

Advanced Dungeons & Dragons®

Dragonlance®

Official Game Adventure

Dragons of Dreams

by Tracy Raye Hickman



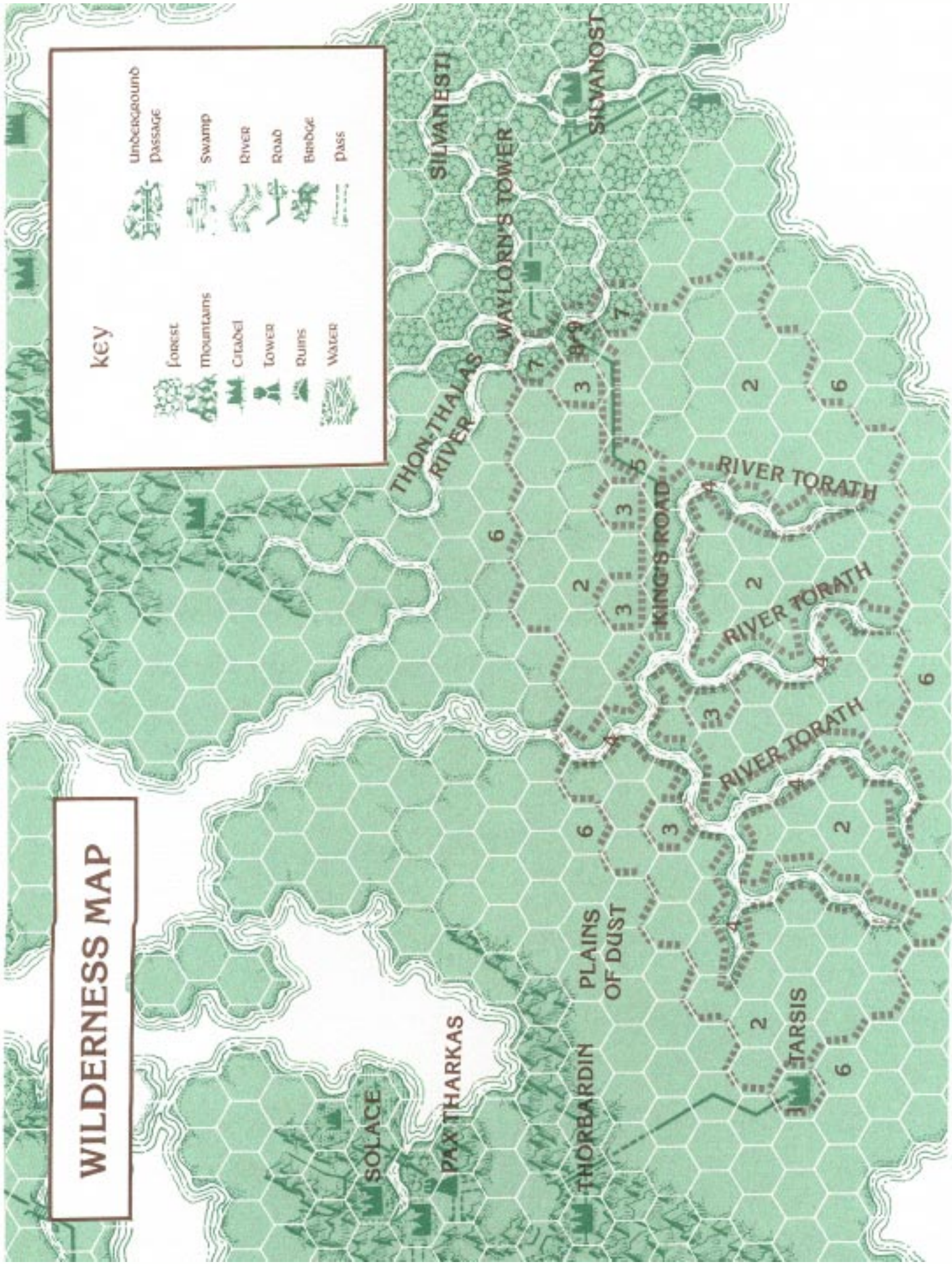
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WILDERNESS MAP

key

	Forest		Swamp
	Mountains		River
	Crested		Road
	Tower		Barbed
	Ruins		Pass
	Water		Underground Passage





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PROLOGUE

Notes for The Dungeonmaster

“Dragons of Dreams” is the tenth module in the epic DRAGONLANCE® series. It is the beginning of the third and final book of the DRAGONLANCE® adventure modules and recreates the conditions found in Chapters 8 through 12 of the DRAGONLANCE novel, “Dragons of Winter Night.”

In DL6, “Dragons of Ice,” the original party of heroes was separated into two groups during the destruction of the city of Tarsis. Laurana, Sturm, Flint, Tasslehoff, and others fled south, then traveled northward, eventually becoming involved in the war in Solamnia. They left behind their friends, not knowing if they were dead or alive.

This adventure follows the group of heroes left behind in Tarsis—Tanis, Caramon, Raistlin, Tika, Goldmoon and Riverwind. It begins as they flee from Tarsis, traveling east with Alhana Starbreeze, an elven Princess of Silvanesti.

Note: The PCs (Player Characters) from the first group also appear in this adventure, but in a special way you will read about later.

All DRAGONLANCE® adventures attempt to recreate the conditions of the story with the player characters cast in the roles of the epic’s heroes. Thus, it is recommended that the module be played as part of the series using the player characters provided. If players wish to use their own characters, however, you should allow them to do so.

SPECIAL NOTE ON OBSCURE DEATH: As of DL8, “Dragons of War,” the obscure death rule was suspended for all PCs. It still remains for NPCs, however.

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

This is true of NPCs only. The obscure death rule no longer applies to player characters. If a PC dies in this or later adventures—say good-bye!

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

Following the Events comes the listing of Encounters, each representing areas the PCs may visit. Encounters are governed primarily by location.

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

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

The World of Krynn

There are several important differences between the world of Krynn and the standard AD&D® campaign. While players who have played previous DL modules are familiar with these changes, new players should be made aware of this information.

True clerics have been unknown on Krynn since the Cataclysm, a mighty catastrophe that changed the face of Krynn. Most clerics have no spellcasting abilities, since they worship false gods. True clerics of good, including Goldmoon and Elistan, wear a medallion bearing the symbol of their god or goddess. Only two of the true gods of good have so far been revealed—Mishakal, goddess of healing, and Paladine, leader of good, the Celestial Paladin. All PC clerics brought into the cam-

paign must be of good alignment and follow one of these two faiths.

All PC elves in the adventures are Qualinesti elves. Two other elven races were first encountered in DL-7—the Silvanesti and the Kaganesti. This adventures deals with the events that drove the Silvanesti far from their ancient, ancestral homeland.

All PC dwarves are hill dwarves. Other dwarven races were introduced in DL4.

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

The values of gold and of other trade items are completely different in this world than in

Special Note on the Novels: Some of your players may have read the DRAGONLANCE novels. Players using PCs from the story will find their understanding both of the characters and the world enriched by reading the novels. Role-playing characters is more fun and interesting after having read the books. Reading the novels will not give them information that will take the mystery and excitement out of your adventure since the information related in the books is similar, but by no means identical, to the events and encounters in this module.

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

Remember that the DRAGONLANCE® story is a complex saga. To run it well, read the module carefully, anticipate your player’s actions, and think of ways to motivate players to stay within the boundaries of the module. Let the players explore the setting-do not lead them around by the nose. Instead, try to draw them in the direction desired by using tantalizing information. The carrot always works better than the stick, as the saying goes. Do not be afraid to improvise to make the adventure more enjoyable for the players.

familiar campaigns. Steel is the main trade metal, and 10 gold pieces are worth only one steel piece. PCs who enter Krynn from other campaigns may be allowed to trade their gold pieces for steel-though they will find their personal wealth greatly reduced!

A Note to New DMs of the DRAGONLANCE® Series

If you have never played any of the other adventures in the DRAGONLANCE® series, this module is a good place to enter the tale. Options in the first Chapter are provided that will give you and your players a minimal knowledge of the history and events in the story to date.

the fall of silvanesti

Wherein the most ancient kingdom of elves met its doom in the declining will of its monarch.

Review of The Elven Chronicle

Note to the DM: This first section of material reviews the background history of elves as presented in DL7, "Dragons of Light." You may want to review it here. If you are already familiar with the histories of the elves, proceed to the article titled, "The Tragedy of Lorac."

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

The elven races are collectively called Colinesti, "people of the morning," in the ancient texts, a name rarely used in modern Ansalon. The races are now more commonly known by their sub-racial names: the ancient Silvanesti, the outcast Qualinesti, the wild Kagonesti.

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

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

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

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

Beneath these two Houses are those of the craftsmen and guilds. The House Protector (the Wildrunners) serves as the army of the Silvanesti. Years of continual peace have stratified the guilds into rigid institutions.

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

In the days of the Ancient Dragon Wars, the western borders of Silvanesti were under assault from the forces of the dragonarmies. The elves of western Silvanesti excelled in battle. Many were members of the Wildrunners,

and cross-class war training prevented the stratification that typified Silvanesti life in the interior of the nation.

Relations between the western provinces and the central Houses deteriorated until, with the issuing of the Swordsheath Scroll, the western elves were granted independence. The Qualinesti founded their own realm hundreds of miles to the west of ancient Silvanesti. After they left, the Gardeners of Silvanos grew the Hedge, a region of dense underbrush, to prevent western invaders from entering their lands.

The Tragedy of Lorac

Excerpted from the DRAGONLANCE™ CHRONICLES, Volume Two, "Dragons of Winter Night."

The Creation of the Dragon Orbs

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

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

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

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

The terrible destruction of the two Towers

frightened the Kingpriest. He granted the wizards safe passage from the Towers of Istar and Palanthas if they would leave the Towers undamaged.

Before the Tower at Istar was abandoned, an elf named Lorac Caladon arrived at the Tower to take the Tests. Lorac was, at the time, Speaker of the Stars, the ruler of Silvanesti.

During the Test, the *Dragon Orb* spoke to Lorac's mind. The *Orb* foresaw a dreadful calamity. *You must not leave me here in Istar, the Orb told him. If so, I will perish and the world will be lost.*

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

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

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

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

Thus, when the dragonarmies attacked Silvanesti, the elves were prepared. Lorac ordered his people into ships that would take them to safety. Then, when he was alone, he descended to the chambers beneath the Tower of the Stars where he had secreted the *Dragon Orb*.

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

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

Chapter 1: Griffon's Flight

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

At the beginning of DL-6, the heroes were under siege in the city of Tarsis, which was being attacked by the dragonarmies. It was here in Tarsis that the party of heroes was split.

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

If You Have Never Played

A DRAGONLANCE® Adventure Before:

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

You Have Played DL-6,

You Have Two Choices:

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

2. You may run the Wilderness Adventure. Read the **Adventure Start** boxed text to the players and begin the adventure with Encounter 1—The Fall of Tarsis.

If the players are using the DRAGONLANCE Series Characters, give the players the character cards on the back of the module cover at this time.

game Start

Read this section to your players if they have *not* played DL-6. Follow this by reading the **Quick Start** boxed text as well.

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

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

Yet there is hope. The gods have ended

their centuries-long silence. A tribal princess of the plains has restored the light and knowledge of the true gods. The healing arts—once lost—are now known again, and a small number of true clerics walk the land. They are eager to spread the truth, yet fearful that their knowledge may perish with them in an instant.

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

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

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

Quick Start

Read this if players have played DL-6 or as a continuation of the Campaign Start above.

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

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

"The borders of my homeland," Prin-

cess Alhana tells you. "The ancient elven kingdom of Silvanesti."

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

Adventure Start

Read this if you have played DL-6 and want to role-play through the trek across the Plains of Dust.

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

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

EVENTS

If using the **Quick Start** to begin this adventure, skip any events that may have taken place prior to the time indicated in the **Quick Start** description.

event 1: Griffons of alhana

(Whenever any PC drops to 0 HP or with 1 on d6 per day.)

A great shadow falls over you. A voice as pure and distant as the stars speaks. "I desperately need your help. You are fighting a losing battle. Agree to aid me, and I will save you!"

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

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



event 2. DRAGONWING

(Check position each day from first day. Ignore this event if the PCs have gone with Alhana.)

Each day, the Dragon Highlord, Kitiara, will launch a search for the PCs. This search will begin at the last known location of the PCs. From that location, six flights of dragons will take to the air and proceed as follows: three flights of dragon will fly east, three flights will fly west. Use the following chart to determine the hex on the map the dragons will search.

Roll 1d6 per day since the PCs have been spotted for each of the three groups searching in the direction the PCs took until 1) either all the rolls have been made or 2) the PCs have been located.

Dragon Search Table

Number	Hex Searched
Eastward Dragons	
1-2	Northeast
3-4	East
5-6	Southeast

Westward Dragons

1-2	Northwest
3-4	West
5-6	Southwest

If a flight of dragons enters the same hex as the PCs, there is an 80% chance that the PCs will be discovered.

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

As referee, you may press draconian takeover of lands (See E3) toward the last known location of the PCs. Note that such takeover will not begin until the third day after the fall of Tarsis.

event 3: DRACONIANS

(Each day, starting on Day 4)

The draconian ground forces will expand their territory, occupying 3 large hexes on the Wilderness Map per day, thus making Encounter Areas 2 and 3 smaller by 3 hexes every day and Encounter Area 7 larger. The hexes occupied must have been adjacent to hexes which were occupied on the previous day, starting at the indicated arrows on the Wilderness Map. The

general flow of the occupation forces should thus start from the west end and move toward the east, pressing the PCs in the direction of Silvanesti. Use Encounter 7 for descriptions and options for players.

event 4: Capture attempt

(1 per day after Day 10)

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

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

Chapter 1 Encounters

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

ENCOUNTERS

1. *Tarsis The Beautiful*

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

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

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

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

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

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

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

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

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

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

6. Alhana Starbreeze, princess of Silvanesti and daughter of the Speaker of Stars, has recently arrived here in search of aid. She is trying to hire mercenaries to mount an expedition to her homeland. The city council turned down her petition. None have seen her since.

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

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

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

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

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

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

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

1d4 + 4 rounds after the PCs engage in combat, read the following boxed text.

Suddenly, amid the carnage, a shadow falls over you. Fearfully, you look up. Through the smoke, you see griffons spiraling down past the flights of dragons in the sky. Four of the griffons land next to you. Astride one of them sits a beautiful elven woman. Her tone is harsh and commanding.

"Quickly, fools! I can carry you to safety, unless you prefer to stay here and die!"

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

If the PCs accept Alhana's offer, the griffons will hold the draconians at bay long enough for the PCs to grab their equipment and mount the beasts. The griffons will then leap into the sky and fly eastward. They will not go in any other direction. The griffons obey only Alhana. Go to Encounter 2A.

If the PCs choose to continue with this Encounter, continue as follows:

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

You may want to use the encounters in DL-6 for this battle. You may also want to play out the disengagement from the battle. Use the Random Encounter Chart to determine encounters inside the city after the fall. PCs discovered by the draconians will be subject to capture or summary execution by any draconian patrols. You should, of course, give the PCs a sporting chance of escape should such an unfortunate event occur.

2. *The Plains of Dust*

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

Check the PCs' provisions. It takes one full day to cross one hex on the Wilderness Map. For each day after 2 days that the PCs do not have food, subtract one point of constitution. This loss of constitution is temporary, and a player suffering such a loss will regain 3 points of constitution per day he eats properly thereafter up to his original constitution. Any effects of such constitution change (i.e. Hit Point Adjustments, System Shock Survival, Resurrection Survival, etc.) will be in effect. When a character reaches a constitution of 0, he lapses into unconsciousness and dies.

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

Chapter 1 Encounters

they want to travel. Be sure to check for Random Encounters and any Events that may be scheduled to take place.

2a: Griffon Flight

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

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

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

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

The griffons will cover 6 hexes on the large map during one day's flight. They cannot cover more ground during that time without rest. Any dragons following them are pressing as hard as they can to keep up, yet do not close or engage. Eventually the dragons will fall behind and disappear from sight.

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

For each day spent riding the griffons, mark 1 day off the Event Clock and move the PCs' position 6 hexes nearer Silvanesti. Run appropriate Encounters during that time. The PCs should be moving toward Encounter 8.

The PCs may leave the griffons if they choose. Note their position on the Wilderness Map and continue running Encounters and events as listed.

3. Plainsfruit

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

These plants will provide nourishment for as long as the PCs eat them fresh. Those who eat

them may restore 3 points to their constitution if any points were lost due to starvation. This effect will take place once per day.

If the PCs pick the fruit and carry them off, however, the fruit will spoil within one day. At this time, the fruit gives off a noxious odor and the taste turns foul. The only creature capable of eating the spoiled fruit would be a gully dwarf!

In addition, the horrible smell will attract randomly encountered monsters. Add 1 to any Random Encounter checks on any day the PCs carry the rotten fruit. It takes a full day for the smell to leave the PCs clothing.

4. River Torath

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

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

5. King's Road

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

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

6. Northern Dragonwing

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

These are the armies of the Dragon Highlords, who are now moving to take over this land. Should the PCs remain in this area for over 1 hour, then begin making Random

Encounter checks every game turn. If an encounter is indicated, it will be with a draconian patrol. The army is gaining on the PCs.

7. Borders of The Forest

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

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

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

A dark line of trees can soon be seen along the horizon. Silvanesti! According to legend, any who step beyond the wall of trees but Silvanesti elves alone will never return.

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

8. The River Thon-Thalas

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

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

If Alhana has not already done so, she will explain her reasons for needing the PCs' help. (See **Masters and Magic** section for details.) She will also insist that the PCs perform the Vision Gift Casting of Coins into the waters before they proceed.

Casting of the Coins: This is an important part



Chapter 1 Encounters



of the adventure and deals with the goal and final outcome of this adventure-to free the realm from the terrible nightmare that holds it enthralled. To do this, King Lorac Caladon must either be awakened from the dream or killed.

When the PCs cast coins into the waters of the Thon-Thalas, they are determining the means they will use to awaken Lorac.

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

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

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

Reading the Coins: Heads represents "X" and tails represents "O." Read the results from the highest denomination to the lowest and determine the outcome on the following chart. Mark down the action that will awaken Lorac as described in the Epilogue and then read the boxed text accompanying that action.

O O O-Damage by Kin (Mark goals 1, 5 & 6)

A weeping elfwoman draws her sword and strikes the king. He bleeds, yet all around him fades into mist as dawn rises behind him. So does the vision end.

O O X-Power of the Gods (Mark goals 2, 5 & 6)

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

O X O-Conscience of the King (Mark goals 3, 5 & 6)

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

O X X-Love of Alhana (Mark goals 4, 5 & 6)

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

X O O-Damage by Kin (Mark goals 1, 5 & 6)

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

X O X-Power of the Gods (Mark goals 2, 5 & 6)

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

X X O-Conscience of the King (Mark goals 3, 5 & 6)

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

X X X-Love of Alhana (Mark goals 4, 5 & 6)

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

9. Bridge of Dreams

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

There appears to be nothing unusual about the bridge. It can be crossed without incident. However, the moment the PCs either lose sight of the bridge or lose sight of someone who can see the bridge, they will find that they have crossed into the Bleeding Wood (Chapter 2, Encounter 1).

Chapter 2: The BLEEDING Forest



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

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

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

Conditions in the Land: Layers of noxious green fog cover Silvanesti. The land itself seems to be in a perpetual twilight, neither daylight nor darkness. Once straight and lovely trees are now twisted into tortured shapes. Everything that lives here lives in pain.

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

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

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

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

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

a. Roll 1d12 on the Distances Between Encounters Table below and multiply the result x2. This is the number of turns it will take the PCs to walk until they reach another road or Encounter area.

b. Make the appropriate number of Random Encounter checks as required. Run the Random Encounter as described.

c. Roll 1d12 on the Dreammap Chart to determine where the players come out of the woods.

Dreammap Chart

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

Distances Between Encounter Locations: Although all distances are distorted in the dream, the PCs do retain a perception of motion and the passing of time. Distances between locations are expressed in terms of

Chapter 2 Events

how these distances are perceived by the PCs. The paths between locations all wind confusingly through the woods, making it impossible for the PCs to know which way is north until they reach their next Encounter location.

To determine the perceived distance between Encounter locations, roll 1d12 on the following table:

Distances Between Encounters			
Roll	Distance Feet	Distance Miles	Turns to Cover *
1	3,600	.68	1 (10 minutes)
2	10,800'	2.04	3 (1/2 hour)
3-4	21,600'	4.09	6 (1 hour)
5-6	32,400'	6.11	9
7-8	43,200'	8.18	12 (2 hours)
9	54,000'	10.23	15
10	64,800'	12.27	18 (3 hours)
11	75,600'	14.32	21
12	86,400'	16.36	24 (4 hours)

* Number of 10 minute turns at a movement rate of 12" (human).

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

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

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

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

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

Primary PCs and Illusionary (Secondary) PCs: In this level of the dream (Level I), all the

characters who start this adventure as PCs are Primary PCs. Primary PCs are actually present at each Event and/or Encounter being described. In later levels of the dream, those PCs who are Primary in an Encounter will vary.

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

PCs will also encounter Dreamwraith or Dreamshadow PCs (explained more fully in Level 2 of the dream). Dreamwraith or Dreamshadow PCs will be designated by the symbol ☉.

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

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

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

- Ask the player how long his PC will concentrate on the suspected illusion. This should be stated in a minimum of melee rounds.
- Determine the modifier for the check. Compare the duration of concentration time indicated by the player to the following Chart to determine a Concentration Modifier for the roll.

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

During this period of concentration, the PC may perform *no other actions*. It is the unbroken period of concentration that

determines the modifier. Note that the available concentration time of any PC will be very limited if the illusion attacks the PC who is trying to concentrate.

A PC who has taken damage from an illusion may *not* have an attempt to disbelieve it. (See **Physical Damage** below.)

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

Dream Level Modifier Chart

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

d. Determine the final result. You then secretly roll 1d20. If the result is higher than the Disbelief Number, then-to all appearances-the object looks real. Note: Illusionary and Dreamshadow PCs *always* fail their checks, regardless of their rolls. Only Primary PCs may attempt a successful disbelief.

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

Detect illusion spells will work in this dream, but they must be cast separately for the spellcaster and for each other person who is to gain the benefit of the spell's effect. *Dispel illusion* will also work but only on each individual illusion. Each group of Dreamwraiths and Dreamshadows is counted as a separate illusion. Since the illusions are generated by 21st level magic, they will be nearly impossible for characters of this level to dispel.

Effects of Disbelief: An illusion that is successfully disbelieved will not be able to harm the PC. Illusions most often encountered in this adventure will be Illusionary PCs, Dreamwraiths, and Dreamshadows.

Remember that Illusionary and Dreamshadow PCs *never* succeed at a Disbelief check.

Chapter 2 Events

Physical Damage in the Dream: The actual physical damage that a PC will take from attacks during the dream will depend upon whether the creature attacking is real or illusionary.

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

Illusionary creatures strike for illusionary damage. This damage at the first level of the dream is equal to 1 hit point real damage per 4 hit points illusionary damage. Note: while in the dream, the PCs will believe illusionary damage to be actual and therefore will drop to the ground as though lifeless after taking what they believe to be sufficient damage.

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

Illusionary Special Damage: Illusionary spells cast by illusionary magic-users do illusionary damage (see above) unless the special attack is disbelieved before the attack is initiated. The same holds true of monsters that have special attacks, such as a dragon's breath weapon. Thus, a *fireball* cast by an illusionary Fizban will do the same amount of illusionary damage as a real spell. An illusionary Cockatrice will turn a PC into illusionary stone until the dream is ended.

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

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

Real PCs who are not Primary PCs (e.g. Laurana, Sturm, Tasslehoff) will return to the dream each time they sleep until their illusions die in the dream. When this occurs, the Illusionary PC will no longer come back into the dream. The details of how Illusionary PCs

enter and participate in the Dreamworld should be kept secret from the players. Keep them guessing as to whether their PCs are really there and taking damage or not.

Dreamshadows: These are described in the **Monster** section of the appendix. Dreamshadows take on the various forms and characteristics of the creatures they represent. A Dreamshadow gorgon has the statistics of a real gorgon, except that the Dreamshadow gorgon does illusionary damage rather than real damage and its turn-to-stone attack is also illusionary (although just as debilitating until the dream ends).

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

Whenever you see a ☉ monster, remember that any damage and/or special damage done by the illusionary creature is also illusionary.

EVENTS

EVENT 6: FRIEND OR FOE

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

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

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

If an Illusionary PC is encountered, that PC will stay with the party for as long as he can survive in the dream. Note: creatures of the dream will usually concentrate on destroying Illusionary PCs as quickly as possible.

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

Bring Illusionary PCs into the game in a realistic manner. At the time the encounter is rolled, select the most appropriate way to

encounter Illusionary PCs from the following: The Illusionary PC is . . .

- Sleeping.
- Lost and wandering.
- Caught in a trap.
- Prisoners of those in the next encounter.
- Walking toward the PCs out of a fog.
- Searching for the PCs.
- Clawing their way out of the soft earth.
- Hunting the white stag.
- Emerging from the water.
- Already fighting the next encounter.

EVENT 7: VERMINAARD (MORNING OF DAY 2)

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

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

☉ Verminaard is actually a Dreamshadow emissary of the green dragon, called up from the memories of the PCs. ☉Verminaard knows the road to Silvanost and will offer to help the PCs get there, saying that this will end his imprisonment.

If the PCs accept his help, ☉Verminaard will, in fact, lead them along the most direct route to the Gates of the Citadel (Encounter 19). He will accompany the party into the city as a secondary PC, only to turn on them once inside the gates. As a Dreamshadow under direct control of the dragon, he will be able to discern which of the PCs in the city are the Primary PCs in each dream and, unlike most Dreamshadow enemies, he will seek to destroy them himself once inside.

If the PCs attack ☉Verminaard, he will use all of his powers to defeat them. His attacks are, however, illusionary. (☉ Verminaard's statistics can be found in Appendix section, **Masters and Magic**.)

EVENT 8: OTHERSELF (EVENING OF DAY 2)

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

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

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

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

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

EVENT 9: Waylorn Dream (Night of day 2)

Only one of the PCs will have this dream. Take him (or her) aside and tell him that he sees this in his mind:

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

EVENT 10: Night of Elements (afternoon of day 5)

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

Air, earth, and fire elementals rise up, one after the other, to hinder the party in their journey.

First, a 16 HD air elemental begins to form in the darkening clouds overhead. It will attack the party. Since it is in the wilderness, it will be uninhibited by height or confinement restriction.

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

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

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

EVENT 11: Cyan Sky (evening of day 10)

You hear a terrible sound approaching you through the dim green mists. It is the sound of creaking tendons and the flapping of huge, leathery wings. Fear closes a cold hand around your heart. The horrible sounds grow louder and louder. Frantically, you stare up into the treetops, but the mist obscures everything. Suddenly, a great darkness forms amid the greenish fog above.

Cyan Bloodbane, the green dragon of Silvanesti, decides that it is time he dealt with these characters directly. His purpose is not to kill the party, but to inflict damage and slow them down. Cyan plans for the Dreamwraiths and Dreamshadows to trap the PCs in his dream. He will not use his breath weapon, therefore, though he will cast spells. Cyan's damage and attacks are for full damage. He will prefer to attack the PCs from the air. This

keeps him out of reach of the party's melee weapons.

EVENT 12: The Brood

(Chance of encounter: 30% + 5% per day after day.)

The greenish fog swirling on the ground begins to take substance and form! Only the flash of wet scales or dim red glimmer of eyes can be seen as several creatures crawl quickly beneath the fog cover toward you.

These are d6 per day dragonbrood (i.e. 1d6 on day 7, 2d6 on day 8, etc.) They are the nightmare creations of Cyan Bloodbane, who has sent them out to hunt down the PCs. The dragonbrood will not cross rivers or enter the water. They will not pass the Gates of Quinari. (See the **Monsters** section in the Appendix for description.)

ENCOUNTERS

10. The Winding Road

Dead and brittle thistlevines cross the road in a tangled pattern. Black leaves rustle along the roadway that twists and turns among black and bleeding trees. A green, noxious light penetrates the fog overhead, green fog writhes in layers on the ground. You can see ahead or behind you only a few yards. The road twists out of sight in either direction.

The sap oozing from the split bark of the trees has the consistency and appearance of blood. This is a real condition for these trees, not illusory. The trees have been shaped this way by Lorac's twisted vision.

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

11. The Bleeding Woods

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

Chapter 2 Encounters

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

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

a. **DRYAD:** Any encountered dryads will be essentially the same as those detailed in Encounter 14.

b. **ELF, SILVANESTI:** These are most often seen at a distance. The elves moving through the forest carry lanterns which, unfortunately, look a great deal like the light of a Will-O-Wisp. If encountered, there is a 90% chance that the PCs will see the elves this way first as opposed to stumbling upon the elves' hidden encampment in the forest. If the PCs follow the lights, they will lead them to the elves encampment within 1d6 turns.

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

c. **GROANING SPIRIT** The spirits of the deluded elven clerics who remained behind in the mistaken belief that they could gain true power from the dragonarmies. They were all murdered, and now their spirits are condemned by Cyan to patrol the land, bringing death to any who now move among the dream.

d. **KECH:** These creatures were once welcome and playful forest friends of the elves. Now, because of the constant torture of the dream, they have become savage and senseless, attacking all with a ravenous vengeance.

e. **WILL-O-WISP:** Their lights dance through the forest. They will immediately lead the PCs to the nearest, most deadly, Encounter.

12: Tower Shalost

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

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

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

The outside of the tower is smooth. It is not crafted from fitted stones, as the dwarves would do, but is made from natural stone, coaxed up from the bedrock by the elves. On the far side of the tower from where the PCs first enter the glade, a stone ladder is cut into the outer wall. The ladder leads up to the parapet at 12A. This can be easily climbed by any of the PCs, but they must climb single file.

Climbing the exterior of the tower itself requires a Thief Ability check normally or a Dexterity check every 10 feet. There are no windows in the sides of the tower. There appears to be some sort of clear crystal capping the structure at its peak.

The top of the tower is described in 12A. There are no ground entrances to this tower. The stone itself is 80% magic resistant.

12a: Top of The Tower

From the walkway that encircles the top of the tower, you can look out over the trees of the surrounding forest. Noxious green mists hang over the forest, these mists seem to get darker toward the east. Gray clouds fill the sky, you cannot see the hori-

zon. Peering east through the mists and the clouds; you can barely make out the dark black outlines of the city of Silvanost—and the palace of King Lorac.

Looking down at the floor of the tower, you see that there is a 5' square opening in the stone tile at each of the four compass points. Each of these openings is sealed by a silver-steel door. There are no handles. To all appearances, the door can only be opened by operating some mechanism that slides the door back into the stone floor. The only decoration on the doors are elvish letters. The letters are identical on each door.

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

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

T'ward the Lands of Knighthood
T'ward the Sunset Elves
T'ward the Sunrise Land of Balif
Back to Where Istar Delves

Turn the Tower Round About
Open Doorways Long Held Shut
Pass Them Right and Me You'll Meet
Else the Baser Natures Greet

first Combination

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

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

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

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

Chapter 2 Encounters



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

All of the doorways, once opened, lead to a 5' deep square shaft. A stone ladder cut into the outer wall of the shaft allows the PCs access to the next, lower level of the tower—12B. The shaft opens into the ceiling of the hall below.

1.2B: Second Combination

A 10' wide x 20' tall corridor circles around the inner core of the tower. Steel rings are set into the inside wall. All of the walls and the ceiling are constructed of roughly hewn stone, making it seem like a cave.

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

If the PCs have rotated the steel plate on Level 12A to the Northern door, they have hit the correct combination and deactivated the trap. The PCs may then proceed to try and dial the next door.

Trap: If the PCs have hit the wrong combination, they are confronted by an Elemental Grue—a Chaggrin.

If the trap has been sprung on the level above, the Chaggrin will appear on this level. The moment any PC touches one of the iron rings, the Chaggrin will flash into existence next to one of the four openings leading down to the next level. Once the Chaggrin has appeared, it will leave only when all the PCs have either left 12B or are dead. Redialing the previous floor's combination will not make the Grue disappear.

When the Chaggrin appears, the overhead plate on the previous level will suddenly begin to spin. The plate will spin for 10 mele-

rounds. On each of these rounds, each PC may attempt to jump up from the stone ladder through the nearest opening in order to escape. The attempt requires a Dexterity check at -15 plus 1 for each round after the plate begins to spin.

To get into a position to attempt the jump (the top of the stone ladder) requires that the PC spend one round *doing nothing except* climbing the ladder. Only one person may be on the ladder at a time.

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

Any attempt to jump through the opening that fails results in damage to the PC. The rotating plate does 1d6 + 10 points of damage, minus 1 point per turn it has been rotating. For example, if the plate has been rotating for 3 rounds and strikes a PC, the plate would do 1d6 + 7 points of damage. In addition to the damage, the PC who fails the jump will be knocked off the ladder and will fall 25 feet to the floor of the corridor.

PCs may attempt to stop the plate's rotation by using a sword or other object. Non-magical objects have no chance to stop the plate's rotation, and there is a 35% chance that they will break when struck by the plate.

Magical items will stop the plate. Unfortunately, the item will jam the plate shut in the closed position. The plate will remain stuck until the item can be worked loose. If a PC wants to attempt to remove the object, add the PCs' strength and dexterity scores together and then roll percentile dice against this total. If the percentile number rolled is less than or equal to this total, then the item comes loose and the plate will slide to an open position above the PC's head. Otherwise, it will remain jammed shut.

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

If the Chaggrin is killed, its remains will suddenly vanish from this corridor. It will not reappear at this time, even if the iron rings are moved again.

Once the Chaggrin is dead (or if the PCs hit the correct combination), the PCs may rotate the wall on this level to try and hit the correct combination to reach the next level—Level 12C. The correct combination for the opening on this level—Level 12B—is the Western door. Roll 1d4 with 1 = N and 2 = E to determine which opening the plate will slide to first. If the PCs fail to hit this, the Chaggrin will reappear on this level the moment the

Chapter 2 Encounters

PCs touch the rings on the next level—Level 12C. The Chaggrin will not climb down and attack the PCs. It will, however, wait for the PCs to return to this level.

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

12C: Third Combination

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

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

Trap: If the PCs missed the correct combination on the level above, an Ildriss will swirl into existence next to one of the four lower openings the moment a PC touches any of the iron rings. The overhead access plate will spin with the same results as described in 12B. At this time, the Chaggrin will reappear on Level 12B.

There are 4 openings leading down to the next level—Level 12D. The same type of rings can be found on the inner wall and can be used to rotate the plate. The door will open over a 5' square shaft at any of the four locations. The correct combination for this level is the Eastern door. This will deactivate the trap and prevent the monster from appearing in Level 12D. Roll 1d4 with 1 = N and 2 = E to determine which opening the plate will slide to first.

12D: Fourth Combination

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

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

Trap: Unless the door opened on Level 12C was the Eastern one, a Harginn will appear randomly next to one of the four downward openings on this level as soon as any PC touches the rings. As in 12B, the plate for the openings overhead will spin. At this time, the

Ildriss will reappear on the above level and wait to attack the PCs when they try to return.

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

2E: Final Combination

(If the PCs dialed the proper (North) combination on the floor above, then use the first description. Otherwise, use the second. The correct combination is North (12A) East(12B) West(12C) North(12D).)

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

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

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

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

The referee should note which PCs are standing on the doors when the plate begins to spin. The PCs will be tossed to the floor, suffering the same amount of damage as described in 12B. Those stepping on a rotating floor plate will suffer the same damage. In addition to their other problems, the PCs will get a -2 on all attacks due to the slippery floor.

As in the other levels, once the trap is sprung, the Harginn will reappear on Level 12D and wait to attack the PCs when they try to return.

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

There are none of the familiar iron rings on this level. Five plates guard the correct access down. The first four plates are connected to the four levels above. If the PCs have set the first four plates correctly, the Southern access down will be standing open.

Note: It is possible, by rotating all the floors one door to the right, to align all four floors with the Western door. However, the fifth plate—which is fixed to the outer wall and

does not move—will prevent access by any door except the Southern door.

If the PCs did not hit the correct combination, they can figure it out by examining the plates through any one of the openings. There is a ½" separation between each of the 1" thick steel plates. Thus, by examination, PCs may be able to figure out the correct combination by observing the position and number of aligned openings at this level. Use the following table to determine how many plate openings the PCs can see and at which locations.

To use this table, first determine which location the overhead access door is open to. Then determine which of the four floor openings shows more than one plate. Read this in the second column. For example, if the overhead access to 12E is set to the Northern door, then all floor plate accesses except South would show only the blocking steel doorplate. The Southern access will show a square door cut in the 1" plate.

Continue reading across until you run into a dial combination that is not the same as those presented by the PCs. To continue the above example, if the PCs have also set the opening over 12D to the Eastern access, then 2 plates will have openings aligned at the Southern door on 12E. However, if these same PCs had set the opening over 12C to East instead of West as indicated by the table, then no other portals will be showing. As stated above, it is possible to have all four rotating plates aligned and still be unable to get down. The combination must be correctly set to pass all 5 plates.

Combination Levels Table

1 if over 12E	All blocked except:	2 if 12d	3 if 12c	4 if 12b	5th plate is:
N	S	E	W	N	Open
E	W	S	N	E	Blocked
S	N	W	E	S	Blocked
W	E	N	S	W	Blocked

Note: There is no way the PCs can adjust the plates on levels above from the ground floor. The PCs must return to the various levels to perform the adjustments. At this time, they must fight any Grues who have reappeared.

When the Southern access opens, the PCs will look down into the top of a leafy green tree. A cool summer breeze wafts up from the brightly-lit opening below. The PCs may climb down through the opening into the leafy upper boughs of the tree. PCs may climb down these trees to the floor of Encounter area

Chapter 2 Encounters

12F. Of course, the PCs may leave the tower at this point. But, after coming all this way, they should at least visit!

12f: grove of Waylorn

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

If the players make any noise or touch the man, he will awaken as if from a peaceful slumber. He will identify himself first as Waylorn Wyvernsbane. If the PCs say anything about dragons, the man will appear startled, and then claim that he is actually Huma, come back from the dead to stop the terrible dragons.

Waylorn will thank the PCs for freeing him from his long sleep and will present them with the *Diviner of Life*. As he is instructing them in the *Diviner's* use, he will suddenly get a far-away look in his eye and say that he foresees the day when this instrument alone will be able to tell them truthfully how much life they have left to them, for it never registers illusions, but only the life of living things. (See page 18 for complete description of the *Diviner*.)

Waylorn agrees to come with the PCs. As stated on his Character Card, he is eager to fight dragons. (See the **Masters and Magic** section for more details on Waylorn Wyvernsbane.)

If the PCs do not take Waylorn with them, he will bid them a cheerful farewell. Then, after they are gone, he will leave the tower and wander the land, undoubtedly meeting the PCs again.

13: Land of The ancestors

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

There are $1d20 + 5$ elves here, $1d6$ of them women. There are no children. These elves react in the same way as those described in Encounter 11.

Their village is nothing but a collection of hastily constructed lean-tos and huts, all clustered as far from the woods as the small clearing will allow.

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

They have tales, however, about what happens to those who pass the gates. Each one who enters the city walks his own path. Friends that appear to be with him may be only shadowy reflections in his mind. The nightmare grows more horrible. Unspeakable terrors walk the tortured streets. No two people who have passed the gate ever tell the same tale about what happened to them within, although they swear that they were never parted.

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

14: dryads

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

The woman is a dryad. When she sights the PCs, she will flee into the woods, if possible. Here, there will be $1d6 + 5$ dryads who will assist her.

The dryads lived for many centuries as caretakers of the vast wilderness of trees in the Silvanesti lands. Dryads are ordinarily kind and loving creatures. Now, however, their woods are under attack by forces they cannot hope to understand. Therefore, they consider all intruders to be enemies of both themselves and their trees. They will use all their cunning and charm to capture those who enter the woods.

The dryads will release any PCs they have charmed if they are convinced that the PCs are here to save their forest rather than harm it. The dryads will direct the PCs to the Tower of Shalost (Waylorn's Tower), telling them that a great man of ancient times lives here. He is wise and may be able to help them. The dryads know the way to the tower and will take the PCs there by the most direct route.

15: Brotherhood of Night

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

To all appearances, these elves are similar to those in Encounter 13. They are, in fact, illusions created by the dream. They are actually minotaurs!

This appears to be a collection of $1d6 + 6$ elves in a small village as described in 13 above. They will ask the PCs to stay with them and to attend their nightly prayers to the gods of good. If the PCs question this, the elves will claim that they never worshipped false gods. They have always believed in the true gods. This is a lie.

If the PCs agree, they will be taken to what appears to be a huge, ancient temple (illusion). Inside, the PCs will find a gigantic statue of a bull. Within $1d4$ rounds, the statue will suddenly "come alive." The illusion of the temple and the elves will disappear. The PCs will find themselves in the middle of 6 minotaurs and a ⚔ gorgon. The minotaurs are real. Even they have no idea that their ⚔ gorgon is only an illusion.

16: Swampmire

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

The ground descends suddenly into brackish, black water. The gnarled roots of twisted trees straddle the muck. Bizarre crystal formations jut up from the water. In the far distance, a strange melody floats on the sickly green fog. Indistinct voices can be heard singing.

You wade waste deep in the still waters. Your feet pull up from the mud with each step. You can still hear the song in the distance, its lyrics sounding maddeningly just beyond your hearing.

The PCs will probably get lost in the swamp, which is a maze. There is also a 25% chance per turn of encountering a Will-O-Wisp in this swamp as well. The song that the PCs hear will seem to them to be coming from the lights of the Will-O-Wisp.

16a: Catobelpas

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

This is a ⚔ Catobelpas, an apparition of the dream. Its gaze does death damage but only illusionary damage.

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16b: Crystal Death

(Use the swamp descriptions from Encounter 16.)

The area underfoot is covered with 3☉ Crystal Ooze. 1d4 rounds after this encounter, a ☉ Crystals will rise up out of the water and attack the PCs as well.

16c: Fetch

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

There are 1d6 ☉ Fetch in the water. Determine which characters the ☉ Fetch have come for randomly, then run the attack.

17: Raging Tears

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

The Thon-Thalas is a majestic and slow moving river of wondrous beauty outside of the dream. Within the dream's borders, however, it turns into something quite terrible.

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

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

Make Random Encounter checks as usual while on the river. Few of the creatures that are encountered will have the ability to fly. All creatures will appear on the bank of the river.

The river is roughly 150 yard wide at all points. The currents and eddies of the river are quite strong. A current every 100 yards or so will sweep the PCs' raft 2d20 yards closer to the nearest shore. A strength check made by any PC controlling the boat will halve that distance.

In addition, the river is under the control of the dream to such an extent that when any random encounter occurs along the riverbank, there is a 2 in 6 chance that the current will shift and carry the PCs into shore, directly toward the monster. The river will make up to 6 such current changes, one per round.

17a: River of Tears

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

The boat is abandoned. The PCs may board it without incident and take it down the river. As the PCs move downriver, however, the Thon-Thalas changes.

The cool waters generate a cold deeper than the Abyss itself. The silver of the tree bark no longer shines with its own light but glows with an eerie, dull reflection of the water. The beautiful leaves falling about you turn black with rot and smell horribly of decay. Even your boat changes! Its former elegance now appears cracked and worn, its fittings loose and leaky. Reddish muck oozes up between the floorboards like blood oozing from a wound.

Even though it appears unsafe, this craft is capable of taking the PCs down the river to Silvanesti—if they survive the trip.

17b: Crossing of Tears

Here, the thick black waters of the Thon-Thalas slow, the dead leaves which float upon its surface spin endlessly round and round. Its stillness mirrors the overhanging canopy of ice-gray sky and twisted tree limbs. Strange voices seem to cry in muffled pain all around you. Dark shapes shift beneath the water's mirror-like surface.

In these waters will be encountered 1d6 ☉ Fetch. They will attempt to push the heroes into the water from behind before they attack directly. PCs must make dexterity checks or else they will fall in. PCs in the water will attack at a -4 to hit and a +2 penalty on their armor class.

17c: Tears Meeting

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

Their song reminds you a children's merry rhyme, only this has turned hollow and strange.

These are 1d4 + 4 Groaning Spirits. Caught by their own treachery during the fall, these have been condemned to dance upon the water and relive the pain they inflicted on the living. Note: due to the constant twilight condition of this land, none of the Groaning Spirits can use their keening ability.

The current will sweep the players toward these creatures as detailed above. The Banshees will attack any PCs that approach to within 20 feet of them.

17d: Tears Parting

The chill black waters split here, taking two separate directions into the bleeding woods. The darkness is even more oppressive and terrible beneath the cavernous-like, overhanging trees. Wind whistles through the leaves and seems to whisper words to you from the right hand passage. You cannot understand the words, but they seem to be calling to you.

The words in the wind cannot be interpreted. The PCs must, however, declare which fork—the right or the left—they will take if they are floating down the river.

17e: Terror of Tears

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

The water will now attempt to keep the PCs in the center of the river. The current will become increasingly stronger over a period of 1 turn. At the end of that time, the river will be a rampaging froth of white water rapids. If the PCs are still on the river when that occurs, read the following:

Fantastic shapes rise out of the foaming water, surrounding the boat. Three great dragons, formed out of the shifting, thundering water, scream cruelly at you. Their hollow eyes burn with cold light.

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

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PCs attempting to swim must make a strength check at -5 to make it to shore. All PCs should also subtract their natural (non-magical) armor class from their roll. Those who succeed make the shore. Those who fail will be swept down the river, swirling and plunging for 100 feet and taking 1d12 points of drowning damage. They must then check their strength again to reach the shore.

18: Quinarost

A sagging pier juts out into the deathly cold waters of the river. Green and gray fungus hangs from its broken stone. Thrusting up through the layers of fog are two great pillars, standing at the corners of the pier. Beyond them, a road of cracked stones leads toward the black silhouette of a large city.

19: gate of The Citadel

As the gate swings open, it begins to scream—a piercing wail that echoes across all of Silvanesti. Green fog and smoke pours from its throat, swirling down the road and into the land. Inside, you see a constantly shifting vision of tortured streets and buildings. The great blackness of the Tower of Stars claws its way into the deep gray sky. Welcome to the Elvenhome.

Magical Items

Icon of Truth

This Icon appears as a white marble rectangle carved into the shape of a book. It is jewel encrusted and has a magical aura. The Icon measures 6" x 4" x 1".

The Icon is the Tobril, the book held by the god, Gilean, symbolizing all knowledge held by all of the gods. It represents the means by which the truth may be discovered.

The *Icon of Truth* has the following powers: once per day, the Icon can cast a *dispel illusion* at 21st level Illusionist Magic in a 30 foot radius. Within this area, Dreamcreatures and Illusions cannot exist. If this Icon is used anywhere in the dream, the PCs will note that the trees and buildings do not change.

This spell must be cast on a fixed location and cannot be moved about. Any magic-user or clerical PC who touches the icon will instantly understand this function and how to operate it. To activate the spell, the PC must present the Icon in a forceful manner and speaking the word "Tobril" firmly.

Any person who carries this object negates any negative adjustments for disbelieving illusions due to the level of the dream.

Dragon Orb

Dragon Orbs are etched crystal globes, normally 10 inches in diameter. They have the ability to grow as large as 2 feet or shrink as small as a pearl. The size is entirely dependent upon the will of the *Orb* itself. Imprisoned within the *Orbs* are soul essences of dragonkind—this is the source of the *Orbs'* power.

The *Orbs'* primary function is to *summon* evil dragons. Any magic-user may attempt to use the *Orb*. He must gaze into it, placing his hands on the globe and speaking the command words that will come to his mind.

The *Orb* then expands to 20 inches in diameter, and the character must make a saving throw vs. magic or be *charmed* by the dragon

essence within the *Orb*. Roll the saving throw secretly.

If the character saves against the *charm*, any dragon within 111 miles will be *summoned* to the *Orb*. If unsure as to whether a dragon is within this distance, roll percentile dice.

01-20 *summon* green dragon

21-30 *summon* white dragon

31-40 *summon* blue dragon

41-100 no effect

Such *summoned* dragons will attack any non-evil creatures they find near the *Orb* and will viciously attack anyone who stands between them and the *Orb*.

If the character fails his saving throw, then the character is *charmed*. Privately inform the player of this.

Each of the *Orbs* have different abilities in addition to *summoning*. This *Orb's* other ability is that of the *Mindspin*, a projection of the *charmed* character's dreams into the world around it. By feeding off the nightmares and visions of its host, the *Orb* can spin a web of shadows and dreams to protect itself.

The *Mindspin* has a range of 1 mile per hour with a maximum range dependent on the level of the dream. For the first level, use 20x the intelligence of the *charmed* character's intelligence to determine number of miles. For the second level, use the intelligence of the *charmed* character alone for determining number of miles. For the third level of the dream, use 20x the intelligence of the *charmed* character for determining number of feet.

All *detect* spells give a positive reaction when cast on the *Orb*. For purposes of dispelling, the *Orb* functions at 21st level magic.

Diviner of Life

This magical artifact was created by Waylorn Wyvernsbane 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 long. The staff has a 3 foot long section of what appears to be clear glass in the middle. It will

withstand 20 points of damage before breaking. If the glass breaks, the staff is useless.

There seems to be a swirling white fog within the glass section. When the keyword is spoken, this fog clears completely. If the staff then touches any living being, the life force (hit points) of that being will register as a bright green line that extends from the bottom of the staff, 1 inch per 10 hit points registered. The staff was used by commanders for determining the general condition of their troops. It can be used to determine who is illusion and who is real in the dream.

Key To Quinarost

This key is magically linked to the life force of the designated user. The only such key available to the PCs is the key carried by the true Alhana Starbreeze.

The key appears to be an ordinary key with extraordinarily delicate workmanship. It is made of fused fine crystal twined with strands of platinum. It is about 6" long, the handle is 1" wide extending down to a ¼" shaft.

Dragonlances

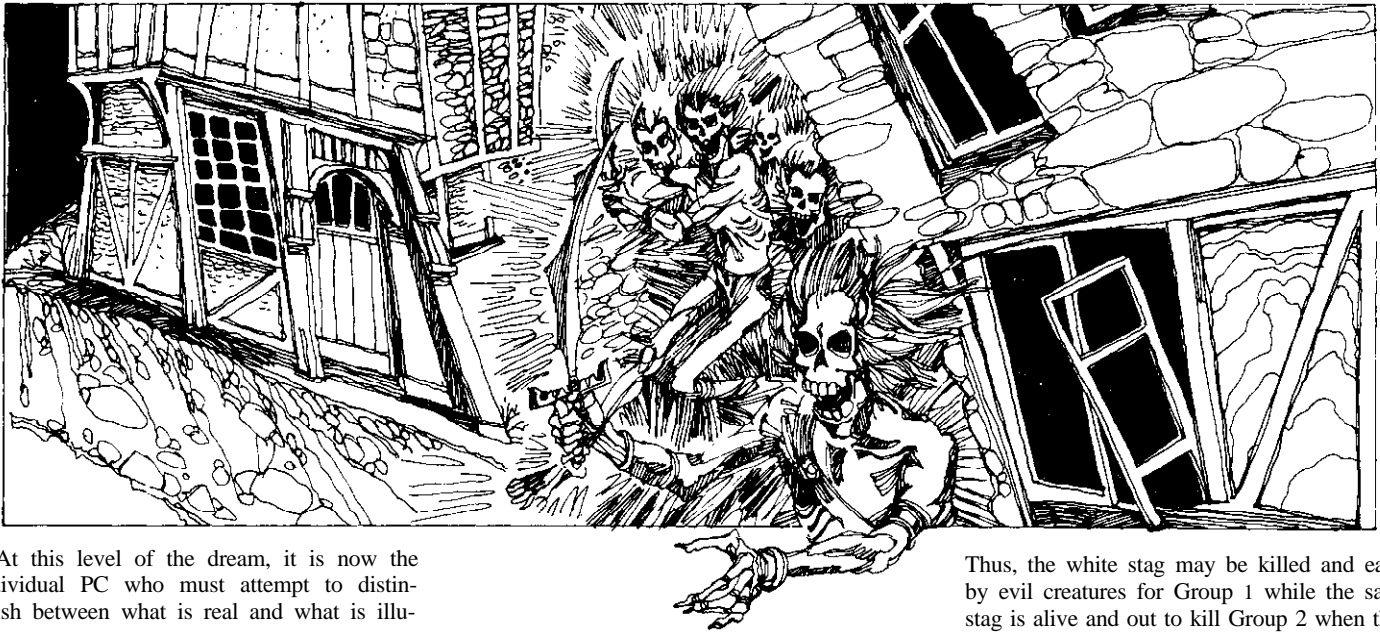
Dragonlances are ancient artifacts created at the end of the early Dragon Wars and used to defeat the evil dragons.

The Dragonlances that appear in this module are illusionary. The legendary Dragonlance carried by Huma was in Silvanesti, but the Dark Queen ordered Cyan to hide it in the Ruins near Kenderhome.

The type of [D] Dragonlances is the footman's lance. It is made of silvery metal and gives off a silver glow. The head is sharpened to a fine edge, and small barbs protrude from the sides.

The footman's lance is 8 feet long. It can be cast as a spear at a -2 to hit. It causes 1-6 versus normal foes.

Chapter 3: Hollow Glory



At this level of the dream, it is now the individual PC who must attempt to distinguish between what is real and what is illusion.

It will appear to an individual PC as if all of his friends are with him, but only one of the PCs in a given Encounter is actually present. All others are present as images in the dream. Only the referee knows which of the PCs is actually taking real damage in this dream level. PCs may watch their companions die in horrible ways, only to see them return to life in another Encounter. This takes effect just as the players enter the Citywall of Quinarost/Silvanost (Encounter 20).

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

The fact that these illusionary characters are not real should be kept from the PCs present. Let them believe, until the Epilogue, that these characters were actually present during portions of the adventure.

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

Perceptions in The Dream:

The individual PCs will now perceive events and encounters differently. Randomly divide the PCs (both Primary and Illusionary) into groups of three to five. Number each group

and note which PC is with which group.

You will be running different storylines for each group. The PCs will all participate in the stories, but they may be Primary Characters in one and Dreamshadow Characters in another.

The **Citadel Nightmare Chart** should be prepared before the beginning of this section of the adventure. The chart consists of five separate tracks for Encounters, all of which lead the PCs to the final Encounter—the Tower of the Stars (Chapter 4). All of the tracks start with Encounter 20, the Screaming Gate. Between that Encounter, which enters the city of Silvanost, and the Tower (Encounter 25), the PCs must go through 3 Encounters.

To prepare the Citadel Nightmare Chart, determine the sequence of Encounters from Encounter 22 through Encounter 24 for each of the groups. Write these Encounters down in the appropriate column on the Citadel Nightmare Chart in whatever order you prefer.

Each group will play through the Encounters in the sequence you have selected. The PCs who are in the group will be the Primary PCs for that Encounter. All of the other PCs (both Primary and Illusionary) will also be present but only as Dreamshadow PCs. **Do not tell the players which PCs in any Encounter are Primary and which are Dreamshadows.**

Notice that there are certain Encounters that all or several of the groups will play. (You may run one Encounter several times.) Variations for these Encounters are given. After determining which Encounters will take place and in what order, you then need to determine which variations to use.

Each Encounter lists at least five variations, lettered A through E. For every Encounter listed, write down one of the letter variations.

Thus, the white stag may be killed and eaten by evil creatures for Group 1 while the same stag is alive and out to kill Group 2 when they come across the same Encounter.

Make these preparations long before the game begins. Give yourself time to familiarize yourself with the sequence of Encounters and how they are to be run.

Running The Level II Dream:

Use the following procedure for running the dream:

- Determine which track to take the Encounter from:** Roll 1d10, then take the first Encounter in that column that has not been played.
- Recap previous events:** Remind the players of what has occurred previously in this track to give them some idea of where they are in the dream. For example, if Raistlin died during a confrontation with a dragon, mention that fact as you recreate the surroundings from the last Encounter played in this column. At this point, you should also give the players some indication as to how they perceive their own health in this track.
- Run the Encounter:** Keep track of the real and illusionary damage to PCs using the damage card provided. Photocopy this card so that it may be used again.
- Go on to the next Encounter:** Roll 1d10 to determine the next Encounter played. If all the Encounters in a column have been played, roll again to determine which track to use next. Once all of the Encounters in all columns have been played, go on to Encounter 25. Do not lose track of which PCs are with which group since this is important in the final chapter.

Chapter 3 Encounters

Damage in The Dream:

Only those PCs who are Primary PCs in a dream track actually take damage. The Dreamshadow PCs, being only phantoms of the dream, merely appear to the Primary PCs to take damage.

Keep True Damage and False Damage separate by using the PC Damage Form. This lists spaces down the left hand column where you may write the names of the characters. To the right of this are six columns.

The first column is labeled True Damage. This is where you record any damage done to a PC in his or her own track. The remaining columns 1 through 5 are for recording False Damage that the PC may appear to sustain as a Dreamshadow PC.

Write the name of the PCs in the space at the left, followed by their current hit points as they enter this part of the dream. Determine which track each PC will be on in the dream and place an X in that column next to his name. This will remind you that damage done on that track must be recorded in the True Damage Track.

True Damage applies to all tracks. Thus if a PC takes True Damage of 5 points, add that number to the damage done to the character in each of the other tracks for purposes of determining whether the PC has fallen unconscious or not.

For example: Raistlin takes 5 points of damage during an Encounter. This Encounter was on Raistlin's own #2 track and therefore the damage is True Damage. The DM records the damage in the True Damage Column. The next Encounter takes place on Caramon's #4 track. Raistlin takes 25 points of damage from a fireball. Since this damage was taken on Caramon's #4 track, it is recorded next to Raistlin's name under the #4 column. Since 25 + 5 points of damage exceeds Raistlin's hit points coming into the dream, Raistlin appears to die in Caramon's track. He will not appear in any further encounters in track #4. However, he will have only taken 5 points of damage in any of the other tracks and will still be "alive" in those tracks.

When a character appears to die in his own track, he immediately disappears from all other tracks as well. This disappearance takes place 1d20 rounds after the Encounter begins.

Healing in the Dream: Characters may be healed of True Damage in their own tracks. To continue the example above, Raistlin may regain the 5 points of damage he lost in his track through healing. This, of course, will carry through all the tracks. He may be healed of damage in Caramon's track, but that will

count in Caramon's track only.

Spell Use: Magic-users will be asked to memorize their spells before entering this level of the dream. Once they have selected their spells, tell them to multiply the number of spells selected by 6. Thus, if Raistlin chose 2 light spells, he will now have 12. The same is true of clerical spells. They may use only their prescribed number of spells in each track, however. Thus, Raistlin may use only 2 light spells in his track. But he may use 2 light spells in Caramon's track, as well.

Note to the DM: Silvanesti is a nightmare. Dreamwraiths and monsters should attack the Dreamshadow PCs with all the fervor they can muster. Dreamshadow PCs should appear to die like flies. This will no doubt distress many of your players. It's supposed to! However, if the players soon get the idea that their character may have only died in someone else's dream, they will find this to be a bizarre and challenging place.

ENCOUNTERS

20: Screaming Gate (all Tracks)

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

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

20b. Prisoners of Silvanost

The dark figures are 8 real elves, forced to carry a great chair which they are chained to like galley slaves. On this chair sits a Dreamwraith dressed in ornate robes. The figure's hood turns toward the PCs-and they see there is no head within its folds! The elves trudge toward the party, paying no attention to them. When they get near the PCs, the Dreamwraith will call out:

"Lorac Caladon, dead king of dead elves, bids you welcome to his domain. None who look upon its beauty shall leave again. So it is written." The Dreamwraith will resume his seat and the elves will start to carry him back

down the city streets.

If attacked, the Dreamwraith will free the chained elves and order them to fight the PCs. The elves will do so, but they fight in a dream-like state.

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

The elves have learned in their travels, however, something about navigating in the dream. One of their number, an elf named Tarakanthis (or Tarak), will volunteer to lead the PCs to the Tower of Stars but no further. This NPC is faithful and true. (See **Masters and Magic** for more details.) Tarak will lead the PCs down the most direct Encounter path to their destination. Roll 1d6. If odd, the PCs may skip 1 Encounter on their way. If even, they may skip two.

20B. elfkiller

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

The box is locked. It contains a ♣ beholder that will immediately attack the PCs if they open the box. An *Icon of Truth* is also in the box. (See page 18 for details of this item.)

20C. emissaries of The King

Run the same as Encounter A. The figures are ♣ beautiful elven women, who are carrying a coffin. The ♣ women will drop the coffin at the first sight of the PCs and flee screaming into the ruins. There is a 30% chance that the coffin will break open when it hits the ground.

Inside the coffin is found the dead body of one of the Dreamshadow PCs. The eyes are open, staring sightlessly into the greenish black sky overhead. The mouth gapes in a silent scream. A hollow voice issues from the unmoving lips, sounding just the same as the voice of the PC. "Despair! For this is the realm of madness!" The figure will then burst into flame, doing 1d6 points of damage to anyone who is within 3 feet of the apparition.

Chapter 3 Encounters

20d. The forgotten elves

Seven real elves are discovered carrying the body of one of their heroes out of the city. These elves are immediately suspicious of the PCs. They have lived in the dream a long time and suspect the PCs of being manifestations of the dream itself. Thus, when they first notice the PCs, they will lay the body down reverently, then draw their swords and prepare for the attack.

If the PCs manage to convince the elves that the PCs are real and have come to help, then the elves will give the following information:

Beware, for the dream is like a whirlpool. It draws everything into its maw and the closer you come to the center, the worse it gets. In the forest, you at least knew those friends around you were real. Here, within the city dream, your best friends may be only shadows cast by the dreams of your mind.

We have come into the city often on missions of mercy such as this. Each time we have seen our closest friends die horribly, only to find them alive when we emerged from the gates. Yet sometimes we have entered and some of our number have actually died.

Such, apparently, was the fate of the elven hero whose body they bear. He was a good man, who went to the Tower of the Stars to confront Lorac Caladon with the destruction of the realm. He was discovered by his fellows outside the locked door to the tower-dead.

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

20e. Bearer of death

The figures of 8 ☉ dead elves carrying an ornate box, covered with gems and gold fittings, enter from the PCs' right and cross to their left. These ☉ elves will not stop for the PCs unless the PCs attack them. If attacked, the elves will fight until the combat is concluded.

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

Use Encounter 21 (following) to get PCs from one Encounter to the next.

21: Twisted Streets

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

The players must pass through these twisted streets in order to reach the Tower of Stars. There are many branching streets, but all lead to the next Encounter. Each group of PCs will now move to the Optioned Encounters (22 through 24) on the Citadel Nightmare Chart. This means that each group may or may not experience them. Each group that does experience them, however, will perceive them in a different way. Once each of the groups has passed through 2 Encounters, go to Encounter 25, Chapter 4.

The great black silhouette of the Tower of Stars can be seen in each Optioned Encounter from the streets. After each Encounter, the Tower seems to grow larger and appears nearer to the PCs.

Roll 1d12 on the following table to determine the distance between the Encounters.

Distances Between Silvanost City Encounters			
Roll 1d12	Distance In Feet	Distance In Inches	Time To Cover*
1	600'	6"	5 rounds
2	1,200'	12"	1 turn
3-4	3,600'	36"	3 turns
5-8	7,200'	72"	6 turns
9-10	10,800'	108"	9 turns
11-12	14,400'	144"	12 turns

Check for random encounters while moving through the ruined streets.

22: Life as Usual

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

Any who proceed will observe the following:

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

The courtyard itself is filled with elves. Although their clothing is torn and ragged, it appears that many of these elves have made some effort to look presentable by patching and mending.

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

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

Both the Prisoner and Executioner have their faces hooded and covered. If the PCs make no attempt to stop the execution or remove the hoods, the execution will take place. When the Prisoner's head falls from the body, the hood will come off. The Executioner will also remove his/her hood at that time.

The number of elves present in the courtyard is 1d10 + 6.

22a. Sturm's Justice

The Executioner is a crazed, wild-eyed apparition of ☉ Sturm Brightblade. His Prisoner is ☉ Lord Gunthar, head of the Solamnic Knights. ☉ Gunthar is bound hand and foot. ☉ Sturm will attack any PCs who try to stop him. He will cry out that justice is being hampered and this will cause the ☉ elves to attack the party. If ☉ Sturm is defeated, the ☉ elves will flee into the mists.

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

22b. The Golden Victim

Run the same as Encounter A except the Executioner is ☉ Kitiara and the Prisoner is ☉ Laurana.

Chapter 3 Encounters

22c. Twin Prisoners of The elves

Run the same as Encounter A, except the Executioner and the Prisoner are both real elves caught in the dream. They are held prisoner here by ♀elves, who surround them in the square. The ♀elves will allow the PCs to move into the center of the square but, once there, they will not allow the PCs to leave.

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

22d. Slaughterhouse

Run the same as Encounter A, except that the ♀elves watching the execution suddenly change in appearance. All of them begin weeping in despair.

All of the ♀elves are held in thrall by the Executioner, who is ♀King Lorac. This will be discovered only if the hood is removed from his head. The Prisoner could be either ♀Laurana or ♀Gilthanas.

♂Lorac will attack the PCs on sight and will force the ♀elves—against their will—to attack as well. The reluctant ♀elves will be at a -4 to all attacks. This represents their willful resistance. If the ♀King is killed, then all attacks by the ♀elves stop. In their joy, they open the gates at the other side of the square, allowing the PCs passage.

If the PCs are victorious, they may want to rest here.

22e. Death of a King

Run the same as Encounter A, except that the Prisoner is ♀King Lorac Caladon, as can be readily seen if the hood is taken from his head. The Executioner is the PC who removes the mask from the Executioner.

If the ♀King dies here at the hands of the Executioner, then all of the ♀elves in the square will scream and vanish into the mists, as well as the Executioner. If the PCs manage to rescue the ♀King, he will speak with them, answering three questions as best he can before disappearing into the mists.

23: Madmen

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

Roll 3d6 every time you run this Encounter to determine how many of these ♀elves attack. Thus the Encounter will be different for each group.

24: INNOCENCE

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

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

24a: Loralon, The Conscience of The King

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

♂Loralon will beg the PCs to rescue him. He hangs just below the top of the pillar. The manacles locked around his wrists are steel. Note that he is suspended from the manacles. When released, he will fall 100 feet to the broken street below, taking 10d6 damage from the fall, unless the PCs have hold of him.

The pillar itself is slick, requiring a Climb Walls check at a penalty of +20% on the roll.

The birds circling the pillar are 8 giant ♀vultures. They will attack anyone who climbs to within 30 feet of the top.

If the PCs successfully rescue ♀Loralon, he will tell them all that he knows about Lorac Caladon. (See **Masters and Magic** for details on Loralon.) ♀Loralon will accompany the PCs is they ask him.

24B. Pillar of Virtue

The pillar itself is ♀Loralon, transformed as the dream ensnared him. The figure suspended from the pillar is ♀King Lorac Caladon, who has been driven mad by the destruction of his kingdom. ♀Lorac will call down a ♀quasi-elemental, lightning, to attack the PCs.

If ♀Lorac is freed, he is insane and will attack the players. If by some mischance he is actually brought before the real Lorac, he will make every attempt possible to kill the real

King, though this means destroying himself.

The pillar—♀Loralon—will speak to the mind of any PC who gets within 10 feet. The only way he can be freed is for the PCs to end the dream. He will answer questions as best he can and offer what knowledge he has for the use of the PCs. (See **Masters and Magic** for details on Loralon.)

The birds circling the pillar are 8 giant ♀vultures. They will attack anyone who climbs to within 30 feet of the top.

24C. Groaning Spirit

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

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

24d: Siren Song

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

If Kiiren is released, she will accompany the PCs on their quest. (See **Masters and Magic** for a detailed description.)

24e. Repentant General

The figure on the pillar is an ♀Elven General, who once commanded the armies of Silvanesti. He has long since forgotten his name and, indeed, is now a raving maniac, near death. The birds flying around him are actually 6 ♀spectral minions, all armed with swords, who will attack the party.

If freed, the ♀Elven General will die, yet with his dying breath he will relate the story of the Dark-Night Child. (See **Masters and Magic** for detailed description.)

Chapter 4: The Web of Shadow & Night

This part of the adventure takes place in the Tower of the Stars, the source of the dream.

At this level, the PCs will have to deal with the distortion of their own reality—their statistics will be inverted. Thus, their strengths will become weaknesses and their weaknesses will become strengths in many instances. This effect will occur in addition to the effects already listed above. This new effect begins as the PCs enter the Palace of Quinari, The Tower of Stars (Encounter 25).

Keep the PCs in the same groups and tracks as in Chapter 3. This will continue through this Chapter's Encounters until all the PCs reach Encounter 34, the conclusion of the adventure. At that time, all Primary PCs will be reunited in Lorac's Throne Room for the final encounter.

Inversion of Statistics:

To invert each character's statistics, use the following simple conversion to dramatize the effects of Lorac Caladon's dream upon the PCs.

- Use alternate resolution tables for attack and saving throws. A fighter class character, for example, will now start using the magic-user tables for Attack Matrix and Saving throws.

CLERICS ➔ THIEVES
 FIGHTERS ➔ MAGIC-USER
 MAGIC-USER ➔ FIGHTERS
 THIEVES ➔ 2 CLERICS

- Due to the magical nature of this area, the following adjustments must be taken by clerics, thieves, and magic-users.

Clerics: Subtract their Wisdom from 20. Compare the result against the Adjustments for Clerics Table on page 11 of the *Players Handbook* and use the now modified Chance of Spell Failure for the character. For example, if a cleric had a wisdom of 16, the result would be 4. The PCs' chance of spell failure in the Tower is 20% There is now a 20% chance that any spell cast by the cleric in the Tower will fail.

On any roll requiring reference to the Matrix for Clerics Affecting Undead Table (page 75, DMG), use the following chart:

Tower of Stars Clerics Table			
TYPE	8	9-13	14 +
Skeleton	-	-	-
Zombie	-	-	20
Ghoul	-	20	19
Shadow	20	19	13
Wight	19	16	10
Ghast	16	13	7
Wraith	13	10	4
Mummy	10	7	t
Spectre	7	4	t
Vampire	4	t	d
Ghost	t	t	d
Lich	t	d	d
Special	d	d	d*

Thieves: On any roll requiring the use of the Thieves Function Table, all successes will be counted as failures and all failures will be counted as successes. Otherwise, adjust the rolls normally. Simple locks and traps will now become deadly opponents.

Magic-Users: Magic-Users now cast spells at 1 level higher than normal. This is due to the magical nature of the *Dragon Orb*. This could mean that the magic-user gains the ability to cast a spell higher than those he currently knows. If so, the PC may choose any **one** spell from that level. The *Orb* magically communicates the spell to his mind. The spell, however, will not remain with the PC once the dream has ended.

All of these effects will disappear when (if) Lorac is awakened from his dream.

ENCOUNTERS

25: Locked door of The Tower

The streets lead into a wide avenue lined with stone columns. The roof the columns once supported has long since crumbled into the street. Here and there amid the rubble lie skeletons of elves. The end of the avenue is obscured by the layers of thick fog.

At the far end of the avenue, rising out of the noxious green fog, looms the black silhouette of the Tower of Stars. Once beautiful, its graceful shape is now twisted and tormented.

This avenue leads directly to the great doors of the Tower. As of this moment, all three levels of the dream come into play. Invert the character's abilities. With this Encounter, most character classes will find themselves unable to perform even the simplest tasks.

All groups will come to this one Encounter after they have passed through the city, but each group should perceive this Encounter in a different way. Note that on the City Dream-chart, the number for this Encounter is followed by a letter that indicates what will be perceived by each of the different groups.

25a. Columns are Stone Golems

Each of the stone columns is twisted into the horrible shape of an agonized male elf. Three of these are actually ⚔:stone golems (marked with an A on the Avenue Map). The ⚔:golems will attack after the PCs have passed the first one.

Once they have fought the ⚔:golems, the PCs will find the door into the Tower is locked but not trapped. When it is unlocked, the PCs may go on into the next section.

25b. The door is a Mimic

The great door to the Tower of Stars animates when someone attempts to open it. It is a mimic, blocking the real door. Only when the mimic is destroyed will the true door be discovered and can then be unlocked.

25c. The Lock is Trapped

The lock is trapped with a poisoned needle that reduces the PC's remaining hit points to zero. The trap will only work once, then there is no longer enough poison to harm anyone else who touches it. The PC affected is allowed a save vs. poison for 1/2 damage. The lock will remain locked until 1) a successful Pick Locks is accomplished or 2) the proper key is inserted. Only the Primary NPC Alhana Star-breeze has the correct key. All ⚔ Alhanas have similar keys, but those will not work.

25d. Skeletons Rise from The Ruins

The skeletons in the courtyard will rise up and attack the party. All of these creatures hit as if they were using +4 weapons. There are 1d6 +10 skeletons attacking. Each of the skeletons uses a +4 sword during the attack. If the PCs defeat the skeletons, they will find the door locked but not trapped.

Chapter 4 Encounters

25e. Succession of Doors

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

As soon as the PCs open the third door, a smoky mist inside the corridor will take the shape of 6 Mihstu. These creatures will slam shut the outer door and lock it, then they will seep through other locked doors to attack the PCs.

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

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

Use Encounter 26 (following) to move each group from one Encounter to the next

26: Twisted halls

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

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

The sizes and shapes of these corridors and rooms are determined according to the Random Dungeon Generation system found in Appendix A of the *Dungeon Masters Guide*. Start by substituting the Tower Door exit from Encounter 25 for the stairs indicated on the starting areas for random dungeons. As each group of characters enters the Tower, use the starting areas indicated for that group's track. For example, those on Track 1 will enter Start Area #1, those on Track 3 will enter using Start Area #3.

Ignore Tables V. F. through V. J. If a Wandering Monster is indicated on Table I, use the Random Encounter Chart from this module to determine the type and number of creatures encountered. Check for other random encounters as indicated.

27: Crystal Dragons

No matter what direction the PCs take, the air in this corridor gets colder and colder. Soon,

ice will begin forming on the walls until the walls themselves can no longer be seen through the thick, white frost. The PCs will then enter the following area:

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

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

The waterfall is an illusion. Any PC who attempts to pass through it will find themselves entering a winding corridor that will take them to the next Encounter.

27a. Dragon is a Polymorphed PC

The Dragon Highlord's hand rests on an *Orb* that glows with a brilliant non-light. The Dragon Highlord, if unmasked, is discovered to be Lorac Caladon. At sight of the PCs, he will command the dragon to attack.

The dragon is a polymorphed Illusionary PC, who will talk to the PCs and endeavor to convince them that it is really their fellow adventurer, now being forced to attack them against its will. The dragon will attack them, however, forcing them to fight. If the dragon is slain, it will revert to the form of the PC that was supposedly polymorphed.

While the dragon is talking, the Dragon Highlord will grab the *Orb* and attempt to escape beyond the waterfall. If the PCs follow him, he vanishes.

27b. Dragon is an Iron Golem

Run the Encounter the same as A, except that the dragon is actually an iron golem. It is incapable of speech and will attack the PCs instantly.

27c. The Dragon Highlord is a Lich

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

1st level: *Charm Person, Comprehend Languages, Detect Magic, Feather Fall, Magic Missile*

2nd level: *Continual Darkness, Detect Invisibility, Invisibility, Mirror Image, Web*

3rd level: *Dispel Magic, Fireball x2, Lightning Bolt, Protection from Normal Missiles*

4th level: *Fumble, Polymorph Other, Curse x2, Wall of Fire*

5th level: *Animate Dead, Bigby's Interposing Hand, and Telekinesis*

6th level: *Control Weather, Repulsion and Legend Lore*

7th level: *Delay Blast Fireball and Reverse Gravity*

The lich is capable of destroying the entire party of PCs in their current weakened condition. However, the real Lorac's subconscious still has some control of his own mind. He will allow the lich incarnation of himself to fight for only 5 rounds or until all of the PCs are killed. Then he will escape back through the waterfall and disappear.

28: evil elves

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

28a. The Figure is a Primary NPC Elf

The figure is the elf, Tarak. If he was with the PCs, he refused to accompany them into the Tower Doors. He will tell them that he later changed his mind and entered after them.

Within 1d4 rounds, 8 elves will arrive with torches in their hands. They will claim that Tarak is actually a demon in disguise and that he has already killed many elves. The PCs must decide who is real.

28b. The figure is Lord Soth

Run the same as Encounter A, except that the figure only appears to be Tarak. In truth, it is Lord Soth. If discovered, Soth will attack for 1d6 rounds before attempting to flee. (See *Monsters and Magic* for details.)

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28C. The Pursuing Figures are PCs

Run the same as Encounter A, except that the pursuing figures are PCs. They will attack the party on sight.

29: Dragonlances

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

29a. Dragonlances are Cursed

The figure in the doorway is that of the Dargent in her Silvart form. The lances on the wall appear to be normal Dragonlances, but these are cursed and sentient. They will attack the party at will, starting by slaying Silvart.

The lances attack as though wielded by a 10th level fighter (using the Fighter Tables) and do 40 points of damage against Silvart.

The lances will also try to form a barrier at the exit, preventing the PCs from going around them. The PCs must spend 1 full round in combat with the blocking lances and then gain initiative in order to jump through them. If the PCs do not get initiative, they may attempt to jump through again only if they remain and fight one more round.

29b. The Figure is Silvart Gone Mad

This at first appears to be Silvart. However, this is a dream manifestation of a crazed Dargent, who will suddenly turn against the party on a roll of 1 on a d6. Check once per turn or when any subsequent battle with the lances ensues. (See **Monsters and Magic** for details on Silvart.)

29c. The Figure is Takhisis

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

This is not the actual Queen of Darkness, but a creation of the tortured mind of King Lorac. Use the description of the Chromatic Dragon from the *Monster Manual* for this encounter.

Takhisis will attack with her breath weapons and magics for 1d6 + 4 rounds before appearing to flee back to her demonic plane. This apparition will concentrate her fire on PCs and NPCs, but will certainly not leave the Primary PCs untouched!

The Queen's spells are:

1st Level: *Magic Missile and Protection from Good*

2nd Level: *Darkness 15' radius and Web*

3rd Level: *Fireball and Lightning Bolt*

4th Level: *Polymorph Other and Wall of Fire*

5th Level: *Contact Other Plane and Cloudkill*

30: Towers in Solamnia

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

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

The courtyard leads up to the battlements. There are no other figures on the wall. If the PCs do not mount the wall within 5 rounds (it takes one round to climb the stairs), the attacking army will reach the top of the wall and begin firing arrows down on the PCs.

If the PCs mount the wall, they will look down over a great plain that is nothing like the terrain surrounding Silvanost. It is, instead, a seething mass of enemies! The enemy is planting 4 ladders against the walls, one at a time. Each of these ladders may be kicked down, but only after the PCs gain initiative over enemy figures they encounter on the ladder. Any ladder kicked down will take two rounds to be replaced.

After 1d4 + 2 rounds of fighting, a large figure will swoop down and attack the PCs. This large figure will first call on the PCs to surrender, telling them that the fight here is hopeless.

The figure will even land on the wall, leaving itself open to attack in its arrogance. If this figure is defeated, then all the other figures in the encounter will flee from the wall in terror and the exit gates from the courtyard will

open. Fog will well up from the plain and, regardless of which exit is taken by the PCs, they will find themselves back in the corridors of the Tower of Stars.

30a. The Attacking Figures are Elves

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

30b. The Attacking Figures are Draconians

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

30c. The Attacking Figures are Skeletons

The figures scaling the wall are skeletons, armed with +4 bows, +5 armor, and +4 swords. The large figure is a fantastic skeletal dragon with a Skeleton Dragon Highlord on its back. (Use Verminaard's statistics. See **Masters and Magic**.)

31: Endless Halls of The Dead Kings

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

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

The door opens on twisting corridors of obviously dwarven design. Other doors can be seen at various places along the corridor, each marked with a distinctive dwarven rune. Overhead are mirrors, fixed at intervals in the ceiling directly above the dwarven runes and above each door. The sound of screaming suddenly stops. You still can hear broken sobs and whimpers echoing through the hallways.

When they enter this door, the PCs will find themselves in a maze of corridors that all have distinctive dwarven markings and runes carved deeply into the stone walls. (See Diagram.)

Roll 1d6 to determine which doorway the PCs use to enter the maze. The doorway will still lead the PCs back to the corridors (Encounter 26) between Encounters as long as any one Primary PC is still on the other side of



Chapter 4 Encounters



the door or can still see through the door. The moment that all Primary PCs lose sight of that door, the passage back no longer exists.

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

In all versions, be sure to roll for Random Encounters while the PCs are in this section.

The continuing sound of sobbing comes from a ♀ groaning spirit, who is trapped in the maze. The ♀ spirit appears quite beautiful and will plead with the PCs to help her escape the maze. She promises not to harm them if they help her. She will then give them the clues to escaping the maze listed under each different maze description.

You should make it clear to the PCs that this is, indeed, a ♀ groaning spirit (albeit a contrite one). It is up to them whether they believe her or not. She will, in fact, remain true to her word unless the PCs attack her first. Roll 1d10 to determine on which symbol this figure is found.

In addition to the ♀ groaning spirit, there will be one other encounter in the maze. Roll 1d10 for this encounter that is listed under each of the different dream descriptions below.

Maze Location Chart

#	Letter	#	Letter
11	A	16	F
12	B	17	G
13	C	18	H
14	D	19	J
15	E	20	K

Anyone in the party who speaks dwarven can explain that the symbols on the doors are actually letters in the dwarven alphabet. The symbols cut on the floor are numbers. The mirrors on the ceiling are a mystery. There is no known precedent for dwarves putting mirrors on their ceilings.

31a. Mirrors are The exit

There is a Primary NPC minotaur wandering this maze. Contrary to popular belief, this minotaur hates being here and longs for the freedom of the open sea. However, he has worked himself up into such a frenzy that he will attack anything that moves in the maze. If the PCs manage to calm him down and offer him a way out of this maze, he will help them. He, too, knows clues to the riddle of the mate.

One of the mirrors overhead conceals the exit from this maze. All that is required to find it is to break that mirror. When this hap-

pens, green fog pours down from the opening and the PCs will find themselves again in the twisting halls of the Tower of Stars. Breaking any other mirror will only reveal bare ceiling. Note: the sound of breaking glass will immediately draw the minotaur to that location!

Determine which mirror is the exit by rolling 1d20. On any result less than 10, that number indicates the rune in the floor over which the mirror is located. On results greater, use the Maze Location Chart.

Either the ♀ Groaning Spirit or the Minotaur knows the following clue to what is happening here, though neither have been unable to figure it out.

“Seek out the (number or letter location)

With downward looks casting

Shatter illusions

While you are reflecting.”

31b. The Right door is The exit

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

One door from this maze will allow the PCs to exit it. Roll 1d10 +10 on Maze Location Chart to determine its location. It is locked, as are all doors in the maze. Once opened, green fog pours in, swirling around the PCs. Moments later it will clear, revealing that the PCs are now again in the twisting corridors of the Tower of Stars.

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

“Find the (letter location only)

Make no delay

Open the one door

That takes you away.”

31c. The Right Symbol is The exit

At the second Encounter location, the PCs will find duplicates of themselves. These duplicates, however, are starving to death. Their eyes are bloodshot and their crazed gaze is fixed. With their dying breaths, they explain that they have been trapped here for uncounted years, eating whatever happened to wander in. These are ♀ PCs and each has only 1 hit point left. They do not have strength enough to go with the party.

The exit from this maze is found by standing on the proper number/symbol on the floor of the maze and naming that number aloud. When this is done, green fog swirls up from around the symbol and fills the corridor. When it clears, the PCs will find themselves back in the twisting corridors of the Tower of Stars.

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

“Find the (number of location only)

For that is the best

Speak symbol’s name

To continue your quest.”

32: The arena

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

The exit from this arena is on the far side.

32a. The evil Stag

The figures are ♀ elves: each of whom is thrown aside and killed. The creature they were attacking is the ♀ White Stag. This ♀ Stag’s eyes burn with red fire and blood stains its hooves. The ♀ Stag will immediately attack the PCs.

32b. figures are Zombies

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

32c. Minotaur’s Justice

The figure being attacked is an elfmaid, who was caught in the dream as she returned to her home. She is being attacked by 6 ♀ minotaurs, who are taunting her as she runs around the arena trying to escape. The stands of the arena are filled with ♀ minotaurs, who shout every time a blow is struck against the woman.

Under no circumstances will the ♀ minotaurs in the stands attack the PCs if they try to rescue the elfmaid. The ♀ minotaurs simply enjoy a watching a good fight. The elfmaid will come with the PCs, if they win. She suffers from amnesia, however, and can give them neither information nor help. Tarak does not know her.

33: The Gemstone Man (Mandatory Encounter)

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

Chapter 4 Encounters

The only exit from this area is the door on the far side. The other doors are false. Before the PCs leave this area, the dying figure on the floor will motion them over.

The dying figure speaks his last words, "Harken 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 the Lorac and ending the nightmare."

33a. fizban of death

The dying figure on the floor appears to be ☛ Berem, the Green Gemstone Man. (See Masters and Magic for details.) The victorious figure is a crazed and evil ☛ Fizban, who will attack the PCs for 1d4 + 6 before attempting to escape. For purposes of this encounter, use the statistics and spells of the lich in Encounter 27 for Fizban's powers.

Once Fizban has fled, ☛ Berem will tell the PCs the clue, then die.

33b. fizban dead at The hands of Raistlin

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

33c. Madman of The Gem

The dying figure is ☛ Fizban, apparently murdered by Berem. This ☛ Berem will have all of the qualities of the real Berem (See Masters and Magic) but is crazed and will attack the party. He wields a +2 ☛ *Sword of Nine Lives Stealing*.

☛ Berem cannot be destroyed. The PCs will have to find some other way of stopping him or of getting past him to reach the next Encounter.

34: The Throne of The King

Shifting green mist writhes through the great hall. The far walls are obscured in the dark gloom. In the center of the hall, illuminated from above by a single shaft of ghastly white light, stands the throne of King Lorac. Here sits Lorac himself.

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

Surrounding Lorac's throne are the sinuous bodies of five huge, green dragons. Each dragon's head hovers near the head of the tormented King, murmuring the nightmares. The dragons' hissing whispers reverberate throughout the hall.

There is only 1 real dragon—Cyan Bloodbane. The other four ☛ dragons are illusionary. All the dragons will immediately leave Lorac and separate in an apparent attempt to surround the PCs as they enter.

As if the sight of five dragons isn't shocking enough, the PCs are in for another surprise. Suddenly, all of the PCs from all of the tracks will enter the room at the same time. Thus, there will not only be Primary and Illusionary PCs and NPCs present but also any ☛ PCs as well. For example, the real Raistlin will enter from his own Track. He will see another Raistlin enter at the same time from Caramon's Track and still another from Tanis's Track, etc.

The key to the PCs' success here is: 1) first determining which of the PCs in the room are real and 2) determining which of the dragons is the real one.

Do not tell the Primary PCs directly which group of PCs entering the room contains their real characters. You can give distraught PCs clues, however, by recapping previous Encounters. If the player has been alert, he will have already figured out which group contains his real, Primary PC.

At this point, turn over control of all incarnations of any PC (both Primary and ☛ PCs) to the player running that character. If both the Primary PC Tanis and all four of the ☛ Tanis Characters have survived thus far, the player who is playing Tanis will suddenly have 5 different characters to run at once! If he has figured out which ones are illusions and which one is real, then he can use the illusions of himself to protect himself in the dream.

Choose one of the green dragons to be the real Cyan. The other dragons will take damage, both real and illusionary. Illusionary dragons will disappear when defeated. If the PCs kill the real Cyan Bloodbane, his body will remain. Note: The real Cyan will take damage that is both illusionary and real from ☛ PCs and Primary PCs in the same way that the PCs do.

Cyan defends the throne. Since he is the spinner of the nightmares in Lorac's mind, the dragon can distinguish the Primary PCs from the ☛ PCs.

The PCs may try to end the dream at the same time they fight the dragons. (See Epilogue for how to end the dream.) If Lorac is awakened from the dream, the four illusionary dragons will vanish and the real Cyan will attempt to flee by leaping through the large green-glass window behind the throne.

Raistlin

SPELL BOOK 1ST LEVEL: *BURNING HANDS,*

CHARM PERSON, COMPREHEND LANGUAGE, DETECT MAGIC, HOLD PORTAL, MAGIC MISSILE, PUSH, READ MAGIC, SLEEP, TENSER'S FLOATING DISC

2ND LEVEL: *AUDIBLE GLAMER, DARKNESS 15' RADIUS, DETECT INVISIBILITY, ESP, INVISIBILITY, KNOCK, MIRROR IMAGE, WEB, WIZARD*

LOCK

3RD LEVEL: *PHANTASMAL FORCE, TONGUES, LIGHTNING BOLT*

Epilogue

The Long Dawn

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

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

1. Damage by Kin

Should the real Lorac be struck by the real Alhana for any kind of actual damage, the King will awaken. This action must have been foretold by the coin toss to work. If not, the King will not react. Alhana's touch will not work either. (You may use the chart under Love of Alhana here if you wish. Invert the statistics.)

2. The Power of The Gods

Goldmoon, Loralon, or Waylorn are all true clerics. Any of the following clerical spells may be used to awaken Lorac from his dreamweb:

Dispel Magic (Against 21st level magic)

Remove Curse (Saving throws apply; Lorac saves with 6 + on d20. Save means *Orb* retains control of Lorac's mind.)

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

3. Loralon: The Conscience of The King

Loralon was a cleric from Silvanesti before the Cataclysm. Loralon's memories, brought back to the mind of Lorac, may end the suffering of the land.

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

4. The Love of Alhana

If the real Alhana, beloved daughter of Lorac, simply touches the real King (not one of the ☉ Loracs) she has a chance of awakening him. The more gentle the touch, the more successful will be the attempt. Use the following to determine success:

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

*Each time Lorac is damaged, check for a Random Encounter (See 6 below).

This action must have been determined by the coin toss. You must decide which of the above categories Alhana's touch fits, given the situation in your Encounter at the time. A successful saving throw on Lorac's part means, in this case, that the hold of the *Orb* is broken and Lorac awakens.

5. Breaking The Orb

If the *Orb* is hurled to the floor, there is the possibility it will shatter. Simply removing the *Orb* from Lorac's direct touch will not break the bond between them.

For every 6 points of non-magical damage the *Orb* takes, check to see if it shatters by rolling 1d20. The *Orb* will shatter on a roll of 18+. Magic cannot harm the *Orb*.

Whenever the *Orb* finds itself under direct attack, however, it reacts through the dream. Check for a Random Encounter each round the *Orb* is struck.

Breaking the *Orb* will always end the dream.

6. Death of The King

If Lorac dies, then the *Orb* no longer has anyone under its control. The dream disappears. Thus, the *Orb* will react to attacks against Lorac just as it reacts to attacks against itself. Check for a Random Encounter each round that Lorac is struck.

Killing the King will always end the dream.

In the first chapter, the PCs' actions unknowingly determined which of the above actions would work by the coin toss. The last

two will always work. Breaking the *Orb*, however, means that the PCs will no longer have the *Orb*. The death of the King is a tragic act. Given the situation in the Tower, however, these two are probably going to be the most difficult to achieve.

When the dream is ended, the Throne Room will suddenly be plunged into utter darkness. The PCs will have to find their own light. When they do, they will discover that only they themselves—the Primary PCs—are in the hall. All Dreamwraiths, Dreamshadows and Illusionary PCs will have disappeared.

Recalculate the True Damage that has been done to the PCs and inform the players of their actual status.

Note: Any real monsters that were not slain, as well as the terrible deformity of the land, will still be visible. Nothing will attack the PCs at this time, however.

Read the following boxed section aloud to your players. If Lorac is still alive, the real King will talk to them. If Lorac has died, insert the words in parentheses.

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

(The spirit of) King Lorac Caladon sits upon his throne in a dazed silence, staring around the hideously changed Throne Room. The scars of the dream are still visible. Suddenly, he begins to scream—a shrill scream of such pain and anguish that your heart aches. Then he falls silent. He turns to look at you. His eyes reflect a sorrow deeper than the Abyss.

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

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

The (spirit of the) King's last whispered words are heard throughout the hall.

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

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

Epilogue

Current State of Silvanesti:

The terrible nightmare that the *Dragon Orb* inflicted on the realm is now ended. Its effects on the land and on creatures that live here has not. For the elves, a living nightmare has begun.

Maps of the Tower of Stars and the buildings of the capital city of Silvanost are not provided. All structures remain contorted and deformed, the green mists still cling to the ground. The trees still bleed from great gashes in their bark.

Further adventuring in the Tower and Silvanost will profit the PCs little. Alhana's griffons will return when the dream ends. The griffons will take the PCs northward, where they can hope to find passage home. To the west, the Dragonarmies are still searching for them.

Impress upon your players the need for the PCs to go north. If they decide to go north, the griffons will take the PCs toward the entry point of DL-12—"Dragons of Faith." (DL-11—"Dragons of Glory" is an accessory designed to be used in simulating the War of the Lance as it is being fought all across the continent of Ansalon.)

Wrapping up the adventure: Finish by reading this text.

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

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

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

It will be a long and painful time before the elves will return and begin to heal their beloved homeland. Yet that one tree will ever stand as a symbol of their folly . . . and their hope.



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appendix 1

Monsters

Dreamwraith

FREQUENCY	Very Rare
# APPEARING:	1-400
ARMOR CLASS:	3
MOVE:	Variable
HIT DICE:	8
% IN LAIR:	100%
TREASURE TYPE:	Nil
# ATTACKS:	1
DAMAGE:	1-10 (Illusionary)
SPECIAL ATTACKS:	Illusionary weapons
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	By dream level: normal/10%/20%
INTELLIGENCE:	Of Dreamer
ALIGNMENT:	CE
SIZE:	Variable
XP VALUE:	

Dreamwraiths are the violent creations of the subconscious. These creatures can appear in many forms but, in this dream, they take the form of dead, decaying elves.

Dreamwraiths always attack the PCs with surprising fury, gaining +1 on every initiative check due to their berserker fanaticism.

Dreamwraiths are not undead and therefore cannot be turned. They are illusionary, however, and if their illusion is discovered, their blows will do no harm to the nonbeliever. Because of the presence of real elves, however, each new group of Dreamwraiths encountered must be checked separately to be disbelieved.

Dreamshadow

% IN LAIR:	100%
TREASURE TYPE:	Illusionary
MAGIC RESISTANCE:	By dream level: normal/10%/20%
INTELLIGENCE:	Of Dreamer
XP VALUE:	As creature mimicked + 10%

Dreamshadows are the illusionary creations of the *Dragon Orb*. Dreamshadows are unknown outside the *Orb's* influence.

Dreamshadows (noted by the symbol ☉ in the text) take on the shape and appearance of any real person or creature known to the dreamer's mind. The properties of an elf are mimicked in a ☉ elf in every detail except that the ☉ elf does only illusionary damage. If the Dreamshadow is a ☉ magic-user, then the spells would all have illusionary effects.

Dreamshadows may be of any alignment and could be either harmful or helpful to the PCs depending on what Dreamshadow they come across.

Bloodsea Minotaurs

FREQUENCY	Rare
# APPEARING:	1-8
ARMOR CLASS:	4
MOVE:	12
HIT DICE:	8+4
% IN LAIR:	10% (80% on home isles)
TREASURE TYPE:	C
# ATTACKS:	2
DAMAGE:	2-8 or 1-4/weapon type
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Surprise only on 1
MAGIC RESISTANCE:	Standard
INTELLIGENCE:	High
ALIGNMENT:	LE
SIZE:	L
XP VALUE:	

The minotaurs on Krynn are a highly organized, warrior race, generally centered on the islands of Mithas and Kothas on the eastern borders of the Bloodsea of Istar. The minotaurs believe themselves to be superior to the other races of Krynn. It is their destiny to conquer and enslave the world.

Minotaurs of Krynn, while similar to those of the Monster Manual, will ally with players if they can be convinced that this serves their own purposes.

Fetch

FREQUENCY	Very Rare
# APPEARING:	1-6
ARMOR CLASS:	4
MOVE:	6"
HIT DICE:	9
% IN LAIR:	100%
TREASURE TYPE:	Nil
# ATTACKS:	2
DAMAGE:	Special
SPECIAL ATTACKS:	Drains 2 levels per hit
SPECIAL DEFENSES:	Invisible except to victim
MAGIC RESISTANCE:	Normal
INTELLIGENCE:	High
ALIGNMENT:	CE
SIZE:	M
XP VALUE:	650 + 10/hp

Fetch are harbingers of death. Existing on the fringes of the Abyssal Plane, these creatures may only reach into our world through reflective surfaces (mirrors, calm pools, etc.).

They appear as pale imitations of the person gazing into the surface. The fetch appears to be standing behind him.

Fetch attack twice per melee round, using an exact replica of the weapon of its victim. Fetch are always invisible to all but their victims. The victim can only see the fetch by looking in the reflective surface. Thus, the victim is -2 to hit and +2 to AC when attacking the fetch. Others are -4 to hit the fetch since they cannot see it.

Fetch drain two levels of life energy per hit.

Masters and Magic

Masters in The Tale

Lorac Caladon, King of Silvanesti 15th-Level Fighter/3rd Level Magic User

Strength 13	Dexterity 14
Intelligence 12	Constitution 7
Wisdom 7	Charisma 12
THACO 6	Hit Points 18
Armor Class 6	Movement 12"

Wears *Leather Armor* +2, carries *Longsword* +3.

Lorac Caladon, King of the Silvanesti elves, is a shattered wreck of a once great leader. In his youth, Lorac was strong and robust. Intelligent, well-educated, he was also considered to be one of the most handsome men of the royal family. He seemed truly blessed by the gods.

Lorac is now nothing but a shriveled shell. His skin twitches constantly while he is in the dream state, his closed eyes shift rapidly beneath their lids. His mouth works open and shut in a silent, terrified monologue.

One of the few remaining contact points in Lorac's mind is the tale of the Dark-Night Child. This elven tale (See Loralon below) was once a great favorite of his, and much of his present experience is related to it.

Loralon, Conscience of The King

12th Level Cleric

Strength 11	Dexterity 14
Intelligence 12	Constitution 10
Wisdom 16	Charisma 12
THACO 14	Hit Points 39
Armor Class 4	Movement 12"

Wears *Chain mail* +3, carries a *Mace* +2

Loralon was the High Cleric of Silvanesti prior to the Cataclysm. Loralon disappeared, as did all other true clerics of the time.

Loralon appears here only because his subconscious was drawn here by the tormented elf king.

Loralon in his natural form appears to be an elderly, balding elf with a long, well groomed, white beard. He will give the party whatever help he can (including spellcasting) as long as he believes that the PCs are attempting to awaken Lorac and end the terrible dream.

The Tale of the Dark-Night Child:

In the Years of New Stars, the Dark-Night child wandered heedlessly among the Silvan Wood. Soon she was lost, far from her home. Night came upon the Dark-Night Child, bringing terrible magics with it. The elf-friend trees were tortured by the Night Magic and seemed to turn against the Child. The

appendix 1

gentle forest creatures were suddenly evil and fearsome. The Dark-Night Child cried in terror, fearing that the Night Magic would work its evil on her, too.

But, as the Child's tears fell, she saw them glisten with light. Looking up, the Child beheld the Sky-fires burning in the dark realms above. She knew then that Paladine 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 Paladine.

Cyan Bloobsane, Green Dragon

(Statistics are on the Monster Chart)

Cyan was one of the largest and most powerful of the evil dragons to reenter the world of Krynn. Yet, though he could have easily been a leader among his kind, Cyan had no interest in their petty ambitions.

Thus it was that he was drawn into Silvanesti by the *Dragon Orb*. For years now, Cyan has been filling Lorac's mind with nightmares.

Cyan's first concern is for himself. He will 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 Kynn is vast.

Alhana Starbreeze, Princess of Silvanesti

Alhana, daughter of King Lorac Caladon and Princess of the Silvanesti Elves, is the epitome of a proud and haughty race. She fears the contamination of her race by outsiders and the loss of a way of life developed over several millenia. She therefore abhors any contact with humans or other races.

But change is coming to the world. Alhana has seen that there is good as well as evil in humanity. Indeed, against her will, she has fallen in love with a human—Sturm Brightblade, noble Knight of Solamnia. Confused and ashamed, Alhana would never admit this to anyone—including Sturm.

Alhana will not recognize her homeland, since the roads and trails are all twisted by the dream.

If asked about her plans and why she needs the help of the PCs, Alhana will answer with the following:

"My father is the Speaker of Stars, the Lord High Speaker for the Elves. Many years

ago, my people were locked in a desperate struggle against the Dragonarmies invading our land from the north. It seemed for a time that our efforts would stem that tide. Yet in the pitched heat of that battle and the evacuation, something happened. Our land began to twist into horrible apparitions of our worst nightmares. My father was still within the city when this happened. It is to rescue him and reclaim the land that I need your aid.

"Silvanesti remains one of the few places in Krynn where the Dragonarmies do not go. If we can find my father and reclaim Silvanesti, the Dark Queen's attention would be turned for a time from your precious western freelands. That alone should be worth the price of your help. But there is one bit of lore unknown to many of the wise. There have always been Dragonlances in Silvanesti."

Kiiren, Sirine of Dimernesti

Kiiren is a Sirine, a race that now resides within the borders of the Dimernesti Sea Elves.

After the Cataclysm, the Sea Elves and Sirines sought the security of their own undersea kingdoms. But the Sirines had always enjoyed living in both worlds and soon sent several of their number to discover what had become of the "airy realms" as they called Silvanesti.

One of these, Kiiren, was ensnared by the dream.

Kiiren is a beautiful and, in regard to her powers, dangerous creature. She is kind to those who are good and accepts all those who are open and honest with her.

If the dream is ended, Kiiren will return to the waters of Thon-Thalas. If she has been well treated, she promises to return to her people and report that there is still good to be found in the airy realms.

Kitiara, Dragon highLord

Strength 14	Constitution 14
Intelligence 13	Dexterity 18
Wisdom 7	Alignment LE
Constitution 14	Charisma 14
THACO 10	Hit Points 65

Wears *Dragonarmor plate +1, DEX bonus*, carries *Shortsword +2, Spear +3, Dagger +1*)

Kitiara is the older sister of Caramon and Raistlin. Kitiara is not truly here, this is only a Dreamshadow version of herself, drawn from the minds of the PCs.

Ambitious and lustful for power, Kitiara has made a conscious choice between good and evil. She believes that her skills and talents will enable her to gain a high place for herself in the Dark Queen's world.

Waylorn Wyvernsbane, druid

Waylorn Wyvernsbane is the name he gives, although there seems to be some confusion in his own mind about it. He appears lucid and intelligent (most of the time) and there is an aura of greatness about him that he does everything he can to enhance.

Waylorn is a middle-aged man with rugged, heroic features. He prefers to keep his face clean shaven, despite the fact that he occasionally claims to be a Knight of Solamnia from ancient days.

He is wise and brave, with a keen mind for tactics. Yet he is very likely to charge a tree trunk, claiming it is a dragon in disguise. Despite his claim to being a Knight, he has considerable powers as a Druid.

Berem everman

5th Level Neutral Good Ranger

Strength 12	Dexterity 12
Intelligence 15	Constitution 13
Wisdom 11	Charisma 13
THACO 16	Hit Points 37
Armor Class 10	Movement 12"

Immune to all fire, acid, poison, magic, disease, and petrification. Automatically regenerates any form of damage at a rate of 1 hit point per round even from death damage. Cannot be killed at present time.

Berem is also not truly present, except in the minds of the PCs. As he appears here, he has a stubbly beard and long, filthy hair. Beneath the dirt is the face of a middle-aged man, though he is 400 years old.

Embedded in Berem's chest, hidden by his tunic, is a dull gray stone the size of a fist. It is this mysterious stone that gives him his great recuperative powers and makes him immortal.

Berem will tend to be argumentative and changeable to the point of appearing feeble-minded and childish. His life is a mystery, even to himself.

Tarak, elf of Silvanesti

9th-Level Fighter

Strength 14	Dexterity 16
Intelligence 12	Constitution 17
Wisdom 9	Charisma 13
THACO 12	Hit Points 42
Armor Class 8	Movement 12"

Wears *leather armor*, carries *longsword +2*.

appendix 1

The Silvanesti Elf known as Tarakanthis (or Tarak) was once a prominent member of House Protector.

He and his men fought bravely against the invading draconians and were on the verge of victory when some unknown terror struck at the heart of the realm. Refusing to flee, Tarak remained when the other elves took the ships to Ergoth. Now Tarak and the few who survive with him live in the nightmare, trying to destroy the evil.

Tarak appears strong and relatively healthy. Like all of his fellow villagers, he is gaunt and undernourished, but bright and alert.

Tarak is one of the few elves who trusts outsiders. He recognizes and reveres Alhana Starbreeze, regarding her as his leader.

fizban The fabulous, Wizard

Fizban is a magic-user of indeterminate level. He appears to be senile, but was obviously once a wizard of great power. He always appears befuddled and absent-minded.

Fizban is not really here, just his Dreamshadow being. Depending on how and where he is found, he will either aid or oppose the heroes.

Lord Soth, Deathknight of Solomnja

Strength 18/99 Dexterity 9
Intelligence 10 Constitution 17
Wisdom 9 Charisma 17
THACO 12 Hit Points 59
Armor Class 0

Soth was an ancient Lord Knight of Solamnia at Daargard Keep. A Knight of the Rose prior to the Cataclysm, Lord Soth committed a long series of vile crimes before the end of his life.

Kitiara has made some contract with him, however, that brought him into this war of men and dragons on the side of evil.

Spells: *wall of ice* at will, generates *fear* in a five-foot radius, and has innate powers of *detect magic* and *detect invisibility*. He can *dispel magic* twice per day. Once per day he can use any one of the *power word* spells, a *symbol of pain or fear*, and generate a 20-hd *fireball*.

Silvart, Kagonesti Elf and Dragon

Strength 13 Dexterity 17
Intelligence 15 Constitution 15
Wisdom 13 Charisma 18
THACO 16 Hit Points 34
Armor Class 5

Silvart belongs to the elven race of the Kagonesti. A stunning beauty, Silvart left the wilderness so that she might follow her companions to Palanthas and enlist their aid on a mission of the utmost importance.

Verminaard, Dragon highLord

Strength 14 Dexterity 10
Intelligence 12 Constitution 15
Wisdom 16 Charisma 18
THACO 16 Hit Points 50
Armor Class 1 Movement 12"

Spells—Level 1: *cause fear*, *cause light wounds* (x2), *command* (x2) *darkness*. Level 2: *hold person* (x2), *resist fire*, *silence 15 ft. radius*, *spiritual hammer* (x2). Level 3: *cause blindness*, *dispel magic*, *prayer*. Level 4: *cause serious wounds* (x2).

Verminaard once controlled the lands on the Abanasinian peninsula from the Seeker kingdoms to the Plains of Dergoth and was working to extend his power. The heroes cast him to his death in Thorbardin. He awoke in this land, from which he can find no escape.

Verminaard is a Dreamshadow only, drawn from the minds of the PCs. As such, the spirit of his malice lives on!

Random Encounter Chart

In addition to the set Encounters and Events in this adventure, the following Random Encounters can occur. You can alter the frequency if you choose or omit them altogether if the party is seriously weakened.

Use the following charts and tables to set up Random Encounters. Table 1 contains a list of all the areas that might be explored during the adventure. Next to each area is a column labeled "Check." This shows how often you should check to see if a Random Encounter occurs in that area. To make a Random Encounter check, roll 1d10. If the result is 1, a Random Encounter takes place.

Next, look at the column marked "Range." Roll the die listed and add the modifier beside it. Look up the resulting number on Chart 2 to find the Random Encounter that takes place. The statistics for the encounter are given in the Combined Monster Statistics Chart.

Table 1: Random Encounter Checks

Location	Check	Range
Tarsis	1/3 turns	1d8
Plains of Dust	1/4 hours	1d20
Border Woods	1/3 turns	1d20 + 9
Dream Forest	1/3 turns	1d30 + 14*
Dream City	1/2 turns	1D20 + 24
Dream Tower	1/1 turn	1d12 + 34

*Simulate d30 by rolling 1d6; 1 to 2 = 0; 3 to 4 = 10; 5 to 6 = 20; then roll 1d10 adding the result to the number determined by the d6 roll.

Table 2: Random Encounters

Enc#	Type	#Encountered
1	Dragon, Blue	1-3
2	Kender	1-2
3	Dragon, Blue (Skie)	1
4	Draconian, Baaz	1-10
5	Draconian, Bozak	1-8
6	Draconian, Kapak	2-8
7	Elf, Qualinesti	1-6
8	Dwarf	1-4
9	Thanoi	1-8
10	Dragon, Blue (Skie)	1
11	Wolves, Dire	3-12
12	Wolves, Winter	2-8
13	Draconian, Baaz	1-8
14	Draconian, Bozak	2-4
15	Draconian, Bozak	1-4
16	Draconian, Kapak	2-4
17	Elf, Qualinesti	1-6
18	Eagle, Giant	1-12
19	Griffon	2-12
20	Stag, White	1
21	Brownie	4-16
22	Dryad	1-6
23	Dryad	1-6
24	Kech	2-8
25	Dwarf	1-2
26	Minotaur	1-8
27	Will-O-Wisp	1-3
28	Kender	1
29	Drelb	1
30	Elf, Silvanesti	1-4
31	Chaggrin (Grue)	1
32	Harginn (Grue)	1
33	Ildriss (Grue)	1
34	Varrdig (Grue)	1
35	Kender	1-4
36	Elf, Silvanesti	1-6
37	Dragon, Green (Cyan)	1
38	Dreamwraith	1-6
39	Groaning Spirit	1
40	Mastiff, Shadow	4-16
41	Mihstu	1-4
42	Sirine	1-3
43	Smoke	1
44	Spectral Minions	2-12
45	Beholder	1
46	Groaning Spirit	1-6

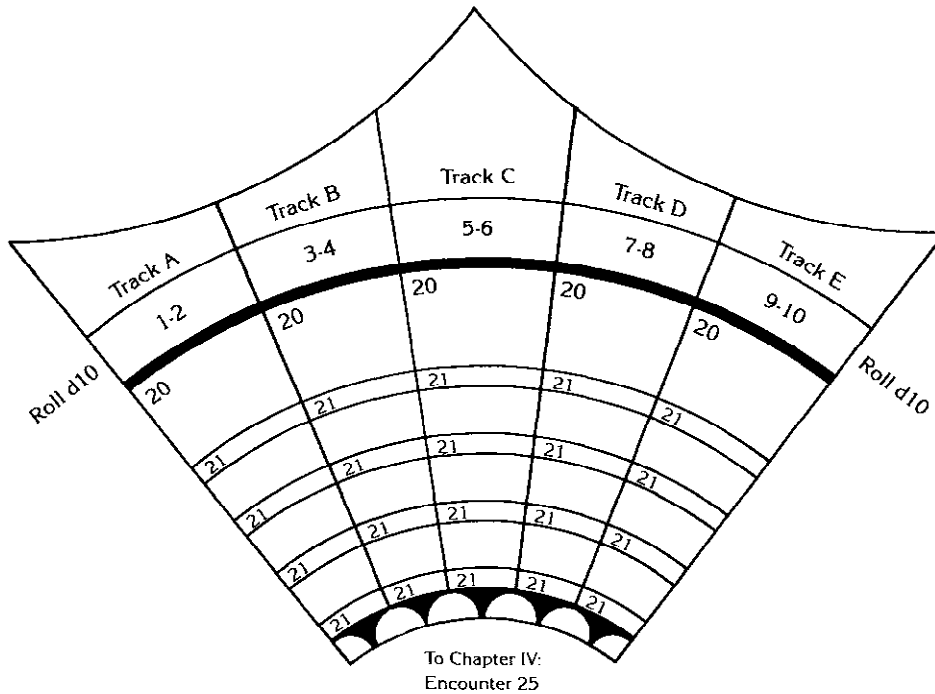
Appendix continued on page 18—Magic Items.



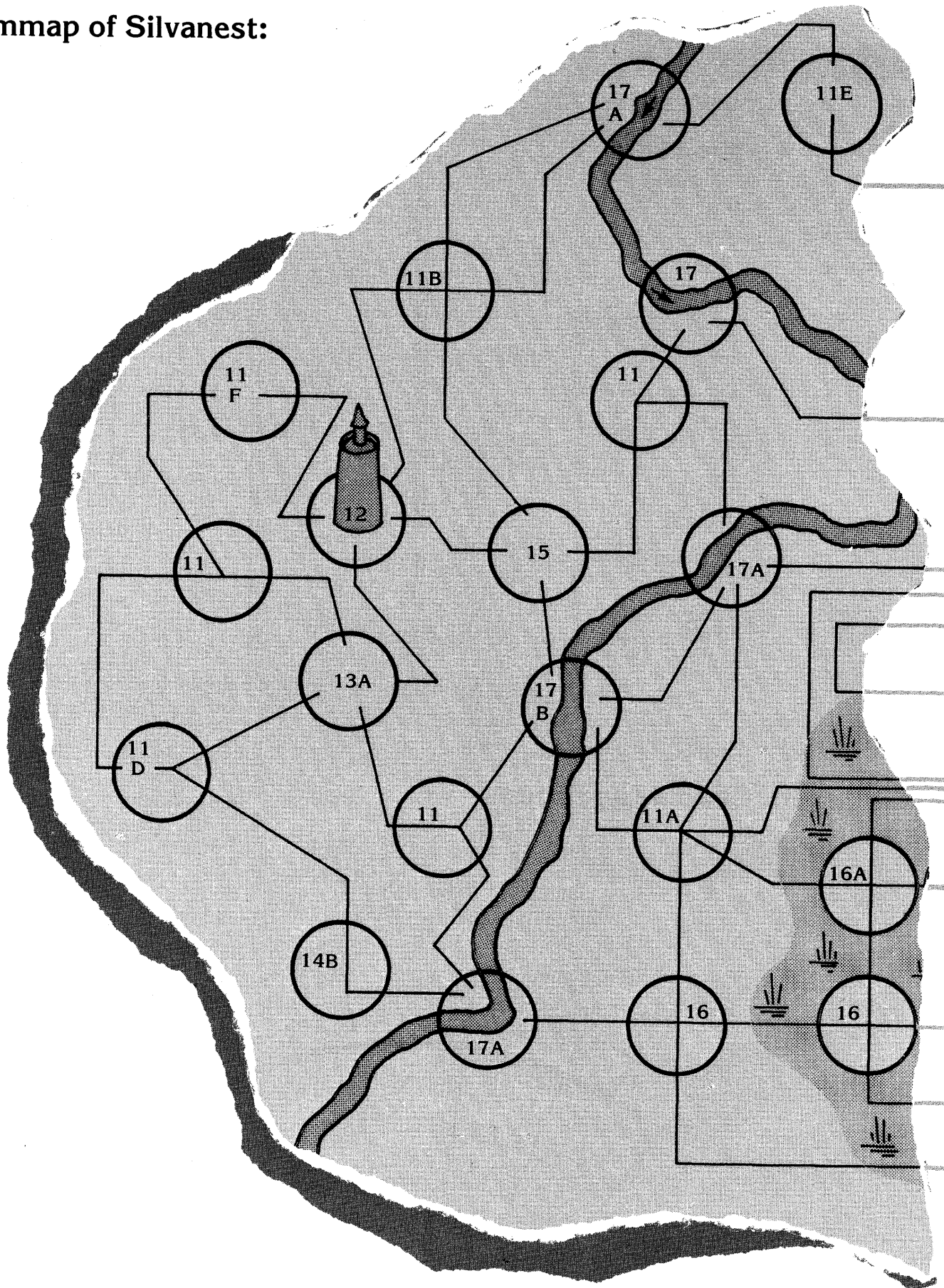
Wherein is found those artistries that will aid you through the dream. Remember always to concentrate the jury of the dream on those things of the dream itself, though, in so doing, spare not the dreamers.

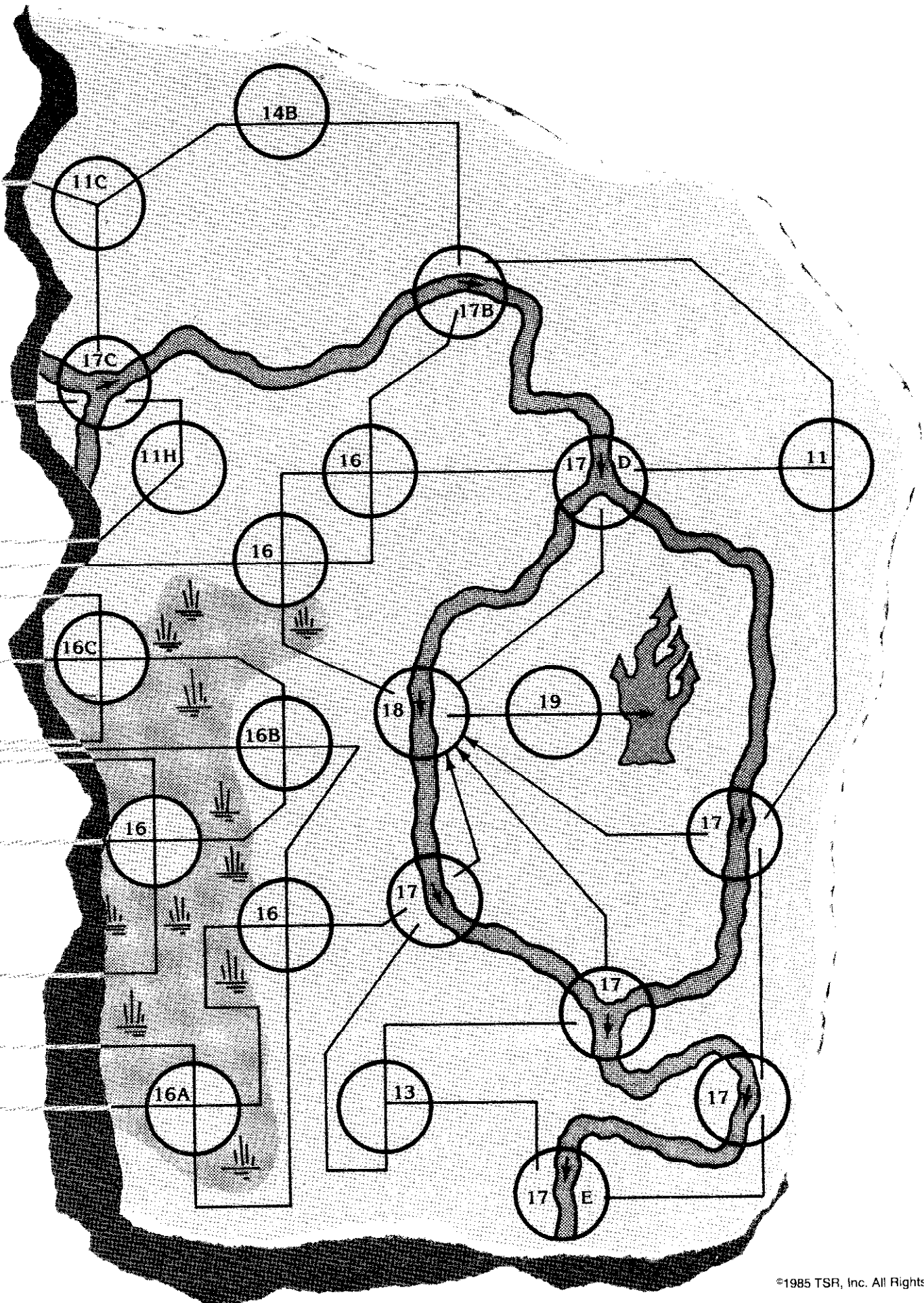
PC/Player Name	True Damage	Track A	Track B	Track C	Track D	Track E

Chapter III: Citadel Nightmare



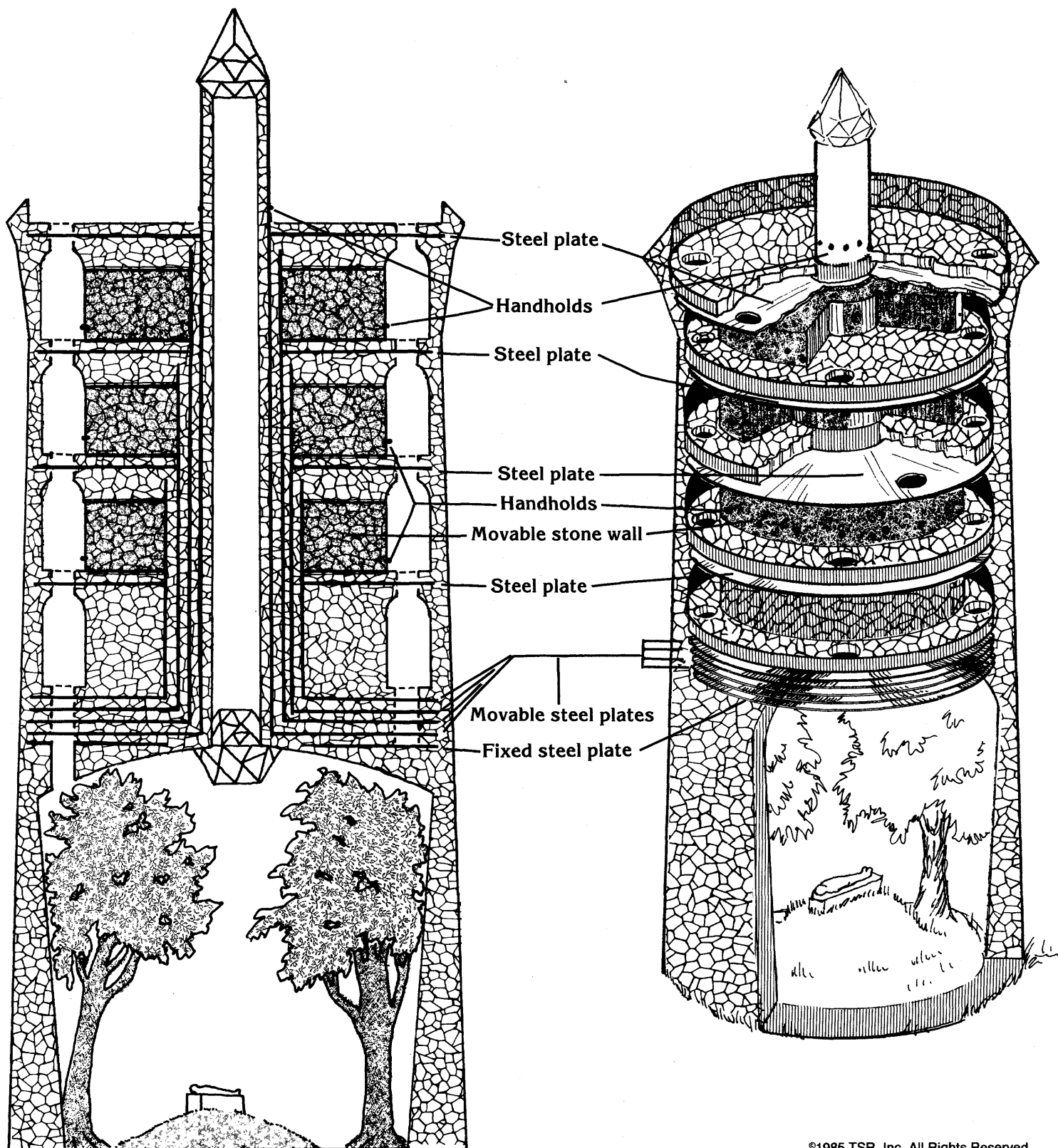
Dreammap of Silvanest:





Tower Shalost

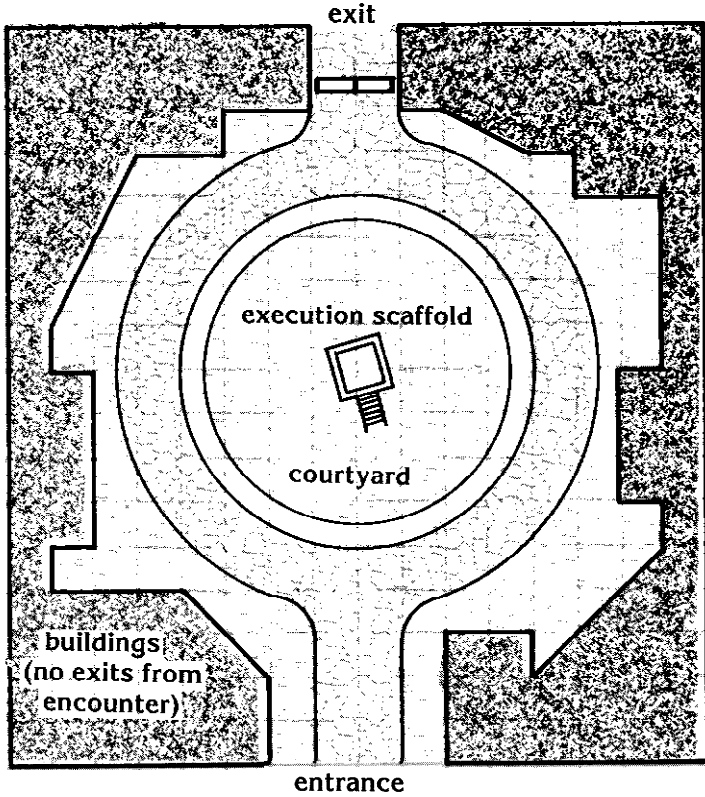
Encounter #12



Life as Usual

Encounter #22

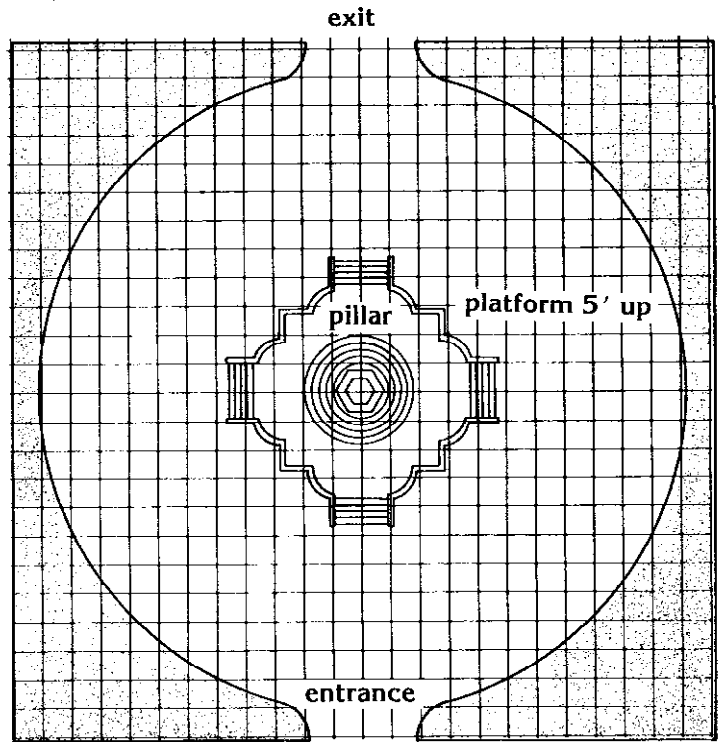
Scale: 1 square equals 10 feet



Innocence

Encounter #24

Scale: 1 square equals 10 feet

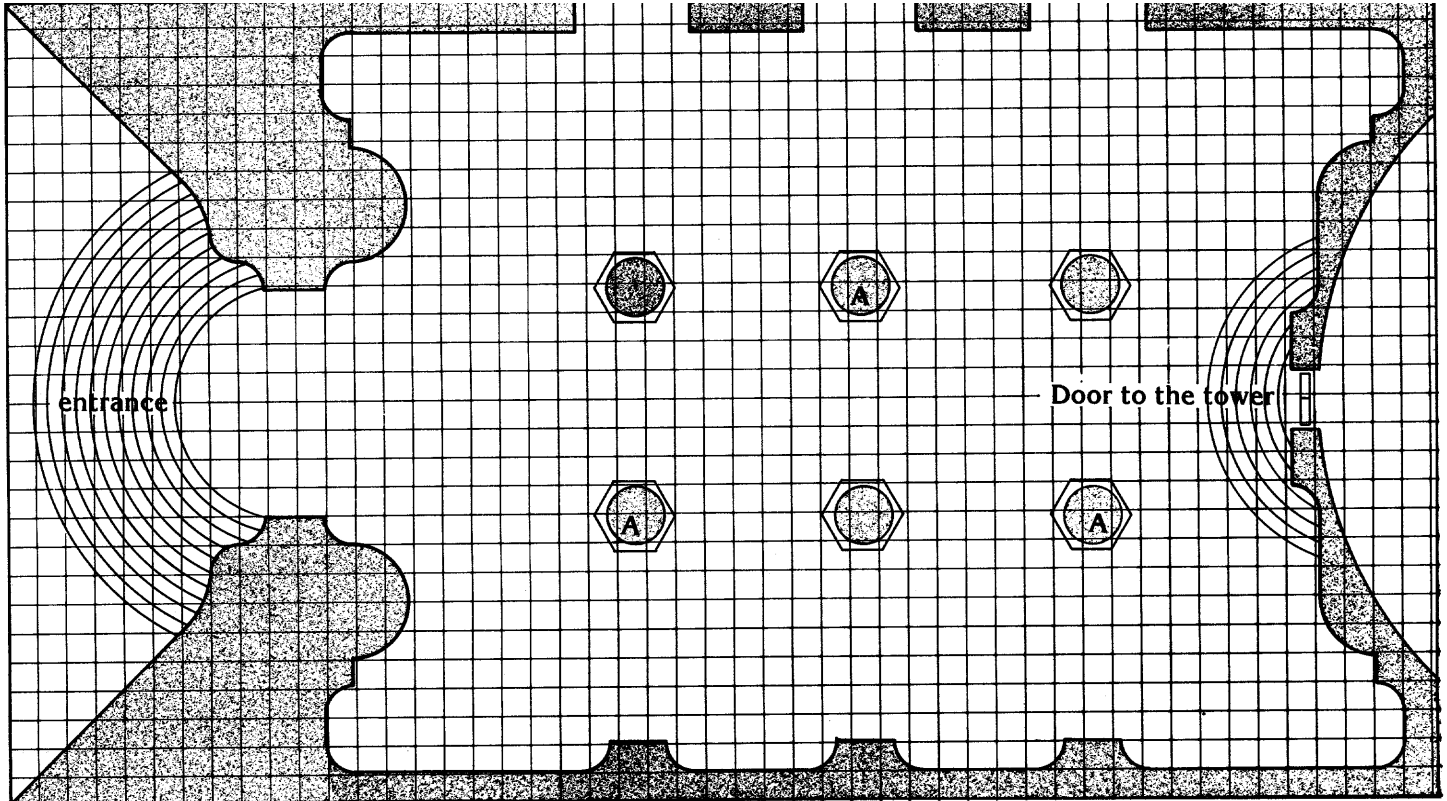


This area is surrounded by buildings through which there is no exit.

Locked Door of the Tower

Encounter #25

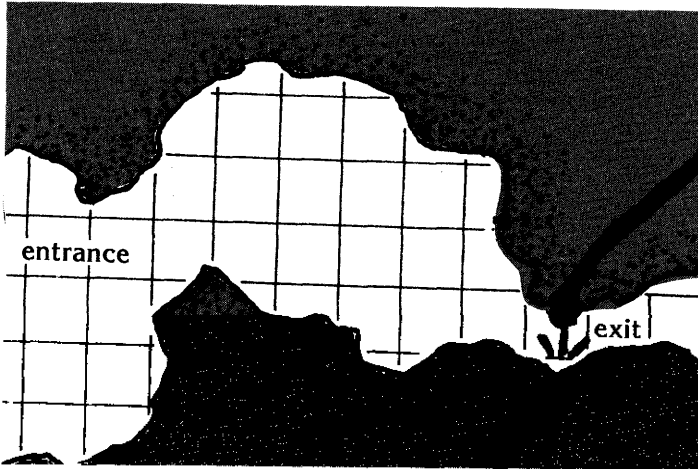
Scale: 1 square equals 10 feet



Crystal Dragons

Encounter #27

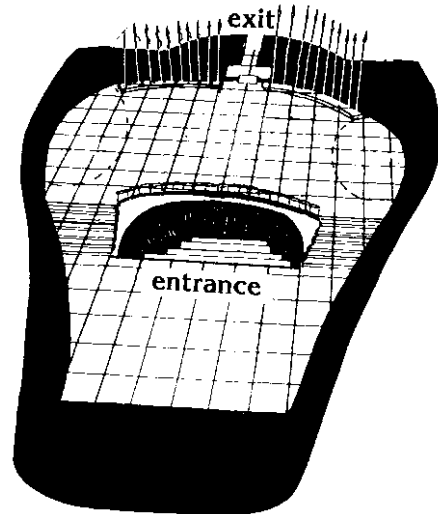
Scale: 1 square equals 10 feet



Dragonlances

Encounter #29

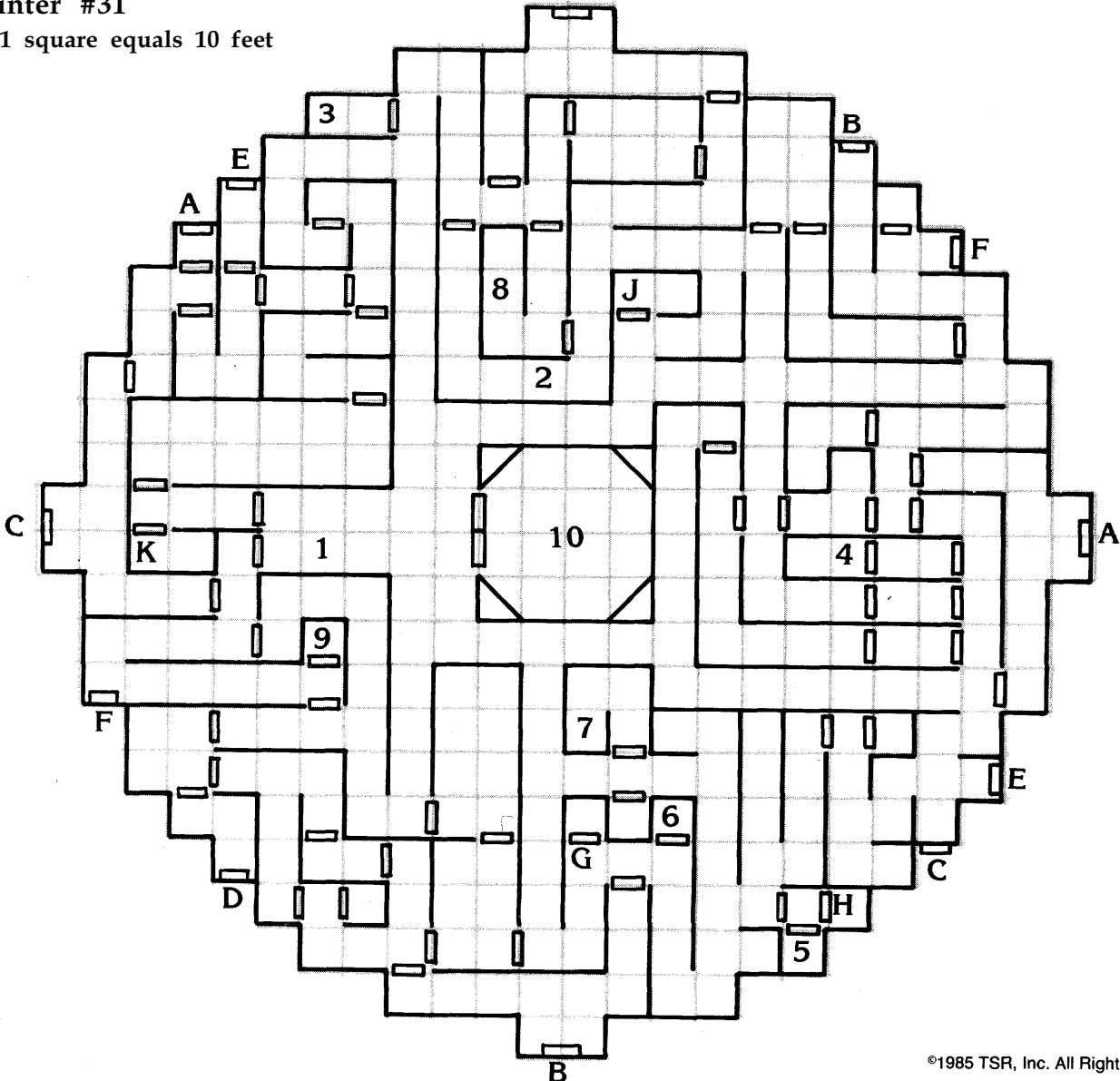
Scale: 1 square equals 10 feet



Endless Halls of the Dead Kings

Encounter #31

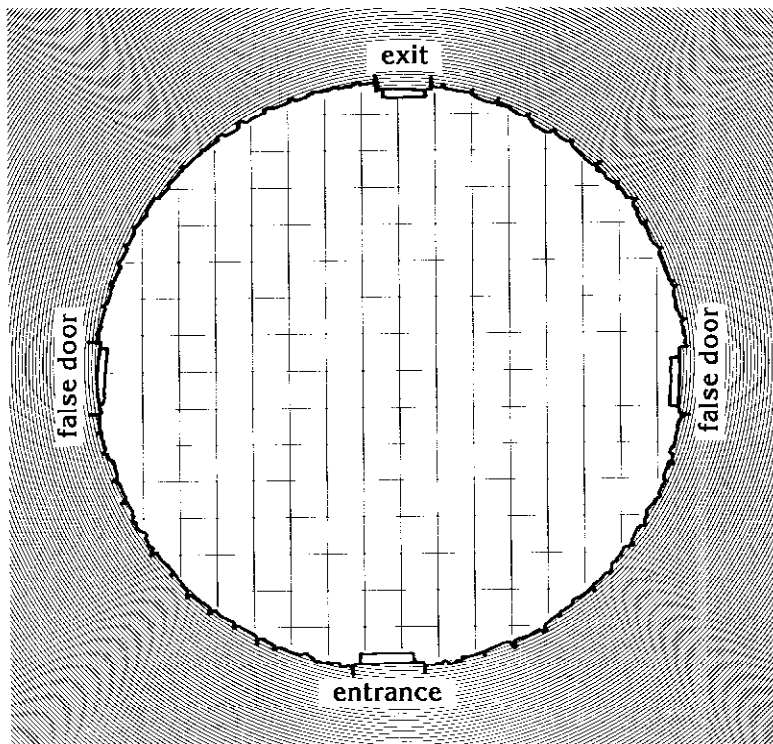
Scale: 1 square equals 10 feet



Arena

Encounter #32

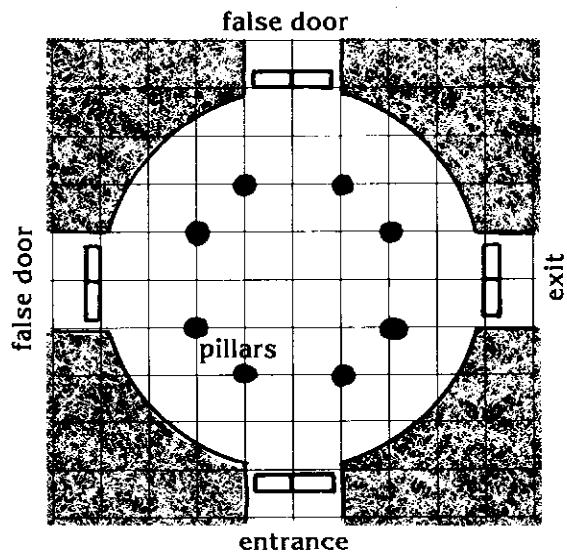
Scale: 1 square equals 10 feet



The Gemstone Man

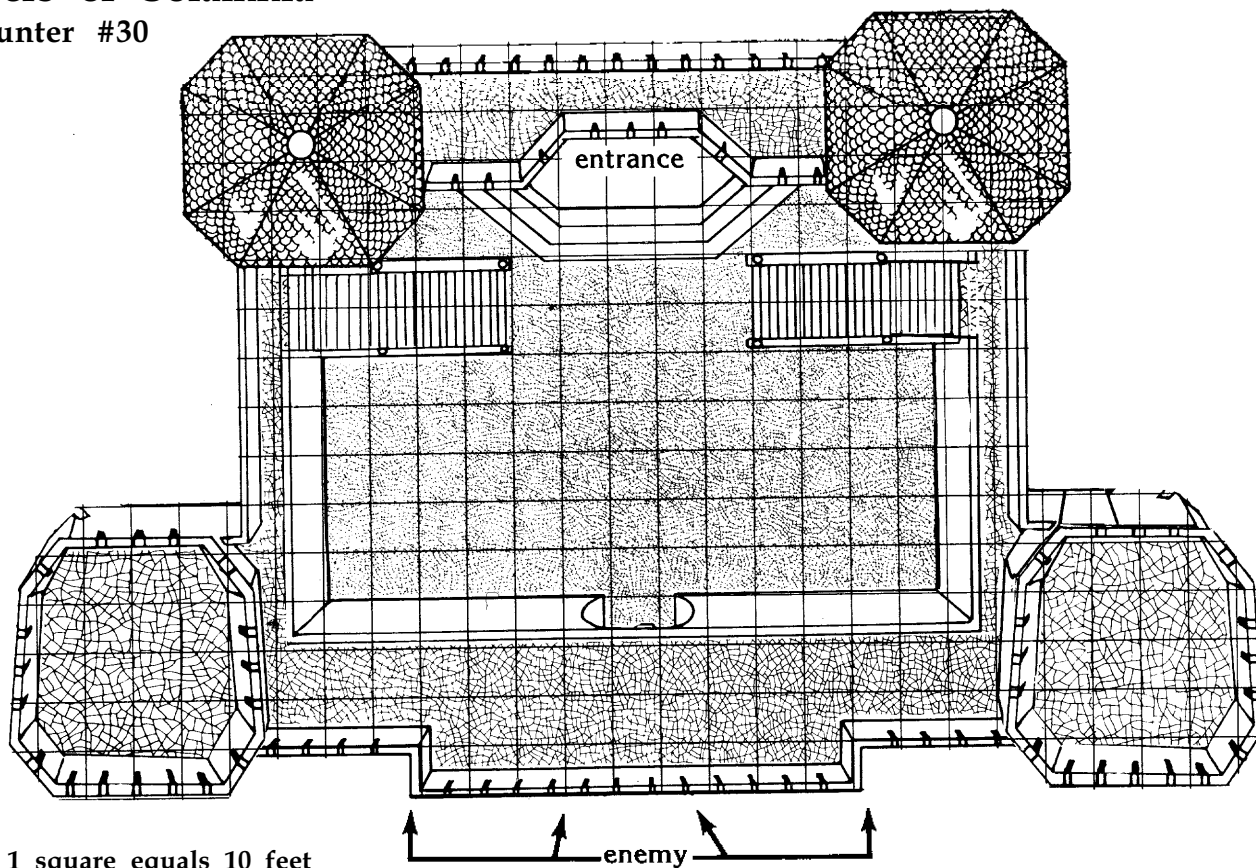
Encounter #33

Scale: 1 square equals 10 feet



Towers of Solamnia

Encounter #30

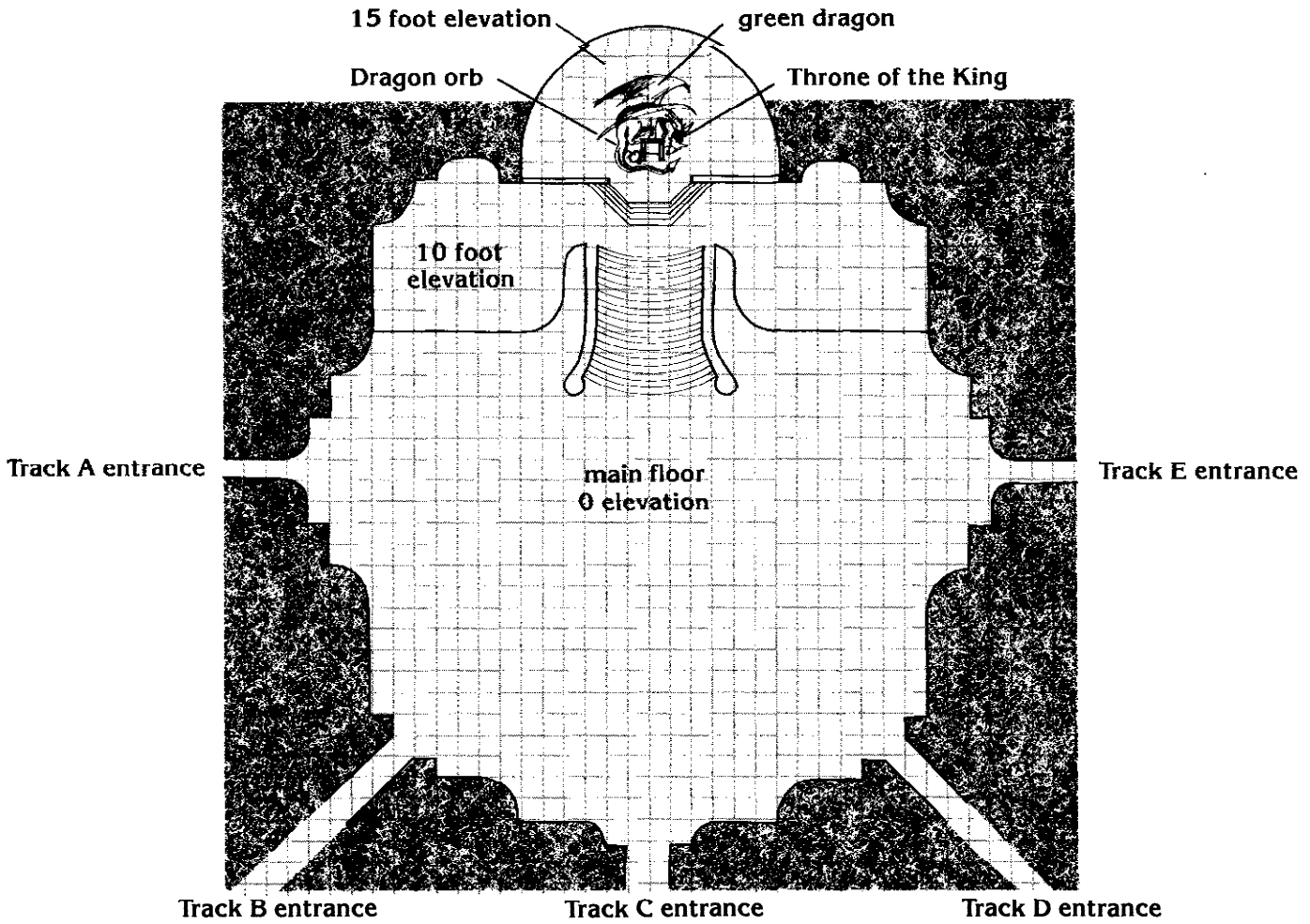


Scale: 1 square equals 10 feet

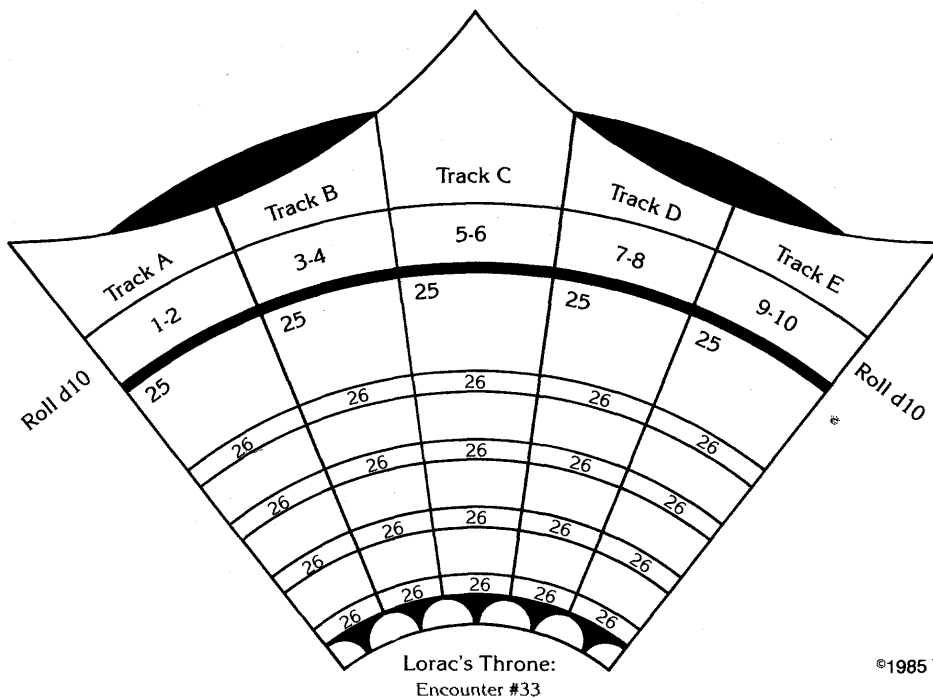
The Throne of the King

Encounter #34

Scale: 1 square equals 10 feet



Chapter IV: Shadowweb chart



Dragon Lance

CUT OUT CARDS

character cards

Tanis 8TH LEVEL HALF-ELF FIGHTER

STR 16 WIS 13 CON 12 THAC0 14
INT 12 DEX 16 CHR 15 AL NG HP 61

AC 4 (LEATHER ARMOR +2, DEX BONUS)

WEAPONS LONGSWORD +2 (1-8/1-12; THAC0 12)
LONGBOW, QUIVER WITH 20 ARROWS (1-6/1-6)
DAGGERS (1-4/1-3)

EQUIPMENT AS SELECTED BY PLAYER;
500 STL/1000 GPW MAXIMUM.

LANGUAGES COMMON, QUALINESTI ELF,
HILL DWARF, PLAINSMAN



See back of card for more information.

goldmoon 8TH LEVEL HUMAN CLERIC

STR 12 WIS 16 CON 12 THAC0 16
INT 12 DEX 14 CHR 17 AL LG HP 34

AC 8 (LEATHER ARMOR)

WEAPONS STAFF OF STRIKING/HEALING (4-9/4-9;
THAC0 13)

EQUIPMENT MEDALLION OF FAITH
AS SELECTED BY PLAYER; 500 STL/1000 GPW
MAXIMUM

ABILITIES **Spell Use:** 5 1ST LEVEL, 5 2ND LEVEL, 3
3RD LEVEL, 2 4TH LEVEL

Languages: COMMON, PLAINSMAN, HILL DWARF,
QUALINESTI ELF



See back of card for more information.

Caramon 9TH LEVEL HUMAN FIGHTER

STR 18/63 WIS 10 CON 17 THAC0 12
INT 12 DEX 11 CHR 15 AL LG HP 59

AC 3 (CHAIN MAIL +1 AND SMALL SHIELD)

WEAPONS LONGSWORD +1 (2-9,2-13;
THAC0 11)
SPEAR (1-6/1-6)
DAGGER (1-4/1-3)

EQUIPMENT AS SELECTED BY PLAYER;
500 STL/1000 GPW MAXIMUM

LANGUAGES COMMON, PLAINSMAN

See back of card for more information.



Riverwind 8TH LEVEL HUMAN RANGER

STR 18/35 WIS 14 CON 13 THAC0 14
INT 13 DEX 16 CHR 13 AL LG HP 47

AC 3 (LEATHER ARMOR +2, SMALL SHIELD, DEX
BONUS)

WEAPONS LONGSWORD +2 (3-10, 3-10; THAC0 12)
SHORT BOW, QUIVER OF 20 ARROWS (1-6, 1-6)
DAGGER +1 (2-5,2-5; THAC0 13)

EQUIPMENT AS SELECTED BY PLAYER, 500 STL/
1000 GPW MAXIMUM

LANGUAGES COMMON, PLAINSMAN,
QUALINESTI ELF, HILL DWARF
Spell Use: 1 1ST LEVEL

See back of card for more information.



raistlin 6TH LEVEL HUMAN MAGIC-USER

STR 10 WIS 14 CON 10 THAC0 19
INT 17 DEX 16 CHR 10 AL N HP 18

AC 5 (STAFF OF MAGIUS, DEX BONUS)

EQUIPMENT STAFF OF MAGIUS (+3 PROTEC-
TION, +2 TO HIT, DAMAGE 1-8, CAN CAST
CONTINUAL LIGHT AND FEATHER FALL ONCE
PER DAY.

ABILITIES **Languages:** COMMON, QUALINESTI
ELF, MAGIUS

Spell Use: 4 1ST LEVEL, 2 2ND LEVEL, 2 3RD
LEVEL PER DAY.

See back of card for more information.



Tika waylan 6TH LEVEL HUMAN FIGHTER

STR 14 WIS 12 CON 13 THAC0 16
INT 9 DEX 16 CHR 14 AL NG HP 37

AC 3 (PLATE ARMOR)

WEAPONS SHORT SWORD +2 (3-8/3-10;
THAC0 14) DAGGER (1-4/1-3)
HEAVY FRYING PAN (1-8/1-8)

EQUIPMENT AS SELECTED BY PLAYER;
500 STL/1000 GPW MAXIMUM

ABILITIES **Languages:** COMMON, PLAINSMAN
Thief Skills: PICK POCKETS 40%, OPEN LOCKS
38%, FIND TRAPS 30%, MOVE SILENTLY 27%,
HIDE IN SHADOWS 20%, HEAR NOISE 15%,
CLIMB WALLS 87%.

See back of card for more information.



alhana starbreeze 7TH LEVEL HIGH ELVEN FIGHTER

STR 9 WIS 15 CON 10 THAC0 14
INT 16 DEX 13 CHR 15 AL LG HP 32

AC -2 (PLATE ARMOR +3, SHIELD +1)

WEAPONS LONGSWORD +3 (ID8 + 3; ID12 + 3;
THAC0 11)
SHORTBOW +2 AND QUIVER OF 20 ARROWS
(ID6 + 2, ID6 + 2; THAC0 12)

EQUIPMENT AS SELECTED BY PLAYER;
500 STL/1000 GPW MAXIMUM

LANGUAGES QUALINESTI ELVEN, SILVANESTI
ELVEN, COMMON, DWARVEN, KENDERSPEAK
DRACONIAN

See back of card for more information.



waylorn wyvernsbane 7TH LEVEL DRUID

STR 8 WIS 16 CON 14 THAC0 16
INT 9 DEX 13 CHR 15 AL N HP 28

AC 5 (LEATHER ARMOR +2, SMALL SHIELD)

WEAPONS STAFF OF THE SERPENT (PYTHON) (3-8/
3-8; THAC0 14)

EQUIPMENT AS SELECTED BY PLAYER, 500 STL/
1000 GPW MAXIMUM

LANGUAGES COMMON, SOLAMNIC, SILVANESTI
ELVEN, QUALINESTI ELVEN, DWARVEN
Spell Use: 6 1ST LEVEL, 6 2ND LEVEL, 3 3RD
LEVEL, 1 4TH LEVEL.

See back of card for more information.



Goldmoon, a princess of the que-shu tribe, fell in love with Riverwind, a poor man's son. The chief, her father, demanded that Riverwind prove himself by undertaking a quest for magic and power.

Riverwind returned with a crystal staff from the forbidden lands. Goldmoon's father refused to believe the staff was magic, and ordered Riverwind stoned to death. Goldmoon rushed to his side, and the staff *teleported* them to safety. With the aid of the innfellows, they discovered the ancient, true gods, and Goldmoon became a true cleric.

Goldmoon is pure of heart and completely in love with her betrothed, Riverwind. She is a cleric of Mishakal, the goddess of healing. She is brave, dutiful, and deeply religious. She mourns for her people—all murdered by Verminaard—and longs for the peace of the plains she once knew.

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Riverwind, a far hunter for the que-shu tribe, has roamed far across the land and heard many strange tales. He loved the princess Goldmoon, but she was betrothed to the son of the village cleric. Riverwind gave challenge, as was his right, and accepted a betrothal quest. He found a blue crystal staff in the city of Xak Tsaroth, but Goldmoon's father, enraged, refused to accept it, and ordered Riverwind stoned to death. Goldmoon rushed to his side, and both were saved by the miracle of the staff. Now, they are the only survivors of the que-shu, for the dragonarmies destroyed all.

Riverwind is a man of few words and quick action. An imposing figure of a man, he is the subject of much attention wherever he goes. He is a born leader (though he doesn't realize it), and sees his role as service to the cause of good. His love for Goldmoon is absolute.

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Tika Waylan is the daughter of a thief. She grew up tough and fast, but inside remained vulnerable. At the age of 15, she tried to rob Otik Sandath, proprietor of the inn of the last hope, but was caught in the act. Otik's first inclination was to have her arrested. Instead, he offered her a job. She accepted to keep out of jail, but grew to love Otik as a father.

Tika looks older than her 19 years. She seems more worldly than she is. Her father, who also knew some illusionist tricks, left her a ring that she wears on a necklace, but the ring doesn't seem to be magical. Her favorite fighting technique is to bash someone with a round, heavy object. She hates the dragonarmies for destroying the only home she ever knew. She is fond of Caramon, but is annoyed that he still thinks of her as a kid. She is fascinated by magic.

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Waylorn has been asleep for an incredibly long period of time. The tower in which he is discovered gives evidence of having been built during the age of might, over 1500 years ago.

Waylorn has no memory of understanding of historical events since Huma destroyed the dragons. (This includes the cataclysm.) Indeed, he believes that he is Huma, the great dragonslayer. It is much more likely, however, that he knew Huma (not very well) and is simply using the name of his hero to enhance his own reputation.

Waylorn wants to be known as a dragonslayer in his own tight. He will, therefore, go to any lengths to find a dragon to attack. He is tired of living off a borrowed legend. He is desperate to become a hero in his own right.

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Tanis was born of an elf-maiden who was taken by humans turned savage in the shadow years following the cataclysm. She escaped to Qualinost, where she died in childbirth. The elves of Qualinost raised the boy, but did not fully accept his tainted heritage. Tanis became a wanderer, never feeling quite at home until, after years of travel, he settled in Solace. There he met the people who were to become the innfellows.

Laurana has loved Tanis for many years, but the half-elf's heart is torn between the elf maid and the human woman Kitiara, half-sister to Caramon and Raistlin. Kitiara left Solace to travel north, but did not return—her fate is unknown.

Tanis is torn between human and elf, and feels at home nowhere. He is a true friend and kind man, but dark moods and depressions afflict him. He is a natural leader, a deadly fighter, and a hero in the truest sense of the word.

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Caramon, a fighter of great strength and courage, is Raistlin's twin and Kitiara's half-brother. The twins are mirror-images of one another—Caramon is cheerful and personable, but Raistlin is dark, mysterious, and frail.

The twins' mother was sickly, and died when they were very young. Kitiara, several years their senior, raised them. Caramon developed into a fine fighter, and a good and decent man, although sometimes a bit naive.

He feels responsible for his frail twin, but does not understand Raistlin. Caramon is friendly and trusting, and enjoys people very much. Lately he has begun to notice that Tika Waylan has matured from a freckle-faced kid into a good-looking woman.

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Raistlin, a magic user, is Caramon's mirror-image twin and Kitiara's half-brother. The mother of the twins was sickly, and died when they were young. Kitiara raised them.

One day, Raistlin saw a village illusionist, and came home able to do the tricks he saw. Kitiara, recognizing his gift, enrolled him in a magic school. He astounded his teachers with his talent, but they worried that his pride and ambition would overwhelm him.

He left the school to seek out a great teacher. The teacher put him to terrible tests that increased his ability but left him with golden skin, a weak constitution, and hourglass eyes that see death all around him.

Raistlin is not fond of people and prefers to keep his own counsel. He has a strong sense of justice.

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Alhana Starbreeze is the daughter of Lorac Caladon, current ruling speaker of stars in Silvanesti. Alhana was attending diplomatic meetings 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 was born to the royal house. She is imperious and cold. She holds those in the outside world responsible for the downfall of her once great nation. Thus her attitude toward all those of other races—humans, dwarves, kender—will be coldly 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, however—to return to her homeland and find her father.

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combined monster statistics chart

NAME	AC	MV	HD	hp	# A T	DMG	SA	SD	AL	THAC0	BOOK
BEHOLDER	0/2/7	3"	10	45	1	2-8	YES	YES	LE	10	M-10
BROWNE	3	12"	1/2	V	1	1-3	YES	YES	LG	16	M-11
CATOBLEPAS	7	6"	6+2	V	1	1-6 + STUN	YES	NO	N	13	M-13
CHAGGRIN (GRUE)	4	12"(3")	5+5	V	2	3-6/3-6	YES	YES	NE	15	M2-72
CRYSMAL	-4/0	6"	6+6	V	1	3-12(2-4%)	YES	YES	N(E)	13	M2-26
CRYSTAL OOZE	8	1"/3"	4	V	1	4-16	YES	YES	N	15	M2-27
DRACONIAN, BAAZ	4	6"/[15"]/18"	2	V	1 or 2	1-8;1-4/1-4	NO	NO	LE	16	DL-10
DRACONIAN, BOZAK	2	6"/[15"]/18"	4	V	1 or 2	1-8;1-4/1-4	YES	YES	LE	15	DL-10
DRACONIAN, KAPAK	4	6"/[15"]/18"	3	V	1 or 2	1-4 + poison	YES	NO	LE	16	DL-10
DRAGON, BLUE	2	9"/24"	9	54	3	1-6/1-6/3-24	YES	NO	LE	12	M-31
DRAGON, BLUE (SKIE)	2	9"/24"	9	54	3	1-6/1-6/3-24	YES	NO	LE	12	DL-10
DRAGON BROOD	2	9"/24"	7	14	3	1-6/1-6/3-24	YES	NO	LE	13	DL-10
DRAGON, GREEN (CYAN)	2	9"/24"	9	54	3	1-6/1-6/2-20	YES	NO	LE	12	DL-10
DRAGON, SKELETON	8	9"/24"	5	40	3	1-4/1-4/1-10	NO	NO	LE	15	DL-10
DRAGON, TAKHISIS (DREAM)	0	6"/18"	16	128	6	2-16/3-18/2-20 3-24/3-30/1-6	YES	NO	LE	7	DL-10
DRAGON, WHITE	3	12"/30"	7	56	3	2-16/1-4/1-4	YES	NO	CE	13	M-34
DREAMSHADOW						AS PER THE CREATURE THEY ARE			MODELED AFTER		DL-10
DREAMWRAITH	5	12"	8	10	1	1-10	YES	YES	V	12	DL-10
DRELB	2	6"/5"	3	V	1	3-12	YES	YES	N(E)	15	M2-60
DRYAD	9	12"	2	V	1	1-4	YES	YES	N	15	M-35
DWARF	4	6"	4	V	1	1-8	NO	NO	LN	15	M-35
EAGLE, GIANT	7	3"/48"	4	V	3	1-6/1-6/2-12	YES	YES	N	15	M-36
ELEMENTAL, AIR	2	36"	16	V	1	2-20	YES	YES	N	7	M-37
ELEMENTAL, EARTH	2	6"	16	V	1	4-32	YES	YES	N	7	M-38
ELEMENTAL, FIRE	2	12"	16	V	1	3-24	YES	YES	N	7	M-38
ELEMENTAL, WATER	2	6"/18"	16	V	1	5-30	YES	YES	N	7	M-38
ELF, SILVANESTI	5	12"	7	V	1	1-4	NO	NO	LG	14	DL-10
FETCH	SPC	15"	9	V	2	SPC	YES	YES	N	SPC	DL-10
GOLEM, IRON	3	6"	10	80	1	4-40	YES	YES	N	7	M-48
GOLEM, STONE	5	6"	14	60	1	3-24	YES	YES	N	8	M-47
GORGON	2	12"	8	V	1	2-12	YES	NO	N	12	M-49
GRIFFON	3	12"/30"	7	V	3	1-4/1-4/2-16	NO	NO	N	13	M-50
GROANING SPIRIT	0	15"	7	V	1	1-8	YES	YES	CE	13	M-50
HARGINN (GRUE)	3	15"	4+4	V	1	5-8	YES	YES	NE	15	M2-73
ILDRISS (GRUE)	2	3"/24"	4	V	1	3-12	YES	YES	NE	15	M2-73
KECH	4	15"	5	V	3	2-5/2-5/1-6	YES	YES	NE	15	M2-78
RENDER	7	9"	4	V	1	1-6	YES	YES	V	15	DL-10
LICH	0	6"	11	50	1	1-10	YES	YES	N(E)	10	M-61
MASTIFF, SHADOW	6	18"(3")	4(-1)	V	1	2-8	YES	YES	N(E)	15	M2-84
MIHSTU	-2	6"/16"	8+2	V	4	1d6 + 1 each	YES	YES	NE	12	M2-84
MIMIC	7	3"	10	38	1	3-12	YES	YES	N	10	M-70
MINOTAUR, BLOODSEA	4	12"	8+4	V	2	2-8 or 1-10	NO	YES	CE	13	M-71
PARA-ELEMENTAL, SMOKE	3	6"/18"	16	V	SPC	2-16	YES	YES	N	7	M2-98
QUASI-ELEM., LIGHTNING	2	18"	12	V	1	1-6 + 1/hd	YES	YES	N(C)	9	M2-103
SIRINE	3	12"/24"	7	V	1	1-8	YES	YES	V	13	M2-109
SKELETONS	7	12"	1	V	1	1-6	NO	NO	N	19	M-88
SPECTRAL MINIONS	2	30"	10	V	1	1-10/1-10	NO	YES	V	10	DL-10
STAG, WHITE	-5	24"	10	77	3	1-12/1-6/1-6	NO	YES	LG	10	DL-1
STOROPER	0	1"	6	V	1	1-10	YES	YES	CE	13	M2-115
THANOI	4	9"/15"	4	V	2	1-8/1-8	NO	YES	LE	15	DL-6
VARRDIG (GRUE)	5	6"/18"	6+6	V	2(1)	1-4/1-4(4-16)	YES	YES	NE	13	M2-73
VULTURE, GIANT	7	3"/24"	2+1	V	1	1-4	NO	NO	N	16	M2-125
WILL-O-WISP	-8	18"	9	V	1	2-16	YES	YES	CE	12	M-101
WOLVES, DIRE	6	18"	3+3	V	1	2-8	NO	NO	NE	16	M-101
WOLVES, WINTER	5	18"	6	V	1	2-8	YES	NO	NE	13	M-101
ZOMBIES	8	6"	2	V	1	1-8	NO	NO	N	16	M-103

abbreviations

AC = Armor Class
 AL = Alignment
 #AT = Number of attacks per round
 CE = Chaotic Evil
 CG = Chaotic Good
 DMG = Damage
 F-(X) = Found in FIEND FOLIO® Tome, page (X)
 HD = Hit Dice
 hp = hit points
 LG = Lawful Good
 M-(X) = Found in MONSTER MANUAL I, page (X)
 M2-(X) = Found in MONSTER MANUAL II, page (X)
 MV = Movement Rate
 N = Neutral
 N (C) = Neutral with Chaotic tendencies
 N (E) = Neutral with Evil tendencies
 N(G) = Neutral with Good tendencies
 NG = Neutral Good
 SA = Special Attacks
 SD = Special Defenses
 THAC0 = Base number to hit AC 0 (does not include racial, strength, or weapon bonuses)
 V = Varies

Advanced Dungeons & Dragons®



Official Game Adventure

Dragons of Dreams

by Tracy Raye Hickman

* BOOKS * MODULES *

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An adventure for Character Levels 8-10

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