of Arman's band, readying himself for combat.

"Wait," Arman says. "Thane Rance is with them. He will respect the Hammer."

Arman's prediction is correct. Although the Daergar troops appear ready to fight, the dwarf who Arman referred to as Thane Rance—a muscular dwarf with the statistics of Dwarf Leader but carrying a teeth-encrusted club that strikes for double the listed damage—approaches with empty hands and a look of amazement spreading across his face. Read or paraphrase the following exchange:

"It's true!" he exclaims in dwarven. "You bring the Hammer of Kharas!"

"Yes," Arman replies. "Soon Thorbardin will once again be a united kingdom."

"Allow us to escort you," says Rance. "We shall guide you safely through the Great Temple and to the Court of Thanes. My loyal retainers and I are proud to be among the first to greet he who recovered the Hammer of Kharas."

Arman tells his men to relax, stating that he always knew the Daergar were basically trustworthy—it's the Theiwar who are bad ones. Rance says that under his rulership, the Daergar will never take any steps that would interfere with placing a worthy Highking at the head of the Council of Thanes. Although the dwarves appear to be friendly, heroes who are basically suspicious or roguish in nature (such as Flint, Raistlin, and Tika) or who possess a keen sense of tactics (like Tanis and Laurana) can perform *challenging Perception* actions {Intelligence checks –2} to notice that the Daergar warriors are scrutinizing them and Arman's companions carefully. Furthermore, the way they are spreading out around them seems like they are moving into attack positions rather than escort positions. If the heroes express their concern to Arman, both he and Rance take great offense.

Rance and Arman discuss the Hammer as they walk. Rance wishes to know if it is as powerful as legend states. Arman says he feels its strength in every part of his body while carrying it, but the only thing he knows for a fact is that it destroys undead with but a single blow. If a hero spellcaster has the ability to perform a magical analysis of the Hammer to determine its powers and offers to do so, Arman says that once he is Highking, he will be pleased to permit the hero to work his or her magic.

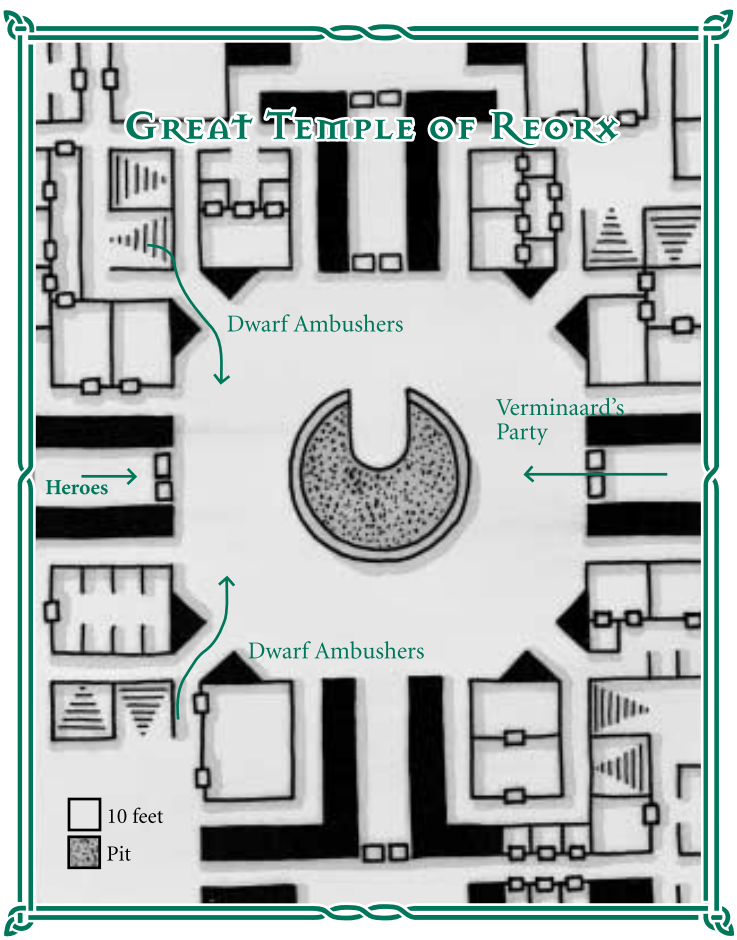
Betrayal in the Great Temple

The Daergar guide the heroes through a series of looted and abandoned stores and living quarters. Soon, they reach a set of large golden double doors. Engraved upon them are several symbols representing Reorx, the chief god of the dwarves. Dwarven heroes recognize the symbols as representing the god, and heroes of a scholarly bent can attempt *average Reason* actions {Wisdom checks} to recognize the symbols as well.

Rance and Arman push open the doors and stride inside. Their troops follow, several Daergar waiting outside until the heroes are inside as well.

Beyond the doors is an immense chamber with a vaulted ceiling. The constellations of Krynn have been painted on a black background overhead. At the center of the chamber is a circular shaft with prayers to Reorx engraved around its edges.

According to dwarven religion, the holy kingdom of Reorx is located deep below the earth, so all temples built in his honor contain these shafts. The deeper the shaft, the more holy the temple, the dwarves believe, and the shaft in Thorbardin is in excess of 1,000 feet in depth. In fact, no one is sure how deep it is, and no dwarf presently alive would climb it, as that would be a great sacrilege. Should a nondwarf attempt to climb it, he or she finds the shaft easy to climb for the first 200 feet, but afterward, its sides suddenly become slick as



glass. The climber must perform a *daunting Agility* action {climb walls with a –20% penalty} or fall to a mysterious death.

As the last party member has entered the temple, the doors slam shut and 150 heavily armed dwarves of the Daergar and Theiwar kingdoms—although only dwarves in the party who perform successful *challenging Perception* actions {Intelligence checks with –1 penalty} will recognize them as such—flood into the temple from the adjoining chambers. The Daergar that escorted the party to the temple all draw their weapons. Read or paraphrase the following:

Arman, confident in the symbolism of the Hammer, holds it high over his head and boldly proclaims, "Behold, the Hammer of Kharas. Come with me, my Daergar and Theiwar cousins, to the Council of Thanes where we will all unite as one kingdom again!"

The echo of his voice rebounds around the central temple chamber, until the roar of laughter that suddenly rises from the Daergar and Theiwar drowns it out. The dwarves that escorted the party suddenly train their swords on Arman's party. "If you move, you die," they sneer.

"What is the meaning of this?" Arman sputters.

"You didn't think that we would let you Hylar lord over us?" says Rance. "No, we will take our rightful place as rulers of the Thorbardin dwarves—the Daergar and the Theiwar!"

Without warning, a crossbow bolt strikes Arman. He falls to his knees and drops the Hammer, which spins across the floor toward the pit, coming to rest near the its edge. "You will not succeed," the prince says. "Members of my band already have alerted the other Thanes to the fact that I am the one who rediscovered the Hammer. They will never follow you."

"They will follow, or they will die," a voice all too familiar to you booms. All eyes turn to far side of the temple where a pair of large golden doors has swung open. From the darkness beyond steps Verminaard and a party of four human warriors in dragonarmy uniforms. Behind them are ten Baaz draconians. "The Daergar Thane is a dwarf of great foresight. He contacted the Dragon Highlords some time ago and offered an alliance with us. We have been in your sad underground kingdom for some time, Arman Kharas. Our agents have been following your progress, and I give you my thanks for doing what we could not: Locate the Hammer of Kharas so that all of Thorbardin could unite behind our banner."

Verminaard's gaze shifts to you. A smile creeps into his cold voice as he continues: "And you. My enemies. Those who the Dark Queen warned me about, the Chosen Ones. I knew this is where you would bring the refugees—in your ignorance you naturally thought it safe—but I had never imagined that I would capture you and the Hammer of Kharas on the same day! Oh, the irony! If you had the intelligence to grasp the magnitude of the triumph that has occurred here today, I would commiserate with you, but your small minds would wither in the light of the truth!"

The Highlord walks around the pit, as the heroes make whatever retorts they want. If they attempt to draw weapons, the dwarves guarding them attack. Verminaard shouts for the dwarves to subdue the heroes but not kill them.

"Don't issue commands to my warriors," Rance says to Verminaard. "I'm the future Highking of Thorbardin, and I'll decide the fate of these outsiders, not you."

"You will hold your tongue," Verminaard snarls. "You are merely a lackey, and you will serve your betters in silence!"

A surprised mumble goes through the Daergar warriors while the Theiwar snicker. Rance glares at the Highlord with murderous anger on his face, but Verminaard disregards him completely, instead addressing you.

"Your actions caused the death of Ember, my trusted ally and mount. That in turn has earned me the ire of the Dark Queen. But here, in this temple sanctified to the foolish god Reorx, the Good gods' gambit will come to an end. You have failed, particularly you," he points a gloved finger at Goldmoon [or the appropriate priest], "priest of an inferior and weak god. And with your defeat, I will once again be the recipient of Her Majesty's full grace."

"You'll be nothing but dead meat," cries Rance, launching himself at Verminaard, swinging his battleax. "No human speaks to the Thane of the Daergar in a derisive fashion!"

The Highlord sidesteps the dwarf's charge and swings with his staff mace. He strikes Rance, sending Rance screaming into the pit. The scream trails off into the distance; no sound of impact can be heard. "By the Dark Queen," Verminaard says, glancing into the pit. "That is deep. Well, I'm sure he'll land in the Forger's lap eventually."

The Daergar stand shocked while the Theiwar laugh uproariously. If the heroes take this opportunity to act, they can get an exchange of free attacks either on their Daergar guards or nearby Theiwar. All have the statistics of Typical Dwarves. If the heroes take no action, read the following:

"The Dark Queen rules Thorbardin now. The Theiwar Thane will ascend the throne in Her name, and any of you dissatisfied with the reality of your lives should follow Rance to Reorx. Trust me, it will be far less painful than the alternative should you choose to stand against us."

"Thorbardin will never surrender to the likes of you," Arman hisses.

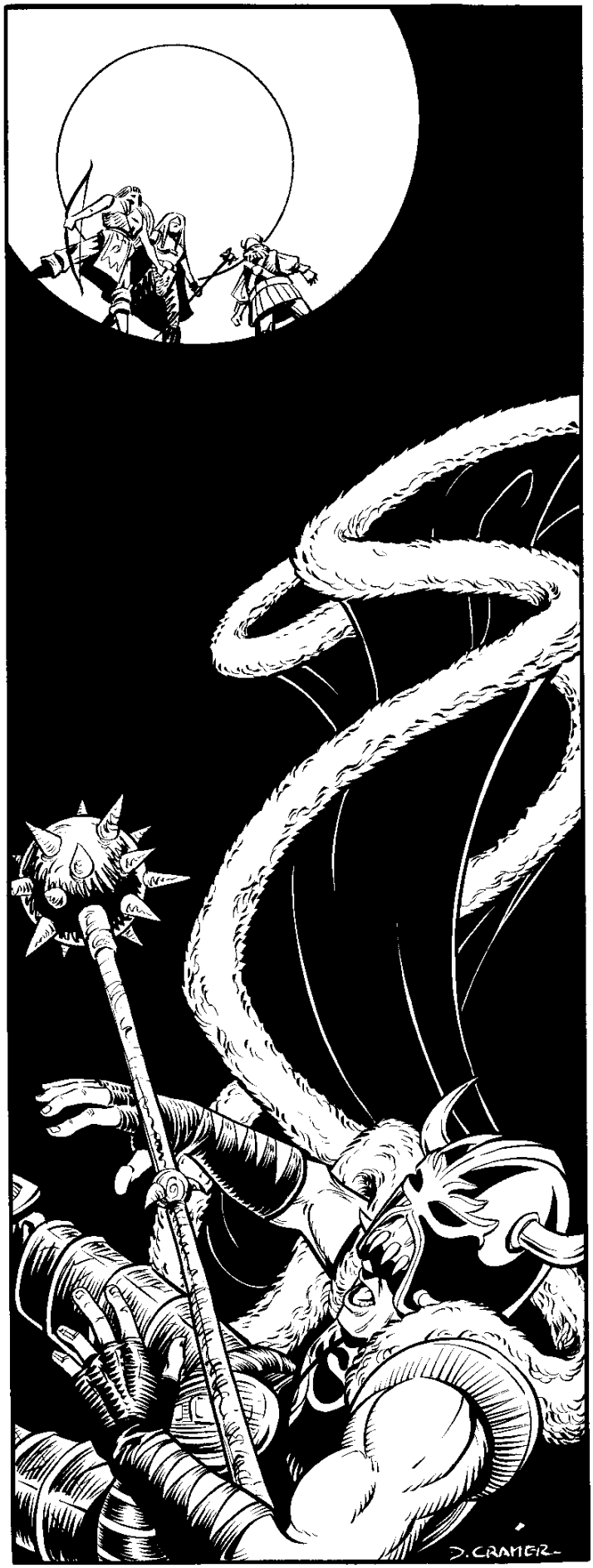
"Please, Arman. No one has time for your pathetic delusions. If you had truly been the reincarnation of the mighty Kharas, would a single crossbow bolt have brought you down? Would a single strike have caused you to drop the blessed Hammer? No. So be quiet or be dead. Accept defeat gracefully."

"Thorbardin will never surrender to the likes of you!" Arman roars, snatching a warhammer from a nearby Daergar and charging at Verminaard. One of the dragonarmy officers flanking him steps forward to intercept the dwarf and the two battle.

A cheer goes up among the Daergar. Following Arman's lead and with the battle cry of "For Rance and Thorbardin!" they attack the Theiwar. Within moments, the entire hall erupts into battle.

The Battle for Thorbardin

Verminaard roars with laughter as the battle starts. "You pathetic fools! You have no hope of victory here!"



Hopefully, the heroes will join the fight. The Daergar and Hylar dwarves are outnumbered. There are 12 Hylar and 50 Daergar total facing 130 Theiwar. Even if the party does not intend to join the battle, Verminaard forces the issue by ordering ten Baaz and three remaining dragonarmy officers to attack the heroes. Read the following:

Verminaard raises his arms toward the vaulted ceiling of the temple. "Come, oh mighty Queen! Allow the spirit of your slain child to return to this world so that his death can be avenged!" Moments later, a horror rises from the pit of Reorx—a fireshadow resembling a wraithlike red dragon lined in pale green fire. You immediately recognize it as Ember.

The fireshadow first attacks a member of Arman Kharas's band, striking him with its ray of oblivion, disintegrating him. It then turns its fiery eyes on the heroes, a look of recognition crossing its translucent face. The heroes must defeat the fireshadow in addition to their other foes. Its basic statistics are on the inside cover of this book, but its full abilities are listed in *The Bestiary* or the *Tales of the Lance* boxed set, depending on whether the Narrator is using the SAGA rules or AD&D system for the campaign.

Verminaard then moves to seize the Hammer of Kharas, but when he picks it up, he cries out in pain, being shocked by the Hammer as it refuses the touch of anyone who is not Good-aligned. He cannot hold the Hammer and flings it away. This is merely for dramatic effect {Verminaard suffers 15 points of damage}.

If the heroes do not think to retrieve the Hammer and use it against the fireshadow, it glows brightly. The Hammer allows only Arman, Tasslehoff, Flint, or Caramon to pick it up (or another hero with a nature drawn from a range of 1–3 {Good alignment}). The fireshadow automatically attacks any person holding the Hammer. The weapon can dispel the fireshadow if it hits the creature.

If the draconians and officers prove too much for the party, the Narrator should have some of Arman's retainers come to the rescue—or maybe even Arman himself. If they prove to be too little of a challenge, Theiwar can turn their attention to the heroes. They attack in pairs, two on each hero, and they all have the statistics of Typical Dwarves.

The Battle of Good Against Evil

The Narrator should stage this battle so that all heroes save Goldmoon are busy fighting draconians, officers, or Evil dwarves. Instead, Goldmoon (or another priest) finds herself confronted by Verminaard. "So," the dark cleric says. "Our gods wish us to battle each other . . . to see which of us is strongest. In the name of Takhisis, die!"

Goldmoon (or another priest) must battle Verminaard by herself {an additional hero or character can come to Goldmoon's aid after two minutes of combat}.

As the hero and Verminaard battle, they are carried close to the pit. If the hero attempts to cast spells, so does Verminaard. However, he discovers that neither his magic nor Nightbringer has any powers anymore—Takhisis has withdrawn her favor, including all her magic. Desperation fills his being, and he attacks with a berserk fury. He is now caught up in a religious fervor that causes him to regain two Endurance points {hit points} per combat exchange. However, once he is reduced to 2 Endurance

points {less than 4 hit points}, he disengages from combat, backing rapidly toward the edge of the pit. Read the following aloud:

"You may think you have won," he hisses, "but you will never have the satisfaction of defeating me!"

With those words, he steps into the pit, shouting, "Takhisis, I place my fate in your hands!" Verminaard falls silently from view.

(Note: Verminaard resurfaces under the alias of Sevil Rev later in the campaign. If the Narrator wishes to stay close to the flow presented in these pages, it is important that Verminaard leaps into the pit. For details on these future developments, the Narrator should read Chapter Twenty-Eight: Flotsam.)

Once Verminaard apparently has been killed, the draconians panic and flee. The dwarves, however, find their fighting spirits growing more powerful. The majority of them pursue the draconians from the hall.

The dwarves who sided with Verminaard either flee or throw themselves upon the mercy of the others. The Daergar kill the Theiwar as they surrender, unless one of the heroes orders them not to do so. Honoring the heroes for having stood by them in battle, the Daergar obey. Instead, they merely disarm the Theiwar and start marching them from the hall.

The Death of a Hero

Regardless of actual battle events, Arman Kharas takes a fatal wound in the fight. As the final enemies flee or die, he collapses on the ground. No one can save him; he seems to have been poisoned.

If the heroes attempt to aid him, he shakes his head weakly and says, "No, no aid will save me. Take the Hammer to my father; he will unify the kingdom. Tell him not to mourn. I have served the Wheel well. I know I am not Kharas, but I have driven the darkness back."

And with his final words, he dies.

(For Narrators who would like to continue using Arman Kharas in their campaigns, a *neutralize poison* combined with one or more spells that heal wounds might well save him. If Kharas survives, he still gives the leadership of Thorbardin to his father.)

Dealing with the Dwarves

Shortly after Kharas dies, a troop of fifty Hylar and twenty-five Aghar dwarves arrive on the scene. Led by Hornfel Kytil, king of the Hylar, they have come to fight the dragonarmy invaders. There may be a few moments of tension as the dwarves assume the heroes are dragonarmy troops, but surviving members of Arman Kharas's band vouch for them. Hornfel has the statistics of a Dwarf Leader while his troops are all Typical Dwarves.

Hornfel is both surprised and pleased to find that the heroes already have defeated the enemies, but his joy is tempered when he discovers Arman's death: Hornfel is Arman's father. If presented with the Hammer of Kharas, he recognizes it immediately. He hails the heroes as the saviors of Thorbardin. When told that his son actually retrieved it—one of the surviving members of Arman's band will mention this fact if none of the heroes do—he hails his son as an unsung hero.

Hornfel bestows upon the heroes the greatest honor he can: Each member of the party is made an honorary war leader, the dwarven equivalent of granting them knighthood. In addition, he says that the heroes always will be welcome in Thorbardin. If the heroes say they want to find a safe haven for the refugees, Hornfel says that as soon as he has presented the Hammer of Kharas to the Council of Thanes, he will grant permission for the refugees to stay in an unused portion of the city until the dangers in the outside world have passed.

If the heroes attempt to keep the Hammer of Kharas for themselves, it takes control of its bearer and gives itself over into the hands of Hornfel. The dwarven leader explains, as his son did before him, that the Hammer will allow him to declare himself king of Thorbardin. As king, he can assert authority over the Theiwar and Daergar, as well as his own Hylar tribe, and reunite the dwarven kingdom once again. Hornfel says that he intends to open Thorbardin to the rest of the world, and to join the battle against the dragonarmies.

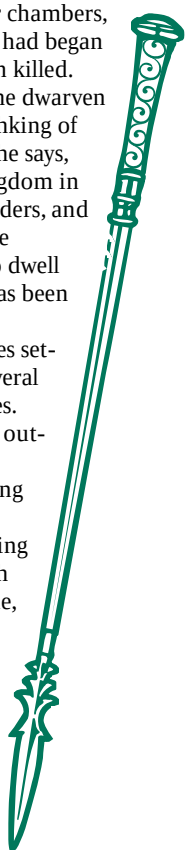
It is vital the Hammer ends up in the hands of Hornfel. As the heroes will learn later, it is one of the devices needed to forge true dragonlances, the mightiest weapon in the war against the dragonarmies. Once the full knowledge of dragonlances is restored to the world through the actions of the heroes, the dwarves will join the forces that eventually rally against the Dark Queen's armies.

In addition to giving up the Hammer, the heroes should give the dwarves the Helm of Grallen. Narrators should encourage the heroes to tell the dwarves how they found it. Hornfel accepts it with gratitude and promises to place it in the Valley of the Kings. He also asks them to relate their story once again in front of the Council of Thanes.

Continuing the Saga

Hornfel calls a Council of Thanes and presents the Hammer of Kharas. As expected, the thanes accept his bid to become king. He then, as promised, cedes an abandoned part of the city to the refugees. When the heroes and a troop of dwarves fetch them from the outer chambers, they are welcomed with ecstatic glee; Locar had began to spread the belief that the heroes had been killed.

Once the heroes lead the refugees into the dwarven city, Hornfel, wearing the crown of the Highking of Thorbardin, greets them. "I welcome you," he says, "the first humans to be welcome in our kingdom in many centuries. For the courage of your leaders, and for their contribution to at last reuniting the dwarves of Thorbardin, you are welcome to dwell with us until the Evil in the lands beyond has been vanquished."



Over the next few days, while the refugees settle into their new home, the heroes have several meetings with Hornfel and the other Thanes. The dwarves want their perspectives on the outside world. The dwarves gladly furnish the heroes with whatever equipment and training they may need, as well as showing them the path all the way through Thorbardin, showing them the ancient trade road that leads south to the mighty city of Tarsis. During this time, the heroes also may attend the funeral of Arman Kharas.

At this stage of the campaign, Narrators should award a quest {1,000 extra experience points} to all heroes who have taken part in the entire campaign up to this point. Then continue with Chapter Twelve: Tarsis the Beautiful.

Chapter Twelve

Tanis, standing on the top of the hill overlooking the legendary seaport city of Tarsis the Beautiful, began to swear softly. Wispy clouds of steam floated from his lips with the hot words. Drawing the hood of his heavy cloak over his head, he stared down into the city in bitter disappointment.

Caramon nudged his twin. "Raist," he said. "What's the matter? I don't understand."

Raistlin coughed. "Your brains are in your swordarm, my brother," the mage whispered caustically. "Look upon Tarsis, legendary seaport city. What do you see?"

"Well . . ." Caramon squinted. "It's one of the biggest cities I've seen. And there are ships—just like we heard—"

"The white-winged ships of Tarsis the Beautiful," Raistlin quoted bitterly. "You look upon the ships, my brother. Do you notice anything peculiar about them?"

"They're not in very good shape. The sails are ragged and—" Caramon blinked. Then he gasped. "There's no water!"

—Upon looking at Tarsis,
Dragons of Winter Night

This chapter starts with the heroes still within Thorbardin. The refugees from Pax Tharkas are in the dwarven kingdom, the safest place for them until the wars are over. However, the forces of destiny continue to drive the party forward.

Continuing the Campaign

Even as the refugees settle in the part of the city that the dwarves have awarded to them, they feel unhappy about their gray and dismal surroundings. Once again, Seeker Locar begins to agitate among the refugees, hoping to gain control over the entire community. "Humans were not meant to live underground," he says in Council. "I say those who forced us to leave our homelands provide us with new ones! We are farmers, not cave-dwellers!"

Locar continues to blame the heroes and Elistan for their current plight, saying that Verminaard could have been dealt with reasonably if not for them and their talk of the "True Gods of Good."

Elistan and Brookland approach the party together, expressing concern that Locar may well cause the refugees to either insult their dwarven hosts, or to foolishly leave the dwarven kingdom. Elistan says he is aware that the heroes have already done much to help, and that the fickleness of the refugees must be grating, but he asks that they perform one final favor for them before giving them up as a lost cause. Read the following aloud:

Playing the Novels

As with many other sections of this adventure, this chapter describes tribulations that differ from those the Companions face in the opening chapters of *Dragons of Winter Night*. In the novel, the heroes arrive in Tarsis, procure rooms at the Inn of the Red Dragon. Due to the inhabitants' hatred of Solamnic Knights, Sturm and half the group become the focus of a near riot and are arrested. In the courtroom they meet Alhana, who was arrested for trying to hire mercenaries to fight the dragonarmies (Tarsis has reached an accord of neutrality with the Dark Queen's forces). She explains the dire circumstances taking place in Silvanesti.

A group of Solamnic Knights—led by Lord Derek—subdues the constables, freeing the convicted heroes as they are being marched to jail. He takes them to the lost Library of Khrystann. In the library they find information on the Dragon Orb of Icewall, a magic item that might help defeat the dragonarmies.

Just as they assess what this information means, the Blue Dragonarmy attacks Tarsis in hopes of killing both the Companions and Princess Alhana. The heroes split into two parties amid the chaos, each group unsure of the other's fate. One party leaves for Silvanesti with Alhana, while the other sets off for Icewall with Lord Derek.

"There is still a seaport that the dragonarmy has most likely not taken," says Brookland. "Tarsis the Beautiful is a city that lies beyond the Kharolis Mountains. When I was a child, my father told me tales of its splendid port and white, gull-winged ships that raced across the glittering sea. There, we can most assuredly find passage to the islands beyond the Straits of Algoni."

If the heroes have implied they are aware of the evacuation of Qualinesti to Brookland, he even suggests that the ships might carry them all to whatever safe haven his people found. Brookland goes on to say that nothing has been heard from Tarsis since the dwarves sealed Thorbardin after the Cataclysm—but that's to be expected. Tarsis always dealt with the Ergothians and Palanthians by sea, and their land trade route to the north had always gone through the dwarven kingdom.

"Locar has yet to poison the Council against you," Elistan says. "If we tell them that you are traveling to Tarsis to secure passage to new lands beyond the sea, we can give them hope of a brighter tomorrow. Locar's words will fall on deaf ears."

Brookland can draw a rough map of Ansalon's pre-Cataclysm southern coastline and the location of Tarsis. The city lays roughly 200 miles south of the dwarf kingdom's Southgate. An ancient road beyond it leads to Tarsis, something the dwarves of Thorbardin can confirm. If the heroes ask, however, no one knows if Tarsis still stands.

"But it is our only hope," Elistan says. "I have prayed to Paladine for guidance as described in the Disks of Mishakal . . . and the gods have been silent. That must be a good omen."

If the heroes agree to take on the mission, Elistan proposes it to the Council. They adopt it unanimously, with Locar waiting until everyone else has voted. The party needs to find ships in Tarsis and to raise the funds to book passage or buy ships for the refugees.

To Tarsis

Hornfel orders the heroes outfitted with supplies and whatever equipment they need. The Thane, now wearing the crown of the High King, and an honor guard of Hylar escort the party through the immense tunnels of the underground city to Southgate. Hornfel orders it opened for the first time in centuries. As the massive gate (with the same dimensions as Northgate, described in Chapter Eleven: Treachery in Thorbardin) slowly grinds open, he says, "We honor you, the first nondwarves to pass through our kingdom in many centuries. Your courage has at last reunited the dwarves of Thorbardin and shown us that we cannot afford to hide within our mountain, cut off from the other Good races of the world. May the gods watch over you in your journey. Go in the assurance that Thorbardin is your ally in the battle against Evil."

A Dismal Journey

The Plains of Dust stretch toward the horizon as the heroes leave the Kharolis Mountains behind. The ancient, cracked and buckling road stretches in a straight line, running through the glittering, frozen wasteland. Biting winter winds howl across the plains and even the most heavily wrapped hero feels chilled now and then.

Encounters on the Plains of Dust

Each day the heroes travel toward Tarsis, the Narrator should check twice for encounters. (The journey takes about seven days, or four if the heroes have secured horses.)

Result	Encounter
1–3	Plains Barbarians
4–6	Centaurs
7–9	Griffins
10	Windstorm

Plains Barbarians

A party of 1–10+2 plains barbarians approach the heroes, interested in trading dried meat for blankets and other necessities. The barbarians have no mounts. They know nothing of Tarsis other than the army there tends to discourage the barbarians from traveling to the city. The barbarians also reveal that although they were once welcome in the city of Hopeful, that town's lord has recently ordered the gates sealed and is not allowing anyone who is not a citizen to enter.

If asked about ships, they say, "What are ships?" Once ships are described, the barbarians say they have seen ships near Tarsis, but they don't know if anyone travels in them. (This encounter occurs only once. If generated again, treat as "no encounter.")

Centaurs

The heroes see 1–10 centaurs come thundering toward them from the east. They hail from Willik and they quiz the heroes about rumors of war in the north. They are very disturbed to hear about the massive dragonarmy and say that they must ready their people for war. If asked, they say some of their tribe claimed to have seen blue and red creatures that resembled the dragons of legend flying through the sky, but that those claims had been scoffed at.

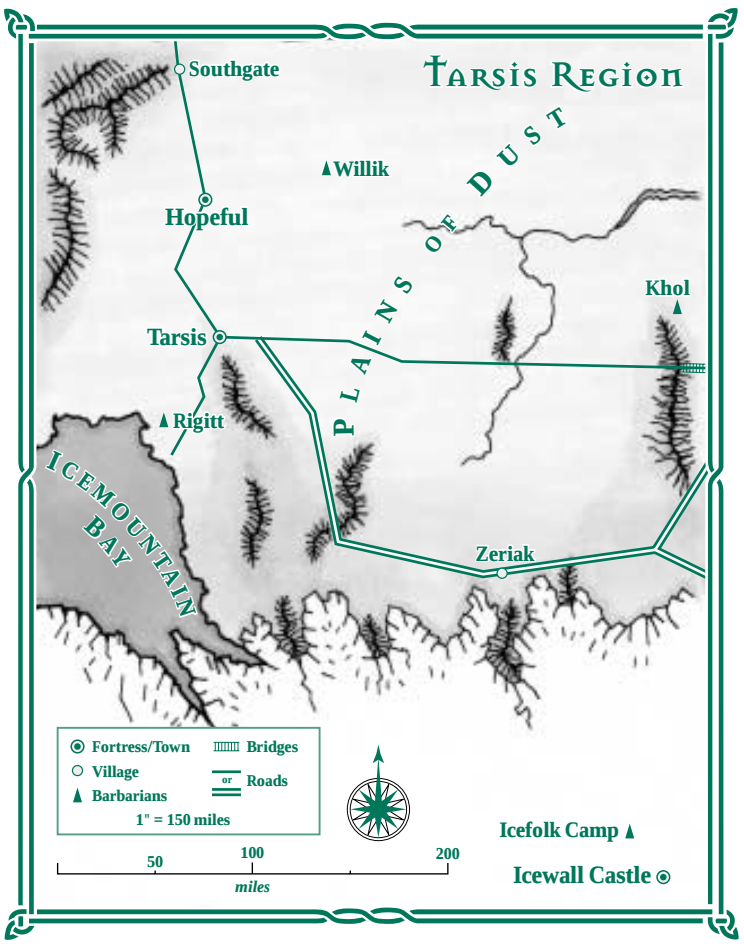
If this encounter is generated more than once, the centaurs are armed with spears when they approach the party. They tell them that blue and red dragons have been spotted in sky, and that reports of monstrous reptile-men walking the lands to the East have reached Willik. They tell the heroes to beware.

Griffins

The heroes see a curious sight on the horizon—a group of griffins flying low across the flat, desolate terrain, heading west. There may be as many as nine or ten of them, and sharp-eyed heroes can see that the lead griffin has a rider on its back. The griffins and rider do not notice the heroes. (This is Alhana Starbreeze. The heroes may meet her once they reach Tarsis. This encounter occurs only once. If generated again, treat as "no encounter.")

Windstorm

A horrible windstorm sweeps across the plains. The heroes must stop and make camp for 1–10 hours: The freezing wind and the dust it carries is so painful that shelter must be sought or created. The Narrator should check for the second encounter once the storm is over.



Hopeful

After traveling for about 100 miles (three days), the heroes reach the city of Hopeful. However, the citizens here have a marked xenophobic tendency and refuse to open the gates for the heroes. "We've seen monsters flying in the sky," one man yells to them from atop the 25-foot wall around the city. "The priests say admitting outsiders to our town will bring doom to us all. Begone before I order the archers to kill you all!"

The citizens here refuse to answer any questions about Tarsis. Their only comment is, "That is a city of Evil. The monsters will surely destroy them."

If the heroes sneak into Hopeful, they may discover it has actually been infiltrated by Bozak and Sivak draconians. The Sivaks have taken the place of the town's priests—who had continued to maintain the form of services devoted to the city's supposed patron goddess Ka-Mel-Sha if not the substance—and have been rapidly inspiring complacency in them so that the cause of Evil might be forwarded in the city.

Arrival at Tarsis

The heroes climb a slight ridge, and when they reach its top, they gaze down upon Tarsis the Beautiful. A walled city with spired towers, many open plazas, and an elegant palace at its center lies by a harbor where indeed many ships can be seen, their sails fluttering in the wind.

However, the heroes see no water. The ships lay scattered across the desert like the discarded toys of a giant child. As the Cataclysm had created the New Sea, so had it taken the sea away from Tarsis.

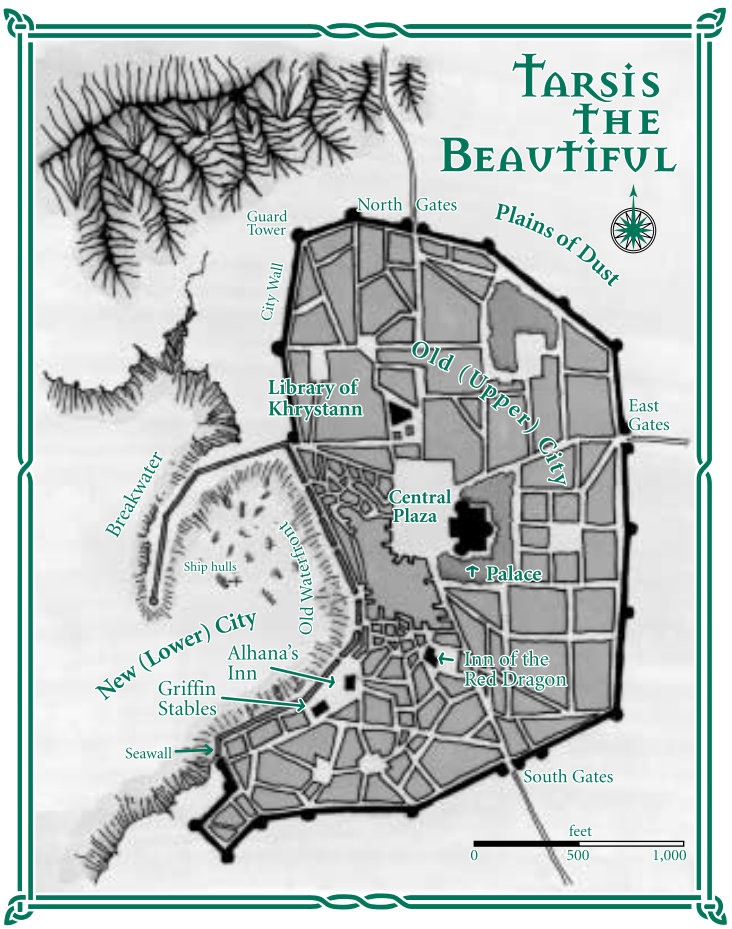
The road the heroes have been traveling continues straight through the open gates in Tarsis' wall. The city and the encounters the heroes have there are described in "The Lordcity."

Tarsis is the only settlement for 100 miles in either direction. The party has come this far; they will most assuredly want to enter the city. If they do not, they can wander the Plains of Dust for three days. At that time, they encounter a force of 1–10 Baaz and two Sivaks that attempt to take them into custody. The draconians relieve the heroes of all weapons and valuables, but they allow the heroes to keep their armor. (The Baaz do their best to take the party alive, as they are under very strict orders to do so.) If the heroes escape this time, a larger force appears later. Eventually, the party will be overwhelmed.

The captured party is brought to a nearby dragonarmy camp over which blue banners fly. A couple of large blue dragons lounge in nearby steaming hot springs. Their captors usher the heroes into the commander's tent where the events in Chapter Twenty-Two: The Highlord's Offer unfold.

The Lordcity

The city of Tarsis on the shining Sirrion Sea is a myth. The refugees cannot escape via boat, for no port exists. Still, Tarsis proves a turning point, where the heroes meet two individuals who have long-lasting impact on both them and the course of the war: Lord Derek Crownguard and Alhana Starbreeze. The heroes must choose which of these two characters to aid. Either way, they are swept up in a struggle against the dragonarmies that carries them far beyond their homeland of Abanasinia.



Before the Cataclysm, Tarsis was known as the Lordcity of southwestern Ansalon. Her cargo ships, reputed the fastest ever built, boasted white gull-shaped sails. The city also played host to the Library of Khrystann, a collection of knowledge and texts rivaling those of the Great Library of the Ages in Palanthas.

When the Cataclysm rocked Krynn, the ancient port city of Tarsis was left virtually unscathed, yet her bountiful sea—the city's food source and gateway to the world—receded almost 100 miles from the city's docks, turning the surrounding countryside into desert. Now, the city's only trade partners are the self-sufficient ice barbarians to the south and the centaurs to the northeast. The drastically reduced population barely supports itself. Most people live in the Lower City, while other areas, such as portions of the Upper City, lie completely deserted.

The people here are pleasant and good hearted but somewhat coarse. One prejudice they harbor—a profound hatred for all Knights of Solamnia—stems from tales that the actions of a fallen Knight caused the Cataclysm. They believe all their misfortunes grow from this, and they hold Solamnics at fault. Any hero or character who wears the armor, or even the crest of the Knighthood, is eyed with suspicion and may provoke violence.

The Timeline

The party should spend roughly a week in Tarsis. Below is the sequence of events most likely to occur. Narrators should feel free to alter any events that do not fit their vision of the campaign.

- **Day One:** The heroes arrive in Tarsis after the events described in "To Tarsis." After looking around, they can rent rooms at the Inn of the Red Dragon.
- **Day Two:** A group of Knights of Solamnia introduce themselves to the heroes. They have come to Tarsis in search of the fabled Library of Khrystann. The Governor of Tarsis has information invaluable in this search, but the Knights cannot seek audience themselves, so they ask the heroes to speak with the Governor in their stead. (See "Meeting the Knights of Solamnia," below.)
- **Day Three:** Assassins attempt to dispatch the entire party of Knights, adding mystery and urgency to the heroes' diplomatic efforts.
- **Days Three through Five:** The heroes seek audience with the Governor of Tarsis. Each day, they are told to come back tomorrow. Additional events may be added at the Narrator's discretion to keep players from becoming bored.
- **Day Six:** The heroes finally meet the Governor of Tarsis and discover that he has forged an accord of neutrality with the Red Dragonarmy. They meet Alhana Starbreeze, who has come to Tarsis seeking aid for her besieged land. Both Alhana and the heroes are arrested to appease the Red Dragon Highlord. (See "Audience with the Governor," below.)
- **Day Seven:** The Knights free the heroes from captivity, and a crucial decision must be made: Will the heroes go to Silvanesti with Alhana, or join the Knights in their search for the dragon orb? This decision is made more urgent when the Blue Dragonarmy sweeps out of the desert to lay siege to Tarsis. (See "Library of Khrystann" or "The Fall of Tarsis," below.)

The City Walls and Gates

When the heroes enter the city, the guards at the gate warn them, "The citizens of Tarsis don't tolerate any trouble. We don't need any mercenaries. You'd best keep your swords in their sheaths!"

Tarsis's protective wall covers three sides (north, east, and south). Twenty feet tall, with 50-foot-high towers placed at irregular intervals along them, the walled sides each possess a wide gate flanked by two towers (each manned by five guards) in the center (see the map of Tarsis).

The city's weak spot lies in its western side, formerly the waterfront. When the sea receded during the Cataclysm, this area was left unprotected, and it now comprises a gradually sloping area of smooth ground, leading up to wooden wharves and docks and a 5-foot-high wall.

The Upper City ("Old City")

Though well-paved avenues, stately elm trees, and the marble columns of the Governor's Palace all survived the Cataclysm's upheaval intact, the Upper City has become practically a ghost town. The northern half and eastern quarter are deserted. The southern quarter and the marketplace provide home to roughly four hundred of the city's residents. The rest live in the Lower City.

Scattered about the southern quarter are three or four inns and hostels. They are difficult to find, may refuse service, and often fail to open their doors for days at a time. The only lodging the heroes find is at the Inn of the Red Dragon, a large, three-story building made of stone and wood. Knights of Solamnia currently have rooms here. The inn boasts a large common room and kitchen on the first floor, about twenty small guest rooms on the second floor, and a brick cellar containing the dry pantry.

The Governor's Palace and Central Plaza

At the heart of Tarsis stands the Central Plaza and the Governor's Palace. Built before the Cataclysm from colored cobblestones, the plaza once formed a great mosaic celebrating the proud port city. Now, with its surface cracked and its colors faded, it serves as a testament to the city's ruin. A dusting of snow blown by chill winds covers the plaza.

The Governor's Palace is an ornate, four-story mansion. Its three spires rise above expansive gardens. The only access to the palace is from the Central Plaza. It serves as home to the Governor and a few noble families that remain in the city.

The governor insists on maintaining traditional protocol, requiring petitioners to apply for a formal audience. The governor's clerk sits just inside the palace's main doors. With the aid of four armed guards, he enforces a strict policy of "by appointment only" access to the Governor.

The Marketplace

This maze of stalls and small buildings harbors merchants offering poor quality goods, though much of the marketplace lies abandoned. It serves as the only place the heroes can go, other than their inn, to get food.

This section also houses the Hall of Justice, which stands isolated among other, deserted governmental buildings. A combination of courthouse and city guard garrison, the Hall is given a wide berth by the citizens—the bored guards occasionally instigate confrontations just so they can drag someone into court.

Old Waterfront

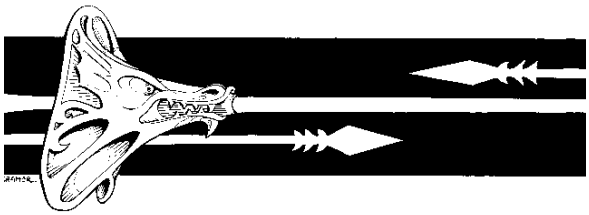
No section of Tarsis speaks more clearly of the humiliation and misery the city suffered in the wake of the Cataclysm than the old waterfront. Five-foot wooden wharves stand above the dry desert floor where overturned ships hulls make up the majority of the buildings in the Lower City.

A low seawall runs along the ancient shoreline, dividing the upper and lower portions of the city. Several breaks in the seawall allow easy access between the two. One building near the seawall is the inn where Alhana Starbreeze sleeps and also stables her griffins.

The Lower City ("New City")

Once the floor of Tarsis Harbor, this wind-blasted stretch of desert is now home to most of the city's residents. After the Cataclysm caused their economic ruin, the clever folk simply moved into the now-dry harbor, overturned the boats that lay there, and created an instant community.

Most of Tarsis' residents (about six hundred souls) live in the Lower City. Thieves thrive here, as do fortune tellers, dancers, fighters, and drunks. The atmosphere remains rough but friendly (unless you are a Solamnic Knight), and no one betrays any interest in strangers.



Events within Tarsis

The following events can occur within Tarsis, depending on the actions of the heroes.

Meeting the Knights of Solamnia

Half a dozen Solamnic Knights currently reside at the Inn of the Red Dragon. They hide their identities under priestly robes—an act they abhor—but their mission is so important that they bear the dishonor. The Knights' leader is Lord Derek Crownguard, a stiff and proper Knight of the Rose who strictly obeys the rules of protocol at all times. Lord Derek's assistant is Sir Aaron Tallbow, a much more relaxed and friendly Rose Knight who swears full allegiance not only to the Order, but to Lord Derek as well. His commander might be a trifle harsh sometimes, but these are hard times and Derek shows himself a good leader and a good Knight.

Sometime shortly after the heroes enter Tarsis, one of the Knights notices them (if only because they seem to be strong, capable adventurers). After observing the group for a day or so, Lord Derek approaches the heroes to speak with them on a matter of grave importance.

The Knights seek the ancient Library of Khrystann. Legends tell that the Library of Khrystann contains information that may help them combat dragons. However, the library's exact location has been lost to the annals of time. The Knights have searched for it with no success. They believe the noble families or governor must know the library's location, but these folk would never aid the Knights.

"Please," Derek asks the heroes, "won't you help us in our hour of need? If we do not find the library and, with Paladine's aid, a weapon to use against the dragons, Evil will sweep over all of Ansalon and, indeed, all of Krynn." Derek asks that the heroes seek an audience with the governor to discover the location. The Knights have few coins, but promise what payment they can.

The heroes hopes to find a ship to use in transporting the refugees are futile. They may wish to formulate an alternative plan, but helping the Solamnic Knights should not take overly long.

If the heroes decide to visit the Governor's Palace, continue with "Audience with the Governor." If they reject Lord Derek's plea for aid, skip ahead to "Prisoners of Tarsis." First, however, the Narrator should note the section below.

Assassins!

A spy for the Red Dragonarmy spots the Solamnic Knights, and arranges an assassination attempt. A small group of highly trained assassins stages the following: Masquerading as an old woman and her injured husband, one of the assassins cries for help. When the Knights (and the heroes, if they are present) respond, they see six ruffians menacing the old couple. Wielding daggers, the miscreants hold their own against the Knights as the "victims" arise and attack by surprise with swords. Half the Knights fall to the assassins, who wield poisoned blades, but eventually, the Knights triumph.

Sir Aaron tells the heroes, "Someone knows we are here and what we are looking for. They will stop at nothing to keep us from finding the Library of Khrystann. Now more than ever, we need you to get whatever information you can from the governor."

If the heroes tag along with the Knights, the Narrator may run this as a combat scene. (Game statistics for the assassins and the Knights can be found in the "Combined Monster Chart.") Should half of the assassins be killed, the others attempt to flee. Any captured assassins say nothing unless magically coerced, then reveal only that they work for "Dragon Emperor Ariakas."

Prisoners of Tarsis

If heroes decide not to go to the Governor's Palace, they instead experience the following encounter:

While walking near the Marketplace, the heroes notice that all the townsfolk stare at them grimly. Whispers surround them and a crowd gathers behind them.

The hostess at the Inn of the Red Dragon has discovered that some of her patrons are the hated Knights of Solamnia, and she has told everyone she knows. Lacking an accurate description, the crowd mistakes the heroes for the Knights. After a brief period of taunts and jeers, they try to drive the heroes out of town by pelting them with rocks, vegetables, and anything else handy.

The heroes may try to talk to the crowd, intimidate, or even threaten them with various levels of success. But once the first stone, tomato, or mudball has been thrown, bedlam ensues. The city guard arrives to break up the riot, arrests the heroes and takes them to the Hall of Justice. If it comes to a fight, the citizens join in again, and the sheer weight of numbers brings the heroes down. Continue with "The Elf Princess," below.

Audience with the Governor

If the heroes go to the palace, they are met at the door by the governor's clerk who insists that they cannot have an audience without an appointment, and the earliest available appointment is tomorrow. Too many palace guards enforce the delay. The following day the clerk says the audience has been postponed, or that the governor is indisposed. He refuses them for three days before finally allowing them to see the governor.

The governor is a slight wisp of a man, barely more than one hundred pounds, dressed in finer clothing than the heroes have seen in many weeks. Rings cover his fingers and he wears a stylish crown atop his full head of hair. He is haughty and overbearing, and he listens to the heroes' entreaties with undisguised boredom.

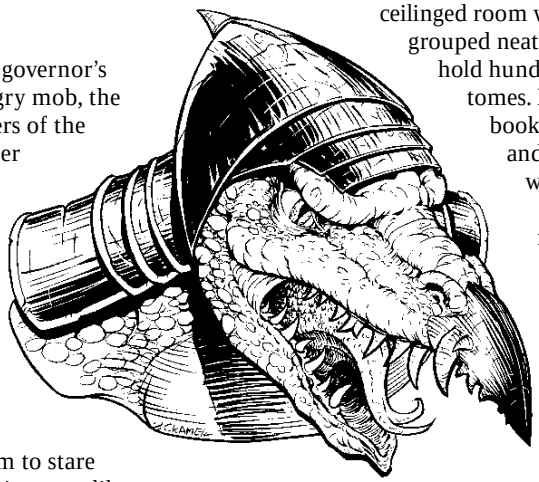
If they ask about the Library of Khrystann, the governor asks them why they want to know. As long as their answer does not mention the Solamnic Knights, the governor tells them that the library rests beneath a block of houses in the north quarter—then mysteriously adds, "for all the good that'll do you." He then calls for his royal advisor to help clarify matters.

The advisor is an Aurak draconian from the Red Dragonarmy. The governor has entered into a treaty of neutrality wherein the Red Highlord swore not to lay waste to the unprotected city of Tarsis, and the governor swore to turn over all spies, instigators, and anyone asking about the Library of Khrystann.

From every corner of the room spring palace guards and Baaz draconians; the governor rises to his feet and orders the heroes to surrender. If they do not, the guards and draconians attack, trying to subdue rather than kill the heroes—the Red Highlord wants to know what, if anything, they found out about the library. Meanwhile, the Aurak uses his charm ability on the heroes one at a time. Each time he successfully overcomes a hero, the guards immediately take that hero prisoner.

When the heroes surrender or have been defeated, they are chained and marched from the palace to be taken to the Red Dragonarmy's camp. Continue with "The Elf Princess."

The Elf Princess



Whether dragged off from the governor's Palace or led away from an angry mob, the heroes find themselves prisoners of the city guard. With them is another prisoner, a tall, thin elf maiden with a narrow face and flowing, raven-black hair. This is Alhana Starbreeze, heir apparent to the throne of Silvanesti (see the appendix). Alhana behaves coldly and haughtily, just like one would expect a Silvanesti to, and her large, almond-shaped eyes seem to stare straight through guards and prisoners alike.

Alhana came to Tarsis seeking aid for her beleaguered nation of Silvanesti, but the governor banished her from the city. She returned, traveling to the Lower City in search of mercenaries and was arrested. Go to "Friends in Need."

Friends in Need

Allow the heroes and Alhana to plot an escape, if such is their mood. It is important that the players do not feel as though their heroes are being led through this chapter with little or no chance to affect their fate. Should they not formulate a reasonable plan, Lord Derek and the remaining Knights of Solamnia assist them.

A few blocks before they reach the Hall of Justice, the Knights step from an alley wearing their full Solamnic armor and block the guards' way. In a futile show of chivalry, they openly face their opponents, swords in hand, and demand that the guards release their prisoners and walk peacefully away. Of course, the guards immediately attack and another battle commences. If the heroes free themselves from whatever chains or shackles the guards put them in, they may join the fracas. Between the heroes and the Knights, the guards should fall reasonably quickly.

As they beat a hasty retreat, Lord Derek asks the heroes what they have learned about the Library of Khrystann. If they can reveal its location, Derek is suitably impressed. If they failed to gather that information, he boasts that he himself discovered the site this morning. In either case, the library is clearly the place they should go.

Alhana, having nowhere else to go, stays with the group—any weapon that helps the Solamnics against the dragonarmy could also aid the elves. As she travels with the group, though, she explains that she has come to Tarsis seeking aid for her beloved land of Silvanesti. The heroes seem like brave and good-hearted folk, and she requests, in a very formal and proper manner, that once the information has been found, they accompany her back to the forest. Go to "Library of Khrystann."

Library of Khrystann

This long-forgotten chamber is a basement room beneath a block of run-down houses. A secret door, operated by stepping down on a nearby flagstone, swings inward, revealing a narrow flight of stone steps leading downward into darkness. It reeks of stale, dry air, and several inches of undisturbed dust coat the stairs.

Below ground, the library opens into a huge, low-ceilinged room with many tables and chairs grouped neatly throughout the area. Shelves hold hundreds, perhaps thousands, of musty tomes. Dust coats everything. Several books lie open on one of the tables, and a number of chairs are piled high with unsorted tomes.

It seems a monumental task to find anything of value here. Still, the Knights insist on trying, and even Alhana willingly pours over the collection looking for anything that might contain information useful in defeating dragons.

Sadly, this library is so old that many of the books are written in languages forgotten hundreds of years ago.

On top of one particularly musty pile of books rests a small pair of spectacles with platinum frames. Too small for most heroes' heads, they do fit a kender or an elf. The frames gleam and the lenses are as clear as though their owner just polished them. These are the Glasses of Arcanist. (See the "Masters and Magic" appendix.)

The hero or character who dons the glasses can examine every book in the collection until he or she discovers the one the Knights seek: the Orb of Dragon Control. This requires a successful *challenging Perception* action {Intelligence check}. This text tells of a powerful magic artifact that grants its wielder some measure of control over dragons. Even with the spectacles, it is difficult to decipher exactly what the text means, but it clearly says that one of these orbs is hidden somewhere in Icewall Castle. A map detailing Icewall may also be found. Quite excited, Lord Derek insists they return to the inn, gather their belongings, and make for Icewall with all possible speed.

The heroes and their companions can find innumerable other treasures here as well, including a clerical scroll bearing three spells of healing (spells that restore two cards to a wounded hero's hand three times {three *cure serious wounds*}), two single-dose potions of invisibility, and books containing hints and clues to whatever adventure seeds the Narrator likes. Continue to "A Turning Point."

A Turning Point

While the heroes pour through the library, something dire has transpired outside. The library's secret door is completely soundproof, so the second anyone even cracks the door, the library fills with high-pitched screams, the

pounding of hooves, the terrified bleating of animals, and a child's shrill scream. Tarsis is under attack!

Out of the bedlam, a few voices can be distinguished, screaming "The city is betrayed!" and "Look to the sky! Dragons are coming!" Tiny winged silhouettes dot the northern horizon, moving ominously closer. From a few blocks away come cries of "Draconians! Run for your lives!"

Lord Derek turns to the heroes, "Come! As glorious a death as it would be to defend this city from those beasts, this book is more important than all of us put together. Let's head south, to the Icewall Glacier, and find out if this 'dragon orb' really exists. If it does, we'll rout these minions of Evil and drive them from the face of Krynn!"

At the same time, Alhana turns to the heroes saying, "Oh brave souls, my land is plagued by a frightful menace that I scarcely understand. I have come halfway across the continent seeking aid and been rejected at every turn. I have mounts to carry us all away if you will lend your good strong arms to our noble and righteous fight."

The heroes must make a difficult decision. Will they aid the elf princess or ride off with Lord Derek in search of the Dragon Orb? Perhaps they decide to stay and help defend Tarsis or wend their way back to Thorbardin to search for another way to bring the refugees to safety. Whatever their choice, it opens new doors for the heroes, and irrevocably closes others. Go to "The Fall of Tarsis."

The Fall of Tarsis

Whatever decision the heroes make, they must fight their way through invading draconians to make good their escape. They don't know it (and probably never will), but the city is under attack from two of the dragonarmies.

The Red Dragonarmy, which struck a pact of neutrality with the governor of Tarsis, attacks after learning that the governor let an enemy of the Dark Queen—a member of the Silvanesti House Royal—go free. The Red Highlord had no intention of keeping his agreement, but the governor has provided him with a convenient excuse to raze the city.

The dragons on the horizon, however, belong to the Blue Dragonarmy. The Blue Lady pursues Verminaard's murderers. She tracks them to the city of Tarsis, where she hopes to capture them. In another half-hour the second Blue Dragonwing descends upon Tarsis, leaving no stone unturned to locate and capture the heroes.

Narrators may make the heroes' escape from Tarsis as easy or difficult as they prefer. It may consist of a single battle with a patrol of Bozak draconians, or be a highly choreographed invasion of an entire Flight of the Red Dragonarmy. Remember, though, that the more places the heroes insist on visiting before they leave (such as returning to their inn to gather belongings), the more difficult it is to get out of the city, and the sooner the Blue Dragonwing arrives to rain destruction down on Tarsis.

Should the heroes be captured by either army, they are thrown into a cart (as in Chapter Five: The Slave Caravan, where they meet Gilthanas and Theros) and sent back to one of the Highlords for interrogation. Narrators may have either Lord Derek or Alhana come to their rescue, or leave the heroes to devise their own escape plans.

The people of Tarsis flee the city, escaping en masse into the desert. By the time the blue dragons arrive, the city is all but deserted. Only the governor and several equally mad nobles remain, somehow believing they are to be spared by virtue of their social pedigree. Proceed to "After the Fall" once the heroes are ready.

After the Fall

The Blue Dragon Flight leaves immediately after searching the rubble for signs of the heroes. The Red Dragonarmy marches north to rejoin the main body of their force.

Once all the invaders have left, the people return to Tarsis to find the governor and most of the nobles dead.

In the end, the people of Tarsis blame this disaster on the Solamnic Knights, rationalizing that the presence of the Knights caused the forces of darkness to break their treaty and lay waste to the city. This redoubles their hatred of the Knights. Go to "Continuing the Saga."

Continuing the Saga

After this chapter, the heroes should have at least two possible courses of action: They can join the Knights of Solamnia in their quest to Icewall, or they can travel with Alhana Starbreeze to Silvanesti in order to investigate the mysterious disaster that has struck her homeland. If they choose any other option, the Narrator must decide how best to bring them back onto the course of the adventure.

- If the heroes join the Knights and successfully escape from Tarsis, the adventure continues with Chapter Thirteen: The Icewall Region.
- If the heroes go with Alhana, they should follow her to the griffin stables. The adventure continues with Chapter Thirty-Four: Griffin Flight.

Chapter Thirteen



Over the snow the sun bleeds whiteness

In cold light forever unbearable

And if I do not tell you this

The snow descends on the deeds of heroes

And their strength in my singing

Lies down in a core of frost rising no more

No more as the lost breath crumbles

—An excerpt from the Song of the Ice Reaver, Dragons of Winter Night

After escaping the assault on Tarsis, the party and their Solamnic companions follow the route toward Icewall described in the book they found in the Library of Khrystann. Heading south across the Plains of Dust, they wend their way toward the massive Icewall Glacier, where they hope to find a fabled magic artifact—the Dragon Orb.

This chapter describes the Icewall region as well as some of the characters the heroes may encounter during their travels. Narrators can play through this section quickly or expand on the encounters described here to make the journey more memorable—and dangerous.

Playing the Novels

Virtually nothing is written about the Icewall region in the Chronicles trilogy. Instead, the novel details the adventures of those who went with Alhana to Silvanesti and summarizes the adventures of the companions who remained in Tarsis by relating "The Song of the Icereaver," a creation of an ice barbarian priest named Raggart.

As this chapter covers locations and events not featured in the novels, gaming groups who wish to keep their campaigns close to the trilogy should skip this chapter. If the heroes who went to Silvanesti—Caramon, Raistlin, Tanis, Tika, Riverwind, and Goldmoon—are in play, the Narrator should turn to Chapter Thirty-Four: Griffin Flight. If the heroes who remained in Tarsis—Laurana, Gilthanas, Flint, Tasslehoff, and Sturm—are in play, the Narrator should turn to "Chapter Fifteen: To Southern Ergoth. (The Narrator can read the poem on pages 144–145 in *Dragons of Winter Night* to serve as a transition between the events in Tarsis and the events of the latter chapter. Essentially, the Narrator should think of the passage of time and shift in location as a director would set up the dissolve in a movie.)

The Tundra

Between the city of Tarsis and Icewall Glacier lies a long, forbidding stretch of tundra. Lord Derek leads the group south along the Old Coast Road, an ancient trade route that has been practically unused since before the Cataclysm. According to his maps, the road should lead them to where the glacier is easiest to climb. Other than that, the Knight has little to say to the heroes. The longer they travel together, the more the heroes find that Derek is an officious snob who believes that the Solamnic Knights are the one source of culture in an otherwise crude world. If any of the heroes are Knights, Derek spares no opportunity to point out every minute breach of protocol and to impugn his or her qualifications to even be a Knight.

Sir Aaron, on the other hand, quietly apologizes for Lord Derek's behavior. After pulling aside any hero who suffers under Derek's tongue or actions, he speaks:

"He's a good officer, but this mission wears on his nerves. All the lands of the north lie hard-pressed by the dragonarmies. I fear that soon even the plains of Solamnia shall fall and only one hope remains for the peoples of Krynn.

"The island of Sancrist, far to the west of Solamnia, soon plays host to a High Council of sages and powerful representatives of all the free races of Ansalon. Lord Gunthar, head of the Solamnic Order, entrusted Lord Derek with the mission of finding the Orb of Dragon Control—a weapon so mighty that it will fill the peoples' hearts with hope—and bringing it to the High Council. Lord Gunthar believes that knowledge of such a weapon may allow us to lay aside our differences and band under a single banner to defeat the dragonarmies. Whatever the outcome of our quest to the Icewall Glacier, Sancrist should be our next destination. If we find the Orb, the High Council may know how to make use of it. If we do not gain the Orb, yet make our escape, our tale alone may hearten our allies."

Zeriak

The southern part of this region is nearly deserted; most of the barbarians who lived here fled east along the glacier or fell victim to Sleet, the White Highlord's dragon. The village of Zeriak proves the exception. In exchange for her peoples' lives, Galeswept, the leader of this community, agreed to supply the Highlord with peat, furs, and other raw materials needed to keep his forces comfortable. If the heroes travel down the Old Coast Road, they reach Zeriak.

The village faces grave peril. The Highlord has decided he no longer needs the town's services, and he has given his minotaur and Baaz troops free rein to loot Zeriak. When the heroes arrive in town, they encounter twenty mercenaries ransacking Zeriak. The monsters either don't know about the Blue Highlord's interest in the heroes or don't care, and they attack the heroes on sight.

If the heroes successfully defend the town, Galeswept resupplies the heroes and provides a guide to lead the group to a closer, more easily accessible approach to the Icewall Glacier. Proceed to "The Wall of Ice."

The Wall of Ice

Rising from the ragged expanse of the tundra, this huge wall of glistening snow and ice looms like a storm cloud. The map found in the Library of Krystann clearly shows

Icewall Castle atop the frozen cliff. To attain their goal, the heroes must climb the glacier and search the plains.

Because of the many gullies etched into the face of the cliff, the heroes may climb Icewall Glacier at any point they wish. During the climb, they may need to confront avalanches, the threat of falling, birds of prey, or any other distractions the Narrator deems appropriate. Climbing the glacier proves an arduous task that must be accomplished in three stages. If the heroes have help from Galeswept, she shows them a path that requires only two stages.

For each stage climbed, the heroes must make a successful *challenging Strength* action {Climbing proficiency check with a –2 penalty}. Heroes who fail slide part way down the glacier, suffering a number of wounds equal to the value of a drawn Fate Card {1d10 points of damage} and must attempt the climb again. {Those without a Climbing proficiency must successfully roll against their Dexterity or Strength with a –4 penalty (whichever is better) or suffer the same fate.}

Icereach

Known as Icereach, the plain atop the Icewall Glacier forms as desolate and lonely a place as the heroes have ever seen. Still, life thrives here, and Narrators may provide encounters with ice bears, rhemoraz, thanoi, or any other creature native to these frozen wastes. This section of the adventure can be traversed with a passing phrase, or developed into an extended scene. The heroes find their way to the castle more quickly (as well as gain potential allies) if they befriend the crew of "The Ice Ship."

The Ice Ship

As the heroes move across the glacier, the already-powerful winds erupt into a full-blown blizzard. While they struggle to find some protection, the heroes witness a fantastic sight: A tremendous ship appears, looming ominously in the swirling oblivion. Mounted on large skis, its white-dragon-shaped prow halts less than a hundred yards from where the heroes stand. Though the sails are struck, and there appears to be no sign of life on the decks, lights flicker within small windows near the ship's aft portion.

This is the flagship of Harald Haakan, leader of the Ice Folk. He and a hand-picked crew patrol the frozen wastes, searching for missing hunters. The storm has caused them to strike their sails and wait for it to pass. Harald's crew consists of his twelve personal guards (see the "Combined Monster Chart"), Revered Cleric Raggart Knug, and Harald himself (both of whom are described in the appendix).

If the heroes hail the ship or climb onto the deck, three figures wielding large, glistening battle axs—that appear to be carved out of clear glass—approach warily. The sentries on deck seem cautious but not overtly hostile. If the heroes don't attack, the sentries usher them into the ship's cabin where Harald and the rest of the crew wait.

Grim folk, the ice barbarians maintain a strictly hierarchical society and a stringent code of conduct; violence answers most transgressions of this code. The atmosphere in the initial meeting may be tense as a result. Harald recognizes that the heroes are not "civilized folk," so he overlooks minor affronts, but the warriors fight if provoked. Any aggressive or arrogant action by the heroes or their allies sparks a battle in which Harald and his men fight to the death. Lord Derek behaves in his typical arrogant fashion. Aaron swiftly tries to cover for Derek's bad manners, but the heroes may need to smooth things over between Harald and Lord Derek. Should they fail, a battle ensues, and the party must hike to Icewall Castle.

If the meeting proceeds smoothly, Harald treats the group as honored allies and offers them aid. In recent days his tribe has come under nearly constant assault by the White Highlord's troops. The barbarians are too few in number and too poorly armed to overcome the enemy, but so far they have held their own. Harald cannot help in the heroes' assault on Icewall Castle, but he sails them to the foot of the bluff on which the castle stands and waits there for them as long as his ship doesn't come under fire. What's more, he tells them about Ice Mountain Bay and the ships waiting there (see "Ice Mountain Bay," below).

Icewall Castle

Perched atop an elevated ridge at the heart of Icereach, Icewall Castle once existed as a normal castle made from stone and mortar. Now its surface lies completely covered with packed snow and ice, and the structure appears to be nothing more than an odd crest atop the ridge. A single, narrow brick tower rising out of the ice divulges the fact that this is actually Icewall Castle.

If the heroes joined forces with Harald, his crew sails their ice boat to a secluded harbor in the glacial wall and shows the heroes a ravine that leads through a crack in the castle wall. If they arrived on their own, the heroes must decide their own plans to get into the castle. The castle is detailed in Chapter Fourteen: Icewall Castle.

Ice Mountain Bay

The arm of the South Sirrion Sea that separates Qualinesti from the Icewall Glacier is known only as Ice Mountain Bay. This is because, in the warmer months, great chunks of the glacier break off and float toward the open sea—mountains of ice that endanger ships of all sizes.

Along the eastern shores of the bay lies a cove where the heroes can find dozens of ships, their crews killed and their hulls trapped by the frigid air and ice that materialized in the Cataclysm's wake. Most of the ships prove no longer seaworthy, their hulls having decayed over the last three hundred years; any ships built of vallenwood, however, are still sound and need only be freed from their icy moorings to provide the heroes with a safe means of escape. The ships rest from 20 to 100 yards from open water, and the heroes can free any of them—given enough time to crack the ice (one day to two weeks depending on the weather and the distance involved).

Narrators can also utilize a tribe of fifteen thanoi that live in the cliffs overlooking this cove. If the heroes draw their attention, the entire tribe comes down from the hill and attacks. If the heroes drive the thanoi off, they return once per day until they are all killed or the heroes leave the area. Alternatively, the Narrator may decide that a squad from the White Dragonarmy tracks the heroes.

Continuing the Saga

If the heroes still need to retrieve the Orb from Icewall Castle, the adventure continues in Chapter Twenty-One. The Narrator may return to this chapter if the heroes come back to Ice Mountain Bay. If they free one of the ships trapped in Ice Mountain Bay, the heroes sail off into the Sirrion Sea. It may look like a short excursion to Sancrist Isle, but Fate soon intervenes once again. The adventure continues withChapter Fifteen: To Southern Ergoth.

Chapter Fourteen



even they were from the hot lands (I am the one who brought them back)

Four swordsmen sworn in the North

The elf-woman Laurana

The dwarf from the floes of stone

The kender small-boned as a hawk.

Riding three blades they came to the tunnel

To the throat of the only castle.

—An excerpt from the Song of the Ice Reaver, Dragons of Winter Night

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

Toward the end of the final stage of the heroes' climb, they notice a narrow cave that winds into darkness. They may continue climbing the ravine or follow what seems to be a path into the cave. If the heroes received help from Harald Haakan, the ice barbarian told them that this cave leads to the rear wall of a storeroom inside the castle. If the heroes did not receive the barbarian's help, they have no idea that this is the most expedient and unobtrusive route to their destination.

If the party chooses to climb, they reach the top of the ridge without incident. The icy steps leading up to the structure provide the only way to pass from the ice wall to the castle, and sentries spot them before the heroes can breach the castle walls. Proceed to the "Ambush" section.

If the heroes choose to journey through the cave, the watchers in the castle see nothing. Go to "The Cave," below.

Narrators should note that Lord Derek has thus far proven himself an arrogant and demanding Knight. He expects everyone to live up to his particular standards of chivalry and bravery, demanding no less than perfect obedience from anyone under his command. Hard enough to live with when the heroes believe he is a model Solamnic Knight, it becomes unbearable when Lord Derek reveals his true colors as an insecure and cowardly man, afraid of death, with little faith in his own abilities.

At some point during the assault on Icewall Castle, the Narrator should have Lord Derek's facade crack. When the heroes count on him the most, he freezes up or runs away and hides. If it has not already occurred, it happens if the group faces Feal-Thas or his white dragon Sleet.

As a final note, Narrators should refer to the map for an idea of how the castle is laid out. This will help give an overview of how the following sections all fit together.

The Cave

The winding passage varies in size from very narrow stretches to huge caverns. This cave leads to the "Storeroom" area in the Upper Reaches. At that point the heroes must hack through the ice into the storeroom (which requires 1–5 hours of labor), but first the party makes a startling discovery approximately halfway through the cave.

At a point where the chill blue walls of the ice cave open into a large chamber, heroes notice that the wall to the left holds a darkness of some sort—a solidity subtly different from the pure translucence of the ice. A reflection of the torch light hints of gleaming gold buried in the ice.

What at first appears to be a pile of gold coins is revealed as a coat of gleaming scales on a serpentine body of incredible size, the awesome form of a gold dragon! What's more, this dragon has a rider, but it is not a Dragon Highlord. Emblazoned on the heavy shield on the rider's left arm is the kingfisher sign, embellished with a sword, a crown, and a rose—the insignia of the High Knights of Solamnia! Cradled in the rider's right arm, thrusting forward with slim, deadly precision, a silvery shaft extends several feet before ending in a splintered tip—an actual dragonlance!

This could be the first time that the heroes have seen a metallic dragon (those said to represent the gods of Good). Somewhere in the world there exists a force capable of opposing the Evil dragons. Read aloud the following:

Lord Derek spits at the sight of this Knight. "No true Knight would traffic with creatures as Evil as dragons! Clearly this base individual was a fallen Knight, soiling the good name of Solamnic Knights by wreaking terror with his serpentine mount!"

Sir Aaron politely disagrees, "Legends persist that in the last great Dragon War, members of the Order rode into battle astride dragons whose scales shone with the purity of precious metal—flashing silver, and gold, and bronze in the heat of battle. It also says that the weapons they used were capable of piercing even the scaly hide of the Queen of Darkness herself!"

The two Knights continue to argue over this point, and gladly include any hero who wishes to join in the debate. Meanwhile, if the heroes want to take the lance they must chop the ice away from the frozen Knight. This takes about an hour, with Lord Derek chastising them the entire time. The splintered haft of the lance is only 4 feet long and can be carried along easily.

The Upper Reaches

After standing abandoned atop a frozen plain since before the Cataclysm, most of Icewall Castle has been reclaimed by the glacier. Only a small courtyard and a handful of ruined buildings remain. The map from the Library of Khrystann indicates that the Orb of Dragon Control lies somewhere beneath the castle, but gives no clue how to get there.

Though this is the headquarters of Feal-Thas, the White Dragon Highlord, security is lax. No one, the Highlord believes, would be foolhardy enough to cross a glacier in order to invade his home. Though dozens of minotaur and thanoi troops reside here, very few patrol the compound.

If the heroes entered the castle through the cave, no one in Icewall Castle knows of their arrival. They may explore the site as they wish. If, however, the heroes climbed the stairs from the plain, the guards know they are coming and plan a surprise for them. Continue with "Ambush," below.

Ambush

When the heroes near the top of the stairs, five minotaurs north of the stairway, seven thanoi to the south, and three ice bears blocking the top of the stairs spring their ambush. The humanoid monsters hurl chunks of ice (damage rating of +5) at the heroes on the exposed stairway {1d6 per hit} while the bears charge the heroes and try to make a meal of them.

Storeroom

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

If the heroes enter the castle through this room, it is empty. Otherwise, Narrators may have a minotaur or thanoi working (or possibly napping) in the storeroom when the heroes open the door.

Courtyard

The large courtyard would be quite pleasant if it weren't located in such a frigid place. Heroes standing anywhere in the courtyard can see all the other structures in the Upper Reaches. At the center stands an ornate fountain bubbling, gurgling, and issuing water into two small streams that run to the southwest corner of the courtyard, where the water puddles a little, but shows no sign of pooling significantly.

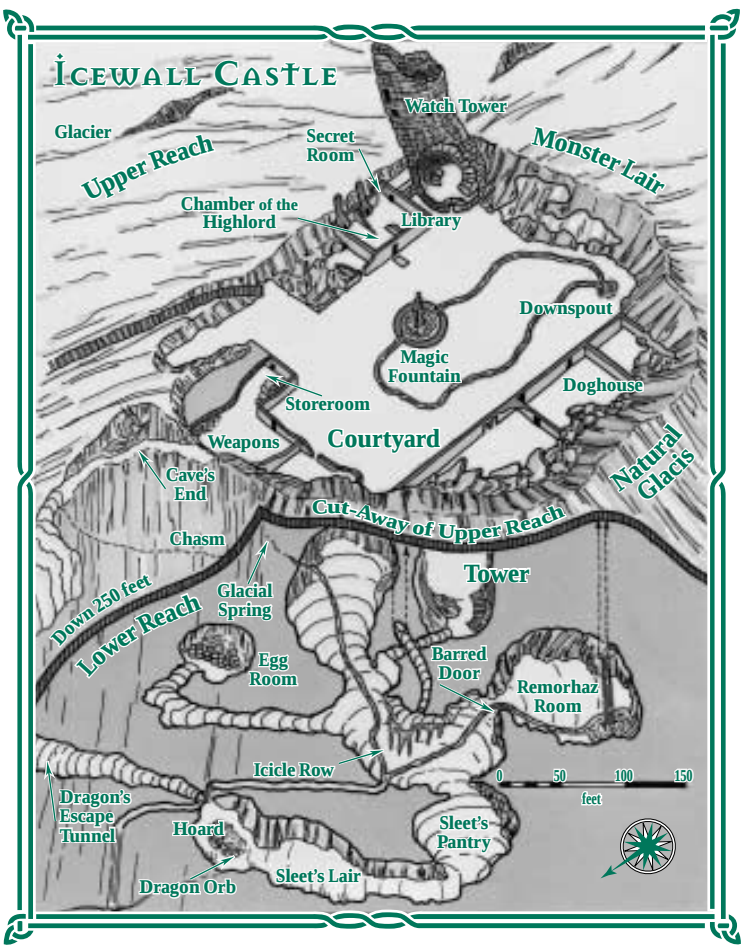
The fountain is magical, which is why it hasn't frozen. Once per day a person may take a drink from the fountain and receive magical healing, which replenishes two cards to the player's Hand of Fate {heals 3d6 points of damage}. The water loses this property once it is removed from the courtyard.

Two swift, shallow streams flow from the fountain to the small puddle. The water does not pool here because of the downspout in that corner of the courtyard. Heroes may go down the spout to reach the "Remorhaz Room" of "The Lower Reaches."

The courtyard may be empty, or Narrators may place two or three thanoi with trained ice bears here as guards.

Ruined Buildings

Tattered tapestries still hang on the walls, hinting at the rooms' former significance. Most of the buildings lie unused, but one of them hosts five winter wolves used by the minotaurs as guard dogs before the arrival of the thanoi and their ice bears. The wolves attack anyone other than Feal-Thas who enters this room.



Barracks

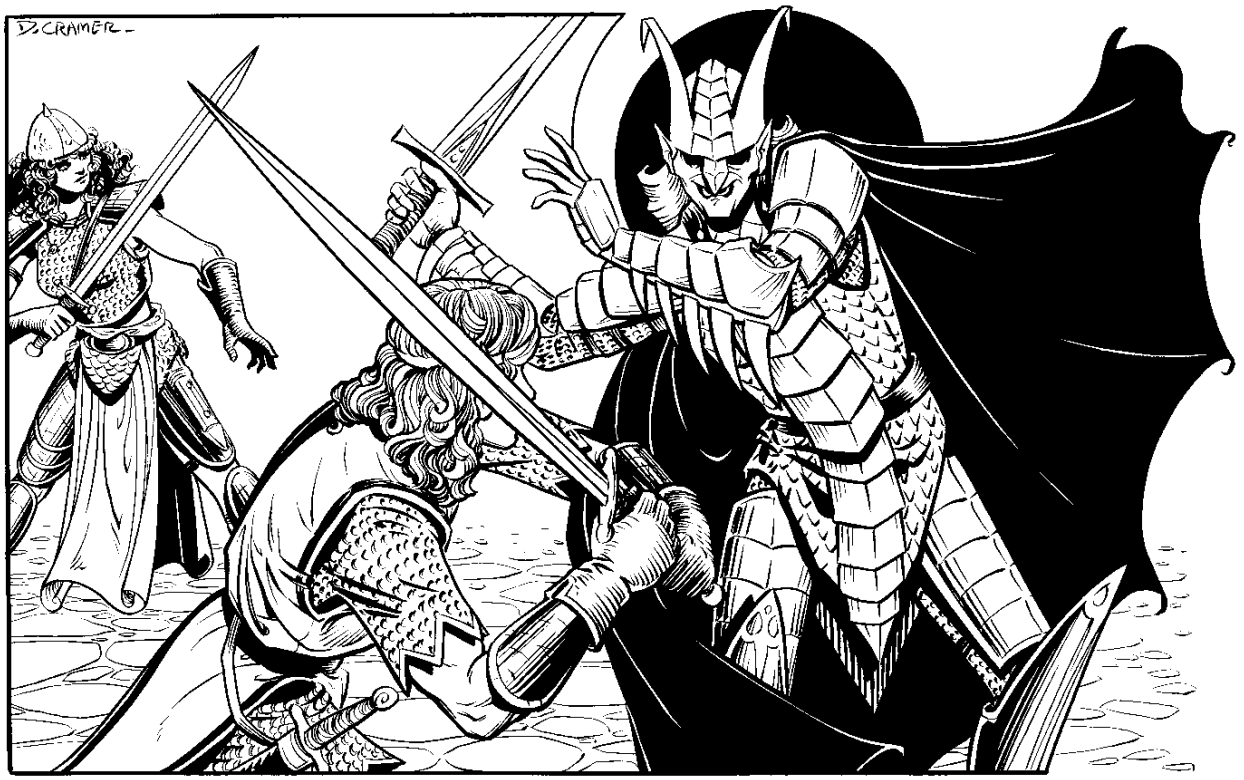
This entire region of the castle is buried beneath a huge snowdrift, long since frozen solid. Two tunnels have been excavated, leading to a pair of caverns, one serving as living quarters for the thanoi and the other for the minotaurs.

Each of these rooms is occupied by 2–20 creatures and contains the personal effects of all the troops in the White Dragonarmy.

The Highlord's Chambers

This building houses the quarters of White Dragon Highlord, Feal-Thas. Whether or not the Highlord is here at the moment is left up to individual Narrators to decide. If he knows that the heroes have invaded his castle, Feal-Thas either awaits them in his library or leads a party intent on capturing and questioning the invaders.

The front door is trapped. If the heroes do not disarm the trap by succeeding at a *challenging Dexterity* action {Remove Traps roll with –2 penalty}, a 10×10 foot trap door opens, dropping everyone standing on it into the "Icicle Row" section.



Bedroom

A fire blazes within a huge stone fireplace on the far side of Feal-Thas's bedroom. Thick furs cover the walls and floor and also serve as blankets on a large bed that rests in one corner. A candelabra with several dozen flickering candles stands on a table near the center of the room, and another door leads through the wall on the right.

Library

A low fire burning within a massive stone hearth illuminates the library. Several tables of highly polished wood and equally fancy chairs lend an atmosphere of high-class comfort to the room. Rich woven rugs cover the floor, and a number of shelves line the walls. These contain many ancient, leather-bound tomes.

A secret door along the back wall leads to a small room with a writing desk containing Feal-Thas's journal, written in Silvanesti. Any hero who can read this elf tongue may find the following passages of interest:

- The enemies of the Highlords are rumored to gather at Sancrist Isle.
- The secret of the dragonlances is Foghaven. Is there such a place, or is it merely a legend?
- Must gain the secret of the lance!

If Feal-Thas is in the chamber (refer to his description in the "Masters and Magic" appendix), the Highlord stands in the center of the library (he drank a potion of invisibility and thus cannot be seen). Unless the heroes have some means of detecting him, Feal-Thas gets the first attack with surprise. He casts whichever of his spells seems likely to be most effective in this situation. He fights with his sword but attempts to break off combat to cast a spell whenever he can. He is far from stupid and summons aid immediately after delivering his first spell.

Tower

The tower is ancient and crumbling. A spiral staircase leads both up and down.

Two thanoi sentries stand on the uppermost level of the tower, looking out across the frozen plain. They don't bother checking the courtyard. The only way they become aware of the heroes' presence is if the heroes approach the castle over the ice field, if someone in the courtyard below calls for their aid, or if the heroes climb the stairs and surprise the thanoi. Once aware of the heroes presence, the guards rouse the rest of the castle immediately.

Going down, the stairs lead into darkness. If the heroes follow the stairs far enough (several stories below the courtyard), they eventually arrive at "The Lower Reaches," which are lit by torch light.

The Lower Reaches

Below the courtyard the ice is carved into a series of tunnels and caves. Some of these rooms were once part of Icewall Castle's dungeons, but most of them were part of the ancient glacier. As with "The Upper Reaches," Narrators may make this part of the castle as active or idle as they prefer. It may be nearly abandoned if everyone is out searching for the heroes or attacking an ice barbarian village, or it may be bustling with soldiers and monsters, including Sleet, Feal-Thas's white dragon mount.

How the heroes reach the Lower Reaches will determine where Narrators should begin this stage of the adventure.

Icicle Row

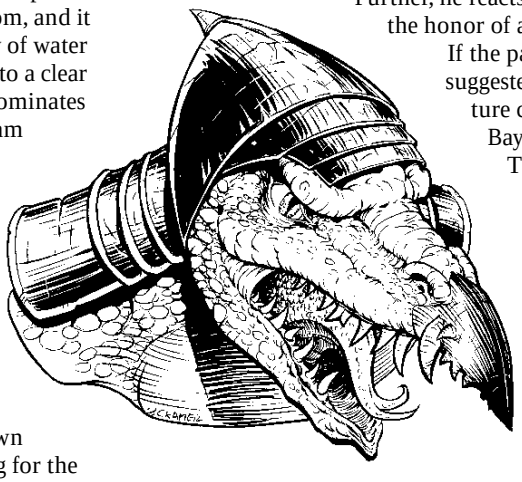
The roof of the cavern drops low here, and splashing water has created a series of icy stalactites hanging from the ceiling like the jagged fangs of a dragon. The water is

mixed with the run-off from the magical fountain in the Upper Reach, and consequently these icicles have some unique properties. Although the magical water does not freeze when pure, as it mixes with the ice of the glacier it creates icicles of surpassing hardness.

Twelve icicles hang here; they reach the floor and form an adequate jail cell; the ice chute back to the trap is too steep to climb, and the magical icicles have the strength of steel bars. If broken off, an icicle serves as a javelin of renown with a damage rating of 6 {javelin +2}. The icicles and the water radiate magic if a detect magic spell is cast.

Remorhaz Room

The remorhaz room is actually a cage for the savage monster kept here for prisoner disposal. One thick, oak door leads out of the room, and it remains locked at all times. A spray of water showering from a hole overhead into a clear pool at the west end of the room dominates the high-ceilinged chamber. A stream follows the wall of the room to exit through a grate next to the door.



Heroes entering this room via the downspout from the Upper Reaches fall into a pool of water about 3 feet deep. It takes these heroes at least one minute to get their bearings after the fall.

The room is home to a full-grown remorhaz that can either be waiting for the heroes above ground (flapping the wings aside its neck and hissing fiercely) or lurking below waiting for an opportunity to burst through the floor and carry a victim to his or her death.

Egg Room

Thirty-seven white dragon eggs lie neatly piled in the egg room, all approximately six months from hatching. If Sleet is in the castle, she becomes aware of anything the heroes do to her eggs and wreaks a terrible revenge on anyone who harms her unhatched children.

Sleet's Pantry

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

These unfortunate victims of the white dragon Sleet were brought here and stored for future hungry moments. The heroes may recognize some of the warriors from the town of Zeriak.

Sleet's Lair

Narrators may decide whether or not the white dragon is in her lair at the time the heroes arrive. If she is, she waits with her wings tucked back and neck arched, hissing a challenge from atop an imposing pile of gold, jewels, and strange glowing devices. On the near side of the pile is a clear crystal Orb—an Orb of Dragon Control!

Sleet defends herself and her treasure, but she is smart enough not to stay and fight to her own death unless the heroes harm her clutch of eggs. If the fight seems to be going against her, she leaps through the waterfall at the back of her lair then swiftly turns and blasts the water with her breath, freezing it solid. Sleet then mobilizes the entire retinue of Icewall Castle to come and destroy the heroes. Go to "Continuing the Saga."

Continuing the Saga

If he is still alive, Lord Derek insists that the party head for Ice Mountain Bay as quickly as possible. He continues to order the heroes about, but he may be less successful now that his cowardly nature is revealed. Sir Aaron's faith in his commander has been shattered, and he supports suggestions by party members over those made by Derek. Further, he reacts angrily every time Derek calls the honor of a hero into question.

If the party goes to Ice Mountain Bay as suggested by Harald Haakan, the adventure continues with the Ice Mountain Bay section in Chapter Thirteen: The Icewall Region.

If the party decides instead to head north across the Plains of Dust to return to Thorbardin and the refugees, Lord Derek and Aaron say their farewells to them at the bottom of the glacier. They take the Dragon Orb with them. Aaron is disappointed that the heroes have chosen not to come with them to Sancrist, but he understands they have other obligations and wishes them luck in their quest. The two Knights head toward Ice Mountain Bay.

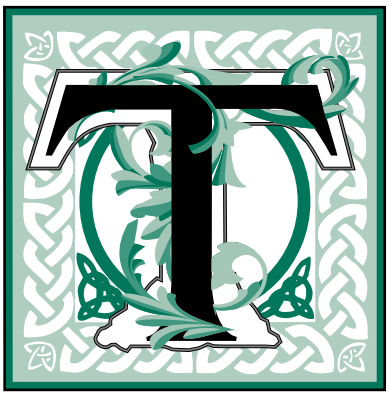
As the heroes start across the Plains of Dust, they see a cloud in the west. Soon, a force of draconians overtakes them. The battle described in Chapter Twenty-Four: Griffin Flight ensues. The rest of that chapter plays out as described, except that it takes place on the Plains rather than in Tarsis.

If the heroes accept Alhana's help, they fly westward for two hours, after which Alhana lands the griffins. If she hasn't already asked the heroes to come to Silvanesti (in Chapter Twelve: Tarsis the Beautiful), she does so now. The Narrator should refer to the section titled "A Turning Point" in that chapter for details. If the heroes refuse to help, she leaves them where they are and continues westward on her own, taking her griffins with her. If they agree to help, she can be convinced by an elf or a well-mannered human to make a detour north to Thorbardin before heading west to Silvanesti—but only if the heroes swear on their honor that the trip to the dwarven kingdom means they have agreed to lend her their assistance to Silvanesti.

Once the heroes have completed their business with the refugees (who have been relocated by the dwarves into a secret valley among the peaks of the Kharolis Mountains, thus removing the danger that Locar was posing), the Saga continues as described in Chapter Twenty-Five: Across the Plains of Dust.

If the heroes defeated Feal-Thas, Narrators should award a quest {1,000 extra experience points} to all heroes who have taken part in the entire campaign up to this point.

Chapter Fifteen



asslehoff gasped. "Let me borrow that," he asked, holding out his hand for the watch's spyglass. Reluctantly, the man gave it to him. Tas put it to his eye, then he groaned softly. "Oh, dear," he muttered. Lowering the spyglass, he shut it up with a snap and absently stuffed it into his tunic. The sailor caught him by the collar as he was about to slide down.

"What?" Tas said, startled. "Oh! Is that yours? Sorry." Giving the spyglass a wistful pat, he handed it back to the sailor. Tas slid skillfully down the ropes, landed lightly on the deck, and came running over to Sturm.

"It's a dragon," he reported breathlessly.

—On the ship going to Sancrist,
Dragons of Winter Night

This chapter chronicles the heroes' journey to Southern Ergoth, whether they choose to cross the Straits of Algoni with the elves in Chapter Seven: The Evacuation of Qualinesti or if they acquire a ship at Icemountain Bay inChapter Thirteen: The Icewall Region, intending to head for Sancrist.

Encounters at Sea

The trip from Qualinesti to Southern Ergoth takes five days, during which time the captain coaxes the vessel across stormy seas and into the Bay of Harkun under circumstances described in "Arriving from Qualinesti," below. If the heroes put out from Icewall, twelve days into the trip, they are forced to sail southwest around Enstar and Nostar by bad weather, and ultimately run aground in the Bay of Harkun as described in "Arriving from Icewall," also below.

During either trip, however, the heroes may have encounters at sea. The Narrator should randomly determine the nature of the encounter for each day of travel.

Result	Encounter
1–3	No encounter
4–6	Winds
7–9	Pirates
10	White Dragon

Winds

Strong winds buffet the ship. A day is added to the journey. If this result happens more than three times, the ship begins to run low on water. If drawn a fourth time, it becomes clear that both water and food will run out before landfall. If the party is onboard one of the elven ships, other passengers may start to threaten to throw nonelf party members overboard unless they can take steps to somehow better the situation.

Pirates

A pirate ship comes upon the party's vessel. Captained by a 7th-level Black-Robed mage named Shadowslayer and crewed by twenty pirates, the ship quickly approaches the heroes' vessel. Shadowslayer fires two lightning bolts at the party's vessel as he nears them, killing 1–10 passengers or crew members who aren't members of the party. (If no one is on the vessel but members of the party, then the heroes suffer the effects of the spell and it must be resolved as usual under the normal rules.)

Should the party defeat the pirates, they find a wide variety of loot in the hold of the pirate ship, including cloth from Solamnia and metalwork from the Empire of Ergoth. In the captain's cabin, the heroes also find passes and dragonarmy flags that allow them to put into port in Daltigoth, Sanction, and Kalaman, ports that the heroes can tell are firmly under the control of the White, Red, and Blue Dragonarmies respectively. They also find a notice signed by "The Blue Lady" and bearing the seal of the Blue Dragonarmy. The notice features a complete description of the six original Innfellows who returned to Solace. The notice details a 5,000 steel piece bounty for anyone who can catch them and hold them for interrogation regarding the death of Highlord Verminaard of the Red Dragonarmy and the sabotage of Pax Tharkas. The pirate captain's belongings are also stored in the captain's cabin, along with 1–10 additional interesting items that the Narrator can insert either as random treasure items or hooks upon which to hang future adventures.

If the pirates defeat the party, the heroes are stripped of all belongings and chained in the hold of the pirate ship along with ten other slaves of varying races. The pirate ship then heads for Daltigoth. The journey takes ten days. If the heroes don't form a plan that helps them escape by then (the slaves are all sailors and mariners of

Playing the Novels

After securing the Dragon Orb from Icewall Castle, Flint, Tasslehoff, Tanis, Sturm, Laurana, and Gilthanas, along with Lord Derek, the haughty Solamnic Knight, travel to Ice Mountain Bay where they get a seaworthy ship that can carry them to Sancrist and a meeting with the leader of Lord Derek's Knightly order. Flint remains seasick for the entire voyage, convinced that he is actually dying.

Along the way, a vengeful Sleet attacks the ship. Although the dragon is ultimately driven off, she severely damages the vessel, and the heroes barely guide it into Harkun Bay before it sinks. As the bedraggled heroes crawl from the ice-cold water onto the beach, they encounter, to their surprise, a Silvanesti hunting party that takes them captive.

Narrators who want their campaign to mirror the Chronicles trilogy should run only the section entitled "Arriving From Icewall," below.

meager fighting skills, but none of them wish to be sold as slaves, so they do what they can to help), they are transferred in chains from the ship to the dungeons of the city. (For a brief description of Daltigoth, see Chapter Sixteen: The Elflands of Southern Ergoth.) If the heroes do not concoct an escape plan out of despondency, the Narrator can have Fizban appear in the hold with a bright flash to provide a little aid.

If anyone tells Fizban that he is rumored to be dead, he says, "Well, I'm not surprised. I did feel a little under the weather this morning." If asked how he got onboard the ship, he says he was attempting to teleport to Tarsis to enjoy a quiet evening with the heroes in front of a roaring fire, but that his spell must have misfired. "I'm glad it did, though," he comments, "because you're clearly not in Tarsis." He casts a spell that makes the heroes' chains vanish. His magic fails when he tries to release other prisoners, however, including character party members. Fizban encourages the heroes to take over the ship. ("I truly dislike pirates. I don't like slavers, either, so I really dislike these guys! Let's go line them up and knock them down, what do you say? Come on! Come on! Let's go!")

Fizban waits impatiently if the heroes want to free the rest of the prisoners, but then charges up onto deck as soon as they are done, pushing his way past the heroes in the lead, shouting, "Avast, ye black-hearted scurvy shark-baiters!" He does this, even if he had agreed to a plan involving the utmost stealth. The aged wizard gets another spell off, one which causes the main sail to burst into flames as the mast topples, killing 1–10+5 of the pirates and apparently crushing Fizban himself as well.

If the heroes fail to take the ship, the pirates beat them severely, place them in chains, and bring them to Daltigoth. Characters are sold on the slave market, although if they are important to the plot, the Narrator can always reintroduce such characters later with a tale that they escaped enslavement. (It might even be a way for the Narrator to plant new adventure seeds into the campaign.)

The heroes languish in the dungeons of Daltigoth for 1–10+5 days (unless they manage to stage an escape) before numerous guards escort them to a room within the confines of the dragonarmy's headquarters here. The encounter described in Chapter Twenty-Two: The Highlord's Offer then unfolds. This encounter occurs only once. Treat as "no encounter" if it is drawn again.

White Dragon

A young adult white dragon flies by on a northwesterly course, high overhead initially. However, it banks to the left, swings around, and starts dropping in altitude as it glides back toward the ship. If there are elves on the ship, they start to panic at the sight of the dragon.

The dragon is merely a messenger, carrying a report from the Blue Lady in Tarsis to the White Dragonarmy commanders in Daltigoth. Unless the heroes launch an attack on the dragon (or other characters do so), the dragon does a single fly-by (motivated purely by curiosity) then starts to climb again. It resumes its northwesterly course. If the heroes attack the dragon, however, it responds in kind, doing its level best to sink their ship. The events of "Arriving From Icewall" then unfold.

This encounter occurs only once. Treat as "no encounter" if it is drawn again.

Arriving from Qualinesti

A strong wind carries the heroes' ship westward. The ship suffers ill repair and much time must be spent bailing water. Many of the elves spend the voyage sick, and children frequently cry themselves to sleep, terrified by the strange environment that replaces the forest that has been their home their entire lives.

The winds grow more harsh as the ship rounds the southern tip of Southern Ergoth. Fighting the winds and the currents, the expert elven crew drives the ship onward. If asked, the captain finally reveals their destination as Harkun Bay. He says that the Qualinesti began evacuating months ago and that they have already established a community.

The harsh winds and currents of Ansalon's western sea create a wide beach here along the northeastern shore. It reaches far inland to a line of wind-carved cliffs. The barren beach sports only a few clumps of dune grass. Along the shore lies a fleet of abandoned, partially dismantled ships.

These are the remains of the ships that preceded the heroes' here, now mostly scavenged to provide wood for the refugees. The captain of the vessel the party occupies runs his ship aground on the beach as well. The best of these ships makes the *Windrider* seem like a floating palace, and only two or three are capable of handling the squalls of Harkun Bay.

As the heroes and the elven passengers disembark, five elves armed with bows appear at the top of the cliffs. The elves greet their Qualinesti brethren with tears of joy and invite them to join them in Qualimori, their home in exile.

The elves grudgingly invite non-Qualinesti along as well, although they seem particularly hostile toward any Silvanesti among the party. It takes roughly an hour for all the elves from the ship to unload their belongings. The captain goes on ahead to Qualimori with one of the elves, but leaves the crew and the four remaining warriors behind. Heroes with sensitive hearing who remain on the beach faintly hear the sound of a hunting horn carried across the bay on the wind. If they ask one of the elven guards, he says, "Those are Silvanesti hunters. We leave them to their land on the other side of the bay."

If the heroes ask about the Silvanesti and how they came to be here, the guard says that some strange calamity apparently struck their nation a few years ago and the remnants of their "foul breed" fled here. He explains that the Silvanesti and the Qualinesti have been fighting over good hunting land since the Qualinesti arrived. "And it isn't helping anything that we both have to deal with those damn savage Kagonesti—elves who live like little more than beasts in the wilds of this island."

The refugees from Qualinesti eventually finish unloading the boat, and the elven warriors lead them and the party into the forest.

Arriving from Icewall

Sailing through the choppy, windswept stretch of water between mainland Ansalon and the islands to the west proves arduous. In the best of times, the journey onboard a ship as rickety as the *Windrider* is nerve-wracking. With the gusting winds that howl along the western Ansalonian coast during winter, however, it is pure misery.

On the twelfth day (plus whatever days have been added to the journey by random draws or rolls), a powerful wind from the southeast heralds a coming storm. The waters grow even choppier. Heroes and characters with seafaring skills immediately recognize that the *Windrider* won't survive the storm—the only hope the heroes have is to attempt to outrun the storm's fury.

Heroes helping to sail the ship should make *average Strength* or *Dexterity* actions {successful Strength or Dexterity checks}, depending on the role they fill. If any of their actions fail, the ship lurches and a large wave crashes over the deck, threatening to swamp the ship. Some of the characters onboard must start bailing to save the vessel.

As the storm threatens to engulf the ship, the dark coastline of Southern Ergoth appears on the horizon. The party hears a rumble of thunder behind them, followed by a strange, ominously familiar screech. Looking back, the heroes see another flash of lightning illuminating a white shape bearing down on the ship—a riderless dragon!

If Sleet escaped alive from the events of Chapter Fourteen: Icewall Castle, she is the attacking dragon, returning for her revenge. Her intent is to sink the *Windrider* and then recover the Dragon Orb from the shallow waters. If Sleet was killed, or if the party never met her, the white dragon is a scout from Daltigoth assigned to patrol Harkun Bay. In either case, the dragon's strategy is to drive the *Windrider* aground on the rocky coast. The dragon remains upwind of the *Windrider* at a distance of 30 feet, swooping in every third minute to breathe on the ship. Any exposed characters on the ship suffer damage from this breath. She makes three such attacks, freezing the ship into a block of ice that causes it to splinter and break up.

In addition, the ship is dangerously near the outer rocks of the coast. Once the ship has been frozen into the ice, the party can no longer control it. Regardless of actions taken, the ship cannot be saved and it runs aground. Heroes must succeed at an *average Agility* action {Dexterity check} each minute they attempt to aid the vessel for the ship to stay afloat. Running aground results in each hero and character making a successful *difficult Agility* action or losing two cards from their hands {making a successful Dexterity check or taking 1–10 points of damage}. If the boat remains afloat at the end of the tenth minute, the heroes succeed in making a safe grounding on the sandy shores of Ergoth. In either case, the ship is stuck, its lower decks filling with water.

The dragon departs when it suffers damage equal to half its Endurance {hit points} or after it has made three dragon breath attacks. It heads to Daltigoth for healing and to report on the fate of the *Windrider*, or, if the heroes killed Feal-Thas, on the death of the White Highlord.

When the ship runs aground, everyone must go overboard. The Narrator should check to see if anyone is carrying the Orb or the dragonlance (the Narrator should ask what heroes are carryingwithout specifically mentioning those two items). If the heroes forget about them, these magic items end up on the bottom of the bay.

Harkun Bay is shallow, and wading to shore proves easy for those without armor. It takes two minutes to reach shore, but because of the violent waves being whipped up by the storm, heroes wearing chainmail or heavier armor must perform successful *average Strength* actions {Strength checks} or be knocked off balance and pulled away by the undertow. The hero suffers 1–10 damage points from drowning and being buffeted by ice and pieces of the *Windrider*. The Narrator should find out who is carrying the Dragon Orb and the remains of the dragonlance, as well as any other equipment.

As the heroes drag themselves onto the narrow, sandy beach that rises sharply to a line of windswept trees, they hear the sound of a hunting horn and of beating drums. Suddenly, a huge stag bursts through the brush. A heartbeat passes, then the stag wheels and heads north along the beach.

The brown stag disappears into the brush. A moment later, a party of elves breaks through the brush near the spot where the stag emerged. They prove unfriendly to the party and have their bows drawn.

The Silvanesti hunting party consists of ten Typical Elves and five War Wizards (all armed with bows and swords), nine unarmed Kagonesti servants with skin drums, and the Lady Merathanos and her servant Silvara (both are described in the "Masters and Magic" appendix).

Merathanos, mounted on a tame stag, looks the party over as though they were some disgusting bit of flotsam. "Who are you people who interrupt my hunt?"

As she listens to whatever explanation the heroes provide, her lip curls in disgust. When the heroes are done, she says, "Qualinesti spies, all of you. You are under arrest for trespassing in Silvamori. Regent Belthanos shall pass judgment upon you. Surrender your weapons."

The ten elves swiftly ready their bows and each of the wizards stand poised to cast magic missile. If the heroes protest or start to put up a fight, Merathanos nods and the archers and wizards fill the air with deadly missiles. The arrows are dipped in a paralyzing agent that knocks out an affected character for 1–10 hours. The Silvanesti have no qualms about shooting other elves.

The elves take any weapons on the party. Merathanos confiscates the dragonlance, if the heroes have it with them. She allows the party to keep the Dragon Orb, mistaking it for a useless bauble.

If any of the party is wounded (whether from their ordeal at sea or by the elves' attack), Silvara approaches, saying that she is a skilled healer. She makes every attempt to make it clear that she wishes only to help. She applies healing poultices to injured heroes and characters, restoring one card to the player's Hand of Fate or 1–10 Endurance points for characters {1d10 hit points}. Merathanos allows the healing to take place, but once Silvara finishes treating the party, Merathanos marches (or drags) them north along the beach.



Continuing the Saga

Unless the heroes are taken in chains to Daltigoth, the campaign continues with Chapter Sixteen. If the heroes fall into captivity by the dragonarmy, Chapter Twenty-Two unfolds as described.

Chapter Sixteen

"Strange thing about Southern Ergoth," the captain added, glancing at Laurana, "it's filled with elves they say, though I haven't been there to know if it's true!"

—A mariner in Dragons of Winter Night

The Cataclysm not only destroyed Istar, but almost annihilated that nation's ancient enemy, the Empire of Ergoth. The empire's military might vanished below what became the Straits of Algoni. Earthquakes destroyed its cities, sundering the land into two regions—Northern and Southern Ergoth.

The sad remnants of the once-glorious empire focused their attempts to rebuild on Northern Ergoth, leaving Southern Ergoth to barbarians and nonhumans. Wild Kagonesti elves in the island's southern forests, ogres in the mountains and plains, and two small human domains along the island's western coast lived side-by-side for three centuries. Then came the dragonarmies.

Southern Ergoth is an island in flux. Three elven nations occupy the island—the Kagonesti who have lived in the woods for over a millennium, close to nature in a state other elves believe barbaric; the Silvanesti who fled here after their land suffered a magical disaster; and the Qualinesti who came as a result of the Red Dragonarmy's invasion.

Narrators interested in a campaign that mirrors *Chronicles* should run only the sections titled "Qualimori" and "The Escape."

If the Heroes Arrived from Icewall

After capturing the heroes in Chapter Fifteen: To Southern Ergoth, Merathanos and the Silvanesti hunters march the party north along the beach. Suddenly, the group of elves in front disappears, swallowed by a huge hole in the dunes. The group behind falls as well, peppered with small darts. The servants bolt, as does Merathanos's stag, carrying its cursing rider far down the beach. A cheer rises from the woods as another group of elves, taller than the Kagonesti, but wearing skins like those worn by the wild elves, steps out.

The attacking elves are the Youngbloods, Qualinesti raiders who harass the established Silvanesti while disguised as Kagonesti. The disguise works only from a distance: up close the berry juice darkening their skin and hair is obvious.

The ambush party consists of twenty Qualinesti, each armed with ten Kagonesti darts and a warhammer. Their leader is Aliona (see the "Masters and Magic" appendix).

Playing the Novels

The material in this chapter provides guidelines for Narrators with parties that stray from the story line in Chronicles. In the novels, the heroes drag themselves out of the waters of Harkun Bay, only to fall to a Silvanesti hunting party's ambush. The Silvanesti accuse the heroes of invading their lands. A Qualinesti party comes to the heroes' aid and brings them, under escort, to Qualimori.

At Qualimori, the party reunites with Theros Ironfeld—who now bears a magical prosthetic arm—but tensions between Laurana and her father soon rise: Holding the heroes as virtual prisoners, the Qualinesti Speaker claims the Dragon Orb and broken lance as the property of Qualinesti.

After a day's imprisonment, Silvara and Theros Ironfeld help the party escape. Silvara knows a way through the mountains that takes them to a land ruled by Solamnic Knights in the north. From there, she is certain the heroes can find passage to Sancrist. Laurana first reclaims the Dragon Orb from the Qualinesti.

Silvara's path takes the heroes to the long-lost Tomb of Huma and the legendary forge where dragonlances were once made. (See Chapter Seventeen: Foghaven Vale and Dragon Mountain.)

The Youngbloods recognize any other Qualinesti elves in the party as friends and equals. They hail Gilthanas as a hero and treat him as the obvious leader of the party, ignoring Laurana and Silvara.

Silvara asks to join the party stating that she wishes to escape her cruel mistress, Merathanos, who treats wild elves badly. In response, Aliona states that they can use another servant in Qualinost. "Perhaps you will learn some civilized ways," he adds.

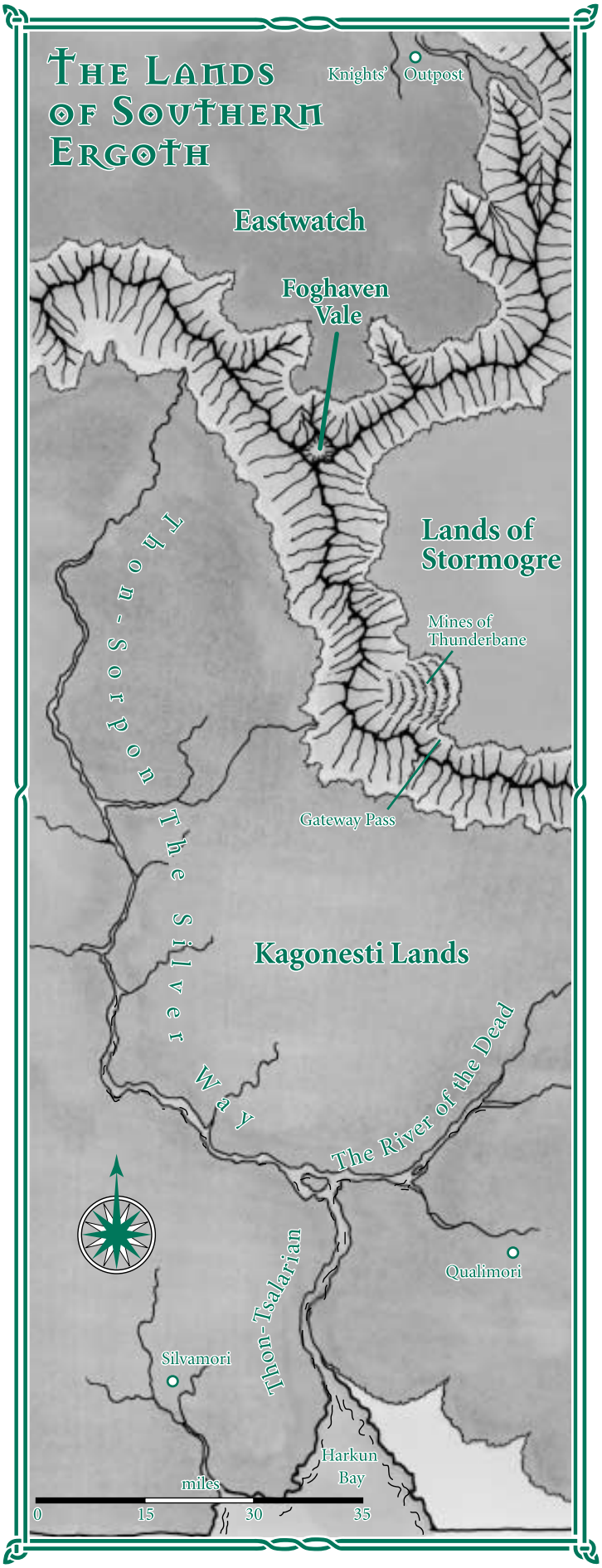
The Youngbloods return the party's weapons and belongings to them, including the dragonlance and Dragon Orb. They invite the heroes to return with them to their lands across the bay. Aliona particularly welcomes Gilthanas, expecting him to handle the problems facing the Qualinesti. The Youngblood ships, leaky craft left over from the exodus, lie moored in a cove 2 miles up the coast.

The Youngbloods recommend speed in leaving as the Silvanesti hit by darts are simply unconscious, while those in the pit can climb out in a few minutes. Moreover, Merathanos may return with reinforcements. If the heroes refuse the Qualinesti offer, the elves depart, warning them that only the forest controlled by the Qualinesti is safe. Aliona expresses disappointment with Gilthanas if he remains with the party instead of returning to help his nation. (For more on Aliona, see "Qualimori," below.)

If the heroes choose not to go with the Youngbloods, they encounter Merathanos, in the company of enough warriors to capture the heroes and take them to Silvamori.

Qualimori

The Qualinesti raiders and their guests arrive at the cove without incident and cross the bay, making landfall at the edge of the Thon-Sorpon river. The Youngbloods explain



that it serves as the border between the three elven realms that now exist in Southern Ergoth's forests—the haughty Silvanesti to the west, the savage Kagonesti to the north, and the Qualinesti nation in exile to the east of the river. If asked, the Youngbloods explain that the Silvanesti have enslaved the Kagonesti, but the Qualinesti strive to teach the "barbarian elves" civilized ways.

In Qualimori, the Qualinesti elves in exile treat the party as conquering heroes. Elves toss flowers and cheer loudly for Gilthanas, but snub Laurana. Read the following aloud:

The Youngbloods usher the heroes into a large domed structure lit within by torches. Upon a throne atop an earthen dais sits Solostaran, Speaker of the Suns and ruler of the Qualinesti. He looks very worn, much older than his years. His eldest son, Porthios, stands to one side, while a human with a silver arm occupies the other: It is Theros Ironfeld.

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

If the Knights of Solamnia attend the feast, Derek tells of their travels to Tarsis. If asked about the silver arm, Theros states that he found it on a small island off the coast, revealing no more details.

The Narrator should remember that Laurana, by leaving home despite contrary orders, has no standing among her people despite her royal blood.

The Knights ask if they can borrow a boat so that they can continue their journey. Solostaran replies that they do not have any ships capable of surviving outside Harkun Bay. The Speaker comments that he hopes the party will avail itself of his hospitality for at least a few days.

Porthios makes a short speech welcoming Qualimori's new citizens and expressing hope that their talents, particularly their mastery of the Dragon Orb, will aid the refugees. Porthios says that the court wizards are looking forward to studying the Orb.

The feast ends and elves conduct the heroes to their quarters. Gilthanas receives his own lodging while the remainder of the party shares a common lodge, a domed structure with a single door and a small opening in the roof for ventilation. The opening is too high in the ceiling for the party members to reach unless they can fly. The elves ask the heroes (Gilthanas included) to surrender their weapons. Typical Elves stand guard outside the door.

While the party has free run of the town of Qualimori during the day, five Qualinesti fighters with sword and bow accompany and escort them to their lodgings at night. The Qualinesti obviously do not intend to let the heroes go. Continue with"The Offer."

The Offer

This event occurs only if Gilthanas is in play as a hero.

After the feast on the first night, Aliona seeks Gilthanas out in his private quarters. The young elf says that Solostaran and Porthios lack strength in the face of Silvanesti aggression. Aliona states that the elves on the other side of the river have attacked hunting parties and even raided Qualinesti farms, burning a few of them. The Youngbloods have staged retaliatory raids. He asks Gilthanas to help him in staging a coup.

Aliona wants to banish Porthios and Solostaran and put Gilthanas on the Speaker's throne. "You're a hero and a warrior," he says. "We need a leader that's as strong as you in these troubled times. If you're willing to take the chance, I and the Youngbloods will support you."

Gilthanas's player now has a choice. He can seize power or reveal Aliona for a traitor. If he does the former, Aliona and the Youngbloods eventually turn on him: They want all-out war against the Silvanesti, which the rest of the Qualinesti do not support. Soon, he becomes a target for Aliona, as the Youngblood decides he should lead the Qualinesti nation himself. Most of his followers agree.

If Gilthanas turns Aliona over to his father and brother, he makes enemies out of the rest of the Youngbloods, who make every attempt to deliver the party into Silvanesti hands.

If Gilthanas turns Aliona down, but otherwise doesn't take any action, the Youngblood leader attempts to convince Gilthanas of the correctness of his suggestion, but otherwise takes no actions beyond continuing to harass the Silvanesti.

The Escape

After a day under heavy watch, the second night of captivity begins without incident for the heroes. Outside they hear the changing of the guards. The new guards chat for a short time, then their conversation drifts off into silence. A few minutes later a rope of woven bark drops down the smoke hole. "All right, everyone out," whispers Theros Ironfeld

Climbing the rope requires an *easy Agility* action {Dexterity check}. Others must assist heroes who fail to make it.

Theros crouches atop the dome, looking about nervously. He explains that Silvara has drugged the guards. They should be unconscious until the dawn shift arrives.

The heroes' weapons and possessions, including the Dragon Orb of Icewall, lie within another building 50 feet away. The building is guarded by two Typical Elves, but the heroes may enter through the roof. Each hero inside this building must succeed in an *easy Agility* action {Dexterity Check} each minute or attract the attention of the guards. Thieves may attempt to move silently instead. The first failure alerts the guards, while the second failure prompts the guards to investigate. They send up the alarm the first minute after they spot one of the party.

Gilthanas is in a separate building of similar design but opulently furnished. No guards flank the door, but it is barred from the outside. The heroes may free him easily.

Before answering any of the party's questions, Theros and Silvara want to get well away from Qualimori, suggesting that the party head north in order to avoid both of the refugee settlements. Once in the clear, Silvara suggests they rest for a moment. Theros explains that he does not approve of events in the elven settlements on either side of the river. He'd like to head further west, to Sancrist. He has no idea what lies north of the mountains, but he does know that an outpost of the Solamnic Knights exists on the far side of a place Silvara calls Foghaven Vale.

At the mention of Foghaven Vale, the Knights of Solamnia traveling with the party become very excited. Heroes with scholarly bents can attempt *challenging Reason* actions {Intelligence checks with –2 penalties} to remember that Huma's tomb lies in Foghaven Vale. Legend holds that once powerful weapons were forged there in order to combat dragons. Its location has been lost since the Cataclysm, but if Silvara can lead the party there, maybe they can discover weapons even more powerful than the Dragon Orb.

Silvara says that the Dragon Orb is an Evil thing, and she wishes it to pass beyond the mountains. Derek takes offense when Silvara makes this remark, stating that the Knights of Solamnia would never use an Evil artifact. Unless a hero steps in to defend her, Derek reduces the Kagonesti elf maid to tears. Theros finally steps in, saying that only Silvara knows the way to Foghaven Vale.

Derek continues to sputter, but Aaron supports traveling with Silvara. However, he turns to the heroes and asks their advice, something that causes Derek to get even angrier. If the heroes still don't stand up in defense of Silvara, Aaron goes with Derek's suggestion, abandoning Silvara and Theros and heading for Thunder Pass. Theros and Silvara go their own way, and the adventure continues with the encounter described under "Gateway Pass," below.

If the party stays with the smith and the Kagonesti, Aaron convinces Derek to travel with the rest of the band. The trip to the north takes four days. After following the River Thon-Sorpon for the first day, Silvara guides the party due north for the remainder of the journey. If the Narrator chooses to play the journey, the party occasionally glimpses Kagonesti elves among the trees, watching them. As the land climbs and the forest thins, the heroes can see jagged, snow-covered mountains rising ahead. Silvara's mood brightens once the mountains come into view. The Narrator should turn to "Continuing the Saga" at the end of this chapter.

If the Heroes Arrived from Qualinesti or Elsewhere

If the party arrives on Southern Ergoth in search of Silvamori, either at the urgings of Alhana Starbreeze or Ladine Dralathalas, Silvanesti hunters ambush them as described in Chapter Fifteen: To Southern Ergoth. If Ladine travels with the heroes, the Silvanesti do not capture them; instead they escort the heroes to Silvamori. The Narrator should turn to the section titled "Silvamori." (Note that Silvara meets the party as described in Chapter Fifteen. She behaves as described in that section, offering to heal any injuries the party has suffered.)

If the heroes arrive from Qualinesti, the events under "Qualimori," unfold as described, except that Silvara has not yet arrived.

The Silvanesti are led by a regent named Belthanos who treats the Qualinesti as though they were worse enemies than the dragons.

Silvamori

Upon being captured by the Silvanesti, or being guided under escort if they are in the company of Ladine

Dralathalas, the party reaches the town of Silvamori, the center of Silvanesti activity on Southern Ergoth. Merathanos and Ladine are old friends, and the Woodshaper attempts to fill her in on the events surrounding the evacuation of Silvanesti as best she can. (Merathanos doesn't know much, however, as she was among the first evacuated. She did sense some strange alien magic that interfered with her mystical connection with the land of Silvanesti.) The settlement stands in a neatly cultivated part of the forest; small estates for the various families and Houses dot the area. The Silvanesti usher the party into the largest of the many ornate dwellings of the settlement. Read the following aloud:

Tapestries of copper and steel thread decorate the stone walls of the domed structure. In the center stands a great dais, commanded by a low throne of carved walnut. A tall, gaunt elf occupies the throne. His courtiers and guards set up a low mutter as the party enters.

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

Belthanos charges the party with trespassing, spying, working for the draconians, disturbing the citizenry, and smuggling. Merathanos attests to their guilt.

If the party includes Ladine, she speaks up on the party's behalf, only to be interrupted by Belthanos. "You side with humans and half-breeds against the Regent of the Stars? Ladine Dralathalas, you have been corrupted by the weaker races. Be silent, or I shall take measures to prevent the corruption from spreading."

Ladine expresses outrage, and Belthanos brands her a traitor and orders the guards to disarm her. He says that she will be tried with the rest of party.

If the party has a letter of introduction from Alhana Starbreeze, Belthanos looks at it briefly and says, "This is a poorly made forgery. I know the script of her Highness Alhana, and this bears little resemblance to it." He tears the letter in half and throws it on the ground.

None of the assembled elves dispute Belthanos in either of the above-described actions, although Merathanos looks shocked at the treatment of her friend or frowns at the torn letter. Although she does not say anything in the audience hall, a troubled expression appears on her face as she gazes from the letter to Belthanos to the party.

The elves divest the party of any belongings and imprison them within a building with a single door and no other opening save for a small hole in the domed roof. The Silvanesti manacle any obvious mages or spellcasters. Four Typical Elves, each equipped with a sword and a horn to sound the alarm, guard the door.

Unexpected Aid

That night, the heroes hear faint sounds on the roof of their prison. Moments later, Merathanos glides down a rope she drops through the ventilation hole.

"What the regent did was wrong," the woodshaper says. She apologizes for getting the heroes into this situation, saying that if she had realized that Belthanos was not a fit regent, she wouldn't have carried out his orders with such zeal. She wants to help them escape partly to make amends, and partly because she hopes they can get word to Alhana Starbreeze that Silvamori needs her. Merathanos now suspects that all Belthanos wants is power. "Such an elf is not fit to rule the Silvanesti," she says.

Merathanos uses magic to open shackles on any heroes and urges them to climb the rope quickly. Outside, the heroes find the guards unconscious—drugged, Merathanos explains. Silvara and Theros wait with their belongings. He greets the heroes warmly and explains that he has grown tired of the ever-escalating tensions between the Qualinesti and the Silvanesti.

Merathanos says that Silvara can guide the party safely through the woods to a mountain pass that leads to a land ruled by the Knights of Solamnia. "She may be a savage," Merathanos explains, "but she knows this island well."

If Ladine is with the party, she says that she wishes to stay here and deal with Belthanos. Merathanos urges the heroes to leave Silvamori. "Find Alhana Starbreeze, or, better, Lorac Caladon if he still lives. We need House Royal restored to our nation before it is destroyed."

Merathanos herself stays and attempts to minimize the corrupt regent's damage. She says that she might even seek out the Qualinesti and open some form of dialogue. She no longer believes Belthanos's claim that the Qualinesti wish to destroy the Silvanesti.

As Merathanos hastily escorts the heroes to the edge of the village, sharp-eared heroes hear someone calling out. Read the following aloud:

Merathanos curses under her breath. "Someone has found the unconscious guards," she says. "Run. I'll try to delay pursuit as long as I can." She turns to the silver-haired wild elf and says slowly, as though speaking to a small child, "Silvara, you can help them hide if they need to, right? Hide. Do you understand."

"Yes, Mistress," Silvara replies.

Once away from Silvamori, as she guides them rapidly through the dense forest, Silvara turns to the heroes and says, "Please don't think me simple-minded. Merathanos may have a good heart buried deep within her Silvanesti nature, but she has no understanding of the Kagonesti or our ways." Continue with "The Flight."

The Flight

Silvara leads the heroes swiftly to the River Thon-Sorpon, even as Silvanesti search parties crash through the woods around them.

There are six hours to sunrise, and Silvara keeps moving through the night. The Narrator should generate a random result for each hour traveled. On a Fate card 8–10 (1–4 on 1d6), they encounter a Silvanesti search patrol that consists of 1–10+2 Typical Elves armed with swords and bows. Silvara, or any hero who is a skilled woodsman, notices them in time to warn the rest of the party. If every hero makes a successful *average Intellect* action {Wisdom check}, they successfully hide in the undergrowth, escaping detection. If any heroes fail, the whole group is spotted and combat breaks out. The elves attempt to subdue the party rather than kill its members.

The trip north takes four days beyond the first night. The heroes have only one significant encounter during this time.

Late in the second day of travel, Silvara suddenly falls, struck by a volley of magic missiles that streak down from a nearby tree-top. As the heroes seek cover or try to find the spellcaster, a voice calls out, "Surrender and you

won't share the savage's fate. I have no desire to kill any of you, but I will if you force me. Throw down your weapons." (The wizard is using a *ventriloquism* spell to throw his voice, thus hiding his true location. If the heroes launch attacks in the direction of the voice, he casts a *magic missile* at one of them.) The elf continues to cast spells until the heroes start to surrender. If this takes several minutes, Silvara seems to stir on the ground, apparently only wounded. The unseen wizard pumps a few more magic missiles into her, splitting them between her and Theros.

If the heroes start to surrender, a robed elf floats down from up in the trees. Read the following aloud:

He raises a horn to his lips. "Very wise," he said. "The Silvanesti justice system is far more lenient than I."

Suddenly a lightning bolt arcs from within the trees, striking the elf. He falls to the ground dead, the horn dropping from his limp hand.

"I always said you were too cocky to live, Strephanos." A dark-haired elf in simple, practical clothing steps into the open. He carries a wand.

Ladine frowns at the elf. "Dalamar?" she says. "Dalamar?!"

The elf bows slightly in her direction, shifting the wand subtly as he does to point at the elven diplomat. "Lady Dralathalas," he says. "What a pleasure to see you again."

If asked why he helped the party, Dalamar replies that he has reasons for not wanting a large number of Silvanesti summoned to the area. Then he gestures at the injured Silvara and suggests that someone help her.

A single cure light wounds revives Silvara. (She is faking being unconscious. As the party discovers in the next chapter, Silvara probably needs to be struck by several hundred magic missiles before going unconscious.) Only slightly injured, Theros refuses any healing magic until he feels Silvara is out of danger.

Read or paraphrase the following as Dalamar leaves:

After Dalamar vanishes into the forest with the dead wizard's body, Ladine states, "No member of House Servitor may use magic such as what Dalamar just displayed! Between Dalamar and Belthanos, I can't help but fear for all the Silvanesti: Our society is falling apart."

"Do not despair," says Silvara. "The shadow of Evil touches everything on Krynn right now, but that will soon change." She gazes at the party, an odd, unreadable expression crossing her beautiful face. "The gods will always ensure the Balance is maintained. If the darkness hides the lamp, the lamp does not die, so we should always try to seek the Good amid Evil."

She looks like she is about to say more, but Derek scoffs at her: "A savage elf lass and a philosopher. What an intriguing combination!"

For the rest of the trip, Silvara discusses only the forest and the Kagonesti elves whom she says are tracking their every movement.

Once the party reaches the foothills of the Mountains of Ergoth, Silvara perks up. Her step seems lighter, as though relieved of a heavy burden.

The adventure continues as the heroes leave the forest for the mountains, as described in "Continuing the Saga."



Gateway Pass

If the party splits with Silvara and Theros, Silvara gives them directions to Gateway Pass. She warns them that the Kagonesti control the lands north of the Thon-Tsalarian ("The River of the Dead"). They may treat the heroes with hostility because of the presence of the Qualinesti and Silvanesti. She also warns them of the ogres at Gateway Pass, cautioning that their leader Stormogre has commanded his troops to secure more slaves for the Thunderbane Mines and the Daltigoth slave markets.

Gateway Pass lies 60 miles from Qualimori—a three day journey. The Narrator should check three times to see if the heroes encounter a patrol numbering 1–10+2 Typical Elves armed with swords. They meet a patrol on a random result of 8–10.

After they cross the river, a random hero notices a canoe drifting toward them. If the party stops the canoe to investigate, they find the dead body of a Kagonesti warrior within. A number of weapons lie at the body's feet, and he is dressed in his finest leather armor and wears full warpaint.

If the party checks the weapons, some are of Kagonesti design while others are of draconian make. The warrior in the canoe was slain by the ogres from beyond Gateway Pass. Following Kagonesti custom, his body has been sent down the river in a canoe along with his favorite weapons and greatest trophies.

Unbeknownst to the party, Kagonesti sentries observe them. If the heroes take any of the burial goods from the canoe, or if they harm or disturb the body in more severe ways than just looking or touching, Kagonesti warriors surround the heroes once they make camp. There are more than enough warriors to overwhelm the party (all are first-level fighters, and they are commanded by two Elf Leaders). The leaders demand that the heroes surrender the items stolen from the canoe. Further, they demand that the party surrender their own weapons and valuables to appease the dead. If the heroes refuse either, the Kagonesti attack the party, beating them senseless with clubs. They then take all the heroes' belongings—including the Dragon Orb—save for their winter clothing and food.

After encountering the Kagonesti elves, the heroes can pass freely through their lands—although they feel constantly watched. Eventually, the forest thins; the heroes wander for a few hours through snow-covered foothills before discovering a trail that runs east. Jagged cliffs loom over both sides of the path. The trail winds into the mountains.

After climbing up the steep trail for three hours, the party reaches the summit where a ruined tower stands.

The tower is a guard post for Stormogre's realm. Its inhabitants prevent any passage into ogre lands from the south and stop slaves escaping from the north. The ruined tower consists of a hollow circular shell with a crudely thatched roof. Ten ogres armed with halberds and captained by a Sivak man the tower. The tower commands the pass; other ways prove impassable.

When the heroes first approach the tower, a large ogre ambles out, with three other following close behind. "Stormogre sez you small folk go back," the ogre says. "Ain't no passin' through here for you."

Despite their orders, the ogres accept bribes. The ogres start the bidding at one of the elves, dwarves, or kender from the party, but settle for a few steel pieces each.

As the bartering proceeds, the Sivak emerges from the tower. The furious draconian orders the ogres to do their duty to the Dragon Empire.

One of the ogres turns to the party with irritation, saying, "How much will you pay us?" If the party offers more than two steel pieces per ogre, the ogres attack the Sivak, killing the draconian in short order. Afterward, they give the heroes a pass that grants them access into Daltigoth with no problem. The permit also lets them travel through the Lastgaard Pass between Eastwatch and the Ogrelands. If the heroes are cheap, the monsters attack the party as commanded.

Naturally, if the party just attacks the ogres, combat ensues. Once combat has broken out, the remaining five ogres exit the tower and join the fray.

After the battle, the surviving heroes can search the tower. They find a few half-eaten meals and a chest with twenty steel pieces and thirty platinum pieces, as well as a selection of weapons. If the ogres defeat the party, they treat the wounds of any who survive, then drag them down to the Mines of Thunderbane.

The Mines of Thunderbane

On the north side of Gateway Pass lie huge circular pits several miles in diameter. Thousands of slaves work at the walls of these pits, driven by ogre overseers.

This entire area constitutes Thunderbane's fief, devoted to the mining of ores for his father Stormogre, Warlord of the Ogrelands. All nonogre personnel are slaves collected by raiding the neighboring regions. There is one ogre guard for each twenty-person slave team. Shackles prevent slaves from escaping.

Heroes who pass by the mines encounter 1–10 ogres who ask to see the heroes' pass. If the party doesn't have one, the ogres attempt to subdue them and add them to the slave population. If this occurs, the Narrator should proceed to "Continuing the Saga." If the heroes have a pass, continue with "The Ogrelands" and then "Daltigoth."

The Ogrelands

The White Army's objectives include Southern and Northern Ergoth. So far, the White Highlord has established only dominance. Far in advance of the main battle lines, Highlord Feal-Thas detached a flight of white dragon scouts to form a fighting force for use in conquering both islands. They have selected a powerful hill giant, Stormogre, as the agent to unite the ogre tribes.

So far, the Highlord's plan has only partially succeeded. The ogre tribes would rather fight each other than become a fighting force. Stormogre's three sons, Thunderbane, Hammerfall, and Strokelightning assist him. Thunderbane manages mines in the Mountains of Ergoth that supply the dragonarmy with ore. Hammerfall and Strokelightning stay in the city of Daltigoth with Stormogre.

The Ogrelands of Southern Ergoth consist of open prairie and sandy wastelands that stretch around Morgash Bay. The ogres live in clan settlements of 1–10+8 dwellings, and as the heroes move through the land they encounter 1–10 such settlements for each day of travel. Although the ogres have no qualms about slaying the party and plundering their treasure and supplies, they are open to negotiation and bribes (particularly food and steel pieces).

Daltigoth

Daltigoth, the one-time capital of the mighty Empire of Ergoth, stands as the center of Stormogre's power and Highlord activity on Southern Ergoth. Little remains but a collection of shattered ruins and wide avenues clogged with debris. The old amphitheater, called the Dome of Gold, now headquarters the gathering ogre forces. Huge ogres and draconians guard its entrances, and large, white dragons coil around the fixtures of the roof.

Stormogre has a detachment of fifty ogres in Daltigoth, all loyal to their leader. In addition, a large force of Sivak and Baaz draconians and a flight of five white dragons act as support troops.

Heroes captured at sea during Chapter Fifteen: To Southern Ergoth arrive in Daltigoth. Here, they experience the events of Chapter Twenty-Two: The Highlord's Offer. If they refuse the Blue Lady, Stormogre strips them of all belongings and sells the party at the Daltigoth slave market. A slim, heavily cloaked figure purchases them.

Once they are clear of the slave market, the party reunites with Theros Ironfeld, perhaps seeing his silver arm for the first time. If the party parted ways with Silvara and Theros previously, the Kagonesti says they must come with her to Foghaven Vale, for that is where the secret to the dragonarmies' defeat waits.

If the party has lost the Dragon Orb to Stormogre, Silvara suggests that they abandon it, again claiming it is an Evil thing. If Derek once again takes offense at her remark, she tells him to be quiet. Read the following:

"I no longer have time for your ignorant nonsense," she says. "There is only so much more I can do for you before I'm discovered. This is your last chance, and I beg that you take it. Come with me to Foghaven Vale and reclaim the tools you need to slay the Evil that plagues your lands. Please."



If pressed for more information, the elf grows distraught. Derek warns the heroes not to trust her.

"Silvara can be trusted," Theros says. "You have my word."

"This from a man who wears a magical arm yet won't reveal its source," Derek says. "I find my confidence in your word somewhat lacking. I believe you two should best be gone. I and this brave company shall retrieve our Dragon Orb from this city's foul treasury and then we shall be off to Sancrist."

If the heroes choose to go with Silvara and Theros, Derek and Aaron may remain behind in Daltigoth, intent on retrieving the Dragon Orb. However, if the heroes have proven themselves honorable and brave through past actions, Aaron convinces Derek they should travel with the heroes. "Perhaps we should trust this elf," he says. "Our longtime traveling companions have shown themselves to be wise in the past."

Once the party departs with Silvara and Theros, she leads them back through Gateway Pass where the heroes must once again deal with the ogre guards. After traveling through the foothills of the Mountains of Ergoth for a day, the events described in "Continuing the Saga" unfold.

If the party once again refuses Silvara, she leaves them with a pouch with 500 steel pieces and encourages them to travel to Pontigoth where they may hire a ship to take them to Palanthas. From there, they can get passage to Sancrist. She wishes them luck again, stating that she hopes Destiny will be kind to them. Once Theros and Silvara depart, Derek suggests the party assist him in reclaiming the Orb from Stormogre's treasury, if the Narrator wishes to create such an adventure.

Continuing the Saga

By the end of this chapter, the heroes are, in all likelihood traveling to Foghaven Vale in the company of Theros and Silvara. The adventure continues in Chapter Seventeen: Foghaven Vale and Dragon Mountain.

As the party travels through the foothills, Silvara's mood continues to brighten. Then, a large shadow falls across her. She looks up and her almond-shaped eyes widen with terror. If the heroes look, they see a riderless white dragon flying overhead. Silvara immediately runs for cover under a rocky outcropping where she stands shivering in terror.

If the rest of the party fails to hide, the dragon notices them on a random result of 4–10. It banks and then swoops silently toward them. If the heroes take no actions, it flies by, then climbs into the air again. It heads northeast.

If the party attacks the dragon, it breathes at them as it passes, then climbs and heads in a northeasterly direction. It is a scout with no interest in fighting.

If the heroes have parted ways with Silvara, they can find a ship heading to Palanthas in Pontigoth. That great city is described in Chapter Twenty: Palanthas. The voyage takes ten days. If they go to Sancrist, then Chapter Eighteen: The Lands of the Knights is their next destination.

Chapter Seventeen

Watching the two of them—Silvara and Fizban—before her, Laurana felt great and awesome power like silent thunder surging between the two. She had a terrible longing to run out of this place and keep running until she dropped with exhaustion. But she couldn't move. She could only stare.

"What have you done, Silvara?" Fizban demanded. "You have broken your oath!"

"No!" The girl moaned, writhing on the ground at the old mage's feet. "No, I haven't. Not yet—"

—Inside Dragon Mountain,
Dragons of Winter Night

In the midst of the Mountains of Ergoth lies a small, flat valley known as Foghaven Vale. Its name comes from the thick, mountain fog (abetted by a natural hot spring) that often obscures it from sight. Since the Age of Might, Foghaven Vale served as the destination of pilgrims visiting the final resting place of Huma, hero of the Third Dragon War. In the wake of the Cataclysm, its location was forgotten to all but the Kagonesti.

To Foghaven

After the heroes escape from their elven captives, Silvara guides the heroes and Theros to this sacred place leading them to a muddy pass that climbs steeply from the forested foothills into the austere mountains. After two hours of hard climbing, the pass widens and the party sees dozens of huge statues that have been cast down by great force.

The statues depict Kagonesti, birdmen (aarakocra), dragons, and Knights of Solamnia, the major forces that guarded Foghaven and held that land in reverence. Beyond the toppled statues rise a set of wide, low stairs. Heavy, white fog billows down them, obscuring all but the bottom few steps. "The Foghaven Stairs," says Silvara, pointing to them. "Our destination lies beyond, in the mists." Continue with "The Foghaven Stairs."

The Foghaven Stairs

The stairs each stretch 10 feet long and wide and rise 1 foot per step. Swathed in clinging fog so heavy they can't see the length of a step ahead of them, the heroes climb. Occasionally, they see menacing shadows in the fog, but every time they ready themselves for combat, the forms dissolve. If the party gets jumpy, Silvara seems amused. "We are shielded from the forces of Evil," she says. "You have nothing to fear here."

After an hour's climb, the air starts to thin. Heroes with Endurance scores of 5 or less must make three successful *challenging Endurance* actions over the next half hour or find themselves on the verge of passing out from shortness of breath {heroes with Constitution scores of 11 or less must roll successful ability checks}. Silvara allows the heroes to rest for a moment, but seems anxious. She cocks her head as though listening for something.

"We need to go," she says, suddenly bounding up the stairs and disappearing into the fog. "Time is short!"

The heroes may attempt to keep up with her, but those with low Endurance {Constitution} scores must again make actions if they try to do so. Characters with low scores automatically fail this check. If Lord Aaron travels with the party, he stops to help such characters even if no one else does. He expresses doubt over Silvara's trustworthiness.

The heroes climb for another fifteen or so minutes, and the fog begins to thin. Silvara waits at the top of stairs. Beyond her lies a deep natural valley green with grass and ancient forests. Directly across from the party on the opposing cliffs rising some 700 feet above the valley, rears a huge statue of a dragon carved from the rock of the mountain itself. Silvara says, "Welcome to Foghaven Vale, my friends."

Playing the Novels

This chapter provides more detail on Foghaven Vale and Dragon Mountain than is needed by game groups who are trying to closely mirror the flow of the Chronicles trilogy. For such groups, the heroes should not be able to find the silver dragon's lair, and the only obvious site in the fog, aside from Dragon Mountain itself, should be the bridge and the Tomb of Huma beyond it.

In the novel, Silvara has second thoughts about betraying the Oath. Immediately after Theros opens the Windpipe in the tomb, she uses a powerful spell to place the heroes into a magical sleep—only Tasslehoff escapes the effects of the spell by hiding behind Huma's shield. As she struggles with her conscience, Tasslehoff enters the Windpipe and is magically whisked to the Throat Level of Dragon Mountain. Here, he encounters Fizban; the old wizard clearly escaped certain death in Pax Tharkas. Once Fizban learns from the kender that Silvara has led the heroes to Foghaven Vale, he uses the Windpipe to whisk them back to the tomb where he negates Silvara's magic, restoring the party to consciousness.

Fizban proceeds to scold Silvara for violating the Oath, but when he discovers the Dragon Orb has already been taken to Sancrist by Sturm and Derek Crownguard, he asks Tasslehoff to come with him. The two then vanish into the Windpipe. They meet up with the rest of the heroes on Sancrist during the events described in Chapter Nineteen: The Whitestone Council.

In the meantime, Silvara comes to terms with her conscience and reveals her true nature to Gilthanas, who she has grown to love—the Kagonesti maiden is in actuality a silver dragon. Further, she reveals to Theros the secret of forging the fabled dragonlances, irrevocably violating the Oath sworn by the Good dragons to remain uninvolved in the war.

Silvara reveals that a secret path (Sla-Mori) through the mountains starts in a hidden vale formed by the dragon's wings. "We must climb the outside of the dragon to reach it," she says.

The rest of the valley reveals a ruined keep, woods, lakes, the Bridge of Passing, and a shrine (containing the Tomb of Huma). The walls of the vale rise almost vertically, except for the Stone Dragon and the area around ruined Foghaven Keep. Continue with "The Ruined Keep."

The Ruined Keep

Standing a few yards away from the top of the Foghaven stairs, this keep originally consisted of a stable, several private quarters, and a protective wall with three guard towers. The wall shows gaping holes, and the stable and quarters lie in ruins, but the towers all still stand, although it would not take much to bring them down as well. The breeze causes ancient bells to toll softly in one of the towers.

The top of the southwestern tower appears to have been blasted off by an explosion. Along the south wall, gilt letters proclaim the following:

Lances did great Huma seek
To forge upon the dragon's peak
With Silver Arm and Silver Pool
And Hammer strong would forge Wyrm's doom.

The gold lettering is only gilt and worthless if peeled off.

The upper floors have all collapsed, and the bottom is filled with rotted wood and ropes. Overhead, bells softly chime.

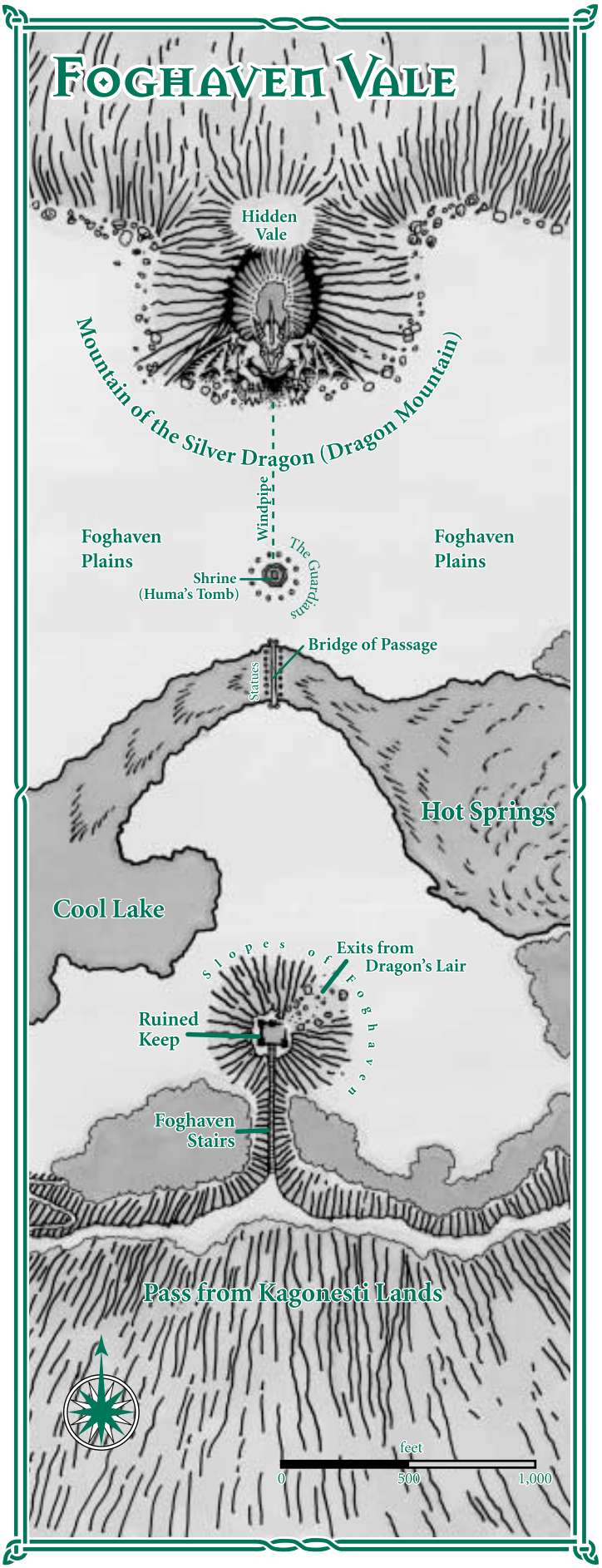
The northern tower's interior is remarkably clean. A ladder climbs to the top, from which the heroes can gaze down into the misty valley and up at the immense stone dragon. A large flagstone lies in the center of the ground floor. It takes combined Strength scores of 30 and successful *average Strength* actions by all involved in the effort to move it {a score of 45 and successful Strength checks}. Silvara becomes visibly nervous if the heroes try to move the stone. She points to a tiny rune carved into its side, saying, "That is an ancient Kagonesti symbol for 'dragon.'"

Should the heroes move the stone, this reveals a shaft leading down into darkness. The shaft goes down 60 feet and can be climbed only by using ropes or thieving skills. At its bottom is the Dragon's Lair.

The keep sits at the edge of a steep slope which leads down into the vale. Tunnels honeycomb the hill, leading into a large cavern—the lair of the silver dragon who guards the valley. Proceed with "The Dragon's Lair."

The Dragon's Lair

The cavern grows larger as other tunnels from the surface join from either side. The tunnels end in a large natural cavern deep beneath Foghaven. To the south and north are small



alcoves. A series of step-like rocks littered with precious coins and gems dominate the west wall.

Gifts from pilgrims, the treasure consists of 30,000 steel pieces, 50,000 gold pieces, and 700 platinum pieces scattered about the room, along with 20 gems worth 500 steel pieces. A small wand of ivory with a bird's claw holding a sphere radiates magic, but has no powers. It is a symbol of power among the aarakocra, a rare and reclusive race of bird-people. Finally, the lair contains six fist-sized gems that glow softly and radiate magic. These gems are worth no more than 100 gold pieces each, but they are taken from the Windpipe in the Tomb of Huma. (See "The Shrine (Huma's Tomb)," below.)

Silvara protests any thievery, explaining that it is not wise to anger unknown dragons, but lets the party members take what they want. Later, as the dragon Dargent, she asks the heroes to return the treasures.

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

The Lakes

Steam hangs over the eastern lake, and the water bubbles and boils. Heated by volcanic fires far below, it burns any who drink from it, and inflicts 1–10+2 damage points to any who immerse themselves in it.

Once the water reaches the western lake, it has cooled significantly, yet it is still warm enough not to freeze. A large sign, written in Common, says "No Fishing."

The trees along the shore are home to fourteen sprites who keep the fish as pets. They let the party drink and swim in the lake without incident, but any hero attempting to fish is attacked. Similarly, if anyone with Fate cards of 7 or above for both nature and demeanor {anyone of Evil alignment} approaches the lake, the sprites attack.

If a battle breaks out between the party and the sprites, Silvara desperately steps in, calling out in a language that no party members understand. The sprites vanish among the trees. If asked how she could communicate with the sprites, she says that she had the opportunity to learn their language a long time ago.

If the heroes accept this explanation, it isn't enough for Lord Aaron. He says he no longer trusts her. Read the following:

"There have been too many convenient escapes," he says. "I am not a man who believes in luck, and you seem to have an abundance of it, elf. Who are you, really? What Evil do you serve, and what trap do you attempt to lead us into?!"

Silvara stands shocked for a moment. Then she cries, "I'm trying to help you, and, the Oath be damned, I will help you!" She rapidly makes arcane gestures in the air. A flash of bright light blinds you momentarily.

When the party's eyes clear moments later, they find themselves with Silvara in the Throat Level within Dragon Mountain. (See "The Throat Level," below.)

The Forests

The forests of Foghaven Vale remain green and healthy. Silvara discourages the heroes from venturing into their dark recesses, saying that Kagonesti legends hold that all manner of magical forest creatures live in the forests.

If the heroes fail to heed her warning, they must contend with four dryads, three sylphs, and two satyrs in the eastern forest. The western forest is home to the fourteen previously mentioned sprites, a nymph, and two dryads. Silvara does her best to prevent the party from coming to harm, If called upon to explain, Silvara becomes obviously flustered and frustrated. "I brought you here for a reason more important than dalliances with the spirits of the forest! Come." She then heads for the Shrine beyond the river.

If the heroes continue to pressure her for answers, she whirls toward them, eyes suddenly brimming with tears. "I'm trying to help you," she says. "There is too much pain and suffering in the world, and the Oath be damned, I will help you!" As above, she gestures and they find themselves in the Throat Level within Dragon Mountain. (See "The Throat Level," below.)

Bridge of Passage

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

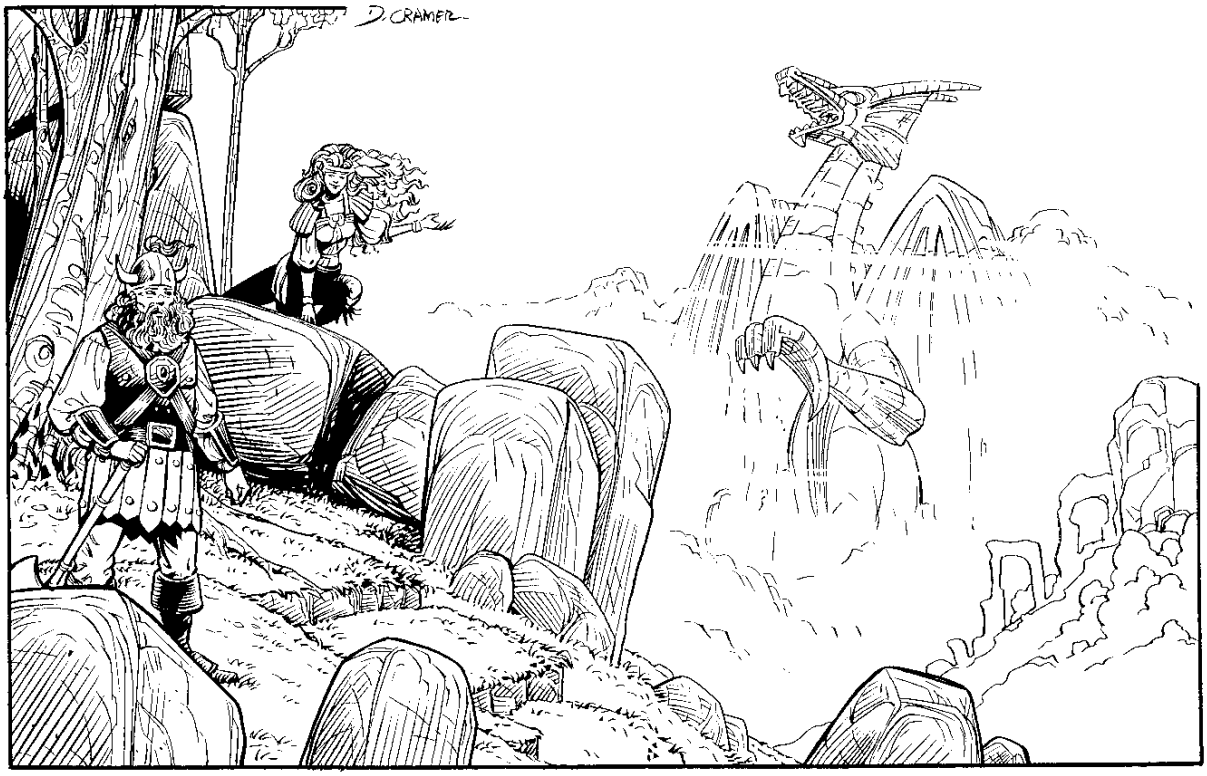
Condensed steam makes the smooth surface of the bridge even more slippery. Anyone crossing the bridge must perform a successful *average Agility* action {Dexterity check} or fall in the water. Heroes in heavy armor must perform *average Strength* actions {Strength checks} or sink to the bottom. The hero must remove his or her armor or drown if the action {check} is failed.

The Shrine (Huma's Tomb)

Foghaven Vale houses the final resting place of Huma Dragonbane. Considered by many to be the epitome of what all Solamnic Knights should strive to be, Huma has very nearly become a religious icon, representing all that is Good.

The tomb itself is a simple structure surrounded by a circle of massive, shimmering pillars. The pillars feature two powerful enchantments. One spell causes all beings with Fate cards of 7 or above in both nature and demeanor {those of Evil alignment} to experience an odd sense of dread when they come within 10 feet of the circle of statues. Those of Evil alignment must make successful *daunting Spirit* actions to approach the tomb {saving throw vs. spell with a –4 penalty}. The second enchantment causes the pillars to appear to be friends whom heroes and characters with natures and demeanors of 6 or less {Good or Neutral alignments} have met along the way but who are not currently with them. The other heroes and characters see the visages of their most feared enemies on the pillars.

The Shrine, a long, low building set atop three octagonal steps, is carved with ornate symbols and pictures of men and dragons locked in combat. A thick piece of oak bars the Shrine's heavy, bronze door. The bar can be removed easily by anyone making a successful *average Strength* action {Strength check}. The door swings silently open to reveal the final resting place of Huma. The tomb is almost empty. The far end of the Tomb holds a small dais, upon which stands an empty bier: Huma's body is



missing. At the foot of the dais rest the sword and shield of Huma, revered artifacts. The sword is a bastard sword and the shield bears an ancient version of the emblem of the Knights of the Rose. (The sword and shield of Huma are described in the "Masters and Magic" appendix.)

On the far side of the bier lies a circular, ornate metal plate. Cast into its surface are the emblems of Solamnic Orders of the Rose, the Crown, and the Sword interwoven with vines of iron ivy. To move the lid, the heroes need to muster combined Strength scores of 30 and successful *average Strength* actions by all involved in the effort {combined Strength of 45 and successful Strength checks}.

Below falls away a shaft that leads 30 feet downward and then gently curves in a northward direction. This is the Windpipe, a magical transport system that can take the party to the Throat Level within Dragon Mountain, if they can figure out how to make it functional again. (If not, they can follow the pipe straight northward for roughly 700 feet, at which point it starts to curve gently upward again. Eventually, the angle of the pipe becomes a straight angle going directly up into the air. The pipe climbs 650 feet upward, opening into the Throat Level within Dragon Mountain.)

If the heroes examine the edge of the well's circular wall, they notice six holes in the wall just below its opening. These are the holders for the control gems found in the Dragon's Lair. The gems fit them perfectly. Once they have been put in place, those standing at either end of the pipe immediately feel a gentle breeze blowing from the pipe. The breeze sweeps those within the pipe off their feet and whisks them away. After tumbling upward through the pipe, they are gently deposited on the floor by the end of the pipe within Dragon Mountain. Anyone who leaps into the pipe in Huma's Tomb is similarly transported. (Heroes can yell to each other through the pipe, although only those with acute hearing can make out the words clearly once the Windpipe has been activated.)

Dragon Mountain

The 700-foot monument in the shape of a silver dragon that forms Dragon Mountain is actually a temple dedicated to Paladine, and the only place that true dragonlances can be forged.

If the heroes haven't discovered the Windpipe in the Shrine, Silvara suggests climbing the outside of the Stone Dragon to reach the Hidden Vale between the wings.

The climb takes three days. Although the initial part is easy, the dragon soon proves too difficult to climb unless someone in the party has the proper gear and experience. If there are no mountaineers in the party, the party must search for another way in.

If the party scales the dragon, they arrive in the Hidden Vale, described in the section titled, "The Temple Level." A set of sturdy bronze doors bearing the symbols of Paladine lead inside the dragon, but they are barred from within. Silvara seems annoyed when this is discovered.

Reluctantly, Silvara says, "We must break the doors down. We must get inside."

Lord Aaron hesitates. "They bear the symbols of Paladine," he says. "If the Platinum Dragon wanted those doors barred, then they should stay barred."

"The Platinum Dragon had nothing to do with those doors being barred," Silvara replies.

She repeats her urging that the doors be broken down, this time with no reluctance in her voice.

If Aaron hasn't already voiced suspicions about Silvara, he does so now. She becomes angry as described in "The Forest," above and magically moves herself and the party to the Throat Level. The scene described in "The Throat Level" follows.

Should the heroes break the door down without Aaron causing Silvara to lose her temper, the heroes find that it

can suffer 30 damage points before breaking. Beyond is a hallway leading south into the mountain.

The Throat Level

This is where the Windpipe from Huma's Tomb leads, or where Silvara magically teleports herself and the party should she be angered. A large staircase leads up the gallery proper in the Stone Dragon's head. The wall of the staircase is painted with a beautiful mural depicting scenes from the Dragon Wars. At the end of this mural is a cutaway map of Dragon Mountain that notes the various levels in its interior as the Head, Throat, Shrine, and Heart. Heroes who make a successful *average Reason* action {Intelligence check} realize they are on the Throat level.

The gallery itself is a large, round room with two obvious exits. One is the large staircase leading to the Upper Gallery, and the other a small spiral staircase leading down to the Temple Level. Once the heroes arrive here, read the following:

The young Kagonesti says, "I can bear this no longer! I cannot sit here guarding the very tools that mortals need to defeat the Evil that is destroying their homes! I must—"

A firm voice interrupts her: "Must what, child?"

Coming down the broad staircase to the Head Level is Fizban, apparently having once again survived certain death. However, his demeanor is not his typical one of happy-go-lucky befuddlement. His face is set in a serious expression and he seems to have an aura of power about him as he walks down the stairs. "What must you do, Dargent?" he says, clearly addressing the elf maiden you know as Silvara. "Break your Oath? Is that why you've walked the world in another body, meddling in the affairs of mortals? Is that why you have brought them here?"

Silvara shrinks from Fizban, tears filling her eyes, a mixture of sorrow and pain on her face. "After all the misery and suffering I have seen, I had to bring them here. I could not stand by any longer and watch them all die."

"Dargent, child, you endanger more than you know by breaking the Oath," Fizban says, a stern tone in his voice.

"An oath given under duress cannot be binding," Silvara replies, suddenly filled with anger. She begins to change shape, assuming a smaller version of her silver dragon form. "I have no wish to fight you, but I will if I must!"

The silver dragon that now exists where Silvara once stood takes a swipe at Fizban with her claws. The old man dodges nimbly aside. "What you do, you do out of love," the old wizard says. "Still, I cannot permit this."

If the heroes choose to get involved in this fight, they may. All characters stand shocked at the scene unfolding before them. Lord Aaron looks particularly foolish, frozen in shock with his sword half out of its sheath.

The heroes can attempt to restrain Fizban or subdue Silvara. They can also attack either one, of course. Whatever actions they take, during the first minute of combat, she calls out to them, "What you need is found in the Head and the Heart."

Fizban, not much of a fighter, is held more easily. He struggles feebly against the heroes holding him, muttering, "Oh, bother." Before Silvara (or Dargent, as Fizban called her) has a chance to answer any questions, Fizban sneezes. He and the dragon both vanish in a bright flash.

If Fizban is attacked, the hero automatically lands a successful hit. Fizban looks at him or her with a shocked look on his face and says, "Hey! That hurt!" If attacked again, he says, "Will you knock that off?!" On the third exchange of combat, he says, "Okay. Clearly, we can't have a civilized conversation with you lot around." He makes a swift gesture and vanishes along with the silver dragon in a bright flash.

If the heroes attack her, Dargent flees the first combat exchange she takes damage, retreating into the Windpipe and away. Fizban looks at them while cocking an eyebrow. "That wasn't very nice," he says. "She was, after all, only trying to help." Before the heroes have a chance to ask any questions of him, he makes an arcane gesture in the air and vanishes in a bright flash.

If no one interrupts the combat, it continues for two minutes. On the third combat exchange Fizban mutters a spell and both of them disappear in a flash of light.

The party is on its own in the Dragon's Throat. Lord Aaron finds his voice first, "By Kiri-Jolith, will someone please explain what just happened?!"

No one can give any authoritative answers, and the heroes must now explore Dragon Mountain to find a way out, or perhaps seek the mysterious "what you need" that the silver dragon referred to.

The Head Level

At the top of the stairs is a small foyer with two statues. These stone carvings have the bodies of lions but the heads of silver dragons. If approached, these statues announce "The only evil here is that which you bring," and"One of pure heart can do the tasks of many." Another flight of stairs leads even further up into the dragon's head. Read the following:

Here, to either side of a bronze door are racks of mighty polearms—dragonlances! Lord Aaron picks one up and gazes upon it with reverent awe. "These are the weapons Huma used to drive back the Dark Queen's minions when they last plagued our world," the Knight says. "If we bring these lances to the master of my Order on Sancrist, he may finally unite the forces of Good around a single banner!"

Lord Aaron believes it paramount for the party to gather all twenty lances and take them to Lord Gunthar, the leader of the Knights. If the heroes are laden down with treasure, he urges them to drop it and take the lances instead. He promises they will be compensated with far more valuable currency.

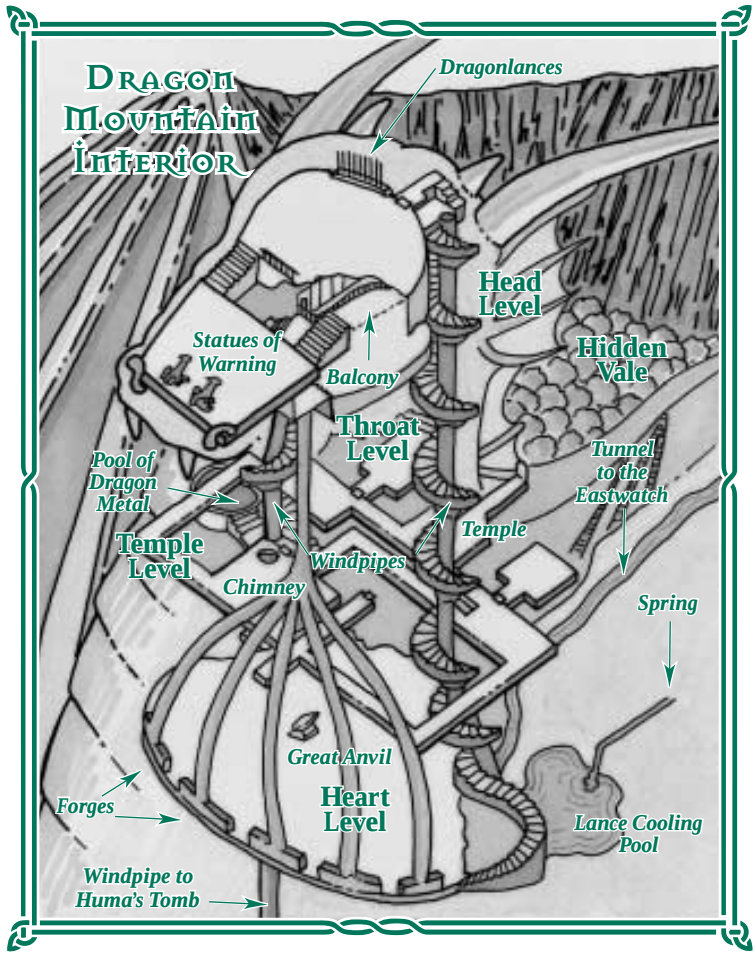
"We'll need to forge more," says Theros gruffly. "Silvara told me tales of ancient times, when they used to make all the dragonlances here. Can we still find their secret somewhere?"

Beyond the bronze door is a spiral stairwell and a second Windpipe which both lead all the way down to the Heart Level. The Windpipe remains functional, whisking those who step into it down to the Heart Level.

The Temple Level

Most of the rooms on this level contain nothing but dust and furniture that has long rotted beyond the point of usefulness. One chamber, however, appears meticulously clean and well-maintained: The temple devoted to Paladine.

The worship area is a large room with a vaulted ceiling. Entered through an archway at the room's south end, the



temple has corridors that lead off to the east and west. These passages allow access to chambers containing shrines devoted to the other True Gods of Good (Mishakal, Branchala, and Majere to the east, and Kiri-Jolith, Habbakuk, and Solinari to the west). Benches line the walls of the main shrine, and at the far end is a small altar beneath a huge tapestry.

The tapestry depicts a warrior in armor of shining silver, a mighty dragon sitting regally behind him, and a constellation in the black sky. The constellation is that of Draco Paladin, now absent from the sky. The dragon is the Platinum Dragon. The man is Paladine. The tapestry seems to indicate they are one and the same being. (Those who worship at this small altar receive the effects of a *bless* spell that lasts until they leave Dragon Mountain.)

Behind the tapestry lies a third hallway. It leads northward and terminates at a pair of bronze doors barred from within with a wide wooden beam. The beam can be lifted away with a successful *average Strength* action {Strength check}. Read the following:

Beyond the doors, a small valley nestles between the carved wings of the dragon and the jagged, impassable peaks of the Ergoth Mountains. Lush during the spring and summer months, its current state is a wonderland of ice-draped trees and bushes. The valley bears evidence of having been carefully tended.

The Heart Level

The most important area in Dragon Mountain, and arguably on Ansalon, is the site where all true dragonlances must be forged.

The heroes can arrive here through three different methods: the Windpipe or spiral staircase from the Head Level, or the Windpipe from the Tomb of Huma. Both Windpipes deposit heroes along the northwest wall. Each features a set of six gems and when one is touched, the flow of the Windtunnel is reversed, carrying people from the Heart Level instead of to it.

Five huge, banked furnaces stand along the south wall, filling the large cavern with a dull red glow. They appear fully operational, waiting for a metalsmith to return.

The furnaces feed upon the volcanic heat from deep within the mountains. When in operation, the chimneys lead to the Head of the Dragon and smoke pours from the Dragon's nostrils. The heroes find many tools here, and Theros states that this is the best equipped smithy he has ever seen.

At the center of the cave stands a massive anvil. Tongs lie to one side, but there is no hammer. An inscription winds around the anvil's base. It is in Solamnian, and it reads:

With Silver Arm and Silver Pool
And Hammer to forge Wyrms ' doom
Dragons hid these mighty tools
The last True Pool lies in this room
The Arm is lost to unknown fate
The Hammer lies past Dwarvengate

The anvil is made of meteoritic iron and cannot be chipped or shattered. Aaron recognizes it as the storied Great Anvil and runs his fingers across it with almost religious awe.

A cavern to the northeast contains a spring-fed pool used to cool recently forged weapons. The water is crystal clear and icy cold.

To the northwest, a tunnel leads into darkness, but as soon as the heroes approach it, they hear the sound of stone scraping against stone. Moments later, a huge shape lumbers into the red-limned cavern. The creature appears to be a stone dragon, except that it has eight legs and no wings. It moves toward the heroes.

This is a stone golem carved into the shape of a silver dragon-like creature. It has been instructed not to allow any mortal being near the treasure it guards in the cave beyond. If Silvara is somehow still with the party, she commands the creature to stand aside. Otherwise it attacks (see the "Combined Monster Chart"). If Silvara is present to order the golem to stand down, Lord Aaron reacts as described under "The Forests" above. The scene described in "The Throat Level" (also above) then unfolds.

Once the battle is over, the heroes can move into the cave the golem was guarding. Here, they find the greatest treasure in all the world: Shimmering in the light of their torches lies a pool of molten metal that nonetheless feels cool to the touch. It is the last pure source of dragonmetal in Krynn, the only substance that can forge the dragonlances. The material can forge other objects of a +1 nature, but only dragonlances have special properties

against dragons. Three items are needed to forge a dragonlance, according to legend: The Hammer of Kharas (still in Thorbardin), the silver arm, and the dragonmetal. The party has two of these items but can only forge inferior, temporary dragonlances without the Hammer of Kharas.

The final exit from the main cavern is a tunnel leading from the Stone Dragon and into the world beyond.

Exit to the Lands of the Knights

The exit north leads to a series of caverns that open onto a hillside overlooking a ruined town destroyed in the fury of the Cataclysm: Pillars lie toppled and no building remains standing. The vale leads down to a fertile valley further to the north where smoke can be seen rising from chimney tops in the distance. If Lord Derek or Aaron is with the heroes, he says he believes they have fortuitously emerged in Eastwatch, a peaceful land ruled by the Knights of Solamnia. From here, they can easily secure passage to Sancrist.

Suddenly, there sounds a piercing cry—the angry scream of a dragon. From high above, a trio of riderless white dragons descend toward the heroes. A white dragon the size of Sleet flies at the center of the formation while two adults flank it.

This is the party's first opportunity to use the dragonlances from the Stone Dragon. These white dragons are part of the Dragon Wing at Daltigoth. They are either acting on the reports of the white dragon encountered earlier by the party (in Chapter Sixteen: The Elflands of Southern Ergoth), or investigating its failure to return. In either case, their present orders are to slay any adventurers found in their search, and bring any treasure back to Daltigoth.

Even as they descend, however, the party notices a flash of silver in the sky—a large silver dragon streaks toward the white ones, coming in high and unnoticed by the whites. Read the following aloud:

The silver slams hard into the white dragon at the center of their formation and they engage in an aerial battle.

"Kill those two," the silver shouts to the heroes. "All these dragons must be slain so no word of my assisting you reaches outside ears!"

The pair of white dragons make a low pass, remaining in formation and strafing the heroes with their dragon breath. They then land, one on each side of the party. The left one concentrates on spellcasters while the other attacks the toughest surviving fighters. When the white dragons realize the heroes are wielding genuine dragonlances, they fight more savagely than before. Each dragon must be reduced to –5 Endurance points {–10 hit points} before they actually die, so strong is their desire to defeat the wielders of the hated dragonlances. (See the "Combined Monster Chart.")

If it appears the white dragons are too much for the party to handle, Dargent quickly finishes her opponent and comes swooping down upon the healthiest of the two dragons battling the party.

After the battle, Dargent lands and reassumes her Kagonesti form. She has been injured and bloody gashes appear on both her shapes. She refuses aid, however, and instead bids the party farewell. (If a priest insists on using magic to heal her wounds, she eventually accepts.) Read the following:

Although she appears saddened, Silvara says, "Fizban was right. I took a great risk in leading mortals to the source of the dragonlances, greater than I imagined, but it had to be done. Now, with that accomplished, I must once again retreat from the world."

Dargent gives Theros the authority to start up the foundry of the dragonlance and to forge new lances. She embraces each hero tightly—if any hero refuses her embrace now that her true nature is known, she first appears startled, then visibly hurt. At this time, she also asks that the heroes return any treasures they stole from her lair. If they refuse, she once again appears startled and hurt. She asks only once.

As she turns back to the caverns, she says, "You have a great destiny to fulfill," she says. "My hopes and prayers go with you."

If asked to explain her remarks regarding the party or the Oath she spoke of, she says she cannot elaborate, but that much more is at stake than she knew. Without another word, she climbs the hill and enters the cave, her shoulders slumped and her stepsheavy.

Continuing the Saga

The heroes' immediate goal concerns reaching Castle Eastwatch. From there, they must find transportation to continue their interrupted quest for the isle of Sancrist. Bringing the Dragon Orb and the dragonlances safely to the Knights there seems of utmost importance if the tide is to be turned in the battle against the dragon hordes. Pursuant to these goals, the adventure continues with Chapter Eighteen: The Lands of the Knights.

Theros chooses to remain behind in Dragon Mountain to prepare the forges. He also says that Silvara's sad look almost broke his heart. He wishes the heroes luck, and asks that they see that the Knights send him some trustworthy smiths to assist in the forging efforts. If the heroes have already been to Thorbardin, he also requests that they somehow get word to the dwarves so they can bring the Hammer of Kharas, enabling the forging of true dragonlances to begin.

If the heroes choose to let Aaron deal with the Knights and instead opt to remain on Southern Ergoth to deal with the brewing troubles between the Kagonesti, Qualinesti, and Silvanesti, the Narrator can use the threads presented in Chapter Sixteen: The Elflands of Southern Ergoth to create adventures. Derek demands that the Dragon Orb and at least two of the dragonlances be surrendered to him, however. If Aaron is with the party instead, he asks rather than demanding, for the same thing. Two months after the heroes part way with Lord Derek, messengers arrive from Sancrist. The leaders of the elven nations in exile are invited to attend the Whitestone Council, a gathering of the forces of Good. Assuming the heroes have made an impact during the intervening weeks, either the Silvanesti or the Qualinesti (perhaps even both) invite them along as part of their delegation. The adventure then continues with Chapter Nineteen: The Whitestone Council.

If the heroes discover the dragonlances in Dragon Mountain, Narrators should award a quest {1,000 extra experience points} to all heroes who have taken part in the entire campaign up to this point.

Chapter Eighteen

It is good to be back on Sancrist. I fear the darkness that grips my eastern cousins might creep into my soul as well. I cannot judge them too harshly, however, for I too could have forgotten the spirit of the Oath and the Measure were I surrounded by peoples who despised me. I believe Lord Alfred and Lord Michael remain honorable and good hearted, but they must constantly remind themselves and other Knights what they stand for. They focus on honor as a concept unto itself rather than as a means of achieving an end.

Is Sancrist the last vestige of a force whose time has passed? Are there no young Knights who are worthy of my place when I fall? How can I, a weak, fallible man, ever guide the Knighthood to a future in which it has been restored to its proper glory?

—From the Diary of Gunthar uth Wistan, 345AC

This chapter brings the heroes into full contact with the remnants of the fabled Knights of Solamnia. In their homeland, they have lived in disgrace since the Cataclysm, as many folk blamed them for the devastation, but in the lands of Gunthar on Sancrist and Eastwatch on Southern Ergoth, the Knights remain honored and respected. Their might pales when compared to the days of Huma, yet it is among the Knights that the heroes lay the foundation for the alliance that dooms the Dragon Empire.

The heroes may arrive on Sancrist or in Eastwatch from different paths. They may reach Eastwatch via Dragon Mountain. If Lord Aaron travels with them, they come by design rather than accident. Alternatively, if the heroes meet Ladine Dralathalas in Palanthas in Chapter Twenty: Palanthas, she might encourage them to travel with her to meet Lord Gunthar and convince the Knights to return to Solamnia in force. If they travel with Ladine, they most likely journey to Sancrist first, and then on to Northern Ergoth.

This chapter assumes the heroes arrive in Eastwatch first, entering the province from Dragon Mountain, and from there travel to Sancrist. The Narrator should adapt it to work for either path. (If the heroes have traveled here from Sancrist, they put into port at Castle Eastwatch.)

The Land of Eastwatch

North of Dragon Mountain lies a land untouched by the tread of the dragonarmies. Here, in this peaceful, tranquil land, ancient roads of packed earth link small, scattered settlements. Like Abanasinia, the region's large cities perished in the Cataclysm; their ruins dot the foothills.

Two strongholds exist in Eastwatch, each garrisoned by Knights of Solamnia whose presence here dates back to the time of Huma. One fortress stands on the road

Playing the Novels

This portion of the adventure serves to redirect players and also describes the lands that Sturm and Derek Crownguard's party passed through on their way to Sancrist. None of the material in this chapter reflects anything in the Chronicles trilogy, and Narrators who wish to mirror the novels should proceed to Chapter Nineteen: The Whitestone Council.

pilgrims once traveled to reach Foghaven Vale while the other is Castle Eastwatch, the seat of power for the province's Lord Knight.

In the years following the Third Dragonwar, the memorial built to honor Huma's great sacrifice attracted many pilgrims. At the height of Istar's corruption, Eastwatch became a flashpoint for the conflict between Ergoth and Solamnia, and pilgrimages to Dragon Mountain all but ceased. However, in the wake of the Cataclysm, a band of Solamnic Knights and the pitiful remnants of the Imperial Legions joined together to defend Eastwatch from ravaging ogres. United once again, Solamnians and Ergothians drove back the forces of Evil at the Lastgaard Mountains. Solamnic Knights have ruled and protected these fertile lands ever since. If with the party, Lord Aaron can tell the heroes the history of Eastwatch or they may hear it from one of the natives.

As the heroes travel through Eastwatch, they encounter a cluster of rude farmhouses. The locals seem friendly and curious. If Lord Aaron or any other person with the bearing of a Knight travels with the party, the peasants are particularly friendly.

The farmers help the party with some basic supplies (though Eastwatch is a fairly poor land) and answer questions to the best of their ability, though they often say, "You want to speak to the lords," and direct the party northward. Lord Aaron seconds that position. "The Knights can provide us passage to Sancrist," he says. Continue with "The Knights' Outpost."

The Knights' Outpost

A well-maintained road leads to a small fortress on the shores of a river within one day of travel. This outpost guards against ogre incursions into Eastwatch along the riverbed. As the heroes draw near to the tower, two Solamnic Knights ride out to meet them.

The garrison commander extends hospitality to the heroes, but upon hearing their tale urges them to travel to Castle Eastwatch the following morning. He lends horses to everyone and assigns six young Sword Knights to escort them. Proceed with "Castle Eastwatch."

Castle Eastwatch

The austere, gray edifice of Castle Eastwatch, a typical Solamnic fort, offers adequate, but sparse accommodations. The daily routine proceeds with military efficiency. The Knights here obsess over the fine details of protocol, mostly because they have nothing else to distract them. Their mission here is to protect the land from ogre invasions. Before the Cataclysm, the Knights of

Castle Eastwatch primarily served as protectors of Foghaven Vale. Although the location of Huma's Tomb has been lost and pilgrims haven't come to Eastwatch in well over four hundred years, Gunthar uth Wistan still believes it of paramount importance for the Knights to protect the citizens of Eastwatch . Thirty Knights permanently occupy this post, with squires, grooms, foot troops, and support personnel bringing the total population of the settlement to approximately one hundred-fifty men. Knights patrol the forests and plains of the western reaches of the island, constantly vigilant against the savage horsemen on the southern plains and the ogres to the east.

Kanthor Broadblade, Knight of the Sword, serves as the Lord Knight of Castle Eastwatch. (His statistics conform to those of a Whitestone Army officer.) He recognizes Lord Aaron immediately if the Knight is with the party. He inquires about Aaron's mission. If Lord Aaron is not with the party, the heroes must decide whether to mention the dragonlances, Dragon Orb, or silver dragon. Theros definitely mentions the foundries of the Stone Dragon and indicates he wants to start them up and begin the production of new dragonlances.

The Lord Knight shows excitement when hearing of foundries. He explains that two nights ago he had the strangest dream—a vision. It led him to search behind a bookcase in his study where he found a map that illustrated a tunnel leading from the dungeons beneath Castle Eastwatch to a place called "The Guardian of the Dragon Foundries." Until hearing Theros's tale, he didn't know what the map illustrated. Now he knows the gods prepared for the arrival of Theros: For the last day, his men have been exploring the tunnel and clearing out the monsters that lurked within it. (See below for more information on the tunnel.)

Lord Kanthor requests that the heroes tell him and his senior Knights about their adventures. He shows particular curiosity about Dragon Mountain, the silver arm, and the Hammer of Kharas. As a student of history, he knows that the silver arm and the Hammer were somehow instrumental in forging the dragonlances during the Third Dragon War, but the texts are unclear on the exact relationship. If the heroes make it clear that the Hammer of Kharas has been found in Thorbardin, he calls for messengers to be sent ahead to Sancrist to report the good tidings of the heroes' (and Lord Aaron's quest), as well as to arrange a diplomatic mission to Thorbardin so the dwarves can bring the Hammer to Dragon Mountain and begin forging the dragonlances.

If the heroes tell Kanthor of the White Dragonarmy's forces marshaling in Daltigoth, the Knight grimly remarks that he knows this. He expects reinforcements shortly.

Kanthor promises to provide a ship and sufficient manpower to sail the heroes to Sancrist so that they can report to Lord Gunthar, the highest-ranking Knight of Solamnia. The trip takes eight days. Before they leave he plans to hold a banquet for the heroes the next night.

The Knights who assemble in Kanthor's feast hall already know rumors of the tales the group relates, and once they've heard the actual adventures, the Knights treat them like honored heroes. "Our long winter may be ending, my brothers," says Lord Kanthor.

The day after the banquet, Kanthor, true to his word, readies a ship captained by an honorable and skilled seaman and crewed by skilled sailors. The weather proves favorable, and the heroes reach Sancrist in good time. Continue with "Sancrist."

If the Heroes Arrive from Sancrist

The Lord Knight has received no vision if the heroes first visited Sancrist, then traveled here. He treats them hospitably, particularly if they carry a letter of introduction from Lord Gunthar, or if they travel in the company of the Silvanesti ambassador Ladine Dralathalas. The heroes meet a band of six Qualinesti



Youngbloods lost at sea, who ran aground on the western shores of the island and seek a way home. Also onboard were Theros Ironfeld and Silvara, a beautiful, silver-tressed Kagonesti maiden who escaped her cruel mistress, Merathanos of House Woodshaper, with the help of the Youngbloods and Theros. (As revealed in Chapter Seventeen: Foghaven Vale and Dragon Mountain and the "Masters and Magic" appendix, Silvara is actually a silver dragon who has assumed a humanoid form.)

The encounter with the Youngbloods plays out as described in the "Qualimori" section of Chapter Sixteen: The Elflands of Southern Ergoth, but as they try to convince Gilthanas to become the savior of the Qualinesti, Theros and Silvara approach the rest of the party with their story of Dragon Mountain. Silvara claims to know of an ancient tunnel that leads there from below Castle Eastwatch. Foghaven Tunnel runs for 100 miles from Castle Eastwatch to the lower level of the Silver Dragon Monument in Foghaven Vale.

"The Knights used the tunnel to move quickly and surreptitiously to Huma's Tomb," the elf maiden explains. "It was perfect for important visitors or large groups wishing to visit the site without attracting attention to themselves."

Silvara believes the Knights forgot the tunnel's existence and says the time is not right to reveal it to them. Instead, she suggests that the party, Theros, and herself use the tunnel to investigate Foghaven Vale. She explains that legend says that Huma's lance was forged there. If asked how she knows so much, she says that her people have many tales of the days long gone. "We remember the past and honor it," she says. If Ladine is present, she gives the Silvanesti ambassador an icy look, "We don't attempt to bury the past by wrapping ourselves in warm memories of glory days long gone, or by forcing others into servitude."

If asked to clarify, she reveals that the Silvanesti landed on Southern Ergoth a few years ago and enslaved the Kagonesti. (Gilthanas gets this same information from the Youngbloods.) Naturally, Ladine wishes to continue on to Silvamori from Foghaven Vale.

If Gilthanas is being used as a hero, his player must decide whether he wishes to act on the suggestions of the Youngbloods. If he does, the elves join the heroes on their journey through the tunnel. If not, then the elves try to get a boat from Lord Kanthor. They do not attack him as the ones described in Chapter Sixteen.

To use the tunnel, the heroes must first sneak into Lord Kanthor's dungeon. The Narrator can make this as difficult or as easy as he wishes, but if the party is captured by the Knights, the heroes are asked to explain, something Silvara is loathe to do. Once they have left the castle through the secret tunnel, unless they provide Kanthor with some tale to explain their disappearance beforehand, he launches an extensive search for them. If they return to the Castle Eastwatch at a later date, the Lord Knight proves very offended that they treated him so badly when he was doing all in his power to be a good host. His mood brightens, however, if the heroes return with tales of dragonlances and dragon metal.

The trip through the tunnel takes almost three days. As the heroes move through it, they discover that portions of it appear to have been rebuilt since the Cataclysm. Silvara claims that she doesn't know who could have done that. (In truth, she repaired the tunnel during bouts of boredom while guarding the mountain.)

An answer appears to present itself in the form of 1–10 ghouls who attack the heroes from a crudely dug side-tunnel. These creatures entered the Foghaven Tunnel since Silvara's last excursion into it. If the heroes choose to follow the side tunnel, they enter into a tremendous ghoul warren, a veritable underground city of the foul undead. It should be clear that the heroes currently lack the resources to fight so many monsters, but that they might return later.

Eventually, the tunnel opens into the cavern system described at the end of Chapter Seventeen. The opening appears high up in a cavern that seems like a dead end from the ground, but from the vantage point of the tunnel it's clear that what appear to be smooth stones or small outcroppings from below are actually cleverly camouflaged steps. From here, Silvara leads the heroes into the foundries and points them to the circular staircase rumored to lead to a stockpile of dragonlances.

Sancrist

The Isle of Sancrist hosts two distinct populations: The gnomes of Mount Nevermind and the Knights of Solamnia in Gunthar.

Mount Nevermind, an extinct volcano, takes up half the island. Within its honeycomb warrens it supports a population of 59,000 gnomes.

The rest of the island forms the land of Gunthar, the ancestral holdings of the Uth Wistan family, an ancient and proud line of Knights. Though the Cataclysm destroyed the reputations of the Knights elsewhere, the Uth Wistans remained trusted and honored by their subjects, with Castle uth Wistan named the new seat of the Grand Master of the Solamnic Orders. Along with Eastwatch, it remains the only place where the Knights of Solamnia still garner respect.

A lush, forested land, Gunthar's coastline consists of tall, jagged cliffs, except for Thalan Bay on the island's northern side. This bay was once home to a great sea port that sent ships to Tarsis, Istar, Palanthas, and even Silvanost during the Rose Rebellion that sundered the Empire of Ergoth. The people of Gunthar sided with the forces of Vinas Solamnus. Although the island is also home to Whitestone Glade, the site where Solamnus received the vision for the formation of the Knighthood, Sancrist slips ever further into obscurity.

Deep lush forests ring the harbor and hold Castle uth Wistan, home in exile to the Solamnic Knights. This medium-sized castle has an impressive curtain wall, and its spires rise above the forest and the large camps of pavilions that sprawl around it. These pavilions form a sea of color from the castle moat to the edge of the forest. There is a camp for each Order of the Knights.

As the heroes approach, sentries hail them and ask their business. If the heroes accompany Lord Aaron, Ladine Dralathalas, or if they carry a letter of introduction from Alhana Starbreeze, Knights quickly escort the party into the sparsely decorated audience hall of Gunthar uth Wistan. Similarly, if the heroes visited Castle Eastwatch, the sentry recognizes them as soon as they introduce themselves, and immediately takes them into the castle. If they come to Sancrist without anyone whom the sentry might recognize, he summons his superior, who asks their business. After hearing them through, he calls a Knight, who once again asks the heroes their business. If they behave in a rude and impatient fashion, he tells them Lord Gunthar has no time for simple ruffians and asks them to

leave. If the heroes remain calm, the Knight finally ushers them into Gunthar's audience hall. Continue with "Audience with Lord Gunthar."

Audience with Lord Gunthar

Lord Gunthar (who is described in more detail in the appendix) sits straight and proud in his high-backed throne as the heroes enter. Knights and squires stand around the edges of the room, gazing coolly at the party.

Gunthar and Lord Aaron (or Ladine, if she is the one traveling with the heroes) exchange formal greetings, then Aaron recounts the adventures he has shared with the party, calling particular attention to heroic or honorable deeds on the part of Sturm, or any other hero he has decided might be a suitable candidate for the Knighthood. He fairly gives credit where it is due, but doesn't downplay any heroic deeds he may have performed in the course of the adventures either.

Gunthar then asks specific questions of heroes whom Aaron praised, most of them relating to the Dragon Orb, the dragonlances, and the silver dragon. He also wants to hear anything the heroes may know about the mysterious "Blue Lady" who daily gains an ever-more fearsome reputation as her troops subdue the Solamnian city states one by one.

After listening to the heroes' tales, Gunthar dismisses his retainers, stating that he wishes to speak with these valiant warriors privately. Read the following aloud:

As they leave, he slumps forward with a sigh, fatigue suddenly evident on his broad features.

"I was told you were coming," he says. "But I fear for all of Ansalon that we might be too late. The dragonarmies have pressed across the Solamnic Plain, and only now have we discovered our folly in Palanthas. Emissaries of the Dragon Empire charmed the Palanthian merchants with lies while building their armies. Now only the Tower of the High Clerist and the Knights there protect the most coveted fleet of ships in all Ansalon. Unless Westgate Pass is held, our cause faces doom.

"The only hope lies in the Whitestone Council I have called. Once we unite the leaders of the elves, dwarves, gnomes, and even representatives of the Empire of Ergoth, we may succeed in standing against the dragonarmy. The delegates should all be here within three weeks. In the meantime, please accept my hospitality as my guests for the Yule celebrations."

If the heroes agree to wait for the Whitestone Council to convene, they find Gunthar an excellent host. However, they also discover his difficulties keeping the Knighthood together. They witness his own men show disrespect to him, and while they are there, Lord Jeoffrey, one of the commanders from Palanthas, arrives with a report. A male warrior who has befriended either Aaron or Gunthar witnesses an argument between Lord Gunthar and Lord Jeoffrey over how best to deploy the mercenaries hired to bolster the Knights at the High Clerist's Tower. Gunthar urges caution, but Jeoffrey wants to deploy them beyond the curtain wall to absorb the inevitable attack by the dragonarmies.

Afterwards, Gunthar rages at Aaron and the hero. Read the following aloud:

"My Knights waste themselves in pointless contests of power, my position is threatened by commanders in the field, my orders are questioned and even disobeyed! The Knighthood is dead unless an exemplar of honor and strength comes to renew our faith! The war will be lost before we are even ready to fight it!"

If the Narrator doesn't want to skip three weeks of campaign time, a few suggestions for how to fill the time are given below.

If the Heroes Haven't Traveled to Southern Ergoth

If the heroes have not visited Southern Ergoth, Gunthar tells them of Foghaven Vale, explaining that once mighty weapons reputed to kill dragons in a single blow were created there. If Ladine Dralathalas remains with the heroes, she recognizes the description of the dragonlance even if the heroes don't and reacts with startled surprise. "Even if we find Foghaven Vale," she says, "we can't forge lances without the Hammer of Kharas."

If the heroes have been to Thorbardin, they know just the thing to say at that point. Gunthar immediately dispatches messengers to Thorbardin, in the hopes that the heroes successfully locate Foghaven Vale. If the heroes seem doubtful of their ability to locate it, Ladine and Gunthar both comment that a savage race of elves known as the Kagonesti dwell in the forests on the southern half of the island. Perhaps someone among them can provide guidance. Gunthar supplies a ship to carry the heroes to Castle Eastwatch, where he promises Lord Kanthor will provide whatever aid the heroes require. He also gives them a letter of introduction.

Unless the Narrator wishes to create some seaborne encounters, the journey proves uneventful. The adventure continues with "If the Heroes Arrive from Sancrist."

Continuing the Saga

If the heroes travel from Eastwatch to Gunthar and take part in the Whitestone Council, the campaign continues with Chapter Nineteen: The Whitestone Council. The heroes enjoy three quiet weeks in a peaceful land while messengers race to Silvamori, Qualimori, and Thorbardin to gather representatives from the enemies of the Dragon Empire. The Narrator may fill these weeks with activity: The heroes can foil a plot by a shapeshifted Sivak to murder Lord Gunthar, or they can travel to Mount Nevermind to experience the wonders and dangers created by the gnomish inventors who dwell there. Finally, they may hear of a fourth son of a Knight organizing an expedition to the fabled ruins of Crystine—he will not inherit any lands from his father, so he hopes to find wealth as an adventurer. The young man is named Donar uth Aldanne. (Donar's quest may also be used if the heroes decide they have done enough in the war. Eventually, if the Narrator wishes to continue to use the plotlines of this book, the heroes should be captured by forces of the dragonarmy. If they have not yet been through the events of "The Highlord's Offer," the Narrator should run Chapter Twenty-Two: The Highlord's Offer at that time.)

If the heroes have not yet visited Foghaven Vale, the adventure continues in Chapter Seventeen once they have either traveled through Eastwatch to the ruined city on the northern side of the Ergoth Mountains or used the Foghaven Tunnel to reach the interior of Dragon Mountain.

Chapter Nineteen

Stop this right now and listen to me!"

Suddenly Tas saw, to his astonishment, that everyone had stopped talking and was staring at him.

Now that he had his audience, Tas realized that he didn't have any idea what to say to all of these important people. But he knew he had to say something. After all, he thought, this is my fault—I read about these damn orbs. Gulping, he slid off his bench and walked toward the Whitestone and the two hostile groups clustered around it. He thought he saw—out of the corner of his eye—Fizban grinning from under his hat.

"I—I . . ." The kender stammered, wondering what to say. He was saved by a sudden inspiration.

"I demand the right to represent my people," Tasslehoff said proudly, "and take my place on the advisory council."

—During the Whitestone Council, Dragons of Winter Night

In this chapter, the heroes are present on Sancrist as delegates from many of Ansalon's nations gather at the behest of Lord Gunthar of the Solamnic Knights to discuss a union that allows them to turn back the tides of Evil.

Audience with Lord Gunthar

Whether the heroes have arrived on Sancrist with Ladine or from Southern Ergoth, Gunthar calls them before him.

"The delegates of the Whitestone Council have all gathered," he says. "I pray that the tales you bring of the horrors the dragonarmies inflict upon the land will galvanize them. I called a Council many months ago, but was unable to forge a union. Even Princess Alhana of Silvanesti refused to join, and she came seeking help for her nation. I pray to Paladine your presence makes everything coalesce. Our unity begins peace; our division ends hope."

If the heroes have brought the Orb and the dragonlances, Gunthar believes these artifacts will help unify the forces of Good, but he has suffered enough setbacks that it is difficult for him to hold too much hope.

Gunthar ends the audience by introducing the party to a timid-looking scribe. Gunthar says he must meet with his Knights before the Council—and arrive with them as protocol dictates—and the scribe must take the heroes to the site of the Whitestone. Gunthar departs and the scribe introduces himself as Laban. He appears quite nervous. If asked why, he explains that he's never been around mercenaries and adventurers before. Laban fears the heroes are little more than jumped-up bandits, though he must be pressed severely before revealing this viewpoint. Plus, nonhumans just make him nervous as a general rule.

After initial introductions, when Laban has either been put at ease or offended the entire party, he leads them from Castle uth Wistan to the Whitestone Glade.

Playing the Novels

The Whitestone Council features the characters mentioned in this chapter, and their debate goes pretty much as described here—heated arguments break out over what to do with the Dragon Orb. When Lord Gunthar reasons with Speaker Solostaran by reminding him that his daughter Laurana has the most firm claim on the Orb—as it was she who fought to retrieve it from Icewall Castle—the Speaker angrily rails that he has no daughter and declares war on the Knights if they don't return the Orb to him.

Tasslehoff suddenly grabs the Dragon Orb and shatters it against the Whitestone, exclaiming that they should all be fighting the dragons, not each other. The assembly appears to be on the verge of lynching Tasslehoff when Fizban steps to his defense. He cows the assembly, vacillating between being assertive and befuddled, but always appearing dangerous. Without warning, the Whitestone is suddenly split asunder: Theros has arrived and hurled a dragonlance through the ancient stone. With a more powerful weapon to focus on, the Council votes unanimously to forge more lances and distribute them to all who stand against the dragonarmies.

After the Council, Laurana intends to travel to Silvanesti where she believes Tanis to be, having seen him in a prophetic dream. Gunthar convinces her to instead carry word of Sturm Brightblade's vindication from charges brought against him by Lord Derek at his Knighting, as well as the fact that Sturm has been Knighted.

If the campaign is to mirror the novels, Tas, Laurana, and Flint must then set sail for Palanthas.

The Whitestone Glade

The dense forest opens to reveal a great circular meadow. A slab of white gemstone rises at a slight angle from the center of the glade: the fabled, holy Whitestone.

The scribe explains that some legends say that here Vinas Solamnus was granted a vision by Paladine, Kiri-Jolith, and Habbakuk. The vision led him to found the Orders named after him, of which the three gods of Good are patrons—the Knights of Solamnia. Before the vision, the Whitestone was black granite, but after the gods touched Solamnus it turned brilliant white.

Now, the leaders of Good come together here in times of crisis, under the auspices of the Grand Master of the Solamnic Orders. Lord Gunthar called a Council last year when word of the dragonarmies rising in the east had first reached his ears, but the Council did nothing but bicker until Gunthar declared the Council over.

Delegates from all the free lands of Ansalon enter the grove and sit around the Whitestone. The glade fills with elves, kender, dwarves, and humans: the heroes recognize Porthios and Solostaran among the elves—Solostaran

appears even more ill than when the party last saw him, and it is clear that he would not walk if Porthios wasn't supporting him. A male Silvanesti elf with a haughty bearing whom Ladine Dralathalas (if present) identifies in an awed tone as Lord Quinath, the leader of House Advocate, walks a few paces behind them. If Ladine isn't present, the scribe gives his name, but does not attach any particular awe to it. Lastly, the Knights of Solamnia enter, with Lord Gunthar standing before the seated assembly.

The Council consists of seated and unseated members. Speaker Solostaran and Lord Quinath are granted special status as "advisory members," because of their great age and insight, the scribe says. Seated members include Lord Gunthar, Duncan Hammerrock (representing the Kingdom of Thorbardin), Lord Mir Kar-thon (ambassador from the Emperor of Ergoth), Duke Serdin MarThasal (representing the Solamnian citystates and lords), and Gnosh (Gnome representative of the Collective Guilds). Seated members and those granted advisory status may vote in Council. Unseated members may not vote, but may voice their concerns. Continue with "The Council."

The Council

If the heroes arrive here from Palanthas or elsewhere but have not yet been to Dragon Mountain or Icewall, references to such should be removed. In this case, Gunthar wants the heroes present so they can serve as examples of people banding together to fight the dragonarmies.

"Lords and Ladies, honored champions of Good, I call the Whitestone Council," Gunthar says in with a firm voice. "First, we will hear reports from the brave men and women that prompted me to call this Council. These brave warriors have been struggling against the might of the dragonarmies for months now. Hear their tale."

Laban urges the heroes forward. Once the party steps into the center of the circle, Gunthar introduces Lord Derek (or Lord Aaron) and whichever hero he believes to be the party leader. The heroes should relate the party's adventures from the beginning at the Inn of the Red Dragon. When they reach Tarsis, Lord Gunthar breaks in.

"At that point, they joined with Knights charged with a quest to locate a powerful weapon that was somewhere in the south. Hear the rest of the tale from Lord Derek Crownguard, Knight of the Rose."

Lord Derek relates the adventures he and Aaron Tallbow had as they journeyed from Palanthas. When the heroes enter the story, Derek twists events to place himself in as favorable a light as possible, even taking credit for deeds performed by others. He distorts events surrounding Silvara to draw as close a parallel between himself and Huma Dragonbane as possible. If Aaron gives the report, he does so truthfully.

If a hero takes offense and speaks up in front of the Council, Derek seethes with rage. "Are you calling me a liar, questioning my honor?" If the hero doesn't back down, the Knight issues a challenge, insisting on the right to defend his reputation through honorable combat. After the hero has a chance to react, Gunthar steps forward.

"There will be no challenges issued or accepted until the forces of Evil have been defeated. You will delay your gratification until peace time, Lord Derek."

Derek retreats from the Circle, still seething with anger, and a look from Gunthar tells you to do the same. "Now, members of the Whitestone Council, it is up to us to arrive at a course of action," he says to the assembly.

There is a moment of silence, then the glen erupts into a confusion of shouting, arguing voices.

If present, Ladine glides to Lord Quinath. They exchange a few words and she returns to the party with a troubled look on her face. She says she will explain later if the heroes ask what is wrong. Moments later, Porthios draws his sword and waves it both at Lord Quinath and the Ergothian ambassador, stating firmly that his father's will must be obeyed. Quinath laughs loudly while the Ergothian engages Porthios in angry debate, pushing the blade aside as quickly as Porthios returns it to threaten the dusky-skinned human. The arguments continue.

If the Heroes Have Traveled to Dragon Mountain

As the debate rages, Gunthar steps over to speak with the heroes. Read the following, adjusting as necessary:

Gunthar approaches you, the weary expression once again on his face, his shoulders sagging slightly. "This is going nowhere," he says. "I fear that some of the delegates will attempt to seize by force the artifacts you have brought."

"Gods, what a racket!" a voice booms. "Will you people quiet down! Some of us are trying to sleep out here!"

From the edge of the forest walks Fizban. He tips his hat to the party and walks into the middle of the Circle, saying, "Porthios, put that sword away before someone gets hurt."

The elf lord glares angrily at Fizban, "Beware, old man, or you will share in this Ergothian's punishment!"

"I said quit waving that sword around," Fizban replies with irritation. Suddenly, Porthios lets out a yelp and drops his sword as the hilt suddenly grows thorns.

"Look at you," says Fizban. "Particularly you, Solostaran and Quinath. You fellows have enough experience to know better . . . or at least you should. Now, everyone take your seats, please. You too, Lord Gunthar. I want to settle this, so you can get on with waging war against the real enemies and I can get on with my nap."

The angry babble erupts from the assemblage again, and Fizban, in a stern voice that is tinged with danger says, "I said sit down."

A chill runs through the crowd and even the kender obey the old wizard's command.

"Never have I seen such a bunch of dunderheads," the old man says, taking a seat on an outcropping of the Whitestone.

A shocked gasp goes through the Knights. "No mortal may touch the Whitestone," sputters Lord Aaron.

"Quiet," Fizban says, "or I'll make all your mustaches fall out. Now, where was I? Oh yes . . . Never have I seen such a bunch of dunderheads. You brought weapons from a past age when the forces of Good united to defeat the common foe and what do you do? You argue and bicker and threaten each other with war over an artifact you don't even understand." He gets to his feet and picks up the Dragon Orb. It begins to glow. "This Orb was created through the combined might of all three Orders of High Sorcery, in a day when they wielded power you can only dream of.



"Alone, none of you can control a Dragon Orb. You of all people should know that, Quinath." The elf lord stands silent, but stares at the old man with obvious hatred.

"I would love to see you good people use your energy where it counts—against the forces of Evil rather than each other. And since this Orb seems to be a major source of contention, I'll take care of it for you!" Fizban suddenly hurls the delicate Orb against the Whitestone, shattering it into a thousand pieces. "There," says Fizban. "That should just about do it."

The gnomes faint, the kender make sounds of disappointment, while the rest of the assemblage erupts in unbridled fury. They charge the old mage, who suddenly seems very confused. "What?" he says. "What is everyone so angry about? I'm the one whose nap was interrupted by your squawking!"

Lord Gunthar orders his Knights to protect Fizban, but only some of them obey—others are with Lord Derek at the heart of the lynch mob. "The wizard has doomed us all!" someone yells. "He should be the first to die!"

The heroes should get involved—if they don't, any character within the hero's party does. Combat breaks out, but it doesn't last long. Suddenly there is a deafening crack and the assemblage is showered with white dust.

"Oh my," says Fizban, looking toward the Whitestone. A long, glittering lance has shattered the ancient symbol of Vinas Solamnus's epiphany. The mob stands in stunned silence.

"For the past several weeks, I have been forging these," comes a voice from beyond the crowd. Theros Ironfeld moves through the crowd with a white-bearded dwarf at his side. "For the past several weeks I have been forging these," he repeats, "with the help of a dwarf wise enough to bring the Hammer of Kharas, despite the selfish wishes of the thanes of Thorbardin. I have just displayed its power to you." He grabs the lance with his silver arm and raises it above his head. "We should rally around these lances and together defeat the great Evil that threatens to engulf us in darkness forever!"

He thrusts it into the ground where it stands glittering in the sun. Quinath steps forward and says, "The time for debate is over. Shall we band together to facilitate the creation of these weapons and turn our energies to fight Evil? Silvanesti votes 'Yes.'"

The vote is unanimous. The Councilors want more dragonlances made, and they all agree to combine their resources to raise an army to wield them against the Dragon Empire.

When the heroes look for Fizban, the old wizard has wandered off while the party's attention was elsewhere. No one noticed him leave, however. The Narrator should proceed to "Continuing the Saga."

If the Heroes Haven't Traveled to Southern Ergoth

Gunthar pulls the heroes away from the raging debate. Read the following aloud, adjusting as necessary:

With a sad, tired expression on his face, Gunthar says, "This Council accomplishes nothing. I still see one hope, though. Somewhere in the Mountains of Ergoth is a lost shrine devoted to Huma Dragonbane, the greatest of Solamnic Knights. There, legend tells, dragonlances—the mightiest weapons ever devised to combat Evil dragons—were once forged. It might save us all if you found that shrine and rediscovered the secret of making dragonlances.

"Leave this madhouse. Return to the safety of Castle uth Wistan. If you accept this mission, I'll give you a letter of introduction and a ship to carry you to Eastwatch. From there, you must find clues guiding you to Foghaven Vale, the place where Huma is buried."

Gunthar doesn't automatically assume the heroes wish to accept this mission. They have several choices ahead of them. They are summarized in "Continuing the Saga."

Continuing the Saga

If the heroes have been to Dragon Mountain, Gunthar requests that they travel to Palanthas and from there to the Tower of the High Clerist. Lord Derek is dispatched to command the armies gathering there to defend the fortress and Palanthas against the advancing Blue Dragonarmy. Gunthar isn't sure he can trust Lord Derek due to the display he put on during the Whitestone Council. He wants the heroes to take charge if Derek should prove himself unworthy. Gunthar invests authority in the party to do so, if it becomes necessary. The adventure continues with Chapter Twenty: Palanthas.

As mentioned above, Gunthar suggest the heroes travel to Eastwatch on Southern Ergoth if they haven't already been to Dragon Mountain. He provides a letter of introduction and sea passage. If the heroes accept this mission, the Narrator should consult the first half of Chapter Eighteen: The Lands of the Knights for details on Eastwatch and the characters encountered there.

If Ladine Dralathalas is present, she says that during the Council Lord Quinath told her that Silvanesti has been struck by a magical disaster. The people have fled into exile on Southern Ergoth, but Speaker Lorac and Alhana Starbreeze, his heir, are both missing. A self-centered, power-hungry elf named Belthanos is ruling the elves in exile, and Quinath fears he will lead them into destruction if the Speaker of the Stars or his heir isn't returned to his or her proper leadership roles. She says that she has been charged with the assignment of journeying to Silvanesti to determine the fate of Lorac.

If the Narrator wishes to send the heroes to Silvanesti rather than to Palanthas at this point in the campaign, Ladine asks the heroes to assist her. If the heroes refuse her, Ladine travels alone. However, if she has grown to be friends with one or more party members, she can be convinced to travel with them to Southern Ergoth in exchange for a promise to travel with her to Silvanesti.

If the heroes choose to travel with Ladine Dralathalas to Silvanesti, she has a small ship in the harbor that can take them south and into the New Sea. The Narrator can consult Chapter Fifteen: To Southern Ergoth for ideas for sea-borne encounters, or he or she can simply allow the heroes to arrive without incident. Of course, the Narrator can also force the party to land on Southern Ergoth due to bad weather, as is suggested in that chapter.

If things go according to Ladine's plans, the voyage takes almost a month. She intends to have her crew beach the ship near Shrentak in order to avoid detection from the dragonarmy forces stationed there. After an overland journey during which the Narrator may choose to run some of the events featured in Chapter Twenty-Five: Across the Plains of Dust, the party arrives at the borders of Silvanesti. The main Saga then continues with Chapter Twenty-Six: Silvanesti.

Chapter Twenty

The people of Palanthas had received her politely—she was, after all, of royal blood and they were charmed with her beauty. They were also quite interested in the dragonlance and asked for one to exhibit in their museum. But when Laurana mentioned the dragonarmies, they only shrugged and smiled.

—Laurana travels to the Tower of the High Clerist, Dragons of Winter Night

Several paths lead the heroes to the great city of Palanthas, Ansalon's shining jewel of civility and enlightenment. They may be on their way from the Council of Whitestone on Sancrist Isle to the Tower of the High Clerist, returning from the Tower in the aftermath of a great battle with the Blue Dragonarmy, or the city itself may be their intended destination. Regardless of how or why they come, plenty exists for the heroes to do in Palanthas.

Narrators should read through this chapter and decide which encounters are essential within their campaigns, and guide the heroes' steps toward them. The remaining encounters can be used as the Narrators sees fit. Care should be taken, though, to make the heroes understand that Palanthas is more than a minor locale for a single encounter; it is quite probably the largest city they will ever visit and has more resources and secrets than the heroes could plumb in a lifetime of adventuring.

Playing the Novels

In *Dragons of Winter Night*, the heroes pass through Palanthas on their way to the Tower of the High Clerist. Laurana is received politely by the city's rulers, but they do not perceive any particular threat from the dragonarmies. She is given two wagons to help her get the dragonlances and other supplies to the Tower of the High Clerist, but they are quickly mired in the snow and mud. A storm causes the rest of her escort to turn back, and in the end only she, Tasslehoff, and Flint make it to the fortress and successfully deliver the dragonlances to the Knights.

This chapter provides Narrators interested in expanding the heroes' stay in Palanthas with some side adventures. For gaming groups who wish to stay close to the flow of the Chronicles trilogy, the party should arrive by ship from Sancrist and seek out Lord Amothus, the leader of Palanthas's ruling council. Even if they try to carefully explain the looming threat of the dragonarmies, Amothus remains convinced that Palanthas won't fall—the city remained intact in the wake of the Cataclysm and he takes this as proof of the blessing of the gods. After the audience, Amothus gives the heroes two wagons (along with drivers and teams of oxen) and two weeks of supplies—more than enough to get the party safely to the Tower of the High Clerist. The pass proves to be too difficult for the wagons to traverse and in the end, only the party reaches the Tower.

The City of Palanthas

In the northwestern Ansalonian wilderness, nestled in a crook between the Vingaard Mountains and the Bay of Branchala, lies the most important city on the continent—Palanthas. Built like a great wheel, Palanthas has eight concentric circular roads and eight great avenues that reach out from the city's Central Plaza into the surrounding mountains. Her port runs around the clock, loading and unloading cargo from every corner of the world; if you can't find an item in the Palanthian markets, you probably can't find it anywhere.

The city is split in two. Its hub, surrounded by a great wall and known as the Old City, houses governmental buildings, the palace of Lord Amothus (Lord of Palanthas), the mansions of the city's richest families, and more shops, stalls, and restaurants than anywhere else in Ansalon. Two other important sites lie in the Old City: the Great Library of the Ages and the Tower of High Sorcery.

The outer rings of Palanthas are known as New City. Most Palanthians make their homes here, with accommodations ranging from palatial estates to ramshackle hovels, depending on the neighborhood. The University of Palanthas, the Old Temple District, and the Merchandising District all lie within the bounds of the New City, as well as the Knight's High Road—the only way out of Palanthas on dry land. This road runs across the top of the Vingaard Mountains until it reaches the Tower of the High Clerist at the entrance to the Solamnic Plain.

The Citizens of Palanthas

Palanthians have a reputation for being aloof and condescending to outsiders. They believe their city is the Jewel of Solamnia, and anyone who lives elsewhere is either a bumpkin or a fool. Either way, they see no need to extend anything more than the most common courtesy to strangers—unless they are engaged in business. The city thrives on trade and commerce.

Palanthians act practically unconcerned with the war that rages across the continent, feeling that it is in both their and the Dark Queen's interest to find a peaceful settlement. The citizens believe that if the dragonarmies do attack, they will never get past the Tower of the High Clerist. That fortress has kept Palanthas safe from all attacks since the city's founding.

Only two in ten Palanthians provide the heroes with any cooperation, generosity, or gratitude based on the fact that they've been fighting in the war.

The Lord of Palanthas

The heroes may seek out the city's lord for many reasons: to rally support for Alhana, to bear greetings for Amothus from Lord Gunthar and the Whitestone Council, or to seek members of the city guard to help defend the Tower of the High Clerist. In any case, the Lord of Palanthas may be found in the palace at the city's center.

Clearly the most splendid edifice in the city (though not nearly as emotionally striking as the Tower of High Sorcery), the Lord's Palace looms over the Central Plaza. Every afternoon Lord Amothus comes out onto the balcony and speaks with the citizens below. If the heroes catch Amothus's attention and convince him of the urgency of their mission, he orders the guards to escort them to his audience chamber. Alternatively, the heroes could appeal directly to the guards at the palace doors.

The palace is so sumptuous and ornate it boggles the mind (this is, after all, the royal palace of the richest city on the continent). Everyone they meet behaves with the utmost gentility and refinement no matter how the heroes comport themselves. (If they get too rowdy, the well-mannered-but-highly-skilled palace guards are called in to calm them.) After their long months trekking through the wilderness, this may seem almost comical to the heroes, but the Palanthian aristocracy takes its propriety seriously.

Lord Amothus gives them all due courtesy. However, unless they bear a letter of introduction from Lord Gunthar, Princess Alhana, or some other figure of note, the heroes must convince him that they and their cause are worthy of the city's support. Assuming they succeed, Lord Amothus invites them to discuss the present state of the war with his advisors, a group of city senators, merchants, and Palanthian nobles. The Lord and his advisors listen carefully to all the heroes have to say, offering bits of advice and commentary. Should they prove themselves particularly deserving, the heroes may receive one or more of the following boons from the Lord of Palanthas (the Narrator may choose or select them randomly):

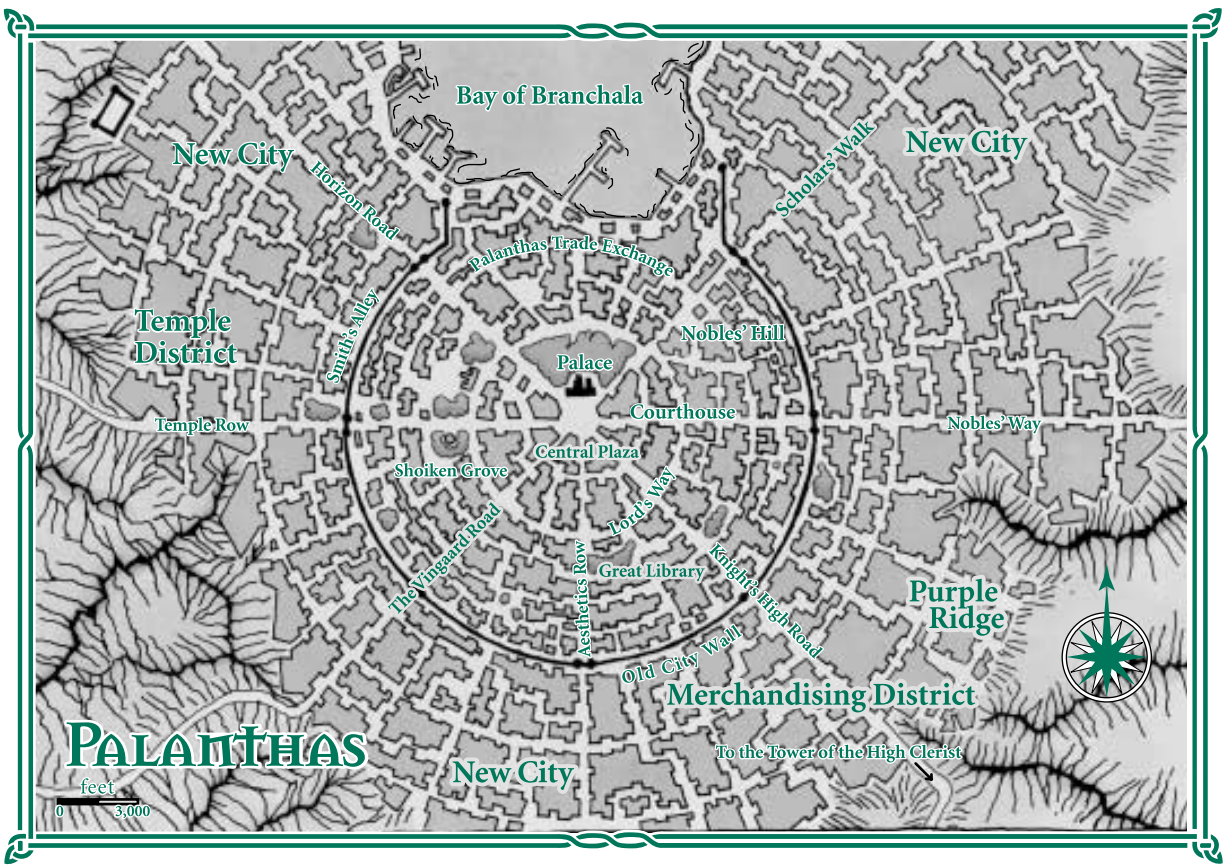
1 A letter of introduction
2 Free passage on any ship leaving Palanthas Harbor
3 100 gold pieces
4 100 steel pieces
5 One nonmagic weapon for each hero
6 One magic item of the Narrator's choosing
7 A trained war-horse for each hero
8 One veteran city guard to aid in a coming battle
9 A battalion of city guards to aid in a coming battle
10 One magic item of the Narrator's choosing per hero

The Silvanesti Ambassador

It is possible, depending on what course they have followed, that the heroes never met Alhana, or they interacted with her so briefly that they were never presented with detailed information about the plight of the Silvanesti elves. Narrators who want to ensure that the heroes have the opportunity to become involved in the battle to free Silvanesti from Lorac's dream may reintroduce that thread through Ladine Dralathalas.

Sent by Princess Alhana as ambassador to the court at Palanthas, Ladine's mission is to rally support for the elves. While Lord Amothus seems sympathetic to her people's problems, he thinks it impolitic to commit troops or significant moneys to a battle so far removed from his city—particularly since his own plans include arranging some sort of nonaggression treaty with the Dark Queen's forces. Though Ladine remains warmly accepted in Palanthian political circles, it has become painfully clear to her that there is no hope of her gaining any real support here.

If the heroes call upon Lord Amothus themselves, Ladine sees them and gauges their value to the Silvanesti cause. She can approach the heroes at any time during



their visit to the palace or have a servant follow them afterward to deliver a message. Ladine can heighten the tension and the feeling of polite indifference the Court of Palanthas may give the heroes. Her plight seem more precarious if one or more of the city senators decide that her rabble rousing makes the entire government look bad in the eyes of the dragonarmy commanders. These senators could arrange a plot to do away with Ladine; a plot which the heroes uncover and attempt to foil.

Alternatively, Ladine may give up on the city government. In this case, she takes her cause to the streets, speaking out at public gatherings to raise support for her people or frequenting the seedier taverns in search of strong sword-arms to hire. Heroes who do not go to the Lord's Palace may encounter Ladine in any locale where influential merchants gather or where out-of-work mercenaries commiserate. Again, an element of danger (and sympathy) may be lent to these scenes by having Ladine be the target of attacks from lackeys of an antagonistic senator.

However they encounter her, Ladine should be thought of as a surrogate-Alhana. While she is not insufferably arrogant and demanding as the Princess at first seems to be, Ladine hails from a Silvanesti noble family and seems sufficiently haughty to rub sensitive heroes the wrong way. Narrators should read Alhana's profile and modify it slightly for use with Ladine, with respect to her own profile. The more the heroes impress the ambassador with their courage and spirit, the better she treats them.

There are no set pieces of information for Ladine to reveal to the heroes. However, Narrators may use her to divulge any of the facts they might have learned in Chapter Twenty-Five, or any other information that will pique their interest in the occurrences in Silvanesti.

Streets of the City

Whether or not they go to the Lord's Palace, the heroes have time to look around the city. Though both the novels and original game products downplay time spent in Palanthas, Narrators may well want to make this visit the focus of an entire evening's play.

Mercantile Districts

There is practically no item, service, or product that cannot be gotten in Palanthas. Of course, the city manufactures almost nothing itself, so the heroes may find the prices on everything higher than usual. Still, nowhere else they travel will they have unfettered access to such a large array of merchandise. Narrators may, of course, declare that any item is "temporarily unavailable," and magic items are as rare in Palanthas as anywhere else. Though shops and stalls can be found on practically every street in Palanthas, there are two main shopping districts.

Just north of the Lord's Palace is the Trade Exchange, several square miles of shops and restaurants. Ships in Palanthas Harbor bring their cargoes here for sale and the range of merchandise available changes daily.

In the southeastern corner of Palanthas lies the Merchandising District. Anyone coming into the city along the Knight's High Road must pass through this dense neighborhood of shops before reaching the heart of Palanthas. While the goods from the Trade Exchange eventually make their way up the mountains to these shops, the merchants here make their livings by providing products and services that are always in stock—and doing so at a less expensive rate than their competitors near the harbor. This is where Palanthians go to buy their daily necessities.

The Great Library of the Ages

This modest three-winged building is home to the most complete collection of knowledge known to exist. Most of it, though, is kept in the private wings. The public wing contains hundreds of thousands of volumes of information, but nearly all of it is available elsewhere. The library is run by the Order of Aesthetics, a group of scholars devoted to impassively recording and preserving the history of Krynn. The Aesthetics are led by a most mysterious and legendary figure: Astinus Loremaster. The great chronicler, reportedly thousands of years old, sits in his study writing down all events of historical significance as they occur.

Heroes may visit the public wing of the Great Library any time they like (the building is manned twenty-four hours a day). There is a 20% chance that they can find useful information on any subject the Narrator deems may be found in these tomes.

Getting into the private collection is much more difficult, but infinitely more fruitful. Searching the private collection automatically gains the heroes some piece of heretofore unknown information on the subject at hand, with a 50% chance of learning even more through careful reading. In order to gain admission, though, the heroes must gain the consent of Astinus himself. The great sage is insulated by a wall of bureaucratic Aesthetics. Narrators may decide exactly what bureaucratic hoops the heroes must go through in order to gain entrance, but they should allow them to speak to Astinus directly only in the most dire of circumstances. Even then the great scholar gives them no more than ten minutes of his time.

The Tower of High Sorcery

The Tower is one of the five towers erected during the Age of Dreams to promote the study of High Sorcery. It stands over 800 feet tall and on a clear day can be seen by ships just entering the Bay of Branchala. The Tower has been sealed shut since its last master threw himself from the roof and cursed the grounds during the reign of the Kingpriest of Istar. The heroes have no reason to come here.

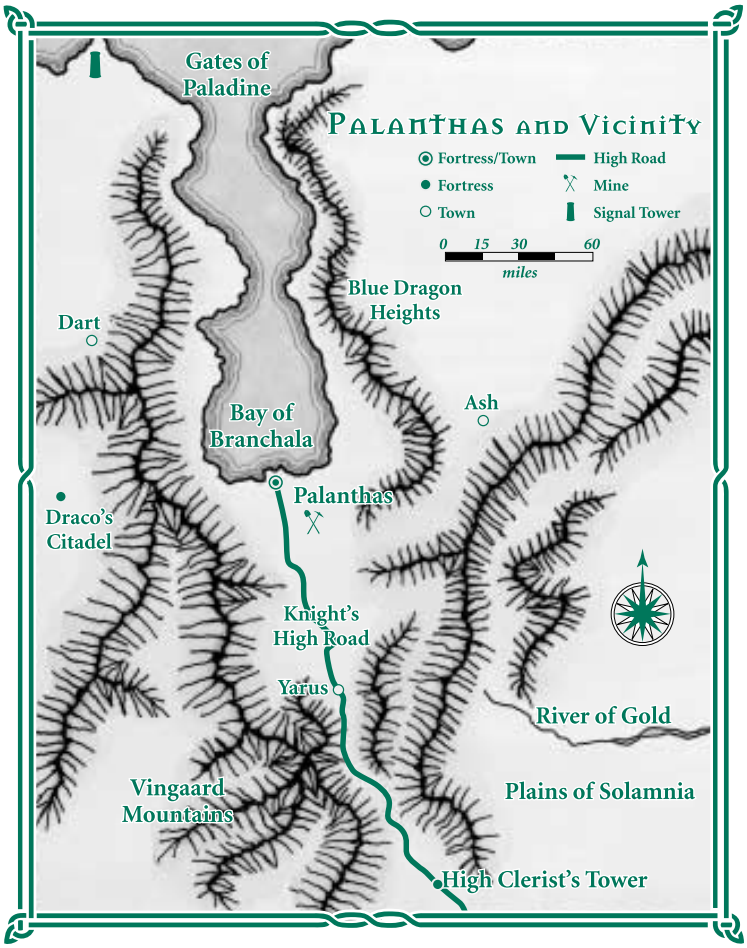
The Knight's House

The eastern quarter of Palanthas is known as Nobles' Hill. This is where the finest families maintain some of the most opulent homes on the continent. Amidst these private estates sits one building in which the heroes are likely be welcomed—the Knight's House. This building technically belongs to Lord Gunthar, but it serves as the home for all visiting Knights of Solamnia. Any heroes who have been fighting against the Dark Queen's forces find welcome and food at the house. Any who have fought alongside the Knights in any battle receive lodging as well. Should the heroes have attended the Whitestone Council, the Knights at the house are expecting them.

The Solamnics show interest in tales of the heroes' adventures and share their own exploits with the group. Narrators may use this intercourse to relay any important facts the heroes have skipped over or forgotten along their journeys. The Knights receive updates from nearly every ship that enters Palanthas Harbor, so they have the most accurate view of the war the heroes ever hear.

If the heroes are heading to the Tower of the High Clerist to defend it from the approaching Blue Dragonarmy, the Knights in Palanthas admit to a fair amount of envy. Their duties keep them here, but they desperately want to defend the Tower. They gladly offer the heroes advice and insights into the best way to defend the site (Narrators may decide for themselves how accurate this information is). Furthermore, they may provide one or more of the following facts about the High Clerist's Tower:

- The Tower was originally named "Dragondeath." Though no one is sure why, it is prophesied that the building can defeat even the most powerful wyrm.
- Supposedly there is a treasury within the Tower filled with racks of true dragonlances and a mysterious weapon that is supposed to be even more powerful than those god-touched lances.
- The Tower is supposed to be haunted by the spirits of all the people who died there during the Cataclysm—including the ghost of High Cleric Yarus.



The Temple District

The western slopes of Palanthas are home to a series of magnificently-constructed marble temples—one for each of the true gods. Though many of them fell into disrepair during the Time of Darkness, they all remain standing and are still tended by at least a token group of priests and monks. Paladine's temple sits at the very top of Palanthas and overlooks the entire city and bay. Though nothing of consequence is happening in this district, the heroes may wish to visit it—if only because they were among the first to know about the return of the gods. If the heroes visit the Temple of Mishakal, and they are the ones who spread the words inscribed on the Disks of Mishakal, they each receive a blessing from the goddess. The most obvious blessing would be to have all their wounds instantly healed, but it could also be some sort of limited protection from future damage or provide a one-time advantage in the heroes' next battle.

Adventures in Palanthas

Creative Narrators should have no trouble fashioning adventures and encounters to fill any amount of time the heroes choose to spend in the city before moving on to Chapter Twenty-One: Tower of the High Clerist.

Below are a few possibilities for adventures.

- The citizens of Palanthas have a worldly, jaded outlook on most things, but the return of the true gods amazes even them. The heroes have now become so entwined in the events surrounding the rediscovery of the gods, that their names can often be heard in these conversations.

  While eating, drinking, or shopping, one or more of the heroes hear their names whispered. If they investigate, they'll find a bard regaling the crowd with greatly exaggerated tales of the heroes' adventures.

  If the heroes smile and walk away, this incident repeats itself with alarming regularity. However, the stories they hear get further from the truth. If things get too far out of hand, they may well find themselves proclaimed to be gods themselves (which may well anger the gods). What will they do about it?

  If the heroes announce their presence, the crowd grows silent and stares at them slack-jawed. The heroes enjoy a mythic level of notoriety, and the folk are shocked to be in their presence. Some skeptics may challenge the heroes, claiming that they aren't who they claim. If they cannot prove their identities, angry folk throw rotten vegetables. However, if they do prove their identities, news of their presence spreads quickly. For the rest of their stay they are followed by 2–20 gawkers.
- While walking back to the Knight's House (or wherever they decide to stay) the heroes come under attack by thugs. If the heroes defend themselves skillfully, the attackers withdraw but yell that they will come back if the heroes do not get out of Palanthas the next morning.

  The thugs are locals hired by one of the city senators who opposes Ambassador Dralathalas. The senator's spies tell him that the ambassador has identified the heroes as likely allies (the Narrator may decide whether this is actually true). This incident occurs before the heroes meet the ambassador, so there is no way they can immediately figure out why they were attacked.

Continuing the Saga

Once the heroes have explored the city, continue with Chapter Twenty-One: Tower of the High Clerist.

Chapter Twenty-One

For a moment the sun-drenched sky was empty, then the dragon burst up over the edge of the wall, its horrifying scream splitting Sturm's eardrums, filling his head with pain. The breat from its gaping mouth gagged him. He staggered dizzily but managed to keep his feet as he slashed out with his sword. The ancient blade struck the dragon's left nostril. Black blood spurted into the air. The dragon roared in fury.

But the blow was costly. Sturm had no time to recover.

The Dragon Highlord raised his spear, its tip flaming in the sun. Leaning down, he thrust it deep, piercing through armor, flesh, and bone.

Sturm's sun shattered.

—On the Tower of the High Clerist,
Dragons of Winter Night

As the heroes near the Tower of the High Clerist, they also approach the pivotal moment in the War of the Lance. The battle fought along these ramparts changes the course of the war and the world for decades to come. Before they join the battle, the heroes must first confront, and hopefully resolve, the mystery that enshrouds this Tower.

If the heroes come to the Tower from Palanthas, they must travel for two days across winding mountain roads, passing only a handful of farms and tiny villages along the way. When they reach their journey's end, the heroes come around a bend in the road and are suddenly dwarfed by the enormity of the Tower (see "The Tower," below).

If the heroes travel over the Solamnic plains to reach the Tower, they see the structure almost a full day before they arrive. Traveling across the plains has its own worries, as the Blue Dragonarmy may be approaching the Tower at roughly the same time as the heroes. Narrators may ignore this fact and simply continue with "The Tower," or provide one of the following encounters along the way:

Result	Encounter
1–5	Merchants
6–8	Dragonarmy
9	Sentry
10	Draconians

Merchants

A small merchant caravan approaches the heroes. Two or three terrified families huddle in the wagons, and the leader explains that he and his men are getting as far away from Palanthas as possible. They've seen the Blue Dragonarmy, and there is no way the city can withstand such a force. If the heroes are smart, he says, they'll turn around.

Playing the Novels

In the novels, the Tower of the High Clerist was defended by a small army of Solamnic Knights, bolstered with a handful of units worth of mercenaries and recruited peasants—a total of no more than fifteen hundred soldiers. Their supply lines through the Westgate Pass were cut off due to snow, and before the Tower camped the entire Blue Dragonarmy.

The dragonarmy consisted of thousands of troops of draconian, goblin, ogre, and human soldiers, all under the command of the most feared dragon Highlord in the Dark Queen's forces, the person known only as the Blue Lady. Military campaigns elsewhere, coupled with the fact that the Tower had never fallen while being guarded by true Solamnic Knights, kept the dragonarmy in check for a time.

However, with supplies running low, the Solamnic commander decided to rush the dragonarmy, counting on the superior training of his soldiers to surmount the overwhelming numbers of their foes. The Solamnics were taken in by a strategic withdrawal (which the Knights took for a panicked rout), and their forces completely surrounded by the enemy. The conflict quickly became a slaughter.

Only one regiment of troops remained at the Tower—the one led by Sturm Brightblade and several other Heroes of the Lance. They were all that stood between the Blue Dragonarmy and the city of Palanthas. All looked helpless, particularly when rather than assault the Tower, the Blue Lady ordered it attacked by her wing of dragonriders.

The tide turned when the defenders activated a Dragon Orb within the Tower's dragon traps, allowing them to draw the dragons in, render them immobile, and slay them using dragonlances. This strategy had the unexpected added result of causing all the draconians in the Blue Dragonarmy to flee in terror. The enemy was routed, the Tower remained secure, and Palanthas was safe.

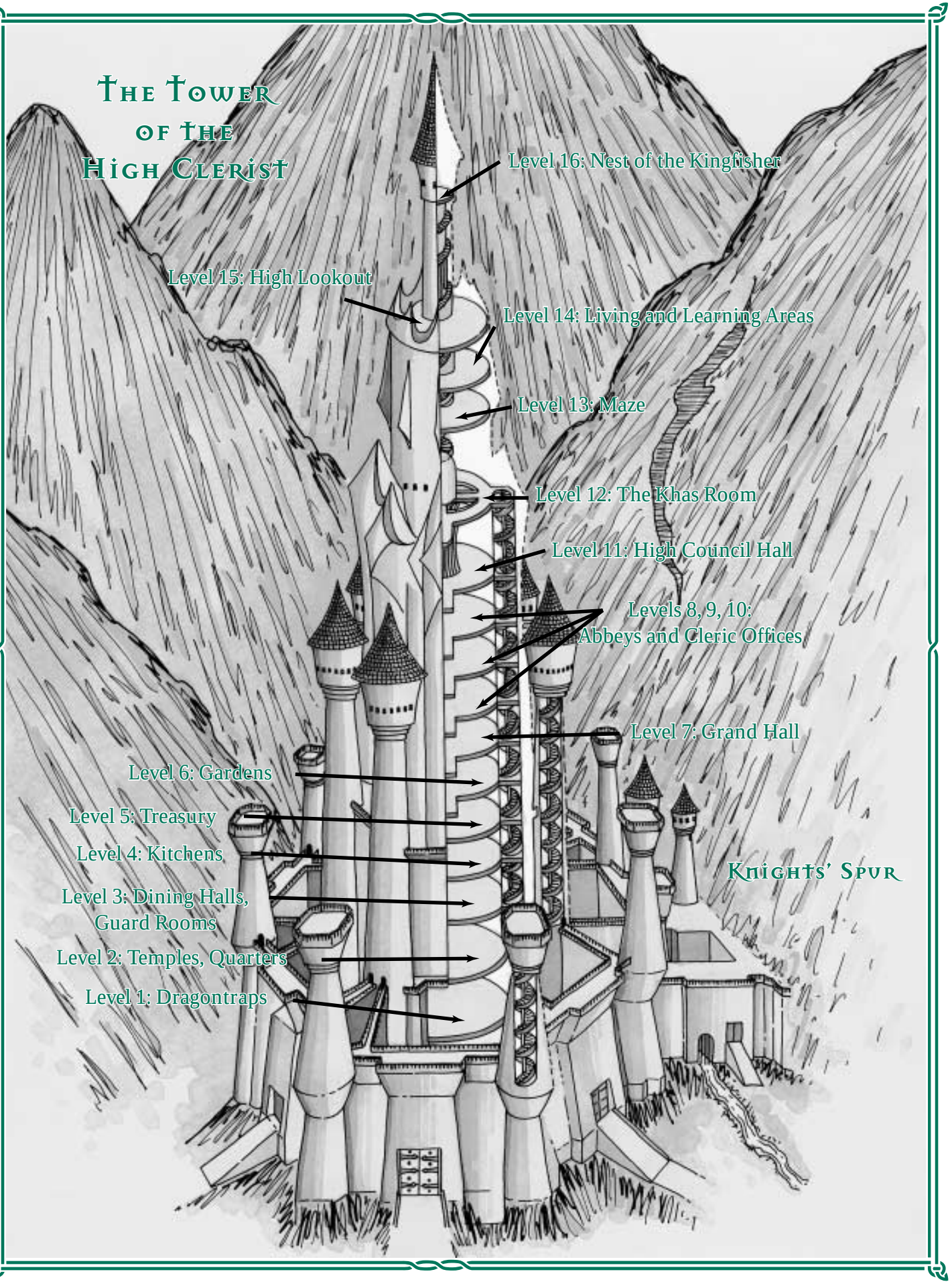
All this did not come without a cost. Sturm Brightblade made his heroic last stand on the battlements, brought down by the Blue Lady's spear. Nearly fifteen hundred soldiers died on the battlefield the day before, including the Lords of the Crown, Sword, and Rose.

Dragonarmy

The heroes see the dragonarmy camped on the horizon—the entire horizon. The camp seems to stretch out as far as the eye can see. There are more tents, men, horses, and dragons than the heroes could possibly count. The heroes are far enough away to avoid being spotted, and if they march through the night, they should arrive at the Tower a day or more before the dragonarmy.

Sentry

A sentry on dragonback is seen circling the area. If the heroes do not conceal their presence, the rider spots them and, when he returns to camp, dispatches a patrol of 4–10 Baaz to hunt them down. Narrators may make this a cat-


The Tower of the High Clerist
Level 16: Nest of the Kingfisher
Level 15: High Lookout
Level 14: Living and Learning Areas
Level 13: Maze
Level 12: The Khas Room
Level 11: High Council Hall
Levels 8, 9, 10: Abbeys and Cleric Offices
Level 7: Grand Hall
Level 6: Gardens
Level 5: Treasury
Level 4: Kitchens
Level 3: Dining Halls, Guard Rooms
Level 2: Temples, Quarters
Level 1: Dragontraps
Knights' Spur

and-mouse game for the heroes or have the draconians ambush the heroes sometime the following day.

Draconians

As they crest a hill, the heroes find they have stumbled into a small camp of draconians. These creatures were sent to guard the dragonarmy's flank and warn of any impending ambushes. Of course, none of them expect anyone to be foolish enough to attack the dragonarmy, so they take this assignment less seriously than they might. There is a good chance the heroes can surprise the group. The camp holds 2–8 Baaz and 1–4 Kapaks . If any of the creatures escape, they return to the dragonarmy and report what they've seen. The next day, the heroes may have to hide from an airborne search party.

The Tower

The High Clerist's Tower is an impossibly tall building, standing over a thousand feet from courtyard to spire. The heroes can see wispy clouds blowing past the upper reaches. There is no greater structure known on the face of Krynn, and Narrators should do all they can to impress the sheer magnitude of the place on the heroes; it is the equivalent of a modern skyscraper standing alone in an open plain. They may wonder how it was built or why it doesn't fall under its own weight, but every hero should have some strong reaction to seeing this sight.

When the heroes arrive they are greeted by armed guards who sternly question the heroes. The Solamnic Knights and their mercenaries know how important it is to maintain security. The dragonarmy dangerously outnumbers the defenders, so the only advantage they have is the battlements of the Tower. If a saboteur gets in among the ranks, there is no hope for Palanthas.

If the heroes convince the guards that they want to help defend the Tower, the guards send them to the captain of the guard. However, if the heroes have a letter of introduction from either Lord Gunthar or Lord Amothus, they are shown directly to Lord Alfred Markenin, one of the three Lord Knights who commands the Solamnic forces. (For details on the Knights present here, see "Battle of the High Clerist's Tower.")

In both instances, the heroes are shown around the compound, but never into the Tower itself. In fact, four guards patrol the structure, assuring that no one enters. If asked why, their guide tells the heroes that the Tower was ordered sealed at the time of the Cataclysm, and cannot be opened again without the direct order of the High Clerist himself. If they are speaking with Lord Alfred, he solemnly adds that a new High Clerist has not been appointed since the last one perished in the Cataclysm. Still, the Knights do not allow anyone to enter the Tower, and threaten death to anyone caught attempting to break into their sacred monument. If the heroes press him for more information, Sir Alfred relates the information found in "The Mysterious History of the Tower," below. Other soldiers know parts of this story, but only the older Knights can recount the entire version.

The Mysterious History of the Tower

The heroes can get the following information from just about anyone stationed at the High Clerist's Tower. Narrators should note, though, that not everyone can provide the heroes with the same amount of detail and accuracy, and should modify the tale slightly depending on who is telling it. Any of the Lord Knights or senior officers of the Solamnic army can accurately tell the heroes the tale. Younger Knights know parts of it, but they have not yet been made privy to all the details. Non-Solamnic soldiers and mercenaries are aware of the Tower's history, but their versions of the tale are riddled with errors and guesses.

Like other great structures in Solamnia, the Tower of the High Clerist was constructed during the Age of Dreams at the behest of Vinas Solamnus, the founder of the Knights of Solamnia. He wanted to provide protection for Palanthas, and regulating all traffic through Westgate Pass seemed to be the best way to do this.

Some say that rather than construct a simple wall, Vinas ordered his men to build a tower so grand, so massive, that no enemy would ever think of assaulting it. Others, however, claim that the Tower was built on plans gleaned by Solamnic clerics—a design that tied directly to some event that the holy men had prophesied. In any case, the Tower was built, and peace reigned.

In times of peace, the Tower became a destination for pilgrims. Worshipers were welcomed and shown to any one of the dozens of chapels and temples in the structure, most dedicated to Paladine, but others to Kiri-Jolith, Habbakuk, and other gods of Good can be found here and there. Before very long, the Tower became a thriving community of Knights, priests, and an ever-changing host of visitors. However, the first floor was restricted only to Knights, in accordance with the ancient prophecy.

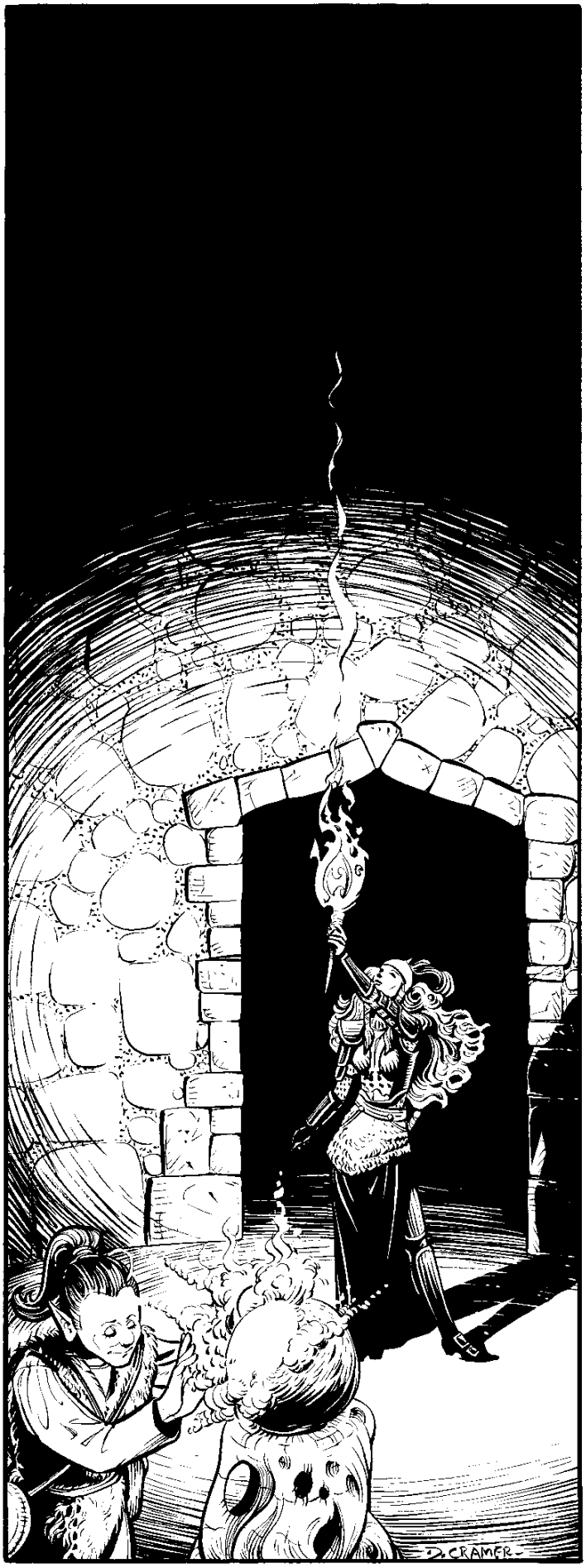
As the Tower became more closely associated with religious worship than military exercise, it was given over to Solamnic High Clerist's command. This arrangement lasted through the term of Lord High Cleric Yarus.

Yarus came from an old line of Solamnic Clerics. His forefathers had been founding members of the Order of the Crown. He quickly rose through the ranks of the Order and was the most stringent opponent of Evil that the Knights could recall. It surprised no one when Yarus became High Cleric. Yarus used his new position to do works of Good for the common folk of the realm. Despite what must have been a heavy temptation, Yarus never used the weight of his rank for personal or worldly gain. There is not a record anywhere that has a single unkind thing to say about Lord High Cleric Yarus—except, perhaps, that he was too kind to his enemies.

Kurnos was the last tyrant to fall before the might of Istar, and he was given over to Yarus's care after his capture. Despite calls for his execution, Yarus kept Kurnos alive as a guest at the Tower. The two men shared many common interests, but none more than the board game Khas. They would often spend days, even weeks locked in a special Khas room Yarus had constructed, pitting their minds and wills against one another in matches that modern Khas players can only dream of. After several years of this, Yarus fancied that he was beginning to soften Kurnos' temper and lust for power—but he had no way of knowing the awful truth.

Through bribery, subterfuge, and deceit, Kurnos had sent messages to the few soldiers still loyal to his cause. Though it took them years, they raised a small army to free their captured leader. And on one cold winter night, in the midst of the season of Yule, they did the unthinkable—they attacked the Tower of the High Clerist.

Details of the battle are sketchy at best. It seems the invaders overcame one of the Knights on the first floor and entered the Tower by climbing the great hollow chamber at its center. They appeared in the heart of the fortress and took the guards and guests by surprise. By all



accounts the battle was as bloody as it was fierce—shocked Solamnic Knights trying desperately to hold off the murderous forces that rushed toward the Khas room where Yarus and Kurnos played their final game.

No one knows the outcome of the battle. As it turns out, the tyrant's forces chose the night of the Cataclysm for their assault, and before they could reach their objective, the entire world rocked with the force of the gods' divine wrath.

The Knights' Spur

The Knights' Spur is a smaller structure that was not part of the Tower's original design. In the wake of the Cataclysm, the Tower could no longer be fully manned, and anyone who pleased could stroll past it and into Palanthas. The merchants of the city paid for the construction of this smaller fortress. The Knight's Spur cuts off the pass completely and can be manned with a company as small as eight. For the last three hundred years, this structure has been the only functioning defense for Westgate Pass.

The Spur houses the Lord Knights and their senior officers. A meeting chamber and a map room are here, but there is not much else of interest. The lowermost floor is a tunnel through the structure. In times of trouble, the guards lower portcullises within the tunnel and close off the heavy wooden doors at either end, sealing the passage.

Exploring the Tower

If the heroes accept the Solomnics' ban on anyone entering the Tower, then they should begin preparations for the coming battle. Continue with "Battle of the High Clerist's Tower." However, heroes should soon realize that without some kind of magical aid, their forces don't have a prayer of winning; and the legends say that all kinds of magical weapons are hidden inside—including the Tower itself (see "The Mysterious History of the Tower," and the section titled, "Knight's House" in Chapter Twenty: Palanthas). Narrators, however, should never force the heroes to break into the fortress. That decision, and the responsibility for it, must rest solely in the players' hands.

If they do decide to ignore the rules and enter the Tower, the heroes must first sneak past the guards. Narrators are free to make this difficult or easy depending on how attentive the guards are. Generally, two groups of two Knights patrol the grounds (one pair in the courtyard, the other along the battlements), giving the heroes five minutes between passes (longer if the Knights take their duty lightly and dawdle about their rounds). All the doors to the Tower have been bolted shut, so the heroes must find some extraordinary way to get inside. It is possible to scale the walls of the Tower, but this would be difficult to accomplish without being noticed by the soldiers who are camped outside.

Once they are inside, the heroes face more challenges than they have heard about or expected. Indeed, there is more inside the Tower than we can squeeze into this chapter. Instead, we have provided extensive details on the floors where key places, encounters, and items may be found, and sketchy details on the rest of the Tower. On the whole, the Tower is in fact one big crypt. Many of the spirits of those who died here still haunt the place. Some of these spirits can be reasoned with, but most have been driven mad by nearly four hundred years of solitude.

Narrators may run this section of the game quickly (hitting only the high points) or take some time to flesh out the entire Tower.

Using a Dragon Orb

Dragon Orbs are crystal globes approximately 10 inches in diameter. Their surfaces are etched with intricate designs, and their centers seem filled with colored smoke. Imprisoned within each Orb are the soul essences of dragonkind; these are the sources of the Orbs' power.

The primary function of an Orb is to summon Evil dragons. The heroes must discover this on their own—if they don't already know it—by finding and reading the volumes in Yarus's library (see level eleven) or communicating with one of the more-knowledgeable spirits in the Tower. An unintended side effect of this power is that all draconians within range of the Orb become confused and must cease all activity until such time as the Orb is deactivated.

In order to activate an Orb, a hero must place one hand on either side of the globe, stare directly into its center, and speak its command words. Usually these words are inscribed on the Orb's surface or can be seen floating in its smoky center. Once activated, the Orb expands to twice its original size and the souls within attempt to seize control of the hero. If successful, the Evil dragon spirits order heroes to perform subtle actions that advance the cause of Evil. Dragons are patient, long-lived creatures, and they execute plans over the course of decades; the controlling spirits push their advantage subtly until a truly pivotal moment arises, at which point the hero must turn against his friends.

If, however, the hero successfully resists the souls, the Orb summons all chromatic dragons within 111 miles. No Evil dragon may resist the call of a Dragon Orb and, once they arrive, they attack any non-Evil creatures they find in the Orb's vicinity. It is key, therefore, that the heroes activate the Orb only in the heart of the Tower so as to take full advantage of the dragon traps.

After activating the Orb, a hero must attempt a *desperate Spirit* action {saving throw vs. spell}. If this action fails, the dragon spirits have taken control of the hero. This control may be broken only when another hero discovers the domination and can succeed at an *average Spirit (Presence)* action, where the opposition is the spirits' Presence score. Narrators should select an average dragon age for the spirits and use that Essence score {treat the spell as though an 11th-level wizard cast it}. If the initial Spirit action succeeds, all Evil dragons within range of the Orb feel compelled to immediately fly to the site {same effect as a *summon evil dragons* spell}. All draconians within range become confused and can no longer follow orders or act rationally {*confusion* spell}. Most simply flee, though others become wracked with pain or merely become quiet and peaceful.

Any hero who gazes into the Orb or speaks its command word knows that it has two secondary powers as well. Whether the initial Spirit action {saving throw} succeeds or fails, the hero may cast a five-point healing spell three times per day, and may cause the Orb to give off a cool light that fully illuminates up to a medium-sized room {*cure light wounds* three times per day and cast continual light at will}.

Spells from the school of enchantment or the sphere of sensitivity reveal that the Orb, and any hero or character controlled by it, have fallen under the influence of a powerful Evil spirit. {*Detect magic* and *detect evil* spells show positive results if cast on the Orb or any hero or character charmed by the Orb.}

Level One

For the most part, this level is empty. No one ever lived here, so little of interest is in any of the rooms. The heroes may run into a few spectral minions here, but they have no extraordinary encounters. They may, however,discover the truth behind the Tower's construction.

The reason that tradition forbade anyone from entering this level is that it holds the secret to Tower's true purpose. The entire structure is a dragon death trap. Narrators should not reveal this to the heroes yet. Let them walk through the site wondering why it has such an odd arrangement—it only adds to the mystery of the place. The traps have never been used before, so no bones lie about to show them how the apparatus work.

The Dragon Traps

Each entrance from the courtyard is really a trap designed to hold a dragon and allow the Tower's defenders to fight it in relative safety. A dragon enters through the main doors and walks toward the building's center. As its head passes into the small octagonal room, portcullises drop around its neck and directly behind it, immobilizing the beast and trapping its dangerous dragon breath in a tiny enclosed space. Meanwhile, the Knights may safely approach the wyrm from the side and attack, worrying the beast's legs and tail.

This method may disgust modern Knights because they have mistaken the spirit of the Measure. Pre-Cataclysmic Knights believed that Evil must be defeated no matter what; dishonor came only from not using all available means to accomplish this. The dragon traps are a safe and sure method of defeating these Evil creatures and were designed to bring much honor to the Knights.

Because of the years this place has gone untended, there is a 25% chance that any portcullis fails to work the first time it is triggered. Broken portcullises can be fixed with some oil, but the process takes one to three hours.

Altar of the Orb

The very heart of the High Clerist's Tower is a cavernous room with smooth walls that reach up over 200 feet (to "Level Five"). Each dragon trap leads to this room because this is where the bait is laid. The Solamnics did not expect dragons to walk into their trap of their own volition; they were to be lured into the trap using a Dragon Orb. An Orb must be placed in the pedestal that stands in the middle of this chamber, then activated. (Although there is no Orb in the chamber now, the heroes may have one of their own, or they may find one in the treasury on "Level Five.")

Since no dragon was ever supposed to get this far, the designers built no actual defenses into this room. However, since they considered it to be the safest, most secure room in the Tower, the Knights suspended their treasury high in the air over the pedestal (see "Level Five," below). Heroes who notice this room high above may choose to try to climb the walls in order to get to it, but it is much easier (although not necessarily any safer) to climb the staircases to level five. Narrators should require a hero to succeed at a series of extraordinary feats in order to scale these sheer walls. If they succeed, they may climb onto one of the ledges that leads into the eternal halls on level five.

The Prison Pits

Two corners of the Tower have octagonal-shaped pits, each about 30 feet deep. The Knights prepared these pits as prisons or holding pens for any riders who inadvertently arrived with the summoned dragons or any invaders who broke through into the Tower. Above each pit is a chain ladder coiled on a rusty spindle. At the bottom of each pit lie 1–5 human skeletons. Narrators should make these skeletons completely benign (simply the remains of those unfortunate soldiers imprisoned there at the time of the Cataclysm) or calculatingly malevolent (undead skeletons that lie in wait for a living creature to fall into the pit or lower the chain ladder).

Other Rooms

The heroes find little else on level one. Near each stairway up to level two is a guard room whose walls are fitted with slits from which defenders could fire arrows at invaders. One or two of these rooms may contain skeletons or spectral minions still armed and waiting to defend their home.

If the heroes are having a difficult time figuring out how the dragon traps work, one of the skeletons may yet have a moldering scroll that explains the principles of the design, given to him by his commander (a safeguard against the senior officers all falling in battle).

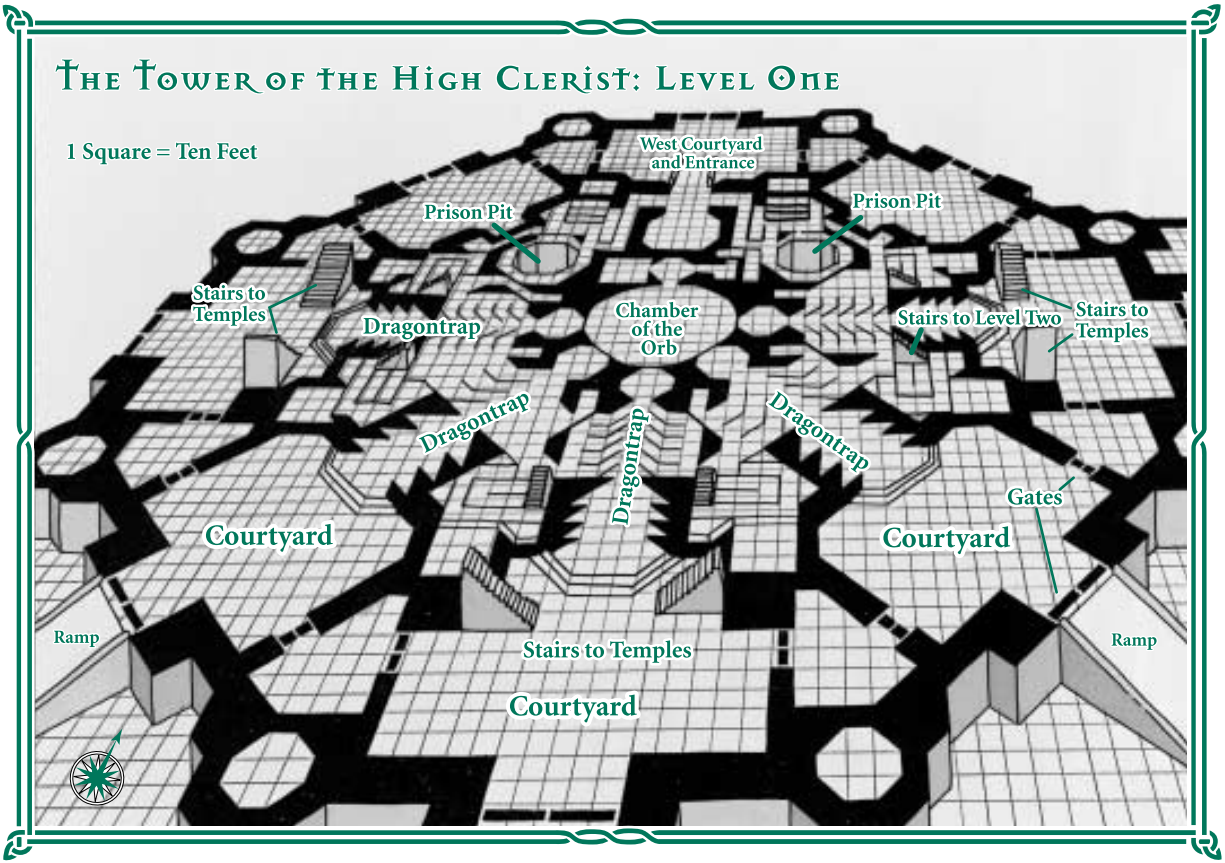
Levels Two Through Four

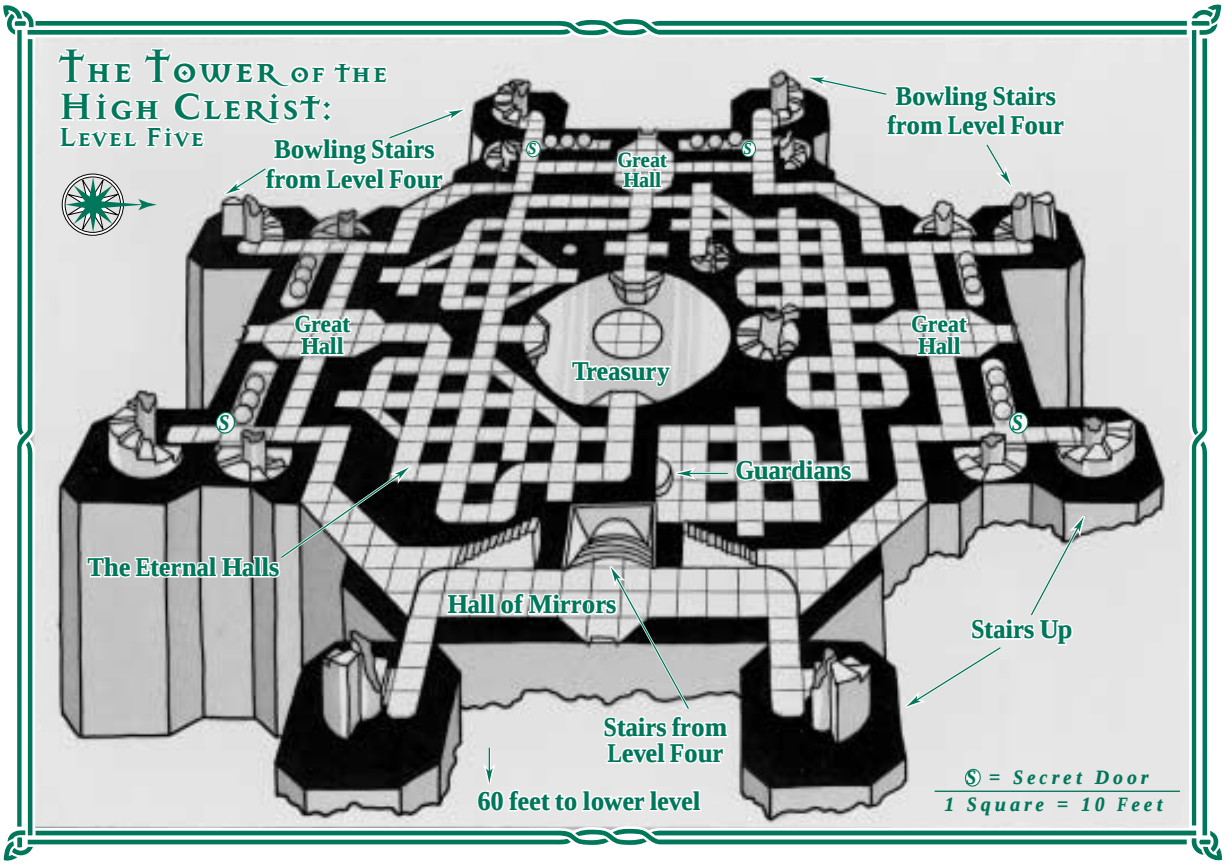
During the Tower's heyday, these levels were among the busiest in the complex. A seemingly endless flow of pilgrims, worshipers, and aspiring squires came through here on a daily basis. Each level housed a variety of temples to the gods of Good, libraries filled with books on history, religion, and philosophy, offices for official record keeping (it was considered good luck to have one's name officially recorded in the Tower registry), and meditation halls. The heroes find relatively few traps here, but likewise they find very little that could be considered valuable (except perhaps by historians). The "treasure" that heroes find consists of small amounts of silver, gold, and steel coins, maps of the Tower, and perhaps a single minor magic item.

Heroes may, however, have some significant encounters on these floors. Being the most often visited sites, they are likewise the places where the most number of innocents perished when the Cataclysm struck the Tower. In a temple on level two, the heroes find the ghosts of a dozen pilgrims who were crushed when a pillar fell on their praying forms. The panic-stricken ghosts continue trying to lift the pillar off their bodies. If the heroes lift the crumbled pillar, the ghosts pass on to the next world.

A library on level three is home to the restless spirit of the ancient librarian, now a haunt. The spirit is so dedicated to the preservation of its collection that it does not seek eternal rest until the library is cleaned up and all the volumes placed back on the shelves in the proper order, something that falls beyond its power in this incorporeal form. The haunt attempts to take control of one of the heroes to accomplish this task, which likely takes days or even weeks. During this time, the spirit does not let the hero take breaks for food, water, or even sleep, so unless the hero's friends can free him or her from the supernatural control, another spirit will haunt the library.

A gala ball was underway on level four at the moment of the Cataclysm, but all was not happy revelry. The invading forces sent four warriors there to distract the Tower guards, and the Evil soldiers were in the midst of slaughtering the guests at the party. For the last three hundred plus years, the ghosts of everyone who died in that room have reenacted the final hour of their lives over and over again. If the heroes enter the room, they find a spectral formal affair in full swing. Twenty minutes later, the doors burst open and the invading soldiers begin cutting down party goers. If the heroes dispatch the Evil ghosts,





the remaining spirits can spend the rest of eternity at a neverending ball, dancing, eating, and chatting as though the Age of Might never ended.

Level Five

On this level the heroes can find several items that are key to defeating the dragonarmy. However, the heroes must discover them while searching in the treasury, which hangs suspended over the altar of the Orb (see level one). In order to reach the treasury, the heroes must make their way through the magical Eternal Halls.

Before all that, however, the heroes must first get by the Bowling Stairs that lead to level five.

The Bowling Stairs

As the heroes begin to ascend from level four to five, they face one of the most insidious traps in the Tower—the bowling stairs. Each time a hero walks up these circular stairs, a stone sphere is released at the next level. This sphere rolls along a ledge on the staircase wall and clears the steps by only a few inches. Anyone on the staircase must move down quickly or be crushed.

When the stone reaches the bottom it rushes straight ahead into the wall opposite the stairs and disappears. This wall contains a complex spell that teleports the stone up to the room where the spheres are stored. Although only three spheres are at each stairwell, the teleport wall allows for a constant stream of balls to roll down the stairs, each one about ten seconds behind the last.

This trap may be deactivated by depressing a hidden stone at the base of the stairwell.

The Hall of Mirrors

This large hallway is lined from floor to ceiling with dark, smoky mirrors, many of which have been warped so that their reflections are bizarre and distorted. However, the sheer number of images makes any complex action (such as combat) significantly more difficult than usual.

A wraith lives in this hall. It is the spirit of one of the invaders who, while disoriented by the mirrors, was killed by a Solamnic Knight. The wraith attacks any living creature that wanders into the hall, but it always chooses Solamnics as its principle targets.

The Eternal Halls

This maze of halls guards the entrance to the treasury. As mazes go, it is not terribly difficult to solve. However, the true obstacles are the enchantments placed on sections of the maze. When wanderers step on certain squares, they find themselves instantly teleported to another section of the maze. These devices do not act randomly and always teleport a person back and forth between the same two squares. Narrators should note that any square with a number in it instantly teleports anyone who steps on it to the other square marked with the same number.

To make matters more difficult, another spell is at work in this maze—a shrinking spell. Narrators should note that the map is marked with arrows. Any time a hero moves across a space in the direction the arrow points, his or her height is reduced by half. Moving across the space in the opposite direction of the arrow doubles his or her height, but victims never grow taller than their original size. Crossing the arrow twice in the same direction causes that hero to shrink to one quarter of his or her height, and so on. The intent of this spell was not to permanently mutate anyone, so moving through the space in the opposite direction reverses the process.

A final difficulty awaits the players. At the time of the Cataclysm, three of the invaders were stuck in the maze. They have all lived on after death (one as a skeleton, one as

a wraith, and one as a spectral minion) and haunt the corridors of the maze. They attack the heroes on sight (Narrators may place these creatures anywhere they like within the eternal halls, but not in the treasury).

Guardians of the Halls

Within the maze there is one large room. When wanderers either walk or are teleported in, read the following:

This large room is empty except for a dais against the back wall. On the dais stand three statues, one of a Knight from each Solamnic Order. The hall is lit by glowing orbs set in the walls at ten-foot intervals. They cast an eerie green light on all who enter, making skin appear sickly and pale, and lending the statues an unsettling sheen.

Thirty seconds after anyone enters the room, hidden portcullises drop, blocking all the doors, and the teleportation spell is rendered temporarily inactive. Ten seconds later a booming voice calls out:

> "The names of the Knights are three,
> Give them and free the way for thee."

If the heroes answer the riddle correctly, the portcullises raise and the teleportation spell resumes. If the answer to this riddle is not given within thirty seconds, the statues come to life as iron golems and attack everyone in the room. If heroes speak one of the names, that particular Knight does not come to life as a golem. The Knights' names, in no particular order, are "Sword," "Crown," and "Rose"—the names of the Knightly Orders. Once the golems have been activated, speaking their names has no effect.

After battling for ten minutes, the golems return to the dais, the portcullises open, and the teleportation spell resumes. If anyone is still in the room thirty seconds later, the whole process begins again.

Treasury

When the heroes reach one of the platforms overlooking the treasury, read or paraphrase the following:

The treasury hangs, suspended by four steel cables, over the center of the altar chamber; it is at least twenty feet from the ledge to the platform. You can see piles of steel coins, more gems than you can count, several shields and weapons—including what seems to be a rack of dragonlances—and a crystal ball among the treasures.

Leaping across the chasm requires a successful *challenging Agility* action {Dexterity check with a –2 penalty}, and it becomes even more difficult if the heroes fell victim to the shrinking spell on level four. For each spell affecting a hero, Narrators should effectively double the length of the leap. This may be a deadly effect for anyone approaching the platform from the south (where a *shrink* spell has been cast on the approach to the ledge). Magic is of great help when it comes to traversing this chasm.

Any heroes who make it to the treasury find a great a hoard of treasure. The prizes of the collection, however, are six true dragonlances, three magic items of the Narrator's choice, and a Dragon Orb.

Levels Six through Ten

The Tower's permanent residents lived and worked in levels six through ten. They are scattered with barracks, dining halls, abbeys, offices, reading rooms, and conference halls. The heroes find relatively few civilian spirits here, but plenty of well-armed warriors lurk around the area (both Solamnic Knights and invading mercenaries). These spirits take the forms of either skeletons, spectral minions, ghosts, or haunts (though Narrators may include any type of undead creature that fits their interpretation of the Tower). Needless to say, the value of items found on this level is significantly better than on the lower floors. Heroes should remember that the Tower is effectively the tomb of these unfortunate individuals, and taking their personal belongings may be seen as tantamount to grave robbing (particularly by the Solamnic forces now manning the Tower compound). Treasure that can be found here easily includes larger amounts of gold and steel coins, gems, magic weapons and armor, magic tomes and potions, and three or four important magic items. Narrators should remember that the more powerful or famous an item is, the more the Solamnic Knights insist that the heroes leave it where it lies.

The floors, doors, and stairways in these sections tend to be trapped. The heroes should run into at least one more set of bowling stairs (see above), and pivot traps, pit traps, and nonpoisonous gas traps are fairly common.

Most of the Knights lived on level six, and their quarters are replete with armor and weapons. If they look hard enough, the heroes should find something to fit every member of their party. However, if they don Solamnic armor, they become the immediate targets of many ghostly attacks. The invader's spirits mistake the heroes for their enemies, and the Knightly spirits see them as obvious imposters.

On level seven, the heroes may encounter a spectral minion who was once was the monk in charge of the Tower's abbeys, walking the halls looking for a temple in which to pray. The spirit passes by the heroes unless they speak directly to it. Surprised, the monk states that he is looking for the Temple of Habbakuk. The spirit can answer any questions the heroes have about the Tower or the location of specific rooms within the structure—except for temples.

Levels eight through ten are identical in layout—corridor after corridor of offices, work areas, and practice rooms. This is where the clerics hand-copied important tomes, Knights trained their squires in both the physical and mental disciplines of the Knighthood, and politicians from all over Ansalon met—a neutral ground on which to discuss important issues of the day. Heroes are again likely to meet ghostly soldiers from both sides of the Tower's cataclysmic battle wandering the halls in search of foes to vanquish.

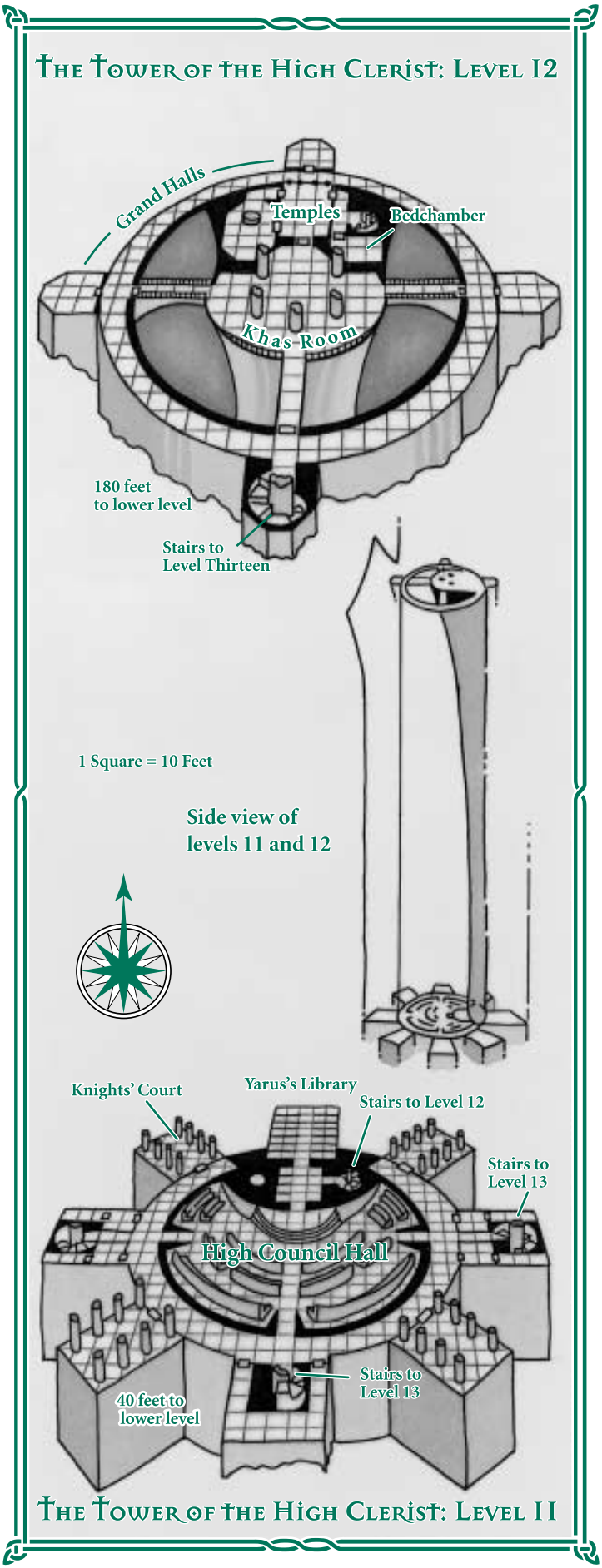
Level Eleven

Level eleven is where the final battle between the Knights and the invaders loyal to the tyrant Kurnos took place at the moment of the Cataclysm. So pitched was the battle that no soldier from either side could lay down the fight even after death had claimed them. Their spirits battle on to this day.

The High Council Hall

On the holiest days of the year, or when official matters called together all the Knights stationed at the Tower, they would gather in the high council chamber. Unfortunately, this place of worship and learning was turned into a charnel house by the attack of Kurnos's troops. On the last night of the Age of Might, the invaders and the Knights waged a terrible battle in this room—a battle that was never resolved.

Unable to accept this, the spirits of all the combatants clung to the world even after they were slain in the throes of the Cataclysm, locked forever in their deathless battle.



When the heroes reach this room they see bedlam. Dozens of men fight fiercely, with neither group ever able to seize an advantage, for every time a combatant falls, he rises up again in unlife minutes later. No side will ever win this fight, and yet it is all they exist for.

The heroes ignore the battle that rages on around them, but the combatants are spectral minions, and they do not simply let the heroes walk through their fight unscathed. If the heroes try to pass through the battle, combatants from both sides attack them. However, once the heroes get to the base of the great stairway, the spectral minions ignore them.

The heroes may also choose to join in on one side or the other (most like they'll join the Knights' side). In either case, Narrators should adjudicate the fight as they would any other combat. Any spectral minions the heroes slay remain dead. If the entire invading army is defeated, the Knights raise their swords in silent tribute to the heroes. Now that they have been freed from their three-hundred year battle, they seem to fade from existence. However, they reappear in "Battle of the High Clerist's Tower" to defend the Tower from the dragonarmy.

The heroes may destroy all the spectral minions. If they succeed at this, the battle ends. However, no ghostly warriors come to bolster the thin ranks of defenders in "Battle of the High Clerist's Tower."

Yarus's Library

Behind the dais in the high council hall lies another room—the private library of High Cleric Yarus. The spectral minions fighting in the hall do not enter this room. The shelves here are filled with histories of the Knighthood, a complete copy of the Measure (all thirty-seven volumes), diaries of all the past high clerics, and a series of books and blue prints for the Tower. In these last volumes the heroes can find exact descriptions of how the dragon traps work, how to use the Dragon Orb, and what strategies to employ once the Evil dragons arrive. Narrators must decide exactly how much work the heroes must gain this knowledge.

The Great Stairway

Of the three stairways on level eleven, only this one leads to level twelve; the others go directly to level thirteen. The heroes find no traps on this stairwell, but it suffered quite a bit of structural damage in the Cataclysm (which has only worsened in the intervening three centuries). This is no small matter since level twelve sits 180 feet above the high council hall. The heroes come across sections of stair that have crumbled, leaving gaps of 5–15 feet that they must leap, and woe be it to anyone who falls short on a leap—it is a long way down. More treacherous, however, are the cracked areas that have not yet collapsed. Heroes may find the stones falling away beneath their feet and precious little to grab on to for support. Narrators can set the difficulty of these tasks as they see fit.

Level Twelve

Towering over the high council hall, this platform was known as the pillar of Yarus. The last high cleric had it constructed so that he and his prisoner, the tyrant Kurnos, would have a place of peace and beauty to conduct their Khas matches. It allowed Yarus to keep an eye on the high council and also permitted the more suspicious Knights to watch their prisoner without disturbing the games.

Other than the Khas room, the platforms holds a suite of rooms that both Yarus and Kurnos would occasionally use when they needed a break from a marathon Khas session. Nothing of any interest remains in these rooms.

The Khas Room

The central area of the platform is a majestic room with no furniture or accouterment other than two comfortable chairs and a marble Khas table. This table is surrounded by five pillars cut from the same type of marble; two of the pillars have cracked and fallen over. Low railings designed with a motif based on the Khas pieces ring the platform. Anyone who peers over the edge is greeted by a spectacular view of the high council hall nearly 200 feet below.

In the chairs sit the ghosts of Yarus and Kurnos, each leaning forward and staring at the other with a look of pained determination. As far as the heroes can tell, they have been this way since the Cataclysm. For as long as the heroes look, neither spirit moves a muscle—they might as well be illusions. Between them, debris from the fallen pillars clutters the Khas table. The pieces show that the two adversaries were locked in their toughest match ever when the Cataclysm ended the conflict; no sign indicates if they were even aware of the combat taking place below.

Any heroes who are familiar with the game of Khas may, at the Narrator's discretion, discern one or more things from the state of the board.

- The game has been underway for at least forty moves.
- It has thus far been a fairly even game, but Kurnos seems to have taken a slight advantage.
- It is currently Yarus's move.
- The most difficult observation to make is that Yarus could win the game in three moves if the hero is brave, inventive, and most of all wise.

The heroes may wish to simply ignore this sight, or try to help High Cleric Yarus. However, nothing they do can harm either spirit. Rather, the only way to affect the spirits is to finish the game. Narrators may deal with this in one of several fashions.The ghosts (who are completely silent) may point to guide the heroes' moves, or they may sit back and do nothing, trusting the heroes to make their moves for them. Narrators may ask heroes to roleplay the scene or present them with a logic puzzle (or perhaps a chess puzzle) to determine if they know the moves to end the game. Both Yarus and Kurnos know the game is over—and that Yarus will eventually win—but they cannot leave the table until the final moves are made.

When the game is over, the two spirits rise from their chairs, bow to one another, and fade away. While no one ever sees Kurnos again, Yarus appears moments later to Lord Alfred, Lord Aurik, and Lord Michael (the Solamnic commanders) and orders the Tower unsealed. When the heroes return to the battlement, they are hailed as heroes.

If the heroes ignored the struggle, they are arrested and thrown in the stockade when they leave the Tower. They have desecrated one of the most sacred sites in Solamnic world and are to be executed once the siege ends.

Levels Thirteen through Sixteen

Sword Knights used the upper levels of the Tower; they house all the strategic military resources and information and are key to the optimal use of the Tower in a large-scale battle. The heroes find very few spirits here, but the ones they do see were once high-ranking Solamnics. The heroes cannot find very much in the way of treasure on these floors other than the items the long-dead Knights carried with them on the final night of the Age of Might—a few coins, Solamnic armor, perhaps a minor magic item or two.

Level thirteen held the Knights' main training area. Whenever groups of Knights would be sent into the maze for mock combat and tactical exercises, all the portcullises on the level would be lowered so that no one could enter or leave the area until the Knights completed the drill. The maze was built using the same teleportation spells found in the eternal halls on level five. For heroes, this level is an interesting diversion, but nothing more. Nothing of value is hidden here. However, three wraiths haunt the maze.

All the maps, charts, schematic drawings, and scale models of various military forces, installations, and machines are on level fourteen. This floor served as the hub of activity during any full-scale military action. Lookouts on the floor above would pass reports down to the officers here, who would then plot an appropriate response and relay the information—either magically or with carrier pigeons—to the commanders in the field.

Level fifteen, known as the high lookout, is nothing more than an immense viewing platform. From here, the naked eye can see dozens of miles away, and with the use of a spyglass, a sentry could tell not only that an enemy approached, but approximately how many infantry, cavalry, and siege engines they had—perhaps even which officers commanded the force. The heroes may use this opportunity to spy on the approaching forces of Evil. Narrators must dispense the proper amount of detail depending on how close the Blue Dragonarmy currently is to the Tower.

The uppermost floor of the Tower is the nest of the kingfisher. After the Tower was built, the Solamnics brought in a mated pair of kingfishers (the bird that symbolizes the purest aspects of the Knighthood), and housed them in this Tower. Their calls could be heard all over the compound and were said to bring peace and contentment to all the Knights stationed here. The kingfishers perished long ago, but a pair of eagles recently built their nest here, and the female sits on her clutch screeching angrily at the heroes. If they do not leave, the male attacks them. Heroes may, if Narrator's like, notice that part of the nest is constructed out of a piece of paper bearing the seal of the Blue Dragonarmy. If they get this sheet, they see that it contains information on the battleplan the Blue Highlord plans to use against the Tower.

Battle of the High Clerist's Tower

In the DRAGONLANCE novels, the battle of the High Clerist's Tower is a key turning point in the War of the Lance. Narrators must decide how much impact they want the heroes to have on this crucial event, and there is no right answer to this dilemma. In some campaigns, the

Narrator may want the heroes to be the ones on whose shoulders the fate of Ansalon sits (as in the novels)—if they fail, the world falls to the forces of Evil. Other Narrators may prefer to give the heroes an opportunity to play this pivotal role, but maintain the overall consistency of the Chronicles storyline. If the heroes do not succeed in winning the day, someone else will.

The merits of both approaches are discussed in the Introduction to this volume, but they should be carefully considered (or reviewed) at this point in the campaign. If the overall result of this battle is significantly altered, the rest of the history of the war is indescribably impacted.

In Your Game

In the book *Dragons of Winter Night*, the battle for the Tower of the High Clerist is treated in a cinematic way. Very little of the actual fighting—or even the tactical planning—is shown to the readers, leaving them to imagine the details based on the known outcomes. Depending on the type of roleplaying experience Narrators and players prefer, this can be either perfectly open-ended or painfully imprecise.

Since the books never accounted for the heroes actually delving through the heart of the Tower, Narrators have a leeway in interpreting the events of this battle. For instance, the majority of the Solamnic troops could ride out to battle while the heroes remain inside the Tower. In fact, the heroes could discover the situation when they are gazing off the platform on level fifteen. They could make their way down the Tower barely in time to set the Dragon Orb on the altar and trigger the trap, thus saving the day.

Narrators may also allow the players to control the actions of the Solamnic characters. Any group that has a favorite war game or miniatures game can adapt the system to simulate the situation at the Tower, thus giving the Solamnics a chance to win their battle (or at least some glory). The following information will be useful:

- **The Solamnic Defenders:** The forces at the High Clerist's Tower consist of one hundred heavy cavalry troops, three hundred light cavalry troops, one hundred archers, eight hundred heavy infantry troops, and two hundred light infantry troops. All the troops except the light infantry and two hundred of the heavy infantry are Knights.

  They are split into three brigades: the Rose Brigade (led by Lord Derek Crownguard), the Sword Brigade (led by Lord Alfred MarKenin), and the Crown Brigade (led by Lord Michael Jeoffrey). Lord Derek also serves as Army Commander.
- **The Blue Dragonarmy:** The Blue Dragonarmy is commanded by the Dark Lady, who is not present at the start of the battle. The troops are led by Bakaris.

  The Fifth Blue Flight is led by the Sivak Kotsam and consists of one thousand heavy infantry draconians, eight hundred light infantry goblins, two hundred heavy infantry ogres, and one hundred human archers. Attached to the Flight is the Second Blue Dragonwing consisting of three blue dragons and riders, but the Blue Lady is holding them back for the Tower assault.

  The Sixth Blue Flight is led by a human general, Marshal Volger, and consists of seven hundred heavy cavalry troops, three hundred light cavalry troops, two hundred chariot troops, five hundred heavy infantry draconians, two hundred light infantry goblins, and one hundred human archers.
- **Other Forces:** Depending upon the heroes' actions inside the Tower, Solamnic defenders may be bolstered by the support of five hundred ghostly Knights. Narrators may treat these as normal heavy infantry troops or place special restrictions on them. The troops do not march out with the living army but appear in the midst of the battle to support the Solamnic cause.
- **The Dragon Orb:** If the Dragon Orb is activated, all the draconian troops stop fighting. Most of them lay down their weapons and flee, but others begin fighting one another, and still others wander into the heart of the battle without a care for their own safety. What's more, the blue dragons (who have not been involved with the battle) immediately fly to the Tower and enter the dragontraps. If the heroes are not set to trap and dispatch them, the dragons enter the altar of the Orb and destroy the Dragon Orb. Should this happen, the heroes have no defense against future dragon attacks.

The Outcome

When all is said and done, Narrators must be prepared to deal with two eventualities. Either the battle resulted in an outcome similar to that in the novels or one that differs significantly. If the latter is true, then the Narrator must alter the coming chapters to make them fit this different plot progression, as well as devise a new time line for the advance of the dragonarmies. If, however, the former is true, the Narrator need make only minor adjustments to the chapters based on which heroes survived this one.

Narrators should consider two events of extreme import that occur at the end of *Dragons of Winter Night* when plotting out their version of the battle of the High Clerist's Tower: the death of Sturm Brightblade, and the revelation of the Blue Lady's secret.

The Death of Sturm

Sturm Brightblade's noble sacrifice is among the most emotional moments in the DRAGONLANCE Saga. On the battlements of the Tower, he singlehandedly delays the blue dragons to buy time for his troops to activate the dragon traps. When the Blue Lady runs him through with her spear, he has fulfilled his destiny.

Both Narrators and players should remember, however, that their game is not a novel. Sturm the hero does not have to die in this chapter. The noble effect Sturm achieved may be accomplished by any hero or character. Anyone brave enough to stand alone on the parapet and lay down his or her life for the cause of Good achieves the same effect. It makes the revelation of the Blue Lady's secret a little less immediate—but no less important.

If the person playing Sturm insists that the Knight act as selflessly and bravely as he did in the novels, Narrators should roleplay a scene of unparalleled pathos. Try to create an experience as emotionally draining as possible and give Sturm the death he deserves.

The Blue Lady's Secret

If the heroes have not discovered the Blue Lady's secret in earlier chapters, it is revealed here.

Assuming that the heroes defeat the dragonarmy (for which they each earn a quest {3,000 experience points}), the Blue Lady and her dragon-mount Skie alight on the battlement. The remaining soldiers in the Tower fall away, cowered by the overwhelming dragon-awe, but the heroes may advance to speak with the dragonarmy commander if they can master their own fear.



If the soldier she slew on the battlement was Sturm Brightblade or one of the other Heroes of the Lance, the Blue Lady makes a sarcastic speech about the nature of friendship and orders the heroes to give the corpse a Knight's burial. She then removes her helmet, revealing her true identity—Kitiara! She taunts the heroes with vague information about any of their allies who have been wooed to her cause and tells them that this defeat is a temporary set-back. Kitiara grants them three days to arrange for the funeral, but then she will be back to take this Tower—and their lives. She then climbs into her saddle and flies off.

Of course, if the soldier she slew was not Sturm, Narrators must modify this scene slightly. It is important that the heroes finally know for certain that their enemy is, in fact, their former friend. This information lends an air of desperation to the already frantic efforts to stop the forces of Evil. It also shows the heroes that anyone can be an enemy, and no one is immune to the seduction of power.

Narrators should not allow the heroes to capture or kill Kitiara at this point, though they will surely want to. She is an integral part of the coming chapters. Skie keeps a watchful eye on all the heroes (as well as the rest of the soldiers) and does whatever is necessary to defend his mistress from harm. Proceed with "Continuing the Saga."

Continuing the Saga

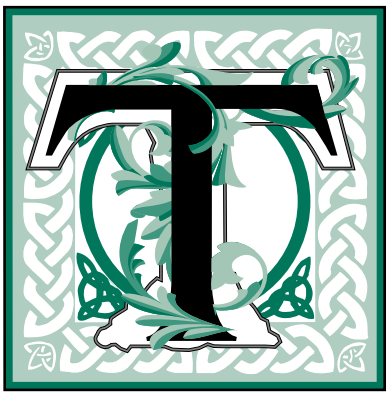
When the battle is over the heroes could opt to remain at the High Clerist's Tower to defend against the Blue Lady's threatened second assault, but this attack never comes. Regaining control of her troops was much too time consuming, and the draconian troops were too badly shaken by their recent experience with the power of the Dragon Orb. It is impossible for Kitiara to get them to even approach the structure, much less attack it.

If the heroes did not go there before, they may want to visit the city of Palanthas. They can find plenty to do in Ansalon's largest port city, and it should be relatively easy for the heroes to gather information about the recent actions in the war. When they are ready to move on, they can easily find ships departing for nearly any destination onthe continent. If the heroes decide to travel north to Palanthas, continue with Chapter Twenty: Palanthas.

In past chapters, the heroes received clues pointing toward Sanction as the heart of the mystery behind the absence of the metallic dragons. With the advantage that the chromatic dragons provide the Dark Queen's forces, someone must undertake the dangerous mission to invade the heart of the enemy's territory. If the heroes can find out why the Good dragons refuse to aid the mortals, perhaps they can discover a way to change their minds. If the heroes choose this path, continue with Chapter Twenty-Three: Road to Sanction.

Many characters and clues have hinted at bizarre circumstances taking place in the Silvanesti Forest. If the heroes have not visited there already, this would be a perfect chance for them to do so. Of course, getting there may be difficult since almost all of the forces of Evil lie between the Tower and the sylvan woods. Narrators must find a satisfactory segue to bring the heroes to the southeast of the continent, or they might use the excuse that the heroes are traveling that way to engage them in the mysteries hidden in the city of Sanction. Which chapter to continue with depends entirely on the course the Narrator plans for the heroes, but the most likely are Chapter Twenty, Chapter Twenty-Three, or Chapter Twenty-Six.

Chapter Twenty-Two



here are three in whom I have particular interest. But I will provide you with descriptions of all of them—" The Blue Dragon Highlord moved closer to Skie—"because it is to capture them that we participate in the destruction of Tarsis tomorrow. Here are those whom we seek. . . ."

—The Blue Highlord to Skie on the topic of Verminaard's killers, Dragons of Winter Night

Blue Dragonarmy agents inform their commander that the slayers of Verminaard are now at her mercy. Now, the Blue Lady is about to be unmasked, and the Innfellows may finally all be together.

Note that this scene does not occur at a fixed location. As the heroes move, so does the Blue Lady. Depending on when the heroes fall into the clutches of the dragonarmy, this scene may unfold near Tarsis, in Flotsam, on Southern Ergoth, or perhaps even in Kalaman.

Imprisoned

After the heroes have languished in captivity for some time, a tall man with intensely blue eyes, brown hair, and a mustache in the style of those favored by Solamnic Knights steps into their cell. Where a pair of Sivaks has always flanked the guards who have brought the heroes food, this man is alone. He isn't even armed.

He regards the heroes with a slight frown and then says, "You don't look like much. Are you truly the ones who slew Ember and Verminaard?"

He listens to the reply the heroes make, explaining that Ember was Verminaard's dragon and responding to any insults or jibes with a thin smile. If he is attacked, he defends himself by grabbing hold of the attacker and flinging him or her against a wall. The man is actually Skie, the Blue Lady's dragonmount, wearing a human form. His statistics remain as they are in his dragon form (except his size), but he can't use any of his special attacks. Should the heroes inflict more than 10 damage points upon him, he retreats and calls for the guards. Within the following minute 1–10 Sivaks and 1–10+5 Soldiers arrive and subdue the heroes. "Don't kill them," the man says. "The Blue Lady wants them kept alive."

If the party doesn't answer his question, he poses it again, even if they have attacked him or if he has to wait for one or more of them to regain consciousness. "I am not interrogating you," he explains. "I am merely attempting to discern whether you are taking credit for someone else's deeds. My Highlord has spoken very highly of you and I am merely trying to find the basis for that opinion."

After the heroes have explained their role in Verminaard's demise, the man looks thoughtful for a moment but then offers a tight nod. "Interesting," he says. "The Blue Lady would speak with you. Come with me."

He allows the party members who were among the original Innfellows to leave the cell and then escorts them from the prison area. Four Kapaks join the procession, hoping to ensure that they don't try to escape.

Playing the Novels

Narrators who wish to keep their campaigns close to the Chronicles trilogy should ignore this chapter. Although Kitiara's identity becomes known to the party in *Dragons of Winter Night*, and although she is tracking them in hopes of inviting Tanis and her brothers to join her in the dragonarmy, she never quite catches up with the heroes.

Instead, Laurana learns of Kitiara's identity after she kills Sturm on the battlements of the Tower of the High Clerist, and Caramon recognizes her as the Blood Sea maelstrom dashes the ship he is on to pieces.

Meeting the Blue Lady

If the heroes have been imprisoned in a castle or other structure, the man leads them from the dungeon to a second-room floor. If the location for this scene is an army camp, he leads them to a pavilion tent at the center of the camp. In either case, two Sivaks stand guard outside.

Within is a richly appointed combination office and living chamber. It is organized with military efficiency, with the desk and meeting table clearly separated from the bed and dressing area. Everything is very orderly.

One of the Sivaks enters the room to announce the heroes' arrival. He returns moments later, saying that the Highlord will see them.

Standing at the center of the room is the Blue Lady; the ranking Highlord of the Blue Army. She is wearing her full armor and her face is concealed behind her monstrous greathelm. "So," she says, her voice sounding hollow, her eyes narrowing within the visor. "You are the heroes who slew Highlord Verminaard. Did you really think you could escape the justice of the dragonarmy?"

As she speaks, the Solamnian who escorted the heroes from their cell moves to a corner behind the desk. He stands there, regarding the heroes coolly.

The Blue Lady listens to whatever reply the heroes make. Whether they attempt to be conciliatory or defiant, she replies: "You can say nothing to deter the wrath of the dragonarmy. You have slain a Highlord who wasalso a priest of Takhisis, Queen of Darkness. The Dragon Emperor wants you dead!" Her voice rises during the last sentence and she shakes a mailed fist at the heroes. Then, her tone suddenly changes. A smile creeps into her voice as she says, "It's a good thing for you we're friends."

The Blue Lady removes her helmet, revealing herself to be the lost member of their band, the half-sister of Raistlin and Caramon, and the former lover of Tanis: Kitiara uth Matar. She regards the heroes with a crooked smile and brown eyes that twinkle with mirth. "Surprised to see me? Oh, the expressions on your faces are priceless!"



She strides across the room and greets the heroes warmly—but keeping her hand on her dragon-hilted dagger while patting Tasslehoff on the cheek. She finally fixes her eyes on Tanis and then kisses him passionately. When she breaks the kiss, she shoots a glance at Laurana.

"I've missed all of you," she cries, embracing Raistlin and Caramon. "It's so good to finally have the Innfellows back together under one roof!"

If the heroes ask how she became a general in the dragonarmy, she says that after she and Sturm parted company in Solamnia, she traveled to Lemish in search of her family. While there, she encountered recruiters. Low on money, she signed up, only to find an army in desperate need of her sense of tactics and ability to solve whatever problems and situations that present themselves. She rose quickly in the ranks, and when the former Highlord was killed in battle on the Isle of Schallsea, she assumed command and led the army to victory. Emperor Ariakas, the supreme commander of the combined dragonarmies made her field promotion official.

Kitiara says that she has no opinion one way or the other about the goddess whom the dragons and other Highlords worship. All she knows is doing what she was born to do: She is leading troops into battle.

If Flint or Sturm react with horror or disgust over the fact that she is a general in the dragonarmy, she laughs. "I wouldn't expect anything else from you," she says. "You haven't changed a bit!"

However, if any other hero reacts to her friendliness with derision or horror because of the atrocities they've seen the dragonarmy commit, Kitiara looks startled. Then she looks angry. "How dare you?" she snarls. "How dare you try to sit in judgment over me? I spared your lives, didn't I? The Dragon Emperor wants you dead for what you've done, but I spared you. Why? Because we were friends. But friendship goes only so far!"

"I told you this was a mistake, Highlord," says the tall Solamnian in the corner. "You and your former companions no longer walk the same road."

Kitiara glares at him and then looks at the party, running a hand through her short curls as she regains her composure. She sits down behind the desk, cocking her head and looking at the heroes in silence. If none of the heroes react negatively to her, she finishes her greetings, and then takes her seat, swinging her booted feet onto it.

"I've been trying to catch up with you for some time," she says. "When I heard the report of Verminaard's trouble with 'resistance fighters,' I recognized you bunch immediately. Five years apart and still none of us have changed.

"But it got me thinking about the old times. It got me thinking that," and she shifts her gaze from Tanis to Sturm and back again, "we were a good team. I thought that perhaps we could be so again.

"You've seen how Verminaard conducted the conquering of Abanasinia and Qualinesti, and you were rightfully disgusted. I was disgusted. He wasn't a military man. He was a bully and butcher. If my army had been allowed to spearhead the invasion, it would have been handled with far less unnecessary death and destruction. Solace would never have burned if I had been in charge of the attack." Her face momentarily gets a distant expression, as though she is wistfully thinking back on the treetop town that is no more. Then she refocuses on the party. "I can't control lunatics like Verminaard—and the dragonarmy command structure is unfortunately filled with them—but I can do my best make sure that my army embodies the highest standards of discipline and efficiency.

"And that's where you come in.

"Like I said, we were a good team. We got things done, and we did them right. You've shown yourselves smarter than one of Emperor Ariakas's most trusted Highlords, and now he and the rest of them want you dead.

"Both because I love all of you, and because I want the best for my army and the people of Ansalon, I want you alive and I want you working with me, just like the old days . . . except we're not just bringing peace and order to Abanasinia, we're bringing it to the world.

"Join me as officers in the Blue Dragonarmy. Together, we'll carve an empire for ourselves. What do you say?"

Kitiara looks at the heroes with open anticipation. The Solamnian in the corner sweeps his intensely blue gaze across each and every member of the party.

If the heroes ask for time to consider her offer, Kitiara is willing to give them until the next meal, either morning or evening, depending on when the party was brought to her. She does not return their weapons or belongings to them until they have made a decision.

She leaves them with a final thought as they are returned to their cell. She states that the Dragon Empire is too powerful for anyone to oppose. "You saw what the Red Army did to Qualinesti," she says. "Anyone who opposes them overtly is defeated. Now, I'm offering you a chance to lead the Blue Army with me, and to see that the conquest of Ansalon happens with the least amount of wanton slaughter. You can be a key part in turning the dragonarmy from a force of destruction to a force of order. Do the right thing. Don't pass up this opportunity."

Allow the players to roleplay their heroes' reactions, and then proceed to the appropriate section after this.

If the Heroes Refuse the Offer

After the heroes have had time to deliberate, the tall man and three Baaz come to their cell. "The Highlord wishes that you share a meal with her," he says.

The heroes are ushered into a hall where a lavish meal has been laid out on the table. Once the heroes tell Kitiara of their decision, anger flashes across her face. It fades quickly. She fixes her eyes on Tanis. "Even you?" she asks.

She sighs and rises to her feet. "Khellendros," she says to the Solamnian, "please see to it that their belongings are returned to them. They are free to continue on their way."

The man frowns, but then gives a curt nod. "Yes, Highlord." To the party he says, "Come with me please."

As the heroes leave, Kitiara says: "I do this because I love you. Don't cross my path again. Don't force me to have you killed." Her voice is almost completely neutral, and she has her back turned to the heroes, her hands placed palms down on the desk and her head hung low.

As ordered, the man called Khellendros brings the heroes to where their equipment is being kept. Much to the disappointment of the draconians who were guarding it, every item taken from the party is returned. If the heroes were captured in a desolate area, he even has them outfitted with horses.

As the heroes are getting ready to depart, he says, "Do not mistake the Highlord's sentimentality for weakness. If we find that you try to oppose us, we will kill you."

He then turns and walks away. If the heroes attack him, he assumes his dragon form and returns the attack. If the heroes stand their ground, he does his level best to kill them. Once they show signs of a willingness to run away, he backs off. (Also, if the party manages to inflict 50 dam-

age points on Skie, he flees. However, he returns to camp and orders a detachment of ten Baaz, five Kapak, and five Sivak draconians to hunt the party down and kill them.) Proceed with "Continuing the Saga."

If the Heroes Accept the Offer

In the unlikely event that the heroes are not opposed to the subjugation of Ansalon's nations by Evil dragons, Kitiara is overjoyed. (It should be noted that if this is the case, the players have strayed far from the basic principles that embody the DRAGONLANCE setting—unless their intent is to infiltrate Kitiara's army and learn all they can).

She gives them all ranks of fewmaster and puts them in charge of units containing human soldiers or hobgoblin troops. She says that once they have proven themselves on the battlefield, she'll elevate them to higher command responsibilities. The exception to this is Tanis: She appoints him highmaster, placing him in charge of the other heroes. To him, she whispers that maybe someday he will join her on dragonback, as one of her wingmen.

Continuing the Saga

If the heroes refused the Highlord's offer, they can continue with whatever goal they were heading toward when they were captured. The story line continues with perhaps some minor modifications.

If the heroes accept Kitiara's offer, she assigns them to the force based in Kalaman. Here, they are placed under the command of Highlord Bakaris, one of Kitiara's lieutenants (see the appendix). Details on Kalaman can be found in Chapter Thirty-Three,and the Narrator must use them to spin his or her own adventures in that northern city, as the heroes have strayed far from the main Saga.

Here, they find themselves routinely sent on the most dangerous assignments and they are even the victims of bizarre accidents. These events should take place over several weeks and several adventures of the Narrator's devising, or perhaps adapted from other TSR adventures and inserted into the Narrator's campaign.

The truth behind their hardships is that Bakaris feels threatened by the heroes. He is doing his level best to make the heroes look bad, and, if he's lucky, some of the heroes may be killed during a mission or one of the staged accidents. Eventually, if this part of the adventure hasn't already taken place, Bakaris puts the heroes on the front-line of the force that is to assault the Tower of the High Clerist. Should the heroes ever catch on to Bakaris's attempts to kill them, he stops being subtle about it. If the heroes complain to Kitiara, they find that she is too busy to assist them. They must kill Bakaris before he kills them. If Sevil Rev (see Chapter Twenty-Eight: Flotsam and the Blood Sea) is with the party, he joins Bakaris in his efforts to kill and discredit them. He tries to be as subtle as possible, however, hoping to avoid detection until he can bring them down. He also has his sights set on Kitiara uth Matar, now that he suspects she isn't completely loyal to the Dark Queen—if he can expose her as a traitor and deliver the heroes up to Takhisis, then he thinks that he can regain the Dark Queen's favor.

Once the heroes learn their commander is trying to kill them, and thus realized the folly of allying themselves with the forces of Evil, the Narrator can bring either Silvara, Ladine Dralathalas (see the appendix for details on these characters) or a Solamnic spy onto the stage, depending on the timing of campaign.

If it's about time for the Battle of the High Clerist's Tower, Silvara can arrive in Kalaman. The dragon is wearing her Kagonesti form, and if the heroes have not yet met her, she claims to have traveled to Kalaman in search of them due to a vision. "You are destined to bring low the dragonarmies," she tells them. "Come with me to the far-away city of Sanction where the heart of the means through which the Evil dragons are keeping the Good dragons from entering the battle for the future lies."

"What I am about to tell you is one of the best-kept secrets on all of Krynn—only because my people have strong ties with the spirit world have I learned some of it. Long ago, shortly after the Dark Queen restored the Evil dragons to the world, they stole something very precious from the Good ones. Exactly what that was I cannot say, but I know that it is hidden somewhere in Sanction, and that the Evil dragons and their human servants have threatened it with destruction if the Good dragons join the war to preserve freedom in the world.

"You have seen the Evil of the dragonarmies, and you have felt it upon your persons. I know that you are not truly Evil . . . you have just made a wrong choice. Join me in an effort to give the Good dragons leave to join the fight and turn the tide in favor of Good. Fulfill your destiny. Come with me."

If the heroes go with Silvara, the adventure continues in Chapter Twenty-Three: The Road to Sanction.

If the heroes joined with Kitiara early in the campaign, Ladine can arrive covertly in Kalaman and join up with the party as a result of a random encounter. If they are trying to defect from the dragonarmy, she might provide them with a means of escape, provided they travel with her to Silvanesti to help uncover the cause of a magical disaster that has struck her homeland. If the heroes travel with Ladine to Silvanesti, the story continues with Chapter Twenty-Eight, when their ship puts into port after an uneventful sea voyage. The heroes must then travel to Port Balifor (described in Chapter Twenty-Seven) and secure a ship to take them to Silvanesti.

If the Battle of the High Clerist's Tower has already taken place, and if the Narrator wants to assume that another group of heroes made it possible for the Good dragons to join the War, a spy for the Solamnic Knights who has infiltrated Kalaman as part of their war effort hooks up with the heroes. The Narrator can create a scenario that introduces him to the party—he has the statistics of a Thief Leader, but is of Good alignment. Together they can cause Kalaman to fall to the Whitestone Army due to treachery from within.

When presented with another option, the heroes hopefully choose to abandon their service to the dragonarmy—perhaps first taking revenge upon Bakaris. Silvara says that the greatest revenge they can take would be to travel to Sanction and facilitate the return of the Good dragons, while Ladine thinks it's a big waste of time but helps if she must. The spy, on the other hand, helps with such a scheme without protest and in fact sees it as beneficial for his or her overall goal. None of the three assist in any cruel or depraved schemes, however.

If the heroes refuse to assist Silvara, Ladine, or the spy, they are on their own. Bakaris brings his power to bear to destroy them and Kitiara is too distant or busy to help. They find themselves hunted once he frames them for the murder of an emissary of Emperor Ariakas and reveals that they were also the ones who killed Verminaard.

Chapter Twenty-Three

As the great red dragon bugled forth the call from the heights of the Lords of Doom, the populace of Sanction quailed and cried in the valley below. An hour earlier Deathfyre had first flown over that city in his true form, appearing from the volcanic smog like a vengeful apparition. Crimson wings spread wide, as if to draw the entire city into an embrace of doom, the red dragon swept back and forth over mansion and slum.

—Deathfyre calls forth the dragon hatchlings that had been seeded throughout Ansalon, 1056PC, The Dragons

The city of Sanction is the heart of the Dark Queen's forces. From there Lord Ariakas follows the progress of his dragonarmies, and only there do the heroes find the answers to the dark questions that have plagued them throughout their adventures. Narrators may allow the heroes to cinematically jump from their previous location to the hills overlooking Sanction, but many interesting and potentially helpful events may occur during the journey. This chapter contains some possible encounters Narrators can use to make the trip seem both long and eventful enough. Remember that no matter how they plan to get there, the heroes must go through dragonarmy-controlled territory, and the trip is not particularly pleasant. Narrators may adapt these encounters to fit whatever route the heroes decide to take or invent encounters to liven up the trip.

Silvara's Return

Somewhere along the road, the heroes may meet up again with an old acquaintance: the Kagonesti elf, Silvara. They most likely have not seen the elf maiden since they left Southern Ergoth, and the greeting they give her greatly depends on how well that parting went. Whatever the heroes' emotions, Silvara seems anxious and impatient.

She tells the heroes she knows that the secret why the metallic dragons remain in seclusion lies in Sanction, and she begs their help in solving the mystery.

"The entire world," she tells them, "hangs in the balance. We must brave the fiery city in order to bring the truth to light. You must help me!"

Regardless of the heroes' answer, Silvara rejoins the group and takes every opportunity to urge them to hurry to Sanction. Narrators should review Silvara's character profile for an explanation of her motives and a full accounting of the secret she herself hides. Of course, the heroes may already know her other secret . . .

Vingaard Keep

This fortress, garrisoned by a small force of the Knights of Solamnia, is currently besieged by a detachment from the Blue Wing of the dragonarmy. Camps of draconians of all types (mostly goblins, hobgoblins, and bugbears) surround the keep, making an almost impenetrable ring. When the heroes encounter the troops, there is a 25% chance that a blue dragon currently travels with one of the camps, gathering information for the Blue Lady.

Vingaard Keep holds out, though it is obvious that this is not to be the case for very much longer unless they receive some form of military support. The heroes themselves cannot help against the hundreds of soldiers surrounding the fortress, but if they can get word to the Solamnic commanders that this ancient bastion is under siege, perhaps the generals can muster enough troops to free Vingaard Keep. Otherwise, another symbol of Good falls to the Dark Queen's forces.

Ruins of Solanthus

Palanthas may be the grandest city in the region, but Solanthus has always been the capital of Solamnia. This once-proud Solamnic stronghold now contains nothing more than several square miles of ruined buildings and burned fields. The Highlords' armies reduced the fortress to rubble and sacked the town and surrounding farms, and now hold unquestioned control of the region.

Several hundred goblins and a few dozen Bozak draconians garrison the ruins. Because the fighting has moved far from the city, these inept soldiers maintain only a pale imitation of military discipline. Though sentries are posted along all the roads into town, they are likely to sleep at their posts or simply not be there at all. If they do notice the heroes, a pitifully small bribe buys their silence to any but the most egregious violations of martial law.

While the goblins hold all the important buildings in Solanthus, there is literally an underground movement to oust them. A handful of human freedom fighters live in the ancient subterranean network that crisscrosses beneath the city. Most of the entrances remain blocked by rubble, but the would-be saboteurs work daily to clear enough of the debris to begin their resistance movement.

If these rebels discover that the heroes are in the area, they seek them out to ask their help in freeing Solanthus. It is up to the heroes to decide if freeing this ruined town is important enough to risk revealing their presence. Once the Highlords (particularly the Blue Lady) know where the heroes are, and they send troops after them.

Lemish and Garnet

As far as anyone knows, this tiny kingdom along the New Sea's northern coast has been overrun by the dragonarmies just like all its neighbors. In truth, the humans here willingly threw their lots in with the Dark Queen's forces in hopes of getting preferential treatment when the hostilities ended. Sadly for them, the Highlords see them as nothing more than slave labor. The Lemish lands have not been ransacked like those of their neighbors, but the people suffer just as much, if not more, cruelty at the hands of their new masters.

One Aurak and a half-dozen Baaz draconians run the Lemish Fortress, which is located in the Darkwoods. They organize the Lemish people into a makeshift fighting

force and are preparing to attack the neighboring dwarf kingdom of Garnet. The dwarves expect the Lemish forces and have prepared a formidable set of defenses.

If the heroes enter the Darkwoods, they find it full of monsters of all sorts (deserters from the dragonarmies, and creatures attracted by the dark magic surrounding the draconians). However, the worst thing they meet in these woods is a group of humans. For though they seem like nothing more than armed peasants, they report everything the heroes tell them to their draconian superiors.

Solamnic Plains

All along the Solamnic Plains, the heroes meet nomadic groups. The most plentiful nomads are displaced farmers. When the dragonarmies moved through, they left Baaz draconians or hobgoblin troops in every community they passed. These sadistic overlords soon drove all the local residents to pack their belongings and wander the land looking for a new place to call home. There is a 75% chance that any nomads the heroes meet have heard about their earliest exploits (finding a home for the refugees in Tarsis). They beg the heroes to find somewhere for them to live. Even if the heroes refuse, the nomads follow them wherever they go. The attention this draws is as dangerous for the heroes as it is for the farmers and is likely to draw even more refugees to their trail. Can the heroes find a new home for these unfortunate individuals?

The Throtl section of the plains is home to nomadic tribes of hobgoblins. Their crude and dirty tent communities scatter throughout the area. Parties of ten to forty hobgoblins may commonly be seen either hunting for enough meat to feed their families or raiding neighboring villages when game is scarce (which is almost all the time in these years of war). The communities consist almost exclusively of women and elderly hobgoblins (since all the young males have been drafted into the dragonarmies), but the hunting parties all have at least ten male hobgoblins—army troops away on leave.

Dargaard Mountains

As the heroes near Sanction, they must make a very difficult choice: whether to cross the open Dargaard Plains or the treacherous Dargaard Mountains. The reason the heroes may not want to cross the plains is that this area is home to most of Ansalon's hobgoblins. War parties of ten to sixty of the brutish monsters are encountered frequently as they hunt for food—and unwary travelers are considered a hobgoblin delicacy. In the southern part of the plain the heroes may find what appears to be a five-story pile of rubble. In truth, this is the height of hobgoblin architecture—a fortress built with the intent to rival the Solamnic Knights' Tower of the High Clerist. Shabby though the fortress is, its structure is sound, and the hobgoblins use it as a base of operations to make sure that no one enters Sanction without at least paying an exorbitant toll for passing through the territory.

The Dargaard Mountains feature forbidding peaks marked by a sheer spine of granite, several thousand feet high, that cuts down the center of the range. No pass or path exists across the entire length of the range. If the heroes attempt to cross, one of them must go ahead trailing a rope behind so that less agile heroes can follow. Crossing the mountains takes at least two weeks.

The northern reaches of the range lie in the realm of Nightlund and fall under the rule of the death knight, Lord Soth. In these peaks, the heroes might encounter various types of undead creatures, all of whom share a magical rapport with Soth. If they see the heroes, their master knows it.



Chapter Twenty-Four

Alhana looked up into Sturm's grieved face and saw etched there pride, nobility, strict inflexible discipline, constant striving for perfection—perfection unattainable. And thus the dep sorrow in his eyes. Alhana felt herself drawn to this man—this human.

—The meeting of Alhana and Sturm, Dragons of Winter Night

As mentioned in Chapter Twelve, Alhana Starbreeze may approach the heroes during the dragonarmy's assault on Tarsis. If the heroes agree to help her, the attack of the Blue Dragonwing happens as they head to where her griffins are stabled.

The Story Continues

As Alhana leads the way, she explains that their objective is to sneak past the dragonarmy and enter Silvanesti to find out what has happened to her homeland.

If Silvanesti heroes who have shown her the proper amount of deference try to make suggestions, Alhana listens to them. Qualinesti and Kagonesti, or Silvanesti who have been rude to her, receive cold stares, after which Alhana discusses details about the mission. To all others, she comments, "I am the heir to the Tower of the Stars. My family has led Silvanesti for longer than your . . . civilization [said as though it's something dirty] has existed. You would be wise to listen quietly to your betters."

As mentioned previously, she does not instigate rude behavior, but she refuses to accept any slights against her person. (Portraying Alhana is a difficult balancing act; she should not be friendly toward the heroes in the beginning, but she should not be so abrasive that they refuse to have anything to do with her.) Later, after they have proven themselves, she begins to respect them. Likewise, if one or more heroes stood up to the lord of Tarsis, Alhana has already started to show them more respect.

As the group come within sight of the stables, a large shadow moves across them. If the heroes look up, they see a blue dragon swooping down. Before they can react, the sound of several thunderclaps intermingled with screams echo from the direction they came from. Two other blue dragons with riders swoop over the part of town where the heroes' lodgings lie. Draconians emerge from the alleys, charging from the direction of the dragon attacks.

"There she is!" a Kapak yells. "The Blue Lady wants her alive, but she said nothing about not killing her mercs!"

The Battle

Two Baaz and one Kapak attack each hero as the battle starts. A single draconian—the Kapak who wanted her captured alive—engages Alhana. The elven heir defeats her foe in two combat exchanges, displaying an amazing level of swordsmanship. More draconians emerge, and Alhana breaks from battle, running to the stable. The heroes should think that she might have panicked.

The Narrator should have more Baaz arrive so that the heroes are locked in combat. It should be obvious that they face far too many opponents; eventually the draconians' numbers overwhelm the heroes. As soon as the first hero falls unconscious, the air fills with the sounds of large beating wings and shadows once again fall over the party. Suddenly, a large talon swats aside a Baaz; the remaining draconians look up, then scatter, their morale breaking.

Four griffins land, their talons striking and chipping the cobblestones. Each has saddles and saddle bags on its back, and Alhana sits astride one of them. "This is a hopeless battle," she says. "We must go. The Speaker of the Stars and Silvanesti needs us."

The heroes have four minutes to mount the griffins. (It takes one minute to mount a griffin.) Each griffin can carry two heroes, although Alhana extends the invitation to ride along with her only after the other griffins have all been mounted, and then only to Silvanesti or heroes who earned her respect. At the end of four minutes, Alhana spurs her mount and takes off, the other griffins following her even if the heroes haven't mounted.

The draconians regain their courage and charge back to rejoin the battle. Behind them race twenty more Baaz, ten Kapaks, and ten hulking Sivaks. The griffins claw at the draconians, protecting the heroes as they mount up. As the majestic griffins take to the air again, the Sivaks launch themselves into the air as well, pursuing them. The Narrator should stage an exciting aerial battle, with the draconians swooping around the griffins, attacking both mounts and riders. (The griffins each kill a Sivak after two minutes of combat, causing them to burst into flame and streak toward the earth like a shooting star.) The heroes and Alhana should have the chance to battle the rest of the Sivaks; whenever heroes slays a Sivak, they witness the draconians changing into their forms (i.e., changing to look just like the hero who slew the Sivak), then plummeting to the ground far below.

Playing the Novels

When dragons from the Blue and Red Army attack Tarsis in *Dragons of Winter Night*, the party is split, with Tanis, Goldmoon, Riverwind, Raistlin and Caramon trapped in the wreckage of the Inn of the Red Dragon. As draconian searchers close on them, Alhana and her griffins come to their rescue.

This brief chapter provides Narrators the tools to play through this dramatic moment, with some minor modifications. Rather than staging it at the stables it occurs after the heroes avoid being slain by the fiery breath of dragons.

Continuing the Saga

For heroes who mounted the griffins, an arduous trek to distant Silvanesti begins. The epic continues in Chapter Twenty-Six. Heroes who failed to mount griffins must fend for themselves in Tarsis. The Narrator should turn back to Chapter Twelve for details on what happens next.

Chapter Twenty-Five

"What about the stories," Tanis asked Alhana as they flew above the aspens on the backs of the griffins, "the stories of humans trapped by the beauty of Silvanesti, unable to leave? Do my friends dare go to this land?"

—The journey to Silvanesti, Dragons of Winter Night

After escaping with Alhana on her domesticated griffins, the heroes experience five days of hard travel. Each griffin carries enough supplies for two people and itself for the entire trip, but any delays result in shortage.

The Journey

If the Narrator has portrayed Alhana as suggested in the previous chapters, the heroes may think she is thoroughly unpleasant. The Narrator should use this chapter to soften Alhana, allowing her to warm to the heroes as they reveal themselves to be brave warriors worthy of her respect.

The First Day

The Plains of Dust stretch before the heroes like an unending carpet of blowing snow. After heroes defeat the draconians, Alhana leads the flight northeast for several hours before turning onto a course that takes them due east. As she does this, she points back, indicating three distant airborne shapes—dragons!

Alhana pushes the griffins hard, and the group flies through the night, covering nearly double the distance that griffins normally cover. Eventually, as darkness settles on the second day, she allows the dead-tired griffins to land 2 miles outside the town of Stone Rose.

Before the Cataclysm, Stone Rose consisted of a few scattered farms. When the climate changed and both humans and centaurs assumed nomadic lifestyles, Stone Rose developed as a place where both races could meet to trade. The town's only remarkable feature—from which it has come to draw its name—is a garden of petrified roses.

The heroes may have an encounter while they camp.

Result	Encounter
1–3	Centaurs
4–6	No encounter
7–9	Kapaks
10	Dragons

Centaurs

Six centaurs approach the camp. They have dried fruits and meat that they wish to trade for blankets and weapons. The centaurs inform the heroes that units of the Red Dragonarmy occupy Stone Rose and subdue the barbarian villages and tribes as well. They have heard that a detachment of the Blue Army is in the area looking for an elven princess and a group of adventurers who killed a Highlord. The leader of the detachment—known only as the Blue Lady—left word to all troops and bounty hunters that she wants her quarries taken alive. They advise the heroes to stay away from settlements and caravans.

Playing the Novels

The journey taken by Alhana and the Companions across the Plains of Dust is described in the barest of details in the Chronicles trilogy. Since this chapter provides game groups with tools for fleshing out that journey, Narrators who wish to remain close to the flow of *Dragons of Winter Night* may wish to skip it entirely. Instead, the adventure should continue with Chapter Twenty-Six: Silvanesti, as the heroes land near the edge of the fog-shrouded forest at dusk.

Kapaks

A group of eight Kapaks attack the camp. The Kapaks have been ordered to capture the heroes alive, although once half of them are defeated, they fight to kill.

If they capture the party, the draconians kill the griffins. They take the party's weapons, although they require them to carry their own equipment. The draconians intend to march the heroes to Stone Rose. Here, they await the arrival of the Blue Lady. The draconians grumble over this; they would prefer to kill their captives.

Dragons

As dawn arrives for the second day, three large, shadowy dragon forms glide through the sky heading for Stone Rose. Unless the heroes built a bonfire, the dragons do not notice them. If they have built a bonfire, they end up facing the Blue Lady, her two wingmen, and their dragon-mounts. (See Chapter Twenty-Two: The Highlord's Offer.)

The Second Day

The heroes fly through the second day without incident, reaching the ruins of the once-great city of Wallach. Prior to the Cataclysm, the city served as the center of worship of Zivilyn. It stands 60 miles from a massive vallenwood tree believed to be an embodiment of the god himself. Riots decimated the town and it was never resettled.

After establishing camp that night, Alhana opens up to any elf who has treated her politely, or to any human who has been respectful and proven to be a gallant warrior. She reveals the information provided under her character description in the appendix, including the guilt and emotional pain she feels over being absent from the nation and her father's side when the dragonarmies conquered it. Alhana portrays her father as a selfless, dedicated ruler who would do anything to save his homeland. She also reveals that one of the fabled Dragon Orbs is present in Silvanesti, saying that her father took it from the Tower of High Sorcery in Istar during his Test of High Sorcery. "It spoke to him," she says, "saying that if he left it there, it would be destroyed and the world would perish. When I

was a young girl, he said that the Dragon Orb would help him protect Silvanesti from its enemies. I wonder what went wrong."

These conversations reveal that the Silvanesti were storing dragonlances that had been forged during the Third Dragonwar. Her negotiations with the Knights on Sancrist revolve around them and she hopes they still remain safely within the Tower of the Stars. She suggests that once the mystery of Silvanesti has been solved, the heroes take these lances and deliver them to the Knights.

The main focus of the next few camps should be role-playing between Alhana and the heroes; however, at least one of the following events also occurs:

Result	Encounter
1–3	Dream
4–6	Armies
7–9	Barbarians
10	Dragons

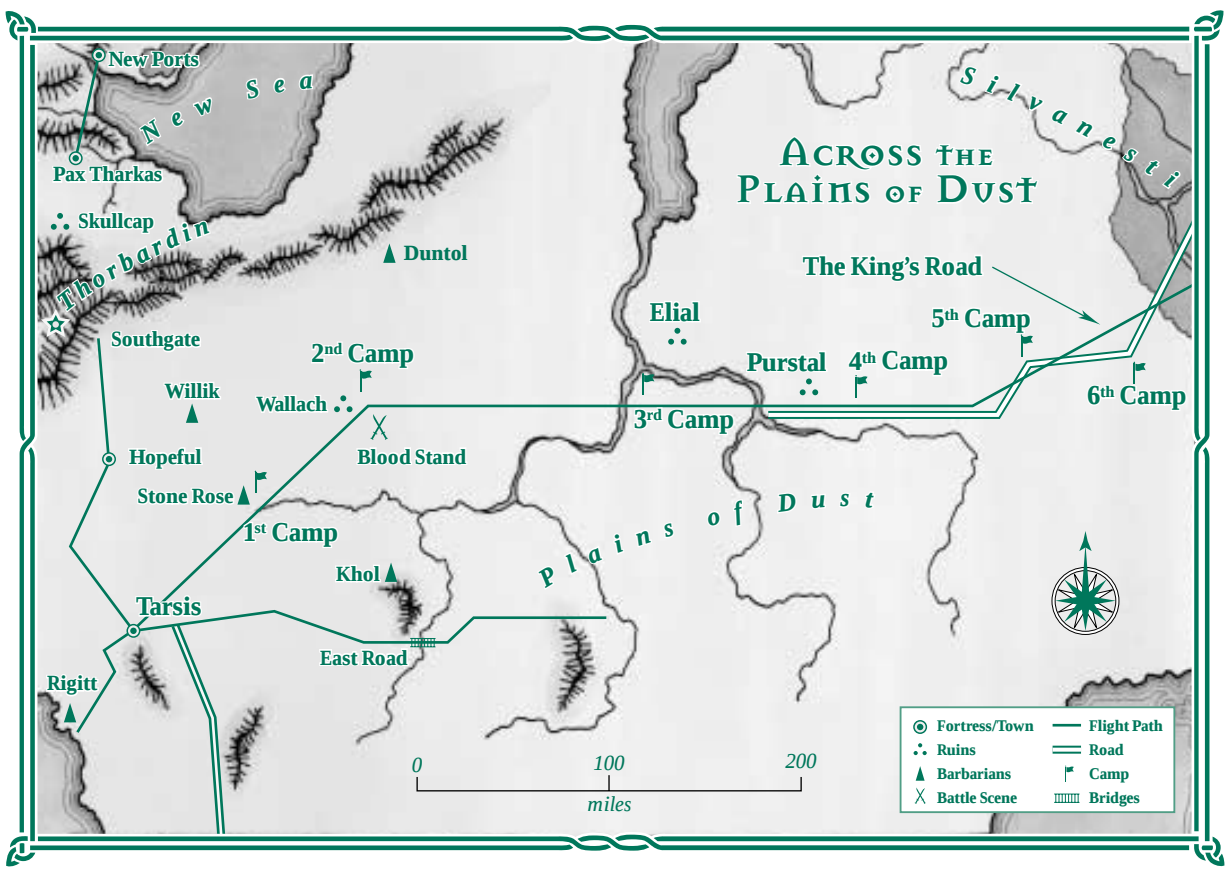
Dream

A priest hero with a nature or demeanor of 6 or less {Good or Neutral alignment} who does not yet worship one of the true gods experiences a strangely vivid dream. It in, he or she climbs a vallenwood tree so massive that one-hundred men with their arms outstretched would have difficulty reaching around its trunk. High in its branches the priest discovers a temple. Within it rests an old man who gives the hero a medallion of faith and a set of wooden disks bound together with still-living vines. The hero descends from the tree, and as he or she walks across the barren ground, green grass sprouts where he treads. The hero wakes with the knowledge that he or she must go to that tree, which is the World Tree of Zivilyn, some 50 miles north of the camp site. Zivilyn is calling the hero to the temple high in the tree's branches. There the hero finds a medallion of faith and a set of the disks of Zivilyn . Upon reading them, he or she gains the ability to cast priestly magic. If no hero fits this description, an elf hero has a vivid dream about Alhana Starbreeze kneeling beside a withered old elf, sobbing with her face buried in her hands. Thick green mist swirls around them, and the hero feels as though something malevolent is watching.

Armies

The heroes hear the sounds of an army marching. If they look east of their camp, they see columns of torches bobbing in the night. Heroes who investigate see thousands of ghostly troops in archaic armor. (Heroes with knowledge of ancient history may recognize the style as being in common use by the armies of Ackal Ergot during the founding of the Ergothian empire.)

If the heroes follow the phantom troops, they come upon a plain where another ghostly army stands arrayed. This army, led by female generals, are the shades of warriors from ancient Kharolis, the nation that held out longest against Ergot's armies. If they remain, they witness four hours of carnage as the ghosts replay the battle of Blood Stand, the turning point that eventually led to Kharolis being conquered and absorbed into the Ergothian Empire. Any hero who foolishly runs onto the field to join the battle, or who attempts to speak to any of the marching spirits, must make a successful *average Spirit* action {saving throw vs. death magic} or be transported back to those ancient times by the strange magical affect that causes the battle to be replayed here at irregular intervals. The hero is gone for only a few minutes, and then he or she is mysteriously transported back.



Barbarians

A group of six barbarians and a barbarian chieftain approach. Although they pretend interest in trading, they intend to rob them. Once the heroes are put at ease, the barbarians try to take a female hero (or Alhana) hostage and demand that the heroes surrender their weapons. The barbarians flee if two heroes stand up to them.

Dragons

As the sun sets, the heroes see three blue dragons flying low along the horizon, heading east. A rider sits astride the back of each dragon. The heroes are not noticed, and the dragons are too distant for the heroes to attack them.

The Third Day

Alhana and the heroes fly low over the icy planes. Late in the morning, a cloud of snow blurs the horizon and the occasional sound of clashing metal pierces the wail of the wind; the dragonarmies meet opposition out there.

As darkness descends, the heroes see a bluish-white strip winding across the snowy plain. Drawing closer they see the frozen River Torath. Alhana lands the griffins on the eastern shore, and the party makes camp. She continues to grow more friendly toward party members who behave like heroes. The Narrator may check to see if something unusual happens that night:

Result	Encounter
1–3	Blue Dragon
4–6	No encounter
7–9	Baaz
10	Ice Vampire

Blue Dragon

As the sun sets, the heroes see a single blue dragon flying along the horizon, heading east. A rider sits on its back. The heroes are not noticed, and the dragon is too distant for the heroes to attack it.

Baaz

A scouting unit of five Baaz happen upon the heroes.

Ice Vampire

If the heroes break the ice to get water, an ice vampire emerges from the depths of the river to attack them. If not, then no encounter occurs.

The Fourth Day

The day passes without any noteworthy sights, until late in the afternoon when the heroes see large pieces of pillars and worked stone jutting from the snow. As they fly across another branch of the River Torath, they spy great pillars that march east across the plain, supporting an elevated road. If asked, Alhana identifies it as the King's Road. Prior to the Cataclysm, the Silvanesti traveled in carriages on this elevated highway, which was molded, not carved, from stone. "All that's left now are dead bones," Alhana says. "This is but a shadow of the glorious King's Road."

At twilight, the party flies over Purstal, a city destroyed during the war with Istar prior to the Cataclysm. Once the ruins are behind them, Alhana lands the griffins. Events during the night may include the following:



Result	Encounter
1–3	Lights
4–6	Adventurers
7–10	No encounter

Lights

In the direction of ruined Purstal, strange lights flash in the sky. If asked, Alhana says that the place was cursed by its last Lord Mayor as it fell. She doesn't know the nature of the curse, but she has heard that many kinds of undead dwell in the ruins. If the heroes insist on investigating, the lights cease once they come within view of Purstal. The city stretches before them, dead and deserted.

Adventurers

A group of adventurers, consisting of a boisterous male kender named Bennybeck Cloudberry, a flirtatious human male named Tarr Ravenseye, and a sullen Qualinesti female named Grenden, approach to share the party's camp and do a little trading. The three tell the party they've heard a curse has fallen over the Silvanesti Forest and that even the Green Dragonarmy has withdrawn from the surrounding area, focusing their attentions on Khur instead. Benny insists that he saw a gold dragon flying over Silvanesti, that it drove out the dragonarmy and probably lives there now, but Grenden says Benny has a tendency to make things up. The group can also tell the heroes that the dragonarmies control all points north as far west as the Vingaard River and the Garnet Mountains.

The trio have no interest in joining the heroes' efforts. Tarr explains that they are on their way to Purstal in search of treasure. He plans to use it to hire forces away from Tarsis and bring them north to Solamnia, where he suspects the dragonarmies will finally face defeat.Word of the dragonarmy's taking of Abanasinia, Qualinesti, and Tarsis comes as a shock to Tarr and Grenden, but the ever-optimistic Tarr says they'll think of something.

While with the heroes, Benny constantly rifles through their things and tells tall tales, Tarr flirts with the female heroes, and Grenden remains aloof and quiet. She engages in brief conversation with non-Qualinesti elves, but if a Qualinesti elf addresses her, her answers are monosyllabic and of a conversation-ending nature. (Note: Narrators can either invent their own backgrounds for Tarr, Benny, and Grenden or consult the DRAGONLANCE adventures *In Search of Dragons*, *Dragon Magic*, and *Dragon Keep*.)

The Fifth Day

The griffin flight follows the crumbling King's Road for the next day. The weather turns a little warmer, and clumps of vegetation peek through the snow-cover. As dusk descends, Alhana lands the griffins by a bend in the King's Road and camps among the sculpted pillars supporting the highway. The following encounters can occur:

Result	Encounter
1–3	Plainsfruit
4–6	Deserters
7–9	Baaz
10	Blue Dragon

Plainsfruit

Alhana points out small bushy plants jutting from the snow near the campsite, suggesting that the party eat their fruit for dinner to preserve their supplies. She explains that they are plainsfruit bushes, and that one of these delicious pieces of fruit provides enough nourishment for an entire day. (Plainsfruit cannot be hoarded though; they spoil within one day, giving off a noxious odor and turning a foul flavor.)

Deserters

A pair of rag-clad men approach the camp, offering to trade their swords for some food. Deserters from the Green Dragonarmy, they can tell the heroes that all points north are controlled by that force. They know nothing about the conditions within Silvanesti, other than a strange green fog has settled over the land and that monsters of all types now roam the forests. These men have seen all the battle they wish to experience in their lifetime and have no interest in joining the heroes in their quest.

Baaz

A scouting party of four Baaz attack the heroes, intent on killing them.

Blue Dragon

A riderless blue dragon flies toward the heroes' campsite shortly after dawn on the sixth day. It soars by, apparently failing to notice them, but moments later it turns and comes back, dropping in altitude as it does. It does a single fly-by, coming in so low it flies under the King's Road, spooking the griffins. The dragon ignores any attacks the heroes launch and returns northward.

The Sixth Day

On the sixth day, Alhana leads the griffins away from the King's Road, heading in a northeastern direction. Late in the day, a sea of green treetops appears ahead, extending to a cloud-shrouded horizon. The heroes have reached Silvanesti. The King's Road comes into view again, descending toward the edge of the trees and leading into the forest. Alhana guides the griffins toward it, and once again the heroes land in its shadow. "The griffins won't go any farther," she explains. "It's almost as if they fear the forest."

Any Silvanesti elves who look at the trees feels a strange sensation, as if something is wrong about them. Alhana seems visibly disturbed and puzzled by the same feeling, and she suggests that the group press onward. "Camping here would be too dangerous," she says. "There may be dragonarmy patrols about. I say we march until we reach the shores of the River Thon-Thalas." Although she acknowledges that something seems wrong, she tries to hide how much this disturbs her.

Alhana wants the heroes to help her walk the griffins into the forbidding forest, but as soon as she brings the griffin leader to the edge of the trees, it rears up and tears the reins from her hands. She attempts to calm it, but it takes to the air, screeching—the creature who bravely stood against dragons is terrified of the forest. The other griffins follow it, and soon the creatures are gone.

Continuing the Saga

The adventure continues in Chapter Twenty-Six: Silvanesti.

Chapter Twenty-Six

As the dragonarmies prepared to spread their empire across all of Ansalon, they sent emissaries to Lorac, who remained the Speaker of the Stars. These agents of the dark forces promised him that they would leave Silvanesti untouched, if Lorac in turn promised to keep his realm uninvolved in world affairs. The Speaker agreed to the treaty, but he had enough experience with such as these to expect treachery.

No sooner had the dragonarmy agents departed than the Speaker prepared to dispatch diplomatic missions to both the Knights of Solamnia and Silvanesti's ancient ally, the Ergothian Empire. He also ordered House Protector and House Royal to start preparing for the evacuation of the realm.

When the attack came, the elves were ready. House Protector offered stiff resistance, while the noble elves fled down the River Thon-Thalas in ships, and the commoners embarked on a trek across the Plains of Dust. Lorac, however, remained behind, alone in the deserted Tower of the Stars. Here, he called upon the powers of a Dragon Orb to save his realm.

Although Lorac had once, by all reports, been a powerful wielder of magic, age had left him with neither the strength nor the force of will to command the Dragon Orb. Instead of doing the Speaker's bidding, the Orb seized control of his body and spirit, then plunged all of Silvanesti into a sea of nightmares drawn from the deepest recesses of Lorac's mind.

Still, in the same twisted fashion that a genie might fulfill a fool's ill-considered wish, the power of the Orb did drive the dragonarmies from Silvanesti, as Lorac had desired. Only one of their number was powerful enough to withstand the onslaught of nightmares and illusion—a dragon known as Cyan Bloodbane.

—From Elven Realms and Their Roles in the War of the Lance , Terras Fellician of the Imperial University

Held in thrall by the Dragon Orb and the green dragon Cyan Bloodbane, Speaker of the Stars Lorac Caladon is trapped in an unending dream. The seacoast of Silvanesti and the far shores of the River Thon-Thalas form the boundaries of Lorac's Nightmare. Once the heroes cross that river, they cross the borders of sanity, for the Speaker's dream has manifested itself physically throughout the realm. The beautiful Silvanesti Forest is now a twisted mockery of itself—so much so that even heroes and characters who grew up here will have a difficult time recognizing the realm. Directions and distances have become meaningless—only certain areas still retain the appearance and functions they once had, and only a few of the roads that once crisscrossed the land remain in place. Following any of these paths is dangerous, but leaving them is even more so.

Playing the Novels

In *Dragons of Winter's Night*, the heroes experience Lorac's Nightmare and defeat it. They then depart Silvanesti for Balifor, ultimately hoping to find their way to Flotsam. Their goal is to reach Sancrist, where they hope to reunite with the companions from whom they were separated in Tarsis. If the gaming group wishes to follow the plotline of the novels, the Narrator should have Alhana tells the heroes that she will take care of burying Lorac herself. She is horrified by her father's final request, as the Silvanesti believe only Evil beings bury their dead in the ground, but she intends to honor it without any other elves knowing what she has done.

In the novel, the heroes leave Alhana alone in Silvanesti, knowing that she will eventually make her way back to Southern Ergoth. When we next see the group led by Tanis, they have arrived in Port Balifor. The Narrator can either "fade to black" and resume the adventure after the heroes have arrived in Port Balifor, or use Chapter Twenty-Seven in its entirety. (This is a minor adjustment to the novel plot, as the heroes will say their last good-bye to Alhana on the docks of Kurmost instead of in the Tower of the Stars.)

Getting to Silvanesti

Chapter Twenty-Five: Across the Plains of Dust describes how heroes traveling with Alhana Starbreeze reach Silvanesti. If the heroes arrive here through other means—for example, if they were hired by Ladine in Chapter Twenty: Palanthas, or if they traveled across the Plains of Dust on foot—the Narrator may have to take into account any number of factors. Other sections of this book describe the terrain through which the heroes must travel, but the borders of Silvanesti bear particular mention.

Units of the Green Dragonarmy maintain a vigilant watch over the northern frontier of the elflands. Although the dragonarmies have withdrawn from the forest (burning the defensive hedges and villages along the perimeter of the realm as they came and went), Cyan's forces are doing their best to ensure that no elves remaining in the area strike northward.

Crossing the dragonarmy lines requires the utmost stealth. Heroes attempting this feat should experience several near-misses with patrols, as well as a few other encounters designed to heighten the tension, but unless the Narrator has other plans in mind, they should succeed



Rules of the Dream

Reality and illusion have become interchangeable and largely indistinguishable from one another in Silvanesti. Within the dark shadows of the twisted wood, the heroes may meet old friends, old enemies, and horrors from the darkest recesses of their minds. Silvanesti is a nightmare that swirls with death, destruction, and hatred for existence itself. Any mind that enters the dream feeds it.

Many scenes and events in the dream can occur in different ways. When the instructions indicate that the Narrator should determine something randomly within the dreamscape, draw a card from the Fate Deck {roll 1d10}. Use the numerical result directly if appropriate (if you must determine the number of creatures appearing, for example), or compare the result to a chart given in the encounter description.

Separating Reality from Illusion

The real and the unreal exist side by side here. Once heroes discover this fact, they can take control of their fate to some degree by denying the illusions the opportunity to affect them. Heroes who want to disbelieve an encounter facing them must spend one minute convincing themselves that what they are seeing isn't real. Thereafter, a *challenging Spirit* action {successful saving throw vs. spell at a –1 penalty} indicates that the illusion in question has lost its power to affect the hero. (Similarly, a magic item that lets its user tell illusion from reality may be useful here, but the wielder must spend a minute concentrating on activating the item.) Once disbelieved, the being doesn't fade away, nor does it become invisible to the hero, but none of its attacks have any effect anymore. However, any attempts to disbelieve must be undertaken before the hero has done battle with, or otherwise responded to, the being's attempts to interact. Once a hero acknowledges part of the dream, that portion becomes real for as long as the dream exists.

The dangers in attempting to tell reality from illusion are obvious. First, a creature facing the heroes may be very real indeed, in which case no amount of disbelief will neutralize it. Second, attempts to disbelieve may simply fail, leaving the hero as vulnerable to its attacks as before.

Moving through the Dream

All movement in Silvanesti must take place on the ground. Heroes who attempt to fly over the treetops using magic or other means become lost in the green fog and eventually find themselves right back where they started. A dreamshadow eventually replaces any such hero within the party, and the real hero then becomes part of a group in which everyone else is a dreamshadow. (See below for details.)

Distances in the Silvanesti Nightmare are completely arbitrary, and they can change without warning. Two villages that used to be an hour's walk from each other may now be two days apart, and vice versa. The terrain so traversed is a dream-filtered version of reality in which distances may warp wildly at any time.

When the heroes move from one location to the next in the forest, it takes them 1–10 hours (determined randomly) to cover the distance. If the heroes choose to disbelieve the distance they are traveling, the Narrator can make a second random determination and subtract that result from the first. The difference is the actual distance, with any results of less than 0 equaling 30 minutes.

Heroes may attempt to disbelieve the landscape before them every time they leave a location on the flowchart. The difficulty with attempting to see through the illusionary distance distortion is that heroes who remain trapped in the dreamscape continue to march in place, believing they are actually moving, and no amount of cajoling can

in reaching Silvanesti. The troops guarding the borders have orders to capture any parties matching the description of the heroes and escort them to Pashin or Shrentak, whichever city is closest; the Blue Lady has taken a personal interest in them. Although the dragonarmy soldiers would much rather kill the heroes on the spot, they follow the orders of this feared and respected commander. Chapter Twenty-Two: The Highlord's Offer, describes the fate of any heroes captured by dragonarmy forces, either through Narrator design or through their own carelessness.

If a character is assisting the heroes in reaching Silvanesti, he or she suggests that the group travel for a few extra days and approach the nation from its western frontier, where the dragonarmy patrols less frequently. Any such character knows that a branch of the River Thon-Thalas, or even King's Road at a point farther south, may grant easy access to the realm—particularly if the members of House Protector who would normally watch over such entry points have evacuated. (Heroes who are Silvanesti natives should also know this information.) If the heroes agree to this suggestion, they can travel safely, encountering no enemy forces en route. When they arrive at the edge of the Silvanesti Forest, they see a flicker of movement among the trees, then Alhana steps out of the shadows. "What took you so long?" she says in a haughty tone to whichever character is traveling with the group. "Come. We have work to do."

As described in Chapter Twenty-Five, Alhana insists that the heroes press on until they reach the banks of the River Thon-Thalas. That chapter also suggests ways through which the heroes can earn Alhana's respect and trust, and the Narrator should give them such opportunities. Despite her apparent nature, Alhana is a kind woman who should be a friend, not an antagonist, of the party. As she begins to trust the heroes, she will reveal the information presented in "The Second Day" (Chapter Twenty-Five) and in her character sketch.

Into the Forest

The Silvanesti elves have spent centuries shaping their forest, land, and even climate through magic. It is always spring within the borders of this realm; the passing of seasons goes unnoticed here. The snow that covers the ground elsewhere on Ansalon reaches only a few feet into this forest, and even then it appears only in sinkholes, where the rays of the sun can't reach.

As the heroes move into the elflands, pleasant spring temperatures soon replace the winter cold, and they must shed their winter clothing. As the group moves closer to the River Thon-Thalas, however, Silvanesti heroes notice that the sweet-smelling air of their homeland has an undefinable taint to it, and everyone feels the humidity in

cause them to behave differently once they have failed to disbelieve. Those heroes who successfully disbelieved may, of course, simply move on and outdistance their trapped companions. To the heroes marching in place, it appears that the others have run ahead and vanished in the forest. Both groups will eventually seem to find their lost companions again, but in reality the latter are dreamshadow replacements. (See below for details.)

Living in the Dream

One particularly insidious effect of the Nightmare that has overlaid reality in Silvanesti is the appearance of dreamshadows and dreamwraiths.

Dreamshadows are complex illusions drawn from the memories of real people traveling through the Nightmare. They take on the shape and appearance of actual heroes, characters, or creatures known to those from whose minds they draw life. The dreamshadows either behave as their real companions remember them behaving—giving all the correct responses and saying all the things they would be expected to say—or they act in a fashion that might strike fear, terror, or sorrow in their friends' hearts. For example, a dreamshadow of someone perceived as far stronger-willed than the person from whose memories it comes may appear to have been driven mad by the nightmarish landscape.

Dreamshadows believe themselves to be real, and to all appearances, they are. However, they cannot exist beyond the boundaries of the Silvanesti Nightmare. Further, once they have been recognized as illusions, any attacks they launch have no effect on those who are aware of their true nature. However, for as long as a hero believes a dreamshadow to be real, any attacks from it appear to have the effects they should. Heroes and characters can even be "killed" by the illusionary damage of a dreamshadow, although in truth such victims merely slip into a coma and remain unconscious until the dream ends. (This may be a problem if the other heroes choose to bury their "dead" comrade before leaving Silvanesti, or if the "body" slips into the water and is not recovered. In such cases, the hero or character may indeed die, although the dreamshadow was not the direct cause.)

Dreamwraiths are violent manifestations of Lorac Caladon's subconscious thoughts. They take the forms of undead elves and demonic harbingers of death from the Abyss. Dreamwraiths always attack with vicious ferocity, never relenting until they destroy their targets or are killed. Despite their appearance, they are not undead, so priests cannot turn them. Like dreamshadows, dreamwraiths are illusionary, even though they seem very real. Once they are recognized as illusions, their attacks cease to have any effect on those who have successfully disbelieved them.

Dreamshadows and dreamwraiths always target other dreambeings first. If the attackers survive, they then turn their wrath on real heroes and characters. This is a quirk of the Silvanesti Nightmare—the creatures it creates exist in a reality that is their own and instinctively gravitate toward other beings who share that reality completely.

There is an endless supply of dreamshadows in Silvanesti, and heroes or characters who have been replaced by them can "die" many times over. However, they always reappear with a tale of having been separated from the group, or having witnessed all of their companions dying . . . and once in a while, it might even be the real hero or character who reappears. In other words, when it comes to dreamshadows of the heroes and prominent characters, Narrators should feel free to take off the kid gloves and have them die as often and as messily as is appropriate for the story. Silvanesti is a nightmare come to life, and pointless violence may be a useful tool for driving that home to the heroes.

the air. The shadows cast by the tree canopy overhead also seem deeper than Silvanesti heroes remember them.

At the River Thon-Thalas

When the party reaches the bank of the River Thon-Thalas, Alhana insists that her companions make camp here. If she hasn't yet explained why she needs their help, she does so now. (See Chapter Twenty-Five and Alhana's character sketch in the appendix.) As an afterthought, she adds that anyone who camps on the banks of the Thon-Thalas for a night and gives gold coins to the river will receive a Vision Gift from Astarin (Branchala) and the Tree of Life (Zivilyn), patron gods of Silvanesti. "The gods will reveal the next verse of the Song of Life for the worthy," Alhana claims proudly.

The River Thon-Thalas is 150 yards wide at this point. Huge trees along its banks form a vast canopy over it, and silvery leaves flutter down to rest on the water's tranquil, slow-moving surface. But the taint on the air that the Silvanesti heroes previously detected seems even stronger here, and occasionally a breeze carrying an odor of rot and decay wafts past the heroes. The forest on the far side of the river seems unnaturally dark, and even the shafts of light that break through the canopy seem somehow fainter than they normally are.

The heroes have no encounters during the night, although the Narrator should occasionally mention that faint lights or strange patches of green fog are visible, or that a faint, plaintive sound can be heard wailing on a breeze. The land beyond the river should seem frightening and strange to the heroes even before they venture into it.

The Casting of the Coins

When dawn comes, Alhana awakens everyone and insists that all perform the ritual of the Vision Gift Casting. If any non-Silvanesti heroes refuse, she doesn't force the issue—although she does command any elves from this realm to comply with her wishes, using her status as heir to the Speaker of the Stars to compel them.

Alhana walks down the shore and raises her voice in song. Elven heroes recognize the lyrics as a prayer to Astarin, while all others are struck by the almost unearthly beauty of the princess's voice as she sings—its timbre is very different from the cold and haughty tone she usually adopts when speaking to others. As her prayer ends, she throws a handful of coins into the river and gazes into its depths. Color drains from her face, and she stumbles backward, shaking her head, a look of horror crossing her beautiful features. Her response to heroes who ask what's wrong is to wipe tears from her eyes and say angrily, "Perform the ritual. Now! I don't expect any of you to know the prayer, and neither does Astarin."

Any hero who throws three or more coins into the river receives the following vision. (The type of coins used isn't important, despite Alhana's belief to the contrary.) The Narrator should take the players of those heroes performing the ritual aside and read the following to them:

In the ripples of the water, you see withered trees bleeding from wide cracks in their bark coverings. Dark creatures, some of which resemble twisted mockeries of elves, move in the dense and mangled brush.

As you watch, the horrid forest gives way to the winding streets of a great city whose buildings seem to pulsate in time with the beating of some unseen heart. At the center of the city stands a twisted tower, and within it sits Lorac, the Speaker of the Stars, upon a throne. His face is ancient and withered like the trees. His eyes are closed, and his mouth gapes open in a silent scream. Shadows shift behind him, prodding and tormenting him.

Ripples cross the water again. Beside Lorac now is a glowing orb filled with both darkness and light. A slender woman lies sobbing at his feet, her tears falling on the hem of his robe. She rises to her feet, her face remaining hidden in shadow, and a sword appears in her hand just as a shadow-draped figure emerges from the darkness behind the orb. The woman raises her sword above Lorac and strikes him while the shadowy figure touches the orb. There is a flash of magic, and Lorac starts to bleed. Then his scream suddenly finds a voice as it reverberates throughout the tower. The Evil crumbles to dawn, and the vision ends.

When all heroes required to perform the ritual have done so, Alhana demands to know their visions. (Elven heroes of upper-class backgrounds, or those with the etiquette skill, know that this is extremely bad form.) The princess is quite distraught, however. She reacts angrily and imperiously toward anyone who points out her impropriety, particularly if the hero who does so is one who has treated her rudely or hasn't earned her respect.

If heroes who have convinced Alhana of their trustworthiness are honest about their visions, tears start to flow freely down her cheeks, and she shouts angrily, "These visions will not become truth. We shall find another way to free my father and my land!" Alhana then runs off among the trees.

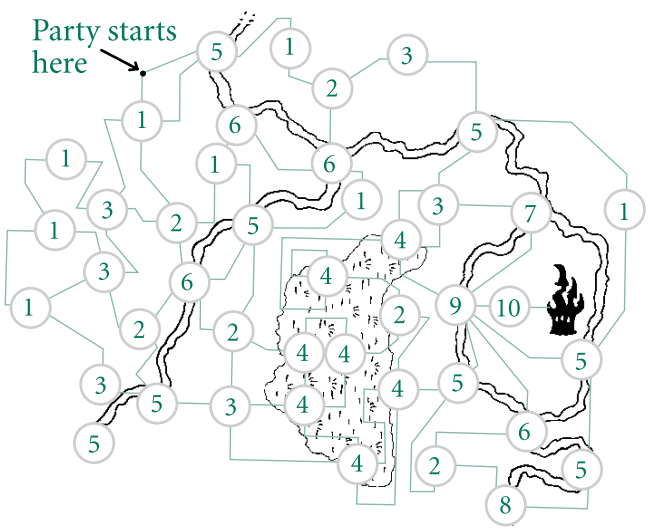
The princess refuses to reveal the details of her own vision, even if the heroes tell her about theirs. However, she will relent if asked by a hero for whom she has developed a deep respect. (Any hero who pursues Alhana at this point and offers her comforting words immediately gains her respect and can also convince her to discuss her vision.) When in private with such a hero, Alhana reveals that she saw herself killing Lorac. She now fears that only through her father's death will Silvanesti be restored.

Alhana eventually regains her composure, although her demeanor becomes icier than ever. She orders the heroes to break camp and get ready for a long march. "There is a bridge not far from here," she says. "A road beyond it will take us directly to Silvanost and the Tower of the Stars, where we will find my father."

Alhana is wrong. While the roads should lead directly to Silvanost, none do so. As she and the heroes soon discover, Silvanesti has become a nightmare land.

As the heroes enter Silvanesti, the Narrator should note who is part of the party, what each member's full Hand of Fate {hit point value} is, and what magic items each has in his or her possession. This is a very important step, as the heroes will soon find themselves lost amidst and replaced by illusions. The players should not be able to tell which is a real companion and which is an illusion, but the Narrator must at all times keep track of these details. For more information, see the section "Into the Realm of Madness."

Dream Map of Silvanesti



Into the Realm of Madness

Roughly a mile from the campsite, a great bridge of stone arches over the waters of the Thon-Thalas. Dead leaves spin across the river's silent surface. Beyond the bridge, a road winds into the dark woods.

When the heroes cross the bridge, they enter Lorac's Nightmare. The moment they lose sight of the bridge (or of someone who can still see the bridge), they become part of the dream now consuming Silvanesti.

At first, the forest appears normal, if a little darker than would be expected. But as the heroes follow the road into the shadows, the scene begins to change. First, dead and brittle leaves start rustling along the roadway. Next, dead thistlevines appear along the road, as if someone had attempted to build a defensive hedge and failed. Finally, the trees begin to look twisted and contorted. For centuries, the elves of House

Woodshaper have labored to turn Silvanesti into a forest of unequaled beauty, but now some Evil force has wrought a hideous change in their legendary work.

The soul of each tree appears to be in torment, imprisoned in a trunk that contorts in agony. Dark-colored sap flows from gashes in the bark. The rustling of the leaves upon twisted branches sounds like whispers of terror.

The Narrator should inform the players of this, but should also try to convey these sensations through his or her descriptions of Silvanesti so that the players may feel what their characters are feeling. Any elven heroes (particularly those from Silvanesti) should be horrified by what they see around them. Other heroes and characters should feel uneasy at the nightmarish appearance of their surroundings.

Encounters in Silvanesti

No detailed map of Silvanesti can be provided in this book because the land's geography is constantly changing while it is under the influence of the Nightmare. Instead, the Narrator should use the flowchart to represent the heroes' trek through the realm. As they move through the dreamscape, they experience the events described in the section titled "Flowchart Encounters."

In addition to these fixed events, however, are a number of encounters spawned by the heroes' interaction with the dreamscape. As time passes, the heroes become increasingly integrated into the Nightmare, and so increasingly have their own effects upon it. Thus, they eventually begin to experience events shaped by their own memories and experiences, which occur between the listed encounters. As the Narrator tracks the party's movement through the flowchart, he or she should intersperse these other experiences with the flowchart events.

Each day the heroes spend in the dream, they experience more of these additional encounters than they did the previous day. For the most part, the beings they face in these events are illusionary, although some of them will be real. Some suggestions for these more fluid encounters, as well as the rate at which they should increase, are provided in the section titled "Other Encounters in the Dream."

Flowchart Encounters

Regardless of where the heroes enter Silvanesti geographically, the nature of the dream causes them to enter the flowchart at the point labeled "Party Starts Here." The Narrator should run each of the encounters described below whenever the party reaches the appropriate spot on the chart. The Narrator may, of course, improvise upon these encounters as he or she sees fit, but all should seem creepy, tragic, or both.

Each encounter area has as many obvious paths out of it as there are lines leading to or from it. These lines take the form of overgrown roads or game trails. If the heroes stray from these paths, they end up back at the encounter area they were attempting to leave after 1–10 hours of wandering through the twisted forest. Wherever the lines intersect outside the encounter areas, the heroes can choose to take a different path and thereby end up in a completely new area. The Narrator can then run one of the encounters described under "Other Encounters in the Dream" in that location.

The River Thon-Thalas is treated as a line in the flowchart. Heroes can either sail the river or walk along its banks from one encounter area to the next. The directional arrows on the river apply only to the way it is flowing. Heroes walking on the shore need not worry about this condition.

The heroes may attempt to swim across the river at any time. It is 150 yards wide at most points, so this might seem easy. But heroes wishing to do this must be able to swim, and each must make a successful *challenging Endurance* action {Constitution check with a –3 penalty}. Those who fail get muscle cramps from the frigid water and are swept downstream to drown unless rescued by another hero.

At all times, the Narrator should keep in mind that although the lines are straight on the flowchart, they represent winding roads of varying lengths, as described in "Rules of the Dream."

One: The Bleeding Woods

In particularly distorted groves of the forest, the trees sway back and forth, and the rustling of their leaves sounds like moans of agony. Their roots seem to twitch in hopeless attempts to break free of the ground and escape. Dark sap streams down their trunks like blood from an open wound. Whenever the heroes arrive at one of these sites, the Narrator should randomly determine what they encounter from the list below.

Result	Encounter
1	A dead dryad lies at the base of a twisted tree, her arms embracing the trunk.
2	Two elves appear to have killed each other in this grove; their corpses lie on the ground.
3	A group of ragged and emaciated elf children dance in circles here, singing a popular elf-child nonsense song. They are lost in their own dream and do not acknowledge the presence of the heroes. (However, the heroes can lead them, as one might lead sleepwalkers, to the nearest elven settlement.)
4	A wild boar or lion, driven mad by the dream, attacks the heroes.
5	Five ketch dwell here. Because of the torture inflicted on them by the dream, they attack all who enter their grove.
6	Wherever the heroes step in the grove, blood appears to well up in their footprints.
7	A Silvanesti tomb stands in the center of the grove. Alhana's name is above the door, and her long-dead body appears to rest within.
8	A skeletal dreamwraith dressed in Highlord armor attacks the heroes.
9	The body of a randomly-chosen party member hangs by the neck from a tree. The hero or character has apparently committed suicide.
10	The grove is empty.

Two: The Settlement

The path leads the heroes to the edge of a village or town. (The Narrator should randomly determine which kind of settlement appears. On a result of 1–6, it is a village; 7–10 indicates a town). The settlement appears abandoned as the heroes enter it, and several of its structures have been burned to the ground. However, a handful of elves remain (1–10+10 if it's a village, or 1–10+30 if it's a town). They dwell in a collection of hastily constructed lean-tos and huts that are clustered in the square at the center of the community, as far away from the forest as possible.

Although not of House Protector, these elves refused to leave their homeland. They now live with the Nightmare every day. Though they do not flee, they all gaze warily at the approaching heroes. Their leader (a member of either House Advocate or House Mystic) greets Alhana with guarded respect and optimism, explaining that the Nightmare around them has already produced many false visions of salvation.

If the heroes convince the leader of the elves that they are not illusions—perhaps through roleplaying conversations with the elf and with Alhana, or by offering to use priestly magic to help the sick and injured in the settlement—the elves offer to share their meager stores and to let the group rest in their camp. The leader can tell the heroes one of the following legends; determine randomly which one he relates.

Result	Encounter
1–3	Entering the forest is dangerous. Friends and loved ones seem to emerge from the woods, only to be revealed as hideous monsters.
4–6	The Nightmare that Silvanesti has become grows worse with each passing day.
7–10	Silvanost is a city of the damned. Those who have reached it and returned to the settlement report that monsters and insane elves fill the streets. Each elf who returns has a different description, but they all agree that it is as if the whole city screams in constant pain.

Besides a brief respite from the madness of Silvanesti and perhaps a tale, the elves here can offer the party nothing. They treat the heroes as honored guests (the party is, after all, the escort of Alhana Starbreeze) and feed them as best they can, but they need all their magic, weapons, and warriors to defend against the encroaching Nightmare around them. If the heroes remain with these elves for more than two or three hours, the Narrator should run additional encounters here, as appropriate to number of days the heroes have already spent in the dream.

The Narrator should also take this opportunity to reveal another side of Alhana's character when the heroes encounter a settlement. She softens to become an almost motherly figure when speaking with these desperate denizens of the Nightmare. She does her best to calm their fears and to reassure them that she and the heroes will rescue Lorac and all of Silvanesti. When conversing with these commoners, she emphasizes the skill and bravery of the heroes, even if the manner in which she does so leaves no doubt that she is the daughter of the Speaker. It should be apparent that the Silvanesti people love Alhana greatly, and when she praises the party, the elves start treating the heroes better, even putting aside disdain for half-elves.

Despite her motherly attitude toward the trapped elves, Alhana does not want to spend more than a day in any one settlement. If the heroes insist on doing so, she ventures forth into the dream on her own, intent on reaching Silvanost with or without her companions. (If the heroes allow her to get out of sight, Alhana is replaced by a dreamshadow who claims to be afraid of what she found in the woods, and who has realized that she needs the protection of the heroes.)

Three: Dryads

A lone woman in a diaphanous gown sits sobbing at the base of a horribly twisted tree. Wilting flowers are woven into her dark hair. When the heroes approach, she looks up in alarm. Her beautiful face is tear-streaked and her eyes are wide with terror. If given the chance, she flees into the forest. Heroes who pursue her encounter 1–3 additional dryads who will fight to protect each other.

The dryads have lived for many centuries as caretakers of the vast Silvanesti forest, assisting the elves of House Woodshaper in their efforts to create the most beautiful wooded realm ever known. Now their beloved woods are under attack by forces they cannot hope to understand. Therefore, though they are ordinarily kind and loving creatures, they now consider all intruders to be enemies of both themselves and their trees. They use all their cunning and charm to capture those who come near them.

If a hero can convince them that the group has come to save their forest rather than harm it, the dryads release any party members they have charmed. The unhappy forest spirits also reveal that they are all dying—the Evil force that has gripped the land is twisting and corrupting their trees, which is slowly and painfully killing them. If someone doesn't stop the corruption, all the dryads will be dead within a month.

They have no knowledge of what is causing this to happen, but they know that the effect spread from Silvanost. Although they will not join the heroes in their travels, they suggest that using the River Thon-Thalas as a guide is probably the best way of reaching the city without getting lost. They give the heroes directions to the river and wish them well.

Four: Swampmire

As the heroes reach this part of Silvanesti, the ground steeply descends into the brackish, black water of a swamp. Gnarled roots of twisted trees straddle the muck, and bizarre crystal formations jut up from the water. Somewhere in the distance, indistinct voices sing a strange melody that floats across the swamp along with the sickly green patches of fog.

Unless the heroes turn back, they will have to wade through waist-deep swamp water. The mud pulls at their feet with each step, almost as if the land is attempting to claim them. The singing continues in the distance, its lyrics maddeningly just beyond the party's ability to hear them clearly. The song is particularly frustrating for Silvanesti elves who attempt to discern its nature—they know they recognize it, but they just can't quite remember what it is.

Whenever a hero enters one of the swamp encounter areas, the Narrator should randomly determine the nature of the encounter according to the list below.

Result	Encounter
1–3	1–10 muck-encrusted skeletons rise from the water and attack. They are actually dreamwraiths, so priests cannot turn them. They focus their attacks on dreamshadows in the party before they assail real heroes or characters.
4–6	Three dreamwraiths that appear as fetch lurk here. Determine which party members they have come for, then run the attack.
7–9	1–10 Baaz leap from the trees to attack. They are the remains of a dragonarmy reconnaissance force, and they are as lost as the heroes. (If an even number of draconians appear, they are dreamshadows, but otherwise they are real.)
10	Run the "Otherselves" encounter from "The Second Day," below.

Five: River of Tears

Outside the Nightmare, the River Thon-Thalas is a slow-moving wonder of majestic beauty. Within the dream, however, it turns into something quite terrible. The water is jet-black and icy cold. A smell of decay wafts up from it, and the dead leaves spin endlessly on its smooth surface.

As the heroes first approach this portion of the river, it appears in one of two ways. Determine its nature randomly according to the list below.

Result	Encounter
1–6	Dead leaves float upon the black surface of the Thon-Thalas, spinning endlessly round and round. The still water reflects the overhanging canopy of green sky and twisted tree limbs. Strange voices seem to cry in pain all around, but the heroes can't determine the source of the sound. (This is an ideal place to work in one of the additional encounters the heroes can have while navigating the dream.)
7–10	Perfect reflections of the twisted trees and the boiling green clouds overhead are visible upon the still, black water. The sounds of voices crying out in pain start to rise from all around the heroes, and dark shapes shift beneath the mirrorlike surface of the river. (If a hero looks over the edge of the boat, a nereid rises rapidly from the water, shrieking in madness. She then attacks the rest of the heroes, using all her powers to kill them. Like the dryads, this normally reclusive being has been changed by the suffering she has endured within the dream.) Once the heroes have encountered the nereid, only the description above applies to this area.

Six: Tears Crossing

The river is 100 yards wide at these points. As the heroes first approach, the river appears in one of two ways, determined randomly from the options below.

Result	Encounter
1–6	The river looks as it does outside the dream—like a broad streak of silver twisting through the landscape. This one small part of the forest appears uncorrupted. A beautiful elven boat with a prow shaped like a swan's head and neck is tied to a landing, and it bobs gently in the water. The heroes can sail the boat down the river, row it across to the other side, or ignore it and proceed on foot. (Rowing across the river requires an *easy Strength* action {proficiency check}, as the current is surprisingly strong near the middle of the river.) If the heroes use the boat to sail downriver, or if they are swept along in the current, their surroundings (and even the boat) start to change. The water starts to generate a fearsome cold and turns inky black. The boat transforms in the blink of an eye from an elegant, sturdy, white-painted vessel into one that is cracked and worn, with loose and leaky fittings. Reddish muck oozes up between the floorboards like blood oozing from a wound. (The craft appears unsafe, but it is nonetheless capable of taking the party safely down the river.)
7–10	The thick, black waters of the River Thon-Thalas slowly carry rotting leaves past a small dock, where a partially sunken elven boat twists slowly in a mooring that holds it to a decrepit landing. Each leaf that spins down from the twisted tree branches overhead hits the water with the whimpering sob of a terrified child. Green clouds boil overhead.

Seven: Tears Parting

The chill black waters split here, taking two separate directions through the bleeding woods. The darkness is even more oppressive and terrible beneath the overhanging trees. From the right passage comes the sound of wind whistling through the leaves, seemingly whispering incomprehensible words. From the left branch, the heroes can barely make out the sound of singing voices. The heroes must decide which branch of the river to follow.

Down the right branch, the river continues to move slowly along for a while, then the heroes notice dark shapes moving in the water. These are four dreamwraiths that have taken the form of fetch. The Narrator should determine randomly for which heroes they have come.

Down the left branch, the current starts to pick up speed, and the sound of singing soon mingles with that of rushing water. Upon coming around a bend in the river, the heroes spot several translucent elfmaidens dancing upon the swirling froth of the rapids ahead. Any Silvanesti elves in the group now recognize their song as a popular children's tune based on the legend of the Dark-Night Child. (See "The Elven General," below, for details.)

These dancers are the restless spirits of six corrupt members of House Cleric, who believed they could gain personal power by dealing with the dragonarmies. After they were murdered, they rose from the dead as banshees.

Heroes who are navigating the river in a boat need to make a successful *challenging Agility* action {proficiency check at a –2 penalty} from whoever is at the helm to land on the riverbank. Otherwise, the current sweeps the boat into the midst of the dancers who, enraged by the disruption, attack the intruders immediately. (The banshees cannot use their keen attack because of the perpetual twilight that exists in the dreamscape.) The spirits ignore anyone on the riverbank unless attacked.

Eight: Tears Meeting

The current flows slowly here. The images of the twisted trees are reflected on the dark glassy surface of the river, and the green clouds boil overhead. Whenever the heroes move past this encounter area, they believe they have come around a bend in the river, but the dream has actually caused them to enter the river at a different point (determined randomly by the Narrator—on a result of 1–3, the heroes enter the encounter area in the top left-hand corner of the flowchart; on a 4–10, they move into the one in the bottom left-hand corner.) This occurs whether the heroes are sailing down the river or moving along its shore on foot.

Nine: Quinaresti

A sagging pier juts out into the deathly cold waters of the Thon-Thalas. Green and gray fungus hangs from its broken stones. Thrusting up through the layers of fog are two great pillars, which stand at the corners of the pier. Beyond them, a road of cracked stones leads toward the black silhouette of a city.

Silvanesti elves recognize the pier as Quinaresti, the main landing for Silvanost. The silhouette of the city in the fog is a disturbing sight, however. The Tower of the Stars soars above the skyline, but it appears oddly distorted and bent.

Ten: The Gates of Silvanost

The road winds through the twisted landscape for some distance, eventually leading to the main gates of Silvanost. For many centuries, the Silvanesti have viewed this mighty city as an embodiment of the best their civilization has to offer, and it has served as the seat of their leadership for millennia. Ancient elven artisans shaped the island's natural marble and quartz formations into dwellings of all kinds, so this city of gleaming white and gray was sculpted rather than built. Its walls once gleamed with a pearly radiance through the trees, and the hearts of Silvanesti elves always soared whenever they came within view of this gorgeous city.

The Nightmare of Lorac and the Evil thoughts of Cyan Bloodbane have turned the city into a terrible monstrosity, and viewing it now causes terror to wrap its icy clutches around the hearts of any Silvanesti in the group. The stone has acquired the whitish-gray color of decaying flesh, and all the structures have been twisted almost beyond recognition. The one element that remains unchanged is the ornate city gates, although the fact that they are closed is in and of itself disturbing. No Silvanesti elf remembers ever witnessing the closing of these gates. They remained open even during the war with Istar long ago, as the Speaker had no fear that Istar's armies would ever reach the city.

When a hero—or Alhana, if no heroes approach the gates—touches the ornate portals, they swing wide. As they do, the gateway starts to waver and a scream fills the air—a piercing wail that echoes across all of Silvanesti. Green fog and smoke pour out, causing the eyes of all those present to water, blurring their sight briefly. Beyond the gates is a constantly shifting vision of tortured streets and buildings—whenever a patch of fog momentarily hides a structure, it changes into a different one or becomes more contorted than before.

"My friends," Alhana says weakly, "Welcome to Silvanost, the Elvenhome."

If the heroes step through the gates, the adventure continues with "Silvanost: City of Nightmare." Before continuing onward, the Narrator should run the battle with Verminaard, if the dreamshadow of the Dragon Highlord is traveling with the party. (For details, see "The Second Day," below.)

As the party enters the city, the Narrator should note who is present at this point, the current number of cards each player holds for his or her hero and each character's Endurance {hit point totals for each hero and character}, and whether each is a dreamshadow or the real article. This is important for the climactic encounter of this chapter.

Other Encounters in the Dream

This section provides suggestions for encounters that the Narrator should intersperse with the fixed flowchart encounters. With each day the heroes spend in the dream, the number of additional encounters increases. The Narrator must keep track of how much time passes. (For example, each rest stop could constitute the end of a day's travel.)

The Narrator should adjust the number and nature of these additional encounters to maximize the impact they have on the heroes. Echoes of key events in your campaign should be spotlighted, and characters with whom the heroes have formed relationships along the way should reappear here.

The Narrator should consider retaining the running theme of the Dark-Night Child in several of these encounters, however. Sharp players (and the heroes they are portraying) may interpret the clues provided thereby and thus attempt to disbelieve some of the more fantastic sights and experiences they encounter. Likewise, the Narrator should make sure that at least one female character besides Alhana joins the party. This may be important for the final encounter of this chapter.

The First Day

The heroes have one encounter in addition to those indicated on the flowchart.

Friend or Foe

The heroes encounter someone (either real or a dreamshadow) whom they have met previously in the campaign. This character appears in a fashion that seems logical and realistic, at least in the context of the dream—he or she could be sleeping, wandering lost, caught in a trap, held prisoner by those in a programmed encounter, walking toward the party out of the fog, searching for the heroes, clawing his or her way out of soft earth, emerging from water, or engaged in any other activity that suits the Narrator's imagination. The newcomer always has a logical reason for being here. However, if the party has seen a version of this person (whether real or not) die in the Nightmare prior to this, no explanation for that is offered. Instead, the character merely says that he or she became separated from the rest of the group. (Once it becomes apparent to the heroes that they are meeting illusions, the dreamshadows start to acknowledge that there are illusions about. They may even admit the possibility that they themselves could be illusionary, but they firmly believe they are the real version of whomever they represent.)

If a dreamshadow character is encountered, he or she stays with the party for as long as its members can survive in the dream. (Remember, only one dreamshadow of a particular character or hero can be present at any given time.) The dreamshadow reacts exactly as those who know the person would expect. (A dreamshadow of Kitiara, for example, would frequently utter sarcastic comments and be somewhat domineering, but she would be completely loyal to the party.)

For this encounter, the Narrator can use a character of his or her own creation, or select one randomly using the following list. If the character indicated is already with the party, either as a real person or as a dreamshadow, the Narrator should select the next character on the list. (Narrators using the SAGA Fate Deck may also choose to use the image on the card as the person encountered, so they have literally dozens of characters to choose from. The heroes may even encounter legendary heroes and villains of Ansalon—anything is possible in a dream!)

Result	Encounter
1	Arman-Kharas (dwarf ally from Pax Tharkas)
2	Gilthanas (brother of Laurana, second in line for Qualinesti's throne)

3 Bupu (gully dwarf ally from Xak Tsaroth)
4 Porthios (brother of Laurana, heir to the Qualinesti throne)
5 Otik Sandath (owner of the Inn of the Last Home in Solace)
6 Fizban (befuddled old wizard who has crossed paths with the heroes)
7 Ladine Dralathalas (Silvanesti member of House Advocate, perhaps met in Palanthas, a friend and loyal servant of Alhana)
8 Theros Ironfeld (smith from Solace)
9 Elistan (leader of the refugees left in Thorbardin)
10 Kitiara uth Matar (half-sister of Caramon and Raistlin, possibly an old friend of some party members)

The Second Day

The heroes have two encounters in addition to the ones indicated on the flowchart, one in the morning and one in the evening.

Verminaard

As the group starts its trek, a party member who was present at Pax Tharkas hears someone call his or her name. When the heroes turn to look, they see Verminaard striding confidently toward them. (The Narrator should just describe him and let the players themselves figure out who is approaching. He is armored and armed as the group last saw him, either at Pax Tharkas or in the dwarven Hall of Justice in Thorbardin, and his face is hidden behind his hideous dragon helm.)

This is a dreamshadow, drawn from the heroes' recollection of the villain. In a sneering tone, he suggests a truce. "We are all trapped in this nightmare," he says. "We should cooperate with each other until we can find a way to escape."

If the heroes ally themselves with Verminaard and tell him their goal, he says that he has seen Silvanost and can guide them there. True to his word, the dreamshadow Verminaard leads the heroes along the most direct route though the flowchart. But once the gates of Silvanost have been opened, he turns on the heroes, loudly proclaiming that their lives are his gift to the Dark Queen.

If the heroes attack Verminaard, he uses all his powers to defeat them. His attacks, however, are illusionary. (Verminaard's statistics are in the appendix.)

Otherselves

As darkness starts to settle over the forest, shadowy forms become visible in the green haze. As they draw near, the heroes see 1–10 dreamshadow-versions of themselves, up to a maximum of the current party size. If the number appearing is less than the number of heroes and characters currently in the party, the Narrator should choose whose doubles appear at random.

The dreamshadows possess the same equipment as the heroes, although they appear dead-tired, injured, and starved. (Each has only 1–10 Endurance points {hit points} remaining.) The dreamshadows claim to have been wandering without food or water for weeks, fighting day and night. They beg the party for food and water.

If the heroes feed them, the dreamshadows talk at length about the horrors they have experienced and encourage their listeners to turn back. "It's too late for us," one of them says, "but at least you can avoid the pain and suffering." If the heroes have already realized they cannot find their way back to the Silvanesti border, the dreamshadows claim that they discovered a way out, but they chose not to take it at Alhana's insistence. They give the heroes a set of elaborate directions that they claim will lead the party out of the forest, then depart peacefully. (In actuality, the dreamshadows' directions will take the heroes to the point in the flowchart toward which they were already heading, but add 1–10 hours to the journey because the path is roundabout.)

If the heroes refuse to give the dreamshadows food and water, the latter become enraged and attack, claiming that the heroes are dream manifestations sent to torture them with false hope.

The Third and Fourth Days

The heroes have three encounters in addition to the ones indicated on the flowchart—one shortly before midday, one in the middle of the afternoon, and one just before they are about to make camp. The Narrator can choose the order in which these occur.

Dragonbrood

The greenish fog swirling on the ground begins to take on substance and form. The heroes see the flash of wet, green scales and a dim, red glimmer of eyes as several creatures crawl quickly beneath the covering fog toward them.

These illusionary creatures, which resemble twisted green dragon hatchlings, are the product of Cyan Bloodbane's influence on the dream. There are 1–10 of them, and they have all the properties and attacks of real dragon hatchlings. (See the "Combined Monster Chart" for statistics.) They attack the heroes with savage ferocity, although the damage inflicted is completely illusionary.

Dying Dryad

A young woman of unearthly beauty lies in the middle of the road. Wilted flowers have been woven into her tangled mop of hair. At first she is as still as death, but as the heroes approach, she shivers and lets out a soft moan.

The woman is a dryad whose tree is being consumed by the Nightmare. She is very near death and too weak to do anything but stare blankly at the heroes. Although the healing magic will restore some of her energy, giving her enough strength to communicate and even walk slowly under her own power, the effect is temporary.

This dryad knows the same information as the ones in Encounter Area Three of the flowchart. If persuaded to join the party, she continues to weaken and dies in 1–10 days, no matter how much healing magic is applied to her. The only way to save her is to bring Lorac's Nightmare to an end. If the heroes come upon another dryad while this one is with them, the two will want to spend their final days together.

Friend or Foe

See the encounter of the same name in "The First Day."

The Fifth and Sixth Days

Each day, the heroes have four encounters in addition to the ones indicated on the flowchart. The Narrator should decide the order in which they happen and choose the most appropriate moment for each to occur.



Otherselves

As on their second day in the dream, the heroes encounter emaciated versions of themselves. Once again, this illusionary party consists of 1–10 heroes and characters.

Funeral Procession

Several dark figures bearing a heavy burden approach the party through the green mists. As they draw near, the heroes can see that the group consists of six young Silvanesti elves carrying a coffin. At their first sight of the heroes, the young elves panic and flee, dropping the coffin. (Determine the fate of the coffin randomly; on a result of 7–10, it breaks open as it hits the ground.)

The Narrator should determine randomly whether these elves are real or dreamshadows. (On a result of 1–3, they are real; anything higher indicates that they are products of the dream.) If they are real, the body in the coffin is that of an elf who was stabbed to death. His cold hands are locked around an icon of truth. (See the appendix for details; if the party already has an icon of truth, then this is some form of nonmagical burial treasure.) If the elves are dreamshadows, the coffin contains a dreamshadow of one of the heroes, or possibly Alhana Starbreeze. The "corpse's" eyes are open, staring sightlessly into the swirling green sky overhead, and its mouth gapes in a silent scream. A hollow voice issues from the unmoving lips, sounding just the same as the real hero's. "Despair!" it cries mournfully. "This is the realm of madness and death!" The figure then bursts into flame, inflicting 1–10 points of illusionary damage on any heroes and characters within striking distance. (Heroes who make successful *average Agility* actions to avoid the flames {who roll successful saving throws vs. breath weapon} suffer no damage.)

If the heroes choose to ignore the body and pursue the fleeing elves, they arrive at the nearest encounter area on the flowchart.

The Elven General

The party comes upon an elf hideously impaled on one of the twisted trees. Alhana recognizes him as Dereleanas, one of the top officers in House Protector's fighting force. The Narrator should randomly determine whether this is the real Dereleanas or a dreamshadow. (On a result of 1–3, he is the real thing; anything higher indicates that he is a product of the dream.)

Dereleanas has been driven insane by pain and guilt and has forgotten everything but his own name. All he does is repeat the following Silvanesti folktale in a hoarse whisper:

"In the Years of New Stars, the Dark-Night Child wandered heedlessly through the Sylvan Wood. Soon she was lost, far from her home. Night came upon the Dark-Night Child, bringing terrible magics with it. The Elf-friend trees were tortured by the Night Magic and seemed to turn against the Child. The gentle forest creatures suddenly became evil and fearsome. The Dark-Night Child cried in terror, fearing that the Night Magic would work its evil on her, too.

"But, as the Child's tears fell, she saw them glisten with light. Looking up, the Child beheld the Sky-fires burning in the dark realms above. She knew that E'li, the Dragon's Lord and protector of all that is good, watched over her and that the Night Magic had no power other than that which her mind had given it. When she realized this, the Dark-Night Child felt safe. The Night Magic fled. The Dark-Night Child's family found her in the brightening dawn, asleep in the peace of E'li."

Alhana is startled to hear this tale. She says that her father once told it to her when she was afraid of the dark. Even now, she calls it to mind whenever she feels fear, reminding herself that fear is only in her mind and that once she stands up to it, it fades away. She is puzzled as to why the mad elf keeps repeating the tale.

The story is actually a message from Lorac's subconscious mind to Alhana. She does not think of this on her own, however; it is up to one of the heroes to figure out that all they need do is stop allowing the Nightmare to rule them. If the heroes start telling themselves that all they are seeing is only a dream, they can start negating its effect. Everything around them is the product of fear, and the heroes can render themselves immune to it if they make an effort. (The way to do this, and the dangers involved in it, are explained in "The Rules of the Dream.")

If Dereleanas is a dreamshadow, healing magic has no effect on him; he dies in a fit of pain after reciting "The Tale of the Dark-Night Child" in its entirety once. If it is the real general, the heroes can heal his body, but his mind is shattered beyond repair. He can't help them fight; all he does is repeat the folktale over and over again.

Elven Explorers

The heroes see lights moving in the distance. This is a party of 1–5 real Silvanesti elves who are exploring the dreamscape, lanterns in hand, in the hope of finding a way out. If the heroes follow the lights, they arrive at the nearest Encounter Area Two on the flowchart. If they overtake the elves and speak with them, they find the wanderers to be untrusting and even somewhat hostile. These Silvanesti have no interest in helping or receiving help from the heroes, whom they view either as products of the Nightmare or as invaders.

The Seventh and Eighth Days

The heroes have four encounters each day in addition to the ones indicated on the flowchart. The Narrator decides the most appropriate moment for each to occur.

Dying Dryad

This encounter is exactly like the one of the same name described in "The Third and Fourth Days."

Banshee

A faction of House Cleric decided to ally itself with the invading army in the mistaken belief that its members could gain power from the invaders. The turncoat elves were murdered, and now their spirits wander the land as banshees, as lost as everyone else. One of these banshees attacks any heroes she sees, shrieking that she is doing penance for her trespasses against Astarin. Due to the constant twilight gloom that hangs over Silvanesti, the banshee cannot use her keen attack.

Otherselves Again

The heroes re-encounter one of the dreamshadow versions of their group, this time in dire straits. Immediately

upon seeing the party, the dreamshadows start screaming and ranting that the heroes have damned themselves by not heeding their warning and leaving the dream. The dreamshadows then attack the heroes with ferocity, screaming that by killing them, they may spare everyone else pain and suffering. These dreamshadows are equipped with the primary weapons of the heroes they mirror, but each has only 1–10 Physique points {hit points}.

Will O'Wisps

The heroes notice bobbing lights moving some distance away among the trees. These look just like the lanterns carried by the elves in "Elven Explorers," but the heroes are unable to close the distance between themselves and the will o'wisps. If the heroes follow the lights, they are led immediately to the Encounter Area One nearest to their current location on the flowchart, whether they are on a path that connects with it or not.

The Ninth and Tenth Days

On each of these days, the heroes have four encounters in addition to the ones indicated on the flowchart. The Narrator decides when and in what order they occur.

Friend or Foe

This encounter is identical to the one of the same name in "The First Day."

Dragonbrood

This encounter is identical to the one of the same name in "The Third and Fourth Days."

Dying Dryad

This is a dreamshadow dryad. The encounter proceeds exactly like the one of the same name in "The Third and Fourth Days," except that the dryad dies within half an hour of being found, regardless of attempts at healing magic. Unlike the other dryads, she doesn't just slip away into death; instead, she is instead wracked by convulsions and coughs up a frightening amount of blood.

Elven Explorers or Will O'Wisps

The Narrator should determine randomly which group the heroes meet. A result of 1–6 indicates a group of elven explorers, as described in "The Fifth and Sixth Days." On result of 7–10, the party encounters will o'wisps, as described in "The Seventh and Eighth Days."

The Eleventh Day and Beyond

On each day, the heroes have four encounters in addition to the ones indicated on the flowchart. All encounters except "Dragonbrood" and "Will o'Wisps" should provide the heroes with directions to Silvanost.

Friend or Foe

This encounter is identical to the one of the same name described in "The First Day."

Dragonbrood

This encounter is identical to the one of the same name described in "The Third and Fourth Days."

Elven Explorers or Will O'Wisps

The Narrator should determine randomly which group the heroes meet. On a result of 1–6, a group of elven explorers appears, as described in "The Fifth and Sixth Days." If the result is 7–10, the party encounters will o'wisps, as described in "The Seventh and Eighth Days."

Otherselves

This encounter is similar to the ones of the same name that have been described previously. Determine the reactions of the heroes' "otherselves" randomly. On a result of 1–6, the group claims to have unsuccessfully attempted to enter Silvanost. The members of this group tell the heroes to ignore everything they see in the streets of the city and just head for the tower, claiming that this tactic might help them succeed where they failed. The dreamshadow versions of the heroes explain the most direct route along the flowchart to the heroes, although they refuse to join them as they are too terrified of the city to want to return. On a result of 7–10, the party of dreamshadows attacks the heroes, shrieking insanely about how they must kill their counterparts so that they will not have to endure the pain and suffering that they themselves have experienced.

Silvanost: City of Nightmare

As the heroes step through the city gate into Silvanost, the shrill screams described in Encounter Area Ten on the "Dream Map of Silvanesti" suddenly stop. The gates slam shut behind the heroes, blocking all exit from the city. Any attempts to open or break down the gates automatically fail. The heroes can find no stairs or other means of access to the tops of the city walls. If a hero attempts to climb them, the walls start to writhe and buckle, causing the would-be climber to lose his or her grip and fall back to the ground. The heroes' only option is to press onward to the Tower of the Stars, where Alhana hopes to find her father.

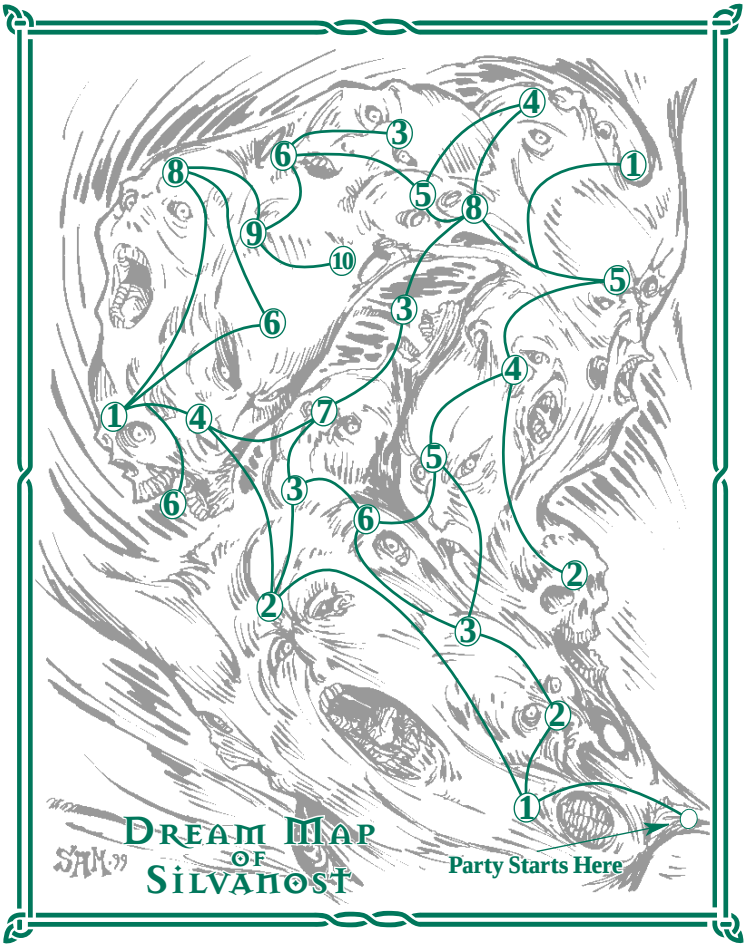
The great, jet-black silhouette of a bizarrely transformed Tower of the Stars rises from the city, clawing its way into the green sky. The tower's once-sleek lines now bulge and curve in impossible ways that should cause it to fall over.

As they move through the city, any Silvanesti elves in the party feel great horror at the way the once-straight streets now twist and wind around. The buildings all seem to lean over, making the streets seem narrow and cramped where once they had felt open and airy. Heavy green fog drifts through the city, and the smell of burning flesh is heavy in the air.

As the heroes move along the streets of Silvanost, the pavement rises and falls in a steady rhythm, almost as if it were the chest of a person sleeping peacefully. The buildings gradually start to transform as the party progresses through Silvanost. The facades of the structures take on the appearances of elven faces twisted with pain, and their doorways look like mouths gaping open in silent screams. Sounds, ranging from soft music and laughter to sobs and screams of pain and terror, drift through the streets.

Encounters in Silvanost

Due to the ever-changing nature of the dreamscape, no map of Silvanost is provided. Alhana and other Silvanesti may think they know the layout of the city, but the truth is that the streets and buildings are constantly moving,



Dream Map of Silvanost

changing both location and appearance. Use the flowchart for the "Dream Map of Silvanesti." This time, the straight lines are actually twisting streets and alley ways. Each line represents an exit from or an entrance into an encounter area. The heroes can take other alleys, but they always lead either to the next encounter area (1–3) or back to the one the heroes just exited (4–10), as randomly determined by the Narrator.

As in the rest of Silvanesti, distance within the city has become irrelevant. Whenever the heroes leave an encounter area, the Narrator should randomly determine the number of minutes (1–10) the heroes must walk through the streets before they reach the next encounter. The Narrator should mention the twisted Tower of the Stars visible on the skyline with each encounter description. Sometimes it appears to be looming directly over the heroes, while at other times it looks far away. The distance to the tower at any given time can be determined randomly if the Narrator wishes (On a result of 1, it seems to be beyond the next row of buildings, while on a result of 10, it appears almost impossibly distant. Results between 1 and 10 are between those extremes.) There are always buildings between the Tower and the heroes, and there is never any rhyme or reason as to how far or near it is. When they are not in an encounter area, the heroes lose sight of the tower completely in the drifting banks of green fog that clutch at the city's rooftops.

The Narrator should take every opportunity to make the heroes' travels through Silvanost seem as though they are walking through a nightmare. Sounds (including the voices of those in close proximity to each other) should seem either muffled or hollow, as though they were coming from far away. Even more so here than in the part of the dream beyond the city walls, the Narrator should run combat encounters with savage lethality. Dreamshadows of the heroes should die like flies when opportunities present themselves, because they will always reappear . . . and if the real heroes should start getting careless because of this, they too will fall. However, keep in mind that damage inflicted by dreamshadows and dreamwraiths is illusionary, so a hero apparently slain by these creatures will revive when the dream ends. (Of course, those slain by real creatures are just dead.)

One: Prisoners of Silvanost

A number of dark figures approach through a bank of swirling, greenish mist. Eight real elves emerge, carrying a huge chair to which they are chained like galley slaves. They are malnourished and clad in rags. A dreamwraith wearing the ceremonial robes of the Speaker of the Stars sits on the chair. As the elves draw close, the "Speaker" turns its face toward the heroes, and they see that there is no head within the shadowy folds of the hood—only a pair of burning eyes that seem to float freely in darkness.

The elves continue to trudge toward the heroes, seemingly oblivious to their presence. The robed figure fixes its burning gaze on the party and makes a grand gesture. In Lorac's voice, it says, "Lorac Caladon, dead king of dead elves, bids you welcome to his domain! None who have looked upon its beauty shall ever leave again!"

The elves carry the dreamwraith past the heroes and away into the streets. If attacked, "Lorac" orders his bearers to defend him. They drop the chair to obey, and their shackles fall away. They move to attack slowly and clumsily, as if sleepwalking, and the chair upon which the dreamwraith sits floats gently to the ground.

If the heroes kill "Lorac," the elves stop fighting, look around in a confused manner for a few moments, then thank the party gratefully. They have been living in the dream for so long that they had simply assumed the heroes were one more illusion.

These elves are members of House Protector who remained behind to fight the dragonarmies, but their weapons and armor have long since been lost to the dream. One of their number, Tarakanthis, has learned something about navigating the shifting streets of the city, and he offers to guide Alhana and her company to the Tower of the Stars. If the heroes accept, Tarakanthis guides them through the flowchart along the most direct route from their current encounter.

If the heroes attack the elves, any subsequent encounters with this group are actually with dreamshadows and dreamwraiths. In that case, the figure in the chair appears to be one of the characters from Encounter Two (below), and the elven bearers are zombies. If the heroes defeat the eight zombies, the dreamshadow in the chair seems to snap out of a trance, then joins the party.

Two or Three: Friend or Foe . . . Again?

The heroes encounter dreamshadow versions of party members. As in similar encounters outside of Silvanost, the dreamshadows appear in logical places and with rational explanations for how they came to be there.

There is never more than one dreamshadow of the same individual in the party, and duplicates never appear while the real articles are with the group. As before, dreamwraiths and hostile dreamshadows focus their attacks first upon other dreambeings, then on the real heroes and characters.

All dreamshadows believe themselves to be the real thing Occasionally, a lone hero or character wishing to rejoin the party may even BE real—those separated from the group early in the adventure could have joined a party of dreamshadows, come to the city independently, watched their companions die, and encountered the original group again—perhaps only moments after they saw what they believed to be those same friends die horribly at the hands of dream creatures.

The dreamshadows of Feal-Thas and Verminaard claim loyalty to the party. They do all they can to support the group, but once they reach the Tower of the Stars, they join the attackers there.

Result	Encounter
1	Member of the party (this may or may not be the actual hero or character)
2	Gilthanas (brother of Laurana, second in line for Qualinesti's throne)
3	Harald Haakan (leader of the Ice Barbarians near Tarsis)
4	Feal-Thas (a well-known dark elf and Highlord of the White Dragonarmy)
5	Otik Sandath (owner of the Inn of the Last Home in Solace)
6	Fizban (befuddled old wizard who has crossed paths with the heroes)
7	Ladine Dralathalas (Silvanesti member of House Advocate, perhaps met in Palanthas, a friend and loyal servant of Alhana)
8	Theros Ironfeld (smith from Solace)
9	Kitiara uth Matar (sister of Caramon and Raistlin, and possibly an old friend of the party)
10	Verminaard

Four: Dance of the Dead

A group of 1–10 banshees comes down the street toward the heroes, swirling in a strange dance and singing an odd, wailing song. (Silvanesti heroes recognize it as a children's song based on the legend of the Dark-Night Child.) These are former priestesses of Astarin who believed they could gain power and influence by dealing with the dragonarmies. Instead, they met deaths by their patrons' swords. Because of the perpetual twilight over Silvanesti, these banshees cannot keen.

The first time the heroes have this encounter, the banshees are dancing around one of their number who is carrying the diviner of life (see the appendix). If the heroes get in the way of the dance, randomly determine the spirits' reaction. On a 1–3, they offer the party the staff, on a 4–6 they invite the heroes to join their dance, and on a 7–10 they attack. If any heroes join the dance but then later try to stop, the banshees attack them. (The banshees will literally dance the heroes to death if given the chance.)

Any subsequent encounters with this group are actually with 1–10 dreamwraiths that look like the banshees. The staff that the dreamwraith banshees carry is identical in appearance to the diviner of life, but has no powers.

Five: Insane Elves

From the side alleys, the sounds of weeping clash with wild laughter. Suddenly, elves whose eyes shine with madness leap forth to attack the heroes.

These are elves who were accidentally left behind in Silvanost, and their minds have given way under the pressures of the Nightmare. There are 1–10+5 in each group encountered, and the Narrator must randomly determine whether they are real elves (1–3) or dreamshadows (4–10). They invariably attack the heroes, but since they are unarmed, they don't pose a major threat. They always flee once the first of their number falls.

Six: Life as Usual

The delicate notes of a harp drift through the misty air. Silvanesti elves recognize the tune as a children's song based on the legend of the Dark-Night Child. As the heroes round a corner, the street opens into a plaza. Elven children run and play, their laughter and chattering cries echoing off the surrounding buildings. Adult elves go about their business, shopping at marketplace-style booths or standing in groups and talking casually with each other. At the center of the square is a great stone pillar. At its foot sits an elven bard strumming his lute; at its top, a figure hangs suspended from chains.

Each time this scene occurs, there are 1–10+10 elves of varying ages in the square. The Narrator should randomly determine whether they are either real (1–3) or dreamshadows (4–10). If they are real, they are trapped in their own dreams and do not notice the heroes. They do notice attacks upon any of their number, however, and they all flee screaming into the streets leading away from the plaza at the first such incident. If the elves are dreamshadows, they attack the heroes as soon as anyone attempts to rescue the figure hanging from the pillar.

The bard is a dreamshadow, and he is always present. He continues to play his music until attacked by the heroes, at which point he flees. If the heroes talk to him, he introduces himself as Quivalen Soth and explains that he has returned to the land of his birth to write the final chapter in the history of the Silvanesti. "Alas," he says, "what should have been an epic saga has become a tragedy. If only the Speaker had remembered his own words of advice . . . if only he had remembered the lessons he once learned from the Dark-Night Child." The dreamshadow bard is willing to answer any questions the heroes might have, but his responses are colored by Silvanesti prejudice and may be distorted. (He is merely a product of Lorac's mind.) The bard remembers the heroes if they have encountered him more than once within the Nightmare.

The first time the heroes come upon this scene, the figure chained to the top of the pillar is a sirine named Kiiren. A band of dreamwraiths pulled her from the River Thon-Thalas and tortured her. She does not trust the heroes unless they can convince her that they are real and not apparitions from within the dream. If released, she accompanies them until the party has successfully ended Lorac's Nightmare. (See the "Combined Monster Chart" for a description of the sirine.) If the heroes come upon this scene again, there is no figure chained to the pillar.

Seven: Reclaiming the Homeland

Odd, wailing flute music—a discordant and alien-sounding song unlike any the party has heard before—drifts through the street. The heroes emerge from a heavy bank of fog into an odd scene. A large green dragon sits at the center of the square on top of a pile of uncut gems and raw nuggets of precious metals. Other such treasures carpet the ground, and six smaller green dragons are sleeping beside, burrowing through , or enjoying a snack (the remains of an elf) on the treasure piles.

A dozen shaven-headed elves are here too, dressed in loin clothes and delicate gold chains. One elf is playing the odd music on his flute while others are hand-feeding the small green dragons or polishing the scales of the large beast.

Every being in this scene is a dreamshadow drawn from the mind of Cyan Bloodbane. The dragon at the center of square resembles Cyan himself, and it turns its cat-like eyes upon the heroes as they emerge from the mist. "You," he rumbles. "You who would rescue Lorac Caladon from what he himself has brought upon this land! Look upon what once was and what shall be again. Look upon the natural order of things—the Armachnesti slaves and the green dragons who are once again masters of the forest that is rightfully theirs."

Unless the heroes attack, the dreamshadow of Cyan is happy to converse. He discusses matters of dragon superiority with the heroes, focusing on how the gods betrayed the dragons, allowing the "lesser races" to drive them from their homes millennia ago. The dragon insists that Lorac willingly gave the forest back to the dragons, and that the "nightmare" surrounding the heroes is powerful magic that is returning the forest to its ancient form—restoring it, in fact, to the beauty it had before the Silvanesti and their kin defiled it. Eventually, the dreamshadow grows tired of the heroes and orders them to leave the city, adding: "Tell the other puny beings who think they rule Ansalon that its true masters are about to return to their rightful place of dominance."

If the heroes attack Cyan or the young dragons, the elven slaves run in terror, but the heroes must contend with all seven dragons attacking them at once. (As always, the dreamshadows focus their attacks on other dreambeings for as long as there are any present.) The dragons also attack if the heroes attempt to belittle Cyan or refuse to leave when he dismisses them.

Eight: The Death of a King

The street opens into a mist-shrouded square. Rag-clad elves packed into the courtyard are all looking expectantly toward a scaffold at its center. An elf clad in the ceremonial robes of the Speaker of the Stars kneels on the scaffold with his head on a block. Alhana and any other Silvanesti elves with the party recognize him as Lorac Caladon.

Then a figure walks up steps on the far side of the scaffold. It is a hooded executioner clad in loose black garments and carrying a large executioner's axe. "Lorac Caladon," the figure booms in the elven tongue, as he raises the ax, "you have been found guilty of destroying an elven nation. Now, you will pay with your life!"

The heroes must react immediately if they wish to save Lorac. Only spells or missile weapons can stop the executioner before the ax falls, and a single one of either is all it takes to bring the huge elf down. If the heroes push their way through the crowd or stop the execution with words, the ax falls, severing Lorac's head from his shoulders.

All the characters in the square are actually dreamshadows. If "Lorac" dies at the hands of the executioner, all the assembled elves cheer, then dissolve into mist, leaving only the scaffold and Lorac's dead body. If the heroes kill the executioner, the elves scream in terror. Then both they and Lorac dissolve into mist, and only the executioner's dead body remains. If the dead executioner's hood is removed, the face revealed belongs to the hero or character who struck the killing blow. From somewhere, a flute plaintively plays the children's song based on the legend of the Dark-Night Child.

Nine: The Death of Fizban

The streets twists around to reveal two humans locked in mortal combat. One is the wild-bearded wizard known as Fizban; the other is a wizard wearing the robes of the Black Order of High Sorcery. Suddenly there is a brilliant flash of light, and one falls to the ground. The victorious Black-Robed wizard turns to face the party, and within the folds of his hood glints the golden face of Raistlin.

Both figures are dreamshadows drawn from the minds of the heroes. "The circle is complete," the dreamshadow Raistlin says, "and the power is mine!" The phantom then attacks the party, focusing the might of his spells first on his counterpart (if any) in the group, then on Caramon, Kitiara, or Tika, if any of them are present.

Once the heroes have defeated the dreamshadow of the Evil Raistlin, Fizban stirs. He motions for the heroes to approach and with his dying breath whispers, "Hearken back to the River Thon-Thalas. The River never lies when the coins are cast into its waters. In that vision is the key to awakening Lorac and ending the nightmare." He then expires, regardless of any healing the heroes may apply.

Ten: Quinarost—The Gates to the Tower of the Stars

The twisting streets open into the Garden of Astarin, a star-shaped area dedicated to the chief god of the Silvanesti. Alhana and any other Silvanesti in the group are shocked to see that the garden's rich vegetation is withered and that the shrines within it have toppled. The twisted and tormented shadow of the tower rises into the noxious green fog at the far end of the garden. The base of the tower and the double doors that lead to its interior are hidden behind layers of green fog.

The shrines to Astarin and the gods who are his allies are in ruins. Here and there amidst the rubble lie the skeletons of elves who appear to have been dead for a long, long time.

The skeletons are dreamwraiths. Once the heroes are close enough to the tower to see the vague outlines of the seven steps leading to its doors, the dreamwraiths rise up to attack. Rogues, elves, and other particularly sharp-eyed heroes automatically notice the movement. There are 1–10+10 skeletons, and each of them wields a longsword that gives it a +4 bonus to attacks.

Once they have defeated the dreamwraiths, the heroes can attempt to open the doors. There is a poison needle trap on the locked portals; anyone who triggers it loses his or her Hand {is instantly reduced to 0 hit points}. The victim goes into convulsions and dies in 1–10 minutes if the poison isn't neutralized. This trap can be triggered only once; thereafter anyone can try to pick the lock without danger.

No matter how hard the heroes try, however, they cannot unlock the doors. Only the key of Quinarost, which

Alhana wears around her neck, can open them. The princess can make this clear to the heroes—possibly saving an unfortunate thief from dying—but only if she isn't busy fighting skeletons at the time. Lorac gave one of the keys of Quinarost, a slender crystal key with delicate gold inlays, to Alhana before she left on her mission to Sancrist. It is magically linked to her life force, and it can open the doors only if she herself is using it.

Although dreamshadows of Alhana each possess a key of Quinarost, only the one carried by the real Alhana can open the gates. If she has been replaced by a dreamshadow, the creature's key doesn't work, so the heroes will have to try other ways to get inside the tower. Although no such attempts will be successful, the Narrator should nonetheless allow the heroes to think they have a chance. For example, the Narrator should let the heroes think magic might work, but the walls and gates always successfully resist spell attacks. Tunneling under the walls is not effective either, as they seem to extend an infinite distance into the ground. Attempts to smash down the gates through more conventional means may damage the walls, but they never fall. If heroes attempt to climb or fly up to the windows that can be seen here and there in the tower walls, Sivak draconians materialize from the green mist and swoop down to attack. Two draconians appear for each hero or character making the attempt, although one of each pair focuses its attacks on the dreamshadow of Alhana and any other dreamshadows on the ground. The dreamshadow of Alhana dies before anyone trying to defend her can kill the draconian.

The fallen Alhana appears beyond saving, but as the heroes stand over her body, the real Alhana comes limping out from the mist swirling in the colonnade. She is bleeding and bruised after receiving 1–5 damage points {with only 1–10 hit points remaining}. She believes herself to be the only survivor of the party, having witnessed her dreamshadow companions being killed by the creatures of the Nightmare. She is at once shocked and delighted to see the heroes, and her joy is particularly strong with respect to any male hero who has been brave and chivalrous toward her. However, she is horrified by the sight of her own dead body.

Once the heroes have related their experiences to Alhana, she refuses to believe that the key of Quinarost won't work on the gates to Silvanost. She insists on trying her key, and it does unlock the gates. Beyond them is an inky darkness so black that even sensitive elven eyes cannot penetrate it.

The Narrator must make a note of all party members present at this point, plus their Physiques or Hands {hit point totals}, and which are dreamshadows. This is important for the climactic endgame of this chapter.

The Tower of the Stars

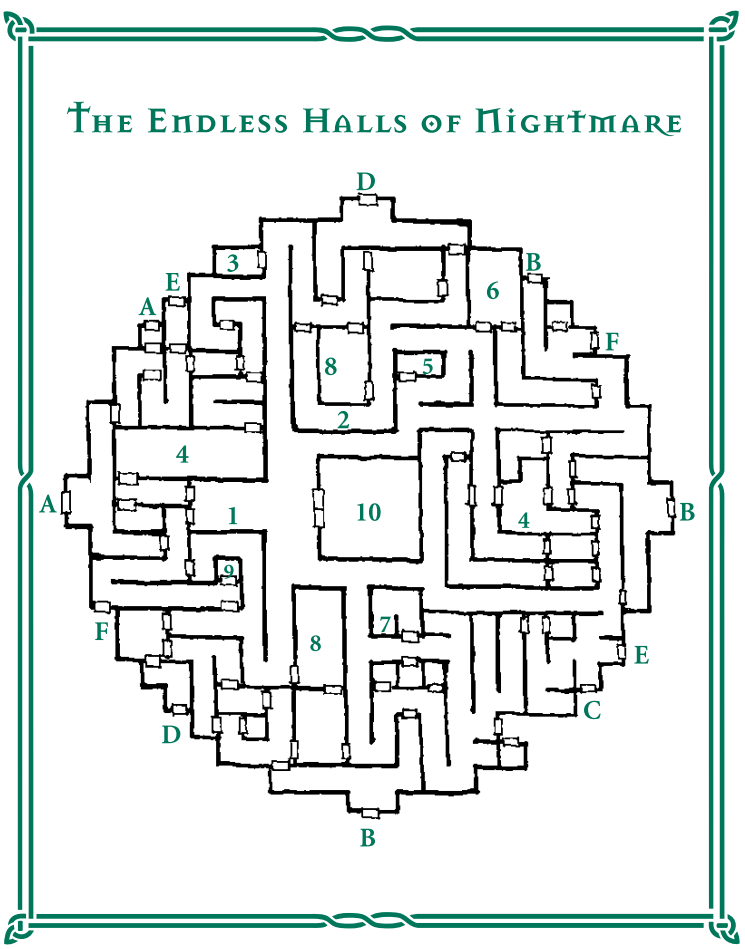
The greatest structure in Silvanost was the Tower of the Stars. It soared hundreds of feet above the city's skyline, and its beauty inspired other structures from Daltigoth to Istar. The only other such structure that survived the Cataclysm was the Tower of the Sun, built by Kith-Kanan after the founding of Qualinesti. Now, the beauty that has inspired architects for untold centuries has been driven away by the Nightmare, leaving the tower a hideously mutated mockery of its former self.

The Endless Halls of Nightmare

Contrary to what Alhana and any other Silvanesti in the party are expecting, the doors do not open into an opulent antechamber, but onto twisting corridors of obviously dwarven make. Heroes who have explored Thorbardin see striking similarities to one of the residential areas of that underground city. At various places along the corridor are other doors, each marked with a distinctive dwarven rune. Broken sobs and whimpers echo through the hallways. Wisps of green mist waft through the maze at irregular intervals, some glowing as if they were will o'wisps. The halls and chambers are dark, so the heroes must have a light source of some kind to find their way through it. (Even the sensitive eyes of elves and dwarves are useless in an environment as black as this maze.)

The heroes enter the maze through the portal labeled "A." Once all party members have passed through this door, it closes behind them. From then on, whenever the heroes step through that door or any other one labeled with a letter, they emerge at the point in the maze marked with that same letter.

The sobbing comes from a banshee who is trapped in the maze. Although she was a good and kindhearted priestess of Astarin in life, she died filled with hatred for Lorac, and that hatred trapped her spirit in the tower. She regrets ever plotting the death of her king and now wants nothing more than to join Astarin.



Encounters in the Maze

The heroes have an encounter in the maze whenever they reach a numbered area. The individual encounters are described below, but the Narrator should determine randomly at the beginning of each one whether the banshee is also present. (She is at the encounter site on a result of 1–7 and absent on any higher result.) Once the heroes have met the banshee, she does not appear again. Each numbered encounter occurs only once, although the evidence of any battles waged there remains at the site unless otherwise indicated.

The banshee has retained the beauty she had in life, and she shines with a spiritual radiance. She pleads with the heroes to help her escape the maze, promising not to harm the party members if they help her. It is up to the heroes whether they wish to believe her or not. She does, in fact, remain true to her word unless the heroes attack her first.

One: The Dark Queen

Drifting strands of green mist coalesce and expand into Takhisis, the Queen of Darkness, in her dragon avatar form. Her five heads writhe threateningly, then strike.

This is not the actual Queen of Darkness, but rather a product of Lorac's fears and Cyan's hopes. The dreamshadow of Takhisis attacks with her breath weapons for five minutes, then she appears to flee back to the Abyss. (The avatar of Takhisis possesses one green , one red, one white, one black, and one blue head. Treat the breath weapons as those of the appropriate dragon type, of the base age given in the "Combined Monster Chart.") Like other dreamshadows, she directs her attacks at products of the dream first, although her breath weapons are likely to engulf any real heroes in the vicinity as well.

Two: Broken Kitiara

A dreamshadow of Kitiara, the missing sister of Caramon and Raistlin (and former lover of Tanis), is lying on the floor in a fetal position, trembling and sobbing softly to herself. Her mind appears to have been broken by the horrors of the Silvanesti Nightmare. The strong-willed woman who once served as a role model and protector for her young brothers now clings to them if they are present, cowering behind them for protection. This dreamshadow is too filled with fear to do anything but sob in terror. She rapidly perishes in the violent encounters that follow unless the heroes take extraordinary steps to protect her.

Three: The Death of Heroes

The mutilated bodies of every character or hero currently in the party are found here. Kitiara, Tika, or Goldmoon (whichever is not presently with the party) kneels before the heroes with a blank look on her face and eyes wide with madness. She mutters, "I should have died with them. I should have died with them." (If all three women are with the group, the Narrator should choose another character of the heroes' acquaintance.)

Verminaard stands at the far end of the scene, and he makes an exaggerated gesture of greeting to the heroes. "You have finally joined me in death, my old foes," he says. "Feel free to assist me in granting the wench's wish." He moves to attack the broken woman, and if the heroes don't intervene, he smashes her head with Nightbringer. Her spirit rises and says, "Beware lest you fall into the dream and never awaken." It then fades from view.

If the heroes move to prevent him from killing the woman, Verminaard bellows: "You cannot kill those who are already dead, fools, but if you insist on bringing our battle into the afterlife, then I will happily oblige!" If slain, Verminaard dissolves into a wisp of green mist. The woman remains oblivious to the heroes unless one of them tries to touch her. If anyone does, she screams in pain and ages before the heroes' very eyes (1–10 decades for each person who laid a hand on her). Then she dies, apparently of fear.

The bodies and the two characters present are all dreamshadows. The Narrator, however, should make every effort to confuse the heroes here and make them think they themselves might actually be ghosts.

Four: Lair of the Highlord

A blast of chill air strikes the heroes as they open the door to this area. Cavernlike walls are lined with elves who might appear to be sleeping if it weren't for the frigid whiteness of their skin and the frost that coats them. Packs and handcarts also lean against the walls, indicating that these were probably the refugees who fled across the Plains of Dust.

The sinuous form of a white dragon lies curled around a dais, upon which is a golden throne occupied by a fur-draped Dragon Highlord. His right hand rests on a clear Dragon Orb that seems to be fastened to the throne. "Welcome," he says in the Silvanesti tongue, his voice magnified by his hideous mask. "You escaped death once, but you will not survive this time."

The dragon and the Highlord are both dreamshadows. Their statistics and abilities conform to those of Feal-Thas, the dark elf Highlord of the White Army, and his dragon mount, Sleet. The pair fights the party for four combat exchanges, directing their most devastating attacks at other dreamshadows. Then they flee the cave via an opening opposite the one through which the heroes came. If the heroes pursue, they find themselves back in the maze, with Feal-Thas and Sleet nowhere in sight.

The throne is bolted to the dais and is impervious to harm. The Dragon Orb shatters as soon any party member touches it. The shards left behind are nothing more than ice fragments that rapidly melt when touched by an ungloved hand. The liquid from any melted pieces flows through the frost on the ground, spelling out the following: "Find the twins, make no delay. Through them is the one true way."

Five: Tarsis the Beautiful

This room is an exact copy of one of the rooms occupied by the party in Tarsis. (If the party never stayed in Tarsis, Alhana notes with surprise that this is identical to her room there.) As soon as the heroes enter, the door slams shut behind them. A split second later, someone pounds angrily upon it, and voices outside call, "In the name of the Lord of Tarsis, open this door! You are under arrest!" Outside the window, the heroes can see a trio of approaching dragons—a blue and two reds—with dragon riders mounted on their backs.

Everything here is an illusion, and all beings encountered are dreamshadows. If the heroes open the door, they see six warriors dressed in the uniforms of the Tarsis City Watch, but all are hideously burned and mutilated. They should not be alive, yet they are. (They have the same game statistics as zombies.)

The dragons arrive in five minutes, but after the fourth, they are close enough for the rider of the blue one to shout, "Throw your weapons out the window and surrender! We don't want to kill you, but we will if you force us!" If the heroes don't comply immediately, all three dragons blast the room with their dragon breath, causing the building to explode and possibly killing those inside.

If they wish, the heroes can battle the undead watchmen and try to get back into the maze. (Although the hallway outside appears to be the one at the inn, it reverts to a corridor in the maze as soon as the heroes step through the door again.) Alternatively, they can surrender to the dragon riders. The Narrator should try to stage this battle so the heroes defeat the undead just in time to avoid being killed by the dragons.

If they surrender, the blue dragon hovers outside the window, and the rider removes his helmet, revealing himself to be Lorac Caladon. "Surrender equals death," he says sternly. "Do not give in to what you know is not real. If you believe the dream, you become the dream."

The room transforms into a cramped stone chamber. It is empty aside from the bodies of two elves, a male and a female. If the banshee is with the party now, she explains that this elf was a madman who assaulted her as she was trying to find her way through the maze. She killed him just after he took her life. If the heroes didn't secure an icon of truth earlier, the dead murderer is clutching one of these in his left hand and a bloody dagger in his right. If they already have an icon, he has only the dagger.

Six: Minotaur Justice

The banshee is never encountered in this chamber. The door opens into a large arena. At its center, an elfmaid cowers in the dirt, bruised and bleeding. Four minotaurs stand around her, kicking her and making playful swipes with their swords. The stands around the arena are filled with skeletal minotaurs who cheer whenever their comrades land a blow. Alhana recognizes the elfmaid as one of the servants in the Tower of the Stars.

All the minotaurs are dreamshadows, but the elfmaid is quite real. If the heroes don't step forward to protect her within two minutes of opening the door, the minotaurs tire of toying with the young elf and kill her, to the wild cheering of the crowd. The elfmaid believes she has died, so she drops to the ground unconscious. But the illusionary overlay of the dream causes the heroes to see her as a bleeding corpse. Moments after her "death," her spirit rises as a banshee (though this too is only a dreamshadow) and slays her tormentors. If the heroes don't leave the room, she turns on them next.

If the heroes take action to save the elfmaid, the crowd goes wild. Under no circumstances do the skeletons in the stands get involved—they simply enjoy watching a good fight. If the heroes slay the four minotaurs in the arena, the elfmaid crawls on her hands and knees to clutch at the legs of a female hero or character skilled in the mystical arts (Goldmoon, if she is present, or Alhana). Softly she moans, "Quenesti Pah, beloved Quenesti Pah . . . you have come to deliver me from the madness and Evil. Thank you, mighty goddess! Thank you, Quenesti Pah, for hearing my prayers."

The ordeal has driven the young elf quite mad. She insists on accompanying "Quenesti Pah" everywhere, physically clinging to her if possible. She is suffering from amnesia and can give the heroes neither useful information nor aid.

Seven: Dragonlances

Everything in this scene is drawn from the imagination of Cyan Bloodbane and is part of the dream.

After turning the corner, the heroes climb a flight of stairs that lead to a great platform. Dim green light shines through a pair of round glass windows in the ceiling. Alhana expresses surprise when she sees racks of dragonlances standing to either side of a doorway on the far side of the platform. "Those should be hidden in the secret chamber below the tower!" she exclaims.

"Keeping a gift of the gods hidden from the other races of Ansalon is a crime against all mortals," says a soft voice in response. A stunningly beautiful, deeply tanned elfwoman dressed in buckskin steps from the shadows in the doorway. Long, silver hair flows over her shoulders, and mystical designs have been painted on her face. Heroes and characters who have visited Southern Ergoth recognize her as a Kagonesti shaman. (This is a dreamshadow of Silvara; heroes who have met her recognize her immediately. See the appendix for her statistics.)

The Kagonesti woman continues to speak softly to the group. "It is time to turn back the darkness, and I grant you the means to do so." She gestures at the racks of dragonlances. "Please, take these mighty weapons."

A voice, so loud that it is painful to those who hear it, suddenly roars through the room. "You shall not be permitted to break the Vow, foolish female!" it cries.

The dragonlances (which are all dreamshadows) suddenly leap from the racks and fly at the Kagonesti. Before anyone has a chance to react, the twenty lances impale the shaman in a most gruesome fashion, killing her before she can even scream.

The lances then extract themselves from her mutilated body and turn on the party, dispersing themselves evenly among the available targets. They have a base chance of 8 to hit. (This number is their action score {THAC0}.) Each successful hit inflicts 1–10 damage points, and each lance can take 7 damage points before it shatters. They require *difficult Strength* actions to hit {AC 3}. The weapons never pursue the heroes out of the room, although those that survive the battle attack immediately should the heroes return to this room again.

Eight: Battle in Solamnia

The party steps into a great courtyard. Dawn's light bursts red beneath the clouds, and the heroes' breath puffs whitely in the crisp winter air. The sound of clashing arms and the screams of the dying are audible everywhere. Once again, everything in this scene is illusionary, and all combatants, with the possible exception of the heroes, are products of the dream.

To the party's right, a great tower soars into the sky—well-traveled party members or Solamnians recognize it as the High Clerist's Tower. Between it and the heroes looms a great wall. Knights of Solamnia and other warriors stand upon its battlements, firing crossbows at as-of-yet unseen enemies, while others are battling draconians that are starting to pour over the wall. Stairs lead from the courtyard up to the battlements, and if the heroes climb them, they see a sight that is at once splendid and horrifying.

Beyond the wall is a great plain that is nothing like the forest of Silvanesti. Arrayed upon it is a vast army of draconians and humanoids. Some troops are pushing siege engines across the plains; others are rushing toward the wall with ladders. Sivaks soar in the air above the mighty army, their wings glinting dully in the early morning light.



Further away, blue dragons wheel through the sky, banking in preparation for their flight toward the tower.

The heroes have many choices of action. They can fire spells or missile weapons at the approaching army, try to push back ladders as the would-be invaders place them against the walls, or battle draconians and goblins as they come over the wall. As the Knights shout words of thanks and encouragement to them, the heroes notice that the tower's defenders are, incongruously, elves in Solamnic plate armor.

After five minutes of battle, a large blue dragon closes rapidly upon the wall and banks, flying low over the heads of those fighting there. The rider on its back—the Highlord of the Blue Army—calls out in a booming voice, "Throw down your weapons and surrender! Your fight here is hopeless, and we have no interest in wanton slaughter! I am offering you one chance to preserve your lives! Throw down your weapons and surrender!"

The elves seem hesitant. Several say that the Highlord might be right, but if a hero gives a defiant reply (and if no hero does, Alhana will), they all cheer and fight with renewed vigor. The Highlord lands the dragon on battlement and engages the heroes in personal combat, arrogantly assuming that they are no match for his prowess in battle. The dragon fights the Solamnic Knights and any heroes who attack it. If the heroes defeat the Highlord, the dragon falls just as his master does, and the rest of the Evil army retreats in panic. If the heroes remove the Highlord's helmet, they see the face of the person who slew the armored figure.

Once victory is assured, the elven Knights run through a door that leads from the battlement, intending to pursue the retreating enemies. If the heroes follow the Knights, they find themselves back in the maze. If they just remain on the wall, green mist rapidly rises up and blinds them momentarily. When it clears, they see the room as it truly is—a meeting room in the Tower of the Stars in which the furniture and once-opulent tapestries have all been reduced to tinder and rags.

Nine: Torture Victim

If Alhana has died in the maze prior to this point, the heroes find the real version of her here. (To make the climactic final encounter successful, the real Alhana must be present for it. Therefore, she was somehow separated from the party prior to her apparent death, and the character who died was actually a dreamshadow.) If no such mishap occurred, and the heroes have yet to encounter the banshee, then it is she who is here, curled up in the corner of this nearly empty room, sobbing.

If Alhana is here, she is strapped to a rack, and five emaciated elves are torturing her. They tell the heroes that Alhana must pay for being absent from Silvanesti when the disaster struck. The torturers are dreamwraiths—products of Alhana's own guilty conscience. The elves attack anyone who attempts to save Alhana, using their torture implements as weapons. As usual, the dreamwraiths focus their wrath on any available dreamshadows in the party before turning it on the real heroes and characters. Each successful strike inflicts 3 damage points.

Once freed, Alhana falls weeping into the arms of whichever male hero has grown closest to her, sobbing that she has failed her people and her kingdom, and that all of this is her fault. Alhana's spirit has almost been broken, and for the first time since meeting the heroes, she appears as the young, vulnerable elfmaid she truly is. Unless the hero offers a few consoling words (or better yet,

reminds her that she must remain strong for her nation and her people), she falls apart completely. If shored up by firm, yet kind, concern, she chokes back her sobs and nods in agreement, forcing herself to adopt a composed expression. "I—we—are Silvanesti's only hope," she says. "Let us find my father and stop this Nightmare."

Ten: The Twin Doors

This is the only set of double doors in the maze. Further, these are the only doors that don't bear an inscription of the name of a dead dwarven king. Beyond them is the center of the Nightmare—Lorac's throne room. All the heroes need to do is push them open and step through into the eye of the storm.

The Throne of the King

Any elven heroes, Silvanesti or Qualinesti, have at least heard tales about the exquisite beauty of throne room in the Tower of the Stars, and anyone from this realm has probably seen it personally. Once the room was a circular chamber lined with columns and balconies. Its ceiling soared far overhead, and magical gems set in the marble focused the light of the red and white moons onto the throne of the Speaker. Traditionally, the Speaker would hold audiences at night, sitting in a brilliant shaft of light from the heavens as he handed down his wise judgments. Gems inset in the walls of audience hall reflected the moonlight, glittering softly and looking like the stars in the night sky.

All beauty and splendor has fled from the throne room into which the heroes come, however. Like everything else in Silvanesti, the Tower of the Stars has turned into something ugly and twisted. The walls seem to pulse as did the streets of Silvanost, although the far end of the hall is hidden in shadow. Shifting green mist writhes across the floor, pouring from around the base of the Speaker's elaborate throne. The throne no longer stands in a shaft of twinkling red and white light; instead, a ghastly green light illuminates it. Here sits Lorac Caladon himself.

The Speaker's body is emaciated. His eyes are closed, his mouth is open as if in a silent scream, and he twists on the throne as though he can't get comfortable. He looks like a sleeping man in the throes of a nightmare—which he is. His right hand rests on a great globe of crystal that glows with swirling colors, both light and dark.

Surrounding Lorac's throne are the sinuous bodies of five huge, green dragons. Each beast murmurs softly into the ears of the tormented king, and the dragons' hissing whispers reverberate through the hall. One of the five dragons looks at the heroes as they enter. "Welcome to the heart of darkness, all of you," it says with pride.

The heroes suddenly see exact duplicates of themselves entering through other doors to the throne room. Some versions are in just as bad shape as the party currently is, but others appear hale and hearty, as the party members did before they ventured into this living Nightmare. Some of the duplicates look startled and amazed, while others have expressions of resignation on their faces, as though they have done this all before.

Battle for Silvanesti

At this time, the Narrator should consult the records he or she made of the party members' status as they entered the Silvanesti dream, as they were about to enter Silvanost, and as they entered the Tower of the Stars. The duplicates coming into the throne room now are in the same states the heroes and characters who made up those earlier groups were in at the time the records were made. The only exception is any hero who has been replaced by a dreamshadow since entering the tower. Such individuals have actually traversed the dream since then surrounded by illusions of their comrades. SAGA heroes have two cards remaining in their hands. {Heroes have 1–10+5 fewer hit points than they had before separating from the rest of the party, but they never have fewer than 5 hit points remaining.} Spellcasters have expended all spells save one per level. (This last one should be oriented toward either combat or healing, as the Narrator directs.)

There should be at least three versions of each hero and three of Alhana in the throne room as the final confrontation begins. Heroes or characters (real or dreamshadow) who suffered defeat in the maze may not have made it this far. The Narrator should turn over control of all incarnations of each hero to the player portraying him or her. The player must suddenly roleplay several different versions of the same hero!

The key to the party's success here is twofold: First, they must determine which of the heroes in the room are real, and second, they must determine which of the five dragons is the real one.

The Narrator should not tell the players who is real and who isn't. If the heroes have failed to secure the magic items that can aid them in doing this, the Narrator can give them assistance by recapping certain key events that have taken place in the dream up to this point. If a player successfully figures out which version of his hero is the real one, he or she can use the dreamshadows to shield the real hero from attacks by the dragons. Further, this may be helpful in determining which of the dragons is real, because the illusionary versions of Cyan Bloodbane will focus their attacks on the dreamshadow foes, while the real Cyan will focus his attacks on the real heroes and characters. (The dragon has existed within the dream long enough to be able to tell reality from illusion without fail.)

Cyan knows which heroes are real and which aren't, so he suffers damage dealt only by the actual heroes. He fights until he has lost half his Physique {hit points}, then he uses a teleport spell to escape the battle. (He can always kill the heroes later, so long as he survives.) Although proud, Cyan hasn't gotten to be as old as he is by fighting fair!

Once Cyan departs, the surviving dreamshadow versions of him fight for an additional two minutes, then they flee as well. During this battle, the Narrator should make sure that all the false Alhanas are slain. This greatly simplifies adjudicating the next scene and heightens its potential emotional impact as well.

Any dead dreamshadows remain in the room, their blood streaming across the floor. Once the battle is over, the hall has the feel of a slaughterhouse and, although Cyan is gone, his hissing whispers continue to echo through the audience chamber. The battle may have been won, but the nightmare isn't over yet.

Ending the Dream

There is only one way to free Silvanesti from Lorac's dream. The heroes were given clues as to how to accomplish this when they cast the coins into the River Thon-Thalas. Two steps are required: A priest or wizard must cast a *dispel magic* spell at the Dragon Orb, and Alhana must strike Lorac for any amount of actual damage.

Casting the spell should be no problem, although a hero may have to do so directly out of his or her spellbook to succeed. (If the party tries to rest here to memorize spells, the Dragon Orb produces 1–10 dreamwraiths each hour. These appear as either skeletal elves or bloated, rotting dragon spawn, and have statistics identical to those of the real things.) The *dispel magic* spell separates Lorac physically from the Dragon Orb, but he remains under its influence—as does all of Silvanesti—until he is awakened from his nightmare.

Persuading Alhana to strike her father isn't easy. She loves him very much and is loath to harm him in any way. She tries desperately to come up with another way of removing him from the influence of the Dragon Orb. She suggests that perhaps the female in the vision was one of those who met up with the heroes during their trip through the Nightmare. She even goes so far as to deny that she had a vision at all by the river.

No other party member may undertake this task in Alhana's place. If anyone else tries to harm the king, any surviving dreamshadows with the party suddenly seem to go mad, attacking the offenders without reservation. If the heroes stand firm and insist that Alhana do what she knows she must, she falls at her father's feet, weeping and clutching at the hem of his robe. She begs him to wake up, but the tortured Speaker remains lost to the waking world.

Once again, it is important that Alhana have an emotional bond with one or more of the heroes. Only the support of that hero and the firm urging of the group can give her the strength to do what she must. If she sees it as the only solution, she eventually draws her sword and attacks her father, tears streaming down her face.

Once she strikes him for any amount of damage, all apparitions created by the dream disappear. Any dreamshadows or dreamwraiths present in the hall instantly cease to be, although wisps of the green fog remain. The darkness brightens somewhat, and the shaft of light falling upon the Speaker's throne reverts to the scintillating red and white colors it traditionally had instead of the sickly green that it was in the dream.

Speaker Lorac Caladon still sits upon his throne, blood flowing from the wound inflicted by his daughter. His body remains emaciated, and the scars of the dream are still visible upon him. He opens his eyes and screams—a shrill scream of such pain and anguish that the heroes' hearts ache to hear it. Alhana flings her sword away and once again throws herself to the ground before her father, her head in his lap and her hands trying to stem the flow of blood. Sobbing, she begs him to forgive her and cries out for any healers among the party to help save him. Tragically, however, although healing magics will cure the Speaker's wounds, his life force is still ebbing away. His health has been so damaged by his ordeal that he will expire shortly no matter what measures the heroes take. Read the following aloud:

Lorac caresses Alhana's hair, murmuring, "My beloved daughter . . . I saw you die a hundred times in my dream. But you live still . . . thank E'li that you live still." He looks around the throne room, which remains hideously twisted by the dream, then his gaze settles upon the heroes. His eyes reflect a sorrow deeper than the Abyss. "I wanted to be the one. I wanted to save my nation, alone. Instead, I perpetrated worse deeds against our land than the dragonarmies could ever have done. My greatest fears became reality, and all of Silvanesti died because of my arrogance."

"The people will return, father," Alhana sobs. "Silvanesti will be whole again."

"I have taken so much from the land of my people," he says weakly. "I have much to return. Daughter, I would that you bury my body in the soil. As my life brought this curse upon the land, so, perhaps, my death will bring blessings."

With these words, Lorac Caladon's spirit passes from the world.

The Long Dawn

The terrible Nightmare that had gripped Silvanesti is over, but its effects still linger. Silvanost and the rest of the nation will remain contorted and deformed for decades to come. But though the trees continue to bleed from gashes in their bark, the green mists are thinning, and the sun is now shining weakly through the clouds.

In the novel *Dragons of Winter Night*, Alhana buries Lorac Caladon alone while the heroes of Lance continue on their quest. If the Narrator and the players wish to mirror the storyline of the novel, they should ignore this section and go straight to "Continuing the Saga," below. This section is provided for Narrators who wish to have a more elaborate denouement in Silvanesti, or whose heroes have grown particularly fond of Alhana.

The princess intends to begin reclaiming and rebuilding the forest as soon as possible. She is now Speaker of the Stars, and she wants to lead her people and nation forward to rebirth. First, however, she feels obligated to attend to her father's final wish.

Despite the fact that Silvanesti do not traditionally bury their dead in the ground, she cannot deny her father's desire in this matter. Alhana insists on starting funeral rites for the Speaker on the morning following the battle. She knows the basics, but requests assistance from any priests in the party who are followers of a Good-aligned deity. She also asks the heroes to help her prepare the body for burial, to serve as Lorac's funeral procession, and to help her dig his grave.

As the heroes carry the bier with the Speaker's wrapped body through the streets of Silvanost, Alhana raises her golden voice in a traditional funeral song. Elves emerge, emaciated and bleary-eyed, from the structures and join the procession. The group moves out of the city and south through the bleeding forest to a hillside south of the city.

"In life," Alhana says to the crowd of elves that gathers around the base of the hill, "this was one of my father's favorite places from which to gaze upon beautiful Silvanesti. This is where he shall be laid to rest."

While the heroes dig Lorac's grave, Alhana leads the people in songs and gives tear-filled accounts of the many great things her father did during his life. When the grave is ready, she helps the heroes lower the Speaker's body into it. The assembled elves gasp in shock and horror when they witness this, but she turns to them and explains that she is but obeying her father's wishes. As the heroes cover the body, she tells the tale of Lorac's final hours. She explains in particular detail how, despite being in the clutches of the Evil dragon, he managed to reach out with love and provide her and the heroes with the clues they needed to unravel the magical trap he in which he had been captured. Read the following aloud:

"My father gave his body to the land so that Silvanesti might begin to heal," Alhana says. "Whatever his trespasses, he did what he did for Silvanesti, and now—"

The crowd of elves gasps collectively, and all of them point to the grave behind her. She turns, and as the assembled heroes and characters watch, a tree near Lorac's grave suddenly begins to straighten itself. The gashes in its bark close, and its leaves return to the vibrant green color they once had. It sways in the gentle wind, a splendid contrast to the black desolation of the forest around it.

"It lives," Alhana says to the assembled elves, a tear of joy trickling down her cheek.

Continuing the Saga

Some of the heroes may have grown close enough to Alhana that they wish to remain in Silvanesti to help her rebuild. There are certainly many adventures that can be woven around such efforts, but Alhana will say that it would not be a good idea for them to remain.

She explains that although she has come to love and respect all of them (assuming that a friendly relationship has developed with at least some of the heroes) the Silvanesti people remain insular and disdainful of other cultures and races. It would, sadly, weaken her authority in the eyes of the people if she were to accept too much help from outsiders. Someday, she hopes, her people will be able to accept what she has learned—that the Silvanesti cannot survive alone, and that other races of Krynn have much to offer the elves. She now realizes that her people were almost brought down by their own hubris—but for now, the heroes must leave Silvanesti behind. Further, she says that the heroes can be of much greater service to her, to Silvanesti, and to all the freedom-loving peoples of Ansalon if they employ their special talents beyond the boundaries of this forest.

She provides the heroes with several items that may help them in the coming struggle, characterizing them as gifts from Silvanesti in return for the assistance the heroes have rendered to the nation:

From a secret chamber beneath the Tower of the Stars, Alhana retrieves one true dragonlance and two lesser footman's dragonlances. She says that these are gifts to the heroes from the Silvanesti, but she urges them to take the weapons to the Knights of Solamnia on Sancrist or at the High Clerist's Tower near Palanthas and to join them in their struggle against the dragonarmies. She gives the group a magical bag (a haversack of order), which is enchanted so that it can hold items far larger than its size would indicate. The heroes can safely carry the dragonlances in it if they first wrap the tips in leather so that the points don't tear the sack. Once torn, the haversack ceases to function.

Alhana also retrieves three additional magic items from the secret stores under the tower: a longsword of renown named Redeemer, a short sword of distinction named Mantooth, and a flute of wind dancing. (These items are described in the appendix, but for Narrators wishing to keep the campaign close to the flow of the Chronicles storyline, Redeemer was gifted to Tanis and Mantooth to Caramon.)

From her father's belongings, Alhana takes a small leather pouch. She says that the Dragon Orb shrinks to fit into it, and that any spellcasting hero wishing to take the Orb may do so. The princess knows that ancient legends say these items are somewhat useful against dragons, and she thinks that perhaps someone with expertise in things magical can unlock its secrets. When the pouch is brought near the Orb, the latter shrinks to the size of a marble.

If she has grown close to a male hero, Alhana privately gives him a special gift—a star jewel. These items are always matched pairs, one of which is given by the owner to a close friend or lover, as a token of their shared affection. The star jewels issue a constant soft glow that fades if the bearer of one dies, thus allowing the other to know that his or her beloved has passed on. The value of the jewel appears to be close to 1,000 steel. If the recipient wonders about why she is giving him such a valuable gift, Alhana replies, "It is but a trifle, a token by which you can remember me." Silvanesti elves recognize the star jewel for what it is, although other heroes may think it is a valuable piece of jewelry with a mild enchantment upon it.

Once she has bestowed these gifts upon the group, Alhana asks the heroes to undertake one of three missions:

- They can carry a message from her to the Silvanesti refugees on Southern Ergoth urging them to return home as soon as possible to help rebuild the nation. She appoints the heroes as her personal envoys, assuring them that this will get them the respect they need to deal with the leaders of the Silvamori settlement. She reveals that the plan was to establish the Realm in Exile on the shores of Harkun Bay. Among the many documents the heroes are to carry to the elves there is an accounting of the territories that Alhana and the heroes know to be under dragonarmy control and a sealed letter to the leader of the refugees. (This adventure continues with Chapter Fifteen: To Southern Ergoth, should the heroes choose this option.)
- They can carry a message to Serinda Elderwood, the slightly rebellious daughter of a highly placed Silvanesti noble. Her contacts among the merchants who ply the seaways around Silvanesti can help in gathering the supplies the people need to start rebuilding. Last Alhana knew, Serinda was based in Port Balifor and was rooming at the Pig and Whistle Inn. (This adventure continues with Chapter Twenty-Seven: Port Balifor should the heroes choose this option.)
- They can travel to Solamnia to make contact either with the Knights, or with Ladine Dralathalas, an ambassador who had traveled to Palanthas to warn them about the growing threat of the dragonarmies. Alhana is unsure whether Ladine has continued onward to the Empire of Ergoth where she intended to seek help. The new Speaker of the Stars gives the heroes a sealed message to deliver to Ladine, as well as a complete accounting of what she knows of enemy-controlled territories.

  If the heroes traveled to Silvanesti with Ladine, Alhana requests that they travel to Sancrist to meet with Lord Gunthar instead. Alhana provides one true dragonlance and two lesser footman's dragonlances, which are intended as gifts for the Knighthood.

  The new Speaker makes it clear that the trip to Solamnia is one that will be fraught with peril. She suggests that the best way to travel is either to secure a ship from Flotsam and sail around the continent to Palanthas. She advises against attempting overland travel and stresses that the captains available for hire in Flotsam are far from honorable. Regardless of that, however, they will expect to be well paid for risking their ships. Alhana gives the heroes 500 steel in Silvanesti coin to help secure passage. This campaign continues with Chapter Twenty-Eight should the heroes choose to travel toward Flotsam.

Finally, if the heroes defeated the Nightmare, Narrators should award a quest {3,000 experience points} to all heros who have taken part in the entire campaign up to this point.

Chapter Twenty-Seven

The coin flickered in and out of the red-robed man's fingers, spinning and jumping. It vanished high in the air, only to reappear above the mage's head in the form of six coins, spinning around in his hood. With a gesture, he sent them to spin around William's head. The sailors watched in open-mouthed wonder.

—Raistlin shows his sleight-of-hand skills, Dragons of Winter Night

In this chapter, the heroes journey to a small city that is being crushed under the boot heel of the dragonarmies. Here, they may gain new friends and enemies, then either continue on their quest or fall into the clutches of Evil.

A DRAGONLANCE campaign should remain focused around character interaction and story, regardless of the way the Narrator decides to approach the sojourn in Port Balifor. If the heroes remain here for a time, the Narrator should develop some of the dragonarmy troops, rebels, and even common citizens into recognizable figures whom the heroes can come to love or hate. Serinda, Kronn, and William Sweetwater—three characters associated with Port Balifor—are good choices at the start, but a more extensive supporting cast might be needed. (Serinda and Kronn are described in the "Masters and Magic" appendix; William Sweetwater has the same statistics as the Ship Captain on the "Combined Monster Chart.")

Leaving Silvanesti

When the Silvanesti Nightmare ends, Alhana's griffins return to their aviary beside the royal palace. She mounts up with the heroes for one last flight, taking them to the town of Kurmost, a small and secret elven port town. The flight takes most of the next day. Although the dream has ended, the forest remains a twisted, surreal mockery. When the party lands in Kurmost, Alhana appears pale and ill. Although she dismisses any suggestion of weakness to most who inquire, she confides in anyone to whom she has grown close that the sight of the forest tore her heart.

Kurmost is currently populated almost entirely by members of House Protector. Their mission here was to destroy any ships that weren't used to evacuate the citizens, and then flee in the last one. However, they failed to complete their assignment before the dream descended on Silvanesti, so for the last several months they have believed themselves under siege by draconians, minotaurs, and the legions of Istar returned from the dead. They were shocked to see their foes suddenly vanish and their comrades who had been slain in battle return to life.

Much like the elves in the previous chapter, the inhabitants of Kurmost are guardedly optimistic about the appearance of Alhana, although paranoid elves question whether it is really her. "Look at how gaunt she is," one of them says. "And the people she's traveling with. . . ."

Playing the Novels

In *Dragons of Winter Night*, the heroes remained in Port Balifor for a full month. They performed for the patrons of the Pig and Whistle in order to raise money for a wagon, horses, and passage from Flotsam. (Raistlin entertained with his magic, Goldmoon sang, Caramon did a strongman act, and Tika performed exotic dances.) If the game group wants its heroes' activities to mirror those of the characters in the novels, the heroes may choose to do the same here. In that case, as the heroes leave Port Balifor, they would travel under the guise of wandering entertainers. However, the Narrator may still want to spice things up by involving the heroes in one or more of the plots outlined in "Adventures in Port Balifor."

In the novels, the heroes finally left Port Balifor and headed for Flotsam. Keeping up their guise as entertainers, they put on several shows along the way for dragonarmy troops and common folk alike. The growing romantic relationship between Caramon and Tika continued to stumble along, and Raistlin slipped deeper into Evil, as a telepathic communication with the Dragon Orb led to a promise of great power. All these elements should be present in a campaign that follows the novel storyline.

Alhana grows angry over this slur against the heroes and starts venting her rage on the suspicious elf. Then the sound of laughter rises from the rear of the group, and a dark-haired elf pushes his way through the crowd, saying, "Only my cousin could have such fire! This is the real Alhana Starbreeze, friends! I'd stake my life on it!"

The elf and Alhana embrace joyously then turn to the party. "My friends," she says, "this is Rythas Starbreeze of House Royal, my beloved cousin. Rythas, these are my brave friends and allies, who came to the rescue of Silvanesti in its time of greatest need."

Rythas invites the heroes and Alhana to join him in his quarters and share a modest meal. Alhana accepts his offer, whether or not the heroes do. If all dine together, Alhana and Rythas first spend some time catching each other up on the events that have been consuming their lives. Rythas is shocked and saddened to hear of Lorac's death, but is pleased that the Nightmare is over. Then Alhana asks that Rythas escort the heroes across the bay to Port Balifor, and he promises to sail within two hours.

At the appointed time, Rythas brings the party aboard a medium-sized merchant vessel named *Lady of Winds*. There is more than enough room for the heroes and the crew, which consists entirely of elven warriors. Rythas himself serves as captain.

Alhana says her good-byes to the heroes on the dock and stays there watching until they are out of sight.

The Journey

The winds are with the ship, so their journey takes a day and a half. Although Rythas treats the heroes politely, it is clear that he would rather not deal with them. His attitude toward them indicates that he would prefer they stay out of his way and let him do his job—which in this case is

sailing the ship. If pressed, he admits that he doesn't like the heroes simply because they aren't Silvanesti.

During the journey, Rythas informs the heroes that the last news he received from Port Balifor indicated that it and all the territory around it had been occupied by dragonarmy forces. For this reason, he intends to put in at a cove some ten miles south of town. He is certain that sailing directly into port would result in the death or capture of everyone aboard. Although he is sure the coast is being patrolled, he believes that if the ship makes landfall after dark, the heroes can escape detection.

On the open sea, after the heroes have lost sight of the coastline of Silvanesti but before the barren shores of Balifor come into view, the party may have an encounter. The Narrator should determine randomly whether it occurs and what it is, according to the following chart.

Result	Encounter
1–6	No encounter
7–9	Dragonarmy Warship
10	Black Dragon

Dragonarmy Warship

The black sail of a dragonarmy warship appears on the horizon. Rythas intends to outrun it. The Narrator should randomly determine the results: On a 1–6, he succeeds; on a 7–10, he fails. In the latter case, the pursuing vessel engages the *Lady of Winds* in combat. (Charismatic heroes, however, might persuade Rythas to come about and fight anyway.)

The crew of the *Lady of Winds* consists of twenty elves. The dragonarmy vessel holds a force of thirty mariners, ten Baaz draconians, and two Kapak draconians. If the heroes lose this fight, the dragonarmy forces take them captive, along with Rythas and two surviving elves, and bring them to Port Balifor in chains. The campaign continues with Chapter Twenty-Two: The Highlord's Offer. If they win, they find dried rations, barrels of water, and third-rate weapons in the hold of the other ship. The elven ship is a far better vessel than that of the draconians, and Rythas suggests that the enemy ship be scuttled.

Black Dragon

The lookout spots a black dragon flying over the water. Rythas immediately orders the sails struck, hoping that the creature doesn't notice the ship. If the heroes argue with him and thus delay the crew from striking the sails, the Narrator should determine the results randomly: On a result of 1–3, the dragon doesn't notice the vessel; on a 4–10, it does, changing direction immediately and coming straight for the ship.

As it comes closer, the heroes spot a rider on its back. The dragon remains fairly high in the air and at long range from the ship, making it difficult to hit with missile weapons should the heroes wish to attack it. (Rythas is of the opinion that this is not a fight worth picking, and he encourages them not to do so.) The dragon and its rider do not attack the ship, nor do they respond to attacks launched by the heroes. Instead, they do a single overhead pass, and then climb high into the sky and head for Port Balifor to call out ships.

The Coast of Balifor

The *Lady of Winds* reaches the hidden cove shortly before dawn. Rythas gives the heroes the ship's launch and wishes them good luck, asking that they give Serinda his best. He gives them four skins of fine Silvanesti wine (worth 4 steel each) as a parting gift, then instructs them to follow the coast northward. "It's impossible to miss the town if you take that course," he says.

Unless the dragon scout spotted the heroes' vessel, the trip is an uneventful march along the barren cliffs that line the Bay of Balifor. If the dragon noticed the vessel, the Narrator must determine randomly what occurs: If the result is 1–3, the heroes reach the city safely; if it is 4–10, they encounter a patrol consisting of fifteen Baaz and a human dragonarmy officer on horseback. If the group runs, the patrol pursues, overtaking and attacking 1–10 heroes and characters (up to the limit of the party's size). If the heroes stand their ground, the officer questions them. If they claim to be mercenaries headed to Port Balifor in search of work and do not behave suspiciously, he lets them proceed. Other answers result in the patrol attempting to take the group into custody. The draconians fight to the death, but the officer pleads for mercy once he has suffered half his total Physique {hit points} in damage. The heroes can take his uniform if they wish, making it far easier for them to move through the dragonarmy lands unaccosted.

If the patrol defeats the heroes, the officer orders the captives chained and brought to Port Balifor. The campaign continues with Chapter Twenty-Two.



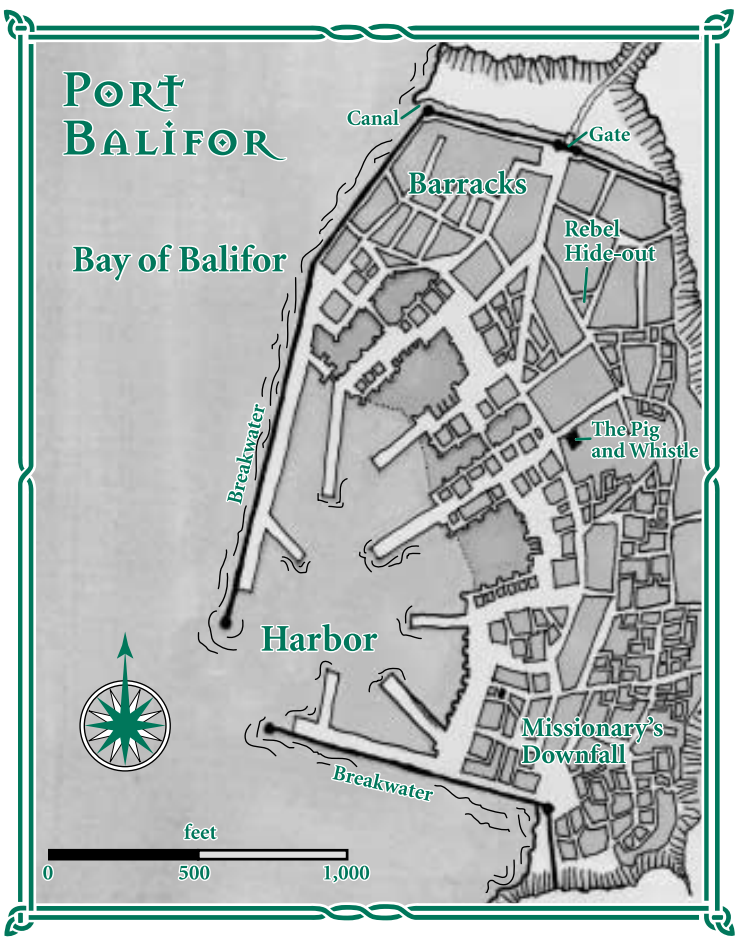
Port Balifor

Before the town itself comes into view, the heroes see several crude gallows silhouetted against the gray winter sky. A dozen human and kender hang there, and carrion birds feast on their dead bodies. A sign nearby, written in Khurish and Common, reads: "Such is the Fate of All Who Dare Oppose the Black Dragonarmy." Obviously Rythas was right—Port Balifor is occupied by the dragonarmies.

Beyond the gallows stands Port Balifor. The small town is nestled in a sheltered cove, surrounded by a stone wall on three sides and protected by a salt-water canal leading from the bay. The town has grown tight within its walls and has started to spread out into the bay—there are buildings on the pilings, wharves, and piers. Fully half of Port Balifor is built above the tidal flats. From the heroes' vantage point, it looks to be a cramped, miserable place.

The gate is guarded at all hours by ten Baaz with a Kapak leader. Only dragonarmy personnel may carry weapons within the city, and the draconians will try to confiscate the party's weapons. However, it is easy to bribe these bored dragon-men—two full wineskins are all it takes. Furthermore, if at least one of the heroes is wearing a dragonarmy uniform, they admit the entire party to the city without asking any questions.

Everyone in Port Balifor knows of the Pig and Whistle, and the heroes can easily get clear directions to it. Any men from whom they ask directions, however, leer at physically attractive female heroes and say that such women can find room, board, and work at the Missionary's Downfall on the docks.



The Pig and Whistle is a brightly painted, cheerful structure. The proprietor is William Sweetwater, one of the kindest and most respected men in Port Balifor. He is a retired sailor and merchant who has no love for the dragonarmies, so he triples his prices for any dragonarmy troops. Despite this, his business has never been better. The entertainment-starved troops and the unhappy locals chafing under their yoke frequent his establishment as much as they do his seedier competition, Missionary's Downfall. This is primarily because the Pig and Whistle features the popular singer Serinda Elderwood. The dark-haired beauty has been singing at the tavern on and off for several months now, and her talent and beauty can boost the spirits of any being who dwells in the town.

Serinda is performing when the heroes arrive at the Pig and Whistle, so the common room is packed with locals and dragonarmy troops. She is singing a ballad while a kender with a few strands of gray in his hair accompanies her on a flute. It is a haunting, sorrow-filled song about love found and love lost, and even a couple of the hardened dragonarmy soldiers are misty-eyed.

William notices the heroes enter and attends to them immediately, showing them to a table and taking their orders with great cheer. The innkeeper's face bears a strong resemblance to that of a pig, so there can be no question as to how the place got its name.

If a hero mentions that the group is here to see Serinda, William passes the word along to her. She performs one more song, then ends her performance for the day. If no one mentions the group's purpose, she sings four more songs, collects the coins that have been thrown at her feet, and retires to her room.

If the heroes approach Serinda, she draws back cautiously and William, the kender, and about half the people in the common room prepare to leap to her defense. The heroes must make it clear that they mean her no harm or a major brawl will occur, with the party at its center. Once Serinda knows the heroes have a message for her from Alhana Starbreeze, she invites the party upstairs to her room.

In her small chamber, she takes the note from Alhana and introduces the kender as Kronn Thistleknot, her friend and associate. He starts quizzing the heroes in typically kender fashion as Serinda reads the message. When she is finished, she appears near tears. To the heroes she says the following:

"I had heard the dragonarmies were repelled from Silvanesti, but I'd never dreamed it was by something as destructive as they. I would return home immediately, but the dragonarmies have impounded my ship—I put into port just as they were occupying the town—and . . . well . . . I have certain responsibilities here in Balifor now."

Serinda goes on to explain that she is part of an underground movement dedicated to opposing the dragonarmy throughout Balifor. She, Kronn, and a half-elf known as Silver Fox lead the resistance.

Serinda is in charge of organizing rebels around Port Balifor, Kronn takes care of the humans and kender who live further inland and in western Kendermore, and Silver Fox deals with Flotsam and the forests near that city. Serinda would return home, however, if she could deal a blow to the Dragon Highmaster who holds Port Balifor and if she could lay her hands on a small vessel that she could sail by herself. She asks, "Would you be interested in doing a service for Lady Alhana by doing a service for me?"

If the heroes answer in the affirmative, Serinda reveals the various schemes that she currently has in progress. She says that if the party would help her execute one of them, she could do one of the others herself, or perhaps steal a small boat so that she can do Alhana's bidding and return to Silvanesti. If the heroes agree, the Narrator should refer to the suggestions that follow for adventures with Serinda and the rebels. If they refuse, explaining the reasons why they must go to Flotsam, she nods wistfully. "We all have parts to play in these troubled times," she says. "Kronn can guide you to Flotsam and help you contact Silver Fox. He'll direct you to a trustworthy captain." If the heroes choose this option, the campaign continues with Chapter Twenty-Eight: Flotsam and the Blood Sea.

Adventures in Port Balifor

The majority of the citizens in Port Balifor are too timid or too busy feeling sorry for themselves to resist the dragonarmies. But Serinda and a handful of brave souls are doing their best to make the Black Army's stay in town as difficult as possible. The singer asks the heroes to get involved in one or more of the following plots. Once some of these have been carried to successful conclusions, she intends to return to Silvanesti. (The Narrator needs to expand upon these adventure seeds, so he or she should either pick one that sparks ideas or present all the options to the players and see which one interests them the most.)

- The heroes can help Serinda turn the Pig and Whistle into a full-blown cabaret. She and the other rebels have noticed that guards shirk their duties when she is performing, and even more entertainment would bring even more guards. The rebels could smuggle weapons into the city more easily, preparing for the day when some larger force can rise up to challenge the dragonarmies. While some heroes are onstage, others can meet with weapons smugglers and help bring swords and crossbows into the city.
- Beneath the wharves are pilings and sewers frequented by thieves, scalawags, and off-duty hobgoblins. Serinda and her rebels are in the process of digging tunnels under the headquarters of Port Balifor's garrison. Eventually, they hope to break into the heavily defended room where the commander keeps the payroll and steal the steel, replacing it with copper pieces enchanted to appear as steel coins. Once the troops discover they have been cheated, it should be easy to convince them to rise up against their commanders. Further, Serinda intends to use the stolen money to hire a few Khurish raiders from Ak-Krol, who will harass the dragonarmy units to the north of the town. The heroes can help dig the tunnel and steal the money, search the sewers for easier accesses to the barracks area, or make sure none of the hobgoblins or other lowlifes lurking around report their efforts.
- Several local farmers have been pressed into work details. The dragonarmy has been using these crews to expand the docks and dredge the harbor, preparing the port to accommodate bigger vessels. The heroes can disrupt these efforts and help the farmers escape. Their families, who have been slowly starving in their absence, will be most grateful for their return.
- A few heroes must steal into the barracks section of town and break into the Highmaster's office to look at secret communiqués that are known to be kept there. Heroes with high Reason or Intelligence scores should undertake this mission, as they will be expected to memorize the plans. (Each needs a *challenging Reason* action {successful Intelligence check with a –2 penalty} to succeed.) The heroes discover references to a secret magical project in Sanction, as well as missives from the Blue Army that indicate its Highlord has taken a special interest in a group of "rebels" bearing a striking resemblance to the party that fought Verminaard back in Abanasinia. The Highmaster is drafting a letter to her, explaining that a group answering that description is currently in Port Balifor. He describes whatever guise the heroes have adopted in the letter, which is to be sent to Sanction.

  When the heroes share this information with Serinda, she suggests they abandon their current quest and travel to Sanction to investigate the secret project.
- The Dragon Highmaster has recently secured a fine sailing vessel that is operable by a crew of two—perfect for Serinda's return to Silvanesti. As their final act in Port Balifor, the heroes can assist with stealing the boat. This action could coincide with the kidnapping of the Highmaster, enabling Serinda to sail for Silvanesti with him tied up in the bottom of the boat.

If the heroes remain in Port Balifor for an extended period of time, the dragonarmy may press them into service unless they make a sincere effort to look like wandering entertainers. (Serinda may encourage them to become conscripts, however, as they would then be able to get inside information on troop movements.) Should the heroes "join" the dragonarmy—intentionally or not—most of them become rank-and-file soldiers in a unit that is about to march east to Flotsam. Elves who swear fealty to the dragonarmy over the elven nations may be given the rank of Scout, while heroes with magical skills become Fewmasters immediately. Any priests are instantly put to death unless they follow one of the Evil gods, and the same is true of elves who refuse to swear allegiance.

Continuing the Saga

From Port Balifor, the heroes might want to head for Flotsam or Sanction. In the former case, the tale continues in Chapter Twenty-Eight; in the latter, the Narrator should proceed with Chapter Twenty-Nine. However, the heroes might want to spend some time with Serinda, Kronn, and the rebels first, in which case the Narrator can use the adventure seeds in this chapter to develop a Balifor-based rebellion campaign.

Sooner or later, however, the Black Highlord will loose his sense of humor about the rebels harassing his troops and officers. Then the dragonarmy will actively start to hunt the heroes and the rebels. If the heroes don't vacate the area when things get hot, the dragonarmy should eventually catch them and drag them in chains to Flotsam, where the campaign continues with Chapter Twenty-Two.

Chapter Twenty-Eight

The name of the wretched town was Flotsam, and it was well-named, for it lay upon the shores of the Blood Sea of Istar like the wreckage of a broken vessel tossed upon the rocks. Peopled by the dregs of most of the races of Krynn, Flotsam was, in addition, an occupied town now, overrun with draconians, goblins, mercenaries of all races, attracted to the Highlords by high wages and the spoils of war.

—The Companions reach Flotsam, Dragons of Winter Night

In this chapter, the heroes travel across Balifor to the aptly named town of Flotsam. Perched on the southwestern edge of the Blood Sea, this community was founded on the flotsam of Istar and the dregs of eastern Ansalon cultures.

The Journey to Flotsam

The trip to Flotsam is relatively uneventful, although if the heroes have adopted the roles of traveling entertainers, the Narrator should take the opportunity to create some villages along the way and populate them with characters whom the heroes can either befriend or combat. The distance between Port Balifor and Flotsam is 300 miles. If the heroes travel straight through, it takes them roughly twelve days to make the trip. The Narrator should describe the snow-covered, bland countryside as the heroes travel, but basically just emphasize the fact that it is a relaxing journey. At least one notable encounter should occur for the heroes.

The following encounters can be used at any time during the trip. If Kronn is traveling with the heroes, "The Silver Fox" happens in the forest north of Flotsam. If Kronn is not with the party, it can happen any time. The Narrator can either select or randomly determine the encounters.

Result	Encounter
1–3	Kender Traders
4–6	The Silver Fox
7–10	Dragonarmy Oppression

Kender Traders

As the heroes travel along the road, they happen upon 1–10+4 kender pushing a couple of handcarts brimming with a variety of goods. The diminutive traders wish to conduct some business with the party. The kender are friendly, but cautious—particularly if the heroes are posing as dragonarmy mercenaries. Still, being kender, they will rob the heroes blind if the party isn't careful. The kender have a variety of common items and interesting, if useless, bits of junk in their carts. They may also have magic items that are either cursed or bizarre, such as an arrow of finding that never points in the right direction, or a wand of wonder. The kender are more interested in trading for interesting items in the party's possession than they are in money—although they'll be happy to take particularly beautiful gems in payment for their wares.

The Silver Fox

If the heroes are traveling with Kronn (a kender rebel introduced in Chapter Twenty-Seven: Balifor), this encounter starts four days after they leave Flotsam. Otherwise, it can occur at any point in the journey.

A group of three merchants and their two armed guards (all five of whom are actually disguised rebels) meet the heroes on the road. They suggest that the two parties join together to avoid attacks from bandits and harassment from rogue dragonarmy troops. All these characters are likable, and they share their supplies generously with the heroes. (The merchants even give discounts on their wares, which consist mainly of blankets and crockery.)

If the heroes agree to join the merchants, the double-sized band travels for two days without incident. The next

Playing the Novels

In *Dragons of Winter Night*, the heroes travel to Flotsam disguised as wandering entertainers. They take rooms at the Jetties, and Caramon and Tanis steal uniforms from a couple of drunken dragonarmy soldiers. In these disguises, they infiltrate the harbor and secure passage aboard the *Perechon*, a vessel captained by the sea barbarian Marquesta Kar-Thon. Aboard the ship is Berem Everman, the immortal "Gemstone Man" for whom the Blue Lady is searching. He and Tanis recognize each other at once.

While in Flotsam, Tanis meets the Blue Lady, who is none other than his old love, Kitiara. His disguise leads her to believe that he has joined the dragonarmy, and she is thrilled that he has "seen the light." Tanis accidentally lets it slip that he knows where the Gemstone Man is.

When the *Perechon* sets sail with the heroes, Kitiara and the blue dragon Khellendros pursue it. Captain Kar-Thon guides her ship toward the edge of the Blood Sea Maelstrom in an effort to lose her pursuers, but the ship can't handle the strain and it is drawn into the deep. A band of sea elves and a human mage named Zebulah rescue the companions. After the heroes spend a bit of time recovering in Ruined Istar, which lies at the bottom of the Blood Sea Maelstrom, the sea elves escort them to a fishing village near Kalaman in northern Ansalon. Here they are reunited with friends they haven't seen since the dragonarmy's attack on Tarsis.

This chapter traces a very different path for the heroes. From Flotsam, they will probably either travel to Kalaman with little incident, or reverse their direction and travel to Sanction. Neither the ruins of Istar nor the *Perechon* come into play here, although a Narrator can easily extrapolate a description of the city using the descriptions in *Dragons of Winter Night* and adapt the character descriptions for sirines to create sea elves. (Alternatively, he or she can consult the Monstrous Manual™ tome or the Fifth Age rules for sea elf statistics).

day, ten men wearing dragonarmy uniforms (actually more disguised rebels) accost the group. They attempt to seize the merchants' goods and take one of them prisoner, claiming that he is wanted by the Highlords. The guards traveling with the merchants reveal themselves as "traitors," greeting the dragonarmy troops warmly and helping them detain the merchant they are arresting. The leader of the troops tells the heroes that he'll be happy to arrest anyone else who gives them trouble as well.

If the heroes allow their companion to be "arrested," the disguised rebels play out the ruse, taking both merchants away with them (the innocent one for "questioning") and leaving the party alone. If the heroes step up to defend their traveling companions, the rebels reveal their true nature, hoping to end the fight before it really gets started. They explain to the heroes that their leader, the Silver Fox, received word of the party's imminent arrival from contacts in Port Balifor. But since he does not believe in trusting strangers, he decided to test the newcomers to see whether they were really the freedom-loving people they claimed to be. Then the rebels offer to take the heroes to the Silver Fox. If they decline, the rebels wish them well and disappear into the countryside. If they accept the offer, the rebels lead them through the trackless forest for three hours. They eventually descend into a slough, fight their way through a maze of brambles, and enter the rebel leader's headquarters.

For details on Silver Fox, see the appendix. This dashingly handsome half-elf is friendly and willing to give the party whatever advice he can. Once it is clear to him that the heroes are headed for Flotsam, he tells them to seek out Erewan the Shaggy, a fellow rebel, at the Jetties. Erewan can recommend a good ship for the heroes and get them a fair price for passage. He gives the heroes a small carved token. "If you show this to the innkeeper or his wife at Jetties, you will be brought to see Erewan," he says.

Dragonarmy Oppression

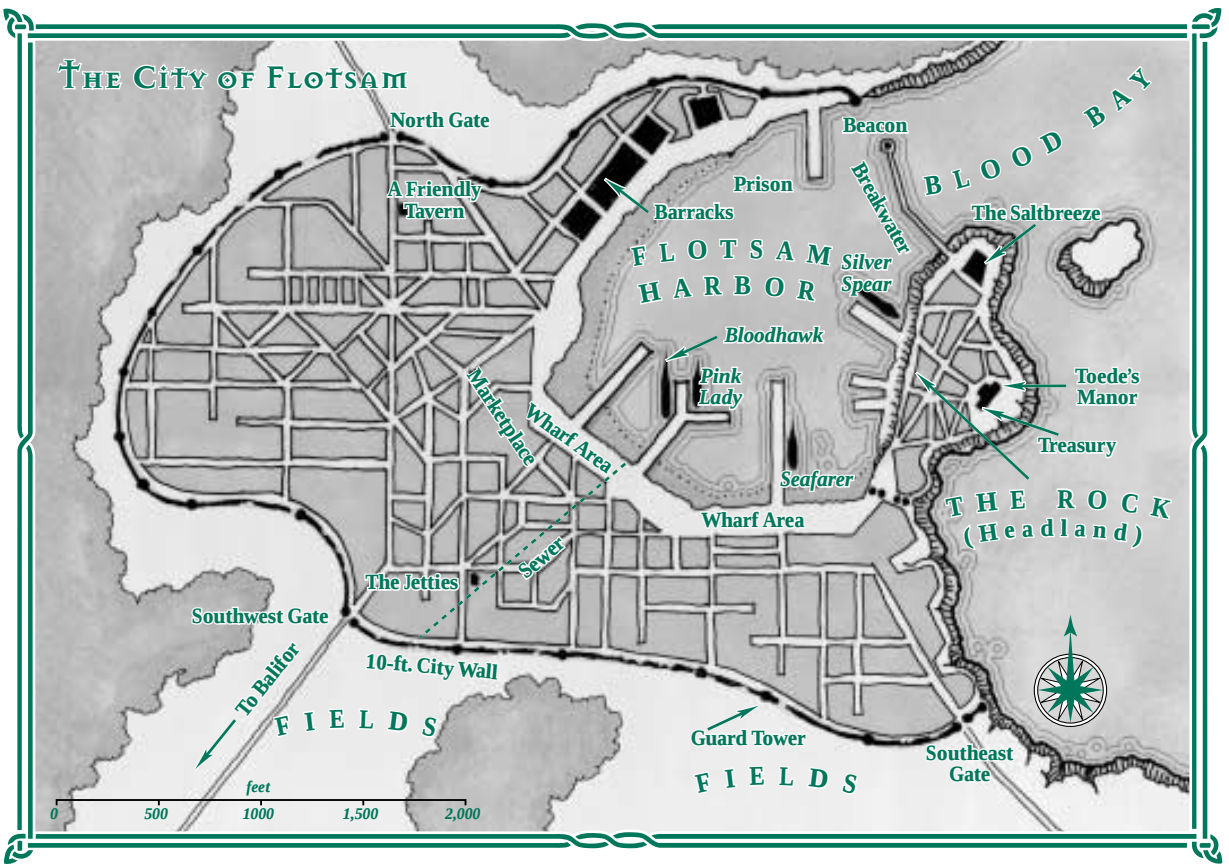
The heroes hear the sounds of women screaming. If they investigate, they find ten human dragonarmy soldiers and four Baaz draconians abusing a farmer, his wife, and their teenage daughter. The farmer's two sons already lie dead from sword wounds, and the Baaz are in the process of beating the farmer to death when the heroes arrive. Five of the soldiers are menacing the wife and daughter, while the others are lighting torches in preparation for setting the thatch-roofed farmhouse ablaze.

Assuming that the heroes defeat the Evil troops, the farmer offers them a family heirloom—an ornate gold armband that functions just like a ring of mind shielding—as a show of gratitude. He also says he has heard that the port of Flotsam has been sealed by a Dragon Highlord who now resides there. Known as the Blue Lady, this Evil woman is the one who ordered these troops into the country side. Rumor has it that they are searching for a band of rebels, but all he ever sees them do is torment the locals.

Flotsam

Flotsam lies in a valley beside a sheltered harbor. It is an ugly collection of buildings that matches its name. A 10-foot-tall, crumbling wall surrounds the town, and open gates with portcullises allow access to the main avenues into town. There are guard towers every 200 yards along the wall. The dragonarmy's barracks are in the north section of town, along the coast. Across the harbor, a rocky peninsula rises 30 feet above the water. Called "The Rock," this outcropping supports many of the town's better buildings, including the Saltbreeze, the best inn on the shores of the Blood Sea.

When the heroes walk the streets of this crowded, occupied, rough-and-tumble city, the Narrator should check to see if they have a story-related encounter. (See





"Encounters in Flotsam," below.) Otherwise, the sites they are likely to visit in the city are described under the appropriate headings and keyed to the map.

The units here in Flotsam are a mixture of Black Army and White Army troops. This mixture of soldiers, culled from the ranks of the two least-disciplined forces in the Dragon Empire, has made Flotsam even more of a hive of scum and villainy than it ever was before.

The Gates and Towers

Three gates lead into the city of Flotsam, and a fourth gate ensures the privacy of the town's privileged on the Rock. A contingent of one dragonarmy officer, six soldiers, and ten hobgoblins mans each gates at all times. Although none but dragonarmy personnel are technically permitted to carry weapons larger than daggers within the city, the officers at the gates offer "permits" to those willing to pay a "weapons tax." (This tax—one steel piece per blade, mace, or missile weapon retained—is actually a bribe.)

If the heroes are posing as traveling entertainers, the guards make a cursory search of their wagon, then the officer directs them to the Jetties, saying that the innkeeper there may be looking for performers to keep his customers buying ale. If trouble arises, a soldier inside the guardhouse starts ringing a gong. All other gates close, and an additional guard unit (consisting of 1–10 soldiers and 5 hobgoblins) arrives in 10 minutes. Defeated heroes are thrown in the Flotsam Prison (see below).

The guard towers are in poor condition. Each is 30 feet tall and manned at all times by two dragonarmy soldiers. A flight of stairs that winds around the tower's interior provides access to the watchstation. Although the soldiers are supposed to be watching the wall, they spend most of their time dozing or looking into the city and making catcalls at attractive females in the streets below. If any heroes try to sneak over Flotsam's walls, the guards are attentive only on a random check result of 1–3. In that case, the Narrator must check to see whether they actually spot the heroes. Thieves or other heroes with specific stealth skills may avoid detection with successful checks against the pertinent scores. For other attempts, the Narrator must draw a card from the Fate Deck {roll 1d20}. If the draw is below the soldier's Reason score {the roll is below his Intelligence score}, he spots the intruder; otherwise the attempt at sneaking is successful.

The Jetties

The Jetties is the first inn the heroes pass if they enter Flotsam through the Southwest Gate. (The road from Port Balifor leads to this entrance.) Anyone they ask about good inns recommends this one.

Although ramshackle in appearance, the inn offers clean, dry rooms. Its prices are reasonable, and the food is edible. The inn is operated by a young husband and wife who insist that all their guests keep their noses out of one another's business. If the heroes are posing as entertainers, the innkeeper offers them a deal: They can perform in the common room in exchange for their room and board, plus five percent of their take each night.

This inn serves as the secret headquarters for a group of bandits-turned-rebels—the Silver Fox and his band. The innkeeper and his wife are their allies. If the heroes present either of them with the token from Silver Fox, they are escorted into the wine cellar, where a couple of the bandits wait in an adjacent room. The entire rebel band numbers twelve bandits plus Erewan (though the latter is presently unavailable; see below). If the heroes claim a strong need, the men they meet here will gather the rest of the gang to provide them with assistance. (They won't challenge Lord Toede, however. They know the Silver Fox's view of him.)

When asked about Erewan, the bandits say sorrowfully that the dragonarmy has captured him. He is currently in prison awaiting execution, and both attempts the bandits have made to rescue him have failed. If the heroes offer to help free Erewan and come up with a good plan to do so, the bandits happily agree to make another attempt and aid the party in any way they can thereafter.

The rebels warn the heroes that it is virtually impossible for them to secure passage by sea from Flotsam. It seems that a Highlord known as the Blue Lady (the one Erewan was arrested for spitting on) is reportedly in Flotsam, searching for a mysterious group of spies and/or murderers and/or sorcerers (no one knows who or what she is looking for, really). She has ordered the wharves sealed to all who don't have special permits from the local Highmaster, and troops from her own units are searching every ship thoroughly before it sets sail. The bandits can help the heroes get to the docks—they know of a route through the sewers—but they advise against traveling by sea. Further, none of them are familiar enough with the captains to be able to recommend anyone—only Erewan can do that.

A Friendly Tavern

A Friendly Tavern is the other inn in Flotsam that isn't currently filled with dragonarmy support staff and "camp followers." It is a far less pleasant place than the Jetties. Here the heroes must watch their gear jealously or some lowlife will steal it. Every evening some rowdy activity occurs—a brawl, a raid by dragonarmy troops, thieves in the guest rooms, a duel, an ogre trooper assigned to room with one of the party, a hobgoblin infatuated with a particularly attractive hero, etc. The Narrator is encouraged to wreak as much havoc as he can with the heroes while they are staying here.

One potentially useful encounter may occur here. Sevil Draanim Rev, a shadowy figure with a hatred for the Highmaster in charge of Flotsam, frequents this place. (See "Encounters in Flotsam," below.)

The Marketplace

Like those in most other Ansalonian cities, the marketplace in Flotsam is an open square crowded with canopy-covered stalls and open carts. Prices for supplies here are twice what they are in most other marketplaces. Weapons are not available, but some bandits or a group of disguised guards looking for rebels might agree to sell a weapon in a back alley for five times what it might cost elsewhere. Whenever the heroes visit the marketplace, the Narrator should check for special encounters. (See "Encounters in Flotsam.")

The Wharves

The streets leading to the wharf are lined with fishmongers' carts. The sealing of the wharves by the Highlord's order forced these purveyors of the ocean's bounty to move their businesses off the waterfront. All streets leading to this area feature checkpoints manned by a dragonarmy officer, two Kapaks, and one Bozak, who has memorized *magic missile*, *shocking grasp*, and *web* spells. Unless the heroes have a pass issued by the Highmaster, the guards refuse to admit them to the area. If they start

trouble, the officer blows a whistle, and twenty Baaz arrive with in 1–10 minutes. If the heroes surrender or are overpowered, they are thrown into prison to await execution.

Mixed groups of dragonarmy soldiers and Baaz draconians patrol the wharves at all times. Longshoremen and fishermen also work here, although there is not nearly as much activity as there was before the Highlord closed the docks. The many waterfront taverns are almost deserted. Fishing boats incapable of surviving the open sea have been pulled up upon the docks, along with their nets. Four carracks and three war galleys manned by minotaurs and mercenaries sit at anchor in the harbor, while a few civilian sailing ships are moored at the docks.

The fishermen and dock workers mind their own business, as do the owners and employees of the taverns. Outsiders get a cold shoulder, and most questions are answered with shrugs or cold stares. Heroes who are too forceful in their questioning draw the attention of the patrols, and soon twenty Baaz and a dragonarmy officer show up to take the party into custody. (This patrol calls no reinforcements if the party resists, however, so the heroes may be able to fight their way to freedom—this time.) If the heroes are cautious in their questioning, one of the following ship captains eventually approaches them. (The Narrator should randomly determine which captain appears, then consulting the list below.) Each captain starts the haggling for passage at 2,000 steel pieces per passenger, but can be bargained down to 1,000 steel pieces. If the heroes reject the first captain and continue looking, the Narrator should randomly select another one from the list.

Once the heroes make a deal with a captain, they can board his ship under cover of darkness. Although dragonarmy troops conduct a thorough search of all ships leaving port, the one they choose has a secret compartment in the hold where they can hide and escape detection. (Part of what they are paying for is the captain's ability to hide things from boarders.)

Result	Encounter
1–3	Captain Maccaby
4–6	Captain Poliander
7–9	Captain Qualoth
10	Captain Rensil

Captain Maccaby

Captain Maccaby commands the *Bloodhawk*. It is easy to bargain this captain down to 1,000 steel per passenger. That's because he intends to put the heroes over the side in a longboat once they lose sight of land. If the party loses the fight with Maccaby and his twenty pirates, the scalawags rob them of their money and weapons, then set them adrift as planned. If they fight the pirates and win, the ship catches fire during the battle. Nothing the heroes do extinguishes the flames in time to save the *Bloodhawk*, so all they can do is get into the longboat and abandon it. (The section "Encounters on the Blood Sea" gives suggestions for what happens next.)

Captain Poliander

Captain Poliander commands *Silver Spear*, a war galley. He works for the Highmaster, although he claims that he's willing to smuggle the heroes out of Flotsam because he's grown to hate the dragonarmy. He intends to rendezvous with a ship crewed by eighteen minotaurs and sell the heroes into slavery. Poliander's crew consists of twenty-four dragonarmy soldiers. If the heroes fall into the hands of the minotaurs, see the "Enslaved!" entry under "Encounters on the Blood Sea."

Captain Qualoth

Captain Qualoth of the *Sea Farer* is eager to take on passengers and will agree to a price as low as 600 steel pieces. His ship is ridden with wormholes and barnacles, and its buckled hull and warped decks do not inspire confidence in any onlooker. For each day of travel, the Narrator should make a check to see whether the *Sea Farer* sinks. On a Fate Deck draw {1d10 roll of 1–2}, the ship starts taking on water. Qualoth refuses to leave his vessel, but his five-man crew and the heroes can make it to a longboat. Once they are adrift, the Narrator should check for encounters on the open sea using the "Encounters on the Blood Sea" section.

Captain Rensil

Captain Rensil of the *Pink Lady* is headed for Kalaman with a cargo of ore and ale. The vessel is a well-maintained carrack. Rensil's absolute minimum price is 1,000 steel pieces. The trip is uneventful save for one encounter (see "Encounters on the Blood Sea" for details).

The Barracks

Dragonarmy troops and draconians can quickly convince most civilians who stray into the barracks to turn back. The soldiers attack those who refuse in groups of 1–10+10 and throw defeated heroes into prison. They will not stop heroes wearing stolen dragonarmy uniforms, or those in the company of someone disguised as an officer.

Although the main armory is at the heart of the barracks area, the Highmaster keeps the dragonarmy's payroll in his manor on the Rock. Also stored there are weapons confiscated from those entering the city and other valuables. Soldiers or officers are immediately suspicious of anyone asking for directions to the Highmaster's manor. To determine their precise reactions, the Narrator must draw a card from the Fate Deck {roll 1d10}: On a result of 1–6, the character refuses to answer; any other result indicates that the character sounds an alarm and attacks the party. Twenty Baaz and ten soldiers arrive within 1–10 minutes. Heroes who don't escape are defeated and thrown into prison.

The Flotsam Prison

The prison is a one-story, stone building with barred windows and a wide, walled courtyard that is accessible only through the barracks. A stone stairway leads up to the top of the wall, from which three gibbets hang out over the courtyard. The cells are small and damp. Sewage troughs lead from each out into the corridor and then to a grate-covered pit that opens into the main city sewers. A barn filled with hay is attached to the rear of the building.

A single ogre jailer stands guard. He carries a small horn with which to sound the alarm. If attacked, he uses the horn first, then counter-attacks if he survives. Ten soldiers and two officers arrive 1–10 minutes later.

Any heroes imprisoned here share a cell with a hairy, insane-looking inmate whose communication seems to be limited to grunts. Sometime during the party members' first day of confinement, this strange new roommate pounces on a stray rat that enters the cell and devours the creature whole. This man is Erewan the Shaggy, lieutenant to the Silver Fox and leader of the Flotsam rebels. He is

not insane, but he is a survivalist who will do whatever it takes to stay alive. He knows that inmates at the prison aren't fed, since the dragonarmy always executes them eventually. If the heroes break out and take him with them, he is very grateful and offers them any aid that he and his rebels can muster. If consulted about getting a ship out of Flotsam, he recommends two captains—Marquesta Kar-Thon of the *Perechon* and Captain Rensil of the *Pink Lady*. In Erewan's opinion, these are the only trustworthy captains with vessels capable of transporting the heroes to Kalaman or Palanthas. (The *Perechon* isn't currently in port, and Erewan suspects it'll be at least three weeks before she shows up again.)

Other inmates in the prison include pirates, a one-horned minotaur, and a man who foams at the mouth.

If the heroes don't stage an escape, they sit in the cell for 1–3 days before a Sivak in a blood-red tabard appears. "The Blue Lady wishes to speak with you," the creature growls, gesturing the party outside. Four more Sivaks in red tabards wait there, along with ten dragonarmy soldiers in Blue Army uniforms. They escort the heroes across town to the Saltbreeze, where the Blue Highlord is quartered. (See "The Rock," below.) These Sivaks are members of the elite draconian force known as the Red Watch.

The Beacon

On a stone jetty, accessible only via a rock stairway stretching down the cliff face, stands a beacon tower. Atop the 50-foot tower, five townsfolk maintain a watch fire. Two dragonarmy soldiers guard the stairs. Once a week, dock workers deliver fish oil for the beacon's fire.

Highmaster Toede's Manor

Highmaster Toede's manor stands upon the harbor side of the Rock. It is two stories tall and features a flat roof and a small watchtower. Once the home of the Lord of Flotsam, this is now the residence of Toede, who took possession of it the very day he was appointed Highmaster of the mixed White and Black Army force stationed here.

The manor is surrounded by a 10-foot-high wall that attaches to the house at the rear, and two dragonarmy soldiers guard the metal gate. A small stable houses three medium horses and a shaggy pony, and against the wall stands a 10-foot-tall wooden platform.

Toede's amphi-dragon mount, Hopsloth, lairs on the roof. (The platform allows him to leap up there whenever he pleases.) The dragon enters the manor at will via a wide flight of stairs in the tower, so there is slime all over the stairs and the hall leading to Toede's audience chamber on the second floor. Toede's private quarters are also on this level. The first floor houses Toede's servants and personal bodyguards—two ogres, two Baaz, and eight hobgoblins. The ogres are in command of the other bodyguards, and they enjoy their power. Also on this floor is a kitchen, from which stairs lead upward to just outside Toede's chamber and downward into the wine cellar.

Attached to the back of the manor is a small building in which the Highmaster keeps the dragonarmy payroll and his personal treasure. The only entrance is a triple-locked door guarded by five soldiers and one Red Watch Sivak. (The Highlord herself placed this latter guard here, for she was appalled at Toede's shoddy security.)

Behind the door is a chamber containing sacks of grain, cords of cured mahogany, ten sacks (each holding 2,500 steel pieces minted in Sanction), eleven small chests (each holding gems and jewelry confiscated from ships captains and local merchants, worth a total of 1,800 steel pieces), five caskets (each containing metalware worth 5,600 steel pieces). All chests are double-locked and trapped with sleep gas. If someone triggers a trap, everyone in the room must make a*verage Endurance* actions {roll successful saving throws vs. breath weapon}. Those who fail fall unconscious for 1–10 hours and awaken in prison. For actions involving the Highmaster's manor, see "Encounters in Flotsam."

The Saltbreeze

This is the best inn the town of Flotsam has to offer. Three stories tall, the structure sits on the seaward side of the Rock and serves as quarters for many of the dragonarmy officers in Flotsam, including the visiting Blue Lady and her lieutenants. To onlookers, the constant presence of a blue dragon on its roof leaves little doubt of the inn's function.

Meals here are of excellent quality, but are also very expensive. Both meals and lodgings cost five times the normal rate. Quartered here are eleven Blue Army soldiers, four Blue Army officers, seven Black Army officers, and three White Army officers. Eight Baaz protect the inn, keeping a constant watch over the tavern, stairs, halls, and kitchen.

The third floor houses the Blue Lady, her two lieutenants, and the four Blue Army officers. Five Red Watch Sivaks always stand guard in the hallway and at the top of the stairs leading to this level. On the second floor live soldiers, the other officers, and various men and women who keep the troops here entertained and help them unwind. The first floor consists of a tavern in the front and a kitchen and pantries in the back, plus additional quarters for soldiers and the inn's staff. A back entrance leads into the kitchen and a trap door that opens into the cellars.

The cellars hold wine and food stores in three rooms. Behind a locked door in the wine room stands an invisible Bozak, whom the Blue Lady placed on guard duty here when she grew tired of the Baaz stealing wine and getting drunk. The Bozak has the spells *grease*, *magic missile*, *shocking grasp*, and *darkness* in its memory.

For more information about the Saltbreeze, see "Encounters in Flotsam."

Encounters in Flotsam

When the heroes wander the streets of Flotsam, the Narrator should emphasize the hustle and bustle of this packed seaport. Rough-looking soldiers and sailors (mostly human, although virtually every sentient race of Ansalon passes through here) stride confidently through the streets while local folk scurry out of their way. Merchants try to attract passing heroes and characters into their shops by waving their wares at them, while barkers outside the town's many brothels and taverns attempt to draw passers-by inside to sample what they offer. Urchins of various races dart in and out among the adults as the latter go about their business.

The following specific encounters can be used to spice up the heroes' stay in Flotsam. The Narrator should draw a card from the Fate Deck {roll 1d10} whenever the heroes are wandering the streets, then work the corresponding encounter from the list below into the scene. (The Narrator can, of course, also select specific encounters from the list rather than randomizing them.)

Result	Encounter
1–2	Pickpocket
3	Sevil Rev's Services
4–5	Drunken Dragonarmy Officers and the Vengeful Elf
6	An Uninvited Guest
7–9	The Highlord's Wingmen
10	The Blue Lady

Pickpocket

Select a hero at random as the party walks through a crowded part of town. That hero must make a *challenging Perception* action {Wisdom check with a –2 penalty}.

If the action {check} fails, the hero notices nothing until the next time he or she tries buying something—at which time it becomes apparent that someone has sliced the bottom of the hero's pouch open and its contents are missing. If the action {check} was successful, the hero notices a ragged street urchin with a small knife just as she is about to slice the pouch and allow the hero's coins to spill into her pocket. As soon as the young girl (who is of Khurish stock) realizes that her attempt has been detected, she tries to flee through the crowd. The Narrator can then stage a pursuit through the back alleys of Flotsam for any heroes who choose to give chase. If they catch the young thief, whose name is Alia, she throws herself upon their mercy, weeping loudly. She plays up her tragic past—delivering a true sob story—and offers to serve as the heroes' guide while they are in town if they promise not to give her to the law. Among the useful things Alia can tell the heroes is that she knows of a way to reach the waterfront through the sewers. She also knows how to reach Sevil Rev, a knowledgeable rogue who can help the heroes get whatever they require.

Alia has the potential to become a mage if someone teaches her. If befriended, she may become a follower of the heroes, and possibly apprentice herself to a wizard.

If this encounter happens more than once, the thief is a different character each time. Although the next one encountered may offer to help the heroes if they apprehend him, he or she actually leads them into an ambush in which five thieves attempt to murder the party.

Sevil Rev's Services

Sevil Rev is a shadowy figure who is willing to sell anything for the right price. He is known to be no friend of the Highlords. Few can find him, but if someone leaves word at A Friendly Tavern asking for a meeting, he will seek out those asking for him. If the Narrator draws this encounter, a character with whom the heroes have dealings tells them of Sevil and explains how they can get in touch with him. If they seek him, he contacts them the following night.

Sevil is in his late thirties, and he speaks in a hoarse whisper. Scars on his neck mark him as a man who has survived being hanged. As soon as he sees the heroes, he starts treating them like old friends—even making references to places around Solace and western Abanasinia. If the heroes ask whether they have met him before, Sevil replies that he spent time in Abanasinia and apologies for his forwardness, but he does not directly answer the question.

Sevil knows all the information revealed in this chapter. The Narrator can also make him knowledgeable about other topics as well—even the movements of dragonarmy troops and how the war in Solamnia is going. (This is particularly useful if the Narrator wants the Battle of the High Clerist's Tower to happen while the heroes are in Flotsam, as it does in the Chronicles trilogy). Sevil can tell the party which captains are trustworthy and which aren't, as well as how the group might get in touch with rebels in the city—although he also warns them that the rebel leader is in prison. He seems to have particular disdain for Highmaster Toede, whom he describes as a "cowardly sot renowned for his girth and atrocious odor." Despite his negative opinion of Toede, he has the Highmaster fooled into thinking him a friend of the dragonarmies and a reliable source of information.

Sevil refuses to exchange information for money, instead suggesting that the heroes perform a service for him. He seems to know more about the heroes than one would think possible, for he explains that he wants them to deal the same kind of reversal to the Highmaster here in Flotsam as they dealt to Toede's former master, Highlord Verminaard. He suggests that the heroes either rob Toede's treasury or steal a secret communiqué from Emperor Ariakas. Sevil knows that Toede keeps this document in his private quarters.

Rev knows of a secret passage that leads into the wine cellar under the Highmaster's mansion. To enter that way, the heroes must either battle or bypass the guards described under "Highmaster Toede's Manor." Sevil knows about most of these and can offer suggestions for dealing with them, but he does not know about the Bozak that the Blue Lady placed in the cellar as a guard. The Narrator can flesh out the heroes' venture into Toede's manor in any way that is appropriate to their mission, but the high points are as follows:

- When the heroes sneak past Toede's audience chamber, they can look inside to see the obese hobgoblin pacing uneasily before his guards. Standing nearby is a tall, golden draconian wearing a cloak and a combat harness. The draconian is reporting in hissing tones on his efforts to discover exactly who the Blue Lady is searching for. "She's looking for the half-wits who killed Verminaard in Abanasinia . . . but why?!" shrieks Toede. The draconian—Gildentongue by name—says that he has yet to determine that, although he suspects it might have something to do with her true identity.
- As the heroes attempt to sneak up the stairs, Hopsloth comes slithering down the staircase. The party can barely escape detection by dodging into a room—where there might be a servant, should the Narrator wish to complicate matters further for them.
- The door to Toede's private quarters is locked and trapped with a needle that injects a lethal poison into anyone who tries to use the door without first detecting and removing it. Victims must make a *challenging Endurance* action {a saving throw vs. poison at –2} to avoid dying instantly. Inside, the room is a disgusting, stinking mess of half-devoured meals and unwashed bedding. The desk is awash in a sea of reports, tax papers, requisitions, and other documents. Many of these appear to have been used as napkins.

  After a few minutes of searching, the heroes find the communiqué they seek. Written in Common, it instructs Toede to help the White Highlord select the best White Army units for a march to Neraka. The emperor wants representatives of every army on hand for the "triumphant return of our Dark Queen." The communiqué specifies that the units must be in Neraka no later than three months from today's date.

  If the heroes share this communiqué with Sevil, fury flashes across his face. "That little piece of filth,"

he hisses. "How can they possibly—" He breaks off abruptly. Once Sevil regains his composure, he suggests that the group infiltrate the White Army and march with Toede to Neraka. "The whole notion of the Dark Queen making a triumphant return is deeply disturbing."

Sevil is lying about this last part. He is very much interested in the Dark Queen returning to Krynn. His defeat at the hands of the heroes caused him to lose the Dark Queen's favor and his priestly powers. The grudge he carries is not against the heroes, but rather against Toede, whose incompetence he blames for his defeat. If the heroes don't appear to have specific plans, Sevil suggests that they help him disrupt the process of selecting troops for the march to Neraka, then travel with him to that city to stop this "return" of the Dark Queen. (Sevil's statistics are identical to Verminaard's, except that he cannot cast spells. If the Narrator wishes, he or she can make Sevil more powerful as a warrior so that he will be more of a challenge for the heroes. See "Continuing the Campaign," below, for more information.

Drunken Dragonarmy Officers and the Vengeful Elf

The party sees a pair of drunken dragonarmy officers stumbling out of a tavern. They represent an opportunity for the heroes to secure uniforms so they can move more freely through the city. (How to do this is up to the players and the Narrator—perhaps the officers get rough with the heroes.)

Once the heroes don dragonarmy disguises, there is a chance that a lone Silvanesti elf who has made his way to Flotsam will attack them. When the dragonarmy killed his family during its invasion of Silvanesti, this elf went mad with grief. His statistics are those of an Elf Leader, and because of his loss, he now attacks anyone in a dragonarmy uniform. Whenever a hero is walking the streets alone wearing such a uniform, the Narrator should randomly determine what happens. If the result is 7–10, the elf attacks. If the victim is one of the original Innfellows, the Blue Lady appears and kills the elf three minutes into the battle. "The Blue Lady" encounter below then follows immediately.

An Uninvited Guest

This event takes place after the heroes have been in Flotsam for a few days, and only if they have been involved in a confrontation with dragonarmy troops. (If neither of these statements is true, treat this result as "Drunken Dragonarmy Officers and the Vengeful Elf," above.)

When the heroes return to the inn, one of their rooms is being searched by a thief—a thin man dressed in black, with dark hair and a thin mustache upon his pale upper lip. When discovered, he gives the heroes a scowl, then runs for the window, leaping through it head-first. Amazingly, he lands on his feet and starts running down the alley.

If the heroes give immediate pursuit by leaping from the window themselves (which requires *challenging Agility* actions {successful Tumbling checks} in order to land on the cobblestones uninjured), they can follow him through back streets. During their pursuit, they encounter a stinking bum shaking his fist and looking down the alleyway, cursing at the lout who ran past and pushed him down. The intruder, however, has evidently eluded pursuit at this point.

The would-be thief was actually Gildentongue, whom Toede had sent to check on the heroes in an attempt to discover why the Blue Lady is interested in them. The bum is Gildentongue as well—he merely used his shapeshifting ability to end the chase. After the heroes leave the alley, he returns to report to Toede. Since his spy failed to learn anything, the Highmaster decides to come clean with the Highlord—he tells the Blue Lady that he thinks he's found her quarry. At the next dawn, Blue Army troops and Red Watch draconians raid the inn where the heroes are staying.

The Highlord's Wingmen

The Blue Lady's lieutenants are described in the appendix. The party encounters only one at a time, and that person is determined randomly—odd numbers indicate Bakaris; even numbers indicate Ettel. As mentioned in their descriptions, they appear identical to the Blue Lady when in their full armor. The outcome of this encounter is based in part on the appearance of the party.

If one of the heroes is wearing a stolen uniform, the wingman demands to know his or her name, rank, and business in the area. If the answer is unsatisfactory, the wingman calls for a patrol (1–10 Baaz + 10 soldiers) and attempts to capture the heroes for questioning. If the response is acceptable, the wingman takes a fancy to the "soldier." Ordering the hero to dismiss his or her underlings (the other party members), he invites him or her back to the Saltbreeze to share a meal and speak of duties. If the heroes are not in uniform, the wingman behaves in a haughty manner and orders the party to perform some menial task, such as unloading crates from a nearby wagon or helping some troops shore up a crumbling section of wall. The wingman doesn't hesitate to call for a patrol if the heroes resist this order. Any captured party members are thrown into Flotsam Prison. (See "The Prison" above for details.)

At the Saltbreeze, there is a slight chance (randomly determined) that the hero might encounter the Blue Lady. On a result of 9 or 10, she passes through the common room with her helmet off. If the hero is Tika or any of the original Innfellows, the hero and the Highlord recognize one another immediately. Kitiara's immediate reaction is an equal mixture of surprise and joy. She dismisses the wingman, instructing him or her to find another dining companion. "The Blue Lady" encounter unfolds next.

If more than half the heroes encounter the wingman together, the Narrator should determine randomly whether the latter will recognize them as the rebels his or her commander seeks. On a result of 7–10, the wingman recognizes the party and calls for a patrol. If the heroes elude capture here, they are on the run for the rest of their time in Flotsam. If they haven't met the rebels at the Jetties, a rough-looking man gestures them into the alley and leads them to safety in the sewers, then the basement of the Jetties.

The Blue Lady

Anytime a single hero is walking the street, either in a stolen uniform or not in disguise, he or she may encounter the Blue Lady. The latter may even step forward to save the hero from an attack, as described under "Drunken Dragonarmy Officers and the Vengeful Elf." If the hero in question is one of the original Innfellows, the Blue Lady becomes very excited and removes her helmet, revealing herself as Kitiara uth Matar, the long-lost half-

sister of Caramon and Raistlin. She invites the hero back to the Saltbreeze to share dinner and catch up on all the years the two have spent apart.

If the hero is in a stolen uniform, Kitiara assumes that he or she has decided to join the dragonarmy—something that delights her to no end. "Imagine," she says, "that my old friend should be an officer in my own command! Clearly, I should review my troops more often!"

If the hero is Tanis, she takes him upstairs immediately. Her suite is a model of military efficiency, with papers, maps and dispatches stacked neatly on tables throughout the room. The bed is large and comfortable, however, and Kitiara retires to it immediately, hoping to resume her passionate love affair with the half-elf.

Whoever the hero is, Kitiara reveals that she has been attempting to track the group down ever since they opposed the Red Army in Abanasinia. The referee should turn to Chapter Twenty-Two: The Highlord's Offer for details on the rest of this encounter. If heroes turn down Kitiara's dinner offer, consult "Continuing the Campaign."

Encounters in Blood Sea

The Blood Sea is one of the more spectacular legacies of the Cataclysm. Where the mighty city of Istar once stood, there is now a churning maelstrom almost 250 miles across. A perpetual storm rages above it. The bravest of captains occasionally skirts the maelstrom, as its outer currents allow ships traveling in the right direction to gain more speed. This is a dangerous gambit, however, as many good ships and crews have fallen victim to the swirling currents . . . or to strange creatures known as Blood Sea Imps that dwell within the maelstrom. Legend has it that the churning water leads to the Abyss, and that all those drawn into it end up in eternal servitude to Takhisis and the other Evil gods.

After the heroes set out on one of the vessels from Flotsam, a number of situations may arise as they sail the Blood Sea. The Narrator should randomly determine what encounters the heroes experience using the chart below.

Result	Encounter
1–3	No encounter
4–6	Pirate Attack
7–9	Enslaved!
10	Rescued

Pirate Attack

Four small pirate vessels appear upon the horizon. If the heroes' ship is still going strong, the other vessels catch up with it and defeat the crew. All ship's personnel, including the party, are brought in chains to Kothas, a rugged island dotted with fishing towns, pirate villages, and inland farms. The heroes are put to work on one of the farms owned a crippled pirate who retired here to raise a family with his wife. The farmer has two strapping teenage sons who keep the heroes in line as best they can. (Use Pirate statistics.)

The Narrator can either allow the heroes to escape from or give them the opportunity to save the former pirate and his wife from some accident or threat, thus earning the couple's respect. Once a greatly feared captain, this farmer is still held in high regard by the pirates based on Kothas. If the heroes earn his respect, he releases them from servitude and uses his clout to secure them passage to the port of their choice. (The journey is an uneventful one, although the crude pirates constantly flirt with attractive heroes.)

Enslaved!

After the heroes are set adrift in a longboat, a minotaur war galley happens upon them and takes them to the minotaur capital of Lacynos on Mithas. Here, warriors are given over to the Arena of Games for bloodsport while other heroes are awarded to prominent minotaur nobles as slaves. The life of a slave is brutal and short, but that of a gladiator in the Arena of Games is even more so. The heroes must escape if they are to have any hope of continuing.

The Narrator can invent an adventure here, or Kitiara can visit the island as part of the dragonarmy's continued efforts to make allies out of the minotaurs. During the visit, she recognizes the heroes and secures their release. If she hasn't already made the offer described in Chapter Twenty-Eight: Flotsam and the Blood Sea, she does so at this time. Should the heroes refuse her offer, she tells them that they have five hours to find a way off Mithas before she returns them to their enslavement at the hands of the minotaurs.

Rescued

Should the heroes find themselves adrift in a longboat or clinging to the remains of their ship, the *Perechon* comes upon them after 1–3 days. The captain is a dark-skinned Ergothian woman named Marquesta Kar-Thon. Her ship is bound for Flotsam, and she offers to take the heroes back to that port. She flirts incessantly with any half-elf males in the party. Once back in Flotsam, the heroes will have to look for other passage out of the city.

Continuing the Saga

If the heroes take Sevil's suggestion and stay in Flotsam to sabotage Toede's efforts, the Silver Fox (who wants Toede to succeed in managing the city because he prefers to have an incompetent commander in charge there) and the Blue Lady eventually step in to curtail their activities. Assuming that the heroes don't end up in jail—or recruited by the Blue Lady—the Silver Fox attempts to drive them out of the city. Sevil encourages them to travel to Neraka when the heat gets too great. The Narrator will need to expand upon this chapter to accommodate for adventures in the Flotsam area. (If the heroes decide to remain here, the Narrator should try to ensure that they head for Neraka with Toede's troops. Sevil pulls strings to get them enlisted as officers. The climactic events of the entire novel trilogy takes place in Neraka, so the heroes should have a chance to play their rightful parts in those.)

After a few weeks, the Blue Lady departs from Flotsam to take part in the Battle of the High Clerist's Tower. Eventually—about two months before the Highmaster's troops are to be in Neraka—Toede's army units march. As they travel overland through Khur, word reaches the force that the White Highlord has been killed and that Toede has received a field promotion to that position. Word also reaches them that the Blue Army has suffered a disastrous defeat at the High Clerist's Tower, and that the Knights of Solamnia are striking back across the Plains of Solamnia. Still, Toede and his command are certain that the Blue and Red Armies will defeat the Knights along with whatever allies the latter have found. Narrators can flesh out the march across Khur using the information in Chapter Twenty-Nine: Khur, although the main flow of the campaign continues in Chapter Thirty-Three: Kalaman.

If the heroes leave Flotsam by sea, the adventure continues either with Chapter Twenty: Palanthas (if they go to Palanthas) or with Chapter Thirty-Three (if they go to Kalaman).

Chapter Twenty-Nine

Although it had been my intent simply to pass through the savage wastes of Khur, I find the words of Warss the Swift echoing in my head: "You are not here by chance, my friend. You have come to us as the Messenger from Kargath, the outsider who shall come to the Weya-lu in our greatest time of need and drive off our enemies."

A member of the Khur tribe who has been adopted into the Weya-lu tells me that Kargath may be the god whom we Solamnians know as Kiri-Jolith, the patron deity of the Order I disgraced with my cowardice. Can it be that Kiri-Jolith has guided my footsteps here so that I might redeem myself among these dark-skinned, black-robed barbarians? Certainly, they have brave hearts, but can they be taught the proper arts of war that will lead to victory against Salah-Kahn, or would I be leading them to slaughter?

The Green Army will kill these people if no one gives them some training in civilized warfare. I am here, and there is no one else. Tomorrow, Warss and I shall begin the procedure of uniting the fierce hearts of the Weya-lu with the tactics of the Knighthood. We may not win, but we will die with honor.

—From the Journal of Sir Morgan di Kyre, Knight of the Sword

Before the Cataclysm, Khur was an open grassland. Not especially fertile, it was home to nomadic tribes even then. Following the Cataclysm, the weather patterns changed, and this plain became the hottest and driest place on all of Ansalon. Wells and springs are jealously guarded by the tribes that control them, and water is viewed as one of the most precious commodities that a person can trade. Although by tradition the tribes recognize a Khan, in actuality few acknowledge any authority higher than the chieftains of their own tribes. Although outsiders may lump the people of Khur into one group, they see themselves as seven distinctly different peoples. Only one tribe refers to itself as "Khur." The others are the Fin-maskar, Hacakee, Mayakhur, Mikku, Tondoon, and Weya-lu.

The tribes of Khur are fierce fighters, if largely undisciplined, and it is no accident that Dragon Emperor Ariakas sought to bring them into an alliance with Neraka early in his efforts to conquer Ansalon. He was only marginally successful in gaining the cooperation of these people, and so he sent the Green Army against them in case an agreement proved impossible. However, some of the tribes saw an advantage in siding with the Dragon Empire, as such an alliance could help them destroy rival tribes.

But, as is often the case in history, most of those who allied with the dragonarmies merely traded one enemy for another. It soon became apparent that all the tribes of the arid plains were to be ground under the heel of the Green Dragonarmy, save for one—the tribe of Khur.

The most civilized of the Khurish tribes, these people live primarily in cities. But when Salah, one of the Khur's mightiest warriors, rose to the rank of Green Highlord after his predecessor was executed for his failure to conquer Silvanesti, the rest of the tribes began to pay for the centuries of abuse the Khur had suffered.

Tribes who have sworn allegiance to Neraka and the Khur tribe exist in a state of uneasy truce with the dragonarmy, giving their best horses as tribute to the invaders and allowing the dragons free access to their wells. Other tribes have been driven from their lands, and the dragons have seized their water sources. Still other tribes have been exterminated entirely, and now only small stone cairns exist where their camps would have been made.

Heroes traveling from the south toward Sanction or Neraka must cross the sweltering wastes of Khur.

Encounters in Khur

As the heroes travel across Khur, the Narrator should check for encounters once per day using the chart below. Most travelers move during the night to avoid the searing heat, so encounters are likely to happen at dawn or dusk.

Result	Encounter
1–3	Rebels of Khur
4–6	Stormy Weather
7–9	Riders of Khur
10	Dragons!

Rebels of Khur

If the heroes are alone, 10+1–10 black-garbed riders come thundering across the desert and try to surround them. Their leader is a powerful-looking man. A black cloth wrapped around his head hides all of his features save his eyes. In perfect Solamnian, he demands to know the heroes' intentions and allegiances. (If no hero understands that tongue, he may also address the group in heavily accented Abanasinian or equally bad Common.)

If the heroes reply that they are with the dragonarmy, the leader tells them to surrender their weapons. Should they resist, he orders his men to take them by force. (If these rebels defeat the heroes, they take both weapons and money from the party. If the heroes surrender their weapons voluntarily, the riders take those and depart.)

If the heroes show defiance or claim to be enemies of the dragonarmy, the man unwraps his face, revealing well-tanned Solamnian features. He introduces himself as Morgan and explains that he is the leader of a band opposing the dragonarmy in Khur. He wants to gain news of the war. If he realizes that the party is heading toward Sanction, he shakes his head and says, "I trust that Kiri-Jolith will watch over you in that den of Evil." Morgan also warns the heroes that they must secure a pass from Fort Kortal, the Green Highlord's primary stronghold, to move safely through the pass to Sanction. He tells them to contact Gerg the Rug Merchant in the camp outside the fortress for aid in obtaining one. (See Chapter Thirty.)

If the heroes are traveling with a White Army detachment (which is possible if they have taken Sevil Rev's

advice in Chapter Twenty-Eight: Flotsam and the Blood Sea), this is treated as "no encounter." The heroes hear reports about hit-and-run attacks on the troop column as it moves through Khur, but unless they volunteer to scout the countryside, they will not meet Morgan. If the party volunteers to search for the attackers, the horsemen surround the heroes once they are away from the column.

Stormy Weather

A dust storm sweeps across the desert. If the result that brought the heroes to this encounter was a 4, they can travel, although they must wrap cloths around their faces and shield their eyes, or the sand tears painfully at them. If the result was a 5, the storm slows travel, so the heroes cover only half the distance they normally would. If a 6 was the result, the storm is so fierce that the heroes must stay in camp until it lets up. The Narrator should check for encounters normally on the following day both to see if the storm subsides and to see if the heroes meet anyone.

Riders of Khur

A force of mounted barbarians numbering 1–10+10 comes thundering toward the party. The riders carry banners of the Green Dragonarmy. These barbarians are members of the Mayakhur and Khur tribes, both of which are staunch allies of the dragonarmies. The first time this encounter occurs, a subchief named Red Shadow is leading the riders. They are hunting for Morgan di Kyre's rebels (see "Rebels of Khur") and other spies. If the heroes aren't part of the White Army column, the subchief questions them about their destination, their point of origin, and why they have dared to set foot upon tribal lands in the first place. He charges the party members a "tax" of 10 steel per horse and one quarter of their water supply before allowing them to continue on their way. If the heroes protest or are unable to pay the "tax," he orders his men to arrest them.

Other instances of this encounter are identical, except that another officer leads the riders, and the "tax" they charge is 1–10 steel pieces. The leader always uses Officer statistics; the riders are standard Barbarians.

If the heroes are traveling with the White Army, the riders don't bother them. Either way, however, a slight chance (1 in 10) exists that the officer recognizes them as the people for whom the Blue Lady is searching. The next time this encounter occurs, use the same group that recognized the heroes.

If the heroes surrender or suffer defeat, the Khurish warriors drag them in chains to either the city of Pashin or Fort Kortal, whichever is closest. Here, they lock the captives in tiny, sweltering cells and give them enough food and water to keep them alive. The jailers beat the heroes if they speak. After six days, the Blue Lady arrives. If the heroes have not yet met her, she approaches them with the proposal outlined in Chapter Twenty-Two: The Highlord's Offer. If she has already dealt with the heroes, she orders them released, but gives them a warning: "I don't want to kill any of you. We were friends . . . once. This is my final warning to you. If you oppose me, or if we meet on the field of battle, I will show you no mercy."

Dragons!

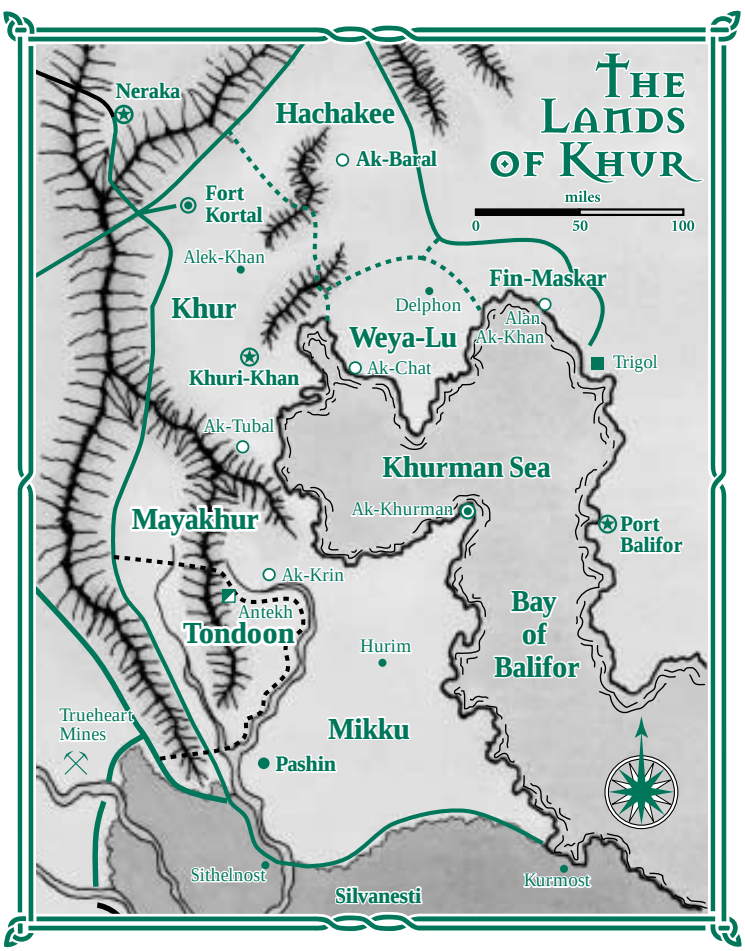
The heroes witness three green dragons with riders (the Green Highlord and his wingmen) attacking either a tent village or a caravan with the apparent intent of slaughtering every living being there without mercy. The heroes can come to the defense of these innocent victims, but they will be fighting one mature adult green dragon (the Highlord's mount) and two adult ones (the wingmen's mounts). The Highlord and his dragon hang back from combat, relying on the latter's breath weapon rather than attempting to engage the party in melee. The two wingman are not that wise, encouraging their dragons to blast the heroes once with breath weapons, then land to tear them to shreds with their claws. Should the Highlord's dragon lose one quarter of its Physique {hit points}, or should a damaging attack hit the Highlord, the pair retreats from combat, flying in the direction of Khuri-Khan. The wingmen continue fighting until one of the dragons has been slain, then the remaining dragon and wingman attempt to escape.

The dragon riders make no attempts to capture the heroes. If the dragonarmy officers defeat the party, they leave the bodies in the desert. If the heroes fight the Highlord and his wingmen, treat all random encounter results of 1–3 or 7–9 as described in the "Riders of Khur" section.

Continuing the Saga

If the heroes are traveling through Khur to reach Neraka or Sanction, the campaign continues with Chapter Thirty.

As mentioned previously, if the heroes are captured, the campaign continues in Chapter Twenty-Two.



Chapter Thirty

Writhing black lines snaked across the barren plain towards the only building within a hundred miles—the Temple of the Queen of Darkness. It looked as though hundreds of vipers were slithering down from the mountains, but these were not vipers. These were the dragonarmies, thousands strong.

—A view of the forces of Evil, Dragons of Spring Dawning

The administrative heart of the Dragon Empire is the ancient city called Sanction. The spiritual heart of the dragonarmies' operations is Neraka, a makeshift shanty city clustered around the Temple of the Dark Queen. In most campaigns, the heroes will approach either city through one of the passes that the more pompous Highlords have dubbed "The Gateways to the Dragon Empire."

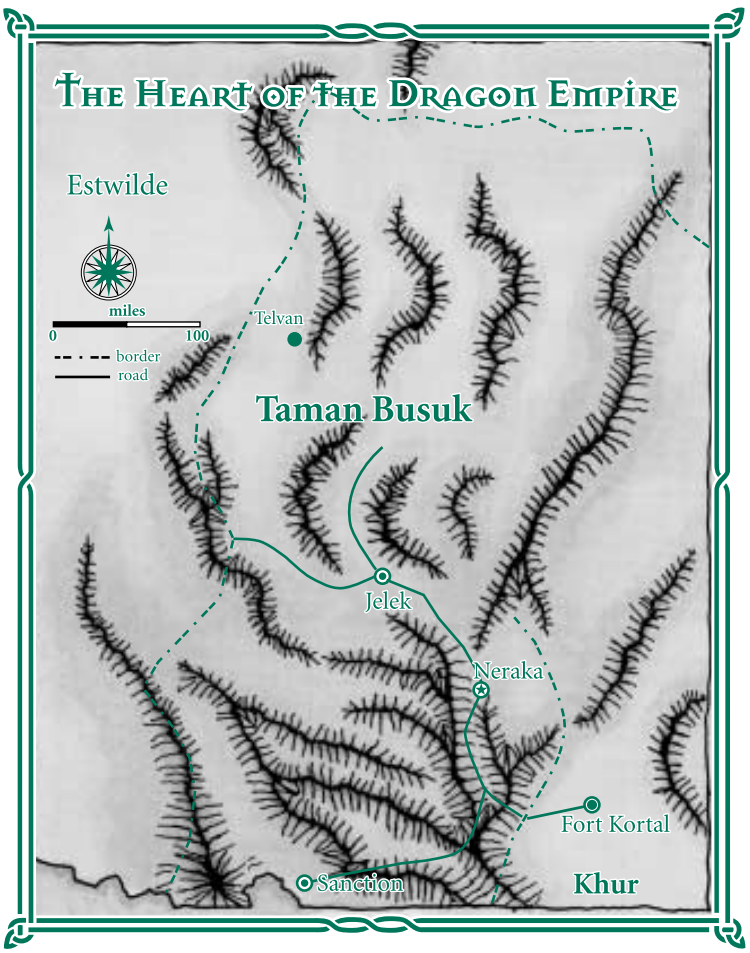
Getting to the Passes

The gateways consist of three major passes. All are busy, with troop columns and messengers constantly moving through them. Villages have sprung up at the ends of the passes to provide resting spots for messengers and mustering areas for troops. (There are no villages at the Sanction ends of the passes.) Most residents of these settlements are little more than loyal dragonarmy camp followers, but a few brave rebels here might assist the heroes.

Each village has a guard detachment of one hundred Red Army soldiers and twenty-five Red Watch Sivaks commanded by five officers and a young adult red dragon.

At the pass that leads from Khur to either Sanction or Neraka, a man named Gerg runs a rug stall in the marketplace outside Fort Kortal. If the heroes contact Gerg, he can provide them with forged papers. He explains that the number of people traveling with the party must match the number specified on papers he provides. (The heroes hear of Gerg only if they encounter the Khurish rebels described in Chapter Twenty-Nine.)

At the pass that leads from Sanction to Neraka, the heroes may receive assistance from the shadowpeople. Although these folk are unfamiliar with the exact purpose of the papers that allow people and caravans to move through the gateway, they do know that such exist. They can provide the heroes with old passes they have stolen and other materials needed to forge a pass. If the heroes examine the sample passes, a successful *easy Reason* action {Intelligence check} reveals that each one is for a specific group of a certain size—and none of these match the party. The party must procure a new fake pass, but someone with a talent for creating art or forgeries would have to manufacture it. The shadowpeople know of no such individuals.



At the pass that leads from Jelek, the heroes find no help. The Blue and Red Highlords are very security-conscious since this pass leads from Solamnia, home of those who serve Paladine. Unless the heroes are part of the Whitestone Forces (in which case they must take part in a major battle to defeat the defenders), the Narrator should increase the difficulty of passing the security checkpoint by two levels {apply a –4 penalty to any die rolls involved}.

Traversing the Passes

Heroes approaching Neraka from Khur or Sanction must get through three checkpoints, one at either end of the pass, and one that stands at the center of the small valley where the two passes intersect. If the heroes approach through the pass near Jelek, they need only contend with two checkpoints, one at either end of the pass. (The Whitestone Army uses this when it invades Neraka.)

All the checkpoints are similar in construction, each consisting of a square stone building with two sturdy wooden doors that can be barred from the inside, a tall wooden tower, and a well. Two members of the garrison stand guard in the tower at all times. During the day, heroes sneaking past the checkpoint must perform *challenging*



Perception actions {Hide in Shadows or Wisdom checks with –4 penalties} to avoid detection. The lookouts have a horn with which to summon their comrades.

The garrisons of the guardposts vary. While each has an officer and five human soldiers who form its core, the Narrator must randomly determine each time the heroes approach the mix of troops stationed here and the dragonarmy with which they are affiliated.

Additional Troops at the Checkpoints

1 Green: Five Baaz, plus another draw.
2 Blue: Five Baaz, plus another draw.
3 Black: Three Baaz and five Kapaks.
4 Red: Four Baaz, two Kapaks, and two Sivaks.
5 White: Two Sivaks and two ogres.
6 Green: Three Sivaks and one ogre.
7 Green: Three ogres and one 5th-level Black-Robed Wizard (use Elf War Wizard statistics).
8 Red: Three Sivaks and three minotaurs.
9 Blue: Five Kapaks and five ogres.
10 Red: Seven Bozaks, one red Dragon, plus a draw.

The stone building contains enough bunks to accommodate twenty beings of ogre-size or smaller, as well as wooden tables, benches, a supply of repulsive military gruel, and extra uniforms appropriate to the dragonarmy manning the post, along with 1–10 permits signed by Dragon Emperor Ariakas granting the possessor access to the "Inner City of Neraka."

Posted on the wall is an order from Ariakas that the soldiers must count all who pass through the checkpoint and verify their numbers against the permit issued when they entered the pass. If the number is greater than the headcount, the group is to be detained.

Each tower contains a supply of crossbows and one hundred quarrels, plus a cage holding four carrier pigeons. Should any travelers be detained, one of the tower guards releases a pigeon, which flies to Neraka (or Sanction, depending on which is closest) to notify the Highlords. The guards release all the carrier pigeons if the checkpoint comes under attack.

Should any checkpoint send word of a suspicious group of travelers, a dragon and dragon rider appropriate to the color of the army from which the troops were drawn arrives within three days to take control. If the heroes provide a convincing explanation, the dragon rider allows them to continue on their way. If the explanation is deemed unacceptable, the rider orders the garrison to take the heroes into custody. If they are successful, a contingent of soldiers drags them in chains to the closest city.

If Blue Army troops are manning a post through which the heroes try to pass, there is an additional communiqué posted on the wall of the building. It contains a description of the heroes and orders to detain them. The troops are to release a special black carrier pigeon to the Blue Highlord with notification that they have been captured. The Blue Lady arrives on dragonback within 1–10+2 days.

If this is her first meeting with the heroes, the encounter described in Chapter Twenty-Two: The Highlord's Offer occurs at this time. If Kitiara has already asked the heroes to join her, she says, "I know why you here, and I can't allow you to get in the way of my plans. I'm giving you one final chance to turn back. Take it. Next time we meet, I will kill you all."

Continuing the Saga

The passes lead to Chapter Thirty-One: Sanction, Chapter Thirty-Five: Neraka, or Chapter Twenty-Nine: Khur. The heroes' destination dictates where the campaign goes from here.

Chapter Thirty-One

We were still a mile out of port when I saw the low-hanging pall of thick gray clouds that seemed to smother the whole valley. It looked like a ceiling, supported by the walls of the three mighty volcanoes rising on the edges of the city. Fiery rivers of lava flowed down the slopes of these mountains, gouging their paths through the city itself. The encampments of the empire's mighty armies sprawled up the eastern mountainside, their colorful red, blue, green, and red banners waving starkly against the gray and browns of the hillside. Above the camps, a huge edifice loomed over the city—it was a monstrous face that looked vaguely like that of dragon. Carved from the side of the mighty volcano itself, this structure was the only thing that matched my vision of how Sanction would appear. And, as I had expected, this was Lord Ariakas's home and seat of power. Two other impressive temples overlook the city from the north and south volcano slopes, but they are more traditional in construction, with their imposing columns and gaping doorways. Like all other temples in Ansalon save those devoted to the Dark Queen, these two have fallen into disuse.

—From the charred fragments of a journal, penned by an unknown Blue Dragonarmy officer, chronicling her first view of Sanction.

Sanction is a nightmarish place, wedged between three active volcanoes known as the Lords of Doom. Each volcano spews a continuous flow of lava that snakes through the city and finally comes to a sizzling end in the warm waters of Sanction Harbor.

A pall of ash and smoke constantly hangs in the air; sunshine is a thing of memory for the people of Sanction. The rivers of lava radiate waves of heat that are reflected back to the ground by the low-hanging layer of smoky clouds. Consequently, day or night, winter or summer, the temperature in the city hovers around 100 degrees Fahrenheit.

A small amount of sunlight, filtered gray-brown by the heavy clouds, illuminates the city with a twilight effect during the day. At night the city looks truly hellish, as the clouds reflect the glow from the lava, casting the entire scene in a blood-red, fiery light. Much of Sanction has been ruined or destroyed by the active volcanoes. The rivers of lava are gradually widening, every day taking another inch of ground as they cut their blistering paths through the city.

Sanction: City of Doom

The streets of Sanction are seldom deserted, but they are never exactly crowded either. A wide mix of racial types can be found here. About half of the current occupants either lived here before the coming of the dragonarmies or are descended from people who did. Their roots date back to a time even before the long-lost glory days of the Ergothian Empire. These shopkeepers, sailors, and innkeepers move furtively about their business, showing obvious fear of the Evil troops. The rest of the city's population consists of soldiers and minions of the Highlords. They walk arrogantly through the city, often drunk and always seeking to bully those unfortunates who have lived here their entire lives.

As the heroes wander the streets of Sanction, the Narrator should bring the city to life for them by examples. Everywhere they go, they witness soldiers, draconians, and minotaurs bullying the locals. This abuse also extends to any heroes who have adopted the guise of mercenaries in the service of the dragonarmy, since this is the fate of all human swords-for-hire in Sanction. The Narrator should present at least one encounter in which a group of minotaurs or draconians challenges the prowess of the heroes as warriors or tries to conscript them for some demeaning task.

If the heroes haven't taken steps to disguise themselves as either mercenaries or dragonarmy soldiers or officers, the treatment they receive is as rough as that suffered by those locals who remain in the city. Without warning, dragonarmy personnel may press the party into a work detail charged with repairing one of the bridges over the sweltering lava rivers, or with other tasks even more menial and demeaning. Heroes wishing to adopt the guise of mercenaries must wear some form of insignia on their clothing and be able to provide without hesitation a name for their company and a dragonarmy affiliation when challenged by an officer. (There are so many mercenaries passing through Sanction that no one can keep track of them all, so almost any insignia will be accepted as valid.) It perhaps goes without saying, but a hero or character displaying heraldic marks of the Knights of Solamnia or a Solamnian noble house is subject to immediate arrest.

Playing the Novels

The novels do not describe Sanction at all. In Chronicles, there are oblique references to terrible discoveries that Gilthanas and Silvara made while on a mission to recover the stolen eggs of the Good dragons. The result of their quest is the outcome described under "Adventures in Sanction" at the end of this chapter: The Good dragons descend upon the city and reclaim their eggs. Losing the eggs and the temple in which they were transformed into draconians was a major setback for the Dark Queen's forces. In the novels, however, this all happened offstage; the Innfellows and Laurana merely witnessed the results of this quest as the Good dragons joined the battle during the liberation of Kalaman.

Waterfront

Sanction has one of the filthiest ports in Ansalon. All sorts of vile characters roam the waterfront, and the inns and streets are the settings for countless bloody fights every

day. The smell of rot is oppressive, and the increased humidity caused by hot lava pouring into the harbor makes this a very uncomfortable place.

If the heroes take rooms at one of the inns here, the Narrator should randomly determine what happens whenever they enter or leave the place. A result of 7–10 upon leaving indicates that they find their rooms rifled and their valuables stolen upon their return; a similar result upon entering means that thieves attack them then. Such attacks and thievery continue until the heroes drive off one or more of the perpetrators; thereafter the thieves dwelling in this neighborhood leave them alone.

To generate additional encounters on the waterfront, the Narrator should perform another random determination and consult the following chart:

Result	Encounter
1–3	Good Beggar
4–6	Bad Beggar
7–9	Rivalry
10	Slave Market

Good Beggar

A beggar approaches the heroes. If they treat him kindly, he tells them that benevolent beings who serve the goddess Huerzyd dwell in her abandoned temple. He doesn't go there because he fears the Highlord, but he encourages the heroes to do so. (This advice is all he has to offer them as a reward for their kind hearts.) This encounter occurs again only on a result of 4–6.

Bad Beggar

A beggar approaches the heroes. If treated kindly, he tells other beggars that they are "easy marks." Whenever they venture through this area of town thereafter, they must fend off an increasing number of pickpockets and rag-clad cripples. After this encounter has occurred twice, it happens again only on a 7–9 result.

Rivalry

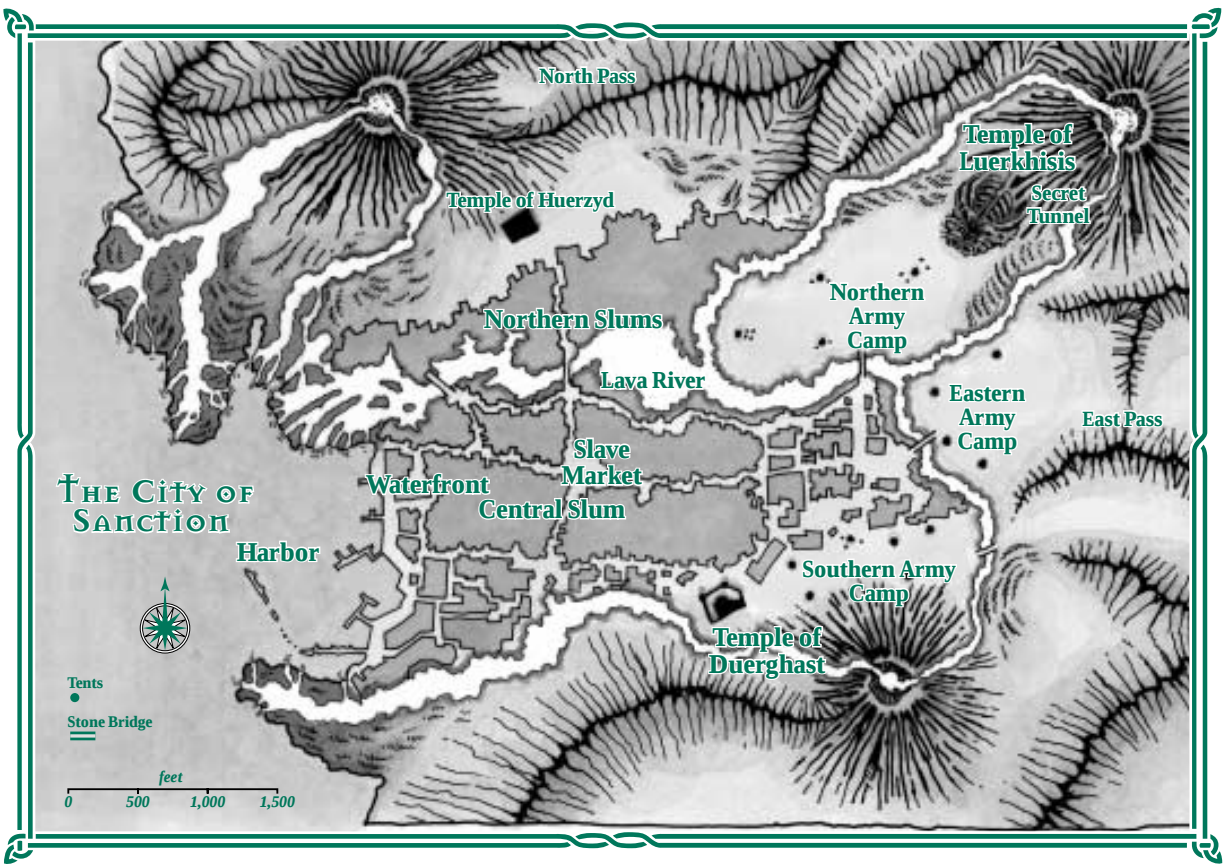
A trio of ogres in dragonarmy uniforms mistake the heroes (intentionally or not) for a group with whom they have a rivalry. They issue a challenge and attack before the party has a chance to clarify the situation. If this encounter occurs more than twice, the Narrator should replace the ogres with a group of 1–10 drunken soldiers or draconians who are looking for a scrap. This attack occurs even if the heroes are disguised as dragonarmy officers.

Slave Market

A flirtatious character approaches an attractive hero and invites him or her to a private room at a waterfront inn for a cozy dinner. But the food and wine is drugged. If the hero partakes of it, he or she falls unconscious and wakes up in one of the pens at the slave market, stripped of all valuables, weapons, and armor, as well as most clothing. If the heroes are disguised as dragonarmy officers, this encounter doesn't occur. (See "The Slave Market" for details.)

Commerce Districts

These business districts feature stores, warehouses, and inns. The heroes can buy any nonmagical piece of equipment that the Narrator believes appropriate here. They can also find craftsmen of virtually any type to build or repair equipment. The merchants are fearful of the dragonarmies, however, so heroes who have disguised themselves as officers or soldiers receive all goods and services at half the normal price. All other visitors pay twice the normal price.



The inns in this area are small and crowded, and they are usually filled to capacity with dragonarmy officers and various men and women kept there for entertainment purposes. The heroes cannot find rooms at any of these inns unless they are disguised as dragonarmy officers. Ten officers and 10+10 Baaz draconians confront those to try to force the issue and forcibly eject them from the inn—unless they draw weapons. In that case, the dragonarmy troops fight to subdue them, and any who escape such a confrontation become hunted men and women (see "Adventures in Sanction" for details).

The Narrator should generate random encounters in this area of the city:

Result	Encounter
1–3	Going Out of Business
4–6	Harrassed Merchant
7–9	Parade
10	Bad Goods?

Going Out of Business

A merchant waves the heroes into his shop. He desperately wants to leave Sanction and is trying to sell his goods at half price to raise the needed capital. An unnamed contact has promised him a pass to Neraka as soon as he secured some guards to escort his caravan. He hopes to leave in six days with his remaining stock. (The heroes can get themselves some cheap goods here, or they can jump on this opportunity to infiltrate Neraka, if that is a course to follow now.)

Harrassed Merchant

The heroes witness 1–10 dragonarmy soldiers harassing a merchant. After a few minutes, they start destroying his business. If the heroes don't step in, the scene culminates with the soldiers killing the merchant in front of his wife and children, then looting his store. If the heroes save the merchant, he offers them whatever personal equipment they need free of charge.

Parade

A commotion up the street draws a large crowd. The mob parts quickly before a column of huge Sivaks, clad in blood-red uniforms that allow their large wings to spread easily behind them. "Hail the Dragon Emperor Ariakas," rasps the lead draconian, as his troops march in disciplined file down the center of the street. The crowd mutters the emperor's name, half in awe, half in terror. Immediately behind the draconians rolls an ornate chariot. Its red-armored rider stands arrogantly, the grotesque mask of a Dragon Highlord exaggerating his intimidating presence. Next to him stands a shorter masked Highlord clad in glistening blue armor. Then the unfortunate beasts of burden pulling the chariot move into view—they are several dozen filthy, whip-scarred men. The procession includes twenty Sivaks of the Red Watch, thirty slaves, the Red Dragon Highlord, Emperor Ariakas, and a Blue Highlord. (The Narrator should determine whether this last is Kitiara, Bakaris, or Ettel.) If this encounter happens more than once, either Ariakas or the Blue Highlord (Narrator's choice) will be on the chariot, but not both. If it's the Blue Highlord alone, eight Sivaks of the Red Watch are escorting the chariot, along with twelve Baaz wearing livery of the Blue Army.

Bad Goods?

The heroes witness two dragonarmy officers, five soldiers, and two ogres, all from the Red Army, haul a crying merchant out of his business. The officers accuse the shopkeeper of selling faulty wares that embarrassed one of them. If the heroes don't intervene, the group lynches the merchant right there in the street, set his shop ablaze, and depart. As soon as they are gone, the locals desperately start trying to put out the fire before it spreads to neighboring buildings. (This encounter occurs only once.)

Lava Rivers

The rivers of molten rock move through Sanction quite slowly. They are extremely hot and mean certain death for any creature without fire resistance who is unfortunate enough to fall into one.

Semi-hard plates of superheated rock cover much of the rivers' surfaces, but these are unstable and break if anything heavier than a small child lands on them. Between the plates, brightly glowing crimson lava is visible. Anyone touching the surface of the lava suffers 1–10 damage points {3d6 points of damage}. Those who fall into the lava or become immersed in the river suffer damage equal to a Narrator draw of 5 Fate Cards each minute {54 points of damage per round}. Even standing next to the lava flow is dangerous. Each minute that a hero or character remains at the edge of a lava river, he or she suffers 4 damage points {1d4+2 points of damage} from the heat. A successful *easy Endurance* action {saving throw vs. breath weapon} eliminates this latter damage.

At several places shown on the map of Sanction, solid stone bridges cross the lava rivers. These structures partially protect crossers from the searing heat, but those who stop on such a bridge must make successful *easy Endurance* actions {saving throws vs. breath weapon} or suffer 4 damage points {1d4+2 points of damage} due to heat. Whenever the heroes cross one of the bridges, the Narrator should check for encounters according to the chart below. All individuals encountered on the bridge are moving the direction opposite to that of the heroes.

Result	Encounter
1–3	No encounter
4–6	Drunken Soldiers
7–9	Bridge Under Repair
10	Chariot

Drunken Soldiers

The heroes see 1–10 drunken soldiers crossing the bridge. They attack the heroes immediately unless the latter are disguised as dragonarmy officers, in which case the soldiers retreat back the way they came and allow the heroes to pass. (If this encounter happens more than once, the Narrator should replace the soldiers with draconians, ogres, or another Evil race of his or her choosing.)

Bridge Under Repair

The bridge is under repair. Unless the heroes are disguised as dragonarmy officers, the Sivaks supervising the repair efforts turn them back roughly. Those impersonating officers may pass, though the Sivak encourages them to be careful. "The bridge has been weakened by the heat," the draconian explains. "We're not sure if it's stable right now." Just then, one of the five locals pressed into this work detail loses his grip on the side of the bridge and plummets

toward the river of death. The thin surface of rock concealing the lava gives way upon impact, and his scream is cut short as the superheated rock burns his body to ash. Unless the heroes are disguised as officers, the Sivak grabs a member of the party and insists that he or she take the victim's place. There are 10 minutes of work remaining, and the hero must check for heat damage every minute if he or she submits to the draconian's demand. (If this encounter occurs more than twice, treat it as "no encounter.")

Chariot

The chariot and procession described in "Commerce District" arrives at the bridge as the heroes start to cross. If the heroes don't fall back, the Red Watch Sivaks attempt to push them off the bridge and into the lava river. As the chariot passes the party, the Blue Highlord (its only rider) looks at the party for a long moment. Unless the party's make-up has changed significantly since the time the heroes either battled Verminaard in Abanasinia or met the Blue Lady, the Highlord recognizes the group. Within three hours of this encounter, the events of "Wanted by the Dragonarmy!" in the "Adventures in Sanction" section unfold.

The Central Slums

These areas of small, close-packed buildings are teeming with thieves and the drunken troops of the Highlords' armies. To generate random encounters in this part of the city, the Narrator can use the following chart:

Result	Encounter
1–3	Silvara or Calanthalas
4–6	Cutpurse
7–9	Brawl!
10	Firestorm

Silvara or Calanthalas

A slender, cloaked figure approaches the heroes. If they have come to Sanction for reasons other than attempting to free the Good dragons from their Oath, the face revealed within the shadows is that of Silvara. She provides them with the same information she presented in Chapter Twenty-Two: The Highlord's Offer. Even if Silvara hasn't yet met the heroes, she approaches them, explaining that she has heard tales of their deeds. If they are disguised, she says that she has connections with the spirit world, and that she saw them in a vision. The truth is that she recognized them as Good beings through the use of a *know alignment* spell. So far, Silvara has discerned that the key lies deep under the Temple of Luerkhisis.

If Silvara is with the party, the figure that approaches is a female Qualinesti dark elf named Calanathalas. She works for the dragonarmies as a spy, trying to root out rebels. Calanathalas claims to avenge the destruction of her homeland by making an attempt on the life of Emperor Ariakas. Tearfully, she asks the heroes for their assistance. If they agree, she arranges to meet them later that evening to share the information she has gained on Ariakas's defenses. The events of "Wanted by the Dragonarmy!" in the "Adventures in Sanction" section unfold once the heroes appear at the rendezvous point. If they turn her down or fail to go to the meeting, nothing further comes of this encounter. Either of these encounters occurs once; treat this as "Cutpurse" if it occurs again.

Cutpurse

Select a hero at random as the target for this encounter. Unless that hero makes a successful *challenging Perception* action {Wisdom check with a –2 penalty}, he or she fails to notice a street urchin who slashes open the bottom of the target's money pouch, then vanishes into the crowd. (The Narrator may wish to reduce the difficulty level by one {reduce the penalty to –1} if any heroes have declared that they are taking precautions to avoid thieves.) If the action {check} was successful, the hero notices the child about to slice open the pouch with a small knife. Any reaction on the target's part causes the youngster to flee. If the heroes give chase, the Narrator can stage a pursuit through the twisting alleys of the slum, ending in an ambush by 1–10 members of the Thieves' Guild. If the attackers defeat all the heroes, the latter regain consciousness in the pens of the slave market. (See below.) If this encounter occurs more than twice, treat it as "Brawl!"

Brawl!

The door of a dingy, unnamed tavern bursts open, and six minotaurs stagger out, cursing and shouting. "A pox on all human scum!" growls the leader, belligerently eyeing everyone on the street. Sensing trouble, most people quickly move away. Even if the heroes follow suit, the minotaurs select them for further bullying. They insult the party's appearance and the feeble fighting abilities of humans, elves, and kender. If party members try to avoid this group, the minotaurs press their advantage to the limit, pushing the heroes around and trying to pull away party members for use as personal slaves. If a fight breaks out, no other characters on the street will help either side. The minotaurs are so drunk that they bully the heroes even if the latter are disguised as dragonarmy officers.

If this encounter occurs more than once, replace the minotaurs with some other dragonarmy troopers.

Firestorm

The eccentric dragon Firestorm (see "The Lords of Doom," below) decides to amuse herself in Sanction. Wearing her preferred human form—a beautiful, delicate, red-haired, human girl—she wanders the alleys of the slum barefoot in a tattered red dress. Moments after the heroes catch sight of her, the front door of a dingy tavern opens and six drunken officers stumble out. Seeing the young maiden walking down the street, they try to force their attentions upon her. She refuses them, but the officers won't take "no" for an answer. If the heroes step in to protect her, Firestorm plays the innocent, helpless maiden role to the hilt. Once her would-be attackers have been defeated, she thanks the heroes in a soft voice, then flees, vanishing around a corner. If no one helps her, two combat exchanges ensue during which the "girl" displays physical prowess that belies her delicate appearance. Then she reverts to her true form, her massive body crushing the shanties around her as she changes. Even experienced heroes must make actions {checks} to avoid dragon awe as she slays the six officers. With a roar of laughter, she takes to the sky, flying toward the Temple of Luerkhisis.

The Slave Market

In recent years, slave trade has emerged as one of the prime business opportunities in Sanction. Dragonarmy officers want servants for menial tasks, disposable labor is needed throughout the Empire, and the trolls who serve as

part of the dragonarmies' heavy infantry delight in the special treats that slaves represent.

The largest and most organized slave trader is a Khur gentleman named Haleen Wellahn. He has personal relationships with both the Green and Black Highlords—a state of affairs that also gains him a small degree of respect from Ariakas himself.

Although five different slavers operate out of Sanction, Haleen has the greatest variety of slaves and the best stock. His suppliers include associates back home in Khur and the dragonarmy privateers who ply the waters of the New Sea, so his slave pens are almost always filled with healthy and highly skilled individuals. Most other slavers rely on "procurers" within the city for their wares.

The Narrator can generate random encounters in this area of the city:

Result	Encounter
1–3	Friend for Sale
4–6	Haleen
7–9	Troll Treats
10	Cutpurse

Friend for Sale

A friendly character they met previously in the campaign—Ladine Dralathalas, Theros Ironfeld, Serinda Elderwood, Porthios of House Solostaran, or perhaps even a hero who is being reintroduced into play—appears on the block for sale. The heroes can either purchase their friend or rescue him or her later. In the latter case, the purchaser is either a keeper of the trolls (see "East Army Camp") or an officer who is looking for a slave to provide companionship and general help around his or her quarters.

This encounter occurs only once. If it is generated again, treat it as "no encounter."

Haleen

Haleen's daughter, a dark-eyed, dusky-skinned beauty named Eleema, approaches the heroes, escorted by two massive minotaurs clad in plate mail. She asks that the party bid on the next lot of slaves coming up and gives the group 1,000 steel pieces with which to do so, insisting that this amount is her absolute upper limit. (The next lot consists of three Silvanesti scribes. Haleen knows that a priest of Takhisis will be bidding on them, as he has some pre-Cataclysmic texts written by Silvanesti Dark Elves to be translated. The slaver wants competitive bidders to drive up the price.)

If the heroes double-cross Eleema, her minotaur bodyguards track them down, one at a time if at all possible, tossing anyone they defeat into Haleen's slave pens. (The minotaurs would rather not face the whole party at once if they can avoid it.)

This encounter occurs only once. If it is generated again, treat it as "Cutpurse," below.

Troll Treats

The keepers of the trolls (see "Eastern Army Camp" section) purchase a dozen slaves to feed to their charges as special treats. As they are leading the slaves away, a distraught mother throws herself at the wizards and begs them to free her son, who is one of the slaves just purchased. They brutally throw her aside, instructing the ten Baaz who are escorting them to silence her annoying wails. If the heroes don't step in, the Baaz kill her. Those who do try to interfere must fight the Baaz, but while they do so, the wizards simply lead their slaves away. Assuming the heroes win the battle, the mother then begs them to save her son, explaining that every slave bought by those wizards can expect a most brutal death at the hands of trolls.

This encounter occurs only once. If it is generated again, treat it as "Cutpurse."

Cutpurse

Select a hero at random as the target for this encounter. If that hero fails to make a *challenging Perception* action {Wisdom check with a –2 penalty}, he or she fails to notice a ragged street urchin who slashes open the bottom of his or her money pouch, then vanishes into the crowd with its contents. (The Narrator may wish to reduce the difficulty of the action by one level {reduce the penalty to –1} if the heroes have declared that they are taking extra precautions to avoid thieves.) If the action {check} was successful, the target notices the child about to slice open the pouch with a small knife. Any reaction on the victim's part causes the youngster to flee into the crowd. If the heroes give chase, they encounter an army patrol consisting of an officer, three soldiers, and ten Baaz. The young thief loudly accuses the heroes of being spies for the Solamnic forces (though he doesn't really believe this to be true), and the patrol attacks the party. If the dragonarmy forces defeat all the heroes in the ensuing battle, the latter regain consciousness in a cell within the Temple of Duerghast. (See "Adventures in Sanction.")

If this encounter occurs more than twice, treat it as "no encounter."

The North Slum

This area is as densely packed with dilapidated buildings as the Central Slum, but it does not contain as many inns and brothels. Consequently, members of the Dark Queen's armies visit it much less frequently.

Heroes traveling through this area see many more signs of poverty than in the other slums; here many painfully thin children and other starved residents walk the streets. This district is quieter than any other section of Sanction.

What few shops and inns there are in this neighborhood offer only the bare essentials—no special services or frills. Prices are standard, although all merchants, craftsmen, and innkeepers happily bargain or barter for their goods and services. As is true elsewhere in the city, however, heroes who are disguised as dragonarmy officers receive everything at half the normal price.

There are several low-priced inns in the North Slum, all of which have vacancies. Despite their shabby, disreputable appearances, these establishments offer safe, quiet accommodations. No one bothers those staying here.

To generate encounters in this part of the city, the Narrator should make a random determination and consult the following chart:

Result	Encounter
1–3	Baaz Bullies
4–6	Priest of Sirrion
7–9	That's Not Us!
10	Old Enemy

Baaz Bullies

The heroes come upon five Baaz bullying an old woman. If the heroes rescue her, she offers to tell their fortunes in return for their kindness. She leads any who accept back

to her cramped home, which is filled with all manner of mystical knickknacks and paraphernalia. The Narrator must then decide whether or not she is truly gifted with Second Sight. If she is, the Narrator should have her describe the Evil as a plant rooted in the earth, but reaching toward the sky. (This is a hint of what is to come in Neraka.) If she isn't gifted, the Narrator can make up any sort of wild prediction. For example, the old woman might point to a hero and claim that he or she is a dragon in disguise—a particularly amusing twist if Silvara is with the group in the guise of a Kagonesti. If the heroes do not rescue the woman, the Baaz eventually grow tired of their sport and leave.

Priest of Sirrion

The heroes come upon a priest of Sirrion—the first of his kind since the True Gods returned to Ansalon. This fellow was already slightly mad before he stumbled upon the secrets of his god's true rituals, and he has since grown even more so. Calling himself "Child of the Firemaster," since he no longer remembers his real name, he now wanders the war-torn lands in the service of this indifferent god. When the party first sees the mad priest, he is creating a public nuisance, shrieking that Sanction is holy to Sirrion and that worshiping any other gods here is an act of blasphemy that invites death by fire to the perpetrators.

As he rants, a priest of Takhisis and two Red Watch Sivaks arrive. They disperse the crowd that was gathering , and the two priests engage in a theological discussion. Unless a priest among the heroes decides to get involved, the conversation ends swiftly—the priest of Takhisis declares that he will show whose is the more powerful deity by having the Sivaks slay the priest of Sirrion. If a hero priest enters the debate, the Narrator can roleplay the discussion until it starts to get dull, or until the hero's player puts his opponent into a theological or logical corner. Then the Dark Queen's priest orders the draconians to kill the hero in a test of his patron's power.

If the heroes do not enter the debate, but step into defend the priest from the draconians, the priest of Takhisis flees. Assuming that he manages to escape, the events titled "Wanted by the Dragonarmy!" in the "Adventures in Sanction" start to unfold.

The heroes may encounter the mad priest of Sirrion several times if he survives, but this engagement with the priest of Takhisis occurs only once.

That's Not Us!

The heroes hear a bard telling exaggerated tales about them and describing the deeds they have performed up to this point. A member of the audience remarks that if such mighty heroes truly existed, he would follow them into battle against the oppressive invaders of his city. Others in the crowd that has gathered around the bard grow frightened at this statement and attempt to convince the would-be rebel to be quiet. But this only encourages him to launch into a diatribe against the dragonarmies and Ariakas. Other young men and women in the crowd gradually start agreeing with him when no retribution is forthcoming.

The man is actually an informant for the dragonarmy. He reports all who appear rebellious to the Highlords, who soon have them arrested or recruited for work details during which they invariably die in "accidents." Should the party members reveal themselves to this agent and convince him that they are indeed the heroes from the bard's tales, he claims to be part of a group actively trying to resist dragonarmy oppression. He asks the heroes to join his cause and tries to arrange a meeting with them after dark that night. If the heroes show up for the meeting, they find three dragonarmy officers, ten soldiers, ten Baaz, five Kapaks, and two Red Watch Sivak draconians waiting for them instead of rebels. The patrol takes any who surrender into custody, marching them through the city to the Temple of Huerzyd for imprisonment. If they fight and are defeated, they regain consciousness in the cells under the temple. See "Adventures in Sanction" for instructions on continuing the campaign.

If the heroes manage to elude their would-be captors, the events described under "Wanted by the Dragonarmy!" in the "Adventures in Sanction" section unfolds.

Old Enemy

A dragonarmy soldier who survived an engagement with the heroes at some earlier point recognizes them. This character, who was maimed or scarred as a direct or indirect result of having encountered the heroes before, has developed an intense hatred for them and actively seeks revenge.

Since the earlier encounter, this character has joined the priesthood of Takhisis and is now a full-fledged priest {dual-classed 3rd-level preist}. Since this individual still serves in the army, he or she doesn't wear the black robes of the priesthood. The character approaches the party and attempts to separate any heroes who previously showed themselves to be priests from the rest. If successful, the priest of Takhisis attempts to kill his or her Good counterparts and then report the rest to the Dragon Highlords, which brings about the events described under "Wanted by the Dragonarmy!" in the "Adventures in Sanction" section.

If this old enemy isn't slain when the encounter first arises, it can happen again. If the character dies, treat this result as "no encounter" if it happens again.

Temple of Huerzyd

This temple, the smallest of the three that overlook Sanction, shows few outward signs of activity. The priests and troops who make up the Highlords' forces usually ignore this temple, for they feel an undefinable danger here.

Built before the Cataclysm, the Temple of Huerzyd was once where the people of Sanction honored the true gods of Good. In the wake of the Cataclysm, the populace turned away from their worship here, and legends have grown up around this place in the intervening years. For a few decades, a false goddess known as Huerzyd was worshiped here, but her cult had died out even before the dragonarmy took control of Sanction.

The structure looks plain and unassuming from the outside. Its white stone walls somehow retain a degree of cleanliness, even in this smoky city. Inside, debris litters the floor, and small scavengers skitter for cover at any disturbance. The only remarkable area is the altar room, an immense chamber dedicated to six of the ancient gods of Krynn. Placed along the walls are statues representing the gods once worshiped here—Paladine (known to the ancient people as Draco Paladin, shown as a rotund human male priest), Majere (known as Manthus, shown as a bald young human female with a blindfold over her eyes), Kiri-Jolith, (known as Corij, shown as a large minotaur male wielding a battle axe), Habbakuk (known as Rakris, shown as a tall wild-haired human male clad in

leather armor), Branchala (known as Bardilun, shown as a dwarf male carrying an ornate lute) and Mishakal (known as Mishas, shown as a beautiful human female in a flowing gown, just as she appeared in the Xak Tsaroth temple). Each pedestal bears the chiseled name of the deity represented in a language close to ancient Ergothian. The statue of Paladine occupies the central position.

Unbeknownst to most beings who dwell in Sanction, this temple has an underground level. Hidden behind a secret door in the altar room is a chamber containing the rotted remains of shelves and books, as well as the long-forgotten entrance to the area below. This lower level is the center of activity for the shadowpeople. Thought to be creatures of legend, these mysterious humanoids live in tunnels that form a complete underworld beneath the city.

The heroes have no encounters while exploring the temple—at least with anything larger than a rat—but if anyone sees them entering or leaving the structure, Calanathalas the Dark Elf approaches them soon afterward, behaving as described in "The Central Slums." If the heroes have already encountered her, or if they have been in several fights with dragonarmy troops by this point, the Narrator may choose to begin the "Wanted by the Dragonarmy!" scenario described in "Adventures in Sanction."

For more information on the shadowpeople, see "Adventures in Sanction."

Temple of Duerghast

Duerghast is a forbidding-looking structure built of black granite. It was originally constructed as a temple to one of the false gods worshiped in the period after the Cataclysm. The priesthood of Duerghast took the eruption of the Lords of Doom as a sign that their god enjoyed displays of violence and bloodshed, so they included an arena and several torture chambers in his new temple. Thus equipped, it now serves very well as a prison for Ariakas's enemies.

The temple is built like a fortress, with a 40-foot-high wall surrounding the temple and the arena. Eighty-foot towers flank the heavy iron gates that serve as the building's only widely known entrances. (Typically, the dragonarmy uses the western door to access the temple's interior.) An officer and two soldiers always stand duty in each tower, looking down upon anyone seeking access from the safety of the wall. Two ogres, also stationed in the towers, use a pulley system to open the gates upon a signal from the sentries.

The ground level consists mostly of barracks. There are ten rooms, eight of which house a dozen Kapak draconians each. The remaining two rooms hold the ten human soldiers and four officers stationed here. The centrally-located training hall has a blood-stained floor and a locked door that leads to the armory, which contains dozens of spears, long swords, shields, and spare dragonarmy officer uniforms. Several smaller rooms now serve as storage areas for Red Watch uniforms, banners, and spare torture instruments. The only room that still retains its original purpose is the old altar room. The statue of Duerghast—a hideous figure that looks like a cross between an octopus and a spider—stands upon a dais with grooves bearing ancient, brownish-red stains. Roving guard teams, each consisting of one Red Watch Sivak and four Kapaks, patrol the ground level.

Attached to the temple by doors leading from the barracks is the arena, an oblong area floored with a thin layer of sand and open to the sky. A tall grandstand perches on the mountain slope at one end, while an elevated box occupies the other end. The stand seats about 600 people, and the box can seat about a dozen. A 12-foot wall surrounds the arena. Within the 12-foot wall surrounding the arena are narrow hallways lined with cages. With small levers, dragonarmy soldiers can release the beasts confined here into the arena to fight each other or unfortunate prisoners.

From the arena and several areas within the main temple, stairs lead down to the lower level. Here are dozens of high-security cells for confining powerful or high-ranking prisoners, plus a number of huge common cells that house any rabble the troops round up in the streets of Sanction. Central to this prison area is an elaborate torture chamber that contains every type of pain-inflicting device known to the macabre mind of Ariakas. Above this room is a viewing area from which the Dragon Emperor can watch the "festivities," as his master torturer (a bloated little hobgoblin who lives in garish quarters down the hall from the chamber) subjects his enemies to slow and painful deaths.

For more information, see "Adventures in Sanction."

The Lords of Doom

These mountains have been compressed in scale to fit them on the map. Each peak rises to approximately 4,000 feet above sea level and houses numerous pits of bubbling lava. (The risks associated with standing near the lava rivers apply here as well.) Any hero can scale the first 1,000 feet of their steep, rocky slopes, but after that the peaks become so steep and jagged that only skilled mountaineers can manage the climb. (If the majority of the party members are skilled mountaineers, the group can successfully scale a given peak only if all the mountaineering characters successfully apply their skills. Narrators who want to heighten the tension of the climb should call for a check every 1,000 feet. Those who fail plummet to their doom, along with any nonskilled party members they were helping on the climb.)

Five hundred feet up the northeastern peak is a partially hidden cave opening. Each hero visiting the Temple of Duerghast may perform a successful *challenging Perception* action {Wisdom check with a –3 penalty} to notice it.

This cave is the lair of Firestorm, a venerable red dragon who prefers to spend as much time away from the "lesser races" as possible. Despite her Evil nature, she finds the draconians repulsive and feels no loyalty toward Ariakas or the Red Highlords. Further, she has a long-standing enmity with Ariakas's mount, Tombfyre. Although she is fierce in battle, Firestorm's unruliness has caused Ariakas to relegate her to the role of guardian of Sanction. Her hatred for Tombfyre is rivaled only by her disdain for all beings except dragons.

Like all other Krynnish dragons, Firestorm can assume human shape at will. Her preferred alternate form is that of a delicate young woman with pale skin and fiery red hair. Because of her unpleasant temperament, Ariakas has ordered her to take on this less fearsome form when she deals with dragonarmy functionaries aside from himself.

Should the heroes spot Firestorm's lair, they can approach it unmolested. However, on their first visit here, three Red Watch Sivaks and two Kapak draconians wait just within the cave opening and attack the party on sight. Once the heroes defeat the draconians, they can continue through a wide, winding, lava tunnel. A warm breeze blows from this passage, growing hotter as they progress

deeper into the mountain. Eventually, they start to hear voices carried on the breeze.

The tunnel eventually opens into a large cave, whose entrance is some 20 feet above its floor. Large gems, suits of Solamnic armor, ornate weapons, and tens of thousands of platinum and gold coins lie scattered on the smooth stone below the party. At the center of the cavern is a blistering pool of lava. Two black-robed priests of Takhisis and an armored Dragon Highlord stand at a distance from the pool, speaking with a delicate young woman who pirouettes barefooted across the surface of the lava.

If the heroes listen closely, they can hear the priests scolding the girl for badmouthing the Emperor in front of his troops. Read the following aloud:

In a bright and cheery tone, she replies, "I'll be better in the future!" With one toe, the young woman flicks a glob of lava dangerously close to one of the priests and giggles as he leaps with fear. The pair of priests hurries away down a tunnel at the other end of the cave.

The Highlord is still for a moment. "The time is almost at hand, Firestorm. Please, don't ruin it for both of us. We have a chance to sit at the right hand of Ariakas when the Dark Queen returns. Don't spoil it."

"I've no desire to be anywhere near Tombfyre or his human pet," the woman says, her voice suddenly hard as steel. She flicks a glob of lava directly at the Highlord, causing him to leap aside. "But you are more than welcome to go bend your knee before them. Leave my sight. When there is a battle to be fought, you can return, but don't dare to show yourself before then."

The Highlord hurries from the cave, and the girl spends a few more moments dancing across the lava, now humming to herself. Then she takes a seat on a stone that hangs out over the lava pool and starts stirring the molten rock with her toes. Looking directly up at the heroes, she says, "I know you're up there. If you want to live, come here and talk to me."

If the heroes flee, Firestorm spends a minute changing into dragon form, then flies up to the cave opening and blasts once down the tunnel with her dragon breath. Any heroes who survive the blast of magical fire can continue their flight, with the dragon's vicious laughter ringing in their ears. Firestorm takes no other actions, although she does seal the tunnel so that no others can gain access to her lair from that direction. If the heroes obey her and move into the cavern, she remains in human form and chats with them for a while, asking where they're from, where they've been, and why they've come to Sanction.

While she talks with the party, she resumes her dance across the lava. Suddenly, she stops. If Silvara is traveling with the group, Firestorm gazes straight at her, flames appearing to flicker in her eyes. If the party has come here without the silver dragon, Firestorm gazes at a priest of the true gods, or at any Good-aligned warrior in the midst of the party. "Have you wondered why the Good dragons haven't come to your aid, as they did ages past?" she asks.

Regardless of what reply the heroes make, Firestorm giggles and says, "The answer lies under the Temple of Luerkhisis." She nods toward the tunnel at the other end of her lair. "Head that way. Take the first staircase you see going down. But watch out! The people at the other end are nowhere near as nice as I am."

If the heroes appear suspicious or ask why she is helping them, Firestorm says, "You pathetic creatures are falling too easily to my Dark Queen's armies. Perhaps I am seeking a challenge on the field of battle. Perhaps I am betraying Ariakas because I feel like it. Perhaps I am really a silver dragon in disguise. Why ask questions?" She starts dancing again, humming to herself. "You can leave through whichever tunnel you wish, but if I see you again, I will kill you."

If the heroes attack Firestorm, she dives under the lava, then reemerges two minutes later in her dragon form and fights to the death. If they move along the tunnel she indicated, they discover that it slants steeply downward, eventually emerging in the passage behind the Audience Hall in the Temple of Luerkhisis. (For more information, see the entry for "Temple of Luerkhisis."

Temple of Luerkhisis

The distinctive appearance of this structure—the third and largest of the three temples in Sanction—is because of its shape rather than its size. Once dedicated to a false god of volcanoes, the structure was carved into the base of the largest peak of the Lords of Doom. Shortly after the dragonarmies seized control of Sanction, Emperor Ariakas rededicated the temple to Takhisis. In the decades since then, craftsmen have carved the slope of the volcano into the shape of a dragon's head.

This structure is the center of the Dark Queen's political and martial power on Ansalon. The selection of this place was no accident, as its lower level once held the first altars used in the unholy worship of the Evil gods. Now, the lower level contains the key to the Good dragons' oath and the secret behind the origins of draconians. In addition, Highlord Ariakas, the Dragon Emperor, and his personal bodyguard of Red Watch Sivaks maintain their living quarters on this level.

Since the Temple of Luerkhisis is assumed to be the primary destination of any heroes visiting Sanction during the War of the Lance, it is described in detail below.

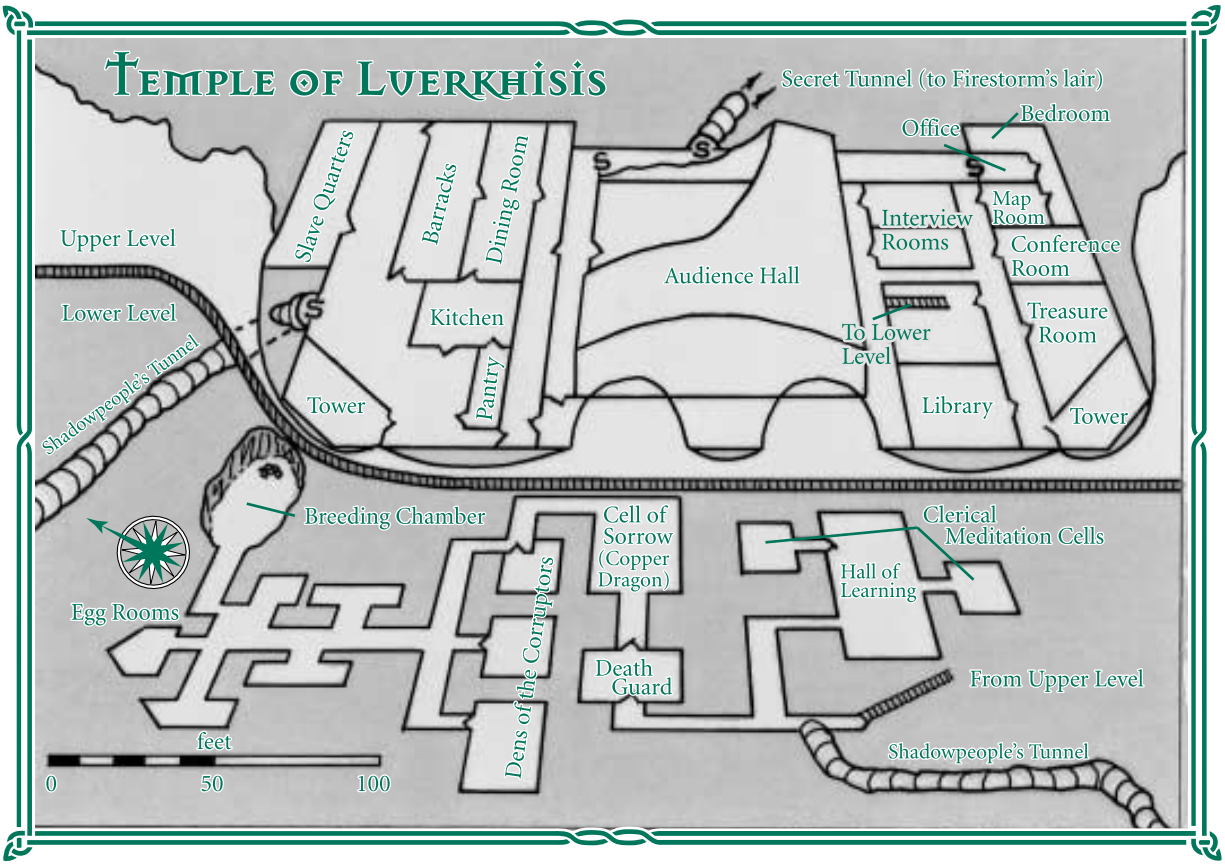
The Upper Level

Heroes can only enter the temple openly if they are prisoners being escorted by Red Watch Sivaks, or if they are disguised as dragonarmy officers or priests of Takhisis. Secret ways of entering the temple are described below.

The Temple of Luerkhisis is a very busy place. As the heroes move about the upper level, the Narrator should check for random encounters whenever they enter a new room or hallway, unless the room description says otherwise. If appropriate, the Narrator should provide roleplaying opportunities with these encounters. (If the heroes fail to hide, for example, Ariakas might mistake them for messengers he has been expecting and demand that they step forward.) If the encounters take place in rooms where certain characters are always in residence, then those characters can interact with the party.

Encounters on the Temple's Upper Level

1–3	No encounter
4	Ariakas, 1–3 Red Watch Sivaks, and 1 priest of Takhisis
5	1–10 Red Watch Sivaks and 1 officer.
6	Ariakas and Tombfyre, his venerable dragonmount
7–8	1–10 slaves, 1 priest of Takhisis, and 1 wizard of the Black Robes
9	1–10 priests of Takhisis and 1 young blue dragon.
10	Ariakas, 1–3 Red Watch Sivaks, and 1 Highmaster of the Blue Army (Narrator's choice as to who it is)



The Front of the Temple

Arches that resemble the nostrils of a dragon lead into the dimly lit portico. Ten Red Watch Sivaks always stand guard here with a young dragon of randomly determined type. (Draw a card from the Fate Deck {roll 1d10}; on a result of 1–3 it is green, on 4–6 it is blue, and on 7–10 it is red.) Two iron doors lead to the temple's interior. Under normal circumstances, these doors are unlocked, but if the city is under attack, or if there is a major disturbance in progress (such as a riot in the Southern Army Camp, as described below), they are locked. In such a case, Ariakas goes out into the city with Tombfyre and dispatches the majority of the Red Watch Sivaks to defend the city as a whole, leaving the temple mostly unguarded. (The Emperor doesn't consider the Red Watch necessary for the defense of the temple; he feels that the locked doors—and the camp out front—should be enough.)

Audience Hall

Smooth marble columns flank this vast room, which is bare of any decoration. At the far end stands a huge, granite throne. This is the audience hall of Dragon Emperor Ariakas. Torches cast a flickering, reddish light across everything. Four Red Watch Sivaks always stand guard here, and they attack any being who enters when Ariakas isn't present. (If a random encounter is indicated for the audience hall, Ariakas is here as well.)

Hidden behind the throne is a locked secret door to which Ariakas has the only key. Beyond this door is a hallway that leads either to the Dragon Emperor's personal apartments, or to a hallway that accesses the areas reserved for the defenders of the temple. Behind another secret door is a passage that leads to the lair of Firestorm, a venerable, eccentric red dragon who lairs high up on the volcano's peak. (See "Lords of Doom," for details on encountering this dragon.)

Interview Rooms

These two rooms are virtually identical, except that one is decorated in blue and the other in red. Each is lavishly appointed, with soft carpeting, brilliant gold chandeliers, and soft chairs with pillows. The rooms are consciously designed to put their occupants at ease.

This is where Ariakas prefers to question prisoners who show signs of cooperating when brought into the audience hall. There is always time to send them to the torture chamber in the Temple of Duerghast later.

The Narrator should not check for random encounters in either of these rooms. Ariakas has had the Blue Interview Room temporarily converted into a combination bedroom and office for the visiting Blue Highlord. When the heroes enter that room, the Narrator should draw from the Fate Deck {roll 1d10} to see if the Highlord is present. On a result of 4–10, he or she is there—sleeping, reviewing papers, or entertaining a guest. If the Highlord is not present, there are no items of interest here save for the character's personal belongings. (If the heroes have dealt with the Blue Highlord and Highmasters previously, these could help the heroes determine whether it is Bakaris, Ettel, or Kitiara who is here.)

Ariakas's Apartments

This three-room suite displays the Dragon Emperor's taste for luxury. The outer room, decorated in black silk, matches the description of the interview chambers save for color. A door there leads to a small office, which contains a shrine to Takhisis and a desk covered with papers and writing implements. The desk has a locked drawer, within which lies one of the two keys needed to open the

nearby treasury, plus a communiqué from the Blue Lady detailing the defeat of her army at the High Clerist's Tower, and plans for the defense of Neraka against a potential assault by the Knights of Solamnia. The locked drawer also holds a thin black stick, which is actually a rod of negation with three charges remaining. Additionally, any unusual personal belongings (nonmagical only) or documents that dragonarmy officers seized if they arrested the heroes in Sanction are here.

The bedroom reflects the ultimate in decadence. Mirrors line the walls and ceiling, and a large bed fitted with a white canopy spans one entire corner of the room. From one wall hangs a tapestry depicting Takhisis; behind it is a mirror of life trapping.

If one of the female Blue Highlords or Highmasters is visiting here, she has been sharing Ariakas's bed, so the closet holds both male and female clothing. If the visitor is Bakaris, only Ariakas's clothes are here.

Map Room

Connected to Ariakas's apartment, this room contains maps of Ansalon that display both free and dragonarmy-held lands. The heroes can get a sense of the progress of the war from looking at them, as well as what the Highlords' next targets may be. (Depending on how the campaign is unfolding, the Highlords may now be attempting to conquer Solamnia, the last bastion of freedom on the Ansalonian mainland.) On the table are maps of Northern Ergoth and plans for using an expeditionary force of goblins and hobgoblins under the command of human officers.

Conference Room

This chamber is splendidly appointed, containing a large mahogany table and eighteen plush armchairs. Fifteen of the chairs sport dragonarmy emblems (three each of the Red, Blue, Green, Black, and White Armies), and the remaining three are engraved with representation of Takhisis's holy symbol.

An unlocked cabinet holds twelve bottles of fine wine and eighteen long-stemmed crystal glasses. Several silver chandeliers cast gentle illumination throughout the room.

Gateway to Evil

In this chamber is the top of the stairway leading to Luerkhisis's lower level, the true center of the dragonarmy's Evil. Four Red Watch Sivaks are on guard here at all times.

Highlord's Library

Another lavishly furnished room, the library contains hundreds of scrolls and books. Tomes on military tactics and strategy, common religions of the north and west, the history of Ansalon's nations, and the geography of the world before the Cataclysm highlight the collection. None of the scrolls are magical.

Treasury

The doors to this chamber are double-locked. Ariakas carries one of the keys needed to open them on his person; the other is hidden in the desk in his office. Within the locking mechanisms are needles coated with a lethal poison. (Anyone who tries to pick one of the locks without successfully disarming the trap must make a *daunting Dexterity* action {Open Locks attempt with a –10% penalty} or die instantly.)

This chamber contains the vast treasures that Ariakas has accumulated from all over Ansalon. Coins of steel and platinum in uncountable numbers fill dozens of chests. Gems and jewelry worth well in excess of 10,000,000 steel fill another ten such containers. All the chests are open.

Scattered about the room are paintings, tapestries, and sculptures, some hanging on the walls, others just piled in corners. Four chandeliers enchanted with *continual light* spells keep the room illuminated. An entire wall is devoted to armament, and the heroes may find several weapons that once belonged to legendary heroes here, with whatever enchantments upon them that the Narrator wishes to provide. Standing before the wall are two sets of Solamnic plate mail of distinction {plate mail +3}, each with a shield of distinction {shield +3}. Magic items and spellbooks seized from previously captured heroes can be found here.

The Towers

One officer and one Red Watch Sivak man these towers at all times. They keep an eye on the activity in the city.

Mustering Hall

The Red Watch assembles here for patrols.

Pantry

In this room are the foodstuffs used to prepare meals for the temple's residents. The heroes can find flour, fruit, dried vegetables, and all sorts of spices here, as well as a wooden icebox containing several cuts of fine meat and twenty-four bottles of wine.

Kitchen

A rotating team of draconians (two Baaz and one Kapak) operates this large, immaculate kitchen at all times. These cooks prepare the elegant meals eaten by Ariakas and his guests, as well as the more mundane fare served to the draconian troops and the priests of Takhisis. Several large ovens and a counter containing every conceivable type of cooking device are the main features of this room.

Dining Room

This large room is where the troops and priests stationed within the temple consume their meals. Several long wooden tables and benches run the length of the table. When the heroes enter this room, 2–20 priests and officers (or draconians of various kinds) are enjoying a meal here.

Red Watch Barracks

Forty bunks line the walls of this barracks for the Red Watch Sivaks. There are 1–10 Sivaks here at all times, sleeping or otherwise relaxing. At the back of the room, a curtain separates the area reserved for the human officers from that of the Sivaks. There are ten beds in the humans' section, and 1–3 officers are present whenever the heroes enter.

Slave Quarters

The locked slave quarters house the thirty slaves detailed to pull Ariakas's chariot. All these individuals were rebels in Estwilde prior to their capture, and they yearn for an opportunity to escape. They prove to be helpful allies if the heroes aid them in regaining their freedom.

The Lower Level

The heroes may reach the lower level of the temple in two ways: They can descend the stairs from the upper level, or they can arrive through a tunnel created by the shadow-people. (See "Adventures in Sanction" for this latter means of access.) Both methods of entry bring the party into the same long corridor, which is lit by smoky torches.

Hall of Learning

The hall of learning is a large chamber where the modern-day priests of Takhisis study the ancient ways of their vile goddess. Three priests study tomes at the table in the center of the room at all times. Only priests and Red Watch Sivaks are allowed on this level, so these unholy practitioners sound an alarm if they see the party, bringing ten more priests from each of the two meditation cells within two minutes. The priests range in quests {levels} from 1–6.

The near end of the room, furnished with tables, chairs, and bookshelves, serves as a library. Simple lanterns enchanted with *continual light* spells provide illumination. Books on torture, oppression, blood sacrifices, and other sorts of cruelty are readily apparent on the shelves and tables. Each volume is emblazoned with the five-headed dragon symbol of Takhisis.

The north end of the room is a combat training facility. Staves and maces rest on a rack against the wall.

Each of the meditation cells contains ten simple cots and a shrine devoted to Takhisis.

Red Watch Deathguard

The door to the deathguard is locked. Within the room wait eight members of the Red Watch, who have sworn to defend the secret of the temple to the death.

Cell of Sorrow

An Evil enchantment keeps metallic dragons (in whatever guise they may adopt) from moving through the hallway leading to the cell of sorrow. Any who try find an invisible barrier blocking their paths. A priest of 4th level or higher who is devoted to one of the Good gods can break the enchantment by casting *bless* in the hallway.

At the end of a hall sits an unfortunate copper dragon named Cymbal, who has been trapped here by the wards against metallic dragons. Ariakas has convinced him that the future of his race, embodied by the Good dragon eggs in the halls beyond, depends on his ability to prevent any save Ariakas's chosen servants from passing through here.

Cymbal is not very bright, and he believes what the Dragon Emperor has told him. The heroes can convince him to let them pass by telling him that the key to releasing the Good dragons from their oath lies behind the door he so zealously guards. If the party fails to win passage this way and Silvara is with the group, she reveals her true self, assuming her draconic form and attacking Cymbal. She continues to try to convince him that he has been duped even as they fight, but her main goal is to ensure that the heroes can pass without needing to kill the foolish dragon.

Once the heroes discover what lies beyond, a priest (qualified as above) can cast another *bless* spell in the hallway to remove the ward that imprisons Cymbal. This enables the dragon to witness the full horror of what the servants of Takhisis have been doing right under his nose.

Dens of the Corrupters

The dens of the corrupters are (from north to south) the lodgings of Wyrlish, Dracart, and Harkiel. Wyrlish and Dracart, two of the most powerful mortal servants of Takhisis on Ansalon) have the statistics of a master-level Dark Pilgrim and a Black Robed Mage. Harkiel is an old red dragon. All three chambers are currently empty, although they look lived-in. Each is a relatively plan room with a bed, table, chair, and a small shrine devoted to Takhisis.

A low chanting becomes audible as the heroes move through this area.

Egg Rooms

Each of the egg rooms contains about 1,000 eggs. One room holds gold dragon eggs, one silver, one bronze, one brass, and one copper. The eggs are easy to differentiate by their varying metallic colors.

The chant grows louder as the party passes these rooms. Now, the word "Takhisis" is recognizable as a central part of the phrasing.

Altar of Corruption

The altar of corruption is the chamber from which the chanting comes. Two hooded figures are standing before a slime-covered altar, their attention focused entirely upon it. They are uttering a low, droning chant. Looming over the two human-sized figures is a sinuous red dragon, who is also staring at the altar.

On the altar is a silver dragon egg. The chant reaches a climax, then the hooded figures fall silent. A drop of saliva from the red dragon's maw falls upon the egg.

Immediately, the silvery surface turns black and slimy. The chanting starts again, and the egg begins to grow like some poisonous tumor, changing shape and writhing as if in torment. It grows to fill the entire surface of altar, then suddenly splits open. Instead of the silver dragon that should emerge, however, many squirming, shiny figures spill out—the egg has just belched forth several dozen miniature Sivak draconians.

If the heroes interrupt the procedure before the draconians emerge, the egg still completes the birthing process, producing 1–10+30 two-foot-high Sivaks.

If the heroes attack the corrupters, the latter fight to death. The miniature Sivaks also join the fight, instinctively defending the servants of the Dark Queen. They attack as goblins, have a Physique of 2 {2 hit points} each, and inflict only 2 damage points per attack.

Most heroes should find Harkiel too tough an enemy to defeat, so they may have to flee. If they take one of the miniature Sivaks with them, they can use it to convince Cymbal that Ariakas has been lying about the eggs. He then waits to fight Harkiel. The two dragons kill each other unless the heroes tip the balance in Cymbal's favor.

Silvara and Cymbal, if he still lives, are seething with rage once they learn the terrible secret of the draconians' origins, for the Dark Queen had promised to keep the eggs safe in return for the Good dragons' promise to stay out of the war. They contain themselves for the sake of the greater cause, however. "Now is not the time for us to fight these foul beings," one of them says. "Instead, we must go to the Dragon Isles to alert our brothers and sisters to the horrors that the Dark Queen's minions have visited upon our future generation. The Oath is void, and we shall no more remain idle."

The dragons promise to return in five days with a force of dragons to take back their eggs and exact vengeance on

the servants of Takhisis. (See "The Dragonarmy Marches" in "Adventures in Sanction" for additional details.)

But even after defeating the Corrupters, the heroes are not home free. Ariakas senses the invasion into the most unholy area in the temple, and he orders 1–10+10 Red Watch Sivaks and 1–10+5 priests of Takhisis into the dungeon to slay the intruders. The heroes have 5 minutes to escape the dungeon before the reinforcements arrive—and if they escape through either the tunnels of the shadowpeople or the passageway to Firestorm's lair, they encounter no serious opposition. (Firestorm, currently in dragon form, peeks at any fleeing heroes from above the lava pool in her lair and giggles at the sight of them.) If the heroes remain to battle these additional servants of Evil, Ariakas himself arrives 1–10+3 minutes after combat begins. (See the appendix for details on his statistics.)

Southern Army Camp

The southern army camp is home to goblin, hobgoblin, and human troops of the Red Dragonarmy. These are reserve troops who have not yet been committed to war.

Sprawled over the slopes of the southern volcano, the camp is hot and uncomfortable. It is a filthy and raucous place where gambling and fighting are common among the bored troops. Officers seldom show up here, preferring the decadent comforts of the inns within the city.

Each of the five hundred tents pitched here serves as home to twelve soldiers, all of the same racial type. Larger tents haphazardly placed within clusters of smaller ones serve as mess halls and mustering areas for guard patrols.

Unless the heroes have disguised themselves as mercenaries, dragonarmy troops, or officers, 1–10 soldiers attempt to bully them into cleaning dung out of the stalls, or performing some other equally demeaning task. Soldiers immediately claim any female heroes as "companions" and attempt to drag them away from the group.

If a fight breaks out between the heroes and any troops stationed here, 1–10 soldiers of varying races join the fight each minute, attacking the heroes only if the result generated was an even number. Otherwise, they attack members of their own force who are involved in the fight. Eventually, the entire camp will be embroiled in a tremendous brawl, which continues until Ariakas sends in Red Watch Sivaks and officers to break it up. (This is an excellent diversion to cover heroes engaged in infiltrating the Temple of Luerkhisis, for example, as it will take most of the guards to break up the fight in this camp.) Heroes defeated by the troops here are either killed or sold at the slave market (Narrator's choice).

If the heroes infiltrate the camp to search the tents, the Narrator should determine what they find randomly. On a result of 1–3, a given tent is occupied by 1–10 residents and 2 guests. Whether occupied or not, each tent contains the secondary weapons and clothing of the troops and very little else. All military personnel go armed in Sanction, and no solider trusts his or her fellows enough to leave valuables in a tent.

Eastern Army Camp

This camp is smaller than the others. It is home to the formidable heavy units of the Highlord's reserve army. Ogres, minotaurs, and hill giants form the bulk of the troops, and a small unit of trolls held in check by charm magic provides a deadly supplement to their brute force.

Like the southern camp, this one spreads up the volcano's ridge, making the conditions very hot. Each tent in this camp houses six humanoid monsters of a single type. (The trolls live in pens well away from the other soldiers.) In atmosphere and culture, this camp is very similar to the southern one.

The monsters here bully humans mercilessly, unless the latter are officers or prove themselves a match for whatever creatures start the abuse. (Draw from the Fate Deck {roll 1d10} to determine the creature type involved; a result of 1–3 indicates minotaurs, 4–6 indicates ogres, and 7–10 indicates hill giants.) Heroes beaten senseless by the monsters here are sold to Haleen in the Slave Market.

Three wizards of the Black Robes keep the trolls in line. Two of these men are 7th-level spellcasters, and their leader is 9th level. The two lower-level wizards maintain the charm spells and see to it that the trolls are fed. (They usually dine on sheep and cattle, but once a week the troll-keepers buy a dozen slaves from the Slave Market as a special treat for their charges.) The wizards live together in a tent by the troll pens. Should the heroes kill one or more of them, the trolls go berserk when no one appears to feed them at the scheduled time. This results in a massive riot that can serve as a diversion—though this is a short-lived one, since the other monsters in the camp can make short work of the trolls.

Northern Army Camp

In this camp live the draconian troops of the reserve army—Baaz, Kapaks, Bozaks, and Sivaks. Surrounded by lava rivers on three sides, this area is almost unbearable for most nondraconians because of the extreme heat, but the dragonmen find it very comfortable. The ability to gaze up at the edifice that houses the Dark Queen's power makes the black hearts of the draconians soar, and Bozak priests of Takhisis conduct twice-daily services in her honor at the center of the camp.

The draconian camp is noticeably cleaner, quieter, and more disciplined than the other two. Cold, reptilian eyes regard nondraconians who venture in here with open hostility, but the dragonmen do not harass or attack intruders unless the latter actually instigate conflict. Should a fight break out, the draconians respond as a unit, never attacking one another. Defeated heroes are delivered to the Temple of Duerghast.

The Passes

The East Pass and North Pass are collectively referred to as the "Gateways to the Dragon Empire." They are described in detail in Chapter Thirty.

Adventures in Sanction

This section features adventure threads that may or may not come into play based on what the heroes do while they are in Sanction.

Wanted by the Dragonarmy!

After the heroes have engaged in a major fight with dragonarmy troops, or have otherwise come to the attention of dragonarmy agents as possible threats, all patrols roving the city receive descriptions of the heroes and instructions to apprehend them. Troops stationed at checkpoints in the passes leading out of Sanction get the same information and orders, as well as reinforcements. In addition, the fact that the party is in Sanction quickly



comes to the attention of the visiting Blue Highlord, who places a 1,000-steel-piece bounty on each of the Innfellows, stipulating only that they be brought in alive.

Soon, every soldier, mercenary, and slaver in the city is looking for the party. Even if the heroes disguise themselves, someone may still recognize them. Further, any characters affiliated with the party who go off on their own will be overwhelmed by mercenaries and taken captive. (The exception to this is Silvara, who is more than capable of defending herself against human warriors.) A dragonarmy contingent immediately escorts the captured character to Neraka, by order of the Blue Lady.

Any heroes who are apprehended (or defeated while trying to fight their to freedom) face three days of imprisonment. If the heroes haven't escaped (on their own or with help from companions who remain free) before then, Red Watch Sivaks enter their cells, place them in chains, and march them through the city to the Temple of Luerkhisis. After a short wait, these same guards bring them into Ariakas's throne room. The broad-shouldered, musclebound Emperor sits upon his throne, and the slender Blue Highlord stands next to him. Both their faces are hidden behind the hideous dragonmasks of their armor.

Ariakas interrogates the heroes about the whereabouts of the elves, whether they have any connections with the rebels in Khur, and whether they know of any plans the Knights of Solamnia may have. His final question should be cryptic to all the heroes, with the exception of one if the group has somehow already visited Godshome and experienced the events in Chapter Thirty. "Which among you is the Chosen One?" he asks. (If a priest in the group takes this as an opportunity to proselytize, Ariakas waves a hand dismissively, saying that he has neither time for nor interest in a theological debate. "You are nothing," he adds. "You are a weak servant of a weak god. I seek the Chosen One." Of course, if the priest is the Chosen One, Ariakas may well regret this encounter later in the campaign.) After he has received answers to his questions, he turns to the Blue Highlord, who has stood motionless by his side throughout the questioning, and says, "They are yours now. Do with them as you will."

Six Red Watch Sivaks escort the heroes and the Blue Highlord to the interrogation room. Here the Highlord reveals her identity. If the heroes have not yet dealt directly with the Blue Lady, this is Kitiara, and the events of Chapter Twenty-Two: The Highlord's Offer unfold from here. If the party turns down her offer, she shakes her head, appearing slightly saddened, but then summons the Red Watch guards to take the heroes back to the dungeon. (If a lone male hero is among those captured, she may flirt with him if he accepts her offer and eventually retire with him to her chamber next door. This is particularly true if the captured hero is Tanis.)

If the heroes have dealt with Kitiara, this person is Highmaster Ettel. She is curious to know why the Blue Lady is interested in the heroes. If the captives sate her curiosity with either the truth or a believable story ("We don't know" is not a reply she can believe), she releases them, saying that they have twenty-four hours to find a ship that will take them out of Sanction. After that, she will issue orders to her troops to arrest the heroes on sight.

The Shadowpeople Appear

If some or all of the heroes land in the dungeons at the Temple of Duerghast and fail to escape on their own within five days, dragonarmy soldiers bring one of them to the torture chamber for a workover under the gaze of Ariakas. The terrible tortures to which the Emperor's torturer subjects the hero leave him or her drained and near death. Unless

other heroes take immediate steps to stabilize the hero's condition, he or she slips over the brink and dies. (Binding the hero's wounds with rags, providing curing magic, or taking almost any other step is sufficient to prevent death.) As the heroes work to save their friend—or as they sit by to watch him or her die—one of the Red Watch looks in through the bars and comments that tomorrow another hero will join that one in death. "Emperor Ariakas's torturer is developing some new techniques just for you," he says, and laughs in the rasping manner of the draconians.

Later that day, the heroes hear the sound of stone scraping against stone, and a flickering light spills into the cell from its darkest corner. An opening has appeared, and within it stands a large cloaked figure, who gestures at the heroes to follow, then retreats from view.

The figure waits a maximum of one minute for the heroes to make up their minds and follow. After that amount of time has passed, the secret door closes, and the heroes cannot reopen it from their side, whatever they do. Until then, heroes who look into the opening see the figure waiting for them a few feet down a roughly-hewn stone passage. It beckons again. If the heroes attack the figure, it flees down the tunnel, leaving the door open behind it.

If the heroes follow peacefully, other robed figures join the procession, each carrying a dully glowing torch. They lead the heroes through a series of underground passages that terminate in a large cave. Here, the heroes get their first good look at the shadowpeople, a race of humanoids dwelling beneath Sanction.

The cave, which is located beneath the Temple of Huerzyd, is known as the "Shadowhall." This is the main settlement of the shadowpeople. Here the clan leaders interrogate the heroes about their activities, and if they prove to be enemies of the Highlords, a grizzled shadowperson says, "Perhaps those the Revered Ancient One prophesied would come are now among us."

The clan leaders then go into a meditative trance and start intoning a series of low chants. After a few minutes, party members with a nature and demeanor with a value of 3 or less {Good-aligned} feel a sense of peace and calm as an unseen presence seems to fill the room. Heroes with natures and demeanors drawn from cards of 4–6 {Neutral alignment} feel nothing, but those of higher values {Evil} feel uncomfortable and edgy.

The leaders of the clans have called forth the ancestral guardian spirit known as the Revered Ancient One. This being uses his mystical abilities to heal injured party members fully. Then, in a soothing voice heard only within the minds of those assembled, but which seems to come from every direction at once, it says, "The Dragon Master Ariakas has brought Evil and corruption to our home. He is keeping the forces of Good from the world with the foulness he grows in the ancient heart of Evil. We have prepared for you by creating a secret path into the Temple of Luerkhisis. Within, you will find the secret that is keeping the Good dragons from assisting us."

The feeling fades, and a group of shadowpeople warriors guide the heroes through another series of tunnels. At last, a door opens into the lower level of the Temple of Luerkhisis. (See "The Temple of Luerkhisis" for details.)

The heroes may flee the temple through this tunnel once they have finished with their mission there. The shadowpeople show them how to operate the door; if the party members fail to close it behind them, 1–10+10 Red Watch Sivaks and 1–10+5 priests of Takhisis pursue them into the underground tunnels. The shadowpeople warriors help fight back the invaders, but unless the heroes assist, Takhisis's troops quickly overwhelm them. The Dark Queen's forces pursue the party all the way back to the Shadowhall, where the Ancient One uses his vast might to slay the Evil beings as they try to enter the cave. He heals the heroes again, then urges them to return to the surface and continue their good deeds. If Silvara or Cymbal has gone to rally the other metallic dragons, the being says, "Soon, the Children of Paladine will arrive to remove the blight of Evil from this place once again."

The Dragonarmy Marches

This event occurs if the heroes spend a week in Sanction without any major incidents and without attempting to locate the eggs of the Good dragons, or on the fifth day after one of the metallic dragons has gone to rally the other Good dragons.

One morning, the streets seem unusually deserted as the soldiers in Ariakas's army gather in their respective camps. There is a great deal of activity there, as soldiers strike their tents and form up into units. The visiting Blue Highlord heads out over the New Sea on the back of a large blue dragon.

Throughout the afternoon, columns of troops march from the camps through the center of Sanction and up the mountains toward the north pass. Red dragons wheel in the sky, some with mounts, many without. Around noon, Ariakas and Tombfyre do a few fly-overs of the city, terrifying the locals. Then his wingmen fall into place on either side, and the trio heads north across the Lords of Doom.

If the heroes have been passing themselves off as mercenaries, the commanders of the units with which they have been traveling seek them out late in the day and order them to fall in with the 7th Infantry. If they obey, they march either to Neraka or to the Vingaard River, at the Narrator's option. In Neraka, their unit is assigned to await the Dark Queen's return and defend the city against anyone who might attempt to attack it. At Vingaard River, they become part of the final assault force charged with bringing down that mighty fortress. If the heroes haven't found the dragon eggs in Sanction, the campaign continues at whichever new destination the Narrator chooses. (See "Continuing the Saga" at the end of this chapter.)

If the heroes want to avoid accidental conscription into the dragonarmy, they can try to hide in the city. Whatever hiding spot they pick, however, is already occupied by real dragonarmy deserters (use Soldier statistics). Automatically assuming that the newcomers have come to capture them, they attack unless the heroes explain the truth quickly. If the heroes avert a battle, the deserters reveal that they are locals who joined the army, but never figured they'd get marched off to war. They have heard some of the priests of Takhisis talking about how the Dark Queen is going to arrive at Neraka soon . . . and all five agreed that they had no desire to get anywhere near an Evil goddess if they could help it.

The five deserters have no interest in helping the heroes infiltrate the Temple of Luerkhisis, but they happily join in any effort to secure passage on a ship out of Sanction once the army has marched. (They have 37 steel between the five of them to help pay their way.)

Dragons to War

If the heroes discovered the secret of the dragon eggs and dispatched Silvara or Cymbal to the Dragon Isles, the sky



fills with metallic dragons shortly before sunset on the day the dragonarmy marches from Sanction. The Good dragons streak across the sky as the rays of the setting sun blaze off their shiny scales. Within moments, they engage the remaining red dragons.

A massive battle ensues, and the Good dragons fight their way straight toward the Temple of Luerkhisis. Gold, silver, bronze, brass, and copper dragons smash brutally through the red dragons that try to stop them, and they continue their offensive on the ground, changing into human and elven forms to fight.

If Silvara has been with the party for a while, she locates the heroes and lands near them. If the party members have at least one dragonlance in their possession, she offers to let a Good warrior in their midst ride her into combat. (She already has a saddle strapped to her back.) If they have enough dragonlances for all the Good heroes and characters, and the Narrator wishes to let several party members take to the sky, Silvara has recruited enough young silver dragons to accommodate the extra riders. A deadly battle in the sky follows, during which Silvara and the other silver and brass dragons battle three young red and six mature blue dragons who are trying to reinforce the city's failing defenses. If Cymbal is still alive, he is fighting more fiercely than any of his kind.

The Narrator should have each hero in the air face at least two Evil dragons. To run this battle, use either the aerial combat rules from the DRAGONLANCE SAGA supplement *Wings of Fury* or those from the AD&D *DUNGEON MASTER'S Guide*. The Narrator can also go for a purely dramatic approach, staging the battle as a "set piece" and focusing on the wheeling, roaring dragons, on the smell of ozone as the breath weapon of a blue dragon narrowly misses a hero and his or her mount, and on the rush of wind and the gravity-defying sensation of riding a dragon as it corkscrews toward its opponent. In this case, the rules system becomes irrelevant. The Narrator focuses completely on story, and the needs of the Saga determine the outcome of the battle rather than the game rules. (Victory in the skies is a preferable outcome to defeat.) Whichever approach the Narrator chooses to running an aerial battle involving one or more heroes, he or she should try to evoke the mood and feeling of World War I dogfights.

If the heroes have been posing as dragonarmy troops, they must rapidly shed those disguises or their new Good dragon allies will mistake them for minions of Evil and vent their full wrath upon them. The Good dragons soon battle their way through the Sivaks, soldiers, and priests who are desperately trying to defend the temple, then smash their way through the doors.

Heroes on the ground need not only watch this grand battle. They can fight soldiers and draconians alongside the dragons when the latter assume human or elven form. Further, the streets of Sanction soon erupt in battle as the downtrodden humans, emboldened by the dragons' attack, begin to fight their oppressors. If the heroes have encountered the shadowpeople, these mysterious residents also make their presence felt in the battle, gliding through the air to attack the bewildered draconians.

One of the more unusual sights in the battle is Firestorm, the venerable dragon whom the heroes met if they experienced the events described under "The Lords of Doom." She is walking through the streets in her unassuming human form, indiscriminately killing anyone who crosses her path—be it dragonarmy soldier, draconian, or rebelling local. She carries no weapons, but her great strength is evident as she strikes down opponents with single blows, laughing, giggling, and uttering phrases like "Oopsie!" and "That's gonna hurt in the morning!" If the heroes don't confront her, Firestorm vanishes into the chaos. If they do, she says "What? Can't a girl have a little fun?" as she assumes her dragon form. The Narrator can have her attack the heroes confronting her, in which case she fights to the death and does her best take the heroes with her. Alternatively, she could head into the sky, batting a couple of young copper dragons aside as she flies out over the New Sea. She disappears from view with the coppers in distant pursuit.

By the time the sun rises over Sanction again, the Good dragons and their allies have defeated the Evil troops and dragons defending the city and reduced the Temple of Luerkhisis to a smoking ruin. Sanction is once again in the hands of the natives.

If the heroes have become separated from the dragons, Cymbal (if he still lives) or Silvara seeks them out and brings them before an ancient gold wyrm. The creature introduces himself in a rumbling voice as Aurumnus.

"Through your actions," he says, "we, the Favored of Paladine, are now free to assist the mortals of Ansalon in their struggles against Darkness and Evil. After tending to our wounded and performing the necessary rites for our dead, we shall travel North to Palanthas, where Silvara tells us our allies of old, the Knights of Solamnia, are marching upon Kalaman. We will join them, coordinating our efforts with theirs through their leaders. Together, we shall turn the tide and thwart the Dark Queen's Evil schemes. We offer you our thanks, and we would be honored if you would ride with us to join the Knights."

Whether or not the heroes accept this offer, the main dragon force departs for the north late that day.

Continuing the Saga

From Sanction, the heroes can go to Neraka (based on information obtained here or in Flotsam) and lay the groundwork for an effort to sabotage the ritual that will restore the Dark Queen to full power on Krynn. Alternatively, they can travel with the metallic dragons to meet the Whitestone Army. If the heroes choose the former option, the campaign continues with Chapter Thirty-Five: Neraka, as the heroes must make their way through the north pass to the Dark Queen's city. If they choose the latter, the campaign continues with Chapter Thirty-Two: Meeting the Whitestone Forces. The metallic dragons also offer to carry messages or information to the commanders of the Whitestone Army on behalf of the heroes.

The heroes could also leave Sanction by ship, in which case the Narrator can modify encounters from Chapter Twenty-Three: To Sanction, even though they might end up right back in Sanction again. (If they do, this could be a second chance for them to hook up with Silvara and find the dragon eggs, if they have not already done so.) Finally, the heroes could head east to Khur. The information in Chapter Twenty-Nine: Khur provides guidelines for what the heroes may encounter there.

If the heroes discovered the eggs, Narrators should award a quest {3,000 experience points} to all heroes who have taken part in the entire campaign up to this point.

Chapter Thirty-Two

But there is no precedent for this!" Patrick continued to argue, avoiding Laurana's eyes. "I'm certain that—according to the Measure—women are not permitted in the Knighthood—"

"You are wrong," Astinus stated flatly. "And there is precdent. In the Third Dragonwar, a young woman was accepted into the Knighthood following the deaths of her father and her brothers. She rose to Knight of the Sword and died honorably in battle, mourned by her brethren."

—An argument breaks out over whether Laurana can lead the armies of Good, Dragons of Spring Dawning

Heroes who discovered the foul origins of the draconian species in Sanction have finally placed the forces of Good firmly onto the road to victory. There are still many tasks ahead, however. One of the most important of these is ensuring that the Good dragons and the Knights of Solamnia join together in an effective fighting force.

To Solamnia

After helping to liberate Sanction in Chapter Thirty-One, the metallic dragons spend a few hours tending their wounds and helping the citizens deal with the final remnants of the Evil armies in that city. Several dragons volunteer to guard the passes leading from Neraka and Khur, while others leave to patrol the New Sea. A select group of Good dragons guards the Temple of Luerkhisis, keeping all "lesser races" well away from it until they can transport their remaining eggs safely back to the Dragon Isles.

But the majority of the dragon force is preparing to depart for Solamnia. Aurumnus himself leads this group. If the heroes accepted his invitation to join this contingent, the dragons produce saddles that have been stored since the Third Dragonwar and invite the heroes to ride on their backs. As the heroes secure themselves in the saddles, the mighty dragons crouch expectantly, their huge wings fanning slowly. Then their powerful muscles flex, and the dragons leap into the air. The saddles are secure, but the effect is still dizzying for the heroes. The dragons and their riders swiftly leave Sanction and the volcanoes behind, and soon the barren plains of Estwilde spread out beneath the heroes as their mounts head northeast. Necks and tails extended to streamline their flight, the Good dragons seem eager to continue the war.

After a day's flight, the heroes reach northern Solamnia. They soar over bleak landscapes that have been trampled and blackened by warfare. Along the Vingaard River, the dragonarmy engineers are hard at work building fortifications. The dragons growl at this sight, but hold true to the orders their golden leader gave and continue to fly northward toward the bastion of the Knights.

As stars become visible in the deepening twilight, the heroes spot a large army moving across the plains. Even from their vantage point, they can see the last rays of sun glinting off the highly polished armor of the Knights of Solamnia, who are at the head of the force. The army also spots the dragons, and a wave seems to go through the ranks as hundreds of soldiers prepare their weapons.

Aurumnus banks left and starts spiraling down toward the ground, landing a few miles from the main army's position. The venerable gold dragon tells the heroes to go ahead and explain to the Knights that the metallic dragons have come as allies, not enemies.

If the heroes don't understand why the Good dragons didn't just land near the army and speak for themselves, the gold dragon snorts.

"A dragon's a dragon to mortals; they can't be expected to know any better. I hate getting shot at for no good reason, and we wouldn't exactly be getting off on the right foot if I lost my temper and flamed a few of those good people, now would we?"

If the heroes do not agree to deliver Aurumnus's message, his prediction comes true—a battle ensues between the Knights and the metallic dragons. Losses occur on both sides before they can come to an understanding.

Talking with the Commanders

Depending on the details of the Narrator's campaign, the leader of the Whitestone forces is either a Knight of Solamnia whom the heroes have met previously in the campaign (most likely Lord Gunthar) or Laurana, if she isn't already in play as a hero. (After she had shown great valor during the Battle of the High Clerist's Tower, the Knights gave Laurana command of the eastern forces in the novels.) Whether Laurana or a Lord Knight is in charge, that character vouches for the heroes and convinces the other Knights that they are not servants of Evil. When some of the other officers start grumbling that all who traffic with dragons are Evil, the general turns to his or her subordinate and snaps that one should not call another person's honor into question without good cause. (If the character is Laurana, her new assertiveness and maturity should surprise heroes who knew her in Qualinesti, where she behaved with girlish capriciousness.)

If the heroes weren't present during the battle at the High Clerist's Tower, the general relates that many Knights died there, but that the forces of Good repulsed the dragonarmies with the help of a Dragon Orb that was discovered at the heart of the great Tower.

Regardless of his or her identity, the commander is curious as to why the Good dragons have chosen this moment to enter the conflict. The heroes can explain or

defer to the dragons as they choose; the general is willing to accompany the party back to the dragons' landing site to confer with them personally if that seems expedient. The commander then invites the metallic dragons, either through the heroes or directly, to join the Knights as they camp for the night. The dragons follow the heroes back to the encampment. Once they arrive, the commander kneels before them in deference. "Honored allies in this fight against Evil," he or she says. "We welcome you among us."

"The respect you show us is appreciated," Aurumnus replies, "but if you are the commander of this force, then we are equals in this fight.

The general then sends his or her lieutenants away to organize the camp and spreads several maps out before the dragons. He or she requests their aid in planning new strategies that will use the dragons to their best advantage in the impending assault on Kalaman. If the heroes want to be present when the commander and the dragons develop their plans, their input is more than welcome.

Although the Knights and soldiers are initially apprehensive about having dragons in their midst, interactions between the two groups gradually reassure the humans that these dragons truly are a different breed than the ones who have been spreading death and destruction. By morning, the army is ready to function as a team.

The strategy the characters develop involves the Good dragons engaging any Evil dragons and other flying beasts that might be guarding Kalaman, then turning to defeat the defenders on the city walls. Any dragons who can see their way clear to do so will land in the city and open the gates from the inside. The general hopes that the army can take the city with minimal damage and virtually no loss of civilian life. A lengthy siege is the last thing the commander wants; the ideal outcome is for the army to secure the city and leave a small force behind to defend both it and the Vingaard estuary. The main force could then sweep south into Taman Busuk and join the other Whitestone forces for the assault on Neraka. (If the heroes haven't uncovered the fact that Takhisis is planning to reenter Ansalon, the dragons inform the commanders of this fact. They are not certain exactly when this will take place, but they do know that it is to happen in Neraka.

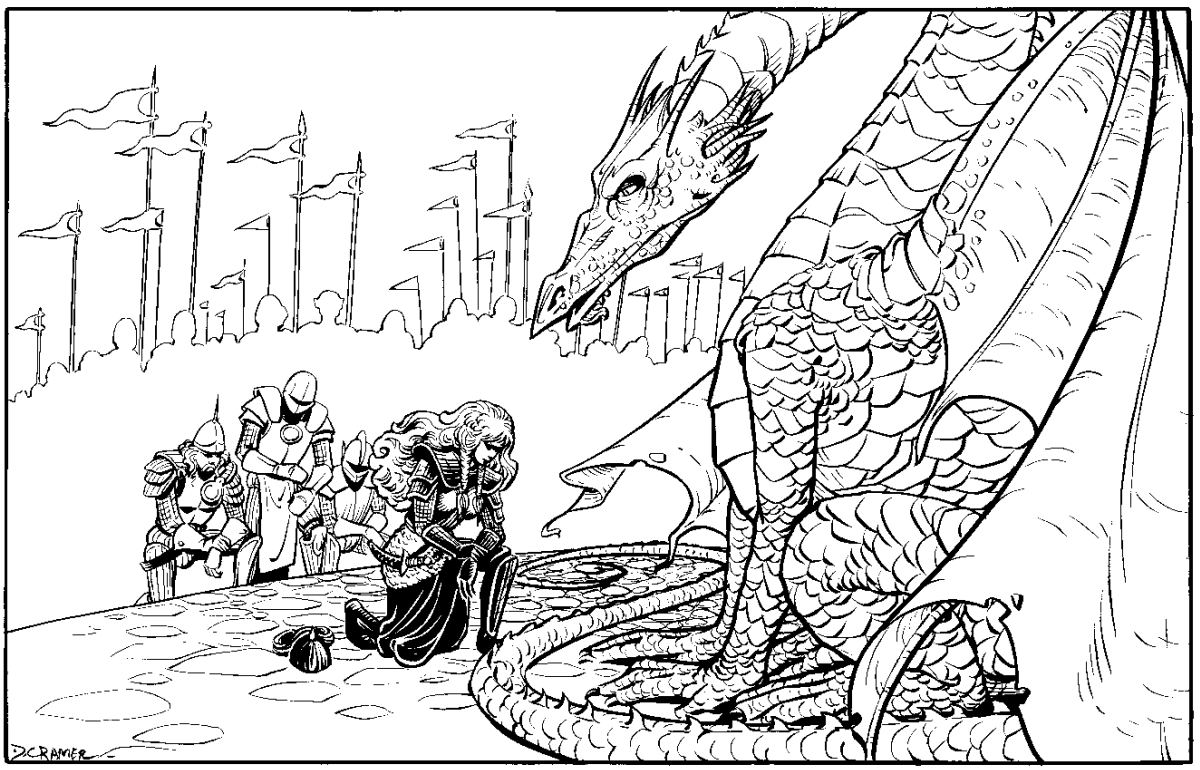
If the heroes want to be involved in planning the assault on Kalaman, both the dragons and the general are willing to listen to any suggestions they may have. Should they come up with an effective plan for liberating the city, the Narrator should have the dragons and army commanders consider it, and then decide to revise their own plans so that they match it more closely.

Continuing the Saga

The heroes can play several different roles in the Whitestone Army's push to defeat the dragonarmies. The Narrator should have characters make it clear that each of the tasks they present to the party is very important to the overall war effort. The struggle against the tide of Evil has now expanded well beyond the heroes, but their efforts must continue to be crucial—after all, they are the center of the story that is unfolding. Now, however, the conflict has grown so large that many champions of Good must be active on many fronts.

First, the heroes can take part in the liberation of Kalaman. They can either infiltrate the city before the main army arrives, or they can participate in the main assault. The campaign continues with Chapter Thirty-Three: Kalaman if they choose either one of these options.

Second, the heroes can head into the lands held by the dragonarmy to identify major fortifications and other obstacles in the path the army intends to take as it marches on Neraka. The heroes might even travel as far as Neraka itself to get a look at that shadowed city. If the campaign goes in this direction, continue with Chapter Thirty-Five: Neraka.



Chapter Thirty-Three



A few weeks ago we couldn't have begged the Lord to give us a crust of stale bread. Now—because of the Golden General—he's agreed to garrison the army in the town, provide us with supplies, horses, anything we want. Young men are flocking to join up. Our ranks will be swelled by a thousand or more before we leave for Dargaard. And you've lifted the morale of our own troops. You saw the Knights as they were in the High Clerist's Tower—look at them now."

—Sir Michael speaks to Laurana after the forces of Good take Kalaman, Dragons of Spring Dawning

Situated on the estuary of the Vingaard River, Kalaman is a key port on the northern shores of Ansalon. Its harbor is deep enough to dock all but the largest of merchant ships.

As the dragonarmies prepared to launch their offensive across the Vingaard into Solamnia, their leaders considered Kalaman a key strategic objective. Once they had seized that and Vingaard Keep, the dragonarmy could use the mighty Vingaard River to move troops rapidly from northern Ansalon to the very heart of Solamnia in the south. Further, the port is a perfect resupply point for minotaur raids against Palanthas. Finally, Kalaman now serves as a major command center for the Blue Army. The dragonarmy leaders coordinate most of their operations along the river from here during the winter offensive.

Kalaman and the Campaign Flow

After the Knights of Solamnia turn the tide of war in the decisive Battle of the High Clerist's Tower (see Chapter Twenty-One: Tower of the High Clerist) and the vengeful metallic dragons sweep in from the north to join the fray (see Chapter Thirty-One: Sanction), Kalaman is one of the first major cities they liberate from the Evil forces.

If the heroes arrive here via ship from Flotsam, the Narrator has to decide how important a role the heroes are to play in this particular retelling of the War of the Lance. The events that take place in Kalaman depend to a large extent on whether or not the dragonarmies still control the city at the time the party arrives. If they do, the heroes might yet make it to Palanthas to take part in the Battle of the High Clerist's Tower. If that battle has already taken place, the party can always join with the Kalaman Force (consisting of Knights of Solamnia and Good dragons) as it marches on the city. Any information the heroes can provide about the city's defenses should aid the troops. Perhaps the heroes could even bring about the fall of the dragonarmy command here as they once brought low the Lord of Kalaman—by using deceit and stealth rather than force of arms. (The Whitestone army must take the city by battle, but the dragonarmy troops will be demoralized if their commanders disappear.)

Playing the Novels

Few details are given about Kalaman in *Dragons of Spring Dawning*. Narrators who wish to mirror the novels as closely as possible can use this section to flesh out the days the heroes spend in this city, as well as the battles that unfold here.

In the Chronicles trilogy, Laurana leads the army that marches on Kalaman. After a hard-fought battle, during which the Good dragons show up to assist, the forces of Good retake the city and its citizens welcome their liberators. Laurana's army even captures Bakaris, one of the Blue Lady's top commanders. Laurana is housed in Castle Kalaman, and the town honors her during the Spring Festival.

A few days after the town's liberation, sea elves deposit the Companions who traveled east from Tarsis on the shore a few miles away. They have no recollection of how they arrived here, yet they have come hundreds of miles from the Blood Sea.

Before they can get to Kalaman, however, Kitiara strikes. She sends a false message to Laurana that Tanis is dying at Vingaard Keep. The young elf woman steals covertly from the city with Tasslehoff and Flint, but Lord Soth manages to capture her.

When the Innfellows are finally reunited, they exchange tales. Gilthanas tells of his adventures with Silvara in the city of Sanction, while Flint and Tasslehoff update their long-absent friends on the sad fate of Sturm. They also reveal the fate of Laurana, but then Kitiara appears. She tells them that Laurana has been taken to Neraka and says that if the Knights don't send away the Good dragons, she'll kill the Golden General.

Although the forces of Evil have suffered a setback in Kalaman, Kitiara lures Laurana into a trap and abducts her. She attempts to blackmail Tanis into joining her side by threatening Laurana's life.

Tanis and the other heroes set out for Neraka, intent on saving their friend. Gilthanas and Silvara remain in Kalaman. Gilthanas accepts the governorship of the city after it becomes clear that the lord has no skill in running a city threatened by war.

The Lord of Kalaman

Three centuries before the Cataclysm, ambitious Istar merchants developed Kalaman, then a small fishing village, into a major port. For well over half a millennium, it served as the center of trade in Nightlund. The city's population has remained roughly constant since the Cataclysm, however, for Palanthas has eclipsed its status as a trade center since the destruction of Istar.

The Lord who ruled this city maintained the highest of standards. He was descended from a line of Solamnic Knights, and although his family swore off that heritage

for political reasons after the Cataclysm, they still held closely to the Knighthood's ideals. The city walls were always sturdy and well maintained, and the defenders vigilant. The city even maintained a fleet of four war barges to assist in the defense of the harbor. Generally speaking, the people were happy and prosperous. A small section of the city contained poverty-stricken citizens, but even they were better off than the poor of other cities.

Kalaman fell by treachery. Agents of the dragonarmy infiltrated the city and slew its defenders, then murdered the Lord Knight and his family as they slept. They spared one of the Lord's children—Calof, his third and youngest son. The dragonarmy galleys sailed into the harbor without contest and seized the war barges, which offered little resistance. When the new day broke over the city, the residents awoke to find themselves under new rule.

Since then, the dragonarmy leaders have converted Castle Kalaman into a command center for the Blue Army and coordinated much of the campaign against northern Solamnia and Palanthas from there. The Lord's Quarters serve as Kitiara's rooms when she was in residence here. The young Calof is now titular ruler of the city, though he is little more than a puppet carrying out Kitiara's orders. He firmly believes that she is a demon—she seemed to enjoy nothing more than humiliating him.

When the Knights of Solamnia retake the city, they likewise use the castle as their command center. However, the general of the Kalaman Force occupies quarters on the second floor of the guest wing as a show of humility.

The Harbor and Waterfront

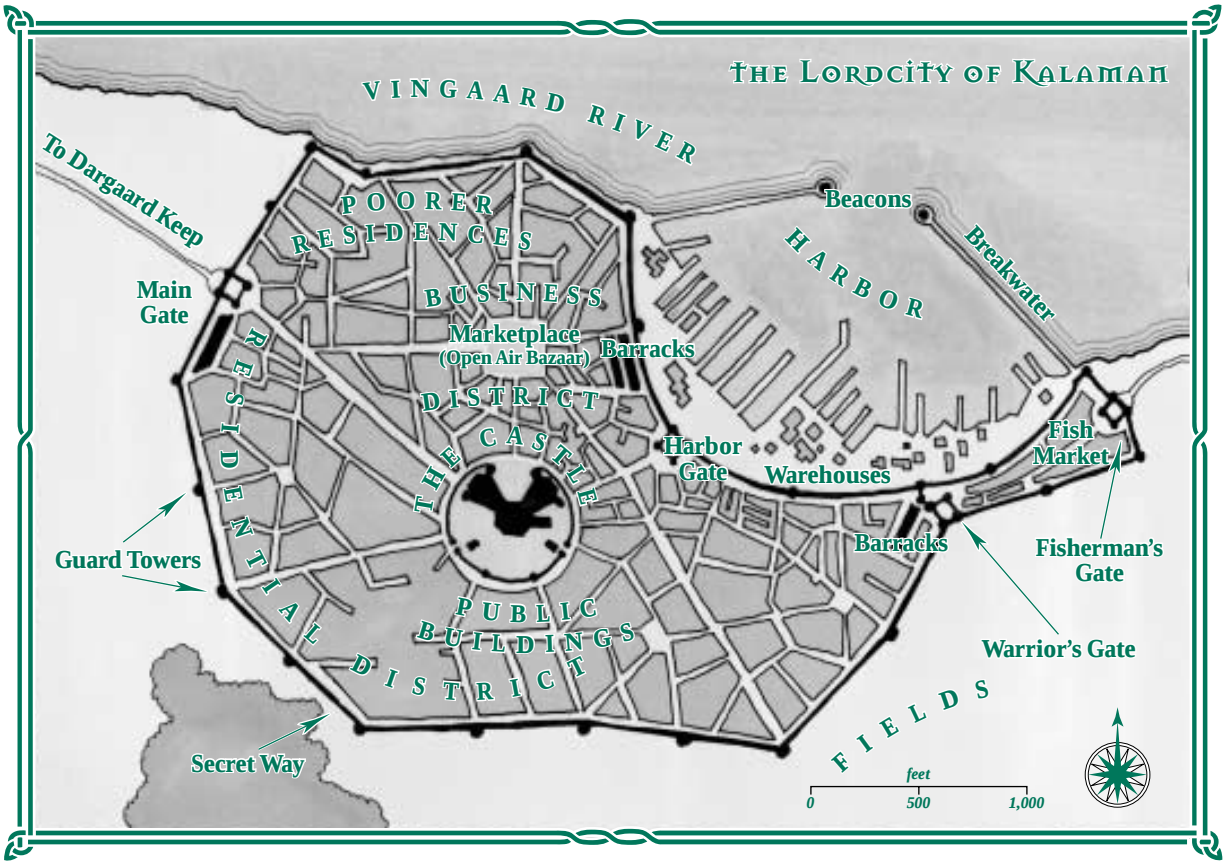
From the earliest days, the harbor was designed to accommodate even large merchant vessels. The docks are wide to enable loading and unloading of multiple ships simultaneously, and the lords of the city have consistently placed warehouses along the waterfront rather than the taverns and houses of ill repute that so many other cities display at their wharfsides. This arrangement has always given the waterfront of Kalaman an oddly deserted appearance. Sailors who don't know better feel their hearts sink when they put into the port and see only rows of austere gray buildings instead of the hustle and bustle of taverngoers.

The only structures along the docks that aren't designed to house trade goods and other cargo are the Harbor Masters' offices and a shop owned by a trio of boatwrights who assist fishermen and ships' captains in maintaining their vessels.

While the city is under dragonarmy control, the troops tightly control access to the harbor and waterfront. There are checkpoints on the streets leading there, and only those with passes from the harbor master or the Highlord are allowed onto the docks. Sea access is also restricted; captains who put into port without proper papers find their ships confiscated and their crews imprisoned. At Kalaman, such renegade captains can negotiate release for themselves and their crews by swearing allegiance to the Dragon Empire and taking on cargoes bound for Flotsam or ports along the New Sea. They may depart, however, only after undergoing a ritual that supposedly will cause them to explode where they stand should they attempt to betray their new masters. (The ritual is a fraud, but few captains dare tempt fate. Those who do usually meet their deaths swiftly anyway—at the hands of four Sivaks who have slain and replaced crew members during captivity.)

The City Walls and Gates

The walls of Kalaman are dark gray and 15 feet tall, with 25-foot towers placed every 500 feet. Eighteen groups, each consisting of two soldiers and one Bozak patrol the wall, watching vigilantly to the south and west. The Bozak has *magic missile*, *sleep*, and *web* spells memorized. In addition, an officer, three soldiers, and a Sivak man each



tower at all times. These troops are constantly scanning the plains and hills beyond the walls, but they also watch for trouble inside the city. Each tower has a bell with which the watchers can sound the alarm should they spot a major force approaching or intruders on the walls. In such a case, the officer also dispatches the Sivak to alert the commanders and dragons at the castle.

During the Cataclysm, earthquakes damaged portions of the city wall. The Lord swiftly had them rebuilt, but a small cabal of merchants who wished to bypass the city's taxes bribed the builders to add something special to the south wall: hidden doors and a secret passageway that would allow them to smuggle goods in and out of the city.

Although this secret route into and out of the city made them rich, they were all too selfish to share its existence, even with their own offspring. Once misadventure and old age had claimed the last of them, the secret passage was forgotten by all . . . all, that is, except a pair of kender who happened to see the merchants smuggling their wares into the city. Three hundred years later, the secret way into Kalaman is something of an open secret among the kender of the Stoat Clan, as well as those whom they consider close friends.

Ten Baaz, two Sivaks, and an officer guard gates into the city at all times. The gates remain open twenty-four hours a day, as many of the dragonarmy's nocturnal footsoldiers (including goblins and messengers) come and go even in the darkest hours of the night. During the day, farmers can come and go from the city, either to trade livestock and handicrafts at the marketplace, or to buy seed in preparation for the spring planting season.

If the heroes cause havoc in the city or kill more than two or three soldiers in a brawl, the gates remain closed during the daytime, and the guard is doubled at night. Further, the guards have instructions to apprehend any elves or half-elves attempting to leave or enter the city. The troops lock any captured characters and heroes in the dungeons beneath Castle Kalaman until the Blue Lady returns to the city, 1–10 days later.

If the encounter in Chapter Twenty-Two: The Highlord's Offer has yet to take place, the heroes are brought before Kitiara in her quarters in the palace. If this offer has already been made, she visits them in the dungeon. She greets them warmly and listens to whatever they may wish to tell her. Regardless, she says, "I'm sorry it has to end this way. I really do still care for all of you, but you've chosen your side, I've chosen mine . . . and you've lost. I'll execute you myself when I return to the city." The heroes then have 1–10+3 days to escape before Kitiara returns. (Kind Narrators may have the Whitestone Army liberate the city before the execution date should the heroes fail to escape.)

Barracks

Each barracks area has four long, two-story buildings and a single, narrow, three-story one. Before the Cataclysm, each two-story building housed either members of one of the Solamnic orders with their squires and retainers, or simple soldiers. The three-story building was reserved for high-ranking Knights and other commanders. After the Knighthoods fell into disgrace, Kalaman's lord gave the barracks over to city guards and mercenaries he had hired, but he continued to house officers in the larger building.

The dragonarmy has continued to use the barracks areas of the city to house its troops and officers. Now, each building serves as quarters for a different type of troop attached to the Blue Army. In one, goblins and hobgoblins dwell in filth and chaos. Human soldiers and mercenaries live in another, a third holds the army's ogre heavy infantry, and the fourth houses draconians. The domicile reserved for officers serves as quarters for mercenary captains and officers ranking lower than Highmaster. Roughly five hundred beings dwell in each barracks quarter.

Low walls separate the barracks from the rest of the city. A contingent consisting of one officer, two Kapaks, and four soldiers always mans the gates. These guards stop and turn back anyone not wearing a Blue Dragonarmy uniform or the symbol of a mercenary band. Unlike the guards posted in many other dragonarmy-held cities, the Blue Wing of Kalaman keeps careful track of the comings and goings of mercenary companies. Forged or stolen company badges work only if they correspond to a company that is actually at Kalaman. If a fight breaks out, one of the soldiers breaks from the battle to get reinforcements. Two more identical groups of troops arrive within four minutes, and a trumpet sounds from somewhere within the barracks area. This is a signal for the guards patrolling the walls to have the city gates closed.

Heroes defeated by the guards at the gate regain consciousness in the dungeon beneath Castle Kalaman. If the Blue Lady has not yet revealed her true identity to the party, the events described in Chapter Twenty-Two unfold. If the offer has already occurred, the heroes have 1–10 days to escape before the soldiers execute them. (Kind Narrators may have the Whitestone Army liberate the city before the execution date should the heroes fail to escape.)

If the heroes infiltrate the barracks, they can steal papers relating to guard patrols plus orders from the Highlord regarding the city's security. All sensitive information relating to the forces of Evil beyond the walls of Kalaman is kept in a secure location inside the castle.

Poor Residences

Less squalid than the slums in many Ansalonian cities, these areas nonetheless show the unmistakable signs of poverty. The buildings are in poor repair, filthy children roam the streets, and sunken-eyed women stand in the doorways, watching. Many of the buildings here are three or four stories tall, and most residents rent a couple of rooms in them from landlords who live across town.

There are few young men in this neighborhood. Shortly after taking Kalaman, a Blue Highlord gave a rousing recruitment speech while hovering above the area on a dragon. This commander painted a convincing picture of the old Lord as a selfish, corrupt man who had been denying the people wealth that was rightfully theirs. The Highlord then expanded that picture of corruption to include the nobles of Solamnia and promised anyone who joined the dragonarmy a share of the loot from the sacking of Vingaard and Palanthas. Occasionally, a dragonarmy soldier comes to this neighborhood for a brief family visit.

Kalaman's tiny thieves' guild operates out of this area, relying mostly on protection money from the shopkeepers whose establishments are on the edge of the poor neighborhood. Should the heroes venture into this district, 1–10+2 guild thieves soon start following them. If the thieves number less than five, they try picking the pockets of the most wealthy-looking heroes. If five or more of them are present, and if they outnumber the party, they surround the heroes, draw knives, and demand their money in exchange for their lives. If the thieves defeat the heroes in such an encounter, the ruffians take all the party's valuables and leave the unconscious bodies of their victims in the gutter. Should the heroes defeat the thieves, the wretches can give their captors any information listed

in this chapter about the city, except the security arrangements at the castle. They know about the secret passage through the city wall, but they only reveal that if no other information they offer seems likely to dissuade the heroes from killing them or turning them over to the authorities.

Along the boundary between the poor district and the business district are a number of taverns and "houses of ill repute," which are usually full of rambunctious off-duty dragonarmy soldiers and officers. Bands of 1–10+2 drunken humans, ogres, and minotaurs roam the surrounding streets, looking for trouble. Unless the heroes take great care to be unobtrusive, some of the inebriated soldiers will try to make them the source of trouble. (If the party has chivalrous characters in its midst, the Narrator might consider forcing a bit of trouble by having soldiers menace some clearly defenseless victims nearby, forcing the heroes either to reveal themselves as enemies of the dragonarmy or to stand by and let innocents suffer.)

Business District

As befits a trade center, Kalaman has a well-developed business district that not only supplies necessities to the city's residents, but also provides for the needs of a wide variety of travelers. Even now, after many months of dragonarmy occupation, the variety of goods found in Kalaman almost rivals that available in great Palanthas.

The heart and soul of the business district is Kalaman's famous open-air market. Despite the heavy restrictions to which the city has been subjected during the War of the Lance, the open-air market remains a source of virtually all sorts of goods from anywhere in Ansalon. Maps, exotic foods, livestock, and even curious artifacts from the ruins in nearby mountain ranges are still available here, even with the tight dragonarmy control.

Weapons, however, are hard to come by. The Highlords have instituted a mandatory death sentence for any merchant selling weapons larger than daggers. Nonetheless, one of the merchants can seek out heroes on the sly (if they've confronted the dragonarmy) and offer them weapons at three times the normal cost.

In the business district, just beyond the edge of the open-air market, is the stall of one of Ansalon's best cartographers. Ashe Mer-Karne and his forebears have operated a cartography business in Kalaman since before the Cataclysm. Despite the success of the business, however, the family has never been particularly wealthy—the money always outfits expeditions to distant locations.

Mer-Karne has no love for the dragonarmies, and if he somehow discovers that the heroes are in the city to oppose them (by witnessing the party fighting with draconians or soldiers, for example) he approaches the group with a map of Kalaman dating from shortly after the Cataclysm. Scribbled in the margins are the location and specifications for the secret passage in the south wall. "I figure you folks can make better use of this info than I," he says.

If Sevil is with the party, he vouches for Mer-Karne, who responds by acknowledging Sevil. The cartographer comments that since he knows Sevil likes to keep his contacts secret, he was behaving as though they were unacquainted. Mer-Karne then reveals that Sevil was in Kalaman a few months back, and together they mapped out the ruins to the north. The two also sabotaged a couple of dragonarmy galleys, sending them to the bottom of the Turbidus Ocean.

Ashe Mer-Karne has the statistics of a Townsfolk, and he excels in the areas of calligraphy and cartography. He is also an accomplished forger, who Sevil claims can supply the party with a wide variety of dragonarmy papers. (Sevil also knows that the garrisons manning the passes that lead to Neraka allow only those who have specific authorization from a Highlord to travel through them.)

Residential District

Compared to the citizens of Palanthas, Kalaman's wealthiest residents are somewhat poor, although by the standards of most people in Ansalon, most of the populace here would be considered well-off. Even with the oppression of the dragonarmy, the merchants and craftsmen of Kalaman continue to reap good revenues for their diligence and fair dealings with others.

The dragonarmy troops rarely venture into the residential neighborhoods, though some households periodically receive visits from sons and daughters who have joined the dragonarmy to better their stations (usually second and third children who stand to inherit little). Neighbors tend to shun such households, and in the wake of liberation, some may exact petty vengeance upon the families of dragonarmy personnel, looting and even burning their property. If the heroes have by some chance befriended the parents of a local who has joined the oppressors, they could find themselves in the odd situation of defending supposed dragonarmy supporters on the day of the city's liberation.

The Castle

Castle Kalaman remains one of the most beautiful structures in northern Ansalon. The Lord's Suite in the castle serves as the Blue Lady's quarters when she is in Kalaman. Lord Calof, the sole surviving member of the lord's family, serves somewhat unwillingly as the Blue Lady's on-call companion and as a sort of puppet master for the city. Therefore, he also resides in that same complex of rooms.

When the Knights of Solamnia retake the city, they likewise use the castle as their command center. The general of the Kalaman Force takes quarters on the second floor of the guest wing as a show of humility and allows Lord Calof to remain the city's ruler.

A thorough search of the Highlord's quarters reveals that in five weeks, all the Highlords are to gather in Neraka for an event referred to only as "the Return." Evidence in the form of a personal diary indicates that the Blue Lady is more interested in advancing her own personal power than that of Takhisis or the dragonarmy. Her main partner in this endeavor is someone named "Skie."

Kalaman Under the Dragonarmy

The Blue Army carefully regulates traffic through the city gates and access to the harbor and waterfront. Only those who carry passes issued by the Highmaster in charge of the city for specific purposes may enter or leave. Carrying weapons larger than daggers is forbidden to all save dragonarmy personnel. If the heroes arrive by ship, their captain makes them aware of this fact before landfall.

Kalaman is garrisoned almost exclusively by troops and draconians of the Blue Army. Many of these are unseasoned troops recruited from the city and surrounding areas. Minotaur and ogre mercenaries augment the force, however, adding to its combat strength.

Although Kalaman is a more ordered city than Port Balifor, Flotsam, or Sanction, the Narrator can model encounters here after those provided in any other city description.

The Highlord

If the heroes spend an extended period of time in Kalaman before its liberation, they are here when Kitiara and her wingmen return to Kalaman. Depending on the timing of the campaign events, she is returning either from Flotsam or from the assault on the High Clerist's Tower. If it is the latter, she permits Skie to vent his frustration by strafing the marketplace before he lands behind the palace walls. Within a day, the warships in the harbor set sail—half moving west to blockade the harbor of Palanthas and half undertaking patrols along the Vingaard River.

Regardless of when she is here, Kitiara seems to be in a particularly foul mood. She occasionally walks the streets of Kalaman in the company of one of her wingmen. At such times, she cuts down anyone, civilian or soldier, who gets in her way. After a few days of terrorizing the citizens, she and Skie depart once again. Only they know their destination. (Kitiara is going to Dargaard to cement her alliance with the death knight called Lord Soth.)

During this time, the party may also encounter Bakaris in the streets of the city. He recognizes the heroes and calls a force of ten Baaz, five Kapak, and two Sivaks to help him take the group into custody. If they succeed in capturing the heroes, he questions them to learn why his commander takes such an interest in them. Whether they satisfy his curiosity or not, however, he leaves them to languish in the dungeons beneath Kalaman Castle. Within 1–10 days after their imprisonment, the Whitestone forces and Good dragons begin their assault on the city. The Narrator can contrive to let the heroes escape at this point and create an opportunity for them to capture Bakaris as he tries to flee the city. If given a chance, Bakaris surrenders—he'd much rather live to fight another day.

Kalaman Under the Solamnic Knights

The dragon battles during the city's liberation have damaged the city walls, but the Knights immediately set about rebuilding them and repairing any other damage the city suffered. The citizens welcome the generals of the Whitestone Army into the city as heroes. As soon as the soldiers have cleaned the stench of draconians and goblins out of the barracks, the general places a portion of the Whitestone Army here to serve as a garrison while the main force presses onward to Neraka.

The soldiers complete the repairs to the city swiftly under the watchful eyes of the new Governor, Gilthanas. His purpose there is twofold: to ensure the city's rapid recovery and to determine whether Calof cooperated with Kitiara because he wanted to minimize his people's suffering, or because he is a minion of Takhisis.

The Knights remain vigilant against dragonarmy counter-offenses and infiltration efforts, sealing the gates tightly once the sun goes down and manning them with both Knights and mercenaries during the daylight hours. The city is still considered to be in a state of war, as draconian units continue to roam the countryside. The Knights expect a strike against the city at any moment.

The Highlord Strikes Back

The commander of the Whitestone Forces at Kalaman calls the heroes to the castle. He or she shows them a missive from the Blue Lady in which she claims that she has taken an important character (or even a hero whose player is absent from the session) hostage. She promises to release the captive unharmed if the leader of the army agrees to meet her secretly in the grove of trees southeast of the city. She wants to meet at midnight to discuss her future now that the war has started turning against her.

The general feels that he or she has no choice but to meet with the Blue Lady—if she is turning on the dragonarmy, it is an opportunity to learn about the forces and strategies of the Evil armies. If the heroes have the Blue Lady's diary in their possession and present it to the commander, he or she becomes even more convinced that something good can come out of this meeting. The general will not give the Evil warlord anything except her freedom, but if dealing with her will save lives of soldiers who might otherwise die, meeting with her is well worth the risk. Further, the Blue Lady has an innocent hostage that must be considered. If the heroes don't offer to do so on their own, the leader asks them to join him or her in the grove as bodyguards. (Naturally, no good is exactly what the Highlord is up to. The truth is, Kitiara has no hostage, but she intends to take one—the leader with whom she supposedly wants to parlay.)

The heroes can make whatever preparations they wish, but Kitiara, who knows them and understands the way they think, can circumvent almost anything they design. (Even if she didn't know them well before, she has spent the last few months chasing them, so she has a general idea what to expect from them. Plus, although Kitiara may not be very wise, she has a keen military mind, and she is paired with one of the greatest tacticians in all of Ansalon—the blue dragon Skie. He too has been analyzing the actions of the heroes, and he has helped Kit develop the plan they are about to execute.)

Kitiara's basic plan is to place ten Bozaks and ten Kapaks invisibly in the grove, both on the ground and in the trees. The Bozaks have memorized *darkness*, *sleep*, and *web* spells. (Increase the number of draconians if the heroes bring troops with them.) Skie will be flying high above the grove, likewise invisible. Even if the heroes magically hide their own watchers, those individuals cannot spot the ambushers without spells or items that enable them do to so. However, if the heroes think to use *detect invisibility* spells on the grove, they spot the draconians, who attack as soon as they realize they have been seen.

If the heroes go to the grove alone, without the commander, Kitiara and Skie abandon the plan and depart without facing the party. If not, then the appropriate portion of "The Meeting" unfolds below.

The Meeting

At midnight, Kitiara rides toward the grove, wearing simple chainmail instead of her Highlord armor. If the heroes have not yet discovered that she is the Blue Highlord, she graces her old friends with a crooked smile, asks if they got her message, and states that they'll have to catch up on all the time they've lost. She dismounts and curtseys slightly to the commander, a sardonic smile upon her face. "I am the Blue Lady," she says. "It's an honor to be here."

Kitiara small-talks with the heroes for a bit if they are willing to do so, but eventually the commander of the forces becomes impatient and brings up the hostage. "Ah yes," Kit says, shaking her head ruefully. "The hostage. The truth of the matter is, I don't have one—yet."

With that, the draconians attack, placing themselves between Kitiara and the party so that she can retreat well away from combat. She watches the battle with her arms folded across her chest, smiling her crooked smile and occasionally calling out tips to party warriors about



swordsmanship. (Alternatively, she can engage character warriors whom the heroes brought along. If she does so, she should defeat them with relative ease.) If the heroes have a large force with them, Skie swoops down and blasts the troops with his lightning breath.

Should the draconians manage to defeat the heroes, Kit orders the commander thrown onto Skie's back. She kisses Tanis if he is present. Read the following aloud:

"Tell the people of Kalaman and those damned Knights they have three weeks. Three weeks to get rid of the metallic dragons and surrender the city to me. If they don't, I'll first send that fool's head back to them after feeding his body to my friend Skie. Then I'll rain death upon them until their city is no more. There are no Dragon Orbs here. Tell them that, my love." She hesitates for a moment, then says, "Of course, you could also tell them they can come to Neraka and retrieve their commander themselves. After all, they do all seem to share the delusion that they actually have a chance of winning this war."

She then mounts Skie and orders the draconians to kill everyone in the grove—except the heroes and any other original Innfellows. Then the dragon heads into the sky.

If the battle goes badly for the draconians, a horrifying figure materializes out of the shadows in the grove just as the heroes and their allies seem to have won. Lord Soth wears blackened, partially melted Solamnic plate armor, and his eyes glow like tiny little fires within his helm. He casts *wall of ice* and places it between himself and the heroes, following it up with a *fireball* if that doesn't deter them. He then swiftly subdues the commander. Skie, in the meantime, swoops down and attacks any heroes who are fighting Kitiara, then lets her climb onto his back. He scoops the unconscious commander into his front claws and leaps back into the air. Kitiara delivers the ultimatum from the safety of her dragon's back, shouting it for all to hear.

Soth stays behind on the ground. Troops arrive from the city to help the heroes fight him as Kitiara is giving her ultimatum. He kills many warriors, and perhaps even some of the heroes, but he cannot stand forever against the army and the party together. When he dies, he burns up suddenly, like a piece of flashpaper, letting out a booming laugh as he expires. Then there is nothing left of him but a fine ash blowing in the breeze. Soth is not dead, however—he will reform in the decaying throne room of Dargaard Keep, and the heroes will face him again at the Dark Queen's temple in Neraka.

Continuing the Saga

If the Whitestone Forces have liberated Kalaman and the commander has been kidnapped, the tale continues with Chapter Thirty-Four: Into the Dragon Empire. If the heroes managed to prevent the kidnapping by outsmarting Kit, Skie, and Soth, the citizens and the army hold a feast in their honor. Afterward, however, things get serious again. The commander says that the time has most definitely come to strike directly at Neraka. He asks the party to travel into the Heart of Darkness and find the weaknesses in whatever fortress the Dragon Highlords occupy there. Again, this brings them to Chapter Thirty-Four.

If the city has yet to be liberated, the campaign continues either with Chapter Twenty: Palanthas (if the party's goal is that city), or Chapter Thirty-Four (if the group has reason to head to Jelek or Neraka).

Chapter Thirty-Four

From Taman Busuk and Neraka did the dragonarmies pour forth, and if the forces of Good are to restore peace the world, mighty heroes of pure hearts will have to enter these dark realms. The Seer tells me that something dire is brewing within the shadows of Neraka. Can we rely upon the Whitestone Forces to defeat the Dark Queen in time to stop this disaster, or should we, the citizens of Nordmaar finally attempt to throw off the dragonarmy yoke?

—From the diary of Shredler Kerian, King of Nordmaar

If Laurana or another character was kidnapped in Chapter Thirty-Three: Kalaman, the Knights and dragons encourage the heroes to travel ahead to infiltrate Neraka and rescue the victim. (Needless to say, no one wants them to surrender themselves to Lord Soth or the Blue Lady.)

This chapter assumes that the heroes enter the Dragon Empire after the Whitestone forces have launched their offensive. If the heroes enter the lands before that point, the battle zones contain large encampments of dragonarmy troops. Unless the heroes move through these areas with false papers or extreme caution, they will be taken into custody and transferred to the city of Neraka.

If the heroes intend to access the Plains of Neraka directly from Sanction (see Chapter Thirty-One), the Narrator should unfold the events described under "Godshome." Then the heroes must approach a settlement or a camp before they can figure out their new direction.

Taman Busuk

Before the Cataclysm, Taman Busuk was one of the poorest provinces of Istar, and in its wake it didn't fare much better. The people who dwell on these mountain slopes and high plains—a mixture of humans, ogres, and hobgoblins—have traditionally been unambitious, despite this being the land where the founder of the ancient Empire of Ergoth spent his youth. They care little about who rules them, so long as others leave them alone. Decades of oppression by the servants of Takhisis have done nothing to improve the slovenly nature of these people.

Spring in Taman Busuk is an ugly time of year: Run-off from the mountains and frequent rain turn the plains to mud. Even the roads built by the dragonarmy, featuring ditches on either side, are reduced to bands of mud.

Major Towns and Cities

Tribal villages of ogres, hobgoblins, and humans are scattered throughout Taman Busuk. If the heroes arrive at one of the settlements, the Narrator should determine the race of the citizens. (1–3 is human, 4–6 is hobgoblin, 7–10 is ogre.) The humans and hobgoblins are peaceful shepherds—although each settlement also hosts a dragonarmy garrison of 1–10 Baaz and a human dragonarmy officer, as well as 1–10+4 barbarian warriors. Each village also houses 1–10+20 noncombatants. The ogres are savage cannibals, who try to make a meal out of any nonogre, save for draconians, who enter their village. The ogre villages contain 1–10 Kapaks, 1–10+5 noncombatant ogres, and 1–10+10 ogres.

Jelek is the only civilized town on the plain. It is a squalid, gray settlement to which muddy roads run like worn-out arteries. The people here have no hope of ever being freed of the Dragon Empire's tyranny.

Within the town is a garrison of fifty Kapak troops under the leadership of a Sivak that has taken the form of the town's dead Governor-General, Mallar Kheruban. The Kapaks move through the streets in patrols of five, and the heroes can encounter them both day and night.

While the people of Jelek have no love for the Dragon Empire, they do not wish to aggravate their situation. They willingly trade or sell their substandard wares to the party, but if the party attempts to encourage uprisings against the Empire, the townspeople become angry or frightened. The townsfolk tell the party to get out of town quickly or be reported to the draconian garrison. When the heroes try to foment rebellion in the town, the Narrator should check to see if someone reports the heroes. On a result of 4–10, the draconians are alerted to the heroes' activities, and 1–10+10 of them arrive to arrest them. (The description of the party members known to Kitiara has been provided to the draconians, and they are under orders to take the heroes alive and take them to Neraka.)

On a result of 1 while checking to see if the party is turned over to the draconians, the town's butcher Darallan Suebban approaches the heroes. This brave man is a member of the Hidden Light, an underground movement that opposes the dragonarmies. He has been helping prisoners escape to freedom in Solamnia. Darallan can supply the heroes with dragonarmy uniforms and forged papers that will allow them to pass through the Gates to the Dragon Empire (see Chapter Thirty: Gateways to the Dragon Empire), and he can tell them some general facts about the City of Neraka:

- The city is divided into five sections, one for each dragonarmy. He is familiar with the southern Red Dragonarmy one. Emperor Ariakas used to dwell in this part of the city when he wasn't in Sanction, but Ariakas has abandoned his palace in favor of the great temple.
- Each section of the city is surrounded by walls, and at least two gates leads into each section: a main gate and a lesser gate. Each is heavily guarded at all times and access is strictly controlled. The temple complex is accessed through the Queen's Gate, and beyond it, an avenue spirals through the various sections. Gates cross the avenue between each section, so an invading army would either have to break through the outer walls or pass through a series of gates. It's a death maze.
- The outer city also has divided sections, but do not have as strict a control placed on them. His contact in Neraka—known as Maelstrom—can be reached at the Hair of the Troll tavern in the Green Outer City.

If the heroes are on their way to Neraka to rescue a kidnapped ally, Darallan has no information that is useful, but he suggests they contact Maelstrom. Darallan gives the heroes an iron armband with a maelstrom pattern engraved on it. He says that if one of them wears it in the City of Neraka, Maelstrom will eventually seek them out.

If the heroes travel to Neraka from Jelek, the Narrator should consult Chapter Thirty for details, since the road takes them through a guarded pass.

Other Key Features

Army camps are scattered throughout the area, with each camp being either of the Blue or Red Army. A ring of pickets one quarter of a mile out guards each camp. Patrols on dragons circle the perimeter every twenty minutes. Randomly determine the composition of the picket outposts: 1–3 for human mercenaries; 4–6 for ogres; 7–9 for Baaz; 10 for Kapaks. There are 1d4+1 guards at each outpost, and they are located 100 yards apart.

The heart of the camp consists of a ring of hundreds of tents, spread around a central area some 200 yards in diameter. The central area contains the Fewmaster's tent, several other officers' tents, a large area where the dragons sleep, and a compound formed from circled supply wagons that contains the horses and oxen of the supply train.

Further, caravans move along the roads at regular intervals. Should the heroes travel along the roads, the Narrator should check every three hours of travel to see if the heroes meet a caravan—results of 1–4 indicate a caravan is met. The types of caravans vary (1–3 equals a slave caravan, 4–7 equals a supply caravan, 8–10 equals dragonarmy reinforcements), and two officers lead each type, with five ogres, five Sivaks, and ten Kapaks guarding it.

The slave caravans contain 100 slaves each; the supply caravans a mixture of uniforms, weapons, rations, and medical supplies; and the reinforcements consist of 100 Baaz, 100 Kapaks, 50 Sivaks, 25 ogres, 5 trolls, and 120 human soldiers. The caravans make camp at dusk.

If heroes on horseback encounter a caravan, the officers in charge demand they surrender their mounts for the war effort. Should the heroes encounter a slave caravan, the officers similarly demand that any elves in the party surrender, as Emperor Ariakas has decreed all demihumans are to be slaves of the Empire once Takhisis's will has been imposed across all of Ansalon. Heroes captured at any time are relieved of all their belongings and sent under heavy guard to Neraka.

Encounters in Taman Busuk

As the heroes travel the wilds of the Dragon Empire, the Narrator should check for encounters in addition to the ones the heroes may encounter on the map once each day.

Result	Encounter
1–3	Godshome
4–6	Battle!
7–9	Caught Off-Guard
10	Dragon

Godshome

Run the events described in "Godshome." This encounter occurs only once. Treat as "Battle!" on future occurrences.

Battle!

Dust appears on the horizon, and the wind carries the sounds of clashing arms to the heroes. In the distance, advance units of the Whitestone Forces are battling ogres and draconians while Good and Evil dragons wheel above in mortal combat. If the heroes decide to get involved in battle, the must face 1–10 Baaz and 1–10 ogres. The battle is hard-fought, and the Whitestone Forces are victorious, although they are left only with 1–10 surviving soldiers and a single surviving officer. These battered warriors must return to the main army to report and cannot join the heroes' in their quest, unless a hero was slain in the battle with the Baaz and ogres, in which case the officer might be a suitable replacement hero. (Each such battle will take a total of five hours of the heroes' time.)

Caught Off-Guard

The heroes come upon a squat ugly tent by a campfire. The wind carries the sounds of hoarse laughter and shouts across the plains. As they watch, one of the tents falls suddenly to the ground. A tremendous roar of laughter follows this. Nearby, twenty-four horses stand hitched to three large barrel-shaped wagons. Fourteen additional cavalry horses are grazing nearby.

Within the tent, twelve Black Dragonarmy soldiers, an officer, and a 10th-level priest of Takhisis indulge themselves with drink. Their ale comes from the three wagons seized from a merchant who was hoping to make a killing with them in Neraka. (The merchant, his drivers, and two guards lay dead a few miles from the camp; the heroes may notice a murder of crows circling above the corpses.)

Eventually, the drunken troops extract themselves from the tent and a couple stumble over to one of the wagons to refill their pewter mugs. If the heroes are wearing dragonarmy uniforms and approach the camp, the revelers ask them to join the celebration in the "spirit of dragonarmy unity!" If the heroes are not wearing uniforms, the troopers seem a bit suspicious, but they accept whatever story the heroes offer if they can back it up with something that bears the slightest resemblance to official papers.

If asked what they are celebrating, the priest reveals that the Dark Queen is going to return to Ansalon sometime within the next two weeks. He doesn't know the exact date—well, he did at one time, but he's forgotten thanks to the wonderful ale in those barrels—but he and his men are heading to Neraka in the morning so that they can be present when she arrives. The priest further reveals that all the Highlords have been called to Neraka, so they too are going to be there, along with the oldest of dragons and most elite of troops. The priest further explains that he will personally witness the Dark Queen's triumph over "foul Paladine" within the Great Temple. He proudly displays a pass that he says will allow him and his retinue to go anywhere within the Dark Queen's city, particularly the Hall of Audience where Takhisis will return.

The heroes should steal the pass, something that any light-fingered hero can do easily (barring mishaps). If the heroes decide to attack, the troops are too drunk to fight effectively, each of them suffering –2 penalties on attacks and defenses. The priest is also too drunk to cast spells higher than third level. Naturally, the pass can be taken off the priest's dead body. The other troops have passes that allow them to move freely about the Black Army portion of the Inner City and 1–10 steel pieces. The priest carries 1–10 platinum pieces, wields a mace and a holy symbol of Takhisis.

This encounter only occurs once. Treat as "Dragon" on future occurrences.

Dragon

The heroes see a single dragon and rider flying overhead (1–2 equals Blue, 3–4 equals Green, 5–6 equals White, 7–8 equals Black, 9–10 equals Red). The dragon is heading toward Neraka. The dragon ignores the heroes unless they attack it or otherwise attract the attention of it and the rider. If attacked, the dragon does its utmost to destroy the party. The rider has statistics identical to Verminaard. If taken alive, the rider says that he was returning from the camps of commanders. The Dark Queen and Emperor Ariakas demands their presence in Neraka. The rider claims not to know why, but if the heroes push him, he breaks and admits that they are being called to Neraka to witness the return of the Dark Queen.

Godshome

As the heroes travel through the green and brown landscape, mists rise around them. Within half an hour, heavy fog completely surrounds them, allowing them to see only a few feet ahead of themselves. Whether the heroes stop and wait for the fog to lift or if they keep traveling, a set of golden double doors appears in the fog. Each door has a silver triangle inset into it and seventeen stars carved into its surface. Heroes with knowledge of religion or astrology may realize that both the triangle and stars are symbols for Paladine, one of the true gods of Good. These same heroes also remember a myth they've heard about golden doors that appear in the path of heroes when the gods of Good wish to give them access to Godshome.

Once the doors appear, they continue to appear in the party's path until the heroes go through them. The doors open to reveal a large circular chamber with a vaulted ceiling that opens to the sky. Pillars of rough-hewn stone stand in a perfect circle about a polished black floor.

The mirror-like surface of the floor reflects the night sky above—the fog does not appear to have engulfed the structure as it has everything else—and the constellations are clearly reflected. (The sky above the structure is night, regardless of the time of day when the fog rose.)

There are no obvious exits from the building. As they look around, a voice says, "Welcome, heroes of Krynn."

Fizban, the rumpled old wizard who has crossed the path of the party several times in the course of their adventures has suddenly appeared at the center of the reflected floor. Bizarrely, he is not being reflected in the glass . . . instead, the constellation of Paladine has appeared beneath his feet. The wizard doesn't answer any questions the heroes may have of him, but instead he merely smiles and says the following:

"The gods of Good greet you and offer words of hope and caution. The end of your journey is close at hand, but the road is uncertain and treacherous.

"Know that Good redeems its own. If the blessed are true, then shall the might of the gods go with them. Go with the hopes of many. Know that Evil consumes its own. If the temptress entangles you, then you are lost. Deny all temptation to renounce your quest. Know that the balance must be. If the darkness hides the lamp, the lamp does not die. Seek for the Good amid the Evil. Know that man's will swings the balance. When you choose your destiny, the destiny of the world is decided. Choose your path wisely.

"Your presence is required at Neraka. The lance may close the gate. If a life is forfeit to save the world, it is not lost in vain. With the lance through the portal may a hero destroy Evil. Now our blessing goes with you. Your fate is in your hands. Choose yourselves the paths you take. May your choices be wise for the sake of the world."

Two footman dragonlances appear at the feet of the heroes with a flash. As they look up again, Fizban has vanished, and the constellation of Paladine has once again vanished from the floor's reflective surface. Even stranger, the sky above has suddenly become the clear blue of day.

The dragonlances are only the physical manifestation of the gods' blessing upon the heroes. Until after they have faced Takhisis in Neraka, all heroes with natures and demeanors drawn from a card values of 3 or less {Good-aligned} get the following benefits:

- When the heroes try to hide, the difficulty searchers have in locating them equals twice what it would normally be. When the heroes want to be noticed, the chance of calling attention to themselves is doubled.
- When the heroes attempt to convince characters to assists them, or when they are trying to bluff their way past enemies, their chance of success is doubled.

When the heroes emerge from the structure, they find their location has changed from where they entered the building. The structure they were inside was a small temple with a soaring crystal roof. The temple stands in the center of a small, bowl-shaped valley. Evergreens stretch up the steep mountain walls toward barren jagged peaks.

The mountains are too steep to climb, but a narrow pass leads to another mist-shrouded valley. Scraggly oak trees claw upward through the mists. Many paths intertwine and lead down across the gently sloping valley floor.

The mists are magical. They allow anyone to pass into and through them, but only those commanded by the gods to enter Godshome are permitted to find the pass that leads to it, and even if the heroes pinpoint this location in the Khalkist Mountains, they may never find their way back to Godshome.

The party reaches another pass, and as they move through it, the mists thin—just in time for a group of five Sivaks to leap from above to attack. Their leader, a 3rd-level priest of Takhisis, hangs back from the combat and casts *hold person* at the party, then moves in to attack using *cause light wounds* spells. (He has two in memory.) He cries, "The minions of Paladine will never prevail!" If he still lives after casting his spells, he attacks with a mace.

Once the battle is over, the heroes can emerge onto a rocky, steeply descending mountainside. Clouds boil darkly over a cracked and broken plain ringed by mountains. Camps with the banners of the dragonarmies fluttering above them are scattered about. Troops move along broad roads that snake toward an immense army camp that sprawls around a dark city near the horizon. A tall, twisted black structure stands at the city's heart, and Good characters feel a slight chill just from gazing upon it.

The heroes have arrived in Neraka.

Neraka

A high plains valley lying between two towering ridges of the Khalkist Mountains, the Plains of Neraka have provided a home for the Dark Queen's Temple since shortly after the Cataclysm. In the centuries since, a city has grown around the temple, and roads connect the city to

other parts of Ansalon. Yet most of the plains remain in the same wild state that the post-Cataclysm years found them. They receive little water and support few plants. A brown, scraggly grass covers most of the land, and an occasional bush or tree has taken root near one of the infrequent ponds or waterholes. Overall, the plains present a drab appearance. Looked at from ground level, the terrain appears to be flat and unbroken. An observer in the mountains, or one flying above the land on the back of a dragon, quickly sees that this is not so.

The Plains of Neraka are broken by hundreds of fissures—cracks in the ground that might be 100 feet long and a mere 10 feet deep and wide, or great crevasses several miles long that reach a depth of 50 feet or more. Occasionally these fissures give vent to gouts of sulfurous smoke, steam, or even columns of flame. These eruptions combine to give the plains a nightmarish look. (The fissures vent on a random check of 10. Anyone near the fissure when it vents suffers 10 points of burn damage.)

The fine roads crossing the plains have been built at great expense with slaves. They have deep ditches running to either side of them. Any time a road approaches a crevasse, a sturdy stone bridge spans it so that the road does not vary from its path. Even though these roads are well maintained, they become ribbons of sticky mud during the infrequent rainstorms that douse the plains.

The streams flowing onto the plains from the mountains are shallow and muddy, and the heroes can cross them easily. Eventually they soak into the dusty plain and disappear. At the center of the plain stands the city of Neraka, the religious heart of the Dragon Empire. The city is described in detail in Chapter Thirty-Five.

Other Key Features

Guardposts garrisoned by twenty troops are scattered throughout Neraka. Patrols regularly scour the area around each guardpost. Each garrison possesses similar traits: a square stone building with two sturdy wooden doors, a tall wooden tower, and a well. Treat the creatures in the tower as flying for purposes of concealment and observation. Two members of the garrison occupy the tower at all times. They have a horn with which to summon their comrades from the blockhouse.

The garrisons of the guardposts vary. They consist mostly of single racial types, but some house mixed units. When the heroes come upon these posts, the Narrator should randomly generate the nature of the garrison.

Result	Creature
1	Red: 1–10 Baaz
2	Blue: 1–10+5 Baaz
3	Red: 1–10 Kapaks, 1–10 Baaz
4	Green: 1–10+10 Kapaks
5	Red: 1–10 Bozaks, 1–10 priests of Takhisis
6	Blue: 1–10 Sivaks, 2 human officers
7	Red: 1–10 Ogres, 1 Aurak
8	Blue: 1–10 Soldiers, 1 Aurak
9	Black: 1–10+10 Soldiers, 1 officer
10	Blue: 1–10 Soldiers, 1 officer, 1 old blue dragon

The stone buildings contain enough bunks for the garrison, as well as wooden tables and benches, and a supply of repulsive military gruel. Posted to the wall is an order and gate pass signed by the appropriate Highlord.

Encounters on the Plains of Neraka

For the first three days the heroes are in the valley, hundreds of soldiers and dragons move along the roads from the north, west, and south toward the city. These elite troops of the Highlords want to witness the return of Takhisis to Krynn. The troops pack the roads, so the heroes may wish to avoid them. (If disguised as dragonarmy troops, the heroes might instead easily blend in with army.) If the heroes travel with a column of troops, they have no additional encounters, although the Narrator may wish to have some of the soldiers attempt to befriend the party. One such character may be a devoted worshiper of Takhisis who is excited by the honor of being present when she arrives to claim total dominion of the world of Krynn. Another may simply be a battle-weary soldier who is looking forward to Takhisis' return so that she may destroy the enemies of the empire utterly.

For every five hours of travel, the Narrator should check for encounters.

Result	Encounter
1–3	Gully Dwarves
4–6	Bandits
7–9	Ogres
10	Dragon

Gully Dwarves

The heroes hear the sound of voices drifting up from a nearby large fissure. If the heroes investigate, they find a cave opening on the side a few feet from the surface from which the voices emanate.

"Me not sleep on guard duty!" cries one nasal voice. "Me just rest eyes!"

"Liar! You thleep," bellows another. "Who know what could thneak up on Boofuth while guards sleep?"

The heroes can easily climb down the side of the wall to cave opening. The arguing voices continue, with the nasal one taking on a pleading quality. As the heroes move into the passage, a low growling sound emerges from behind a large rock that partially blocks the passageway. The growling has a rhythmic quality to it, as if it is keeping time to a creature's deep breathing.

Behind the boulder sleeps the gully dwarf assigned to guard the tunnel entrance. His name is Barph, and he will do anything to save himself if he is awakened and threatened—or even if he thinks that he might be threatened. His confession goes something like this:

"Great Boofus—it all his fault! I try to stop him, but they no listen. Drag me along! Me no want to be bandit! Soon they go and rob everybody—me not go, unless they make me. Boofus so mean, we got to do what he say! You guys look out for Boofus! Him one mean gully dwarf—him rob you. Boofus is great bandit—scourge of Krynn, is him!"

The heroes have stumbled upon the hideout of a group of gully dwarves who plan to embark on a spree of robbery and destruction across Neraka. The squalid camp lies further along the tunnel at the center of the vast cavern, but the scent of the place increases as they draw near. The party hears a yelp followed by a splash.

"You! You altho thleep and endanger Boofuth! Come up here!"

"No," squeaks a small voice.

"Come up here!"

Once the heroes advance into the cave, they see the bandit camp in all its glory. Sputtering torches and a great bonfire illuminate as ragged a collection of gully dwarves as might be found on Krynn. Dirty clothes hang about on an assortment of lines, and several pairs of worn leather boots dry by the large fire.

The camp comprises many ragged tents, most of which seem to have neither roofs nor much in the way of sides, and it is located on the edge of an underground pool.

A gully dwarf emerges from the water, sputtering and cursing, while another stands on what looks like a diving board. Instead of facing out toward the water, the gully dwarf faces a larger gully dwarf behind him.

With that, the large gully dwarf kicks the other off the board and into the pool. "Thothe who fail Boofuth will be punished," the large gully dwarf bellows.

The clothes drying near the fire are all from gully dwarves whom Boofus, the large one, has disciplined recently. The latest victim sputters forth from the water, removes his boots, and sets them by the fire disgustedly.

If the heroes hurry forward, they can catch Boofus while he is still on the diving board staring triumphantly at his handiwork in the water below. The other gully dwarves, standing around watching, quickly dive for cover at the heroes' approach, not thinking to warn their leader.

Blocking Boofus's exit from the board gives the heroes a great amount of power, since the huge gully dwarf is immensely afraid of water. If threatened, he immediately agrees to any terms to get away from the hated liquid.

Boofus can actually be a valuable source of information. An underground tunnel leads from this cave to the sewers under Neraka. He also knows the Undercity is teeming with undead, and that it's not a place to visit.

None of this information is provided willingly, of course. As soon as Boofus figures that he has said enough to save his skin, he clams up. Only additional threats motivate him to continue.

This encounter occurs only once. All future occurrences are treated as "Ogres." If the heroes use the underground passage to Neraka, see "Continuing the Saga."

Bandits

The heroes encounter 1–3 bandits. The bandits are members of a band of freedom fighters; several such groups camp on the plains of Neraka.

The freedom fighters are small bands of humans who resist the might of the dragonarmies in the heart of the Evil empire. They live in dirt caves excavated in the side of fissures. Experts at camouflage, the freedom fighters have hidden the entrances to their caves, and only human heroes with much outdoor experience (such as rangers or mountaineers) can detect the openings. The caves are located on both sides of a fissure, and dirty cloths conceal the entrances (treat as secret doors).

Alert lookouts are posted above the caves, watching the plains and the fissure. If someone is noticed approaching, one of the lookouts report back to the camp while others move to determine the nature of the approaching party.

When the camp is aware of the intrusion, the remaining lookouts try to lure the intruders into an ambush by allowing himself to be seen, and then running down the base of the fissure. If the intruders pursue, 1–10+30 freedom fighters burst out of the caves when the strangers are below and between them.

If the intruders appear to be members of the dragonarmies, the freedom fighters attack instantly. Otherwise the strangers can talk their way out of the ambush.

The freedom fighters give no names but simply call each other "Leader" or "Fighter One" and so on. They are very interested in the destruction of the Dragon Empire and give the heroes the following bits of information if convinced that the characters are sincere:

- Lute's Pawnshop (Red District) and the Hair of the Troll tavern (Green District) are centers of underground activity in the Outer City.
- An underground passage leads from a nearby fissure to the Undercity of Neraka (nearest Encounter 3 or 5). (The leader tells the heroes about a group of gully dwarves that are using the cave, but assures them that the dwarves are harmless.)
- The leader knows that the all Highlords of the five armies have gathered in Neraka for the first time in years. Rumors abound that they are performing a magical ritual that will release Takhisis back into Ansalon. The leader has also heard that a captured leader of the Whitestone Forces has been delivered into the hands of Emperor Ariakas and the mysterious Blue Lady.

This encounter occurs only once. If it comes up again, treat as "no encounter."

Ogres

The heroes come upon an ogre settlement. The ogres live in crude stone huts (one hut per four ogres). Large racks support strips of meat drying over smokeless charcoal fires. Currently, the community is gathered around a small fissure with a waterhole in the bottom.

The ogres are casual about security, as they do not feel threatened here. They attack strangers mercilessly unless those strangers can prove that they are here by permission of the Highlords or other dragonarmy officers. Defeated parties are stripped of all belongings and valuables and sent with an ogre escort to Neraka where the Highlords can decide their ultimate fate.

Each community is home to 1–10+10 ogres, one-third of which are noncombatants.

Dragon

If the heroes have been to Godshome, this is treated as "no encounter."

A blue dragon soars by overhead with a rider on its back. Although it initially appears to have missed the heroes, it soon doubles back and glides toward the party. The heroes must now fight a young blue dragon and its rider, a 5th-level Wizard of the Black Robes, to the death. The wizard has a traveling spellbook.

If this encounter occurs more than once, the next dragon is a mature red dragon ridden by a 7th-level priest of Takhisis. The priest has a pass that allows access to anywhere in Neraka, including the temple. Although his physical description is featured as part of the pass, he bears a close resemblance to a human party member.

If these dragons defeat the party, they are slain.

Continuing the Saga

At the end of this chapter, the heroes should be ready to enter the City of Neraka. Whether they arrive there overland, through the underground tunnel from the gully dwarf lair, or after being captured by dragonarmy minions, the quest continues in Chapter Thirty-Five.

Chapter Thirty-Five

"Just slit their throats and be done with it instead of bothering us," the captain said sourly. "We're short of prison space as it is. Take them away."

"But what a waste!" said one of the officers—a giant of a man with arms like tree-trunks. Grabbing the red-headed girl, he dragged her forward. "I've heard they're paying good money in the slave markets for her kind."

"You're right there," the captain muttered. . . .

—The Companions attempt to bluff their way into Neraka, Dragons of Spring Dawning

Neraka is the center of the Dark Queen's religious might on Ansalon. It is also the place where she intends to reenter the world. All that is terrible and vile are found here, and one must step with both confidence and care to avoid trouble.

The Highlords meet regularly at the looming Temple of Takhisis in the center of the city to determine policy under the watchful eye of the Queen of Darkness. By the time the heroes arrive, the elite troops of the dragonarmy have gathered around Neraka, and the Highlords are in the temple holding final council.

Neraka consists of three separate and distinct sections: the Outer City, the Inner City, and the Undercity.

The Outer City includes those all the streets and buildings that lie outside Neraka's walls. Note that one section of this area—the White Quarter next to the main gate—would normally be considered part of the Inner City, except that its wall is incomplete. There are no restrictions on access to the Outer City, nor is there any shortage of trouble when soldiers wearing the uniforms of one army stray into the designated quarter of another.

The Inner City encompasses all the buildings and streets that lie within the city's protecting walls. The only accesses to the Inner City are the main gate and the gates in each army quarter. The most elite troops the dragonarmies can muster protect the entrances to Neraka's Inner City, and none may pass without proper documents.

The Undercity is a maze of twisting tunnels, caverns, sewers, and catacombs spun like a spiderweb beneath both the Outer and Inner Cities. There is even a connection between these tunnels and the dungeons of the temple itself. The Undercity certainly offers one means of bypassing the guards at the gates, but those entering by this route risk many horrible encounters.

The entries that follow describe locations of interest in the different parts of the city. The descriptions are general enough that the Narrator can easily adapt them to similar establishments in other parts of Neraka.

Playing the Novels

The novels offer few details about Neraka. This chapter gives Narrators the opportunity to stage adventures surrounding the Companions' attempts at infiltrating the Dark Temple.

In *Dragons of Spring Dawning*, the party travels to Neraka to rescue Laurana, Tanis, and Caramon disguise themselves as dragonarmy officers, while Tas, Tika, and Raistlin pose as prisoners. Their scheme falls apart, however, when the Captain of the Guard demands to see their orders and the documents granting them leave from their post. When they cannot produce any papers, he orders them arrested as deserters. However, at the last moment, Kitiara shows up and vouches for them. Narrators who wish to stay close to the storyline of the novels can simply cut in cinematic fashion from Godshome to the point at which the heroes march up to the Main Gate of the Inner City.

Entering Neraka

In all likelihood, the heroes have come to Neraka with two purposes in mind: to rescue the character abducted in Chapter Thirty-Three: Kalaman and to seal the gate to the Abyss. The Saga's climax is near.

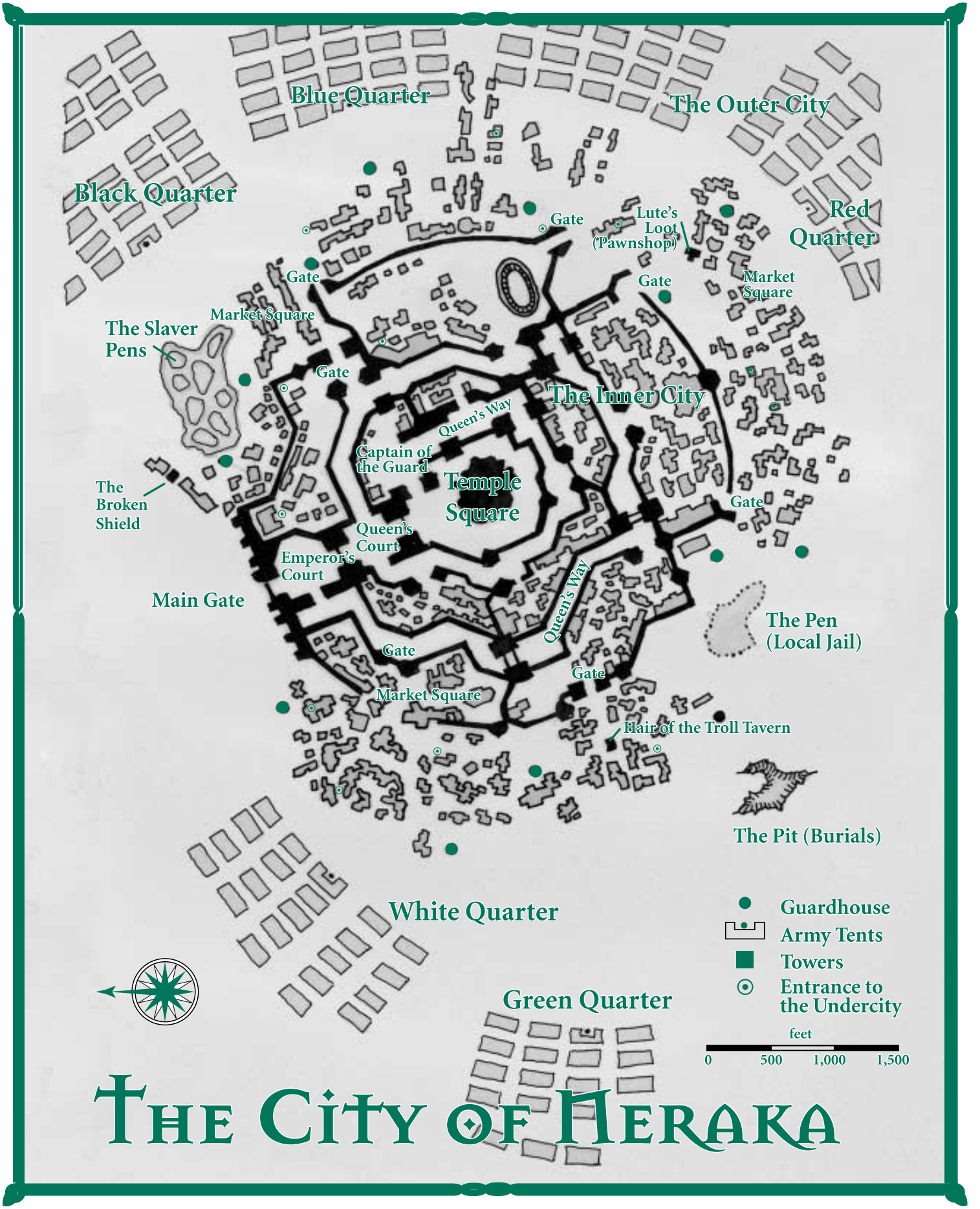
Read the following when the heroes enter Neraka:

During the day, the sun beats down upon the city with merciless intensity, as spring seems to be making an early move toward summer. In the mornings, steam rises from the fetid sewers. A stench of death fills the air, and it lingers well into the afternoon.

Special Notes on Neraka

This close to the Dark Queen's bastion on Ansalon, priests of Good stand out like torchlight on a moonless night. Whenever a priest of one of the true gods of Good casts a spell or otherwise prays in Neraka, the Narrator should randomly determine the result. Consult the following table to determine whether the forces of Evil turn on the priest for calling on his or her god.

Result	Divine Backlash
1–3	The activity goes unnoticed.
4–6	The Dark Pilgrims receive visions of the priest, who gets the sensation that someone is watching him or her. Thereafter, whenever the party encounters dragonarmy troops (see "Encounters in the Outer City," below), there are 1–10 third-level Dark Pilgrims with them. The Pilgrims recognize the priest immediately and descend upon him or her, howling in rage and intent on murder. The troops step in to support their companions if the other heroes move to help the unfortunate priest.
7–10	The Dark Pilgrims receive visions as above, and the priest suddenly develops a blinding headache. All his or her actions for the rest of the day increase one level in difficulty {–2 to all ability and proficiency checks, and the priest


Blue Quarter
The Outer City
Black Quarter
Red Quarter
Gate
Lute's Loot (Pawnshop)
Gate
Market Square
Gate
Market Square
The Slaver Pens
Gate
The Inner City
Queen's Way
Captain of the Guard
Temple Square
The Broken Shield
Gate
Queen's Court
Emperor's Court
Main Gate
Queen's Way
The Pen (Local Jail)
Gate
Gate
Market Square
Hair of the Troll Tavern
The Pit (Burials)
White Quarter
Guardhouse
Army Tents
Towers
Entrance to the Undercity
feet
0
500
1,000
1,500
Green Quarter
The City of Neraka

must roll a Wisdom check with the penalty applied to cast spells successfully}. When sleeping that night, the priest has nightmares about a five-headed dragon pursuing him or her across an open plain that offers no place to hide. The affected priest wakes as the combined dragon breath blasts him or her into oblivion. The victim then finds it impossible to memorize spells higher than second level the next day.

If Sevil Rev has traveled with the heroes from Flotsam, he now begins very subtly to plot their downfall.

For example, should the heroes hook up with the resistance in Neraka, Sevil secretly tips off the dragonarmy as to the location of the resistance headquarters. The next time the heroes go there, they see the dead bodies of their contacts being hauled into the street by draconians. Sevil may also arrange to have a message delivered to the inn where the heroes are staying, informing the innkeeper that the dragonarmy has executed the group. The innkeeper then sells off whatever belongings the heroes may have left in their quarters. (If they left the dragonlances behind, this maneuver may get them hunted for real.)

Sevil is merely trying to make things difficult for the heroes. He would prefer to discourage them so that they won't even try to get into the temple. If he can't manage that, he should at least ensure that they aren't properly prepared for penetrating it, so that he will have an easier time orchestrating their capture there.

If the heroes grow suspicious of Sevil, he tries to escape their company and find his own way into the temple. He desperately wants revenge on the heroes, but he intends to take it under the gaze of the Dark Queen herself, hoping thus to fully regain his status in her eyes.

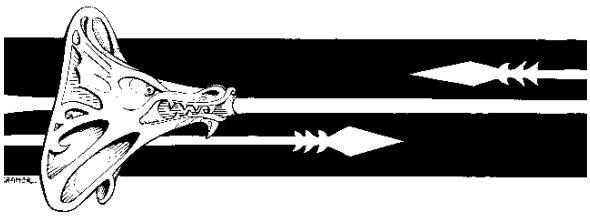
Finally, the first night after the heroes enter the city and each night thereafter, a large number of troops from each of the dragonarmies march into the Inner City. Sivaks stand atop the walls during the processional, and exactly at midnight, they play dirgelike tunes on trumpets. Then they join the elite units in Temple Square and march around the temple. (The Narrator should keep track of the approximate time of day throughout the heroes' stay in Neraka, since the nightly processions are an ideal time for them to try to sneak into the Inner City disguised as dragonarmy troops.)

If the heroes don't seal the gate to the Abyss before 1 A.M. on the sixth night after their arrival, the Dark Queen enters Krynn in all her terrible glory.

The Outer City

The streets of the Outer City are dirt avenues lined with wooden sidewalks. The walkways allow those on foot to avoid stepping into the seas of mud that these streets become during rainstorms. Unless, of course, one needs to cross the street. . . .

The map of Neraka shows both the Outer and Inner City portions. Various icons described in the map key mark buildings that may be of interest to the party. Unmarked buildings are private residences and boarding houses.



Inns

Inns are establishments where the heroes might be able to rent rooms for one or more nights. In many cases, inns and taverns are adjacent. Consider such establishments to be large buildings that address both functions.

The inns are quite busy. Any given establishment has rooms available only with a result of 1–3 on a random determination. A room costs 4 silver per night, or half that if the customer sleeps on the floor. All the inns can supply companions of ogre, half-ogre, or human stock. The price of a companion is 1 steel piece per night.

Food is always available, but again at double the prices charged in other cities. The residents of the inns generally try to leave each other alone, and unless the heroes attract undue attention to themselves (or find themselves sabotaged by Sevil), no one will disturb them or their belongings during their stay.

Taverns

Most of the taverns in the Outer City are ramshackle wooden buildings that look cheap and ill-used. (On the City of Neraka map, taverns are the buildings marked with dots.) Generally, a faded sign over the door proclaims the name of the establishment, and this often reflects the color of the district in which it is located (e.g., the Red Dragon, the White Shield, the Black Boot, etc.).

Each tavern has a front and a back entrance, as well as three or four windows (all broken). Furniture is invariably made of sturdy hardwood and primitive in nature. The bartenders keep kegs and casks behind the bar and bottles of hard liquor in cabinets well out of the reach of thirsty patrons. Because of the influx of troops and the draconians' love of alcohol, prices are about double what the heroes would expect in such establishments.

The taverns are open around the clock. Any one the heroes enter contains 1–10+15 troops in various stages of drunkenness. The majority wear the uniforms of the army based in that section of town, but other armies are always represented as well.

Brawls occur regularly in these establishments. For each hour the heroes spend in one, the Narrator should randomly determine whether a brawl starts. Between the hours of 4 P.M. and 5 A.M., a brawl erupts on a result of 4–10. At other times, brawls only occur on a 7–10. If the heroes are not wearing military uniforms and a brawl is indicated, a belligerent soldier approaches the toughest-looking hero and accuses him or her of being a coward. Regardless of the hero's response, the soldier throws a punch. Another soldier leaps to the hero's defense, and the brawl is well underway.

Bar brawls in Neraka are savage affairs, with weapons, spells, and special abilities all coming into play. Members of all the armies present invariably become involved. Each such faction sticks together and treats all others as enemies.

The City Guards (in detachments consisting of one officer, five soldiers, and two Bozak draconians) arrive 1–10+3 minutes after a fight begins, emptying the bar quickly. Any brawlers apprehended by the guards are taken to the Pen. The guards always arrest members of armies from other districts first, giving those stationed here time to escape.

Fighting with the guards results in all members of the district's dragonarmy joining forces to slay the offenders. (Conventional wisdom among the troops is that as long as they kowtow to the City Guards, the commanders will allow them to have their "fun.")

Hair of the Troll Tavern

Located in the Green Army district, the Hair of the Troll resembles other Nerakan taverns in all respects except one: It is the favored watering hole of Maelstrom, the freedom fighter who serves as liaison between the Hidden Light forces in Neraka and those in the plains and mountains beyond. He is even in contact with the resistance movement in far-away Jelek.

Over six feet tall, Maelstrom seems to be made of solid muscle. His black hair runs in a long bundle down his back, and thick, bushy eyebrows glower above black eyes that burn with the fire of the true zealot. This burly human travels with impunity through the city, bearing papers stating that he is a mercenary for each of the five dragonarmies. When guards accost him, he shows them the papers of an army different from theirs.

At the Hair of the Troll, Maelstrom usually sits by himself, drinking an apparently enormous quantity of ale without visible effect. (He has a tremendous love of ale and an enormous capacity for drinking it.) Other patrons, including ogres and Sivak draconians, have learned to leave this human alone, for he is absolutely fearless in combat and completely loyal to his friends and allies. His statistics are identical to those of Harald Haakan (see the "Masters and Magic" appendix), but he relies on his great strength and improvised weapons (such as other combatants, whom he occasionally uses as clubs) rather than standard armament.

If the heroes approach Maelstrom and convince him of their sincerity, he reveals the significance of the pawnshop called Lute's Loot. Those who introduce themselves at that establishment with a corny line such as "Maelstrom sent us," are guaranteed a hearty welcome.

Market Squares

The market squares are large, open plazas surrounded by dozens of little stalls. (Individual stalls are not shown on the City of Neraka map, but they stand all around the perimeter of the open, shaded area.) From dawn until shortly after noon, all vendor stands are locked and guard patrols frequently look in on the abandoned plazas. But starting at about 1 P.M. and continuing until dawn, the sleaziest collection of hucksters and salesmen ever gathered on Krynn hawk their wares here.

Items for sale in the market squares include a tremendous variety of meats, fruits, vegetables, baked goods, candy, and exotic foodstuffs from the far corners of the world. Every type of liquid refreshment is available in quantities large or small, though intoxicating beverages far outnumber other types. Some booths offer animals, both mundane and exotic, while nearly every merchant has an amazing collection of worthless trinkets that he or she tries to pass off as holy items of this or that dark god. All types of herbs, spices, potions, and poisons are available as well. Potions generally sell for about 100 steel, but the Narrator should randomly determine the true nature of any one purchased. (A potion only performs as claimed on a result of 1–3.) The liquid in a potion bottle always carries at least a mild enchantment, so a *detect magic* spell does not reveal it to be worthless. If a potion is determined to be other than what is claimed, the Narrator should make another determination: On a result of 1–3 it is another randomly determined type of potion, on a 4–6 it is simply mildly enchanted water, and on a 7–10 it is poison.

Barter is the name of the game in the market squares. All merchants begin by asking at least five times what they think they can get for their wares; only skillful bargaining will bring them down to a standard price.

Whenever the heroes are wandering the square, they become the victims of a pickpocket's light fingers on a random result of 9–10 (from a Fate Deck draw {1d10 roll}).

Merchant and Craftsman Shops

A vast assortment of merchant shops line the streets of Neraka. (On the City of Neraka map, these shops are the dark gray buildings.) The prices of goods and services are approximately double what might be expected here, as in most other areas of Neraka. Goods displayed in a shop are much less subject to barter than those found in the Market Square.

The merchants and craftsmen of Neraka have enough problems with drunken Baaz and high-ranking dragonarmy officers helping themselves to goods, so they have no patience with kender. While not actively hostile toward the small ones—a customer is, after all, a customer—they do focus all their attention on any kender in their shops. Once another customer indicates that he or she has questions or wants to purchase something, the shopkeeper chases all kender from the store.

The Narrator must choose the type of shop the heroes find while wandering the streets. Every conceivable type of trader or craftsman the Narrator wishes to place in Neraka should have an establishment here. If the heroes ask for directions, simply place a shop of the type they seek a few blocks away from their location and allow them to find it if they obtain and follow the directions.

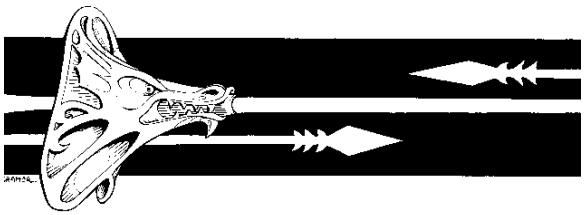
The Narrator must use common sense to create descriptions of these places for the players. The size of the shop depends on the type of work done there, as a wainwright requires much more space than a gem cutter, for example.

Unlike many of the cities controlled by the dragonarmy, Neraka has no restrictions on weaponry. Armament of all kinds is freely available here, and many weaponsmiths advertise their services openly. The Sivaks, who enjoy wielding unusual and flashy swords, are particularly fond of such shops, and the weaponsmiths happily overcharge them. (However, should a Sivak happen to notice a hero getting a better deal than he did, he becomes very angry and starts trashing the store.)

Lute's Loot, a Pawnshop

Lute's Loot, a little store in the Red Army's district, is a center of activity for the Hidden Light—the underground movement that seeks to undermine the power of the Dark Queen.

Lute (who has the same statistics as the Townsfolk) is a courageous little man who is ready to sacrifice his life to further his cause. The heroes must convince him of their sincerity to gain his cooperation, but this can be done in several ways. An introduction from Maelstrom is sufficient, but if the heroes have not encountered him, they can also prove themselves by saving the girl from the menacing monsters, as described in the "Encounters in the Outer City" section below, or performing some other self-



less act. Once he believes the heroes to be opponents of the dragonarmies, Lute shows them the secret trapdoor in the floor of his shop. This trapdoor provides direct access to the catacombs of the Undercity. Lute knows the underground route to the dungeons below the temple and to the meeting room under the Hair of the Troll Tavern. He sketches out crude maps of these for any heroes who ask him to do so.

Lute will eventually fall victim to Sevil's attempts to undermine the heroes who make contact with him

Dark Churches

Dark Churches are small temples devoted to the worship of Takhisis. Each is a small stone building with a front courtyard enclosed by a low stone wall. (On the City of Neraka map, dark churches are the domed buildings with wings.) Multicolored tapestries displaying images of all five types of Evil dragons hang outside and inside each temple. (The banners of each dragon type, however, have a prominent place in temples within the corresponding district.)

Each temple has a staff of 1–10+2 Dark Pilgrims who do a brisk business in "prayers for hire." Troops and officers of the dragonarmies frequently visit the temples and pay 1 steel each for blessings that supposedly increase their chances of surviving an upcoming battle.

Other treatments, such as removal or placement of curses, healing, and various small enchantments, are available at steeper prices. Usually the asking price for services in this category is 4×(1–10) steel.

The Dark Pilgrims secretly examine any visitors who arouse their suspicions with a detect good spell. If they discover any visitors of strongly good alignment, they send a secret messenger to call for the area guards, who arrive 1–10+5 minutes later. Until then, the Dark Pilgrims attempt to delay the departure of the good visitors.

Heroes taken into custody by the guards are brought to the dungeons under the Temple of Darkness. (See Chapter Thirty-Seven: Temple of Darkness.) If this occurs, go to "Continuing the Saga."

The Son of Ariakas

Beneath one of the Dark Churches in the Red Quarter lies a secret basement wherein a very special person resides. This is Ariakan, son of the Dragon Emperor Ariakas.

To all appearances, this temple is identical to all other Dark Churches. However, its staffing consists of five dragonarmy Officers and four Dark Pilgrim Masters. These men are some of Emperor Ariakas's most trusted lieutenants, and they fight to the death to defend the secret of the Church. They serve as both protectors and teachers for Ariakan.

The secret complex beneath the church consists of several richly appointed rooms, including Ariakan's bedchamber, a study, a large weapons training chamber, a temple to Takhisis (featuring a steel idol of a five-headed dragon), a temple to Zeboim, Evil goddess of the sea and daughter of Takhisis (featuring a jade idol of a giant sea turtle with a woman's face), and quarters for the ten Red Watch Sivak draconians and ten Kapak draconians who serve as Ariakan's personal bodyguard. Whenever the young man ventures into the city, at least two of the dragonarmy Officers and three of each type of draconian assigned to his bodyguard join him as escorts.

The Narrator must decide in which of the churches Ariakan resides, and whether the heroes can discover his existence at all. Ariakan becomes a very important figure in the official DRAGONLANCE storyline, as described in *The Second Generation* anthology and the novel *Dragons of Summer Flame*. The best chance the heroes have to encounter him occurs if they successfully prevent Takhisis from regaining her full power on Krynn. In that case, his guards will attempt to get him to safety, and the heroes have their best chance to end the legacy of the dragonarmy once and for all . . . or perhaps to lay the foundation for the events that will follow over the next several decades. Ariakan is described in the appendix.

Warehouses

These buildings contain the vast stockpiles of supplies that have been gathered to support the dragonarmies. The caravans continuously arriving in Neraka bring additional goods, which soldiers immediately carry to an empty warehouse for storage.

The buildings are all made of stone block and have heavy wooden doors secured with high-quality locks. It should be very difficult for the heroes to break into any of these.

The Narrator should randomly determine the contents of a given warehouse when the heroes enter it:

Result	Contents
1–2	Uniforms (appropriate color for district)
3	Beer and ale in casks
4	Liquor in bottles and wine in casks
5	Salt (1–3), Spices (4–6), Oil (7–10)
6	Weapons of all dragonarmy types
7	Fodder (hay and oats)
8	Hardtack (dried meat)
9	Dried fruits and vegetables
10	Saddles and other equipment used by dragonriders

Guardhouse

Each guardhouse is a sturdy stone building containing a waiting room, two interrogation rooms, four cells, an office (for the officers), and ready rooms for the troops on duty.

The cells hold prisoners whom the officers think worthy of the attentions of the Inquisitor or an appropriate Highlord. Troublemakers, drunks, and rowdies go to the Pen. (Unless arrested during a barfight, any captured heroes are sent straight to the Temple of Darkness, as all city watch have received complete briefings on their appearance and know that the Blue Lady has a personal interest in them. If the arrest takes place during a brawl, the soldiers overlook the heroes in the general chaos and they find themselves here.)

Three detachments, each consisting of one officer, five soldiers, and two Bozak draconians of the dragonarmy

type appropriate to the district, staff each guardhouse. On rare occasions, one or more detachments go out to answer a call. (A request for help from the Dark Pilgrims at a Dark Church merits dispatching a detachment, for example. Likewise, if a brawl breaks out in a bar, one of the detachments rushes to arrest the troublemakers.) At least one detachment always remains in the guardhouse, however.

One additional dragonarmy officer is always present as well, and he or she is the ranking officer in charge of all detachments. This individual possesses a pass that allows access to any place in the city except the Dark Temple itself.

Army Camps

These camps are approximately double the size of the Outer City districts shown on the map. They spread into the plains beyond Neraka.

Each camp consists of canvas tents, which serve as sleeping quarters for the troops and noncommissioned officers of the dragonarmies. (The officers seek more comfortable quarters in town.) Each Dragon Highlord usually maintains a large house in the center of his or her army's camp. During this adventure, however, the Highlords all stay at their quarters in the temple.

The camps are crowded with sleeping troops from 4 A.M. until noon every day. From noon until 4 P.M., grumpy, hung-over troops wander the area. Starting at 4 P.M., the troops move back into town for another night of carousing.

A casual assortment of pickets placed at 100-yard intervals about the perimeter serves as the guard for each camp. The Narrator should determine the status of these soldiers randomly: A result of 1–3 indicates that they have abandoned the post and gone into town; on a 4–6 they are asleep, and on a 7–10 they are alert.

The supply wagons and ammunition trains of each army gather in the center of each camp.

Entrances to the Undercity

Entrances are of two types—outdoor and indoor—and they are never obvious to passersby. Outdoor entrances are almost always secret trapdoors concealed in the wooden sidewalks of the Outer City.

Outdoor Inner City entrances are generally the sewer grates that line the city streets. Where these encounter areas are marked on the map, the grates swing easily upward. Each has a locking catch underneath, so simply pulling up on a grate does not release it; a hero must try to open the locks.

Indoor entrances are concealed beneath floorboards, or under rugs, tables, or beds. Treat these entrances as secret doors for purposes of discovery.

Exits from the Undercity

Exits leading to outdoor areas differ between the Inner and Outer Cities. In the former, these exits consist of ladders leading up through narrow holes to sewer grates in the middle of streets. In the latter, the ladders lead to secret trapdoors in the wooden sidewalks.

Exits leading to the interiors of buildings anywhere in Neraka are without exception concealed by secret doors on the tunnel or sewer walls. Generally, such a secret door opens onto a short tunnel that leads about 20 feet to the side of the sewer and ends in a vertical shaft. This in turn goes straight upward about 12 feet to a trapdoor in the floor of the building above.

The Pen

This is the holding tank for troops and citizens who get too rowdy in Neraka, and then make the ultimate mistake of not outrunning the guards. A 30-foot-high wooden fence surrounds the facility. Guard detachments from the Green Dragonarmy patrol the perimeter beyond the fence.

Food and shelter are not provided in the Pen, since most prisoners enjoy only brief stays here. Several rusty iron troughs offer what passes for drinking water—but only to the extremely thirsty!

Prisoners remain here until their unit commanders arrive to bail them out, which usually happens within a day or two. Individuals wishing to post bail for a private citizen must make arrangements with the Penkeeper, a vicious, greedy man from Nordmaar. He is hideously overweight, and his face is heavily scarred by knife cuts. (His statistics are those of a Dragonarmy Officer.) Bail in this case costs everything the imprisoned hero or character had upon his or her person at the time of incarceration (as discovered in a thorough search), plus whatever the Penkeeper feels he can get for the person's life. If bail money must be fetched from a location within Neraka, the Penkeeper retains custody of the accused while guards venture into town to collect. The Penkeeper returns weapons and armor to released prisoners, but keeps any money, gems, potions, and other valuables confiscated from them.

The Penkeeper offers to sell any civilians who are unable to make bail to the slavers (see below), who promptly purchase any strong males or highly attractive females. The Penkeeper then simply kills any leftover heroes or characters, as the chances of making a profit from them are slim.

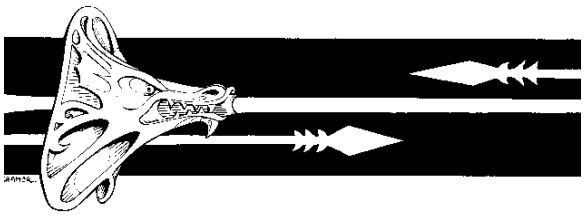
If the heroes remain in the Pen for two days, or if it is Day 7 of the party's stay in Neraka, a scruffy-looking human mercenary offers to show them the way out, for a price. After negotiating a fee with the heroes, he shows them a secret door in the south fence. Anyone passing through it during daylight is certainly visible to the perimeter guards, but at night, there is a base 50% chance that runaways can make good their escape.

The Penkeeper's hut is a small wooden building near the northern edge of the facility's perimeter. In a locked iron strongbox under the bed are 500 steel, four potions of healing, a potion of stone giant strength, and a potion of invulnerability. The Penkeeper keeps the key to this box on his belt at all times. A poison needle in the lock pricks any thief who tries to open it, requiring the victim to make a successful *challenging Endurance* action {successful saving throw vs. poison} to avoid death.

Slave Pens

The occupants of these cells live in abject hopelessness, waiting to be purchased by officers of the dragonarmy, wealthy merchants, or shop owners looking for cheap labor. The slave pens are actually holes in the ground with heavy bars laid over them. Prospective purchasers walk above the cages on catwalks, looking down at the Slavemaster's wares.

The slavers segregate their wares by gender and age. The youngest slaves are about fifteen years of age, and the oldest are in their early forties. The slave merchants



summarily dispose of any slaves who appear to be forty-five years of age or older, as their marketability is virtually nil.

A strong young man or attractive young woman costs about 150 steel, while the less desirable slaves can be purchased for a third of that price. This is a sad and very nearly hopeless place; perhaps nowhere else displays the Evil behind the Dragon Empire so brazenly. (If the heroes abandoned or lost track of a character at some point during the campaign, a cruel Narrators could have them discover him or her here, broken in spirit.)

The Pit

Dragonarmy soldiers unceremoniously toss the bodies of dead humans, draconians, ogres, and creatures of all varieties into this deep hole in the ground. The stench from the decaying corpses is vile.

There is a chance that some of the bodies have animated as wights. The Narrator should make a random determination; on a result of 9–10, three wights start clawing their way to the surface when the party nears the pit. (The wights immediately attack any heroes who enter the hole.)

If a priest of a true god blesses the pit, the restless spirits within are automatically put to rest, and the wights become inert corpses.

Encounters in the Outer City

Twenty-four hours a day, the streets and alleys of the Outer City teem with drunken draconians, humanoids, and dragonarmy soldiers. Messengers come and go between the front and the Inner City, galloping at full speed through the streets and trampling anyone not quick enough to get out of their way. (The exceptions to this are minotaurs and Sivak draconians. The riders do their best to avoid soldiers of these types, as harm is more likely to come to the messenger and his or her mount than to the being struck in such an encounter.) The only civilians wandering the streets are bards, entertainers of an even seedier nature, pickpockets, or cutthroats. The law-abiding citizens—such as shopkeepers, craftsmen, and owners of the more respectable inns, spend only a bare minimum of time in the streets while there are dragonarmies camped around the temple. Respectable residents go to the marketplace when they must—usually around midday, when the more odious humanoid troops are hiding from the bright light of the sun in their tents.

Whenever the heroes enter or exit an establishment, or move into a new part of the city, the Narrator should determine whether they have one of the special encounters described in the chart below.

Result	Encounter
1–3	Baaz Harrassers
4–6	Messenger
7–9	Old Enemy
10	Firestorm

Baaz Harrassers

The heroes come upon a teenage girl with an armful of items purchased at the market. A trio of Baaz draconians and a minotaur are harassing her, making crude comments. If the party doesn't help her, two of the Baaz steal her purchases, while the minotaur swings her over his shoulder and heads off through the crowd with the remaining Baaz.

If the heroes step in to aid the girl, the minotaur and the Baaz draconians leave her alone without argument if the intervening heroes are disguised as dragonarmy officers. If the party is not so disguised, a fight breaks out. A Guard contingent arrives in 1–10+2 minutes to break it up. At that point, the monsters flee immediately, and if the heroes do not, the Guard arrests them.

The girl's father is one of the city's innkeepers. If the heroes escape arrest, she invites them back to her home and tells her parents of their heroic efforts on her behalf. The innkeeper offers them rooms for the duration of their stay in town, free of charge. (Sevil attempts to ruin their reputation with the girl's father later, if he is present.) If the Guard takes the heroes into custody for their part in the disturbance, the innkeeper pays to free them from the Pen.

This encounter occurs only once. If it is drawn or rolled again, treat the result as "Old Enemy."

Messenger

A mounted messenger comes barreling through the crowded streets, causing the people to scatter. The heroes must make successful *challenging Agility* actions to get out of the way. Those who fail suffer a trample attack for 6 Endurance points {automatic hit for 1–6 damage points}.

Old Enemy

The heroes encounter a dragonarmy soldier who survived a previous encounter with the party. He reports them to the Blue Army Highlords, knowing that the latter have some interest in the party. The Highlords dispatch 1–10+5 Red Watch Sivaks to capture the heroes and bring them before Kitiara. If the heroes avoid capture, they encounter 1–10+5 Kapaks led by a Blue Dragonarmy Officer whenever this result is generated hereafter. The detachment is intent on taking the party alive. Proceed to "Continuing the Saga" at the end of this chapter if the heroes are captured.

Firestorm

The heroes encounter Firestorm (see Chapter Thirty-One: Sanction and the description of major dragons in the appendix) walking the streets in her human form. She is subject to many lewd comments from dragonarmy personnel, but for some reason any soldier or monster who approaches her soon shrinks away, despite the sweet smile she invariably flashes at him. Should the heroes follow her, they notice a minotaur who is not smart enough to back down: With a casual, one-handed gesture, she throws the beast through a nearby wall.

If Firestorm and the heroes did not interact in Sanction, she is polite and friendly to any heroes who approach her. She even accepts an escort through the streets if a gallant hero offers one—though she does ask him or her for safe conduct to the Ogre's Den, a particularly rough tavern in the Red Quarter. (She goes there with or without the hero, turning down safe escort anywhere else.) Once there, she starts a massive barfight. If any male hero tries flirting

with her, he discovers why the soldiers backed away from her in fear. Her eyes suddenly seem to transform into small balls of flame as she smiles sweetly and says, "I'm sure you and I could have a hot time, lover boy. Think you can handle it?"

If the dragon conversed with the heroes in Sanction, she greets them like old friends should they approach her. She readily divulges her reason for coming to Neraka if asked, explaining that she hopes the Dark Queen will give her permission to kill a Highlord or two. "Ariakas had absolutely no sense of humor about Sanction," she says. "I gather he wanted the Queen to punish me. Well, he's about to find out who's in charge around here." Firestorm casually asks the heroes if they plan on stirring up trouble here like they did in Sanction. If so, she intends to stick around to watch the show and perhaps even join in the fun.

Despite her friendly demeanor, Firestorm refuses to help the heroes get into the Inner City or the temple. She may find the Dragon Highlords unworthy of her respect and the draconians disgusting, but she still wants her goddess to have dominion over Ansalon. (Plus, she thinks the Dark Queen will find the Highlords quite unnecessary once she regains her full power. But Firestorm really wants to be the one to kill Ariakas. She readily shares this fact with the heroes, and she is also quite open about not wanting to help them disrupt the final summoning of the Dark Queen. "I like you guys," she says, "but I won't betray the Queen for you. You're going to have to get in there on your own.")

If the heroes attack Firestorm, she defends herself to the best of her ability, assuming her dragon form in the process. If they leave her alone, she reports them to Blue Army, knowing that the Highlord will merely take them into custody. The dragon intends to free the heroes once the Highlords are dead.

Firestorm may be encountered more than once.

Inner City

Sheltered by the high walls of Neraka, the Inner City is somewhat different in character than its counterpart outside the walls. Although only dragonarmy officers and those with passes can travel freely here, the Inner City districts are nearly as busy as the streets of the Outer City. The dragonarmies have many officers who generally visit establishments inside the walls to avoid meeting the rabble that they command. There are no army camps or market squares in the Inner City.

The quarters of the city, as defined by the colors of dragonarmies, pick up where they left off at the walls and continue through the Inner City, up to the Temple itself. The streets are all paved with stone, and each has a drainage sewer running underneath it. Iron grates, spaced every 100 feet down the centers of the streets, drain water into the sewers below.

The same types of establishments found in the Outer City also exist in the inner portion, so no descriptions are given of the taverns, shops, etc., located here. Because the customers of Inner City establishments are army officers and wealthy citizens, the costs of all goods here are roughly four times the standard rates (or double the rates charged in Outer City establishments).

The City Walls and Towers

Rising 40 feet above the ground and spiraling inward like a constricting snake, the city walls present smooth, stone surfaces to any who would try to scale them. A 10-foot wide walkway runs along the top of each wall, and there are guardhouses placed at 100-yard intervals. The guards walk 50 yards out and back again from each guardhouse on an irregular basis. The walls rise to a central stone parapet.

To provide maximum coverage of the walls and streets of the Inner City, 60-foot-tall, 40-foot-wide towers stand astride the walls at strategic locations. An open platform on top of each is surrounded by a waist-high parapet. Two ground-level doors lead into each tower, and one door opens onto the wall to either side at the top. A spiral staircase in each tower ends in a trapdoor that opens onto the roof. A guard detachment consisting of one dragonarmy officer, five soldiers, and two Sivak draconians is on duty in each.

A guard notices any heroes attempting to slip over the walls by night on a random result of 1–8. During the day, it is impossible for non-invisible persons to sneak over at all. There is one time, however, when the guards are inattentive. During the processions each evening at midnight, they are invariably gawking at the troops and the temple instead of focusing on their duty. Heroes who take time to study their routine discover this with a successful *easy Intellect* action {Intelligence check}. During processions, heroes can choose the right moment to steal across the wall by making successful *average Perception* actions {Wisdom checks}, then each one attempting the climb must make a *challenging Agility* action to scale the wall successfully {four successful Climb Walls checks}.

Main Gate

The Inner City's main gate is a fortress unto itself. The structure towers nearly 100 feet above the surrounding streets. A huge gatehouse surrounds a pair of massive, tightly-closed, iron gates blocked by a heavy portcullis. Small doors flanking the gatehouse seems to be the only open passageways, and several guards stand before each, demanding papers from all who approach.

One hundred troops from each of the five dragonarmies (500 total) serve as the gatehouse garrison. These soldiers serve one-month shifts here, maintaining barracks and mess halls within the gatehouse when not stationed at the door. All changes of guard postings occur inside the gatehouse.

The guards at the main gate are vigilant at all times. They see and accost all non-invisible heroes attempting to scale the this part of the wall or sneak through the door, without exception. (They merely chase off those trying to sneak past them, but they arrest anyone actually attempting to scale the wall. The soldiers bring any captives who do not manage to escape quickly before the Captain of the Inner City Guard.)

The small doors next to the gates open onto a hallway that runs the length of the building, leading from the Inner to the Outer City. These hallways are lined with arrow slits and murderholes.

Hundreds of torches light the area around the gatehouse at night, and many guards walk the tops of the adjacent walls. At least once per hour, an officer passes through the door next to the gates. Observing characters who make successful *challenging Intelligence* actions {roll successful Intelligence checks} notice that the guards do not ask these officers to show papers. Such officers also occasionally vouch for others in their company with complete success. The guards turn away any parties who can't

prove affiliation with one of the dragonarmies or offer passes issued by one of the Highlords, unless they are in the company of an officer.

Minor Gates

These gates, each flanked by twin 60-foot-high towers, allow passage into the Inner City from each district. Soldiers from the each army man the gates corresponding to their districts. A small wooden door in each gate serves as passage between the Inner and Outer Cities.

Three detachments of guards, each consisting of one dragonarmy officer, five soldiers, and two Kapaks, are always on duty at every minor gate. One detachment guards the small, ground-level wooden door that serves as the sole passage between the Inner and Outer Cities. They check the papers of all who pass, except dragonarmy officers. The other two detachments are stationed in the towers flanking the gate. These guards are always alert enough to detect non-invisible intruders attempting to slip past their posts. Unlike the main gate guards, these soldiers live in the army camps. Relief guards march from the camps to the gates at every shift change.

The Queen's Way

The Queen's Way is the main street of the Inner City. It begins at the Main Gate, then spirals in two loops through the city before ending at the Temple Square. City walls flank the road on either side, and guard patrols constantly patrol it, checking the papers of any suspicious people they encounter. (They consider anyone who doesn't appear to be a dragonarmy officer or a Dark Pilgrim "suspicious.")

The Emperor's Court

The Emperor's Court, a square directly behind the main gate, sits astride the major avenue leading from there to the temple, so it serves as a thoroughfare when not used for anything else. Galleries and reviewing stands lining both sides enable the Emperor, his Highlords, and the officers to oversee parades, festivals, and other pageantry.

The street continues through a huge stone arch in the western wall of the court, snaking its way toward the temple. At the south end, a closed iron gate bars passage to the Queen's Court. Treat this gate the same as any other minor gate for access purposes.

The Queen's Court

The Queen's Court is a slightly smaller version of the Emperor's Court. It sits astride the main street, which passes through the square along its east-west axis. At the south end of the court, another minor gate provides direct access to the Temple Square.

Temple Square

Rising like the misshapen spawn of a mad architect's nightmare, the Temple of the Queen of Darkness claws its way skyward from the center of a huge plaza. Black, twisted towers shoot from the structure at odd angles. The walls seem to bend outward or inward with no logical pattern.

The huge square surrounding the temple forms the end of the snake-like Queen's Way. No one ever visits this area casually. Honor guard units from each of the five dragonarmies (each consisting of thirty-five soldiers, twenty Baaz, fifteen Kapaks, five Sivaks, three Bozaks, and two officers) are stationed here at all times. They march around the tower at a leisurely pace, but the troops are constantly alert. Weapons gleam, uniforms and boots are clean, and officers and sergeants bark their orders with crisp precision. This is an opportunity for each army to display its military might, and each unit strives to outdo the others in appearance, drill, and discipline.

Captain of the Guard

A hulking blockhouse serves as quarters for the Inner City Guard and as the headquarters of the Guard Captain. (The City Guard is the only military formation in Neraka not affiliated with any of the five dragonarmies. Thus, the Captain of the Guard enjoys a rank very nearly equal to that of a Dragon Highlord. He has the game statistics of a Dragonarmy Officer.)

The City Guard forces consist of eleven Kapak squads (twenty Kapaks each) and eleven Baaz squads (twenty Baaz each). An Aurak and two Bozak subcommanders lead each squad.

The blockhouse contains barracks and mess halls for the guards, as well as one hundred small cells for temporary incarceration of any prisoners who seem too significant to hold in the Pen. The Captain usually sends such captives to the Inquisitor within l–3 days. (The Captain has full descriptions of the heroes from Kitiara, however, and if any of them appear before him, he sends them to her quarters.)

The captain's office and living quarters on the second floor are accessible via a long, stone stairway. He typically sleeps from 2 A.M. to 8 A.M. One Kapak squad is always on duty to protect the stairs and the hallways on the second floor, and one of these draconians guards the door to the Captain's office at all times.

In the rear of the blockhouse is a small temple of Dark Worship, tended by a group of eight Dark Pilgrims.

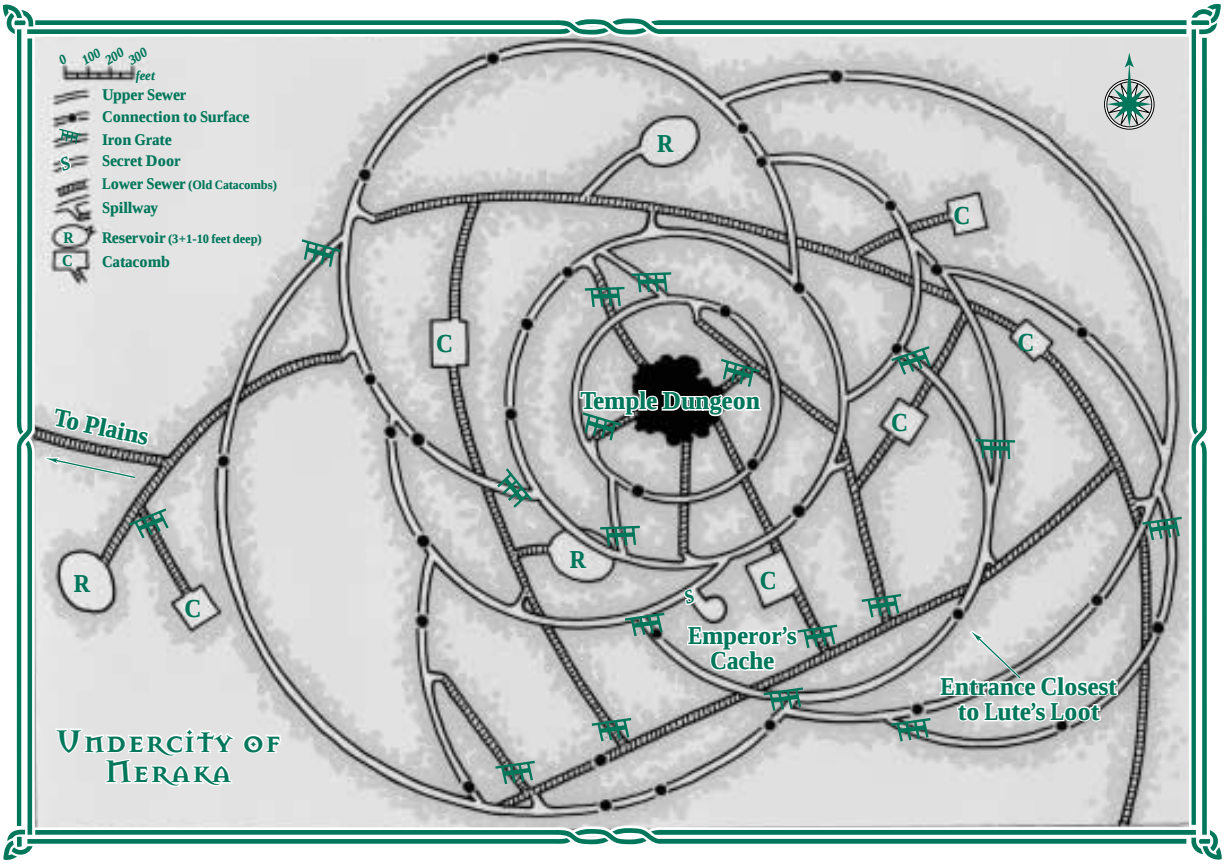
The Captain is a precise and orderly man who is fiercely devoted to keeping the chaos of the Outer City from encroaching upon his domain within its walls. He is professional in his dealings, but quickly loses his patience and temper with those he perceives to be unreasonable or dangerous. Though not a particularly religious man, he attends the Dark Rites regularly for form's sake.

Encounters in the City

Most of the people the heroes can encounter in the Inner City are dragonarmy officers, members of their families, or high-ranking humanoid servants of the Dragon Empire. None of them are Good-aligned, although some of the family members may be Neutral.

The streets and courts of the Inner City are busy twenty-four hours a day, although during the night nearly all encounters are with nonhumans and draconians. (Instead of humans or minotaurs, for example, the party meets hobgoblins or ogres.) Dark Pilgrims are the exception—they are all human and walk the streets at any time of day or night.

Whenever the party enters a new part of the city or returns to the Queen's Road, the Narrator should generate a random result and compare it against the table below.



Result	Encounter
1–3	Old Friend
4–6	Philosophy
7–9	Brawl
10	Kitiara

Old Friend

The heroes have a surprise meeting with an old character ally, such as Brookland, Kronn Thistleknot, or Ladine Dralathalas. This character has come to Neraka on his or her own mission to infiltrate the Dark Temple. (Such a character knows nothing about any kidnapping; he or she intends only to stop the Dark Queen from returning.) This old friend has brought along a dozen soldiers, who are presently hiding in the Outer City, ready to start a diversion if needed. The character knows about an entrance into the Dark Temple through the sewers. (It is the Sewer Entrance closest to the spot where this encounter occurs.)

If the heroes are unprepared for a strike against the Dark Temple at the time of this encounter, Sevil does not try to have the character arrested now. Instead, he makes plans to engineer his or her capture along with the party's.

This encounter occurs only once. Treat all other instances as "no encounter."

Philosophy

Two Dark Pilgrim acolytes are arguing philosophy: Should the Dragon Empire rule Ansalon because dragons were among the original inhabitants of Krynn, or should it rule because dragons are the mightiest beings on Krynn? (They agree that the Dragon Empire should rule for the glory of Takhisis, but they are arguing the finer points.) The pair grabs a hero—a "common citizen"— and demands his or her viewpoint. If their captive doesn't praise Takhisis and the dragons, then regardless of any opinion the hero expresses about the matter at hand, the two become suspicious and call for the City Guard.

If this encounter occurs more than once, the Narrator can make up increasingly wild or repulsive discussions.

Brawl

Three minotaur officers decide they don't like the look of the party. ("You guys think you're tough, huh?") and try to start a fight. If the heroes remain calm, the minotaurs call them cowards and move on. If they fight, the City Guard arrives and tries to take everyone into custody.

Kitiara

The party encounters Kitiara and a male friend on a date. She is wearing simple chainmail rather than her Highlord armor. The Narrator should draw a card from the Fate Deck {roll an Intelligence check}. If the result is lower than her Intellect score, she recognizes the heroes with whom she once adventured. Immediately and rudely dismissing her male friend, she pulls them into an alley and furiously demands to know what they are doing here.

Assuming the heroes don't attack her, proceed to "Continuing the Saga."

The Undercity

The term "Undercity" refers to the sewers and catacombs under Neraka. The map of this area shows the passages, chambers, and crypts as they are located with respect to entrances leading to the Inner or Outer City above. Certain surface connections are provided as reference points on the Undercity map.

The only map of the Undercity that the heroes can get their hands on—unless they encounter Kitiara, as



described in the next chapter—is the sketch provided by Lute at the pawn shop in the Red Quarter. This details the most direct route from the Undercity entrance nearest his shop to the dungeons under the Temple of Darkness. The heroes must explore all other portions of the Undercity on the way.

The Passages

These cylindrical tunnels are about 8 feet in diameter. There is always at least one foot of water collected in the bottom of the tunnel, or more if it has been raining in Neraka.

Iron Grates

Noted on the map are several spots where a grid made of heavy iron bars blocks passage through the upper and lower sewers. These grids serve as crude filters, preventing large objects from being carried through the tunnels when the water level is high. The bars of these grids are spaced about one foot apart. Kender and gully dwarves can squeeze through the grates in one minute, but larger creatures must bend the bars (a *daunting Strength* action {normal Bend Bars check}) to pass through.

Secret Doors

Secret doors block or conceal many routes through the Undercity. These cleverly designed portals blend perfectly into the surrounding stonework, right down to the molds and slimes that coat most of the walls down here.

Heroes can discover these secret doors via the normal procedure for the rules system used. But finding the door isn't enough; a thief or kender must still make a successful *challenging Dexterity* action {Open Locks check} to find and release the catch.

Crypts

These are the remains of ancient tunnels that the Nerakan citizens have converted into a sewer system. Secret doors hide all the entrances to it, and nine broad steps lead up from each such door to dry land.

Each crypt contains ten tombs, which the Narrator can stock as he or she sees fit. (If the Narrator determines the inhabitants randomly, a result of 1–3 indicates that there are no undead, 4–6 means that the crypt contains ghouls, 7–9 indicates that it houses wights, and 10 means it is the lair of a vampire and nine zombies.)

Thieves have already looted most of the crypts in the Undercity. The Narrator can randomly determine whether there are any burial goods in a given crypt; on a result of 4–10, it is empty of valuables. If burial goods are present, they are of wildly varying quality and value, worth 100–1,000 steel pieces per cache.

Emperor's Cache

This secret chamber contains some of the finest treasures that the dragonarmies have plundered from Ansalon's people. This is the personal cache of the Emperor Ariakas, and its existence is known only to him and his dragonmount, Tombfyre.

Whenever Tombfyre and Ariakas are in Neraka, the venerable dragon lairs here. His shapeshifting ability enables him to assume human form and use the tunnels to enter and leave this chamber. Tombfyre is present on a random result of 4–10, curled up atop the treasure pile. If the result was 4–6, he is asleep when the heroes enter, but on an 8–10, he is awake.

If the party steals into the room while Tombfyre is asleep, all its members must make successful *easy Agility* actions, opposed by Tombfyre's Perception, which is 8 {Dexterity checks with a –4 penalty, or Move Silently

checks}. If Tombfyre wakes, or if he is already awake when the heroes enter, he fixes his eyes on them and asks their business here. (Tombfyre knows that no one but he and Ariakas are aware of this room's existence, and he has the emperor's blessing to destroy and eat anyone else who knows. He wants to toy with the heroes a bit, however.)

If the heroes don't come up with an entertaining enough lie (or if the Narrator wants to move the action along), Tombfyre gets bored and attacks. He does not use his dragon breath in the room, and the chamber isn't big enough for a wing buffet, but he can use his claws and tail to advantage.

If the heroes flee into the hallway beyond the chamber, Tombfyre blasts them with fire as they retreat. If they survive his dragon breath, Tombfyre assumes human form and goes after them, taking up the longsword of renown {+4 defender} from the hoard as his weapon. His statistics all remain the same as they are in his dragon form, except that he doesn't have the special dragon attacks. Tombfyre intends to kill each and every one of the intruders, and he will stalk them through the sewers and even out into the streets of the city. Once outside, however, he assumes his natural form again after catching up with his prey.

The emperor's treasure includes a veritable mountain of coins: 100,000 silver pieces, 80,000 gold pieces, 40,000 electrum pieces, 50,000 steel pieces, and 10,000 platinum pieces. Scattered among these coins are 10,000 gems, worth 30–300 steel each ([1–10]×30).

The room also contains some of the most powerful magical weapons and armor that the dragonarmies have thus far looted from Solamnia, including: plate mail of renown {plate mail +4}, a shield of renown {shield +4}, a shield of renown {shield +3}, chainmail of renown {chainmail + 4}, leather armor of renown {leather armor +3}, a longsword of fame {longsword +5 defender}, a mace of renown {mace +4}, a sword of distinction {sword +2 (red dragon slayer)}, a dwarven thrower hammer of renown {dwarven thrower hammer +3}, and a cursed berserking sword of distinction {cursed berserking sword + 2}. Along with the weapons is a selection of more esoteric, miscellaneous magical items, including dust of disappearance, dust of sneezing and choking, a gem of seeing, and a medallion of ESP.

Access to the Temple Dungeons

This hidden tunnel slants upward until it opens into the Dark Abbey, which is hidden in the Temple of Darkness's dungeon.

Encounters in the Undercity

Not many people venture into the Undercity. Whenever the heroes enter a new area of the Undercity—by passing through a grate or going through a secret door, for example—the Narrator should make a random determination and consult the chart below to determine whom the heroes might encounter.

Result	Encounter
1–3	No encounter
4–6	Vermin
7–9	Thieves
10	Slugs

Vermin

The heroes see or hear rats or some other vermin scurrying through the tunnels.

Thieves

The party encounters a pair of Typical Thieves. One of them is carrying a clay vessel containing stolen burial goods (tiny gemstones worth 240 steel pieces). If any party members are wearing dragonarmy uniforms, the thieves drop their treasure and flee back in the direction from which they came. Heroes who pursue them can easily catch up with the thieves. The two promptly beg for their lives, offering to tell the party about those who plot against the dragonarmy.

The thieves don't truly know anything about plots against the Dark Queen's forces. They hope to frame someone to whom they are deeply in debt— the owner of the Broken Shield Inn in the Red Quarter. The unlucky thieves are, of course, hoping that the heroes will have the man arrested. If the heroes instead go to the Broken Shield Inn and ask about rebels and resistance fighters, a guard patrol intent on arresting them arrives shortly. The owner of the Inn is actually quite loyal to the Highlords, as they have been very good to him and his business.

This encounter occurs only once. If it is drawn again, the heroes encounter 1–10 skeletons in tattered burial shrouds.

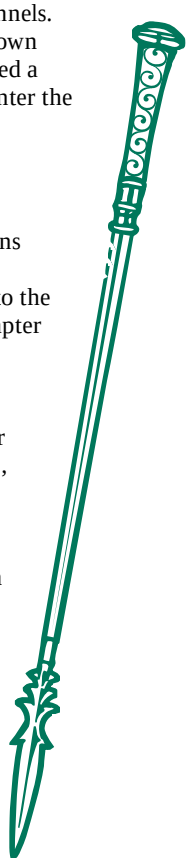
Slugs

Ariakas ordered the Undercity stocked with giant slugs to discourage incursions into the tunnels. One of these creatures comes slithering down toward the heroes. (If they have just entered a room when this result occurs, they encounter the slug upon returning to the tunnel.)

Continuing the Saga

Once the heroes have reached the dungeons under the Temple of Darkness, or have otherwise successfully found their way into the temple, the adventure continues with Chapter Thirty-Six: The Temple of Darkness.

If Blue Army forces have captured the party, or if the heroes have encountered Kitiara (either by meeting her in the Inner City or by being delivered into her hands), the adventure likewise continues with Chapter Thirty-Six, but the Narrator should first run the section entitled "Kitiara's Gambit" before continuing with that chapter.



Chapter Thirty-Six

My decision was made a long time ago, Kitiara," Tanis said calmly. Stepping in front of Laurana, he shielded her as best as he could with his own body. "Lord Soth will have to kill me to reach her, Kit. And even though I know my death will not stop him—or you—from killing her when I have fallen, with my last breath, I will pray to Paladine to protect her soul. The gods owe me one. Somehow I know that this—my final prayer—will be granted."

—Tanis utters his decision in Neraka, Dragons of Spring Dawning

With this chapter, the epic Saga is reaching its inevitable climax. The heroes have had adventures from one end of Ansalon to the other, with agents of Evil dogging their steps most of the way. Now, as the Dark Queen prepares to reenter Krynn to usher in an age in which Evil reigns supreme, the heroes are the only ones who can stop her.

Within the Temple of the Queen of Darkness lies the gate through which Takhisis may now partially pass. If someone seals this gate, the Dragon Empire dissolves into warring factions. If it is opened entirely, then the doom of the world is nearly assured. The heroes must find this gate, and then one of them must enter it with a true dragonlance, causing it to seal behind them and barring Takhisis from Ansalon . . . hopefully forever.

Closing the gate is no easy task. Creatures of great Evil guard stations throughout the temple, and while they may bicker among themselves, they present a united front against their enemies. The heroes may find that deception proves their only means of achieving success and staying alive. Finding the gate and sealing it without bringing the guards down on them is the party's primary challenge.

Fortunately, the heroes may find themselves with an unexpected ally: Kitiara uth Matar, the Blue Lady herself. On the flip-side of that, however, they may have a traitor in their midst—Sevil Rev will try to have them apprehended by the guardians of the Temple on the very threshold of victory. Of course, Kitiara also plans betrayal, but if the heroes take advantage of all the double-crossing going on, they may execute their predestined mission.

When staging this chapter, the Narrator should attempt to go for maximum dramatic impact. Although a time table is provided in the chapter—the heroes are assumed to reach Neraka four or five days before the Dark Queen returns to Ansalon—the climax of the adventure will be much more effective if the Narrators stages things so the heroes reach the Council Chamber as the Dark Queen is about to enter Krynn fully. Of course, a smart party may stop her before then, and the Narrator shouldn't put artificial stumbling blocks in their way if they manage to do all the right things quickly. After all, if the heroes seek out Maelstrom as soon as they reach Neraka while successfully avoiding trouble, they might stop Takhisis from returning after spending only two days in the city.

As becomes clear below, however, a number of factors make their mission very complicated.

Playing the Novels

Much of this chapter provides information on the Temple of Darkness that wasn't seen in *Dragons of Spring Dawning*. For the most part, Narrators wishing to keep close to the novel need only the Dungeon Level and the Council Chamber.

In the novel, most of the heroes are thrown in a cell after their failed attempt to sneak into the Temple. Only Tanis remains free as the guest of Kitiara. He claims to have come alone in the hopes of trading his life for Laurana's. Kitiara finds the offer humorous at first, but when Tanis offers to serve her in place of the slain Bakaris, she accepts, promising to consider sparing Laurana in exchange for Tanis's service. Later, while she speaks with Lord Soth, the reader learns that she is considering double-crossing Tanis. Not only has she promised Laurana's spirit to Soth, but she believes Tanis has lied to her: She thinks he didn't come alone but that both her brothers and Berem are somewhere in the city.

Gakhan, a trusted draconian servant of Kitiara, takes on the task of verifying her suspicions. His investigations lead him right back to the very dungeons under the Temple. However, as he is about to have Caramon, Raistlin, Tika, and Tas executed, they manage to stage an escape.

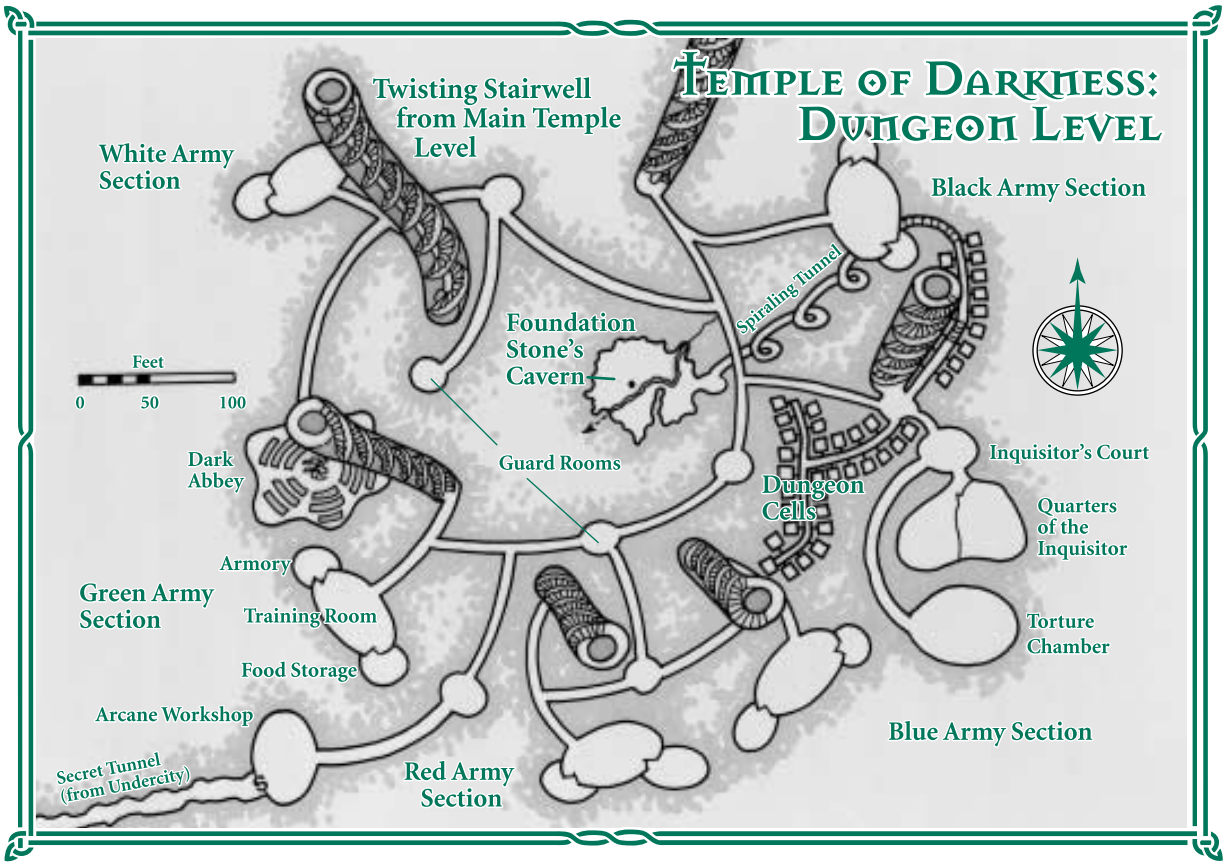
Meanwhile, Kitiara presents Tanis to the Dark Queen as Takhisis partially manifests herself in the Temple's great hall. The Evil goddess' will almost brings him under her control, but when Kitiara offers up Laurana as a sacrifice against her word, Tanis ultimately turns against her, kills Ariakas—with the help of Raistlin—and claims his Imperial Crown for his own. He loses it moments later, though, and the assembled Highlords and draconians start fighting one another for it.

As the rest of the Companions flee through the dungeons, they ultimately reach the Foundation Stone cavern. Here, Berem finally finds the release of death, freeing the trapped soul of his sister in the process. Raistlin facilitates this, betraying the Dark Queen and giving himself over to the spirit of Fistandantilus. The gate seals and the Temple crumbles.

As the Temple falls down around them, Kitiara seemingly sacrifices herself to prevent Lord Soth from pursuing Tanis and Laurana from the Temple, telling Tanis, "What I do, I do for love, Tanis Half-Elven." However, as the warrior woman stands ready to meet the death knight, she sees Ariakas's crown at her feet. She may be Empress of Ansalon yet. . . .

As the forces of Good secure the Nerakan plains, the constellations of Paladine and Takhisis return to the skies. The balance between Good and Evil has been restored in the world of Krynn.

At least for the time being.



If the Heroes are at a Loss

The heroes might make it to Neraka but might not quite realized that one of the reasons they are here is to stop Takhisis from returning to Krynn: They might think they simply need to rescue their kidnapped friend or perform a spying mission for the Whitestone Forces.

In such a case, the Narrator should consider spelling out the direness of the situation. In the last chapter, the party could possibly have met old allies. The Narrator should have an ally confess to the heroes that he or she really came to Neraka to stop the Dark Queen. The character has somehow come into possession of a true dragonlance and is attempting to enter the Temple where he or she will step through the gate and close it. The character goes on to say that he or she received a vision from the gods and that this is his or her destiny.

Unfortunately, the character dies or otherwise finds himself or herself unable to complete the mission, leaving the fate of the world on the shoulders of the heroes.

Optionally, if no player wishes to sacrifice the hero he's played throughout the epic, and the Narrator doesn't wish to end the campaign with Evil triumphing, the character could have been the chosen emissary of the gods all along and the heroes merely help pave the way. (To some extent, this is what happened in the Chronicles trilogy. Berem was the true key to defeating the Dark Queen, but the heroes made his sacrifice possible.)

About the Temple

The Temple of Takhisis is no doubt the most bizarre structure upon the face of Krynn. Instead of being constructed, it mostly grew into being.

When the Cataclysm struck Krynn, the center of annihilation was the Temple of the Kingpriest of Istar. Yet that Temple was not destroyed, as were the lands and cities around it. Rather, its parts were scattered among all the planes of the gods: Good, Evil, and Neutral.

Of all the scattered pieces of the Temple, the most important was the Foundation Stone. Precious gems from all over Ansalon, including a hallowed piece of the Whitestone from Sancrist Isle, studded this pillar of stone. The Foundation Stone was the main supporting pillar of the Temple and acted as the focal point of the Temple's power.

As Fate would have it, the Foundation Stone was cast into the Abyss, the realm of Takhisis, the Queen of Darkness. After a period of time immeasurable by the means available to humans, the Queen came upon the stone. Through her cunning and terrible dark magics, she caused the Stone to become her portal into the physical world. Through this portal she could circumvent the banishment imposed by Huma, and she once again set her dragons upon the world. This time, she vowed, the forces of darkness would emerge victorious from the titanic struggle.

Thus the Foundation Stone became the Queen's gateway into Krynn. She entered the world in a desolate and uninhabited region called Neraka. Neraka was a barren plain high in the Khalkist Mountains of central Ansalon. After planting her stone on the dry, flat ground, surrounded by towering peaks, she walked the world for a time, awakening her dragons from their long sleep. She then returned through the gate to rally her forces on the Abyssal Plane.

The stone she had planted, meanwhile, began slowly and magically to grow into a dark and twisted version of the Temple that once stood in Istar.

In the meantime, the twisted corridors and bizarre rooms of the Temple have been adapted to the uses of the Queen and her generals. Some additional construction attempted to make sense of the perverted architecture and turn the building into a more useful structure.

The Temple of Takhisis is described and mapped, starting with the dungeon level, and moving upward through the other levels. The heroes are likely to enter the Temple through one of three ways: through the secret entrance to the dungeon known to Lute the Pawnbroker, walking through the front door with agents of Kitiara's, or as prisoners delivered to her quarters. (See "Kitiara's Gambit" and "The Final Night" below.)

The Garrison Regiments

An elite unit of draconians from each dragonarmy stands on permanent guard duty in the Temple. The sections of the Temple guarded by each army correspond to the city districts controlled by the same army. Unlike those in the city, members of these elite regiments are never subject to reduced vigilance because of a long shift on duty.

These regiments compose the honor guard for the Highlords when they meet in council. Their order of entrance is explained under "The Final Night."

The draconians in each regiment possess no unusual qualities except that they are among the largest of their type, and therefore they have very nearly the maximum number of hit points available. There are twenty draconians of each kind, save Aurak, in each honor guard, bringing their total to eighty.

The Dark Rites

At midnight, while the elite troops of the armies march around the Temple, Dark Pilgrims gather in the chapels within to perform the Dark Rites. Many officers and Dark Pilgrims come from the city to the Temple just to attend these. The Dark Rites last for about five minutes.

The Dark Pilgrims recite a ritual sermon in a forgotten tongue. It always remains the same, although no one but the priests and Takhisis herself knows what it means. The main Rites last for only five minutes, but even as the majority of the Dark Pilgrims return either to their duties or to their rooms for rest, an extended ritual continues in the Dark Abbey in the Temple's dungeon. The purpose of the Dark Rites, as well as the armies marching around the Temple, is to make Takhisis's return possible.

During the Dark Rites and the midnight marches, vigilance is reduced within and around the Temple, possibly permitting the heroes to steal inside.

Dungeon Level

The shadowy recesses beneath the Dark Temple have seen acts of violence and depravity that Good characters can't even picture in their worst nightmares. The corridors and chambers appear round and smooth, with the occasional lumpy protrusion on the walls. As with much of the Temple, the dungeon grew from the Foundation Stone.

The dungeon features many guard stations, which are manned by members of the Inner City Guard. They ensure that fighting doesn't break out between soldiers and draconians of the various armies who have training facilities here. Three soldiers and one Kapak draconian man each guard station. They challenge anyone they don't recognize and demand to see their papers. Heroes who are disguised as officers can easily bully their way past the guards, even when asked for papers, so long as they don't attempt to head in a direction that leads into another army's training area. The guards will then remind them that Emperor Ariakas declared training areas off-limits except for those serving in the designated armies. If the heroes don't turn back, the Kapak sounds the alarm by blowing a whistle around his neck, causing guards from other stations to rush to the area.

The hallways are not patrolled—the guard stations are deemed enough for security purposes—but Dark Pilgrims still wander the halls, coming and going in groups of one to ten from the Dark Abby, the Inquisitor's Court, or one of the army areas. If the party contains someone in the robes of a Dark Pilgrim or the uniform of a Dragon Army officer, the priests ignore the heroes. If they appear unescorted, however, they immediately raise the alarm. (Remember that if a priest among the party has drawn the attention of the Dark Queen by calling upon the powers of the gods of Good, the Dark Pilgrims have all seen him or her in dreams and they move to attack upon sight.)

If battle occurs in a hallway or a guard station, the Narrator should generate a random result. If it is 9 or 10, the nearest guards hear the battle and come to investigate.

The Secret Entrance

This tunnel leads from the Undercity to the hallway that leads to the abandoned Arcane Workshop, providing undetected access to dungeon. The Hidden Light recently completed it, and the heroes can learn of it only from Lute the Pawnbroker. However, heroes walking along down the hallway to the Workshop have the standard chance of detecting the secret door leading to it.

Arcane Workshop

Although the arcane workshop is not currently in use, it has served some of the most powerful Evil, Black-Robed Wizards of High Sorcery on Krynn. The forces of Darkness discovered the secret of perverting Good dragon eggs into draconians in this room.

The room lies behind a simple, unlocked wooden door. Enchantments that go far beyond the capabilities of mere mechanical locks protect it, however. Beams of bright light spill from the room and can be seen around the door. The room within is illuminated by dozens of *continual light* spells. It contains ten workbenches and twenty stools. Each bench holds a variety of vials and bottles that are filled with all kinds of foul ingredients. In the center of each bench rests a closed book that looks like a fat spellbook. However, each book is simply a collection of blank pages, with a title written using the *explosive runes* spell.

Each bench also contains a drawer that is protected by a *fire trap* spell. The drawers of four of the desks contain only scribbled notes, dried inkwells, and so forth. Each of the other four contains something of value, however:

- **Drawer Three:** Deck of many things
- **Drawer Five:** Wizard's scroll containing the spells *polymorph other, cloudkill, cone of cold,* and *hold monster*
- **Drawer Six:** Potions (two doses of each) of climbing, extra healing, fire resistance, polymorph self. Each potion bottle is clearly labeled.
- **Drawer Nine:** Wand of magic missiles with 27 charges.

Training Areas

Each of the five training area is located underneath the barracks of one of the five dragonarmy regiments garrisoning the Temple. Each regiment uses one, and they each consist of a training room large enough for all members of the unit to gather for drills. Usually only a portion

of each regiment practices there while the others stand guard duty or sleep. The training areas also house the regimental kitchens and armories.

Each room is simply a large, open area. The ceiling rises 20 feet above the floor, which consists of fine sand covering a rock base. A viewing gallery surrounds the rooms, with a ceiling rising 10 feet higher than the floor of the area. Numerous stairways provide access from the floor to the galleries.

The training areas are used on a fairly regular schedule. From 6 A.M. until 4 P.M., 1–10+20 members of the regiment take part in weapons and drill practice. At all other times, 1–10+4 members are practicing on their own. However, during each council of the Dragon Highlords (and for four hours before and after) the heroes find that the training areas stand empty.

To one side of each training area are the kitchens used to cook for the regiments and the officers while they stay in the Temple. Each kitchen has four huge ovens, four cooking fires with large iron kettles suspended over them, and a large refrigeration room chilled with ice from the Khalkist Mountains. Twelve human slaves and two Baaz guards staff each kitchen. The slaves usually sleep in a small room adjacent to the kitchen. As might be expected, the food tastes considerably better than that in any of the army camps around Neraka.

The kitchens are adjacent to exceedingly well-stocked storerooms; they contain enough food for a six-month siege. The food stockpiled here includes many bins of grains, dried fruit, and dried vegetables. The refrigeration rooms contain fresh fruit, vegetables, and meat.

Across from the kitchen are the regimental armories. These rooms remain locked, and two members of the regiment stand outside the door at all times. A warrant signed by an officer of the regiment, or by the army's Highlord, is needed for permission to open the armory. In fact, the guards do not keep the key to the door; the regiment's commanding officer holds it.

Each armory contains the following supply of weapons: 800 spears, 240 longswords, 400 shields, 400 suits of draconian armor, 80 heavy crossbows, 2,000 quarrels, 40 longbows, and 1,600 arrows. Locked in a closet near the back of the room are the officers' supplies: 8 suits of plate armor of distinction {plate armor +l} (human, with masks), 8 longswords of distinction {longswords +1}, and 8 potions of speed.

Dark Abbey

The Dark Abbey is devoted to the worship of the Queen of Darkness. Rows of benches surround the central altar in concentric rings in this huge and circular room. The altar contains a life-sized, and lifelike, statue of the Queen of Darkness in her form as a five-headed dragon. Services that last for well over an hour are held in the abbey following each session of the Dark Rites. During these services, 240 Dark Pilgrims are present. At all other times, eight Dark Pilgrims busily sweep and tidy the chamber, or dust the statue.

Prison Cells

Row after row of tiny, lightless prison cells line various corridors. Prisoners occupy a few of the cells, although 90% of them remain empty. Narrators should draw a card, and if it's 1 {result of 90–100 on percentile dice}, the cell inspected by the heroes houses prisoners. Another draw from the Fate Deck determines how many prisoners are present. The prisoner the heroes have come to rescue is in the northernmost cell until 11:45 P.M. on the night Takhisis is to return to Krynn (five nights after the heroes arrive in Neraka, or whenever the Narrator deems appropriate). The character is alone in the cell.

Each cell is an 8-foot square room, secured by a heavy iron door. A small hole in the floor of each room serves as a latrine. The doors contain 6-inch wide slots at floor level to allow for passing food and drink to the occupants.

The prisoners held captive here now include several members of the Hidden Light, but most are primarily officers and troops of the dragonarmies who have committed serious infractions, such as murdering a comrade or taking the Queen's name in vain. Several formerly prosperous Nerakan merchants occupy the cells. They find themselves here because they could not control their greed.

The Inquisitor's guards bring meals of stale bread and scummy water to the prisoners around 5 P.M. each night, unless they forget. The average prisoner has occupied his cell for 1–10+2 weeks and has been subjected to at least one session with the Inquisitor. (The exception to this is the prisoner the heroes have come in search of. Kitiara has forbidden any interrogations of the prisoner.)

Chambers of the Inquisitor

The chambers of the Inquisitor rooms serves as the home and work area for one of the Dark Queen's most twisted servants. The Inquisitor is a powerful cleric trapped in a diseased and loathsome body. He is hunchbacked, and most of his face has rotted away from an unknown disease. His mouth yields a constant stream of drool, and his speech is difficult to understand.

The Inquisitor has perhaps the cruelest tendencies of anyone in the Dragon Empire. Thus his task of interrogating prisoners in the Dark Queen's dungeon suits him well. Although his magical abilities usually inform him of whether or not a prisoner tells the truth, the Inquisitor always finds an excuse to apply hot irons, spatterings of acid, or worse treatments to the unfortunate captive. While the torture occurs, the Inquisitor laughs and giggles insanely. The more the victim cries out, the greater his joy.

For at least three days after someone refers a prisoner to him, the Inquisitor leaves him or her alone in the cell. Once that time passes, he orders them chained hand and foot. Guards then lead the unfortunate prisoner into his courtroom, a large chamber that is well lit by continual light spells placed upon various items of torture hanging on the walls. Blood-red tapestries flank either side of the Inquisitor's bench, which is raised above the rest of the room. Eight Dark Pilgrims toil in the room, cleaning and sharpening the decorations (spikes, thumbscrews, torture racks, bonecrushers, etc.) that hang about the walls.

The guards lead the prisoners into a low pit in the center of the room, below the bench. Two hallways lead from the room: One goes to the Inquisitor's personal quarters, and the other leads to his torture chambers. After the interrogation, guards lead the prisoners to the latter.

The torture chamber is very well equipped, and numerous continual light spells illuminate it. It contains torture devices of every shape and description, as well as slow-burning charcoal fires, vats of seething acid, and cages containing spiders, snakes, leeches, and other creatures. Four torturers are on duty here at all times, ready to assist the Inquisitor. They have the statistics of Soldiers.

The Inquisitor's private quarters consist of a suite of apartments that house him and his staff of forty Dark Pilgrims. He has a vast bedchamber, a sitting room, a dining room, a kitchen, and an office. All of these rooms, except the kitchen, are decorated with the same blood-red tapestries as those in the court. The pilgrims sleep on crude bunks and eat in a crowded mess hall. The Inquisitor, however, sleeps on a huge feather bed and eats at a massive oaken table, spread with the finest linen, crockery, and silver. His private kitchen, staffed by the Pilgrims, contains stores of fine meats, fruits, vegetables, and wines. It has a small refrigeration room to keep these stores chilled.

The Inquisitor and the Pilgrims occupy their quarters from 6 P.M. until 11:30 P.M. From 11:45 P.M. until 1 A.M. they serve in the Dark Abbey. They then return to their quarters and remain there until 10 A.M. The Inquisitor is then in the courtroom or the torture chamber until dinner at roughly 6 P.M.

The Foundation Stone

This cave is the only one that appears rough and as if it had occurred naturally. Incongruously, it contains a dozen thick stone columns, spaced at odd intervals and supporting the soaring ceiling that towers 60 feet above the floor in the center of the room.

Hundreds of huge and brilliant gems stud each column. The stones reflect and magnify light from any source, even that from a small candle, so that the entire room seems to shimmer and glow with every hue of color.

The Foundation Stone itself lies at the center of the room. Unlike the other columns, the shaft in the center rises twisted and misshapen to the ceiling.

Heroes cannot remove the gems from any of the columns. Any hero making a determined effort to remove one of the stones finds his or her body sucked into the column. There the character's soul languishes until the Temple falls. This immediate effect is caused by godlike power, and the hero or character has no chance to avoid the effect.

The heroes never encounter any of the Temple's inhabitants in this room.

Stairwells

These circular staircases spiral up to the ground floor of the Temple. A landing allows the heroes to walk out into the appropriate dragonarmy entrance, but the stairs also wind further upward into the twisting towers.

Main Temple Level

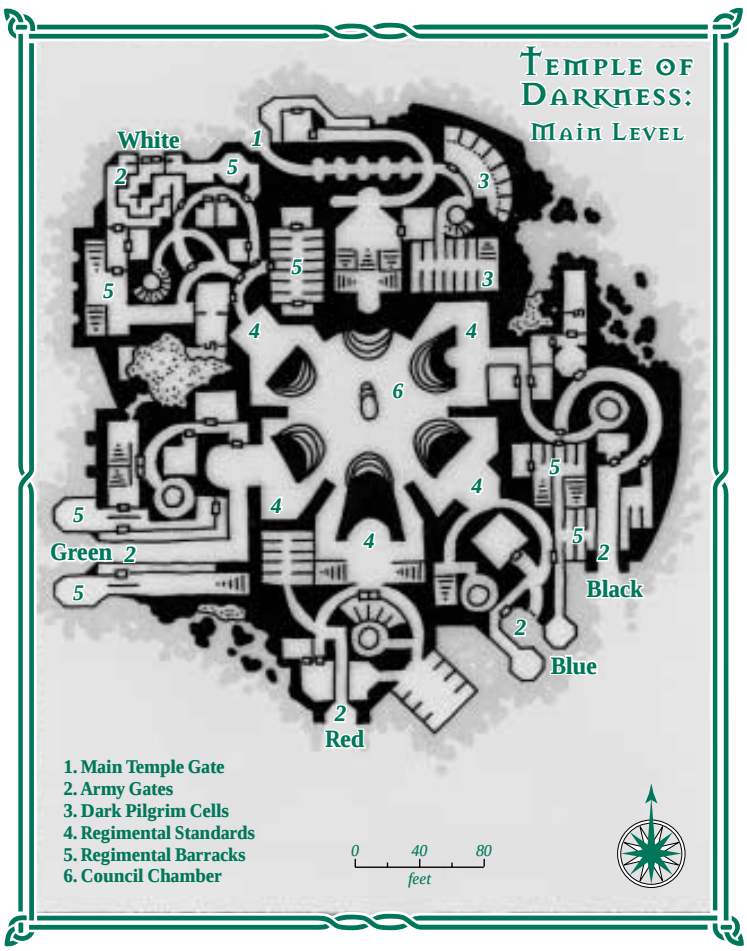
A disciplined regiment from each of the five dragonarmies maintains a permanent post here to insure continued security. Bands of Dark Pilgrims—the clerics of Takhisis—roam the Temple, constantly performing rites of darkness and Evil.

The Temple Main Gate

The main Temple gate stands ever open, beckoning to any who dare to pass through its yawning portals. A pair of huge steel doors flanks the entrance and can be closed in the event of an emergency. They have never yet been shut, however.

A band of eight Dark Pilgrims (one master and seven apprentices) waits outside the gates to escort legitimate visitors through the entrance. All others are turned away by the Master Pilgrim. If those seeking entrance act insistently, he orders his apprentices to attack while he sounds the alarm. In the next minute, 1–10+2 Kapaks arrive to help deal with the would-be intruders.

The pilgrims at the main gate participate in the Dark Rites. As a result, six Baaz replace them at ten minutes before midnight. They return about fifteen minutes after midnight. The Baaz are easily cowed by anyone wearing the robes of a Dark Pilgrim or a dragonarmy officer uniform.



Army Gates

A dozen Kapaks of the appropriate honor regiment defend each army gate. They have orders to attack anyone who doesn't have proper papers to enter the Temple or who isn't in the company of a Highlord.

Dark Pilgrim Cells

Each of the rooms within Dark Pilgrim cell areas houses eight Dark Pilgrims. Between periods of the Dark Rites, eight sleeping pilgrims occupy one in three of these chambers. For two turns before and after the rites, the heroes find the cells deserted.

The pilgrims keep nothing but their robes and weapons with them in their cells.

Regimental Standards

The hallways and rooms containing the regimental standards bespeak of the pride that the Highlords' elite troops take in their unit histories. Each location is devoted to the exploits of the appropriate Temple garrison unit. The regimental flags are displayed, and a brief history of the unit's battles, enclosed in a massive leather tome, rests on a table beneath the flags.

An honor guard of four draconians garrisons each room—one of each kind, save Aurak—from the unit represented.

Regimental Barracks

The regimental barracks house the regiments that garrison the Temple. Heroes can find them empty from 6 A.M. until 8 P.M. Outside of these hours, each area holds around 60 to 90 members of the regiment. Narrators should draw a card, multiply the result by 4, and add 60 {50+10d4}.

Draconian troops have few private possessions. When the troops are not present, the heroes can find a few gory military trophies from past battles as the only items of note in the barracks rooms. When the draconians are present, they have their weapons and armor with them.

Council Chamber

The soaring council chamber lies at the very heart of the Dark Queen's empire. It is here that she will enter Krynn, if the gate to the Abyss can be opened. Also the Highlords meet here in council to plan strategy and policy. Currently the council chamber is the only place on Krynn where Takhisis can even partially manifest her presence.

The ceiling arches nearly 100 feet overhead. Six tall platforms are spaced evenly about the perimeter of the room. Four of these platforms are 30 feet above the floor. The one to the south is 40 feet up, and the one to the north rises 50 feet. Sweeping semicircular banks of stairs fall away from each platform to the floor of the chamber.

Five of the platforms contain the thrones of the Highlords. Huge banners hang from the walls over each of the Highlords' thrones, emblazoned with the colors of the army and scenes depicting the lands of Ansalon conquered by each army. On the Temple upper level, each Highlord has a private access door allowing the lord to enter directly to his or her throne.

The sixth platform holds the gate to the Abyss from where Takhisis will emerge. At present, she can be seen within it, a shadowy figure in the shape of her five-headed dragon avatar. In order to stop her, a hero must push through the gate from south to north bearing a true dragonlance. Once the hero is on the other side, the aperture closes permanently.

Dark Pilgrims and honor guard regiments use the entrances on the main level of the Temple. Heroes entering at this level might get the impression that they are in a deep canyon, as they see the thrones of the Highlords far above them to all sides.

Upper Temple Level

This level is alive with messengers rushing dispatches to and from the front during the daytime. Pairs of Kapaks who challenge everyone they meet patrol the halls. If no one in the party can show proper papers, the draconians sound the alarm. In the following minute, 1–10+5 additional Kapaks arrive, with five more reaching the combat the minute after that. Heroes who are defeated are placed in the dungeon.

Officer Quarters

Each tiny apartment within the area reserved for officer quarters serves as the living quarters for an officer in the dragonarmy controlling that portion of the Temple. Half of these apartments contain only furniture since these officers are camped in the field. The other half contains the personal effects of their occupants. In addition, 50% of the occupied apartments have the occupants present from 11 P.M. until 9 A.M. The apartments remain empty at all other times.

Each apartment contains a bed, desk, chair, and footlocker. The footlockers are locked and on a random result of 8–10, poison needle traps guard the chest. Each footlocker contains a spare uniform and 10–100 steel pieces worth of treasure. If the chest was trapped, it contains a minor magic item, such as a ring of warmth.

Army Council Chambers

The dragonarmy council chambers contain many wooden benches, a few tables, and maps or charts hanging upon



the wall. The banners of the owning dragonarmy hang prominently around the room.

Maps displaying the warfronts adorn the walls. According to the maps, dragonarmy scouts are tracking armies consisting of elves, dwarves, humans, and kender that are approaching from the west, northwest, and southwest. Notes and estimates of battles indicate that the Whitestone Army will begin its press across the Plains of Neraka six days after the heroes arrive in the city—the forces of Good won't even begin their push for the capital before it is too late if the heroes don't do something. From 10 A.M. until Noon, the appropriate Highlord and 1–10+3 officers occupy each council room.

Walls and Parapets

The walls and parapets are outdoor areas, and they stand 40 feet above the Temple Square. Stationed on the platform are four guards (from the Temple regiments) for each door (or set of double doors) leading into the Temple from the platform. During the nightly Council of the Highlords, trumpeters stand on these platforms, blaring notes across the square.

Abbey of Eternal Night

The Abbey of Eternal Night serves as the center of worship for the Dark Pilgrims. Beginning with each session of Dark Rites, and lasting for a full hour afterward, eighty pilgrims gather here for their foul meditations.

The room is entirely blanketed with continual darkness, permanence, and silence spells. The pilgrims perform their individual worships in this soundless, lightless environment. Each group of eight pilgrims gathers together, with the master sitting in the center of the circle. Like the others, he sits on a straw mat upon the floor. Each group of pilgrims is separated from the others by about 10 feet of space.

Scriptoriums

The scriptoriums contain eight desks apiece with a Dark Pilgrim sitting at each desk at all times. The Pilgrims, who rotate in eight-hour shifts, are writing the history of Krynn according to Takhisis. They are striving desperately to finish before the Dark Queen returns to Ansalon, but, however things turn out, they will fail.

Each Pilgrim writes diligently on a long scroll and records a different period of Krynn's history. Some of the scrolls have been bound into books in one corner of the room, but many more are stacked carelessly about. The Pilgrims barely notice any distractions but object loudly and strenuously if anything should force them to halt their work.

Army Treasuries

Each of the dragonarmy treasuries contains the payrolls for the appropriate dragonarmy. The rooms are double-locked and guarded by a dozen members of the Temple regiment at all times. Only the Highlords have the keys to the treasuries. Inside, the heroes can find three large chests and one small locked chest. Each chest is trapped, as in the entry alcoves by that army's gate. In all cases, the traps affect everyone in the room. The large chests contain 20,000 copper pieces, 20,000 silver pieces, and 20,000 steel pieces, respectively. The small chest contains 800 gems, worth an average of 50 steel apiece.

Ballrooms

The elegant ballrooms in this area are designed for celebrations: A raised gallery at one end contains seats for a small orchestra, and draped ostentatiously about the hall hang banners of the appropriate dragonarmy. Officers use the ballrooms for affairs of class and culture, which quickly degenerate into drunken brawls. The rivalries that mark the taverns of Neraka are not absent from the ballrooms here! Also, cultured ladies—an important ingredient of any high-class festivity—are rare in Neraka, so the officers usually make do with fellow officers or with trollops and gamblers picked up in the taverns. A fight breaks out during an officers' ball on a random result of 1–2.

Starting at 10 P.M. on Day 2 after the heroes' arrival in Neraka, a ball is held in one of the ballrooms each night and it lasts until 5 A.M. Currently encamped about Neraka are 1–10+2 officers of each army currently encamped, with twice that number for the army hosting the ball. Anywhere from 1–10+20 civilian women are present to serve as dancing partners. An orchestra of drums, trumpets, pipes, and harps plays loud and fast music for dancing.

The balls occur at the following ballrooms: Day 2—White; Day 3—Green; Day 4—Black; Day 5—Red (if the heroes fail to stop Takhisis from returning to Krynn).

The Temple Tower

Reaching toward the sky like a deformed claw, the pinnacle of the Temple of Darkness serves as the home of Takhisis' highest-ranking generals while they are in Neraka. The center of the tower is hollow, permitting those who walk up to the edge of the pit at its center to gaze down into the Council Chamber below.

Highlord Apartments

The five Highlords (Toede, Lucien, Ariakas, Kitiara, and Salah-Khan) maintain private apartments here on the lower level of the Temple tower. Each is accessible via the towers connecting the various levels of the Temple. The apartments have thick carpet, with plush armchairs, deep featherbeds, and several fireplaces. The outer room is a combination sitting and dining room, and contains a fine hardwood table and chairs, as well as comfortable couches arrayed around the fireplace. The next room is a spacious office, with a massive desk and a heavy metal strongbox. Finally, the Highlord's bedroom and private lavatory and bath complete the apartment. As with the rest of the apartment, these are furnished in luxurious style.

The Highlord stays within the apartment from 5:00 A.M. until 10:00 A.M., and he or she usually sleeps during these times. Additionally, there is a 50% chance that the Highlord returns for a nap from 2:00 P.M. to 5:00 P.M. On the same level as the apartment in each of the towers, six members of the Highlord's Temple regiment stand guard.

Each Highlord is in the tower that corresponds to his or her army. For information on the Highlords, see the appendix.

The rooms of the Green Dragonarmy commander are decorated in somber, plain style. Incense burns constantly in small pots, giving the chambers a sickly sweet smell and adding a smoky haze to the air. Small vials containing a variety of herbs and powders stand on the mantle; the Highlord uses them to mix a wide variety of intoxicating concoctions. Salah-Khan is often found here with a Wing-

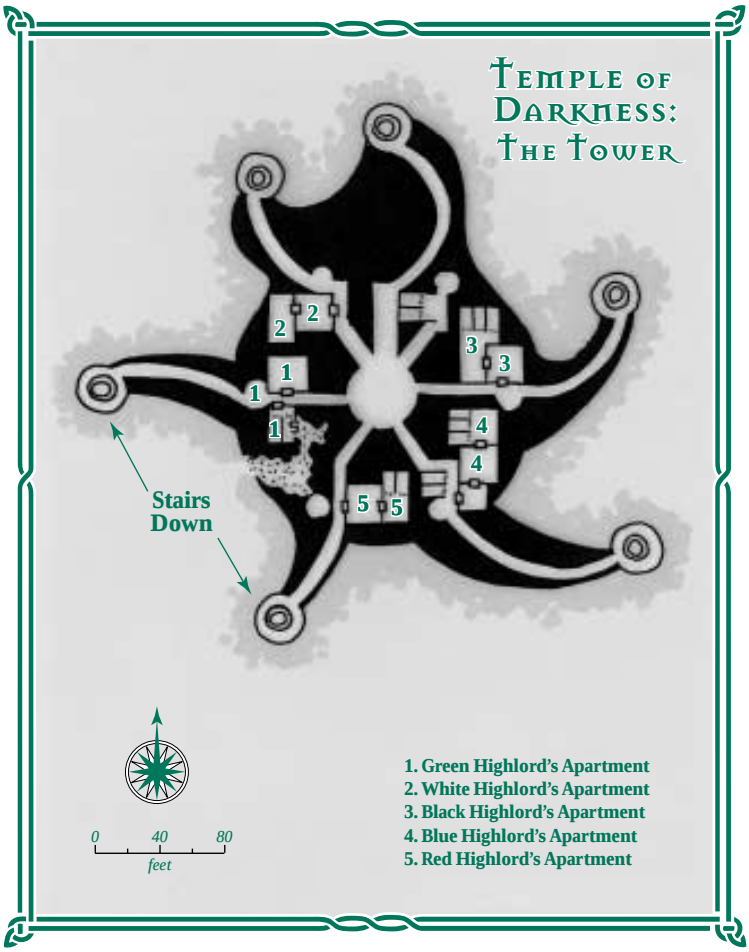
man and one or more women, intoxicated, when he is not on duty.

The White and Black Highlords' apartments are filthy and unkempt, with boots, uniforms, and the like scattered all over. The desk is piled high with papers, most of them unread. Spilled bottles of wine add a stickiness to the mess.

Emperor Ariakas, who is also the ranking Red Highlord, keeps his quarters far neater than the two previous lords. The dwelling is decorated with the heads of many of the creatures he has killed, including elves and ogres. His prize trophy is a small silver dragon head. When Ariakas returns to the apartment from the ball he usually brings three women with him.

The Blue Highlord's apartment contains nothing to indicate that it is the residence of the only female Highlord, except perhaps her custom-fitted dragon plate uniforms. The rooms appear, if anything, more practical and military than the other Highlord apartments. The papers on her desk are well organized, with incoming dispatches neatly separated from outgoing.

Whenever the party enters this room, whether on its own or in the company of Kitiara, Lord Soth is present on a random result of 7–10. If Kitiara is present, she dismisses him. He obeys, leaving the room silently. If the party enters without her, however, Soth attacks.



Encounters of the Final Days

Once the heroes infiltrate the Inner City and Temple of Darkness, the end of the campaign is at hand. The Dark Queen is only a few days away from returning to Ansalon, and the heroes need to fulfill their destiny or Evil will triumph. Some of the final elements of the story can unfold either in the Inner City or anywhere within the Temple. The climactic moments must take place in the council chamber, however. Unexpected aid and betrayal and sudden reversals may well dog the heroes as they race against time.

Kitiara's Gambit

After either being captured by Blue Army forces, or upon meeting Kitiara in the Inner City, she either has them brought to her quarters in the Temple of Darkness or speaks with them in a dark alley after dismissing all dragonarmy personnel present.

Naturally, the party is going to be suspicious of her, but she claims that she's realized she's made a mistake. She says that she has discovered she is about to be betrayed on two fronts: Ariakas intends to have her replaced as Highlord of the Blue Army because of the way the battles in Solamnia have gone, and Lord Soth—her undead ally—is planning to collect entirely too much as payment for his services. "Soth wants my soul," she says with a slight shiver. "You've got to help me . . . for old times' sake."

If asked about the person she abducted, she says that she only did that to make sure the heroes would come to Neraka. She says that she intends to release the character unharmed once Ariakas is dead and she is safe from Lord Soth. How does she intend to gain safety from Soth? If asked this question, she offers a crooked smile: "With Ariakas dead, I intend to claim the throne of the Dragon Empire. My troops stand poised to strike at the Red Army stationed here in Neraka, and even the blue dragons themselves stand ready to support my bid. I will then offer the Solamnic Knights peace. Your precious Lord Gunthar does not like unnecessary bloodshed. With Ariakas dead, the Dragon Empire will no longer seek to dominate the lands of Ansalon. With me in charge, we will be content with what we have . . . and in exchange for peace, I'm sure those priests of Good that have been showing up will be willing to give me a hand with Soth."

If the heroes bring up Takhisis, Kitiara reveals that the Dark Queen and her priests are terrified of the party. "You're carrying something that will stop her from getting back into the world. I say 'fine.' I say 'you should use it.' We're losing this war. I say let her stay in the Abyss, because we will all be run through by the Whitestone Army when the time is right for her return. When you people managed to bring the Good dragons into the battle, the war was lost for my side."

Kitiara says that they will have a perfect opportunity to save her and the entire world. "I just take what I can get," she says with a shrug and a smile, "but Ariakas and the Dark Queen want the world. Well, I'm not going to let them have it over my body . . . particularly not if my soul ends up in the hands of Soth! Can we work together on this?"

If the party agrees to help her, Kitiara wants Tanis to join her in her quarters within the Temple. Her plan needs him to be convincing as a willing and worthy recruit into the ranks of the Highlords. (If the heroes joined the dragonarmy earlier, Kitiara says that Bakaris is dead and that no one else knew the heroes defected.) A ritual will be performed to induct Tanis, and during it, he will get close enough to Ariakas to attack and hopefully kill him. She tells the other heroes to return to their inn and that she will send someone for them when the time is right. That someone will fill in the details of their part in the plan. She asks the spellcasters to make sure they memorize at least one dispel magic spell each. "Ariakas is a powerful spellcaster," she explains. "We may need to disable magical defenses in order for Tanis to successfully kill him."

She promises that the character being held captive will be released as soon as Ariakas is dead and the Dark Queen is banished.

If it's made clear to her that someone must enter the portal in order to stop Takhisis, she does her best to seem sympathetic, but her true feelings are "better him than me." She says that hero should take advantage of the chaos created by the death of Ariakas to enter the gate.

The truth is that Kitiara has no intention of allowing the heroes to stop Takhisis from entering Krynn. She does intend to murder her rivals as the Dark Queen arrives, and she intends for the heroes to be her weapon, but she has no intention of preventing her most powerful ally from returning to her full glory.

If the heroes refuse to work with Kitiara at all, she attempts to have them arrested. Bands of Blue Army troops start hunting the city for them, as described in the previous chapter. Unless the heroes infiltrate the Temple through Lute's tunnel, they may well find themselves imprisoned.

Sevil Rev and Ettel's Plan

Sevil Rev times his betrayal of the heroes in one of two ways. If the heroes have agreed to help Kitiara in staging a coup, he takes the earliest possible moment to steal away from the party and sell them out to the dragonarmy. Using pass-phrases he knows from his days as Highlord, he gains access to the Temple and meets with Highmaster Ettel, Kitiara's lieutenant. When he reveals Kitiara's plans to her, Ettel decides that she and the former Highlord can seize power together. Ettel figures that not only has Kitiara gone soft but that her leader was intending to betray her, since she chose to share her plans with the heroes but not with her. She tells Verminaard to return to the party and help them escape a raid on the inn that she is going to stage. (If the heroes have grown suspicious of Sevil, or he has already been revealed to be a traitor, he may not have a chance to contact Ettel. If so, then she had been suspecting that Kitiara has been planning something for a while and had ordered an Aurak draconian to invisibly follow the senior Highlord.)

Ettel times her move for the night of Takhisis's return. Ettel intends to have troops she knows are loyal waiting to defeat the traitors Kitiara referred to, as well as to apprehend her and the heroes once their treachery has been exposed.

The Saga's Finale

If the heroes steal into the Temple on their own, without having allied with Kitiara, the Narrator should go to "The Council of Highlords," below. As mentioned above, skilled and lucky players may manage to get their heroes into the Temple without any of the help and plot twists suggested in this chapter. This material, however, assumes that Kitiara and Ettel's plans have been set in motion and that Sevil Rev will reveal his true identity as Verminaard just as the heroes have victory in their grasp.

Within the Temple

Tanis, after spending his evenings with Kitiara, is left alone and mostly confined to her suite of rooms during the days—Kitiara spends a good portion of them in strategy sessions or at the front. She returns to the suite in dark moods. The war is not going at all well for the dragonarmies, and she feels as though even her most loyal officers are starting to plot against her. She knows that she'll have to strike, or the only beings she will have left to rely on are Skie and Tanis. Each night, Tanis escorts Kitiara to the ball where he meets the other Highlords and dragonarmy officers. If Toede is the White Highlord, he is present but he is treated as a laughing stock. However, he does look at Tanis thoughtfully, as though trying to remember where he has seen him before.

If the Narrator wishes, Soth may also show up. Kitiara is clearly unnerved whenever Soth is around and will whisper to Tanis that if she could take back her alliance with the undead fiend, she would. Soth, on the other hand, privately warns the hero that he should not mistake lust for love. "The Blue Lady loves nothing but power," Soth says. "You should not spend yourself on someone such as her. You should not allow yourself to become yet another pawn in her game. She cannot win, and she will merely bring you down with her." If the hero tells Kitiara about Soth's remarks, she dismisses them, saying that once Ariakas is dead, she will have everything under control.

If the hero inquires about Skie or Khellendros, Kitiara replies that he is needed elsewhere and is tending to important business that will ensure both their futures. (The blue dragon is away on his mysterious mission for every night the hero spends with Kitiara.)

On the night of Takhisis's return, Kitiara reveals to the hero that he will have to swear an Oath of Fealty to the Takhisis and the dragonarmies. "It's only a formality," she says, "and it will let you get close to Emperor Ariakas. He will be completely vulnerable as he stands before the gate and you will be able to take him by surprise and run him through."

Outside the Temple

If things go according to Kitiara's plans, the heroes are contacted by an agent of the Blue Highlord—perhaps even the same scarred messenger who brought her message to Solace so long ago—who supplies them with Dark Pilgrim robes to allow them to steal into the Temple. They are given passes that will grant them access to the Inner City and allow them to enter the Temple through the Green Highlord's gate, the one that affords the most direct route to the Council Chamber. (Kitiara is trying to distance herself from the heroes should the plan go awry.) He tells the party not to strike until the Emperor has been slain. He gives them a potion of flying, saying that it is a gift from the Blue Lady. "Use it wisely," he says.

Only moments after the messenger leaves, however, troops from the Black Army raid the inn the heroes are staying at, shouting that they are hunting for spies from the Whitestone Army. As the heroes flee the inn, they dis-

cover the streets have been flooded with dragonarmy soldiers from all five armies, all searching for spies who have come to assassinate Emperor Ariakas and prevent the Dark Queen from returning. Sevil, being his ever-helpful self, manages to guide the heroes past most of the patrols and checkpoints. Soldiers stop them once or twice—the heroes' disguises and papers provide easy passage, although the patrols tell them they are seeking spies and killers.

The Council of Highlords

As the party reaches the Inner City, they see that the number of guards on the walls and at the gates consist of twice the standard number that they had seen up until this point. However, if the heroes stick with Kitiara's plan, they enter the Temple through the Green Army gates without any major trouble. They blend in perfectly with the many Dark Pilgrims flowing into the Temple

The Council of the Highlords takes place immediately after the Dark Rites at Midnight on this day. The hero who has been with Kitiara for the last few days has been outfitted with a suit of Blue Dragon Highmaster armor for the occasion and he waits with her in the chambers right off the council chamber until the time is right for their ceremonial entry. She is wearing her full armor. Lord Soth lurks nearby in the shadows.

The Council is a highly formal event. It starts with six groups of Dark Pilgrims entering the chamber. One group enters from each of the areas between the thrones. (Sevil encourages the party to blend in with the Dark Pilgrims entering around the base of the Green Highlord's throne.)

The Dark Pilgrims mutter prayers and blessings as the honor guard starts to enter. Each Highlord has an honor guard of 77 Sivak draconians that serve as his or her personal bodyguard. The honor guard enters in order of importance of the Army and Highlord they serve: The White Army enters first, followed by the Green, Black, Blue and Red. Once the draconians have entered and taken their place around the bases of thrones, the Dark Pilgrims fall silent and stand rigidly as if in meditation until the Highlords and their honor guards have left the Council Chamber.

Then the Highlords enter from his or her appropriate gate. The Highlords parade slowly around the chamber to the enthusiastic applause of his or her own honor guard, then slowly climb the stairs to the appropriate throne.

The Highlords enter according to status. Their order is Toede/Feal-Thas (white), Salah-Khan (green), Lucien (black), Kitiara, with the hero by her side (blue), and Emperor Ariakas (red). Each Highlord offers polite acknowledgements to the Highlords entering later.

After each Highlord has taken a seat on his or her throne, the Dark Queen manifests herself on the dais to the north. She is a shadowy outline of her five-headed dragon form.

At this point in the ceremony, the Highlords and their honor guards turn toward the Queen and declare their allegiance in a unified chorus: "All hail Takhisis, Queen of Darkness and Mistress of the World!"

Then each Highlord in turn swears his oath of fealty: "Takhisis, my Queen, my life is yours to command. Should you demand it, it is yours!"

Following the oath, each Highlord, in the above order, is called upon to present a gift to the Emperor, at the Highlord's option. Since the Dark Queen is almost always watching, the Highlords use this opportunity to try to outdo each other in the eyes of their leaders. Any Highlord who can embarrass the others before the Queen gains increased status.

The gifts presented by the Highlords in this council are as follows:

Highlord	Gift
Toede	A steel statue of her Majesty, the Queen of Darkness
Salah-Kahn	A string of a dozen elven slaves, linked by platinum chain and collars
Lucien	A dozen casks of the finest Solanthian wine
Kitiara	The character who was kidnapped is led forward. "I give you one of the chief generals of the forces of Good. May his death please you, my lord," she says loudly. If the hero protests, Kitiara tells him to be quiet. "It's all part of the plan," she says. "Now for the second gift." Ariakas orders the "gift" placed in the dungeon until Ariakas and the Inquisitor can "give it the attention it deserves." The character is led off again.

Kitiara's Second Gift

"I have another gift," Kitiara continues, "a gift for both Emperor Ariakas and the Dark Queen. I wish to present a new candidate for Highmaster to lead our armies into battle. He has already proven himself in my command, and I believe he has proven worthy to become one of us."

"Let this man present himself to the Queen. Let her approve him."

"Watch your thoughts," Kitiara whispers. "If she detects any hatred for her or the chromatic dragons in your mind, I won't be able to help you. Fear is fine. Hate isn't."

The Narrator should ask the hero what he is thinking of as he walks down the steps from Kitiara's throne, across the council chamber floor and up the steps to the portal. He must successfully perform a *challenging Spirit* action {Wisdom check with a –4 penalty} to fill his mind with thoughts to mask the truth when the Dark Queen probes his mind.

As the hero reaches the platform where the portal to the Abyss is located, he suddenly feels a presence inside his mind. He hears a thousand voices whispering in his head, and the vague outline of the five-headed dragon in the dimensional gate appears to be a real and terrible five-headed dragon, with one head for each of the Evil dragon's colors.

The hero can attempt to avoid falling to his knees in awe of the Dark Queen only by succeeding at a *daunting Presence* action {saving throw vs. paralysis with a –5 penalty}. The Queen continues to search his mind, but due to her limited access to Krynn won't find anything if the hero succeeded in concentrating on other things (see above). If successful, the hero hears a sibilant voice in his head, "I accept you as my servant, Highmaster. Present yourself to the Dragon Emperor and swear the oath of fealty."

The hero can then cross the Council Chamber and climb the steps to Ariakas's throne. As he reaches it, Ariakas says in a bored tone, "Present your sword to me, warrior. Become one with us in service to the Dark Queen." The crown on Ariakas's head pulses with magic as he rises from his throne. At this point, the rest of the party should be prepared to spring into action.



If the hero failed to hide his true feelings, the Dark Queen fills his mind with images so horrible that he is driven mad with fear and collapses. If he survives the next few minutes, the hero will remain in a semi-catatonic state for 1–10 days, unable to do anything but tremble with fear.

Kitiara too collapses to the ground, writhing in pain. "The Blue Highlord has failed me," the Dark Queen's chilling voice echoes in the mind of all those present. "She will pay with her life."

Hopefully, the other heroes will take their comrade's act of reaching Ariakas or the Dark Queen's action of bringing him low as a cue to leap into action. As they do, an unexpected event takes place: If he hasn't been revealed before this point, Sevil suddenly turns on them, whipping out his sword and putting it at the throat of a priest in the party. Then Ettel emerges from the shadows by the Blue Highlord throne, followed by a flood of draconians in blue tabards. If Sevil has already been dispatched, only Ettel and her draconians burst onto the scene.

"My Queen," Ettel says, "fellow Highlords! The Blue Lady has conspired against all of us! Thanks to the devotion of Verminaard," she gestures at Sevil, "a Highlord that she and these so-called 'heroes' tried their best to destroy during the early stages of their plot, I was able to stop their treachery. My Queen, Emperor Ariakas, I present you with the greatest gift of all: The chosen of Paladine and the fabled artifact that was to have banished you from Krynn forever, My Goddess."

The draconians close in. "You fools," Sevil hisses to the party, now that his true identity as Verminaard has been revealed. "You were never any match for me, much like the puny Paladine was never a match for my Dark Lady. Admit that you know this to be true, and your deaths will be swift."

The hall is alive with shouts of disbelief: the Highlords shout to each other and their top lieutenants, while Ariakas attempts to bring order back to proceedings. Meanwhile, the draconians close on the party, brandishing their weapons menacingly. Laughing to herself, Ettel climbs the stairs to the Blue Highlord's throne, drawing her sword as she does.

If the heroes don't take action, they are disarmed by the draconians and then carefully guarded. Verminaard stabs the party priest out of spite.

Hopefully, though, the heroes will take action. If they fight, Verminaard insists on taking the party priest one-on-one—perhaps making it a rematch from the duel in Thorbardin. Verminaard fights to the death, shrieking that his devotion to the Dark Queen will prevail in this fight. In a manner of speaking he is correct: The Narrator should allow Verminaard to fight until he is at –5 Physique {–10 hit points}, or until his opponent is dead. At that time, he turns to the gate and says, "Takhisis, my life is yours to command." With those words, he dies. If he manages to defeat the hero before reaching a Physique of 0 {0 hit points}, he moves to defend the gate.

The party objective should be two-fold: Cast dispel magic spells at Ariakas in order to allow Tanis to successfully attack him and to help the bearer of the dragonlance to clear a path to the gate through which the Dark Queen is about to enter Krynn. If dispel magic is not cast upon the emperor, Tanis's first six attacks bounce harmlessly off his magical defenses. If the heroes did take steps to counter his magic, Ariakas reacts with shock and horror as Tanis runs him through, automatically scoring a hit due to the

Highlord not even attempting to defend himself. Tanis gets an additional round of attacks before the Highlord draws his sword. (Ariakas is described in detail in the appendix.)

As a final complication, Ettel is about to kill the defenseless Kitiara; unless the Narrator wishes to keep Kit alive for future use, Ettel spends the next two minutes killing her former commander and then strides quickly toward the gate in order to defend it. However, if Kitiara is still active, she launches herself at Ettel as she shouts, "You treacherous bitch! I trusted you!" The two warrior women exchange savage insults as they duel. If no hero interferes in the battle, Ettel manages to get a few good licks in on Kitiara. However, the Blue Lady ultimately defeats her former lieutenant—quickly, if the party needs help defeating the other Highlords—just in time to attempt to take the Emperor's Crown from Tanis should he successfully defeat Ariakas.

If the fighters in the group focus on reaching the gate, they will have to go through three Dark Pilgrims, three Baaz, three Kapaks, and three Sivaks per hero fighting to reach the gate. If Tanis has successfully attacked Ariakas, the number of draconians should be reduced to one of each kind. The others are busy fighting with each other, since the animosity between the dragonarmies came to a head when the emperor was attacked.

After five minutes of combat, a group of soldiers in Blue Army uniforms burst into the hall, attacking all draconians and priests. These forces have more loyalty to Kitiara than to the objectives of the rest of the dragonarmy. They tie up all combatants other than the party members and the Highlords, Ettel, and Verminaard.

If Feal-Thas remains the White Highlord, he attacks any elves present, laughing magically. If Toede is the Highlord, he hides behind his throne, remaining well out of combat, shouting, "Kill the enemies of the Queen, my faithful minions! Kill them for the glory of the dragonarmy!" The moment any hero begins to climb the stairs to the throne, however, Toede flees through the door behind it, leaving for safer environs.

In the middle of it all, Lord Soth simply slaughters anyone who gets in his way. He is attempting to reach Kitiara. He will reach her at the most dramatically appropriate moment.

As the party reaches the bottom of the stairs leading to the Dark Queen's gate, Salah-Khan and Lucien—the Green and Black Highlords—move to intercept them. "This is where it ends," Lucien cries. "The Dark Queen is arriving and you won't be able to stop her!" (These two characters are described in detail in the appendix.)

The Climax

Against the chaos of the battle in the Council Chamber, the climax that the entire epic has been leading toward is unfolding. As Lucien calls out, all combatants save the heroes seem to stop fighting. All eyes turn toward the dais containing the portal to the Abyss.

The five-headed dragon is visible, as usual, in a shadowy and unearthly form. Now, however, a circle appears in the gate. The circle swirls in fiery patters of color, containing elements of red, blue, green, black, and white. Over the course of a minute, the circle grows larger, seeming to consume the gate and pedestal. If Ettel killed Kitiara and had climbed to the top to defend the gate, she moves several steps down, staring at the colors in awe. Any hero who makes it past Lucien and Salah-Khan can easily strike her down. To do this latter action, all that is needed is for the two Highlord's to be engaged by one hero each. Successful hits are irrelevant just so long as they are engaged in melee combat.

If Kitiara is still active, she manages to defeat Ettel this round and storms over to Tanis. Lord Soth continues to move toward her rapidly, killing draconians left and right. "I will have what is mine," his hollow voice comes. "We will greet the coming of the Queen as one, Blue Lady!"

Calling out to the heroes for protection, she helps Tanis defeat Ariakas, if the Emperor hasn't already been defeated. She quickly snatches up the crown—attempting to take it by force from Tanis if she must—and orders Soth to stay back. The death knight obeys. She then orders the hero carrying the lance that will banish Takhisis to turn away from the gate.

The hero must resist the compulsion of the crown by succeeding at a *challenging Spirit* action {saving throw vs. spell with a –2 penalty}; the enchantment of the lance negates Kitiara's personal authority. If successful, the hero with the lance can continue toward the gate.

Regardless, Kitiara calls out, placing the crown on her head: "Takhisis, my Queen, I welcome you to Krynn!"

She sweeps her gaze across all assembled in the room, a look of triumph and wild elation on her face. If the heroes don't launch attacks at her, she orders: "Kneel! All of you kneel in the presence of the Empress of Ansalon and the Dark Queen!" All characters and monsters automatically fall to their knees, and the heroes must resist the crown's effect with *challenging Spirit (Kit's Presence)* actions {saving throw vs. spell with a –4 penalty}. If the bearer of the lance failed to resist the crown's effect before, he or she now receives a second chance to resist its effect. All heroes under the sway of the crown must fall to their knees and must force themselves to take any hostile actions against her by succeeding at *desperate Spirit (Kit's Presence)* actions {Wisdom check with a –6 penalty}.

As the swirling colors in the gate get brighter, Kitiara laughs maniacally. "Bow! All of you!"

In four minutes, the Dark Queen will manifest herself upon Krynn. Heroes who have remained unaffected by the crown have two courses of action, each one equally important: They must prevent Kitiara from dominating them—and she will try once each minute until everyone is kneeling before her—and someone needs to carry the dragonlance through the gate.

Any successful hit against the wounded Kitiara causes her to stumble and fall down the steps. If the Narrator wishes to use Kitiara in future adventures, she manages to escape into the shadows at the base of the throne, fleeing the Temple for parts unknown.

If the Narrator does not wish to keep her alive as an enemy for future adventures, one of the heroes can move to finish her off. As he or she does, they suddenly feel the presence of Lord Soth looming behind them.

"She is not yours," says the death knight. "Release her to me."

If the hero stands aside, the dying Kitiara pleads for the hero to protect her from eternal torment by killing Soth or by killing her before he can get his hands on her spirit. If Tanis, Sturm, or either one of her brothers stands near her, she weeps openly, begging them to remember the love they share for each other. If any other hero stands close by, she appeals to kindness, saying that no one deserves the fate Soth has planned for her.

If the hero does nothing, Soth picks up the dying Kitiara and steps into a shadow. There both he and his burden fade from view.

The Gate to the Abyss

As dramatic as the final showdown with Soth and Kitiara may be, it is not where the War of the Lance is won or lost. No, the war is decided by a single brave individual who must sacrifice him- or herself by entering the gate. Once the party has confronted Lucien and Salah-Khan, this hero has five minutes to enter the gate. It takes a minute to climb the stairs and however long it takes to fight past Ettel, if she is alive to defend the gate. (Hopefully, though, one or more heroes or characters are present to engage her.)

Once before the gate, the hero bearing the lance sees a sight that no one else has been able to see: The Abyss, stretching endlessly before him or her, appears like an odd mirror image of Ansalon. In the distance, and drawing ever closer at rapid speed, is a five-headed dragon. It roars with fury, and it blasts toward the hero with all five of its breath weapons. "If you value your life, little mortal," it bellows, "you will step back from the gate! Your pathetic dragonlance is no match for the power of a goddess!"

The hero must step through the gate from south to north carrying the lance. He or she must defeat the enchantments that have served to open the gate between the world of Krynn and the Abyss by succeeding at a *challenging Presence* action {saving throw vs. death magic}. Then, he or she must push through the membrane that keeps Krynn from toppling into the Abyss with a successful *average Strength* action {Strength check}.

As he or she performs these actions, the dragonlance begins to glow brightly and the hero feels a sense of peace fill his or her body, despite the horrible sight of the shrieking five-headed dragon. The voice of Fizban fills the hero's ears: "When you choose your destiny, the destiny of the world is decided. If a life is forfeit to save the world, it is not lost in vain." (The hero also hears the voice if he or she falters before taking the final step.)

Once the hero enters the gate, a bright flash momentarily blinds everyone in the council chamber. When their vision clears, the gate has vanished, leaving behind an empty dais. The hero bearing the lance has also vanished.

Concluding the Saga

As with all fantasy epics, this one comes to a close with Good standing in triumph over Evil . . . or with Evil grinding the light under its boot heel until it fades from sight. The DRAGONLANCE Saga is no different.

If the Dark Queen Enters Krynn

Takhisis's Evil presence ends the bickering among her minions. Kitiara and the rogue elements of the Blue Army are slain, bursting into flame where they stand. If a hero currently possesses the Emperor's Crown when the Dark Queen enters Krynn, his or her nature immediately takes a "megalomaniac" bent, making his or her outlook on life irrevocably Evil. Verminaard, if still alive, becomes the most powerful priest in all of Ansalon, immediately gaining the powers of a 25-level cleric in reward for his devotion.

Shortly after Takhisis enters Krynn, she summons her consorts, the five ancient wyrms that lair with her in the Abyss. These dragons lead the rest of the Evil dragons in an all-out attack against the Good dragons. Takhisis herself participates in this attack.

The Good dragons are driven from Ansalon again, and now the forces of Evil set out to annihilate their opposition wherever Good may flourish.

The end of light is perhaps inevitable. The gods of Good put their faith in the heroes, and the heroes failed. Now all of Krynn will pay the price.

If the Dark Queen Cannot Enter

The Temple immediately beings to tremble, shaking to its very roots. All characters present decide that fleeing the doomed building would be the wise course of action—with the exception of Feal-Thas, if he still lives. The insane dark elf continues to battle any elves still standing. The heroes are free to decide whether they wish to flee or not.

Parts of the ceiling and supporting columns begin to tumble free and fall into the council chamber. Characters are struck by small chunks of debris, but a falling column can crush one or more of the Highlords if the Narrator wishes. To see if a large piece strikes any hero, the Narrator should generate a random result. On a 9 or 10, the hero is crushed by a large piece of the Temple, suffering 10–100 points of damage. If the hero survives, he or she can pull free and escape. If not, a companion will have to carry the hero's mangled body to safety.

The exodus from the Temple carries over into the streets of Neraka as the entire city succumbs to earthquakes and tremors. An hour after the Dark Queen was barred from returning to Krynn, characters and heroes inside the buildings start taking damage as described above for the Temple, as all the buildings start to crumble. Black, red, and white dragons can be seen slaughtering their former humanoid masters and allies while the green and blue dragons take off into the night sky, some carrying riders, others on their own. The only dragon who isn't fleeing or taking part in the slaughter is Firestorm. The eccentric red dragon is last seen by the heroes walking toward the collapsing Temple in her human form, tears streaming down her cheeks.

Finally, six hours after the Queen was forced back, as the first rays of dawn fall upon Neraka, the Temple of Takhisis explodes. Moments before the explosion, Fizban appears seemingly out of nowhere, next to the heroes. "That was something, wasn't it?" he says. "Nothing says 'welcome to a brighter day' like thwarting the plans of an Evil goddess."

Whatever reaction the party has to his appearance, he says, "You have all fulfilled the part you had to play in this drama. I set the stage, but you wrote the script and performed it brilliantly. You have restored the balance to Krynn. The pendulum once again swings freely." He tips his hat at the party. "We will meet again, my friends. Same reality, different story. Same story, different reality. We will meet again."

The Temple explodes, casting flaming shards high into the air and causing even the bravest hero to reflexively duck. When they straighten themselves, Fizban has vanished again. But, overhead, the black gap that opened in the sky as the heroes fled Solace has closed: Paladine and Takhisis have returned to the heavens above Krynn where they once again watch each other warily, one always vigilantly keeping the other from gaining too much power in the mortal world.

Narrators should award a quest {5,000 extra experience points} to all heroes.

Epilogue

The world of Krynn has struggled through a long winter. If all went well, the actions of the heroes have made it possible for a fresh spring to dawn, breaking the frosty spell of Evil that has held the land in thrall for so long.

Yet, though the center of Evil is destroyed, its pockets still remain. Their strength is, for the most part, undiminished. The greatest accomplishment to arise from the destruction of the Dark Queen's gate is the sundering of the Evil forces' unity. Now each dragonarmy is a separate force, arrayed against its former comrades as well as the forces of Good. Further, most of their most talented commanders generals have in all probability been slain as their Dark Queen was banished.

But so too are the forces of Good scattered by the news of the heroes' success. Elf and human, dwarf and kender—these races do not ally themselves together naturally. Without the clear and imminent danger of complete subjugation before them, these races and peoples no longer feel compelled to work together for a common goal.

Thus wars continue, but they will be smaller wars. One nation may fight its neighbor for the right to determine anew the border between them. Dwarf and ogre will again clash for the privilege of using a strategic mountain pass, or the right to excavate a promising vein of ore. Creatures will die in these wars, and Good and Evil will struggle in balance for the chance to gain a small, local superiority.

Yet in other lands crops will be planted, and men and women will again work to create a better world for their children. Peace will be made between contentious neighbors, for many are tired of war and death.

It is in the restoration of the opportunity for the peoples of Ansalon to choose between war and peace, Good and Evil, and in the return of hope, that the heroes' success is seen. The task set for the heroes was to end the source of Evil that threatened in their time, not to put an end to Evil for all time.

Balance has been restored to the world of Krynn.

The End of the Epic

The conclusion of a campaign as large, sprawling, and involved as the one presented in this book is cause for celebration. Many groups take as long as two years to play through the Saga outlined within these pages, and the conclusion of an undertaking such as the DRAGONLANCE Saga calls for some celebration, and perhaps a moment of sitting back and reviewing the accomplishments of the heroes' during the quest they played out in the version that the game group has created.

The gaming group should consider getting together for an "after-campaign party" to celebrate the completion of the grandest roleplaying campaign ever. They can talk about the adventures, and perhaps relive some of the more exciting moments in the time-honored fashion of all old campaigners.

If the Quest Fails

This campaign was designed so that the heroes should have learned how to succeed in the quest and were presented with opportunities to accomplish the grand objective. If the players were careless or inattentive, they might not have succeeded because of their own mistakes.

It is possible, however, that the players acted intelligently, the game was run fairly, and things still did not work out. Bad luck might have plagued the party at a key instant during the adventure. In most cases, especially if the cause is simply bad luck, a means of extricating the party should not be too difficult to arrange. A surprising spell from Fizban, for example, should be a last-resort ploy on the Narrator's slate for such a predicament.

Be sure, whatever the outcome, to keep the game in perspective. It is, after all, a game, and real lives are not affected by the outcome. Make sure that the players know that they have played well—there is no shame in failure caused by the fickle rolls of the dice or a particularly bad Hand of Fate!

Consider the fact that the failed quest might create additional, albeit desperate, opportunities for adventure in the world of Krynn. As the dark forces lash out with renewed vigor, the heroes will find chaos and Evil on all sides. Yet even then, not every spark of Goodness will be squashed from the planet. The heroes might play an important role in the underground resistances that must surely arise. Or perhaps they will be the leaders of a mass exodus, seeking magical or physical solace on some distant shore, beyond the borders of Ansalon—ancient texts in the nearly forgotten Imperial Library of Gwynned mention a land across the sea known as Taladas. . . .

The Continuing Saga

Perhaps the players will wish to retire their characters, now that the Saga is concluded. Seeking treasure and guarding caravans with a character who has just saved the world might seem a little mundane, after all.

If the players wish to continue playing the heroes of Krynn in future gaming sessions, Narrators have several options. Between TSR's line of DRAGONLANCE game accessories, novels, and the imaginations of creative Narrators and players, the horizons of Krynn become infinite and the adventure possibilities inexhaustible. TSR has already charted the future of Ansalon almost sixty years past the point at which this book ends, so plenty of storylines are ready-made for a Narrator's use. It is even possible that the group might return to a town described in this very book for a more leisurely look at the place of earlier adventures. Perhaps they will decide to claim a land as their own, lending a hand to aid the return of stability and order, or leading an army to hold the still-active dragonarmies at bay.

In any event, by exercising creativity and responding to the players' desires, Narrators can arrange it so that the adventure is just beginning. . . .

Never the End . . .

Appendix

This chapter describes many of the major characters and magical artifacts of the Dragonlance Saga, as well as certain unique groups and races that require additional commentary beyond the information presented in the basic Dragonlance rules sets.

Servants of Darkness

Although the heroes can encounter virtually all of these characters at specific points in the campaign outlined in the volume, the Narrator is of course free to place them anywhere in the campaign that he or she deems appropriate.

As the heroes increase in power and ability, so should the characters described in this chapter. For every two levels or reputation increase that the heroes enjoy, the characters described here should gain one. (The levels of these characters represent their power when the heroes first encounter them—if the scripted flow of the campaign is being followed. Narrators may have to make adjustments in the level of a character if the heroes encounter him or her earlier or later in the campaign than the text assumes.)

Aliona, Leader of the Youngbloods

- **Aliona:** Qualinesti adult male, imperious demeanor, Adventurer. Co 7, Ph 8, In 8, Es 6, Dmg +9 (longsword of distinction), Def –2 (leather).
- **Aliona, male Qualinesti elf F5:** AC 6 (studded leather, shield); MV 12; hp 33; THAC0 16 (15 longsword +1); #AT 1 (longsword +1); Dmg 1d8+1; SZ M (5′8″); ML 13 (Elite); Str 15, Dex 14, Con 10, Int 15, Wis 10, Cha 15; AL N.

Aliona is a young, dark-haired elf with handsome features. He leads the Youngbloods, a faction of young Qualinesti who feel themselves superior to the haughty, overbearing Silvanesti. The Youngbloods raid Silvamori, the Silvanesti lands of exile on Southern Ergoth, and encourage the enslaved Kagonesti elves to escape.

The Youngbloods wanted to fight the dragonarmies when their people went into exile but were deemed too inexperienced or immature to do so. Now they raid their cousins out of boredom. Although they are not consciously serving Evil, their acts are increasing tensions between the different elf races in Southern Ergoth, bringing them closer to declaring war upon each other.

Aliona and the Youngbloods further believe that Gilthanas would make a better leader for Qualimori than Porthios and Solostaran. When the heroes reach Southern Ergoth, Aliona approaches the party with a scheme to overthrow the current leaders so Gilthanas can take charge. If they refuse, he turns on them, making them a target of his hostilities instead.

Ariakan, Son of Ariakas

- **Ariakan:** *Human adult male, forthrightdemeanor, Adventurer.* Co 6, Ph 8, In 7, Es 9, Dmg +10 (two-handed sword of distinction), Def –5 (plate mail), also spellcasting (see below).
- **Ariakan, male human F4:** AC 2 (plate mail); MV 12; hp 38; THAC0 15 (13 *two-handed broadsword +2*); #AT 1 (*two-handed broadsword +2*); Dmg 2d4+2; SZ M (5′11″); ML 19 (Fearless); Str 16, Dex 12, Con 15, Int 14, Wis 16, Cha 17; AL LE.

Ariakan is a broad-shouldered young man with chiseled features, black hair, and an impeccably groomed appearance. He carries himself like someone who is used to being obeyed, and when he fights, he uses his sword as if it is an extention of himself—he is clearly the product of noble blood and the finest teachers.

Ariakan is the teenaged son of Emperor Ariakas. Ariakas claims that he fathered Ariakan by Zeboim, goddess of the sea, forcing her to submit to his will and bear his child; only a goddess was worthy of being the mother of the heir to the Dragon Empire, he claimed.

Ariakan's identity as the son of Emperor Ariakas is a well-kept secret. In fact, only the most powerful priests of Takhisis and Ariakan's most trusted lieutenants know his identity. Not even the Highlords are aware of who he is, although the Blue Lady's spy network has busily been trying to unlock this secret, hoping to find leverage to catapult her to even greater heights.

Ariakan dwells in one of the Dark Churches in the Red Quarter of Neraka, guarded at all times by a force of draconians under the command of Emperor Ariakas's most trusted lieutentants. They are also his tutors in all things. When he ventures into the streets of the city in search of relaxation, entertainment, or female companionship, he is accompanied by four Sivaks wearing the shape of human brigands and four dragonarmy officers.

Ariakas, Dragon Emperor of Ansalon

- **Ariakas:** *Human adult male, ruthless demeanor, Legend.* Co 6, Ph 7, In 7, Es 9, Dmg +13 (mace of fame), Def –13 (plate mail of glory), also spellcasting (see below).
- **Ariakas, male human C23/F10:** AC –2 (*plate mail +4*); MV 12; hp 88; THAC0 6 (3 *mace +3*); #AT 1 (*mace +3*); Dmg 1d6+4; SZ M (5′11″); ML 19 (Fearless); Str 15, Dex 12, Con 11, Int 13, Wis 18, Cha 15; AL LE.

  Spells (11/11/10/10/9/7/3): Rather than assigning spells for most levels, only those of sixth- and seventh-level spells are assigned: 6th—*aerial servant, animate object, blade barrier, conjure animals, harm, word of recall*; 7th—*astral spell, destruction, earthquake.*

Ariakas is the personification of ambitious Evil. A competent fighter in his younger days, he cast aside the study of war when he discovered the pure Evil of the Dark Queen. His life has been dedicated to her service, and he has risen in power correspondingly.

Ariakas has risen to the highest rank among the Dragon Highlords, answering only to Takhisis. His power is immense and has led to the development of his only weakness: arrogance. Ariakas is so confident of his supreme abilities that he has a tendency to be careless in estimating the strengths of his enemies. He does not give them credit for their abilities, and consequently his plans often contain weaknesses that clever opponents can capitalize on.

Ariakas is now the highest of the Dragon Highlords and has been crowned Emperor of the Dragon Empire. He answers only to Takhisis herself. He leads the most powerful of the five armies, which has been the most successful in its campaigns. Ariakas is governor of all lands taken by his forces, including Sanction, Abanasinia, Qualinesti, and Tarsis. His field headquarters is in Sanction, although his time is split almost equally between it and the city of Neraka.

Ariakas rides Tombfyre, a venerable red dragon.

Bakaris, Blue Army Highmaster, Lieutenant to the Blue Lady

- **Bakaris:** *Human adult male, aggressive demeanor, Champion.* Co 6, Ph 7, In 5, Es 7, Dmg +12 (two-handed sword of renown)/ +2 (poisoned daggers), Def –7 (plate mail of distinction).
- **Bakaris, male human F9:** AC 2 (Blue Army Highlord *plate mail +1*); MV 12; hp 58; THAC0 12 (10 *two-handed sword of life stealing +2*, 12 daggers); #AT 1 (*two-handed sword of life stealing +2* or 2 daggers); Dmg 1d10+2 or 1d4 and poison ; SZ M (6′); ML 15 (Champion); Str 13, Dex 12, Con 15, Int 10, Wis 14, Cha 13; AL LE.

Bakaris is a slight, handsome man in the service of Kitiara. He is the second in command of the Blue Dragonarmy, yet he shows more devotion to the Blue Lady than to the rest of the dragonarmy. Along with Ettel, the Blue Lady's other lieutenant, he dresses in armor that is identical to that worn by the Blue Lady: The three possess similar heights and build, and when they wear their armor, nobody but those most familiar with them can tell them apart.

Bakaris originally came from the area of the Estwilde where his fearsome temper caused problems for him. The darkness of his heart and his constant lust for pleasure are his greatest weaknesses. He met Kitiara early in her career and knew that she was going places, so he arranged that he could go with her. A healthy respect exists between the two of them. They trust each other as much as is politically healthy and have developed a friendship of sorts.

The heroes can meet Bakaris anywhere the Blue Lady travels, or, alternatively, they may meet him on a mission during which he is posing as the Blue Lady and speaking on her behalf. When the Blue Lady is recalled to Neraka with the other senior Highlords for the ceremony to release the Dark Queen upon Ansalon, he is left in charge of the city of Flotsam.

Bakaris rides an old blue dragon. His sword of life stealing eliminates one category of reputation {level of experience or Hit Die} and accompanying abilities when it strikes an opponent with a daunting degree of success {natural 20}. Bakaris gains as many points of Endurance {hit points} as the opponent loses to this function of the weapon, up to the maximum he normally possesses.

Dark Pilgrims

All Dark Pilgrims are human and consist of an equal mixture of men and women. Their basic combat statistics are included on the "Combined Monster Chart" on the inside covers of this volume.

Dark Pilgrims are encountered in the shrines and temples devoted to Takhisis. Heroes most commonly encounter them in the dark city of Neraka, but wherever beings worship Takhisis, Dark Pilgrims may be found. These holy men and women of darkness wear long black robes with vast hoods, so their features are never visible. They wear studded leather armor beneath their robes and carry quarterstaves, and they are not afraid to enter a fight.

Dark Pilgrims have a variety of categories of reputation {levels}. Those presented in these pages represent the lowest level and the highest categories during the War of the Lance.

Apprentices (Novice Reputation/Third-level Priests): The apprentice pilgrims are always encountered in groups of seven, accompanied by their Master. These clerics of the Dark Queen take on the spiritual guidance of the troops and citizens of the Dragon Empire. Mostly this involves taking the money of the followers under one of a variety of guises.

Special Equipment: ring of protection +1, footmen's mace +1 (special weapon, blessed by Takhisis herself).

Spells (4/3): 1st—*bless (×2), detect magic, remove fear*; 2nd—*hold person, know alignment, resist fire*.

Masters (Champion Reputation/Eighth-level Priests): The masters of the Dark Pilgrims are the most talented members of the Dark Queen's flock. Devoted to the cause of Evil, each has been entrusted with the training of seven apprentices. A master never hesitates to sacrifice the lives of some of his apprentices if he feels that the others may benefit from the lesson.

Special Equipment: ring of protection +2, footmen's mace +2 (special weapon, blessed by Takhisis herself).

Spells (5/5/3/2): 1st—*bless (×3), detect magic, remove fear*; 2nd—*hold person (×2), know alignment (×2), resist fire*; 3rd—*animate dead, bestow curse, cause disease*; 4th—*cure serious wounds, protection from good 10′ radius, sticks to snakes* (choose two of these spells).

Ettel, Blue Army Highmaster, Lieutenant to the Blue Lady

Ettel: *Human adult female, cunning demeanor, Champion.* Co 7, Ph 7, In 6, Es 6, Dmg +5 (short sword of distinction)/+7 (spear of renown), Def –7 (plate mail of distinction).

Ettel, female human F7: AC 2 (Blue Army Highlord *plate mail +1*); MV 12; hp 42; THAC0 14 (13 *short sword +1*, 12 *spear +2*); #AT 1 (*short sword +1* or *spear+2*); Dmg 1d6+1 or 1d6+2; SZ M (5′9″); ML 16 (Champion); Str 12, Dex 14, Con 13, Int 12, Wis 13, Cha 12; AL NE.

Ettel is a dark-haired woman whose face was scarred by ruffians in the nation of Lemish. They tried to force themselves on her, so she fought back. With the coming of the Blue Army, Ettel found an outlet for her rage and hatred; she met a rising dragonarmy officer named Kitiara uth Matar and was invited to join her force.

Along with Bakaris, the Blue Lady's other lieutenant, she dresses in armor that is identical to that worn by the Blue Lady: The three have similar heights and build, and when they are armored, only those most familiar with them can tell them apart. In fact, even out of her armor, Ettel is easily mistaken for the Blue Lady if she hides her scarred face behind a veil or in shadow.

Like Bakaris, Ettel is more loyal to the Blue Lady than to the rest of the dragonarmy. As time goes on in this campaign, Ettel becomes curious about the Blue Lady's interest in the heroes. If she discovers that the mercy that Kitiara shows the party originates with sentimentality, she decides that the Blue Lady has gone soft and starts laying plans to betray her.

The heroes can encounter Ettel anywhere the Blue Lady appears. After the first encounter, Ettel shows interest in locating the heroes again in order to discern their relationship to her commander.

Ettel rides an old blue dragon. Neither she nor her dragon particularly cares for one another.

Feal-Thas, Highlord of the White Army

Feal-Thas: *Silvanesti adult male, murderous demeanor, Champion.* Co 9, Ph 5, In 6, Es 5, Dmg +11 (long sword of renown), Def –12 (chain mail of renown, target shield of distinction), also spellcasting.

Feal-Thas, male Silvanesti dark elf F7/M7: AC –2 (Dex bonus, *chain mail +2, shield +1*); MV 9 (lightly encumbered); hp 33; THAC0 14 (12 *longsword +2*, 11 Str bonus); #AT 1 (*longsword +2)*; Dmg 1d8+5 (Str bonus); SZ M (5′7″); ML 12* (Steady); Str 18/35, Dex 17, Con 10, Int 13, Wis 11, Cha 8; AL CE.

Spells (4/3/2/1): 1st—*charm person, detect magic, hold portal, read magic*; 2nd—*mirror image, ray of enfeeblement, web*; 3rd—*dispel magic, slow*; 4th—*polymorph other*.

* Morale is 20 (Fearless) when fighting elves.

Feal-Thas is a slender elf with silver hair and unusually dark skin. His armor and shield are of gleaming black, and his dark eyes seem to glow with the fire of madness.

Feal-Thas was driven from Silvanesti and branded a dark elf for crimes he did commit but felt others were truly responsible for. His lonely exile filled him with hatred for his homeland and the people who had cast him out. When the dragonarmy was preparing to invade Silvanesti, Feal-Thas offered them information about the elf kingdom's defenses in return for promises of great power from the Dragon Highlords. Emperor Ariakas rewarded him by making him Highlord of the weakest of the five dragonarmies, a reflection of the contempt he has for elves.

Feal-Thas controls Daltigoth, the Plains of Dust, the Icewall Glacier, and is responsible for assisting with controlling the areas along the coast of the Blood Sea. These regions are neither wealthy nor well populated, so Feal-Thas's status is the lowest of the five Highlords. The proud elf is keenly aware of this, and it grates on him. He has very little else to do but brood in his lonely castle, so that fact, coupled with the shame he feels over having sold out his homeland, has driven him to the verge of insanity. Any elves with the party serve as reminders of his treachery, inciting him into a berserkerlike rage when attacking those characters. Feal-Thas gains a +2 bonus to hit elven characters.

Further, Feal-Thas's guilt has instilled in him something of a death wish. He stands his ground courageously even in the face of overwhelming odds, using spells and his sword intelligently. He never surrenders to a foe but instead fights until death.

Feal-Thas spends virtually all his time at Icewall Castle. Should both he and Sleet, his white dragon mount (also known as Terrisleetix), survive the heroes' visit to that locale, he remains the Highlord of the White Army until the end of the War. If he is killed, his post is awarded to Toede, Verminaard's hobgoblin lieutenant.

Feal-Thas has no lieutenants.

Kitiara uth Matar, the Blue Lady, Highlord of the Blue Army

Kitiara: *Human adult female, commanding demeanor, Adventurer.* Co 9, Ph 7, In 5, Es 6, Dmg +7 (short sword of renown)/+9 (spear of fame)/+4 (dagger of distinction), Def –7 (plate mail of distinction).

Kitiara, female human F12: AC –2 (Dex bonus, Blue Army Highlord *plate mail +1*); MV 12; hp 68; THAC0 9 (7 *short sword +2*, 6 *spear +3*, 8 *dagger +1*); #AT 1 (*short sword +2*, *spear +3*, or dagger); Dmg 1d6+2 or 1d6+3 or 1d4+1; SZ M (5′9″); ML 17 (Fanatic); Str 14, Dex 18, Con 14, Int 13, Wis 7, Cha 14; AL LE.

Kitiara is the highest-ranking Blue Dragon Highlord. She commands the Blue Dragonarmy and rules over their conquered territories with a tempestuous hand. Her holdings include Estwilde, Solanthus, Throtyl, and Vingaard.

Kitiara is the older sister of Caramon and Raistlin. She is a dark-haired woman of great beauty. She wears her curly hair in a short, practical style, and possesses a crooked smile that can either melt or strike fear in a being's heart. She has a wild spirit and often goes through drastic mood swings in a short period of time. Her keen military ability, a legacy from her warrior father, and her alliance with the blue dragon Skie, have helped her to rise through the dragonarmy ranks swiftly. Together, they hope to wrest the very throne away from Ariakas and his dragonmount, Tombfyre. Both are constantly subtly working to achieve this goal.

Though Kitiara appears to remain calm and controlled during combat, she is a woman of strong passions. She is self-assured,

independent, and full of vitality She is motivated by a drive for power and is strongly competitive. She often acts vengeful and seeks to destroy those who anger her.

The heroes can encounter Kitiara at a variety of times and places throughout the campaign. Years ago, shortly after she parted way with the other Innfellows, she made a conscious choice between Good and Evil, as she judged that her best chances of gaining the power she craved lay with the Dark Queen's forces.

Kitiara still cares for her old companions and would like nothing more than to see them join her in her quest for power. She attempts to convince the heroes to join her side, and when they refuse, she lets them go with the warning to never cross her path again. After that point, Kitiara may make additional overtures to get them to join her, but if she discovers them actively working against her, she feels betrayed and does her utmost to destroy them.

If the heroes do join Kitiara with the intent of destroying her army from within, she is initially completely blind to their treachery. However, her lieutenants Bakaris and Ettel are not so prone to sentimentality, and her dragonmount Skie will swiftly see through any ruses on the part of the heroes. Kitiara's wrath will know no bounds if she realizes she has been played for a fool.

Lord Soth, Knight of the Black Rose

- **Lord Soth:** *A death knight, pragmatic demeanor, 7♥.* Co 6, Ph 27, In 9, Es 9, Dmg +8, Def –5, also fear (aura), necromancy, and immune to mind-affecting spells, normal weapons, and poison.
- **Lord Soth, death knight:** AC 0 (Solamnic *plate mail +3*); MV 12; hp 59; THAC0 11 (8 *two-handed sword +3*); #AT 1 (*two-handed sword +3*); Dmg 1d10+3; SA generates fear in 5′ radius, casts *detect magic, detect invisibility,* and *wall of ice* at will, *dispel magic* 2/day, *power word blind, power word kill,* or *power word stun* 1/day, cast *symbol of fear* or *symbol of pain* 1/day, cast 20-die *fireball* 1/day, power over undead as 6th-level Evil priest; SD cannot be turned; SW dispelled by *holy word* spell; MR 75% (if percentage roll is 11 or less, spell rebounds against caster); SZ M (6′5″); ML 17 (Fanatic); Str 18/99, Dex 12, Con 17, Int 10, Wis 9, Cha 17; AL CE.

  Special Abilities: SA—All magical spells function at the 20th level of ability.

Soth's appearance resembles that of a man who died in a terrible fire. His ancient Solamnic armor is partially melted, and his skin is blackened and scarred. From within the shadows of his helmet, his eyes burn like twin embers, as if the fire that killed him continues to rage within his body.

Soth was an ancient Lord Knight of Solamnia at Dargaard Keep. He fell prey to lust and pride and was stripped of his title and honor, ultimately standing alone against the world, supported only by his personal guard of thirteen loyal knights and his second wife, a young elf maiden. Shortly before the Cataclysm, the young elf had a vision that Soth could restore his honor and save Krynn from a cataclysm if he would journey to Istar to stop the folly of the Kingpriest. But as Soth rode to Istar, his petty nature asserted itself and he failed to stop the Cataclysm. Upon his return to Dargaard, he discovered that the wrathful gods had spared his holdings . . . except the two most precious. His wife and child had been struck dead. As he mourned, Dargaard Keep caught fire, and he died in the inferno.

Death was not the end for Lord Soth. He rose again as a death knight, cursed with eternal existence by the gods for his failure. He brooded in his castle for almost three centuries until the arrival of troops from the Blue Army recaptured his interest in worldly affairs. The charisma and drive of Kitiara, the Blue Lady, has awaked dark passions within him, and he intends to claim her as his eternal bride. Kitiara knows nothing of these desires and merely views Soth as a powerful minion who serves through a hatred of life and a devotion to Takhisis.

Lord Soth cannot be killed before he is released from his curse. If he is slain, he fades from existence, only to reform on his throne in Dargaard Keep eight days later.

Lucien, Highlord of the Black Army

- **Lucien:** *Human adult male, self-centered demeanor, Hero.* Co 6, Ph 8, In 6, Es 7, Dmg +11 ("Ice Razor" longsword of renown*), Def –15 (plate mail of legend).
- **Lucien, male human F17:** AC –2 (Black Army Highlord *plate mail +5*); MV 12; hp 83; THAC0 4 (2 Str bonus, 0 "Ice Razor" *longsword +2**); #AT 1 ("Ice Razor" *longsword +2)*; Dmg 1d8+6 (Str bonus); SZ M (6′1″); ML 14 (Elite); Str 18/82, Dex 12, Con 11, Int 13, Wis 12, Cha 15; AL LE.

* See "Magical Artifacts of Ansalon" below

Lucien is a short, swarthy human of indeterminate age. His eyes glitter with ambition, and his expression is usually curious and not unfriendly. He is the commanding general of the Black Dragonarmy. A patient and competent man, he rose to power mainly through the mistakes, and subsequent deaths, of his superiors. Now that he controls his dragonarmy, he is determined to avoid the mistakes that often destroyed previous commanders.

His army holds sway over Zhakar, Blöde, and the Goodlund Peninsula. Lucien's cautious and patient nature relates directly to his primary weakness as a commander: He never does anything aggressively. He waits and plans so carefully that a disastrous failure is very unlikely Usually this delay gives the Highlord's opponents ample time to escape.

Lucien rides an adult black dragon.

Salah-Khan, Highlord of the Green Army

- **Salah-Khan:** *Human barbarian adult male, cunning demeanor, Hero.* Co 7, Ph 7, In 7, Es 6, Dmg +11 (scimitar of fame), Def –13 (plate mail of glory).
- **Salah-Khan, male human barbarian F17:** AC –1 (Green Army Highlord *plate mail +4*); MV 12; hp 62; THAC0 4 (3 Str bonus, 0 *scimitar +3*); #AT 1 (*scimitar +3)*; Dmg 1d8+7 (Str bonus); SZ M (5′6″); ML 16 (Champion); Str 18/27, Dex 14, Con 12, Int 14, Wis 10, Cha 14; AL LE.

Salah-Khan is the Highlord of the Green Dragonarmy. Though he is bald, he wears a thin mustache that trails down to his chest. A man of exceptional cunning and cruelty, he leads his army with dash and daring. As governor of Khur, Kern, and Nordmaar, he exacts steady tribute from the downtrodden populations. The people know that failure to pay means death.

Salah-Khan has won the respect of green dragonkind by his skilled battle planning and shrewd tactics. He generally fights in ways that maximize enemy casualties while minimizing his own. He offers his dragons the incentive of a free hand with the prisoners if they fight well. In addition, the acid attack form of the black dragon holds a peculiar fascination for Salah-Khan. He constantly seeks creative ways to use acid for his own entertainment, to the misfortune of his enemies and prisoners.

Salah-Khan rides an adult green dragon.

Toede, Fewmaster of the Red Dragonarmy (later Highmaster of the White Army)

- **Toede:** *Hobgoblin adult male, inspiring demeanor, Adventurer.* Co 5, Ph 4, In 5, Es 5, Dmg +3 (short sword), Def –2 (leather), also charm (goblins, hobgoblins, and ogres only).
- **Toede, male hobgoblin F4:** AC 6 (studded leather, shield); MV 12, jump 30′ horizontally; hp 22; THAC0 17; #AT 1 (short sword or dagger); Dmg 1d6+1 (Str bonus) or 1d4; SA charm; SZ M (5′5″); ML 7 (Unsteady); Str 16, Dex 10, Con 16, Int 8, Wis 11, Cha 6; AL LE.

  Special Abilities: SA—Toede can mass charm goblins, hobgoblins, and ogres to follow his orders fanatically This can affect up to ten cards drawn from the Fate Deck worth {32 HD} of individuals.

Toede's wispy white hair tops a very ugly face. His speckled gray skin, double chins, and potbelly all resemble those of a vicious frog. He gained his rank by surviving when his superiors did not. He is a slothful, cowardly bully, full of bluster and threats when he has the upper hand. He whines and snivels around his superiors, however.

As the Saga progresses, the heroes cross Toede's path on several different occasions. He climbs through the ranks as they embarrass or kill Highlords, eventually rising to the rank of Highmaster in the White Army and taking charge of the garrison of Flotsam.

Toede possesses a crude cunning and is quick to escape when danger threatens him personally. He is a back stabber, and is quick to shift blame to others. He resents Kitiara and Ariakas above all others and will gladly participate in a plot that could lead to their undoing. He prefers to protect himself, however, by weaving complicated plots that place him in no danger and can be traced to him only with extreme difficulty.

While in Flotsam, Toede rides a dragon turtle. Should he become Highlord of the White Army, he rides a young adult white dragon.

Verminaard, Dragon Highlord of the Red Wing (Later "Sevil Rev")

- **Verminaard:** *Human adult male, domineering demeanor, Champion.* Co 7, Ph 8, In 8, Es 6 (48), Dmg +13 ("Nightbringer" mace of fame*)/+7 (teeth chain of renown), Def –9 (plate mail of renown), also spells (see below).
- **Verminaard, male human P8:** AC 1 (Red Army Highlord *plate mail +2*); MV 12; hp 50; THAC0 16 (13 *Nightbringer mace +3**); #AT 1 (*Nightbringer mace +3*); Dmg 1d6+4; SZ M (6′2″); ML 17 (Fanatic); Str 14, Dex 10, Con 15, Int 12, Wis 16, Cha 18; AL LE.

  Special Equipment: As Sevil Rev, he wears studded leather (AC 7) and an *amulet of spell turning.* He wields a *teeth chain +2* (1d6+3/2d4+2).

  Spells (5/5/3/2): 1st—*cause fear*, *cure light wounds* (×2), *curse*, *detect good*; 2nd—*augury*, *chant*, *hold person*, *snake charm*, *spiritual hammer*; 3rd—*animate dead*, *cause disease*, *prayer*; 4th—*cause serious wounds*, *cure serious wounds.*

*See the "Magical Artifacts of Ansalon" section).

Verminaard's face is concealed behind the grotesque mask of a Dragon Highlord—a vicious visor that has a pair of wicked horns curving from the forehead. He wears the black plate mail armor of a Red Highlord and a billowing blue cape. Standing well over 6 feet tall, Verminaard presents an imposing image of evil.

Verminaard is dedicated to the ruthless destruction of Good in all its forms. No shred of conscience disturbs him in his quest for power. As the Saga begins, Verminaard extends his control over all of Abanasinia, from the Seeker kingdoms to Pax Tharkas. A warrior as well as a priest, he is among Takhisis's most favored servants until he crosses paths with the heroes. The humiliation at their hands causes him to be stripped both of the Dark Queen's favor and of his rank as Highlord—but, contrary to appearances, he does manage to escape with his life.

The disgraced Verminaard assumes a false identity ("Sevil Rev") and dedicates himself to ruining the career of Toede, the sniveling hobgoblin whom he blames for his downfall. He may cross paths again with the heroes in the city of Flotsam. Although he will pose as their friend, he will ultimately betray them to the dragonarmies if given the chance. As Sevil, he has lost all his priestly powers and poses as a fighter.

Verminaard's dragonmount is Ember, a red dragon of adult age.

Agents of Good

As with the Servants of Darkness, these characters are encountered at specific points in the adventure. In addition, should a new player join the campaign after it is already in progress, some of these characters may be suitable for conversion into heroes.

Similar to the Evil-aligned characters, for every two levels or reputation increase that the heroes enjoy, the characters described here should gain one. (The levels of these characters represent their power when the heroes first encounter them—if the scripted flow of the campaign is being followed. Narrators may have to make adjustments in the level of a character if the heroes encounter him or her earlier or later in the campaign than the text assumes.)

Alhana Starbreeze of House Royal, Daughter of the Speaker of the Stars

- **Alhana Starbreeze:** *Silvanesti adult female, reserved demeanor, Champion.* Co 7, Ph 5, In 8, Es 5, Dmg +13 (longsword of fame)/+6 (self bow of renown), Def –16 (chainmail of fame, target shield of renown).
- **Alhana, female Silvanesti elf F7:** AC –1 (*elven chain mail +3, shield +2*); MV 12; hp 22; THAC0 14 (11 *longsword +3*, 12 *short bow +2*); #AT 1 (*longsword +3*) or 2 (*short bow +2*); Dmg 1d8+3 or 1d8+2/1d8+2; SZ M (5′4″); ML 15 (Champion); Str 9, Dex 13, Con 15, Int 16, Wis 11, Cha 15; AL LG.

  Special Equipment: short bow +2, Key of Quinarost.

Alhana Starbreeze is what most elves would define as a vision of beauty. Her narrow face is framed by flowing, raven-black hair and her almond-shaped eyes seem to look straight through a person and into their very soul.

Alhana is the daughter of Lorac Caladon, Speaker of the Stars in Silvanesti. Alhana was in Sancrist when she received news that her homeland had fallen to the dragonarmies. The reason for this sudden defeat is a mystery to her, since the elves were successfully holding off the dragonarmies when she left. She is attempting to return to her homeland to find out what happened to her father, who did not flee west with his people.

Alhana is imperious and cold. She is also prone to think the worst of non-Silvanesti, but once a hero proves himself or herself to be brave and chivalrous, she quickly warms to him or her. She holds those in the outside world responsible for the downfall of her once-great nation. Thus, her attitude toward all those of other races is polite, but with thinly veiled hostility. Yet beneath this exterior of steel is a loving, warm woman. She has only one goal at this point: to return to her homeland and find her father.

Alhana carries the *Key of Quinarost* on a sliver chain around her neck. It is magically linked to her life force, and it allows her to open the Tower of the Stars in the city of Silvanost. It functions only when used by Alhana.

Arman Kharas

- **Arman Kharas:** *Hylar dwarf adult male, confident demeanor, Champion.* Co 5, Ph 8, In 3, Es 5, Dmg +5 (mitre), Def –8 (chainmail of renown, buckler).
- **Arman Kharas, male Hylar dwarf F7:** AC 2 (*chainmail +2*, shield); MV 6; hp 69; THAC0 14 (footman's mace); #AT 1 (footman's mace); Dmg 1d6+2 (Str bonus); SZ M (4′10″); ML 19 (Fearless); Str 16, Dex 13, Con 17, Int 11, Wis 6, Cha 9; AL LN.

  Special Equipment: miner's pack with 100 feet of rope, hammer and chisels, sand, 12 spikes, a diamond (10 steel), a water skin, and iron rations.

A coarse black beard fails to the middle of Arman's muscular chest. A braid marking noble blood hangs from beneath a leather skullcap to the right of his troubled face. His features are worn, but the fire in his dark eyes shines brightly. His left hand is callused and bruised and his thumb is scarred. Over his armor he wears a leather jerkin tied at his knees.

Arman Kharas is the son of Hornfel, patriarch of the Kytil clan, Thane and prelate to the Hylar council. Fiercely loyal to his people, Arman is a dwarf with a vision and looks forward to the day when his people can return to the light.

Even though his name means "second" or "lesser" Kharas, he believes he is the true reincarnation of Kharas, greatest hero of the Hylar. He searches for a way he can prove his legacy and become the first King of Thorbardin in two centuries.

The heroes encounter Arman when they enter Thorbardin in search of a safe haven for the refugees from Pax Tharkas. Although Arman is fated never to become king of Thorbardin, his sacrifice in the face of overwhelming Evil, however, turns the tide in the favor of Good and reminds the Hylar of the decent nature they so long have neglected in themselves.

Dalamar of House Servitor, Renegade Wizard

- **Dalamar:** *Silvanesti adult male, thoughtful demeanor, Adventurer.* Co 8, Ph 6, In 8 (48), Es 7, Dmg +2 (dagger), Def 0 (common clothing), also wand of lightning*.
- **Dalamar, male Silvanesti dark elf M6:** AC 8 (Dex bonus); MV 12; hp 21; THAC0 19 (dagger); #AT 1 (dagger); Dmg 1d4+1 (Str bonus); SZ M (5′9″); ML 12 (Steady); Str 16, Dex 16, Con 12, Int 17, Wis 16, Cha 14; AL CE.

  Special Equipment: wand of lightning.

  Spells (4/2/2): 1st—*charm person*, *magic missile*, *read magic*, *sleep*; 2nd—*rope trick*, *wizard lock*; 3rd—*lightning bolt*, *suggestion*.

Dalamar is a young Silvanesti elf who was born into a low caste and was subsequently forbidden to study magic. However, magic was his only love, and he soon began to study the arcane arts in secret. The lies and deceit surrounding his life, as well as the forbidden tomes he accessed in order to master the arts, soon began to turn his heart toward Evil.

When Lorac ordered Silvanesti evacuated, Dalamar went, reluctantly. He didn't want to leave the books and other items he had acquired behind, yet he feared detection. As the community of Silvamori took shape, Dalamar resumed his studies in secret.

With the arrival of the Qualinesti on Southern Ergoth, Dalamar once again finds his secret studies threatened. The Silvanesti of House Protector are up in arms, the Qualinesti have started to patrol their borders, and the Kagonesti act even more belligerent.

When the heroes meet him during their escape from Silvanost, he helps them out of strictly selfish reasons.

Dalamar's dark studies are eventually discovered. He is branded a dark elf and cast out. He then travels to the Tower of High Sorcery where he successfully completes the Test of High Sorcery and enters the Order of the Black Robes.

*The wand of lightning Dalamar carries projects a stroke of lightning at a target at near or far missile range. The stroke covers an area large enough to hold twenty-five humans and inflicts 30 damage points on each one it affects. Each use drains the wand of one charge; it regenerates charges at a rate of one charge per week when a thunderstorm occurs near it. {Use the description in the *Dungeon Master® Guide*.}

Elistan, High Seeker of Haven, later Priest of Paladine

- **Elistan:** *Human adult male, open-minded demeanor, Adventurer.* Co 6, Ph 7, In 7, Es 9, Dmg +1 (quarterstaff), Def –3 (chain mail).
- **Elistan, male human P5:** AC 5 (chainmail); MV 12; hp 40; THAC0 18; #AT 1 (staff); Dmg 1d6; SZ M (5′9″); ML 15 (Champion); Str 13, Dex 12, Con 13, Int 14, Wis 17, Cha 16; AL LG.

Elistan is a large, middle-aged man with a gray-streaked beard. He is thoughtful, open-minded, kindhearted, and genuinely interested in restoring the ancient gifts of the gods to the world. He has very little interest in personal power, but he seeks it so that he can forward his goals for the greater Good.

Elistan was in training as a scribe when his soul filled with a curious longing. He soon joined the Seekers and devoted his life to the search for new gods. He rose to the top of the hierarchy of Seekers. When Verminaard came to Haven and demanded the Seekers submit to the dragonarmy, Elistan refused. He was imprisoned and ultimately sent to Pax Tharkas.

The heroes first encounter him as they are being sent to Pax Tharkas in Toede's slave caravan. Here, Elistan may see the first example of priestly powers. Later, the heroes may encounter him again, as he lies dying in Pax Tharkas following a mining accident. Here, the powers of a hero priest may save his life, and once he has read the Disks of Mishakal, he converts from the Seeker faith and becomes a true priest of Paladine.

Fizban the Fabulous, Wizard and Deity

Fizban is an elderly, white-bearded wizard who wears travel-worn boots, tattered robes, and a ridiculous wide-brimmed hat. He always carries an abundant supply of spell components and there is no doubt that once he was a powerful sorcerer. Now, however, he is befuddled, absent-minded, and rather senile. On rare occasions, the powerful personality that he once possessed shines through.

He also seems to lead a charmed life and, despite repeated apparent deaths during the Saga, he survives time and again. Strangely, Fizban's deaths always have the curious side effect of producing beneficial results for the heroes during their quest.

The truth is that Fizban is one of several forms taken by Paladine, the most powerful god of Good on Krynn, when he walks the world. The god has taken a personal interest in the quest of the heroes and is trying to help them in subtle—for a god—ways.

Fizban should mostly be played for comic relief, as his spell-casting attempts sometimes result in spectacular failures. However, if a hero is in a certain-death situation, Fizban casts a lifesaving spell. Although the spell might not work as expected, it will be beneficial. He has the ability to cast any magic-user spells. He does not, however, use spells to attack or otherwise obstruct the enemy.

No statistics are provided for Fizban, as he is a god. He cannot be killed or injured through any means during this adventure.

Gunthar uth Wistan, Solamnic Grand Master

- **Gunthar uth Wistan:** *Human adult male, authoritative demeanor, Master.* Co 7, Ph 9, In 7, Es 8, Dmg +11 (longsword of renown)/+6 (lance), Def –13 (plate mail of renown, horse shield).
- **Gunthar uth Wistan, male human F13:** AC –1 (Dex bonus, Solamnic *plate mail +2*, shield); MV 12; hp 62; THAC0 8 (7 Str bonus, 5 *longsword +2*, 7 heavy horse lance); #AT 1 (*longsword +2*) or heavy horse lance); Dmg 1d8+4 (Str bonus) or 1d8+3 (Str bonus); SZ M (5′11″); ML 16 (Champion); Str 18, Dex 15, Con 13, Int 12, Wis 16, Cha 17; AL LG.

Lord Gunthar took control of his family estates on Sancrist at the age of fourteen after his father died. He took his duties seriously and rose through the ranks to the position of Grand Master. He is committed to restoring the greatness of the Knighthood.

Gunthar speaks in a deep, measured and rumbling voice. He holds himself perfectly erect at all times. While conversing, he always maintains eye contact—seeming to judge a person's soul by the light in his or her eyes. He is a concerned leader with a strong sense of duty and honor. While he is an accomplished warrior, he truly hates unnecessary bloodshed, seeing it as wasteful and cruel. He feels it shames a commander to lose even more than one man than is absolutely necessary to attain a victory.

The heroes first meet Gunthar on Sancrist. He has called a conference of the forces of Good in the hopes of pulling them together in an eleventh-hour attempt to turn back the dark forces. After the War of the Lance, he becomes instrumental in placing the Knights of Solamnia on a path that may lead them to reclaim the lofty status they once held in the eyes of the peoples of Krynn.

Harald Haakan, Chieftain of the Ice Folk

- **Harald Haakan:** *Human barbarian adult male, serious demeanor, Master.* Co 5, Ph 10, In 6, Es 7, Dmg +14 (Frostreaver battle-ax of glory*), Def –8 (chainmail, target shield of distinction).
- **Harald Haakan, male human barbarian F14:** AC 3 (chainmail, *shield +1*); MV 9; hp 88; THAC0 7 (5 Str bonus, 1 *Frostreaver battle-ax +4*); #AT 1 (*Frostreaver battle-ax +4)*; Dmg 1d8+7 (Str bonus); SZ M (6′7″); ML 15 (Champion); Str 18/54, Dex 10, Con 15, Int 13, Wis 14, Cha 14; AL LG.

* Harald's battle-ax is a "Frostreaver" (see "Magical Artifacts of Ansalon" section below).

Harald is the fierce and proud leader of the people of the Ice Reaches. A flowing mass of red hair and a long beard of the same color frame his face. A large nose pokes out from this mass of hair; the eyes above are a deep, icy blue. Harald is a huge, heavyset man, nearly seven feet tall and weighing over three hundred pounds. His clothing is made of pure white furs.

Harald takes his duties as chieftain very seriously. Everything he does is motivated by his concern for the Ice Folk. He is superstitious and distrusts anything he does not understand, including most forms of magic. Quick to anger, Harald is also quick to admit mistakes. Often, however, the victim of the mistake is no longer capable of accepting the apology.

Kronn Thistleknot, Kender Adventurer

- **Kronn Thistleknot:** *Kender adult male, clever demeanor, Adventurer.* Co 8, Ph 8, In 4, Es 5, Dmg +8 (hoopak of renown)/+2 (war darts), Def 0 (common clothing).
- **Kronn Thistleknot, male kender F4/T5:** AC 9 (Dex bonus); MV 12; hp 33; THAC0 17 (15 *hoopak +2*, 17 darts); #AT 1 (*hoopak +2 slingstaff* or *slingstones*) or 3 (12 darts); Dmg 1d6+4, 1d4+3, or 1d3/1d3/1d3; SZ M (3′7″); ML 16 (Champion); Str 16, Dex 15, Con 16, Int 10, Wis 8, Cha 12; AL N.
  Special Abilities: Thief skills—PP 55; OL 40; F/RT 50; MS 45; HS 45; DN 20; CW 75.

Kronn Thistleknot is the oldest son of the kender hero Kronin. He wants to prove himself his father's equal through grand and daring deeds. Kronn is anxious to please friends and companions, but he grows bored easily.

Kronn was looking for passage across the Bay of Balifor when the dragonarmy took control of Port Balifor. He soon fell in with Serinda, an elf unlike one he had ever encountered before—she actually has a sense of humor—and the pair has been having a wonderful time making life difficult for the dragonarmy.

Kronn wanders far and wide across Balifor and into Kendermore. He is the contact point between many of the rebel groups that have taken hold in the occupied land.

Ladine Dralathalas of House Advocate

- **Ladine Dralathalas:** *Silvanesti adult female, bigoted demeanor, Novice.* Co 7, Ph 6, In 8, Es 6, Dmg +9 (longsword of distinction), Def –3 (chainmail).
- **Ladine Dralathalas, female Silvanesti elf F3:** AC 2 (Dex bonus, chainmail); MV 12; hp 22; THAC0 18 (17 *longsword +1*); #AT 1 (*longsword +1*); Dmg 1d8+1; SZ M (5′5″); ML 14 (Elite); Str 12, Dex 17, Con 16, Int 16, Wis 12, Cha 14; AL LN.

Ladine is like a statue carved of ice: Her pale gray eyes are set within a pale, almost always expressionless face that is framed by silvery hair. She typically wears her long hair in a series of complex braids, a common fashion among Silvanesti nobles. Her family has served the Silvanesti House Royal as advisors and diplomats since the early days of the kingdom, and she proudly carries on that tradition.

Ladine truly believes that the Silvanesti are superior to all other races and peoples of Krynn. Although intolerant of other races, she is also a highly talented diplomat and negotiator. Unless her patience is severely tested, she strives to deal with those of other races in such a way so as to not to alienate them.

Ladine was away from Silvanesti when the Green Dragonarmy invaded her homeland. She was assisting Alhana in her search for allies against the dragonarmy. When news reached them that a strange disaster had struck their land, Alhana turned toward home, instructing Ladine to continue to attempt to find warriors willing to assist in the defense of the realm.

The heroes may encounter Ladine either on Sancrist or in Palanthas. Her function in this adventure is as a tool for Narrators who want to draw the heroes toward Silvanesti.

Merathanos of House Woodshaper

- **Merathanos:** *Silvanesti adult female, domineering demeanor, Adventurer.* Co 9, Ph 8, In 6, Es 7 (42), Dmg +9 (longsword of distinction)/+6 (longbow*), Def 0 (none), also spells.
- **Merathanos, female Silvanesti elf F6/M6:** AC 6 (Dex bonus); MV 12; hp 34; THAC0 15 (13 Str bonus and *longsword +1,* 13 longbow and Dex bonus); #AT 1 (*longsword +1)* or 2 (longbow); Dmg 1d8+2 (Str bonus) or 1d8/1d8; SA woodshaper abilities; SZ M (5′6″); ML 17 (Fanatic); Str 17, Dex 18, Con 15, Int 16, Wis 9, Cha 13; AL NG.
  Special Equipment: 20 arrows*.
  Special Abilities: Twice per day Merathanos can use one of the following spells as though she were a druid of her current level: pass without trace, warp wood/straighten wood, tree, speak with plants.
  Spells (4/2/2): 1st—charm (×2), light, sleep; 2nd—ray of enfeeblement, web; 3rd—slow, water breathing.

* Merathanos' arrows are all tipped with venom. Anyone hit with one of these arrows must perform a successful *challenging Endurance* action or be paralyzed for ten minutes (victim must successfully save vs. paralyzation or be paralyzed for 1d10 rounds).

Merathanos is a ranking member of House Woodshaper, but she excels at the hunt. She uses her spells to hunt for her people, but more often does without them for the thrill of the chase. She is well aware of her skill and is haughty, proud, and used to getting her way. Merathanos is a true believer in Silvanesti superiority, and, like most members of House Woodshaper, believes that she is personally among the best that the Silvanesti culture and race can produce. She views other elven races as lesser than her own.

The party meets Merathanos on Southern Ergoth if they take part in any raids against Silvamori, or if they are shipwrecked on the coast of the lands claimed by the Silvanesti. She will never become a friend of the party, but she may become a helpful presence in Silvamori if approached correctly.

Porthios, Heir to the Speaker of the Sun

- **Porthios:** *Qualinesti adult male, distant demeanor, Champion.* Co 8, Ph 9, In 6, Es 7, Dmg +13 (longsword of fame)/+8 (dagger of fame), Def –14 (chainmail of renown, target shield of renown).
- **Porthios, male Qualinesti elf F7:** AC 1 (*elven chain mail +2, shield +2*); MV 12; hp 43; THAC0 14 (13 Str bonus, 10 *longsword +3,* 10 *dagger +3*); #AT 1 (*longsword +3* or *dagger +3)*; Dmg 1d8+5 (Str bonus) or 1d4+5 (Str bonus); SZ M (5′10″); ML 16 (Champion); Str 18, Dex 15, Con 16, Int 14, Wis 10, Cha 17; AL LG.

Porthios is the eldest child of Solostaran, the Speaker of the Sun of Qualinesti. It was known from birth that he would rule, and he has spent his whole life in training for rulership.

Porthios makes all of his decisions in battle and otherwise with the welfare of the Qualinesti folk uppermost in mind. He does care about other races but feels that the Qualinesti should be his first concern. He places these matters above even his own life.

The heroes first meet Porthios when he rescues them from Verminaard's slave caravan. The heir takes part in the exodus across the Straights of Algoni to Southern Ergoth where he becomes the defacto leader of Qualinost after Solostaran takes ill.

Raggart Knug, Revered Cleric

- **Raggart Knug:** *Human barbarian adult male, kind demeanor, Champion.* Co 5, Ph 4, In 6, Es 8, Dmg +7 (mace), Def –8 (leather armor of renown, kite shield).
- **Raggart Knug, male human barbarian P10 (Jolith):** AC 5 (*leather armor +2,* shield); MV 12; hp 33; THAC0 14 (mace); #AT 1 (mace); Dmg 1d6+1; SZ M (6″); ML 16 (Champion); Str 8, Dex 9, Con 9, Int 12, Wis 15, Cha 8; AL LG.
  Spells (6/5/3/3/2): Choose any spells from the spheres of all, combat, guardian, healing, or protection. He has minor access to the spheres of charm, divination, and sun.

The frailty of this old man is concealed by bulky furs. Only his face, thin and covered with wrinkles, betrays his age. His eyes sparkle with wisdom and humor, and his voice is kindly. He is devoted to the god Jolith. His holy symbol looks like a horned battle-ax.

Raggart is the descendant of a long line of priests, all pledged to await the return of the true gods to Krynn. He is familiar with the symbols that represent the true gods—including the medallion of faith that will be worn by any priest in the party—and will herald the discovery of a spellcasting priest as a sign that the True Gods have finally returned to the world.

The Revered Cleric of the Ice Folk is the only person able to craft the *Frostreavers* (see "Magical Artifacts of Ansalon"), though he may not wield the weapons in battle. Raggart has begun to train his successor, as the years have started to weigh heavily upon him. In exchange for the knowledge of the true gods, he will provide the party with a *Frostreaver* before the heroes continue their quest.

Raggart and his apprentice (a second-level cleric) both become priests of Jolith, who is also known as Kiri-Jolith.

Serinda Elderwood of House Mariner

- **Serinda Elderwood:** *Silvanesti adult female, purposeful demeanor, Adventurer.* Co 7, Ph 5, In 8 (48), Es 7, Dmg +13 (longsword of fame)/+6 (dagger of renown)/+2 (self bow), Def –2 (leather), also spells.
- **Serinda Elderwood, female Silvanesti elf F5/M6:** AC 4 (splint mail); MV 12; hp 22; THAC0 16 (13 *longsword +3,* 14 *dagger +2,* 16 short bow); #AT 1 (*longsword +3* or *dagger +2*) or 2 (short bow); Dmg 1d8+3 or 1d4+2 or 1d8/1d8; SZ M (5′9″); ML 12 (Steady); Str 9, Dex 13, Con 10, Int 16, Wis 15, Cha 15; AL LG.
  Spells (4/2/2): 1st—affect normal fires, color spray, magic missile, mending; 2nd—fog cloud, scare; 3rd—gust of wind, hold person.

Serinda was one of the few Silvanesti who regularly traveled outside her nation. An elven mariner, she was a common sight in the ports along the Balifor coast, until the dragonarmies invaded them. She stands slightly taller than the average female Silvanesti and has long, dark hair.

She was away from Silvanesti on a trading mission when the dragonarmy invaded. She has been in Port Balifor for many months now, pretending to be an entertainer while organizing armed resistance against the Highmaster and his troops. She is extremely generous and will always try her best to help those in need.

Although more worldly than many other Silvanesti—Serinda does not automatically consider those she meets as lesser beings—she still is happiest when in the Silvanesti Forest.

Silver Fox, Freedom Fighter

- **Silver Fox:** *Half-elf adult male, capable demeanor, Champion.* Co 5, Ph 8, In 7, Es 7, Dmg +11 (longsword of renown), Def –4 (leather, cloak of distinction).
- **Silver Fox, male half-elf R7:** AC 4 (splint mail, *elven cloak*); MV 12; hp 63; THAC0 14 (13 Str bonus, *longsword +2*); #AT 1 (*longsword +2)*; Dmg 1d8+3 (Str bonus); SZ M (5′9″); ML 12 (Steady); Str 17, Dex 10, Con 16, Int 13, Wis 15, Cha 13; AL LG.

Silver Fox is the leader of a band of rebels operating in and around Flotsam. Not strong enough to challenge the entire dragonarmy, their knowledge of the land allows them to raid and evade pursuit.

Silver Fox's goal is to make the dragonarmy's life so unpleasant that they will eventually leave. Realizing that the inept Toede is his

best ally, the Fox does what he can to help Toede retain his post. Silver Fox helps enemies of the draconians but is cautious and does not risk the lives of his men foolishly. Silver Fox's band of freedom fighters consists of fifty rebels scattered across the countryside and twenty-five more in the city.

Magical Artifacts of Ansalon

Throughout the adventure, several key magical artifacts play an important role in the War of the Lance. They are described below for the Narrator's convenience.

The Disks of Mishakal

The *Disks of Mishakal* consist of 160 platinum disks of 18 inches in diameter. Each Disk is 1/16 of an inch thick. A bolt passes through one side, allowing them to swivel out to be viewed while keeping the stack together. Each plate is engraved on both sides.

Priests who read this book gain knowledge of the true gods of Good: Paladine (rulership), Majere (meditation and self-control), Kiri-Jolith (war and battle), Mishakal (healing), Habbakuk (seas and animals), and Branchala (forests and music).

The book tells how to worship these gods and gain true priest abilities. Any priest who worships these gods gains the ability to cast spells and any other powers allowed by the rules.

SAGA rules: Any hero whose nature is drawn from a card with a white aura may freely examine these Disks. Others suffer a number of damage points equal to the face value of a drawn Fate Card.

AD&D rules: Anyone of Good alignment may freely examine the Disks. Others suffer 1d10+12 points of damage each time they try to touch or read the Disks.

Diviner of Life

The creation of the *diviner of life* is attributed to Waylorn Wyvernsbane, a druid who lived during the Age of Might. The staff is 4 feet long. Each end is capped with a band of gold and steel that is 6 inches wide. The staff has a 3-foot-long section of what appears to be clear glass in the middle. It can withstand 20 damage points before breaking. If the glass breaks, the staff is useless.

There seems to be a swirling white fog within the glass section. When the command word is spoken, this fog clears completely. If the staff then touches any living being, the life force (current hand size or Physique {hit points} of that being registers as a bright green line that extends from the bottom of the glass. After Waylorn's parting, Silvanesti generals used the staff to determine the condition of their troops.

The diviner of life can determine who is real and who is illusionary in the Silvanesti dreamscape. Dream-beings always register as having 0 life force. (Undead register similarly.)

Dragonlances

The *dragonlance* is an ancient artifact created to defeat the Evil dragons. In the course of the War of the Lance, the heroes may be instrumental in rediscovering the secret of forging them. If not, twenty surviving dragonlances are hidden inside the Stone Dragon of Ergoth, ten mounted lances and ten footman's lances. The Silvanesti possess two mounted and six footman's lances.

The footman's dragonlance is 8 feet long, while the mounted lance is 16 feet long. Both types consist of the same silvery metal and give off a healthy silver glow. The head is sharpened to a fine edge, and small barbs protrude from the sides.

SAGA rules: A footman's dragonlance has a damage rating of +16 and is considered a heavy weapon. A mounted dragonlance has a damage rating of +19, and may only be used by a mounted dragon rider (it may not be used by anyone on foot). Both types cause double their normal damage when attacking dragons.

AD&D rules: A footman's lance causes 1d6 points of damage versus normal foes and 1d8 points against larger than man-sized targets. Against any dragon it inflicts damage equal to the hit points of the wielder. A 14-hit-point fighter will inflict 14 points of damage. The weapon always possesses +1 bonus to hit (unless thrown). The footman's lance can be cast as a spear at a –2 penalty to hit. The mounted lance is heavier and often has a shield guard attached. A mounted dragonlance inflicts 1d6+9 points versus normal foes, and 3d6 damage points versus larger than man-sized creatures. Against any dragon it inflicts a number of hit points equal to those of the wielder and his mount.

Dragon Orbs

Dragon Orbs are fragile, etched crystal globes approximately 10 inches in diameter when not in use; if an Orb's command words are spoken, the globe expands to 20 inches in diameter. Imprisoned within the Orb is the spirit of an Evil dragon; this is the source of the Orb's power.

These Orbs were employed long before the Cataclysm for the purpose of destroying Evil dragons—at least, this is the legend that has trickled down through the centuries. This is all the heroes know about the Dragon Orbs. They have no idea how the Orbs function.

In truth, the Orbs' actual primary function is to summon Evil dragons. Powerful mages of old would summon serpents with the Orbs and then destroy them with other magic. Any character attempting to use the Orb must gaze into it and speak the command words inscribed on the Orb's surface.

If the hero resists the Orb's magical charm (see below), any Evil dragons within 40 miles hasten to the site. These dragons attack all non-Evil creatures they find near the Orb. If the campaign situation does not specify the location of nearby dragons, there is a 33% chance (a random flip of the Fate Deck {result of 1–3 on 1d10}) that up to three dragons will show up. Each dragon arrives separately, about ten minutes after the previous one. Randomly determine the ages, sizes, and colors of the summoned dragons unless campaign considerations dictate a certain result.

If the hero succumbs to the Orb's magical charm, no dragons are summoned, but the Evil dragon within the Orb charms the hero. The Narrator should inform the player of this in secret, instructing him or her that the hero should act normally until told otherwise.

Although the dragon spirit knows nothing about the current state of affairs in Krynn, it will steer the controlled hero so as to aid the cause of Evil. This is done subtly so that other characters (or heroes) suspect nothing, until a critical point is reached (for example, if the party is attacked by Evil creatures who stand a good chance of killing or capturing the party). The charmed hero(es) will be forced to turn against their fellow adventurers if it appears that doing so will swing the battle to the side of Evil.

SAGA rules: When a hero attempts to use the Dragon Orb, the Narrator should flip the top card of the Fate Deck. If the card is of a value equal to or less than the hero's Presence score and is not from the Suit of Dragons, the hero controls the Dragon Orb. However, if the card is from the Suit of Dragons *or* is of a value higher than the hero's Presence score, then the hero has been charmed by the dragon spirit. The Narrator should pass the player a note stating that the hero should act normally, until such time as the Narrator provides further instructions.

The Orb may also be used to heal two cards worth of damage three times per day, cast *continual light* at will, and *detect magic* at will. Whenever any of these functions are attempted, the Narrator should again check to see if the hero can resist the Orb's charm and check to see if the Orb attracted any Evil dragons.

Any hero who gazes into the Orb and speaks the command words becomes aware of the Orb's secondary functions and may describe them to the party; if the hero is charmed, he or she will always do this. Activating the Orb, however, does not inform the user of either the Orb's *summon dragons* or *charm* effects. *Detect magic* and *detect evil* spells show positive results if cast on the Orb or any *charmed* character. (For purposes of resisting, treat the *charm* effect as if the spell was cast by a wizard with a Reason score of 11.)

AD&D rules: When a hero attempts to use the Dragon Orb, the Narrator should secretly roll a saving throw vs. magic. If the saving throw succeeds, the hero controls the Orb; if it fails, the hero has been charmed. The Narrator should pass the player a note stating that the hero should act normally, until such time as the Narrator provides further instructions.

The Orb may also cast *cure serious wounds* three times per day, cast *continual light* at will, and *detect magic* at will. Whenever a hero attempts any of these functions, the Narrator should roll to see if the hero can resist the Orb's charm and if it attracted Evil dragons.

Any hero who gazes into the Orb and speaks the command words becomes aware of the Orb's secondary functions and may describe them to the party; if the hero is *charmed*, he or she will always do this. Activating the Orb, however, does not inform the user of either the Orb's *summon dragons* or *charm* effects. *Detect magic* and *detect evil* spells show positive results if cast on the Orb or any charmed character. (For purposes of dispelling, treat the *charm* effect as if the spell was cast by an 11th-level magic-user.)

Flute of Winddancing

A *flute of winddancing* is only usable by heroes and characters who know how to play the flute. These enchanted musical instruments are fashioned from driftwood. Folktales say that sirines from the depths of the sea give them to mariners whom they favor.

By piping a soft tune for at least two minutes, the hero can generate a normal breeze that blows in whatever direction he or she wishes. The breeze disperses nonmagical clouds and halves the duration of magical clouds. Blowing continually over an area as large as a house, this breeze can put out small flames such as candles, or fill a boat's sails.

By playing a livelier tune for at least three minutes, the piper can generate a strong gust that disperses both magical and nonmagical clouds, causes sailing vessels to move at double speed, and sends light items tumbling in the wind. If the user plays for ten minutes, he or she summons a small air elemental. This tiny whirlwind snuffs out small fires (anything the size of a campfire or smaller) and picks up loose material (such as dust or fresh snow) from the ground to create a blinding cloud large enough to engulf ten humans. Vision within the area is reduced to melee range. It also triples sailing speed when it moves favorably to a vessel.

All the flute's effects last as long as the user plays. The user cannot fight, cast spells, use other magic items, or move at more than a slow walk while playing.

Frostreavers

A *Frostreaver* is a heavy, magical battle-ax made out of ice. This ice is taken from a secret location on Icewall Glacier where tremendous pressure, exerted for centuries, has created ice of extraordinary density. The Ice Folk treat this ice in a special manner, using the oil of the thanoi among other things, to create a blade of exceptional strength that holds a very sharp edge. Only the Revered Cleric of each tribe of Ice Folk possesses the knowledge needed to create the Frostreavers. Each blade requires an entire month of effort by the cleric, so these valuable weapons are extremely rare.

The weakness of the blade is its icy nature: temperatures above freezing cause the ax to melt. Even though the ice is hard and very dense, one full day at a temperature above freezing will cause it to soften and become useless as a weapon. In a very hot environment this softening occurs in only three hours. Because of the weight of these weapons, a Frostreaver can be wielded only by a hero with a Strength score of 6 or greater {13 or higher}.

Glasses of Arcanist

The *glasses of Arcanist* are set in solid platinum frames. The frames are so narrow that the glasses will fit only on a kender or an elf. Created by the mage Arcanist centuries before the Cataclysm, the glasses enable their wearer to read all writings, rendering a perfect translation of any topic in any language. Magical scrolls and spellbooks can also be read using these glasses.

Unfortunately, some concepts are impossible for the reader to grasp despite the glasses' perfect translation. Therefore, the Narrator should secretly check to determine how well heroes comprehend each paragraph they read by flipping the top card of the Fate Deck and comparing it to the hero's Reason score {Intelligence check}. If the card is equal to or lower than the Reason score {if the check succeeds}, the message is understood. If the check fails, the message is garbled. For example, "The hobgoblin army assembles before Pax Tharkas at dawn—prepare an ambush to meet them a mile down the valley" might become "The elephant army assembles before Pax Tharkas last year—prepare a banquet to meet them a mile down the ocean."

Hammer of Kharas

The *Hammer of Kharas* is a mighty artifact. It is the only hammer that can be used to forge a true dragonlance. For purposes of the story, this Hammer should initially remain with the dwarves of Thorbardin, as it is crucial for drawing the dwarves into the war against the dragonarmies in a central way.

Saga rules: The Hammer is a warhammer of renown (Dmg +13) that is twice the size of a normal hammer. It cannot be lifted by anyone with a Strength score lower than 6, and anyone with a score lower than 9 suffers +4 difficulty increase to the action score when wielding the Hammer as a weapon. When any undead creature is hit by the Hammer, flip the top card of the Fate Deck; if its aura is white or red, the creature is immediately destroyed. The wielder may also attempt an *average Spirit (Presence)* action which, if successful, will prevent an undead creature from moving any closer than near missile range.

The artifact is intelligent and can attempt to control anyone who touches it whose Spirit score is less than 6. If the wielder is a character, flip the top card of the Fate Deck; if the card has a red or black aura, the character falls under the Hammer's sway. If the wielder is a hero, a successful *challenging Spirit* action is needed to avoid domination. After a number of hours equal to the value of a card turned from the Fate Deck, the hero can make another Spirit action to throw off the Hammer's control. Repeat this process until the hero breaks free of the Hammer's control.

As an intelligent artifact, the Hammer decides when to activate the following abilities: determine if a hero or character's nature is derived from a card with a black aura; give wielder immunity to fear, both normal and magical; provide a +4 action bonus to the hero wielding the Hammer and his allies*; make the wielder immune to damage from all nonmagical missile weapons*; increase the wielder's Strength to 24*; inspire magical awe in dwarves.

*This effect lasts for a number of minutes equal to ten plus a random card drawn from the Fate Deck.

AD&D rules: The Hammer is a *warhammer +2* that is twice the size of a normal hammer. It cannot be lifted by anyone with a Strength score of less than 12, and anyone with a Strength less than 18 suffers –2 penalty to his or her attack roll. The Hammer has an Intelligence of 11 and an Ego of 11, and can control anyone who touches it whose combined Intelligence and Wisdom score is less than 22. It acts as a *mace of disruption* against undead and creatures of the netherworld. It turns undead as a twelfth-level priest if presented firmly by its wielder.

As an intelligent artifact, the Hammer decides when to activate any of the following special abilities (as if cast by a twentieth-level magic-user): *Detect evil* as a paladin; give immunity to fear, both normal and magical; cast *prayer* once per day; provide *protection from normal missiles* once per day; act as a *potion of fire giant strength* once per day; inspire magical awe in all dwarves.

Ice Razor

Early in his career Lucien, the Highlord of the Green Army, looted this weapon from an ancient ogre tomb. *Ice Razor* is a longsword with a blade intricately decorated with Irda runes. Scholars have not yet been able to decipher their meaning. Ice Razor was named by Lucien due to the sword's special ability to create a *cone of cold* once per day that radiates 6 feet out from its tip.

Saga rules: The cone inflicts a number of damage points equal to five times a random card drawn from the Fate Deck. If the hero succeeds at an *average Perception (Reason)* action, the Narrator can reduce the damage by half. Ice Razor's wielder may take no action that exchange other than concentrating to trigger the sword's effect.

AD&D rules: The cone inflicts 12d6 points of damage. A saving throw vs. breath weapon will reduce the damage by half. Ice Razor's wielder may take no action that round other than concentrating to trigger the sword's effect.

Icon of Truth

The *icon of truth* is a white marble rectangle carved into the shape of a book. It measures 6 inches by 4 inches by 1 inch. The icon is a symbol of Gilean, and it represents all knowledge held by the gods.

The *icon of truth* enables its bearer to automatically see through illusions, disguises, and even to penetrate the Nightmare of Silvanesti. The bearer must hold the icon and firmly utter the command word "Tobril" for it to function. Although the item functions for all characters, only wizards and priests of the true gods automatically discern its function merely by touching it.

Mantooth

Mantooth, a magical short sword of renown (Dmg +7 {*short sword +2*}), is ornately carved with elven symbols of protection against dragons. Not only is it immune to the death throes of a dying Baaz draconian, but the sword inflicts twice its normal damage against dragons and draconians. The sword also protects its wielder from half the effects of dragon breath weapon attacks. The wielder must discover these powers through use.

Medallion of Faith

A *Medallion of Faith* has the ability to create another Medallion of Faith whenever a Good-aligned priest enters the worship of the true gods. When a new medallion is created, it bears the symbol of

the god whom the new priest worships. (Note: This power works only if the priest has studied the Disks of Mishakal, or similar texts devoted to the true gods of Good.) Legends hold that these medallions granted other powers to their wearers in ancient times, and that each god bestowed different ones upon the priests. Any facts about the specific powers are still lost in the mists of time, however. Further, unless the Medallion of Faith is on a priest's person, he or she cannot cast spells or use any other of his or her priestly abilities.

Nightbringer

Nightbringer is a staff-mace wielded by Verminaard, Highlord of the Red Dragonarmy. According to reports, the Dark Queen gave it to him herself.

SAGA rules: After being successfully hit by this mace of renown, the victim must make a successful *average Endurance* action or be blinded for number of minutes equal to ten minus the victim's Endurance score. If someone of Good alignment tries to wield *Nightbringer*, he or she must take a successful *challenging Endurance* action or be permanently blinded.

AD&D rules: After being successfully hit by this *mace +2*, the victim must make a saving throw vs. spell or be blinded for 1d10+2 turns. If a character of Good alignment tries to wield *Nightbringer*, he or she must make a successful saving throw vs. spell, with a –2 penalty, or be permanently blinded.

Redeemer

Redeemer is a magical two-handed sword of renown {two-handed sword +2} covered with ancient runes. If someone possesses knowledge of ancient Silvanesti written languages, he or she can learn that the runes speak of protecting the wielder and House Royal of Silvanesti against "wyrms that lurk in sea and slime." The sword has been kept in a secret room beneath the Tower of the Stars since the Kinslayer War, although it has been wielded by members of House Protector whom the Speaker wished to honor.

When used against dragons and draconians, it inflicts twice the normal damage, but when used against a black dragon or sea dragon it inflicts triple the normal damage. The sword is not subject to the death throes of a Baaz draconian.

Redeemer can also cast *locate object* three times per day. If its user desires to find a known object that is within 180 feet, the Narrator should steer him or her in the right direction. The user must discover the sword's abilities.

The Shield of Huma

The shield decorated with the emblem of the Order of the Rose that the great hero Huma Dragonbane once owned is said to be tempered in the blood of Paladine. It protects its bearer from the effects of dragonbreath. However, legend says that whoever removes it from the Tomb of Huma will be utterly cursed until such time as he or she faces the jaws of death in single combat. (An *atonement* spell can reverse the curse, or the bearer can revoke the curse by bearing the shield against an Evil dragon.

SAGA rules: The shield of Huma is a target shield of renown (Def –7) that offers added protection against dragon breath (Def –6). Anyone removing the sword from the tomb receives a –2 action penalty to all attacks and defensive actions.

AD&D rules: The shield of Huma is a *shield + 2*, with a +3 *protection against dragonbreath.* Anyone removing the sword from the tomb receives a –1 penalty to all attack rolls and saving throws.

The Silver Arm

Dragon, elf, man, and dwarf forged the *Silver Arm of Ergoth* during the creation of the original dragonlances. This artifact guides the Hammer of Kharas to the exact location of the dragonmetal necessary to create a perfect lance. Only with pure dragonmetal, the Silver Arm, and the Hammer can true dragonlances be crafted.

The Silver Arm also acts as a ring of regeneration for its wearer.

Star Jewels

Star jewels are elven magical items popular with the nobles of Silvanesti. They are normally created in matched pairs. The owner keeps one trinket while the other is given to a close friend or lover, as a token of their shared affection. The star jewels constantly issue a soft glow that fades only if one of the bearers dies, allowing the other to know that their beloved has passed on.

The Sword of Huma

The *sword of Huma* is the legendary sword of Huma Dragonbane. Legends state that the sword was forged from a silver dragon scale, and it cannot be used against Good dragons. Tradition warns that whoever removes it from the Tomb of Huma falls under a curse until he or she faces the jaws of death in single combat. (An *atonement* spell can reverse the curse, or the bearer can revoke the curse by bearing the sword against an Evil dragon.)

SAGA rules: The sword of Huma is a longsword of renown (Dmg +11), which gains a +8 action bonus and inflicts triple the normal damage when attacking Evil dragons. Once per day it can heal one card worth of damage. Anyone removing the sword from the tomb receives a –2 action penalty to all attacks and defensive actions.

AD&D rules: The sword of Huma is a *bastard sword +2, dragonslayer,* with the ability to cast a *heal* spell once a day. Anyone removing the sword from the tomb receives a –1 penalty to all attack rolls and all saving throws.

Wyrmslayer

Wyrmslayer, the mighty two-handed sword of fame {*two-handed sword +3*}, was the ornate weapon of the founder of Qualinesti, Kith-Kanan. Elven artisans carved the blade with a variety of runes whose meaning has been lost to time. In addition, any character or hero holding Wyrmslayer by the hilt gains a magical protection from dragon breath (+6 bonus to Endurance actions to resist injury from dragon breath {+3 bonus to saving throw vs. dragon breath}).

Wyrmslayer is immune to the imprisoning effect of a dying Baaz draconian. The sword inflicts double the normal damage against any dragon or draconian. It also buzzes aggressively if its bearer brings it within 30 feet of a true dragon, regardless of the form the beast has taken. (It does not buzz when near a draconian.) The buzzing hums loudly enough to be heard clearly, and it will always awaken a sleeping dragon. All dragons of the "old" age category (or of higher age categories) have either heard of or seen Wyrmslayer.

Dragon Personalities

One of the appealing aspects of the DRAGONLANCE setting is that from the beginning dragons have not been treated as beasts that exist merely for adventurers to kill. Instead, they are characters in their own right, each with a unique personality. This section provides an overview of the major dragon characters that are featured in this book. The Narrator should take every opportunity to establish the dragons—Good and Evil—as fearsome and alien while keeping the personalities sketched below in mind. By roleplaying the dragons, the Narrator is taking full advantage of the richness of the DRAGONLANCE setting.

Special Notes About Krynn's Dragons

If you normally use the AD&D rules in other game worlds, you (and Narrators of SAGA campaigns) should note one significant difference between the dragons of Krynn and the dragons of other worlds: All Krynnish dragons have the ability to shapeshift into different forms. Many Krynnish dragons use this ability to shapeshift to increase or decrease their natural draconic appearance by up to 50%. This allows them to look more fearsome than they actually are. However, some dragons may also use this ability to walk unnoticed among the "lesser races" of Ansalon. When in these forms, they retain their hit points and statistics, and they always appear as ideal versions of the race they are imitating . . . unless they make a conscious effort to appear otherwise. They also retain their monstrous strength.

Silver and blue dragons are the ones who most commonly adopt human form, each because they enjoy the company of humanoids in their own way. Red and black dragons are among those who do it less frequently; red dragons enjoy the terror their draconic forms instill in the lesser races ,and black dragons dislike socializing.

Also, many Krynnish dragons have two names. One is their true name, and the other is that which they tell mortals: Some dragons can't abide to hear their names mangled by the toungues of lesser beings. These dragons typically keep their true names secret.

A Recommendation for Using Dragons

In some games, dragons are treated as just another monster that the heroes are supposed to kill . . . they are hobgoblins with a few more hit points who make a lot more noise when they die. This is the wrong approach to dragons in a DRAGONLANCE campaign.

Although rules for running dragons as standard monsters exist in both the AD&D and SAGA rules systems, we recommend instead that the Narrators approach dragons somewhat differently.

The dragons in the DRAGONLANCE setting are as much plot devices as they are foes and allies to the heroes. In many ways, the Narrator is encouraged to treat dragons almost like gods. More often than not, they should be too powerful for the heroes to defeat, and if the heroes try, the dragon should make them pay for taking its life by destroying the majority of the party when it falls. When a party kills a dragon, it should be an occasion that their heroes will tell their grandchildren about. If the party destroys one or two of them in the course of the campaign, that should be more than enough. (After all, if you think back on the novels, the heroes didn't kill many dragons at all.)

We recommend that the Narrator adopt the position that the dragons who appear in this Saga can be slain only by other dragons, or by heroes wielding dragonlances. They are too powerful and too mighty to be slain by mere mortal devices and spells. As Caramon said in *An Ansalonian Bestiary, or Caramon Majere's Guide to Meeting Fantastic Creatures of Myth and Legend, and Surviving the Experience*, (published by TSR as *The Bestiary*, stock number 09564): "The *only* thing you need to know is that that they are too tough for you to fight, and too smart for you to trick."

Once the Narrator has decided to follow the course above, he must temper the approach with a consideration for story. Just because a dragon *can* destroy the party doesn't mean it will. If the heroes challenge a dragon, it may simply wing its way toward a concentration of draconians and hobgoblins and point them in the direction of the heroes. After all, why should the dragon dirty its claws with puny mortals? Let other mortals do it.

If Narrators treat dragons like more than just another beast to be killed by the party, the Saga might become more interesting for everyone. Confrontations with dragons are climactic moments that mark turns in the campaign, for the good or for the worse. (Appropriate points for the heroes to fight and possibly defeat dragons are after they emerge from the Stone Dragon with lances in hand, during the Battle of the High Clerist's Tower, during the Battle of Sanction, and during the climax of the campaign at Neraka.)

With all that said, if the Narrator still wishes to use the dragons as just more targets for the heroes to go after, both the SAGA and AD&D game systems contain extensive rules for dragons. While the Narrator should know these rules even if he or she wishes to use dragons more as dramatic devices than punching bags, if the Narrator intends to let the heroes fight them, he or she *really* needs to know this information.

The vast majority of the dragons serving as part of the dragonarmy forces are young adult or adult dragons. {The statistics in the "Combined Monster Chart" are for adult dragons.}

Evil Dragons

The following dragons are the most important of the Evil chromatic dragons that the heroes might encounter.

Cyan Bloodbane

Cyan, a venerable green dragon, was one of the largest and most powerful of the Evil dragons to reenter the world of Krynn. Yet, while he could have been a leader among his kind, Cyan had no interest in the petty ambitions of his fellow dragons. Thus it was that he was drawn into Silvanesti by the Dragon Orb. For years now, Cyan has been filling Lorac's mind with nightmares.

Cyan's first concern is for himself. He does not hesitate to flee if the tide of battle turns against him. He is proud, if not very brave, however, and his hatred of what he considers to be the "lesser races" of Krynn is vast. Cyan detests the appearance of humanoids and assumes humanoid form only when preparing to infiltrate a group or castle and cause ultimate terror from within.

Ember ("Pyros")

Ember is an unusual old red dragon. Although he loves destroying things, instilling terror, and spreading as much pain and suffering as possible (as do most of his kind), he also schemes. He has an attention to detail that is rare among his kind.

Firestorm

Firestorm, a venerable red dragon, is highly eccentric and self-centered. She has little interest in the Dark Queen's war and looks forward to the day when she can retreat to a quiet, isolated lair. To make matters worse, when forced into battle, she is prone to banter and toy with opponents rather than simply destroying them. This has made her a very unreliable minion, and Ariakas has subsequently kept her out of much of the action. This suits Firestorm just fine, even if it frustrates the rider who has been paired with her.

Firestorm has nothing but contempt for the "lesser races," and this includes even the Highlords and nondraconic priests of the Dark Queen. She is particularly contemptuous of Ariakas, as she shares a long-standing enmity with Tombfyre, the Dragon Emperor's mount. Further, she is disgusted by what is being done to the eggs of the Good dragons.

Unlike most red dragons, Firestorm enjoys taking human form—even if it's only because of the terror she inspires when she transform from a lithe young maiden into a huge red dragon. She is very good at controlling her shapeshifting ability, and one of her favorite tricks is to cause her irises to seemingly flicker with flame as she gazes into the eyes of a man trying to flirt with her.

Flamestrike (Maelfleur)

Flamestrike is a venerable red dragon whose life has been a long series of hardships and tragedies. The worst of these blows was when an enemy destroyed her newly hatched brood, a tragedy from which she never recovered.

Although Flamestrike looks every bit as awesome as other venerable dragons at first glance, a closer look reveals that she suffers the ill effects of old age. Many of her teeth are blunted or broken while one of her eyes is cloudy and apparently blind. Long scars mark her weathered flanks, and she looks scrawny.

Flamestrike had mostly lost the will to live when Takhisis called the Evil dragons back to war, but she followed her Queen's bidding nonetheless. Verminaard could not initially find any use for the decrepit dragon, but when he assigned her to what he believed a pointless task—guarding the children taken from Haven and Solace—he accidentally gave her a reason to carry on. In her addled mind, the human children became the brood she had lost countless years before. Flamestrike dedicated herself to their defense with such zeal that Verminaard would come to rue the day he ordered her into Pax Tharkas.

Flamestrike hasn't taken a humanoid form in centuries. She can no longer muster the energy to make the change.

Harkiel

Harkiel, an old red dragon, is unusually intelligent for her kind. The Dark Queen appointed her to preside over the foul draconian creation process. Harkiel bears a fanatical hatred for Good dragons. She thus tends to the corruption of the Good dragon eggs with enthusiasm. Harkiel is based in Sanction.

When in battle, particularly if she fears that her goals will be thwarted, Harkiel fights to the death. If a metallic dragon is involved in the battle, Harkiel focuses all her fury on it.

Harkiel almost never assumes humanoid form, but when she does, she appears as a red-haired dwarven female.

Onyx (Khisanth)

Onyx is a very old black dragon who has a strong rebellious streak and a reclusive nature. She strongly resents taking orders from lesser beings—which means everything that isn't a god or a dragon—and has absolutely no interest in associating with them: On a good day, Khisanth barely tolerates other dragons.

Still, the Dark Queen found the perfect job for her: Guarding the last known copy in existence of the Disks of Mishakal).

Khisanth executed this duty with relish, as it put her at the center of a swamp where she thought she would have to deal with that annoying twit Verminaard only once in a blue moon. Unfortunately, she also chooses to make sport of a plains barbarian who stumbled into the ruined city of Xak Tsaroth. When he escaped her draconian minions, she didn't think much of it . . . but then the Heroes of the Lance came in search of the true gods. . . .

Khisanth rarely takes human form anymore, but when she does, she assumes the body of a female human or elf with black hair and eyes that looked like pools of night.

Skie (Khellendros)

Skie is an old blue dragon who is Kitiara uth Matar's mount and partner. They have struck a pact to assist and protect each other. Through careful manipulations, and a rigid adherence to their pact, the two have risen through the ranks so that now they hold the enviable post of command in the Blue Dragonarmy.

Skie is a dragon of his word, although he is completely Evil. He is extremely loyal to Kitiara, as well as very clever. He always considers a problem from all angles before making a choice or offering a suggestion. He can be diabolically cunning and knows how to play on his foe's strengths and weaknesses.

Skie is not only very loyal to Kitiara, but he views her with almost paternal affection. Sorne believe that she has taken the place in his heart that was once held by his daughter, Zephyr, who was killed early in the War of the Lance. Skie will do anything within his power to protect her and keep her alive. Although he is not bothered by her frequent trysts with men, he would become quite jealous of a man that he feared Kitiara was genuinely fond of.

Skie currently maintains the identity of "the Blue Wizard", a gaunt, middle-aged human sorcerer of Solamnian origin. In this form, he is frequently seen around Kalaman and Flotsam, seeking to root out potential spies. ln both his dragon and humanoid form, Skie adopts a cold, standoffish manner with all but Kitiara. He is also an accomplished sorcerer and can cast spells as though he was a tenth-level mage, regardless of appearance. Skie tends to rely mostly on illusions and other mind-affecting spells.

Sleet

Sleet, an old white dragon, is among the most aged of her kind to return to Ansalon. She serves as the mount of Feal-Theas, the White Highlord, but has no real interest in the effort to conquer Ansalon, nor does she particularly like the White Highlord. If not for her fear of the Dark Queen, Sleet would eat the haughty elf and curl up in her lair for a long nap.

Sleet cannot cast spells but attacks savagely with her breath and other natural weapons. While she is not very intelligent, her animal cunning makes her dangerous.

If reduced to half her hit points, Sleet will flee from battle. She is not above running to survive another day.

Sleet rarely takes on humanoid form and therefore is not very good at it. When she does, she resembles an elf maiden from whom all color appears to have been drained. Her skin, hair, and even her irises are a shocking, brilliant white.

Tombfyre

This venerable red dragon lives for battle. Although he has the glory of being Ariakas's mount, he hates waiting while the Emperor deals with the day-to-day running of the Dragon Empire. Tombfyre is most likely encountered in Sanction or Neraka, but he was a key figure in the assaults on Solanthus and helped destroy Vingaard Keep. Tombfyre nurtures a deep hatred for Firestorm, another venerable red dragon. He would be hard-pressed to decide whether he should attack Firestorm or a metallic dragon if given the choice.

Whisper

Fistandantilus summoned Whisper, a very old shadow dragon, to Krynn. He is magically compelled to protect the structure of Skullcap for as long as Fistandantilus exists in the world of Krynn. If he and his treasure are left unmolested when the heroes encounter him in Skullcap, Whisper grants them access to the very heart of Skullcap, hoping they will successfully defeat the spirit of the ancient mage.

Whisper blends perfectly with the shadows in his lair. He speaks in soft, hissing tones that match his name. His greatest desire is to return to his home world. He does not possess the shapeshifting powers of other dragons.

Good Dragons

The following metallic dragons can prove to be good allies during the War of the Lance.

Aurumnus

Aurumnus, a venerable gold dragon, is a leader of the Good dragons from the Dragon Isles. A vast storehouse of Krynnish lore and historical knowledge, he nonetheless rarely shares it with members of the "lesser races". A perfectionist and stickler for details, Aurnnus shares his work only with the Great Library of the Ages in Palanthas because he feels it is the only place on Ansalon where the scholars meet his own standards. It has been many decades since he was last in Palanthas, however, as he takes the Oath the Good dragons have sworn very seriously.

Aurumnus generally projects an aura of calm, regardless of what shape he has assumed. However, when angered, that calm becomes a veneer through which the seething force of nature that he embodies is clearly visible.

Aurumnus doesn't particularly care for humanoid shapes and he only assumed one when dealing with the scholars in Palanthas. He posed as Darvan Deoro, a wealthy merchant. Although Deoro has himself not been to Palanthas in a very long time, the "Deoro family" continues to maintain their compound in the city's Golden Estates district. (A family of Qualinesti elves and half-elves have been representing Aurumnus's interest in the city since before the Cataclysm, posing as loyal retainers of the Deoro housebold.)

The heroes encounter Aurumnus in Sanction after they have discovered the secrets behind the origins of the draconians. Once the Dark Queen has been defeated at Neraka, Aurumnus resumes his connections with the Great Library.

Blaize

Blaize, a bronze juvenile dragon, returned to Ansalon out of curiosity about the "lesser races" and became embroiled in the Dwarfgate Wars. He had penetrated Fistandantilus's sanctum when the ancien mage cast a spell that placed him in temporal stasis. This spell is what saved him from the devastation wrought by Fistandatilus's Final Spell.

Blaize is something of a braggart, and, if given the chance, he talks the ears off any warrior with tales of his daring deeds during the Dwarfgate War. Having been in temporal stasis for the last several centuries, he is disturbed to hear that the return of the Evil dragons hasn't been met by a return of the good ones.

Blaize commonly assumes the form of a young Hill dwarf.

Cymbal

Cymbal is an adult copper dragon who has been imprisoned by Takhisis. He guards the approach to the Good dragons' eggs. The Dark Queen convinced him that anyone passing through his room without orders from the Highlord Ariakas is intent on the destruction of the eggs.

Cymbal has some doubts about this explanation but ignores them; it would certainly drive him mad to discover that he had been used to further the cause of Evil. When Cymbal does discover the truth, he travels with Silvara to the Dragon Isles to bring the Good dragons into the battle for the fate of Ansalon.

Cymbal is slightly disgusted by the appearance of humanoids and therefore rarely uses his power to adopt such shapes. He does so only when he needs to enter a building or cave that can't accommodate his dragon form.

Dargent ("Silvara")

Dargent is a very old silver dragon who was left as caretaker of Foghaven Vale when the Good dragons took their Oath not to interfere with the affairs of mortals. She made her lair beneath Foghaven Keep and watched over the vale, Huma's Tomb, and the Stone Dragon, driving off those who sought to enter it. Her resolve to guard and not interfere was shaken by the increasing successes of the Dragon Highlords. Finally, she left her abode to wander among the places of men and elves, using her natural magical abilities to mask her presence.

Dargent desires for mankind to rediscover the dragonlances and use them against the Evi l dragons. While restrained from direct action, Dargent sees nothing wrong with meddling in human and elven affairs so that they discover the dragonlances on their own.

Dargent holds a great affection for mortals who serve the cause of Good, and she would willingly lay clown her life to protect them and metallic dragons. She delights in the pleasures of simple folk and holds great admiration for those brave enough to stand against the fearsome might of dragon-kind.

Dargent assumes a variety of humanoid forms, but her favorite is that of a Kagonesti female with silver hair. During the War of the Lance, she called herself Silvara, and it is in this form that the heroes first meet her. Due to the Oath taken by the Good dragons, Silvara reveals her true nature only under extreme circumstances.

Continent of Ansalon

N
W
E
S

Sancrist
Mt. Nevermind
Whitestone Glade
Gunthar
Cristyne
Northern Ergoth
Hylo
Gwynned
Southern Ergoth
Eastwatch
Daltigoth
Sirrion Sea
Enstar
Nostar
City of Lost Names
Palanthas
Tower of the High Clerist
Vingaard Keep
Vingaard River
Kalaman
Dargaard Keep
Throtl
Estwilde
Throt
Solamnia
Solanthus
Thelgaard Keep
Garnet
Lemish
Caergoth
Abanasinia
Schallsea
New Sea
Solace
Qualinost
Qualinesti
Khalkist Mountains
Thorbardin
Plains of Dust
Tarsis
Icemountain Bay
North Keep
Nordmaar
Valkinord
Kern
Kernen
Khalkist Mountains
Neraka
Sanction
Ogrebond
Khur
Khuri-Khan
Khurman Sea
Bloten
Flotsam
Kendermore
Balifor Sea
Port Balifor
Bay of Balifor
Silvanesti
Silvanost
Blood Sea of Istar
Karthay
Karthay
Winston's Tower
Saifhum
Sea Reach
Mithas
Lacynos
Kothas
Misty Isle
Elian
Courrain Ocean

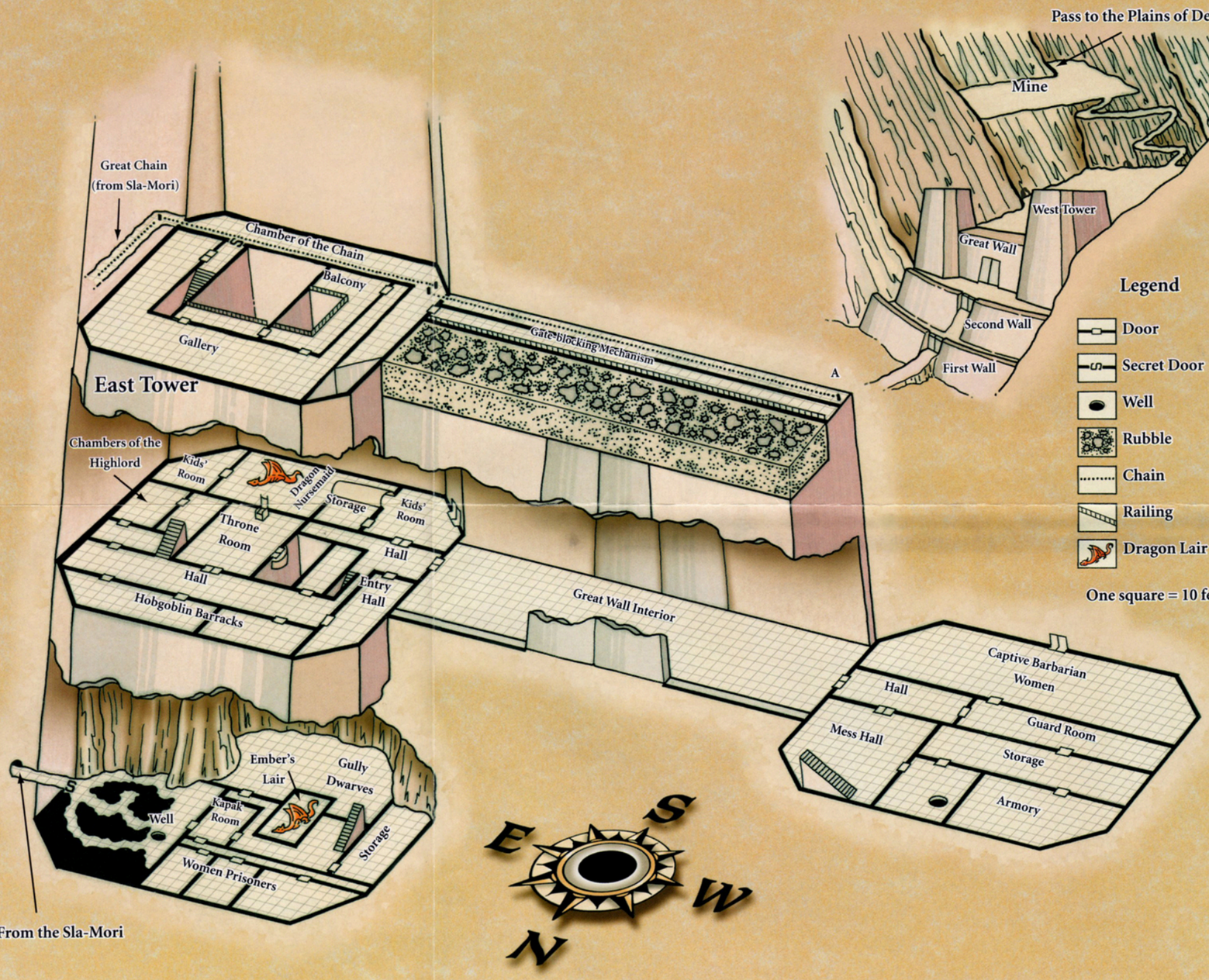
miles
0 150 300 600

Legend

- Fortified City
- Town, Village
- Fortress, Tower
- Ruin
- Borders
- Roads, Fords, Bridges
- Lakes, Streams, Water
- Woodland
- Marsh
- Desert/Wastes

The Great Fortress of Pax Tharkas





Combined Monster Statistics Chart (AD&D® rules)

Name (Class/Level)	AC	MV	HD	hp	#AT	Dmg	SA	SD	AL	THAC0	Book
Assassin (T6)	8	12	6	28	1	1d6	yes	no	NE	18	NA
Bandit (F4)	5	12	4	30	1	1d8	no	no	N	17	NA
Banshee	0	15	7	36	1	1d8	yes	yes	CE	13	MM 13
Barbarian, Ice (F1)	8	12	1	7	1	1d6+4	no	no	NG	20	NA
Barbarian, Leader (F8)	8	12	8	54	2	1d8	no	no	N	13	NA
Barbarian, Plains (0-level)	8	12	1–1	3	1	1d3	no	no	N	20	NA
Bear, Ice	6	12, sw 3	6 + 2	40	3	1d8/1d8/2d8	yes	yes	N	15	DLMC or MM 17
Black-Robed Mage (W5)	8	12	5	18	1	1d4	yes	yes	LE	19	NA
Dark Pilgrim, Master (P8)	5	9	8	45	1	1d6+3	yes	yes	LE	16	see Appendix
Dark Pilgrim, Student (P3)	7	12	3	15	1	1d6+2	yes	yes	LE	20	see Appendix
Draconian, Aurak	0	15	8	42	2	(1d8+2) x2	yes	yes	LE	13	DLMC
Draconian, Baaz	4	6/15 run/18 gl	2	11	1	1d6	no	yes	NE	19	DLMC
Draconian, Bozak	2	6/15 run/18 gl	4	29	2	(1d4) x2	yes	yes	LE	17	DLMC
Draconian, Kapak	4	6/15 run/18 gl	3	17	1	1d4	yes	no	LE	17	DLMC
Draconian, Sivak	1	6/15 run/18 gl/24 fl	6	31	3	1d6/1d6/2d6	no	yes	NE	15	DLMC
Draconian, Sivak (Red Watch)	1	6/15 run/18 gl/24 fl	7	37	3	1d6/1d6/2d6	no	yes	NE	13	DLMC
Dragon, Amphi	3 (base)	6/24 sw	9 (base)	69	3	1d8/1d8/2d10	yes	yes	NE	11 (base)	DLMC
Dragon, Black	1 (base)	12/30 fl/12 sw	12 (base)	80	3	1d6/1d6/3d6	yes	yes	CE	9 (base)	MM 65
Dragon, Blue	0 (base)	9/30 fl/4 br	14 (base)	88	3	1d8/1d8/3d8	yes	yes	LE	7 (base)	MM 66
Dragon, Brass	0 (base)	12/30 fl/6 br	12 (base)	70	3	1d6/1d6/4d4	yes	yes	CG	9 (base)	MM 75
Dragon, Bronze	–2 (base)	9/30 fl/12 sw	14 (base)	90	3	1d8/1d8/4d6	yes	yes	LG	8 (base)	MM 76
Dragon, Copper	1 (base)	9/30 fl/3 jp	13 (base)	74	3	1d6/1d6/5d4	yes	yes	CG	9 (base)	MM 77
Dragon, Gold	–4 (base)	12/40 fl/3 jp/12(15) sw	16 (base)	100	3	1d10/1d10/6d6	yes	yes	LG	5 (base)	MM 78
Dragon, Green	0 (base)	9/30 fl/9 sw	13 (base)	82	3	1d8/1d8/2d10	yes	yes	LE	7 (base)	MM 67
Dragon, Red	–3 (base)	9/30 fl/3 jp	15 (base)	95	3	1d10/1d10/3d10	yes	yes	CE	7 (base)	MM 68
Dragon, Shadow	–4 (base)	18/30 fl/3 jp	12 (base)	68	3	1d6/1d6/3d6	yes	yes	CE	9 (base)	MM 85
Dragon, Silver	–3 (base)	9/30 fl/3 jp	15 (base)	94	3	1d8/1d8/5d6	yes	yes	LG	5 (base)	MM 79
Dragon, White	1 (base)	12/40 fl/6 br/12 sw	11 (base)	62	3	1d6/1d6/2d8	yes	yes	CE	9 (base)	MM 69
Dryad	9	12	2	9	1	1d4	yes	yes	N	19	MM 93
Dwarf, Gully	8	12	4	14	1	1d6	no	yes	CN	17	NA
Dwarf, Leader (F5)	2	6	5	35	1	1d6+2	no	yes	LG	16	NA
Dwarf, Typical	5	6	1	5	1	1d6	no	yes	LN	20	MM 94
Elf, Leader (F3)	4	12	3	20	1	1d8+2 or 1d6	no	yes	LG	18	NA
Elf, Typical	9	12	1	6	1	1d8 or 1d6	no	yes	NG	20	MM 108
Elf, War Wizard (F5/W5)	8	12	5	30	1	1d8 or 1d6	yes	yes	LG	16	NA
Elk	8	18	3	15	1	1d4	no	no	N	18	NA
Fetch	4	6	9	43	1	level drain	yes	yes	CE	12	NA
Fire minion	3	12	6	30	1	2d6	yes	yes	LE	15	DLMC
Fire shadow	0	6	13+3	61	3 or 1	1d6/1d6/3d6, or 4d4 ray	yes	yes	CE	7	DLMC
Goblin	6	6	1–1	3	1	1d6	no	no	LE	20	MM 163
Golem, Stone	5	6	14	60	1	3d8	yes	yes	N	7	MM 166
Griffin	3	12/30 fl	7	35	3	1d4/1d4/2d8	no	no	N	13	MM 178
Hobgoblin	5	9	1+1	5	1	1d8	no	no	LE	19	MM 191
Holy Guard (F4)	4	12	4	25	1	1d8	no	no	N	17	NA
Horse, medium	7	18	2+2	10	2	1d6/1d6	no	no	N	19	MM 194
Kech	4	15/6 cl	5	30	3	1d4+1/1d4+1/1d6	yes	yes	NE	15	NA
Kender, Leader (F/T3)	5	9	3	12	1	1d6	yes	no	CG	18	NA
Kender, Typical (F/T1)	7	9	1	4	1	1d6	yes	no	CG	20	NA
Knight of Solamnia (F5)	3	9	5	30	1	1d8+1	no	no	LG	16	NA
Knight of Solamnia, High Ranking (F10)	2	9	10	65	2	1d8+2/1d8+2	no	no	LG	11	NA
Minotaur, Leader	6	12	6+3	45	2	1d10/1d4	no	yes	LE	13	NA
Minotaur, Typical	8	12	6+3	33	1	1d10	no	yes	CE	13	MM 252
Nereid	10	12/12 sw	4	20	0	0	yes	yes	CN	17	MM 104
Pegasus	6	24/48 fl	4	16	3	1d8/1d8/1d3	yes	no	CG	17	MM 285
Pirate (F1)	9	12	1	7	1	1d6	no	no	CE	20	NA
Pirate Captain (F5)	5	12	5	24	1	1d8+1	no	no	CE	16	NA
Pixie	5	6/12 fl	1/2	1	1	1d2	yes	yes	N	20	MM 328
Officer, Dragonarmy (F8)	5	12	8	40	2	1d8/1d8	no	no	LE	13	NA
Officer, Whitestone (F7)	2	9	10	37	2	1d8+2/1d8+2	no	no	LG	14	NA
Rebel/Freedom Fighter (F2)	8	12	2	10	1	1d6	no	no	CG	19	NA
Remorhaz	0/2/4	12	7(base)	30	1	4d8 (base)	yes	yes	N	13 (base)	MM 301
Sailor (0-level)	10	12	1–1	3	1	1d4	no	no	N	20	NA
Satyr	5	18	5	23	1	2d4	yes	yes	N	15	MM 308
Seeker, Common (P2)	10	12	2	10	1	1d6	no	no	N	20	NA
Seeker, High (P5)	5	12	5	27	1	1d6+1	no	no	LN	18	NA
Shadow Person	2	12/18 fl	3+1	13	1	1d8	yes	yes	NG	17	DLMC
Sirine	3	12/24 sw	4(base)	14	1	1d8	yes	yes	var.	17 (base)	MM 314
Slug, Giant	8	6	12	58	1	1d12	yes	yes	N	9	MM 319
Soldier (F1)	8	12	1	7	1	1d6	no	no	N	20	NA
Spectral Minion	2	30	9	40	1	1d10	no	yes	var.	12	DLMC
Stag	7	24	3	15	1 or 2	1d3/1d3 or 2d8	no	no	N	17	MM 241
Thanoi	4	9/15 sw	4	24	2	1d8/1d8	no	yes	LE	17	DLMC
Thief, Leader (T4)	6	12	4	15	1	1d8+1	yes	yes	NE	19	NA
Thief, Typical (T1)	8	12	1	4	1	1d6	yes	yes	N	20	NA
Tick, Giant	3	3	2 (base)	12	1	1d4	yes	no	N	19 (base)	MM 204
Townsfolk (0-level)	10	12	1–1	2	1	1d4–1	no	no	var.	20	NA
Troll	4	12	6+6	37	3	1d4+4/1d4+4/1d8+4	yes	yes	CE	13	MM 349
Unicorn (Forestmaster)	2	24	10	60	3	1d8/1d8/2d6	no	no	CG	11	NA
Vampire	1	12/18 fl	8+3	42	1	1d6+4	yes	yes	CE	11	MM 355
Wight	5	12	4+3	27	1	1d4	yes	yes	LE	15	MM 360
Wolf	7	18	3	12	1	1d4+1	no	yes	N	18	MM 362
Wraith	4	12/24 fl	5+3	26	1	1d6	yes	yes	LE	15	MM 365
Wyvern	3	6/24 fl	7+7	43	2	2d8/1d6+poison	yes	no	NE	13	MM 366
Zombie	8	6	2	15	1	1d8	no	yes	N	19	MM 373

AC = Armor Class (does not include racial, Strength, or weapon bonuses); AL = Alignment; #AT = Number of attacks per round; CE = Chaotic Evil; CG = Chaotic Good; CN = Chaotic Neutral; DLMC = Dragonlance Monstrous Compendium® supplement; Dmg = Damage; HD = Hit Dice (base: the older the creature gets, the more Hit Dice it receives, so don't forget to adjust hit points accordingly); hp = Hit points; LE = Lawful Evil; LG = Lawful good; LN = Lawful Neutral; MM # = Found on page # of Monstrous Manual™ tome; MV = Movement rate; N = Neutral; NA = Not applicable; NE = Neutral Evil; NG = Neutral Good; SA = Special attacks; SD = Special defenses; V = Varies.



DRAGONLANCE® CLASSICS

15th Anniversary Edition

Steve Miller & Stan!

For three to eight characters of levels 3 and up

Based on the Chronicles trilogy by Margaret Weis and Tracy Hickman
and the classic AD&D® Adventure Series DL1–15

Who dares to stand in the path of darkness?

Five years ago, a group of adventuring companions went in search of the gods who had left the world centuries before. Now these friends gather at the Inn of the Last Home for what they believe will be their final meeting….

But what they face is instead a beginning. For the world of Krynn stands at a historic crossroads: Armies of darkness are sweeping across the land, and legendary evils have returned for a new and terrible purpose.

Return to the War of the Lance...for the First Time!

To celebrate the 15th anniversary of the publication of the first DRAGONLANCE adventure, TSR proudly presents a retelling of the greatest fantasy roleplaying epic ever. Players can assume the roles of Raistlin, Tasslehoff, Tanis, and other Heroes of the Lance, or create original heroes.

The DRAGONLANCE *Classics 15th Anniversary Edition* features many all-new scenes, including meetings with Dalamar, Ariakan, and other more recent additions to the Saga. It is fully compatible with both the AD&D and SAGA® game rules.

Playing this adventure requires either the core AD&D rulebooks, *the DRAGONLANCE: FIFTH AGE® Dramatic Adventure Game*, or the DRAGONLANCE *Fate Deck*. The *Tales of the Lance* boxed set or DRAGONLANCE *Adventures* is recommended but not required for AD&D campaigns.

To read the quarterly DRAGONLANCE LEGENDS OF THE LANCE™ newsletter, visit our website

SAGA® GAME RULES

U.S., CANADA,
ASIA, PACIFIC, & LATIN AMERICA
Wizards of the Coast, Inc.
P.O. Box 707
Renton, WA 98057-0707
+1-800-324-6496

EUROPEAN HEADQUARTERS
Wizards of the Coast, Belgium
P.B. 2031
2600 Berchem
BELGIUM
+32-70-23-32-77

Visit our website at www.tsr.com

ADVANCED DUNGEONS & DRAGONS, AD&D, DRAGONLANCE, FIFTH AGE, SAGA, and the TSR logo are registered trademarks owned by TSR, Inc. LEGENDS OF THE LANCE is a trademark owned by TSR, Inc.
©1999 TSR, Inc. All rights reserved. Made in the U.S.A.
TSR, Inc. is a subsidiary of Wizards of the Coast, Inc.

ISBN 0-7869-1350-9

9 780786 913503 52595 EAN

U.S. $25.95 CAN $37.95