



THE **Dragonlance**
NEXUS

CHAMPIONS OF KRYNN

CHAPTER 1

THE MYSTERY OF THE LOST PATROL

A 5E Dragonlance adventure for 1st level characters

THE DRAGONLANCE NEXUS

PROUDLY PRESENTS

CHAMPIONS OF KRYNN

CHAPTER 1: THE MYSTERY OF THE LOST PATROL

DLCOK-1

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ON THE COVER

An intrepid group of adventurers seek entry into the newly goblin-controlled city of Throtl. They'll need to take care if they wish to find the lost patrol and become Champions of Krynn.

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INTRODUCTION

Welcome to Champions of Krynn, a 5e D&D adventure set in the world of Dragonlance.

This adventure is designed for three to seven 1st level characters and is optimized for five 1st level characters. It can be played by 2nd level characters, although those characters might have an easier time playing the adventure. Characters outside of this level range will find this adventure too easy without modifications.

This adventure is broken into four parts with each part taking around an hour to play.

PREPARING THE ADVENTURE

Before you run this adventure for a group of players, you should do the following to prepare:

- Make sure to have a copy of the most current version of the *Player's Handbook* and *Tasselhoff's Pouches of Everything*, available here: <https://dragonlancexus.com/tasselhoffs-pouches-of-everything/>.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of that you may need while running the adventure, such as the quirks of an NPC or spells you would like to use in combat.
- Be familiar with the monster statistics. Monsters that are unique to Dragonlance can be found in Tasselhoff's Pouches of Everything
- Gather any resources you would like to use, such as notecards, adventure notes, a copy of this adventure, miniatures, dice, etc.
- Make adjustments to this adventure if you are running a group of more or less than five players, such as adding an additional monster or removing one to keep the encounters challenging.

BEFORE PLAYING

When it is time to gather your players, remember to ask each character to introduce themselves and reveal the following:

- Character name and level.
- Character race and class.
- Passive Perception (as a DM please note this for your own use).
- Anything notable about your character that the player wishes to share. This can be background, flaws, strengths, past trade jobs, etc.

It is important for the first session to have your group spend some time getting to know each other. The first part of this adventure allows the group to develop some dynamics as they travel to their first encounter. Players can determine past friendships, shared experiences, and bring their backstories into the experience. Please see the examples of Adventure Hooks below to kick-start interest and create character motivations for the campaign.

ADVENTURE HOOKS

Quest for the Knighthood. A member or members of the party wish to join the Solamnic Knighthood, and accomplishing this mission will aid them in gaining a sponsor to petition for membership.

Missing Family. A member of the party has a family member that lives in Throtl, who hasn't been heard from for several weeks. They have been asked to check up on them.

SPELLCASTING SERVICES:

In most large towns and at all outposts, spellcasting services are available. Characters need to be able to travel to these settlements to obtain these services. Some spell services that are generally available include healing and recovery spells, as well as information gathering spells. Other spell services might be available as specified by the adventure. The number of spells available to be cast as a service is limited to a maximum of three per day, unless otherwise noted.

ACOLYTE BACKGROUND

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request one spell per day from the Spellcasting Services table for free. The only cost paid for the spell is the price of the consumed material component, if any.

SPELLCASTING SERVICES COST

- *cure wounds* (1st level), 10 steel
- *identify*, 20 steel
- *lesser restoration*, 40 steel
- *prayer of healing*, (2nd level) 40 steel
- *remove curse*, 90 steel
- *speak with dead*, 90 steel
- *divination*, 210 steel
- *greater restoration*, 450 steel
- *raise dead*, 1,250 steel

ADVENTURE BACKGROUND

It has been one year since the defeat of the Dragonarmies at Neraka by the newly proclaimed Heroes of the Lance. During this time, the areas east of Solamnia are in turmoil as peacekeeping forces from the Whitestone Council are patrolling the area. These forces have created outposts near Throtl, Gargath, and Jelek, to help restore peace in the area.

Unknown to the forces of good, an aurak draconian named Myrtani has been secretly gathering forces to create a new empire. Myrtani has discovered a secret cache of good dragon eggs and plans on converting them into draconians. He has learned that the book containing the conversion process was secretly placed in a caravan heading west to Vingaard Keep. Needing that book, he has sent forces to attack the caravan and return the book to him.

ADVENTURE INFORMATION

One consistent element in each of the mini-adventures is the NPC Sir Karl Gaardsen. He is the party's main contact with the forces of good, and will direct the party to help gather information. This information will lead the party to discover who Myrtani is and what his motives are. During this first adventure module, the party travels to the Throtl Outpost, discovering the caravan under attack. This is the first clue that the Solmanics are not patrolling the area. Sir Karl will help the caravan travel to the outpost to help refit it there. Along the way the party will have the opportunity to gather more information about who was with the caravan and the hidden book.

At the outpost the party will discover that the commandant has sent the patrol group into Throtl, a place they are supposed to avoid. Their fate is currently unknown, but

they are 48 hours overdue. The commandant does not seem worried about this. In truth the commandant is an imposter under a *disguise self* spell. He killed the real commandant over two weeks ago and has been sending the forces of the outpost on phony missions.

Inside Throtl, the party will discover the survivors of the patrol and that the stolen book is possibly inside the keep. As the patrol heads south back to the outpost to inform Sir Karl, they ask the party to search the keep for the book and to find any more information about what is happening.

Inside the keep, the party will discover that Myrtani's forces are preparing to begin the conversion process. The party will end the process but discover that the book and eggs were taken to the catacombs below the keep.



PART 1: A GATHERING

At a time that should be a period of celebration, a party of adventurers have gathered in preparation for a grim journey, beginning just outside of Vingaard Keep. An uneasy peace has settled in the lands formerly ruled by the Dragonarmies. This peace appears to be on the verge of collapse, as rumors of dark forces gathering have made their way to the west, threatening to upset the hard-won respite of war. The Whitestone Council is stretched to its limits in its pursuit of the remaining forces of the Dragon Highlords.

With nowhere else to turn, they have asked you to head east and investigate these rumors. Traveling with you is an aging Knight of the Rose, Sir Karl Gaardsen. His mission is to evaluate the outposts that were built to provide an early warning in case of an outbreak of violence.



SIR KARL GAARSDEN IS A KNIGHT OF THE Rose, and a veteran of the War of the Lance. Suffering a wound during the Battle of Vingaard, Sir Karl is now an advisor for the knighthood. Rumors recently have surfaced that he has taken an interest in a far younger woman, and his rivals plan on using that information to have him recalled. He is known as a man of great honor, upholding the ideals of the knighthood, and widely respected by his fellow knights.

Sir Karl is an older knight with salt and peppered hair, and tanned skin. His long mustache is kept in proper Solamnic fashion, and his plate armor contains all the trappings of his station. When Sir Karl walks, the players will notice it is with a limp. When asked, Sir Karl merely states it is an old wound. It is obvious that his accent is not from the Solamnic mainland, but marks him as being from Sancrist.

WHAT SIR KARL KNOWS:

- The outpost was built toward the end of the war. It serves as a rest area for forces traveling east toward Neraka, as well as a means of protecting the caravans that have recently begun traveling to and from Solamnia.
- It protects the caravans traveling on the east-west roads. There have been no caravan attacks in the area for nearly a year.
- The outpost is under the control of Commandant Ulric Thopin, a veteran of the War of the Lance. He served with the Whitestone forces in the liberation of Solamnia and is a decorated Knight of the Sword. Sir Karl does not know him personally but only through reputation.
- The town of Throtl has been left alone as they have recently undergone a political change. The former king

was overthrown because of his association with the Knights of Solamnia. The new leader is a mysterious hobgoblin who has declared Throtl off limits to the forces of good.

- Rumors have lately been circulating that speak of a new threat rising in the east, although, as yet there has been no clear evidence of what this threat might be. Sir Karl believes that caution is needed but doesn't really believe that evil is strong enough to gather again so soon after the war.

Sir Karl Gaardsen's stat block can be found at the end of this adventure.

The party has time to gather any additional supplies in Vingaard Keep before setting out with Sir Karl.

JOURNEY EAST

You spend the next several days traveling east towards the Throtl Outpost. The weather has been pleasant for most of this journey, and in the evenings, Sir Karl shares stories of key events from the War of the Lance. Very few travelers are on the road, and the few that the party meets hurry to the west, with only a curt greeting. As the sun slips behind the gathering clouds, a cold breeze blows out of the east. In the distance, the party sees a wagon mired down in a low stream. A young human girl and an older human man are sitting on the west bank by a campfire. Near the fire stands a tent and a picketed horse.

Thomas Norgino is a merchant who travels from Vingaard Keep to the far-flung outposts, bringing them tools and food stores. When he set out from Vingaard Keep, he brought his youngest daughter with him, thinking the chance to see the Throtl Outpost would be an enjoyable experience for her.

Unbeknownst to him, were the rumors of forces gathering in the region until after he had delivered his goods. Still, he decided to fill his wagon with lumber and hurry back home. In the rush to return, he attempted to ford the creek without testing the waters. The creek still running high, Thomas did not notice he had veered off the track. He was soon stuck in the creek, unable to free himself. While friendly, he is no fool and is aware of the dangers in the area and is taking no chances. He speaks with the voice of a man who is tired and worried about his own safety and that of his daughter.

Both he and his daughter, Tessa, are extremely worried about their safety. They have heard of travelers further east being attacked by disguised brigands. Once the party has



assured Thomas that they are no threat, he invites them to join him for a meal by the fire.

WHAT THOMAS KNOWS:

- Thomas typically makes this trip a couple of times a month, hauling goods from Vingaard to one of three outposts and returning west with lumber. The increase in trade has resulted in good business for his family.
- He has seen very few travelers heading east and none for several days. He has been stuck here for two days now, and travelers heading west have given him a wide berth.
- While at the outpost, he heard rumors of goblins gathering near Throtl, but doesn't travel near there as it is a dangerous area.
- He has not seen a patrol on the road since he left. He also mentions that the Throtl Outpost seemed to be very sparsely populated but hopes the trade continues to be good. He fears that the Whitestone forces are pulling out of the area.

FREING THE WAGON

If any adventurers are willing to help Thomas free the wagon from the mire, he gladly takes them up on it. Upon investigating the wagon, the party discovers the wagon's front wheels are wedged between rocks. A successful DC 15 Strength check can free the wagon. If the party uses the

lumber as a pry bar the DC is lowered to 10. Thomas will give the party 10 steel pieces total for helping free the wagon as a reward.

THE CARAVAN

By late afternoon of the next day, the party sees smoke rising behind the next hill and hear the clash of metal on metal. If the party cautiously approaches the crest, they see that the road forks, and a caravan train has been ambushed by a group of draconians. The sounds of panic and battle reach the party as Sir Karl rushes into action. As he pulls his sword, he orders the party to attack a group of dragonmen that is currently rummaging through the last wagon.

You may find stat blocks for draconians in *Taslehoff's Pouches of Everything*, Chapter 8, page 69. The map for the encounter is on the next page.

As you near the draconians attacking the rear of the caravan, you see a large bozak directing the forces. Looking up at you, he studies you for a second and tucks a large, dark book into a sack. With a snarl he orders most of his men back, while two baaz turn to face the group.

The baaz are positioned near the wagons as they have been searching for a book that was believed to be on the caravan. The other six attackers (four baaz, one kapak, and the bozak) move away from the caravan and, unless the party does something to prevent them, will disappear within three rounds. The two baaz left behind are attempting to provide time for the others to escape, fully prepared to fight to the death. If the party captures one or both baaz they will provide the following information on a successful DC 12 Charisma (Intimidation) or Charisma (Persuasion) check.

WHAT THE BAAZ KNOW:

- They are one of many groups out searching for missing information.
- They don't know what it is, but were told to keep all books and scrolls.
- They are not part of any Dragonarmy and scoff at the idea.
- They were to return to Gargath.

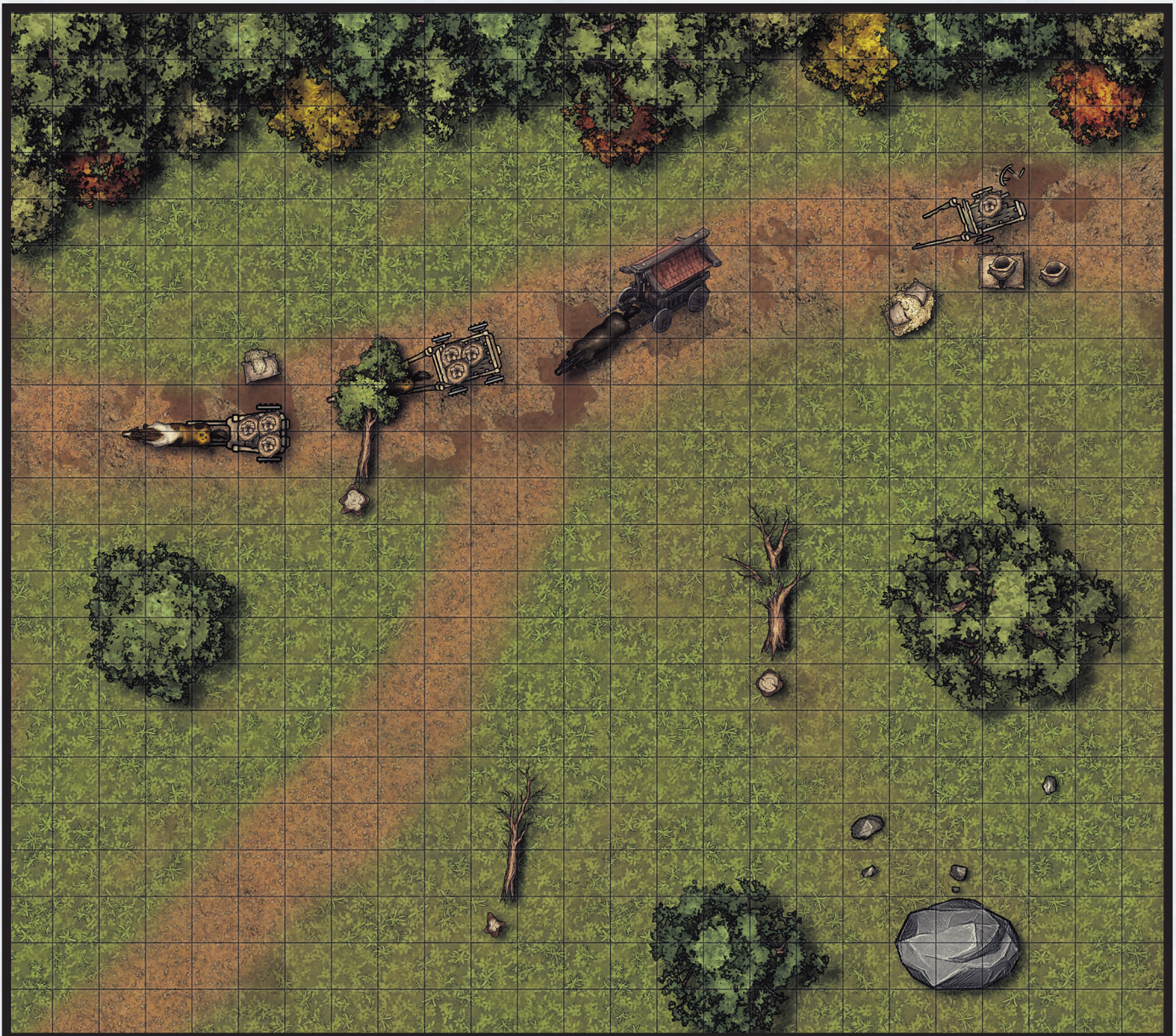
After the battle, Caravan Master Julian Fos approaches the party and requests assistance to get the caravan to the Throtl outpost. He will offer the party 20 steel if they agree to travel with the caravan. Sir Karl will readily agree to help protect the caravan with or without the party. If the party refuses to travel with the caravan and continues on their own, they will arrive at the outpost one day before the caravan. However, they are refused admittance until Sir Karl arrives.

TRAVELING WITH THE CARAVAN

The group may interact with the caravan workers to learn more about recent events in the area. Below is a list of individuals traveling with the caravan and what they know.

EMERYN UTH KINLATIA

Emeryn uth Kinlatia is a human female merchant who sells bolts of fabric and sewing supplies. Normally a very reserved person, she is unnerved by the attack and is worried the



draconians will attack again. A DC 10 Charisma (Persuasion) check is needed to convince her it is safe. After this she will answer the PC's questions.

Emeryn shares that she hid in her wagon during the attack and did not see anything. Luckily, just before the draconians searched the wagon she heard yells of delight as they found whatever they were looking for in the wagon behind hers. The wagon is named The Purple Iris and is owned by Somir of Palanthas.

KELA EVENINGSONG

Kela Eveningsong is a female half-elf who owns the wagon called Kela's Finest, specializing in fine wines. Most of her wares were looted by the draconians, and she is very upset from the experience. She blames the PC's for not arriving sooner and for being slow to act once they arrived. The PC's may attempt a DC 15 Charisma (Persuasion) check or a DC 20 Charisma (Intimidation) check to try to calm her down. Missing the check by more than five will result in Kela refusing to talk to the PC's as she tries to figure out how to salvage her ruined business.

Kela relates that she ran for the edge of the woods and barely escaped the baaz pursuing her (she hid in a hollow log). As she laid in the log, she managed to witness the draconians searching through the wagons of the caravan. It seemed that they held a book aloft in apparent victory, but she couldn't see which wagon it came from. The bozak gave it to a kapak, who took off immediately with it.

SOMIR OF PALANTHAS

Somir of Palanthas is a human who hauls provisions for the Knights of Solamnia in the **Purple Iris** wagon. He is a kind cheerful person who is willing to assist the PC's with anything.

Somir has hauled materials to the outposts for almost a year. Each wagonload carried east is similar in nature, a mixture of items all dealing with the day-to-day operations of the bases. He brings back a variety of items, most of which are marked personal. The rest of the items are unique goods that are distributed to the knighthood. Most of the items in the wagon this time were the personal effects of Rost Golenhite, a captain in the infantry. During the fight, he went and assisted Julian Fos. They managed to save a chest of items marked to be delivered to the temple of Paladine. Upon returning to the wagon, he discovered many of the crates and barrels were smashed. He isn't sure what was in the various crates. If the PC's search the cart, a DC 10 Intelligence (Investigate) will reveal a letter in a barrel. (Handout 1, Page 9)

K'NANI TREEHEART

K'nani Treeheart is a human who specializes in antique elvish wares. Many of the wares that K'nani sells are knockoffs of actual antiques. Among these items is his

prized possession, Wyrmslayer. K'nani is more than willing to tell the story of how he acquired the blade. He claims that Tanis Half-Elven personally gave him the blade after K'nani saved him during a winter storm. Chased by wolves, K'nani personally defended the near dead Tanis by using the blade to kill the beasts. A character may attempt a DC 15 Wisdom (Insight) check to know that the tale is fabricated. Furthermore, a *detect magic* or *identify* spell does not reveal anything except that "Wyrmslayer" is merely an ordinary blade. The truth is that K'nani paid a weaponsmith a tidy sum to create the fake. K'nani then charges customers money to wield the blade.

K'nani will embellish any tale to make himself seem like the hero. A DC 15 Wisdom (Insight) check will reveal when he is lying. The truth is that, during the battle, K'nani ran to the woods to hide. What he tells the PC's is that he led a sizable force of draconians away into the woods, managing to ambush them and drive them away. He is a skilled liar who will continue telling the tale to anyone who is willing to listen to him. He will claim to have killed a kapak, causing the baaz with him to flee. During the tale he pulls out the fake Wyrmslayer and wields it awkwardly. A DC 15 Intelligence (Arcana) check will reveal that the sword is a fake. If confronted, K'nani will act confused, and accuse the draconians of stealing his sword.

The journey to the outpost will take three days, which will be uneventful but will, also, allow the PC's a chance to interact with anyone they choose. Sir Karl, during this part of the journey, will be working with Julian Fos to determine the reason for the attack. Julian has traveled this route many times in the last year and has had a few run-ins with goblins and even an ogre once, but never has he been attacked by an organized force. This seemed different as it is obvious they were searching for an item.



DEAR ISTAN:

FAR FROM ANNOYING ME, I FIND THE GREATEST PLEASURE IN RESPONDING TO YOUR INQUIRY DEAR BROTHER. IT HAS BEEN SOME TIME SINCE I TURNED MY MIND TO THE SCHOLARLY HISTORIES, WHICH I FORMERLY DELIGHTED. YOUR QUESTIONS REGARDING THE RELATIONSHIP BETWEEN THE WAR OF THE LANCE AND THESE OUTPOSTS PROVIDES A WELCOME DIVERSION FROM MY NORMAL DUTIES.

IT WAS AT THIS TIME LAST YEAR THAT MANY COUNTED THE WAR OVER. WITH THE DARK QUEEN LOCKED OUT OF THIS WORLD, THE DRAGONARMIES SEEM TO HAVE LOST THEIR SENSE OF DIRECTION. MANY HAVE URGED THE GOOD ARMIES TO RETURN HOME AND DISBAND, SOME WERE FOOLISH ENOUGH TO DO SO.

EVIL STILL RETAINS A STRONG GRIP ON MUCH OF THE LAND. THE CORRUPTION PROCESS WAS STOPPED, BUT THE GOOD EGGS WERE NOT RETURNED, AND THE EXPLOITS OF THE COMPANIONS HAD GIVEN EVIL YET A NEW FORM. I AM TROUBLED BY NEWS OF RAISTLIN MAJERE, A COMPANION WHO SEEMS TO BE WORKING HIS OWN PLOTS. HIS ROBES, ONCE A NEUTRAL RED, BECAME AS BLACK AS HIS HEART.

HIS HALF SISTER KITIARA SEEMS TO BE GATHERING THE REMNANTS OF MUCH OF THE FORMER DRAGONARMIES NEAR SANCTION. IT WAS ONLY A MATTER OF TIME BEFORE SHE RIDES FORTH AND STAKES TO RECLAIM WHAT SHE LOST ON THE WALLS OF THE HIGH CLERIST'S TOWER.

THE KNIGHTS OF SOLAMNIA HAD LEARNED A LESSON DURING THIS WAR THAT THE EVIL THREAT CAN RETURN AT ANY TIME. EVEN THOUGH THEY HAVE LAID SIEGE TO THE CITY OF SANCTION TO HOPEFULLY PREVENT THE BLUE LADY FROM ESCAPING, THEY RECOGNIZE THAT LANDS TO THE WEST OF IT WERE DANGEROUS.

FEARING TO BE CAUGHT UNPREPARED AGAIN, THE KNIGHTS ESTABLISHED OUTPOSTS, LIKE THIS ONE, THROUGHOUT THE EASTERN LANDS. WITH MANY OF THE FORCES OF GOOD OUTSIDE OF SANCTION WE ALL DEPEND ON OUR OUTPOSTS TO KEEP US SAFE. WITH THESE OUTPOSTS WE CAN REMAIN VIGILANT TO STAMP OUT EVIL WHERE WE FIND IT AND, IF DARK PLOTS THREATEN, TO GIVE ADVANCE WARNING TO GOOD FOLK EVERYWHERE.

THE CONFIDENCE OF MANY FELL WHEN NERAKA FELL, THING ARE NOT AS THE COULD BE. MANY OF THE GOOD DRAGON EGGS REMAIN LOST. SANCTION REMAINS OUTSIDE OF THE FORCES OF GOOD, AND THE DEATH KNIGHT LORD SOTH STILL REMAINS ON THE LOOSE. THE KNIGHTS WHOM SO MANY DEPEND ON, ARE STRETCHED TOO THIN. INDEED IT IS ALL THEY CAN DO TO PROVIDE THE OUTPOSTS WITH A FEW KNIGHTS FOR LEADERSHIP. PATROLS, AND THE LIKE, ARE NORMALLY LED BY ORDINARY FOLKS.

AND, IF THE OTHER OUTPOSTS ARE LIKE THIS ONE, THINGS MAY BE MUCH WORSE THAN THEY APPEAR. STRANGE EVENT HAVE OCCURRED. WE HEAR RUMORS. RUMORS OF SETTLER'S CARAVANS KILLED OR ENSLAVED. OF A STRANGE FORCE THAT OPENS THE GRAVES AND ROBS THE DEAD. OF EVIL DRAGONS SEEN FLYING TO THE EAST. OF ENTIRE CITIES CAPTURED AND SECRETLY ENSLAVED.

OUR COMMANDANT SENDS OUT PATROLS AND THEY REPORT NOTHING. AT LEAST THOSE WHO RETURN HAVE NOTHING TO REPORT. BUT OF LATE, NOT ALL SENT OUT HAVE BEEN COMING BACK. I KNOW THE COMMANDANT HAS BEEN URGED TO REPORT ALL THIS, BUT HE HAS REFUSED TO DO SO.

THE FACT IS THAT OUR COMMANDANT HAS NOT BEEN HIMSELF LATELY. HE LOOKS THE SAME AND TALKS THE SAME, BUT HIS ACTIONS-HIS FEEL-ARE QUITE DIFFERENT. I FEAR SOME DREADFUL FATE AWAITS US ALL.

A FATE WE SHOULD BE ABLE TO SEE BUT WHICH A DARK VEIL IS HIDING.

AH, I BABBLE. WE ARE IN THE WESTERN MOST OUTPOST BELOW THE CITY OF THROTL. OF ALL THE OUTPOSTS, WE HAVE THE LEAST TO FEAR. MY REGARD TO OUR MOTHER. TELL HER I AM SAFE AND LIKELY TO REMAIN THAT WAY.

YOUR BROTHER,

LARCENT

PART 2: THROTL OUTPOST

The Throtl Outpost is the smallest of three outposts of the Knights of Solamnia. It is a wooden stockade with roughhewn buildings inside. Normally manned by 60 men, the outpost is practically deserted when the party enters. Unknown to the party and knights serving, the original commander, Brenton Silverlance, was slain by a sivak who promptly assumed his form and replaced him. This happened ten days ago, and, since, he has emptied the outpost of all patrols, leaving behind a token force of fifteen infantrymen.

OUTPOST VIGNETTES

After meeting with the sivak disguised as Sir Brenton Silverlance, the PCs will be given time to explore the outpost. There should be time for at least three encounters before nightfall. If the party resolves an encounter quickly or they split up to explore several locations at once, you may decide to add an additional encounter.

As the adventurers go to each area, they may choose to investigate the NPCs, search the area, or ask for information about the rumors they have been sent on to investigate. Try to run each adventurer or group of adventurers through an encounter location in the outpost. This will continue until the group reaches a max of four encounters. Once night has fallen, Sir Silverlance will attempt to kill Sir Karl. If a player is concerned about the time abstraction, explain that their character is assumed to be doing other things such as eating, resting, caring for their equipment, etc. For the DM, it is important to be aware of the locations and to track what the adventurers do at each location.

For the most part, the people of the outpost keep to themselves and rarely engage in conversation with groups passing through. Most of them have been living at the keep since it was first built and have seen hundreds of individuals come and go. The adventurers should establish themselves as more than mere travelers, through diplomacy or by offering to assist with tasks around the base.

THROTL OUTPOST

When the characters first arrive at the outpost, read the boxed text in the right column.

SIR BRENTON SILVERLANCE

In reality, Silverlance is a Sivak named Fronzo who killed the real Silverlance a few weeks ago as he was traveling from the Gargath Outpost back to the Throtl Outpost. His mission is a simple one: to weaken the outpost by sowing discord in the ranks of the Knights of Solamnia in the area. The early stages of his plan have been working well as nearly all available soldiers have been sent out on patrol in areas ripe with danger. Those patrols are currently fighting for their lives. He sent the final patrol out just a few days ago to the town of Throtl, a place known for its danger and declared off limits for the past six months. Fronzo ordered his second in command, Sir Larcent Strangbourne, to lead

“As it nears midmorning you hear cheers from the caravan as they reach the crest of a hill. News travels quickly down the line that the outpost is in sight, and, upon reaching the top of the hill, you see for yourself. A wooden palisade has been constructed around roughhewn log buildings. You see smoke rising from the blacksmith’s forge but notice very few soldiers on the walls. A few minutes later, the caravan passes through the heavy wooden gates, and the soldiers standing there look up to you, their faces grim and dirty. A large man wearing plate mail and the trappings of a Knight of the Rose approaches and studies you for a moment. “We weren’t expecting you, but welcome, travelers, to the Throtl Outpost. I am the commander, Sir Brenton Silverlance. You have my permission to rest here one night before continuing on.”

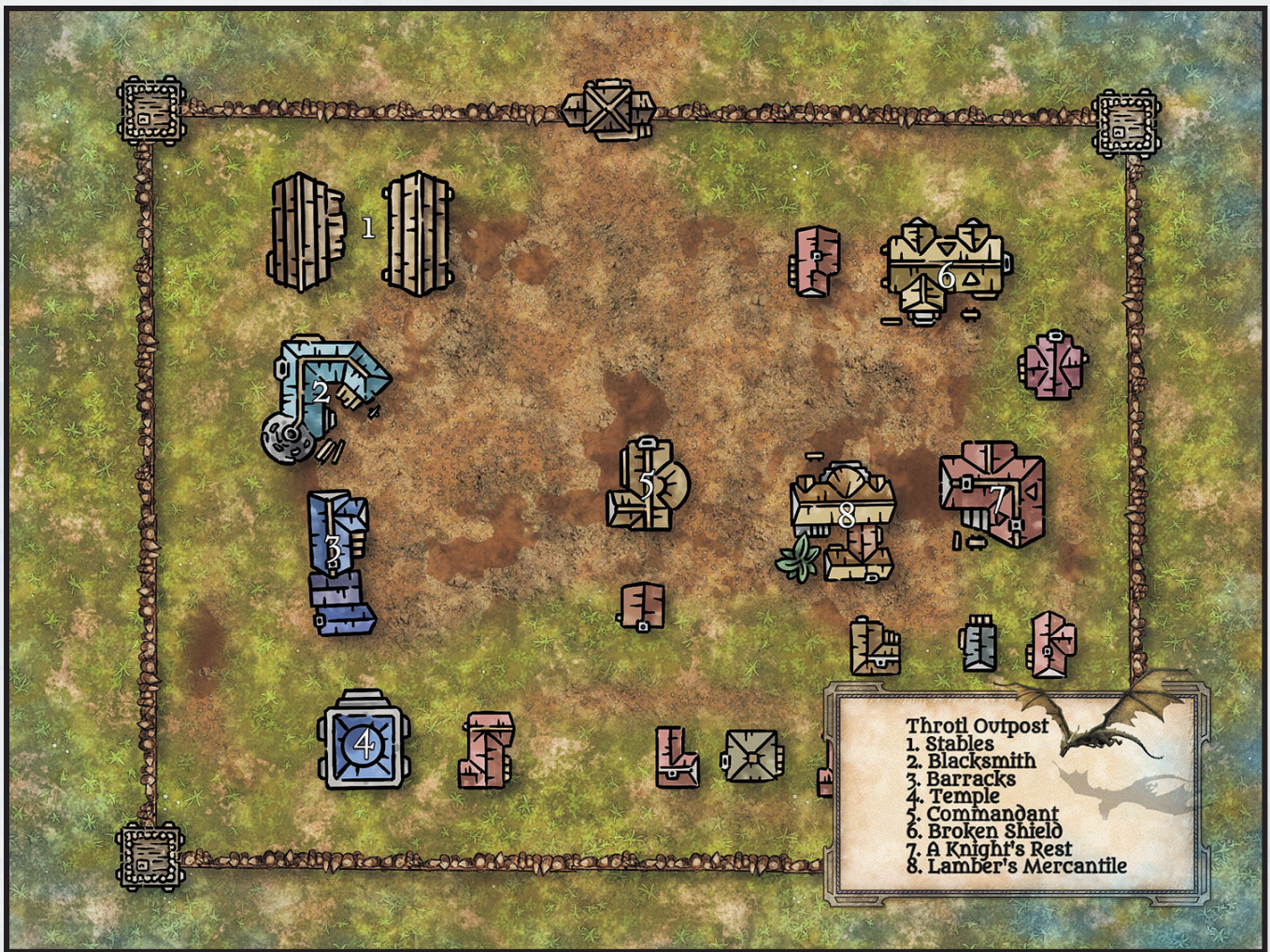
As he concludes, Sir Karl approaches him, and the two get into a brief heated exchange. Sir Brenton’s face becomes flushed with anger. He turns away from Sir Karl and strides to what you assume to be the commandant’s office. Sir Karl turns to you, “Well that wasn’t quite the greeting I was expecting but Sir Brenton is a good knight. He must be under tremendous pressure here, but, judging from the welcome, I think there must be more to the story. Could you do me a favor and poke around a bit to see if you can determine exactly what that story might be?”

the final patrol to determine the fate of the other patrols. Fronzo rearranged an ambush to be staged in the town to eliminate his second in command.

The arrival of Sir Karl and the adventurers has placed his plan in jeopardy. Silverlance did not expect the knighthood to check into matters here and is struggling to appear calm. Now, he must eliminate Sir Karl and attempt to place the blame on those he traveled with. Anytime the adventurers interact with Silverlance he will be calm and friendly, but avoids answering questions directly. He will always find an excuse to leave the discussion. Use the sivak statistics that are found in Tasslehoff’s Pouches of Everything Chapter 8, page 69, if you need them for Silverlance.

OVERVIEW OF THE OUTPOST

The outpost has several locations to explore which are all visible to the adventurers as they enter. Julian Fos, the caravan master, will point out the various locations after the encounter with Silverlance. While Fos is too busy to travel from location to location, he will offer the services of his son Toran, who has traveled with him through the outpost



several times. He will offer what information he knows about the locations if asked.

In each location there is a general description and three subsections. The subsections contain the following information: what Toran knows, what happens if the party searches a location, and what NPC's at the location know. Having Toran with the party will give them advantage on Charisma (Persuasion) checks while interacting with the NPCs at each location.

There are only forty-four individuals left at the outpost, twenty-one of them soldiers. There have been no patrols sent out in the last two days and none are planned for the foreseeable future. Sir Karl will be inspecting the outpost and checking out the details of the various assigned missions.

COMMANDANT

In the center of the outpost is a large building constructed out of rough-hewn logs. The outside of the building is very plain, and the only features worth noting are its arrow slits and the two doors leading into the building. Inside, both doors lead to a large outer room where sits a soldier named Thom uth Nort. Doors leading into the commandant's office are closed.

Until the evening meal, Thom uth Nort will be here. It is his job to keep everyone out of Sir Brenton's office and to keep the area free of visitors. If asked questions about the outpost Thom will answer politely that he is unable to provide an answer at this time. If asked about rumors of the gathering of evil forces, Thom will state that something is going on, but dismisses it as being nothing more than the remnants of the dragonarmies.

TORAN:

"This is strange as Sir Brenton always has the doors to his office open for visitors. Usually, he invites caravan masters in so he has a chance to hear their tales and of new dangers on the road."

SEARCHING:

Looking for secret information in this area will be difficult as there is nothing of interest on Thom's desk. On the wall, though, is a duty roster, and the adventurers can see five patrols are currently out on patrol. The first left 9 days ago and are due back in five more. The last patrol left two days ago, led by Sir Larcent Strangbourne, the second in command. If the party can enter the commandant's office, there is a 25% chance Sir Brenton Silverlance is here. If the office is empty and the party searches, a successful DC 15 Intelligence (Investigation) will reveal that none of the duty

rosters were maintained and that a map on the desk shows the various patrol routes with certain areas circled.

THE BROKEN SHIELD TAVERN

In the morning, the party will find Lars cleaning up the establishment and grumbling about business. However, later in the day, they will find Lars, Ulina, and a few patrons sitting around. Some of these patrons will be members of the caravan that just arrived. The tavern outside is the same rough-hewn logs that make up most of the buildings in the outpost. Inside, there is a bar and a half dozen tables and chairs scattered throughout. Lars serves food and drinks for the standard prices and is whistling a tune to himself if the party enters the Broken Shield later in the afternoon, as it has been a profitable day.

There are a few individuals at the bar depending on the time of day. Later in the day, there are 1d4 patrons at the tavern and Ulina, Lars' waitress. Lars will talk to the party about any topic including Sir Benton's recent moodiness. He has noticed a change in the commander who, at one time, would come into the tavern and share a drink with his men. A few of those times ended with Brenton on top of the bar singing songs and dancing, resulting in someone having to carry Brenton back to his quarters. Ever since he went to the Gargath Outpost, though, he has been a dour individual. Perhaps if he were to find his lost signet ring he will cheer up.

If the party asks about rumors of the gathering of evil, Lars will assume a conciliatory demeanor and in a hushed tone say he has heard similar things and finds it strange that the commandant would waste his time sending patrols to the south when raiding parties from Throtyl have started hitting caravans. At least he had the sense to send Sir Larcent Strangbourne there.

If the party asks Ulina questions, she will provide many of the same answers as Lars with the exception that she doesn't know about the mission Sir Strangbourne was sent on or where he went too. She does note that Strangbourne is an odd knight, though, and likes to keep the company of kender, one of whom he employs as his scout, Kildirf.

Members of the caravan will offer a chair and drink with the party, but everyone else will ignore any questions and ask to be left alone.

DM's Note: The Broken Shield will be the location of the Night Attack encounter. There is map on page 15.

TORAN:

"I could use a chance to wet my whistle. Lars there serves the best ale and fried potatoes found anywhere east of Solace."

SEARCHING:

Searching the Broken Shield is not difficult with Lars around. He will suggest that the heroes search out back in the refuse pile if they start looking around, which is his lost and found.

A successful DC 10 Intelligence (Investigation) check will turn up a silver ring that has the family seal of the Silverlance family. The ring was lost prior to Sir Brenton heading out to the Gargath Outpost. If shown to Lars, he will immediately identify that as the missing signet ring and instruct the party to return it to Sir Brenton. Sir Brenton, of course, will not recognize the ring but will accept it from the party before stating that he is busy and needs to investigate something. He slips the ring into his pocket and thanks the party as an afterthought.

INN A KNIGHT'S REST

The inn, like the rest of the outpost, is built out of rough-hewn logs. Two doors lead into the inn: the one in the back leads to the private apartment of the innkeeper and her family. The more well used door in front leads into the Inn's common room. Travelers can rent one of the four rooms or purchase space on the floor of the common room; prices are standard *Player's Handbook* lodging costs. Inside the building, the PCs will find the innkeeper, Rosilita and 1d6 patrons. The patrons are only here in the afternoon and evening hours.

Rosilita is a plump, gnome woman who has run this place since the outpost was built. It has been easy as she does not provide any extras, only a safe, dry place to sleep. She has heard from several traveler's coming through that someone named Myrtani is currently paying good steel for strong sword arms. Also, a man came through the other day inquiring about any caravans heading west that could potentially be looking for extra hands.

TORAN:

"We've spent many a night on the floor in here to get out of the weather. Occasionally we rent one of the rooms to sleep in a real bed for a treat. Rosilita and her family have been running this place since it was built."

SEARCHING:

If the party chooses to search this location, they will find nothing of interest. If they break into Rosilita's private apartment, however, they will likely be discovered by members of her family there who will alert the soldiers on watch.

TEMPLE OF PALADINE

This small building is built entirely out of a combination of stone and cut boards. Outside, the symbol of the Platinum Dragon stands chiseled into the rock above the entrance. Inside the chapel, there are a few benches facing an altar. To the left, is an office and a small sleeping chamber in which Revered Brother Trampas Dragonhelm resides.

Trampas Dragonhelm is a former officer of the Blue Dragonarmy who has joined the ranks of the priesthood. He is diligent in his duties and is currently readying the temple for this evening's service. Trampas warmly welcomes strangers into the temple and offers them a chance to hear

the word of Paladine. If the party agrees, Trampas will read from the book of Paladine for several minutes. At any attempt to interrupt Trampas from reading, he will comment "it seems that no one, not even Lord Silverlance, wants to hear the good words of the Platinum Dragon." Trampas may provide any of the healing services listed in the previous section, but he knows little going on in the region. He scoffs at the idea of a growing evil and claims that if there is evil it will collapse in upon itself.

TORAN:

"I don't come here much but they say the brother who runs the place once served in the service of the Blue Lady." Searching: The party will discover several keepsakes on the altar, small mementos left by travelers and soldiers heading out on patrol. The top of the altar is covered by many items, including a silver rose and a pewter drinking mug. Outside of the altar there doesn't appear to be much of value.

LAMBER'S MERCANTILE

Located near the entrance of the outpost this rectangular wooden building is home to the sole proprietor of goods at the outpost. The signboard outside his establishment has the image of a dove holding a ball of twine. Upon entering the establishment, a sign written in common, dwarvish, Solmanic, and elvish reads "No Kenders."

Lamber is a cranky Kayolin Hill Dwarf. He views all outsiders with suspicion, and if they begin searching for goods will cry out "Be careful with that, less you drop and break it. Then you pay double!" If pressed with questions Lamber will not give information freely without being coerced in some way. Lamber does know that recent caravans coming through heading east have not been attacked, only those heading west have been. This is concerning as most caravans heading west are lightly loaded with common goods.

TORAN:

"Ol' Lamber is a cranky dwarf. Don't expect much help here if you are looking for something."

SEARCHING:

There is a 50% chance of any item that is in the *Player's Handbook* being found in the shop. The shop is extremely messy with piles of assorted goods stacked haphazardly on impromptu tables. Prices in the shop are at book value.

BARRACKS

The longhouse is located near the Commandant's office. Outside the building stands one soldier on duty who will allow access to the building if the party has some reason to enter. Inside, there are dozens of bunks, a mess hall, eight private rooms and a common room. The private rooms contain the possessions of the officers assigned to the outpost. These rooms are locked and require a DC 15 Dexterity (Thieve's Tools) check to open them to enter. Inside these rooms the party will see a bed, table, chairs, and a chest. Inside the chest are clothes, mess kits, and mundane personal items.

In the mornings and afternoons, the barracks only contain 1d4+2 men resting for their evening shift. These men will question the party as soon as they enter the building and view them with suspicion. The soldiers in the afternoon will be rolling dice in the corner of the common room, and, if the party joins them, they will discuss the increasingly dangerous missions they have been sent on.

These missions are supposed to be secret, but the men will drop hints of ogres gathering, recruiters on the roads asking for men to go to Sanction, and the concern that most of the base is currently under secret orders. If asked about Silverlance, the soldiers will reply he has been very different as of late, but he must be under great pressure, knowing that the base is scarcely defended since Sir Larcent Strangbourne left with the final patrol north.

TORAN:

"I don't know if we should be heading in there. I've never had a reason."

SEARCHING:

If the party searches through the lockers at the foot of the bunks they will discover the personal items of the dozens of soldiers stationed there, many of them currently out on patrol. Each locker is identical and contains spare clothing, a few common trinkets, and personal effects.

BLACKSMITH

The smithy is run by Gabe Tunalor who is employed by the Whitestone forces to keep all the outpost's armor and weapons in working order. A large forge dominates most of the open face building with various half-finished projects lying around.

A bear of a man, he is a middle-aged human who has been a smith his whole life. Over the past few days, he has grown quieter as his good friend Sir Larcent Strangbourne had grown suspicious of Sir Silverlance and his recent actions. He does not trust anyone, and will answer questions only pertaining to smithing. For anything else he will need to be persuaded. A successful DC 10 Charisma (Persuasion) roll will convince Gabe that the party can be trusted. He will share the following information:

- Brenton Silverlance recently went to the Gargath outpost and returned with three strangers who he claimed were personal aides.
- Upon his return, Silverlance changed duty rosters and assigned far ranging patrols.
- All orders for replacement equipment were cancelled, which is odd since the men always return from patrols with missing equipment.

TORAN:

"Gabe's a first-rate smith, they say he served at the High Clerist's Tower after it was assaulted by the Blue Lady."

SEARCHING:

There is little to be found in this location other than half-finished projects. The work log contains a note from four days ago canceling all projects.

THE NIGHT

Once the party is finished with their investigation, Toran will depart and head back to the caravan for the evening. It is likely that the party will convene that evening and seek out Sir Karl. If they don't, have Sir Karl seek them out to see what they learned during their investigations. The party should inform Sir Karl of their suspicion that Sir Brenton Silverlance may be an imposter. Otherwise, Sir Karl should mention that something feels wrong about the commander.

The party will need to present at least two pieces of evidence that the commander is not himself. After this, Sir Karl will have words with Sir Brenton. He instructs the party to accompany him but tells them to wait outside the building where they will take part in the Chain of Command encounter. If the party fails to find sufficient evidence, then they may go about their business until the Night Attack encounter occurs.

CHAIN OF COMMAND

This event begins after the party has presented at least two pieces of evidence proving Sir Brenton to be an imposter. They will accompany Sir Karl to the office of the Commandant. Once outside, determine each PC's position.

"As you stand outside, darkness has fallen on the outpost. A light rain begins to fall, causing you to pull your cloaks tight around you. Suddenly, you hear shouts from inside and the door being bolted shut. Before you can react, you see two individuals rounding a corner of the building heading straight toward you, their weapons drawn.

When they are within 30 feet of you, the leader says, "Stand aside, knightly business or I'll be forced to strike you down."

The two men (thugs) are among those who returned with Fronzo the Sivak after he assumed the guise of Sir Brenton Silverlance. Inside, Thom ul Nurt has barred the door. Thom, who also serves Fronzo, will surrender at the first sign of an attack from the PCs and will gladly share any information he knows. Following the combat, the party will need to work out how to get through the barred door. Once inside, skip to the conclusion.

NIGHT ATTACK

The party has failed to find sufficient evidence that something is wrong with Sir Brenton, but Fronzo has learned of the party's investigation. He decides that the best solution is to simply eliminate the party before they can

cause him any serious issues at the outpost. Fronzo sends two of his men (thugs) to kill them and place the blame on the caravan, hoping to chase them away as well.

"As you settle in for the evening, you can't help but feel something is wrong. Two men sitting in a shadowy corner have been watching you for quite some time. At first, you dismiss them as simply vigilant soldiers, but, after a while, you notice malice in their eyes. Wordlessly, they both draw blades and move toward you, firelight flashing off the metal weapons. Wearing the livery of the commandant one of them snarls, "Fronzo sends his warmest regards," as they advance to attack."

The party will have to deal with the thugs and should be able to determine that they were sent by the commandant. Once they come to this conclusion, they hear a sword fight coming from the commandant's office.

THE SIVAK

As the party enters the building, they will find Thom hiding under his desk pleading with anyone not to kill him that he didn't really know the men. The door to the office is open and Sir Karl is looking over the desk.

"As you pass into the commandant's office, Thom is begging you not to kill him. You see Sir Karl looking at the various reports and maps spread across the desk. A wicked cut on the knight's cheek reveals that tonight's attack was not limited to just you. Looking up at you Sir Karl says, "The fool has sent off all the patrols and left the outpost defenseless. I need your help more than ever right now. Worse now he has fled the base with his cover blown."

If the party is unsure of what has happened either Sir Karl or Thom will provide them the backstory of how Fronzo killed the real Sir Brenton and stole his identity because he is a Sivak draconian. He will assign the group to head to Throtyl to locate Sir Larcent Strangbourne, the second in command, and instruct them to bring him back with his men. If the party questions Thom he will provide answers with a DC 10 Charisma (Any Skill).

WHAT THOM KNOWS:

- Sir Larcent was sent to Throtyl to be dealt with because Fronzo felt he was poking around too much.
- The password to enter Throtyl is "All Praise Throt."
- Hobgoblins run the town since they have overthrown the previous king.
- The keep there has a hidden entrance and the original entrance is blocked over.

- He was just hired by Fronzo and doesn't know anything about other forces
- He can help Sir Karl find the other patrols

After questioning Thom, who is placed under guard, the party can take a long rest before heading out the next day. There are no horses available to be used to travel to Throtl and the group will have to approach the town on foot.

On the desk are detailed plans of the various patrols but Sir Larcent's mission is marked secret. On a DC10 Intelligence (Investigation) check the party discovers that Sir Larcent has been sent to find a man named Bron Stilunor and it's been arranged. This information gives the players a strong lead to follow.



PART 3: THROTL

In the morning Sir Karl greets the party as they plan to leave.

“I wish I was able to provide more assistance to you as you head out to find Sir Larcent. You must locate him at all costs as this outpost is in immediate danger without troops to staff its walls and to keep the roads safe. If I can find help, I will send it immediately. Good luck and may Paladine bless you on your journey.”

ROAD TO THROTL

The road to Throtl is lightly traveled as the word of the caravan attacks have made many individuals decide to wait it out until the forces of the Whitestone Council or the Warlord of Throtl can make the roads safe again. As the party travels to Throtl there is a chance of a Wilderness Random Encounter. On a 1d10 if the roll is 6+ then the party has discovered a random encounter. Consult the Wilderness Random Encounter in Appendix B for the encounter.

THROTL

Throtl has a long history of being ruled by despots and petty warlords. Prior to the War of the Lance, Lord Borlin Galuvere contacted the Solamnic government to petition to join. Before the meetings could be arranged hobgoblins under the command of Crod Blackmaw, invaded the land

and seized the town. This caused most of the inhabitants to flee and the town currently is populated by hobgoblin and goblin residents. Most of the buildings in the town are still standing but have taken on a distinct new appearance. What once was plainly adorned homes, are now decorated with furs and skulls, paintings cover the outside telling of the family's history that reside inside. Roaming bands of hobgoblin troops march the street to maintain the peace and keep an eye on strangers.

ARRIVAL TO THROTL

When the party approaches the gates:

“You see in the distance a wooden palisade town. Smoke arises from the chimneys of buildings, and you can hear dogs barking. As you near the main gate of Throtl you see figures manning the wall, drawing close you see hobgoblins wearing fur lined helmets and leather armor standing bored. The guards at the gate look at you as one approaches. The scarred face peers at you and he squints his yellow eyes, slowly speaking ‘Welcome to Throtl, keep your weapons sheathed. Otherwise you will pay the price. The price for unsheathed weapons here is losing a hand. Follow the rules and you’ll have no problem. Move along.’”





Attempting to interact with the guards at the gate will result in them telling the group to read the rules posted inside the gate (Handout 2, page 21).

INSIDE THROTL

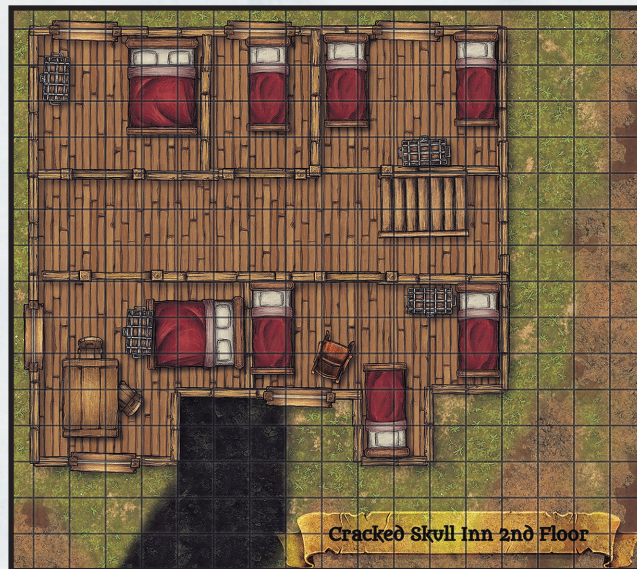
The party is now free to move about the town. They will notice very few travelers in town, and most of them are in the market pushing their wares. A few humans that are wearing ragged clothing sit in alleyways or gather around the fountain. These are the remaining citizens of Throtl who remained after the hobgoblins claimed the rule of the town. Roaming bands of guards patrol the streets and will keep a wary eye on the party but will only approach if the party is actively breaking the rules.

1. INN OF THE CRACKED SKULL

This modest two-story inn currently has two rooms to rent on the upper floor. The other three rooms are currently occupied by merchants selling wares at the market. Rooms in this establishment cost 7 sp, while a meal cost 2 sp. Ale costs 1 sp and wine 3 sp but both are poor quality. The inn's owner is a tall, strong human male, Rector Phalin, also a veteran of the Green Dragonarmy. He came to Throtl following the collapse of the Dragonarmies and took over the inn after its previous owner fled. If the characters talk to him, he shares a brief tale he heard. Roll a d6 and consult the Tavern Rumor table (Appendix A) to determine which tale Rector knows, or pick one the characters haven't heard yet. If the party inquires about Bron Stilunor, they will find out he is a local magistrate who was appointed by the hobgoblin chieftain Crod Blackmaw.

2. THROTL GATES:

The palisade gate has a covered walkway above which two of the guards stand with bows, a large gong between them. As visitors enter the gate the captain of the watch will greet them with the same message of following the rules or else. The rules of Throtl are posted inside the gate on a tattered piece of parchment. At the gate there is always



the Gate Captain and 3 guards. If the guards sense trouble, they can ring the gong, alerting 1d10+4 guards in 1d4+1 rounds of combat.

3. BARRACKS:

The survivors of the patrol are being kept in the basement level. Unless the PC's cause a lot of attention the barracks are at normal alert.

B1: MAIN HALL

Describe this location to the players as follows:

"This large room is the main public area of the barracks. With no windows in the room, a few hanging lamps reveal its details. Refuse covers the floor, and two bored hobgoblin guards sit behind a table looking at papers. One of them looks up at you and says in common, "What do you want?." His companion begins to finger a wicked looking sword lying on the table."

The guards will not attack the party without being provoked or if the party tries to leave the room. If the party has not met Kilderf and Larcent yet, on the first turn of combat, the guards will summon 1d4+2 goblin guards who will enter from area B2. Otherwise no reinforcements will arrive.

B2: WEST SLEEPING AREA

This dark room contains two bunkbeds, two wooden chests, and a small table. The chests weigh 10 pounds each, and contain extra uniforms in a mixture of hobgoblin and goblin sizes. On the table are three candle stubs.

B3: EAST SLEEPING AREA

Similar to B2, this room contains two bunkbeds, two wooden chests, and a small table. Each chest weighs ten pounds each and contain pieces of uniforms of various sizes. On the table is a hooded lantern.

B4: THE ARMORY

This room houses the armory of the barracks. The door is locked and requires a DC 15 Dexterity (Thieves' Tool) check to open. It can also be battered down by a combined strength of 25 of two party members. Inside this room are 3 crossbows, 30 bolts, two short swords, five daggers, and a locked chest. The chest can be opened with a DC 10 Dexterity (Thieves' Tool) check and contains 15 steel, 27 silver, and 93 copper.

B5: TRAINING HALL

This room contains straw mats and standing straw dummies. It is currently empty but there is a stairway heading down to the second level.

B6: STORAGE

This room is used by the guards as storage for both dry goods and prisoner possessions. Strewn around the room are the picked over items of the patrol, everything of value has been taken that once had belonged to the patrol members.

B7: THE CELLS

The cells in this area are currently empty. Two of the cells contain beds while the rest have only one small chamber pot in it.

B8: THE HOLDING CELLS

Read the following description to the players when they enter the area:

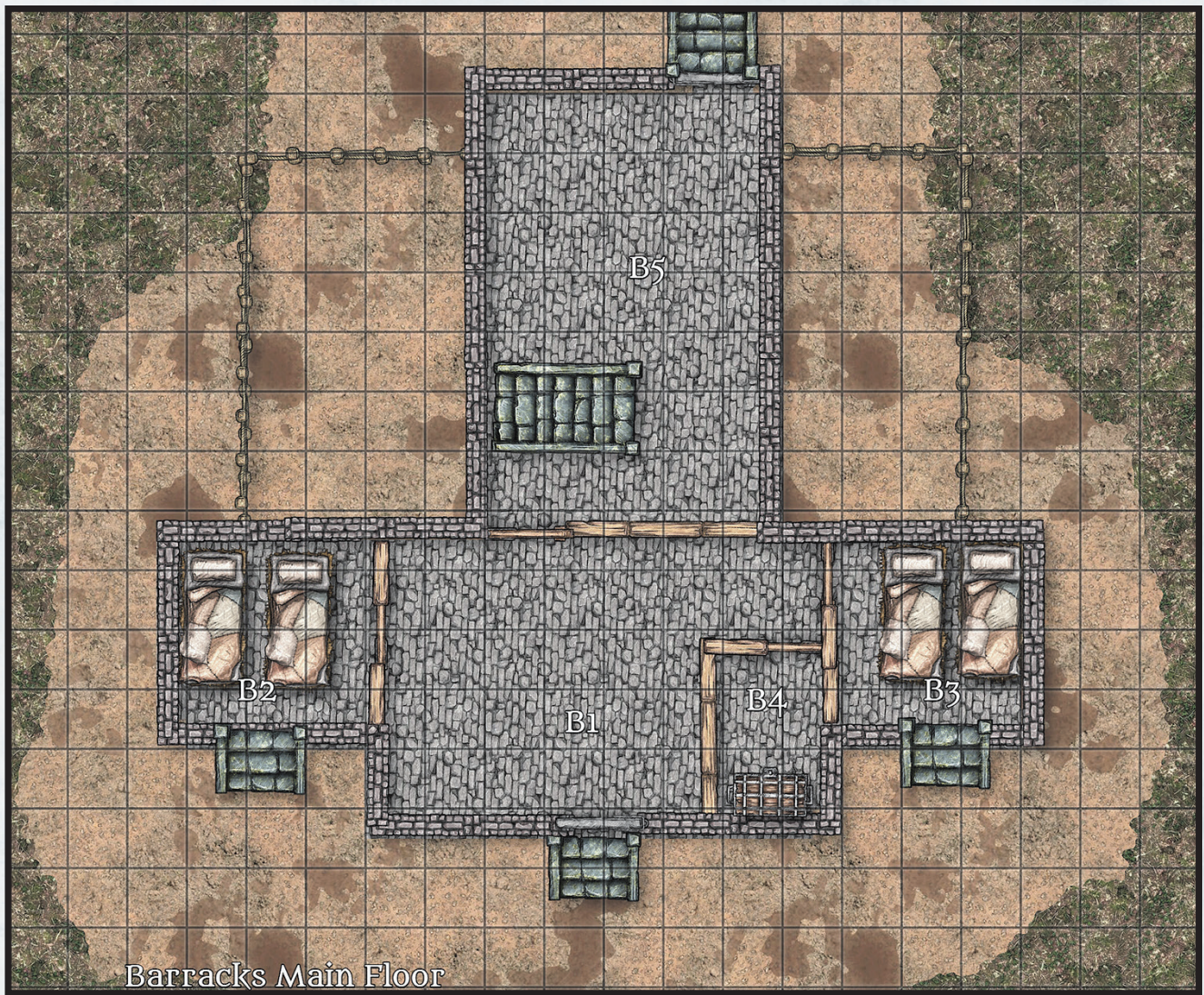
"As you open the door you are met by the sounds of moaning individuals and the rustling of armor. Upon entering the room, you see both cells are overfilled with people. One of the closest figures speaks out, "You can keep starving us, but we aren't giving up our armor yet." He links his arms with the closest men, and they surround the wounded men in the middle."

These are the members of the patrol that entered Throtl. There are 26 people between the two cells, and they are in various states of health with over half of them in need of assistance to move. They know little more than that. Having refused to surrender their armor, they were ushered into the cell. Tylor, who was the second in command of the patrol, went to talk to the jailors about their release. He hasn't been seen since. The fate of Larcent is a concern to them as they hold out hope he still lives. The prisoners also notice few guards in the barracks tonight, as there hasn't been a patrol yet.

B9: GUARDROOM

Read the following description on the next page to the players when they enter the area:





Barracks Main Floor

“Three goblins are crouched on the floor rolling dice amidst the chairs and tables. Upon seeing you enter the room they hop to their feet screaming “Intruders! Help!”

If the party enters the room without the prisoners, the goblins will attempt to capture the party. If the party and prisoners enter, the goblins will flee up the stairs. On one of the tables is a piece of parchment that reads “Tonight’s Duty Roster: Elite Guards to the keep tonight to provide protection for the creation ritual. -Bron”

B10: THE OFFICE

Read the following description to the players when they enter the area:

“This is a well-furnished office, especially for the barracks. On the desk are several half-finished letters and various duty rosters half filled out. In the back of the room is an alter to Takhisis, the lit candles upon it are burning low. On the desk are numerous sheets of information about troop assignments of the Gold Army. (cont)

Also, there is a sheet that reads “Bring the dragon eggs to the keep tonight.” Finally, a note that reads “Mulkhal, I want the portal in my house to go directly to the hall of the keep. -Bron”

B11: THE PRISONER

Read the following description to the players when they enter the area:

“You see one man standing in the cell. His eyes are vacant, as he begins yelling. “Stay fast, they close from the sides, protect the flank, they got Derek, he’s dead, Corane is down, we’re all dead, we’re all dead!”

This is a surviving patrol footman named Terno. He panicked during the fight and fled. He surrendered to the gate guards and helped bar the gates to prevent the patrol from fleeing Throtl. Afterwards he realized his actions and felt no regret. If freed, he will take the first opportunity to sneak away from the group.”

B12: TORTURE CHAMBER

This room contains a large torture device. Currently strapped to the device is an unconscious human sporting a long flowing mustache. If the party can awaken the man, he will let them know that he is Sir Ryhne and that the rest of the patrol is being held here.

B13: THE HALLWAYS

Lanterns hang from the ceiling of the underground passageway. The walls and floor are stone in this area with lit lanterns every ten feet.

B 14: SECRET PASSAGE

This passage leads to the Thirsty Flagon Tavern in the wine cellar.

EXITING THE BARRACKS:

When the party leaves the barracks via the secret passage or the door leading directly outside of the building, please turn to part 4.

4. THROT MANOR HOUSE

The party can see the Alcazar surrounded by a stone wall. In front of it is a two-story manor house that is pocked with the marks of constant war that erupts every few years. The original gate has been sealed with stone to prevent access to it from the town, the route that the current warlord used to gain control of it. More information on Throt Keep can be found in Part 4 of this adventure.

5. WHIZMER'S TREASURES

A rainbow-dyed stuffed cockatrice is in the window of the shop, just one of the odd treasures that are found inside. Unique glass blown items line one wall, while colorful preserved flowers are found on pedestals in the main area of the shop. Large exotic feathers stick out of various vases, and different kinds of rock are spread out on many tables. The shop is run by Tylor uth Demor, a Solamnic human who has lived in Throtl for many years, but recent events have led him to ponder a return to Palanthis.

In the back of the shop is Sir Larcent Strangbourne who remains hidden until the party has met Kilderf. After the meeting, the party will be able to interact with Larcent, who is still recovering from his wounds.

WHAT LARCENT KNOWS

He will speak of his suspicions of Sir Brenton Silverlance and his change in demeanor.

- He is saddened but relieved if told the true fate of Brenton and knows he must immediately return to the outpost as it is very vulnerable.
- He knows that the surviving members of his patrol are being held captive in the barracks. If the party frees them, he will gather horses to flee back to the outpost. He was told by Tylor that there are other ways to enter the barracks, but neither nor where they are in town.

- He was invited into the city by Bron, who was a representative of the leaders of the town. Bron led them into the market under the guise of assisting the patrol. It was a well-planned ambush which made it clear that they were betrayed. Also, during the battle, he witnessed Bron casting divine magic and believes him to be a cleric of Takhisis.

6. CRYPT OF THE FALLEN KINGS

This crypt is the burial place of the past kings of Throtl. The outside of the building is overgrown by weeds and has fallen into a state of disrepair. Prior to the events of part 4 the doors are locked and can only be unlocked with a successful DC 20 Dexterity (Thieve's Tools).

Inside the crypt, the party can see alcoves holding the bones of former nobles. There is a mixture of human and hobgoblin skeletons. In the middle of the room is an eroded statue of a man standing, holding a sword raised in the air and a crown. There is an inscription inside the crown in Nerakese which reads "This crown unlocks the path of the dead." If the party searches the alcoves, they will find nothing of interest. Under the statue is a hidden set of stairs leading to the burial crypts. To access the crypts, the crown must be placed on the statues head and the words spoken.

7. BRON'S HOUSE

This is a nondescript house that has the symbol of Takhisis on the outside of it.

8. MARKET

The market area is currently empty as no trade caravans have passed through Throtl in quite some time. If the party explores the area, they will discover it is particularly clean, which greatly differs from the rest of the city. With a DC 10 Intelligence (Investigation) check the party discovers dried blood on the ground and a Solmanic herald partially buried in the dried mud.

As the party is about to leave the area, a colorfully dressed individual approaches the party. Read the following description:

"A colorfully dressed kender moves towards your party. Whistling he moves closer to the party stopping about ten feet away. You noticed that scratches and cuts cover his face, and his clothes are torn and ragged. The name's Kildirf and I think you dropped this holding out a torn piece of cloth."

Any party member with a noble or soldier background will recognize it as a torn battle standard of the Knights of Solamnia. Anyone else who can succeed on a DC 10

Intelligence (history) check can also recognize the torn cloth for what it is.

KILDERF'S TALE

Kilderf is a friend of Sir Larcent Strangbourne and has been traveling with him since the early days of the War of the Lance. He is often employed by the Knights of Solamnia as a scout and was unaware of the knight's patrol that was sent out to explore Throtl. After he learned of their departure, he immediately set out to follow. Unfortunately, he arrived too late, and the patrol had entered Throtl. Scrambling through a gap in the wall, Kilderf saw the patrol being led directly into an ambush in the market.

Screaming a warning at the top of his lungs, he was too late as the hobgoblins quickly overwhelmed the patrol, capturing all but Larcent. Larcent fought his way to Kilderf but was gravely wounded and told the kender to take him to Whizmer's Treasures, as he knew the family.

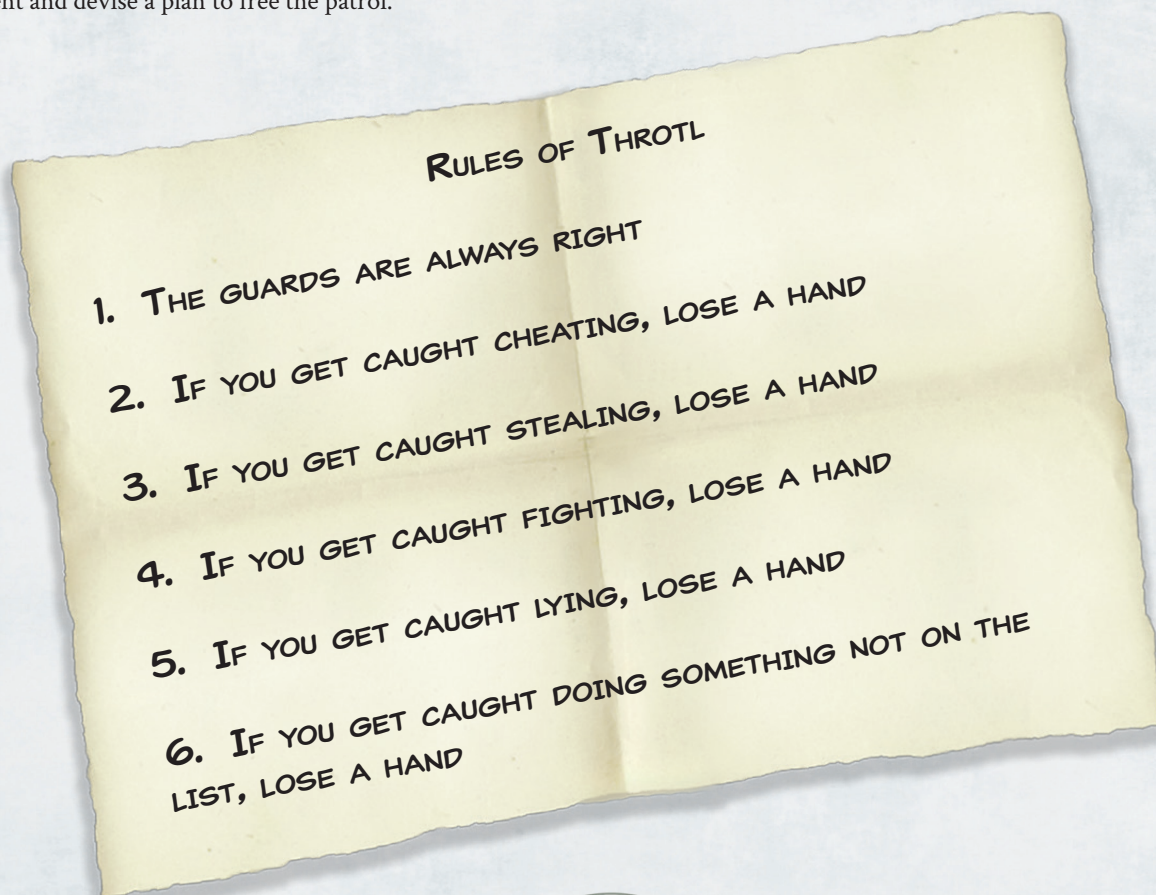
In the days since, Kilderf has been keeping an eye on any newcomers in the hopes that another patrol or travelers who seemed compassionate could help. He knows that the surviving members of the patrol are being held in the cells of the barracks. Kilderf is willing to take the party to see Larcent and devise a plan to free the patrol.

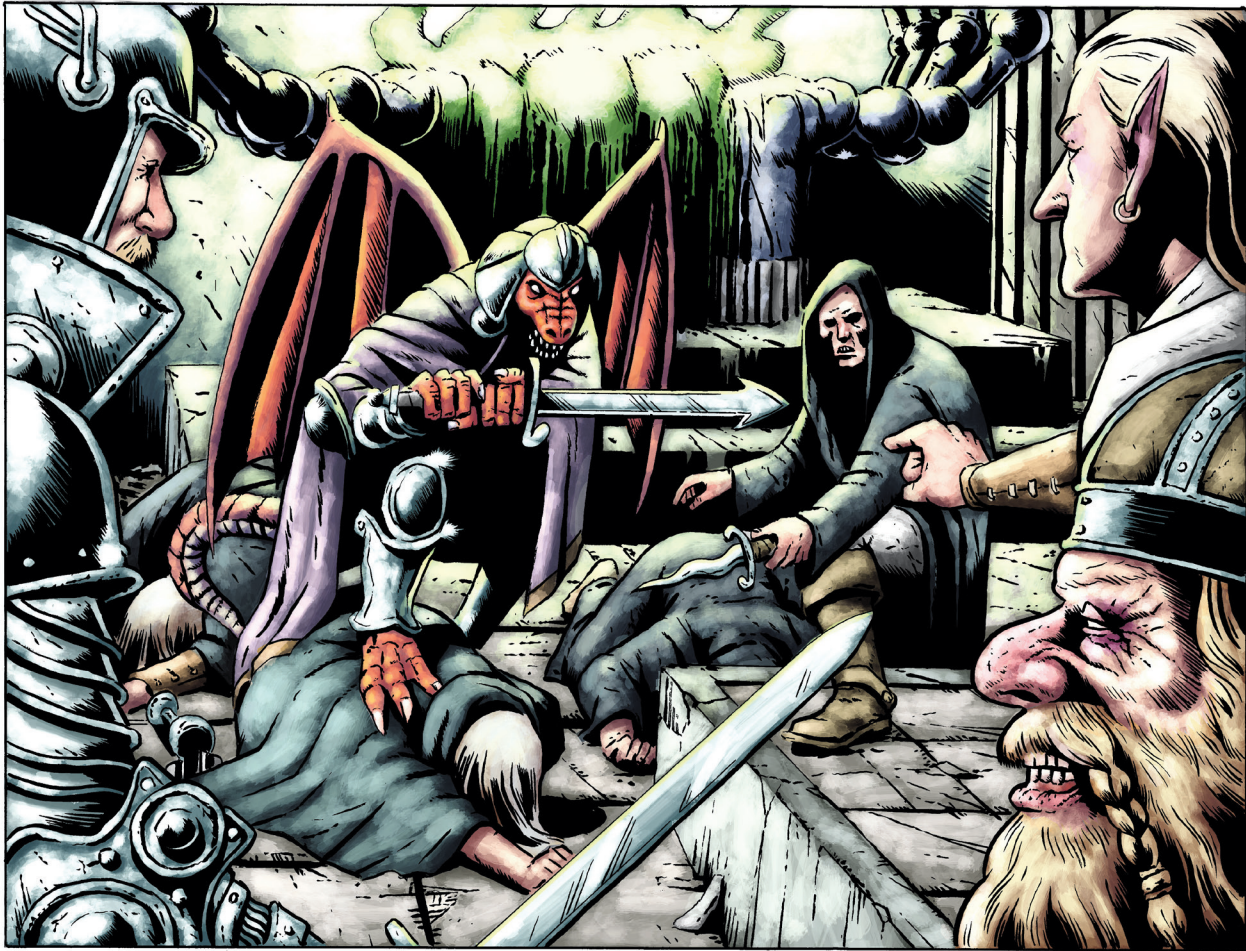
9. PETRID'S GOODS

The Petrid family runs a small establishment providing wares, with Sol Petrid being the primary shopkeeper. Party members can find all normal goods found in the *Player's Handbook* at a 50% price increase. If asked about recent events, Sol will quickly change the subject saying he knows nothing of the local politics. Sol knows that all shop owners are under scrutiny with the new leaders of Throtl. He wishes not to make himself a target and remains neutral.

10. THIRSTY FLAGON TAVERN

One of the most popular places in Throtl this building always contains a mixture of patrons during the day and night. This tavern is a large two-story building with seating both upstairs and downstairs. Anyone who lives in Throtl knows it is extremely unsafe to enter the Thirsty Flagon without a weapon. Below the tavern is a wine cellar which contains a secret passage to the barracks. A DC 10 Intelligence (Investigation) check is needed to find the entrance. A party has a chance to overhear a tavern rumor (Appendix A) if they spend time at this location.





PART 4: DARK RITES

Prior to the party freeing the patrol, Sir Karl was able to send a silver dragon (adult silver dragon) to assist with the process. Unbeknownst to them the dragon has been spying their actions upon seeing the party enter barracks, it decides to aid the party by causing confusion. The party should use this cover to fulfill their mission and enter the manor house. At no time does the dragon attempt to contact the party and will ignore all attempts by them to make contact.

SURPRISE, A DRAGON!

Please read the boxed text in the right column to the players.

BRON'S HOUSE

The house is marked outside by the symbols of Takhisis and is locked. A DC 10 Dexterity (Thieve's Tool) check, or a combined strength of 25 by two party members can open the door. Inside, the house is well appointed and filled with plush furniture. In the corner of the room stands a mirror that is a glowing portal leading to area C1.

If the party searches the house, they uncover two healing potions and a letter. Please read the following boxed text on the next page to the players.

“As you emerge from the building a heavy frost is in the air. Before you, a patrol of hobgoblin guards lay frozen on the ground. You hear screams from around the town as an alarm bell is rings at the gates. As people rush around you one man stops and points to the air screaming “Dragon!” before running off.

Scanning the skies, you quickly spot a large silver dragon flying overhead. As you watch, the dragon levels off quickly heading for the front gate, slowing down long enough to release another long blast of frost, covering the defenders. They tip over, plummeting to the ground below.

The sound of horses snaps you back to attention as Sir Larcent and Kilderf lead them towards you. “Patrol mount up. I need to get these men back to the outpost as they are too wounded to be of any use here. You must push forward and find out more about this Bron and his plans. I know his house is near the grove of trees.” With that he mounts his own horse and gives you a knight's salute and leads his men towards the frost encrusted unguarded main gate.”

Bron,

You must use the book soon as our plan hinges on the successful conversion of the eggs stored in Throtl. I have sent you the people you need to make this happen. Time is of the essence as I fear the Whitestone Forces are beginning to suspect something. Remember do not let the book fall back into the hands of the sniveling forces of good.

-Myrtani

THROT KEEP

Throt Keep is the fortress in the city of Throtl. It has fallen into a state of disrepair after the recent overthrow of the government. What was once an open inviting building is now off limits to the public. Blackened windows hide what happens inside, and few have access to enter the building.

Currently the keep has been set up for the dark ritual which converts brass dragon eggs into draconians. The ritual requires an evil cleric and an evil mage in order to be performed successfully. Myrtani has ordered Bron to attempt the conversion, although he doesn't realize that Bron is not powerful enough to be successful. As the party arrives, the ritual is in progress.

C1: THE ALTER ROOM

Read the text in the right column to the party.

"As the party materializes in the room, it takes a few seconds for their eyes to adjust to the dim light. Ahead of them in front of a large alter a group of black robed individuals stand around five brass dragon eggs chanting. Before you can react the candles on the alter flare brightly and the five eggs explode knocking everyone to the ground. Those closest are killed instantly.

Guards burst into the room, as Bron screams for them to grab the book and flee. He rises to his feet and turns to face you. "You are the reason the gods denied our conversion. You will pay."

Bron is a male human cleric of Takhisis, (use the Priest stat block, *Monster Manual* page 206). He will fight to the death and avoid capture at all costs. He knows he has failed Myrtani and that only by defeating the party may he avoid a fate worse than death. If the party defeats Bron they will hear footsteps heading away from them in area C2.

C2: HALLWAY

This room has fallen into a state of disrepair along with most of the keep. Refuse covers the floor, and the windows are blacked out. The front door stands wide open, and footsteps can be heard in that direction.

C3: THE KITCHEN

A small informal kitchen is in this area. It is unoccupied, with a meal half prepared. Sizzling frying pans are on the stovetop, heaped with piles of potatoes.





C4: THE LORD'S STUDY

This room looks out of place with the rest of the keep. It has been well maintained and the furniture is not broken or torn. If the characters search the room, they find in the desk a bag containing 37 steel, 62 silver, and 106 copper coins. The coins are stamped with an unusual image, one that looks like a draconian.

C5: THE LIBRARY

This room once housed numerous books but most of the titles have been removed. All that remains are mundane common books such as the *Treatise of the Town of Gateway*, *The State of the Lance*, and a collection of articles from the *Palanthas Herald*.

C7: CHILD'S BEDROOM

This bedroom at one time belonged to a child. Broken toys and torn paper lay around the room. A smashed bed and chair are all that remain of the furniture.

C8: FAMILY QUARTERS

This area is the traditional private gathering area for the Lord's family. It has fallen into a state of disrepair since the recent takeover and the only piece of furniture left in the room is a torn sofa.

C9: MASTER BEDROOM

What was once the master bedroom of the keep currently contains only the smashed remains of a bed. Much of this area was broken and destroyed in the search for hidden treasures.

C10: SMALL BEDROOM

This bedroom still stands intact. It serves as the quarters for the visiting mage, allowing him to have privacy. If the party searches the room they will find a component bag, a scroll with the *knock* spell on it, and a scholar's pack.

C11: SMASHED ROOM

This room is so broken it is impossible to determine what it was once used for. There is nothing of use to be found here.

OUTSIDE THE KEEP BUILDING

Once the party exits the keep, they can hear shouting coming from the Crypt of the Fallen Kings. Read the following to the players.

“You spot the last of the forces of Bron fleeing into the crypt. Overhead you can see the silver dragon engulfing the town one last time in a thick layer of frost before heading south. As you round the corner of the keep you see the doors of a crypt standing wide open, papers and bags have been dropped in the hasty retreat to enter it.

Hurrying you enter the crypt noticing that in the alcoves lie the bones of long dead humans and hobgoblins. In the middle of the room is an eroded statue of a man standing, holding a sword raised in the air and holding a crown. There is an inscription inside the crown in Nerakese which reads: **“This crown unlocks the path of the dead.”**”

“The crown is placed on the statue’s head and a set of stairs can be seen in the back heading down. You do not see any movement on the bottom of the stairs and feel that this may be the first safe place to rest in a while. Within a few minutes the party has secured the doors to the crypt and settled onto the floor for a well-deserved break. As you look up you see the statue has changed from being an eroded figure, to a brightly colored warrior, a flash of light passes his hands, and you feel completely rested and ready to tackle whatever lies below.”

CONCLUSION:

The party has amassed enough experience to advance to level 2. This is only the first part of Champions of Krynn. The party will return to tackle what lays below in the adventure CoK2: Descent into the Crypts. Thank you for playing this adventure put together by the Dragonlance Nexus team.

APPENDIX A

At the appropriate time, the party may overhear or be told one of the following rumors while visiting either the inn or the tavern. Roll a 1d6 or select a rumor that the party has not heard before.

TAVERN RUMORS

D6	Item
1	<i>Hey Jorclack, are you rubbing shoulders with us in the slums now? I thought you were heading out east to take on those thieves who stole your stuff.</i>
2	<i>They walled in the keep, to keep out the rats. I heard that a cleric living in town has some sort of magic that whisks him there.</i>
3	<i>I heard that they didn’t kill all the shiny boys. They should have instead of letting them rot below the barracks.</i>
4	<i>Anyone else notice a silver dragon nearby. I don’t think that is a good sign. I wonder if it has to deal with what’s happening in the keep.</i>
5	<i>There’s been a lot of clerical and wizardly people around, I wonder what they are up to.</i>
6	<i>I heard that guards seem to burst out of the cellars of the Thirsty Flagon when a brawl breaks out. I wonder how they get there so fast.</i>

APPENDIX B

Roll 1d6 or choose an encounter the party hasn’t faced yet.

TAVERN RUMORS

D6	Item
1	<i>A young farmhand who has run off from home and dreams of a life of adventure.</i>
2	<i>3 goblins out hunting who have spotted the party</i>
3	<i>A traveling group of singers who invite the party to join them for the evening singing bawdy songs</i>
4	<i>5 kobolds who are pushing a wagon and arguing about who is the strongest. The wagon is filled with rocks.</i>
5	<i>1 cockatrice who is blocking the path the party is following</i>
6	<i>1 quasit who has been sent to keep an eye on the party</i>

APPENDIX C

The following are stat blocks for aforementioned NPCs in this adventure.

SIR KARL GAARDSEN

Medium human male, lawful good
Armor Class 20 (plate, shield)
Hit Points 71 (11d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11(+0)	14 (+2)	10 (+0)	11 (+0)	16(+3)

Skills Athletics +8, History +3, Insight +3, Persuasion +6
Senses passive Perception 10
Languages Common, Solamnic
Challenge 5 (1,800 xp)

Rose Knight Leadership. When an ally who can see or hear Sir Karl is reduced to 0 hit points, Sir Karl can use his reaction to have them drop to 1 hit point instead.

Wounded Fury. While Sir Karl has 10 hit points or fewer, he has advantage on attack rolls.

Rose Tactics. When Sir Karl takes the attack action against a creature, all allies have advantage on attacks against that enemy until the start of his next turn.

ACTIONS

Multiattack. Sir Karl makes two melee attacks.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d8+5) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

K’NANI

Medium human male, neutral evil
Armor Class 11 (leather armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11(+0)	14 (+2)	10 (+0)	10 (+0)	12(+1)

Skills Deception +2
Senses passive Perception 10
Languages Common
Challenge 1/2 (100 xp)

Cunning Action. K’nani can take the Dash, Disengage, or Hide action as a bonus action

ACTIONS

Multiattack. K’nani makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

THOM

Medium human male, neutral good

Armor Class 15 (breastplate)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	11 (+0)	10 (+0)	14 (+2)	18 (+4)

Skills Skills Deception +6, Insight +4, Persuasion +6

Senses passive Perception 12

Languages Common, Solmanic

Challenge 1/8 (25 xp)

Parry. Thom adds 2 to his AC against one melee attack that would hit him. To do so, Thom must see the attacker and be wielding a melee weapon.

ACTIONS

Rapier. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 5 (1d8 + 1) piercing damage.

KILDERF

Small kender male, neutral good

Armor Class 13 (leather armor)

Hit Points 16 (3d8 +3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	11 (+0)	13 (+1)	12 (+1)

Skills Nature +4, Perception +5, Stealth +7, Survival +5

Senses passive Perception 15

Languages Common

Challenge 1/2 (100 xp)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Taunt. As a reaction, kender can force a target to make a DC 11 Charisma saving throw. On a failed save the target becomes enraged with Kilderf until the end of their next turn, and all attacks made against targets other than Kilderf are made with **disadvantage**, and they are unable to use the **disengage** action.

ACTIONS

Multiattack. Kilderf makes two melee attacks.

Hoopak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage

Hoopak. *Ranged Weapon Attack:* +5 to hit, ranged 30/120 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

AUTHOR'S NOTE

Greetings,

In 1990 I had my first encounter with an SSI Gold Box game called Champions of Krynn. This was a game that would not only shape my interest even more into playing D&D but also would create a lifelong passion of creating a party and saving Krynn...time and time again. The premise of the game is fairly simple: you are trying to stop the forces of evil from unleashing their latest plan to conquer the world.

When I first set out redesigning the game and bringing it forward nearly ten years ago, I didn't foresee the labor of love this would become. Wanting to design more than just a simple hack and slash game, I wanted to dive more into the locations and characters, and provide players a more in-depth experience. I think that veteran players of the game will find many hidden easter eggs throughout this series.

Good luck and long live the lance!!!

Chuck Martinell



PRODUCT SCHEDULE

CHAMPIONS OF KRYNN: DESCENT INTO THE CRYPTS.....WINTER 2022

BESTIARY OF KRYNN.....SPRING 2022

CHAMPIONS OF KRYNN: THE TOWER OF GARGATH.....SUMMER 2022

CHAMPIONS OF KRYNN: THE ROSE OF JELEK.....FALL 2022

CHAMPIONS OF KRYNN: UNEASY ALLIANCES.....WINTER 2023

THE DRAGON LANCE MEXUS

EVIL NEVER RESTS AND NEITHER should the forces of good. It has been one year since the end of the War of the Lance, and while the forces of the Whitestone Council are still battling the remnants of the Dragon Highlord armies, a new force is arising. In the area around Throth rumors spread of a forgotten book that can unlock a long-forgotten secret. With limited forces in the area, the Whitestone Council must look to others to help unlock the mystery and prevent an ancient legend from being unleashed on Krynn.