

Advanced Dungeons & Dragons®

DragonLance®

Official Game Adventure

Dragons of Truth

by Tracy Hickman

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CREDITS

Editing: Mike Breault
 Development: Mike Breault
 Cover Art: Clyde Caldwell
 Interior Art: Diana Magnuson
 Cartography: Dave S. LaForce
 Typography: Linda Bakk
 Keylining: Colleen O'Malley

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PROLOGUE

Notes for The Dungeon Master

Dragons of Truth is the 13th module in the epic DRAGONLANCE® series. It continues the action of the third book of the DRAGONLANCE saga: *Dragons of Spring Dawning*.

The journey to the final goal and the PCs' possible sojourn in the Glitterpalace of Paladine are the subjects of this part of the last quest. The events that transpire at their goal—the Empire City of Neraka—are the subject of DL14, *Dragons of Triumph*.

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, taking care that the party is as balanced as the party included in this module.

Though this adventure is a part of the epic DRAGONLANCE saga, sufficient information is given so that you can play it without having previously played the other modules in the series.

The obscure death rule is suspended for all characters in this adventure. The only exceptions to this are Paladine and the Queen of Darkness. These NPCs cannot be killed, but they may be defeated.

Each chapter is divided into a series of *encounters*. Those parts of the adventure that are governed primarily by the time at which they take place are called *events*. These repre-

sent the general story line of the adventure. General events include such things as the PCs seeing dragons overhead, volcanoes erupting) etc. Read the Events section to give yourself an overview of how the adventure is intended to go.

Within each chapter are the chapter's encounters. Encounters represent areas the PCs may visit and occur only if the heroes visit the appropriate places.

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

The PCs' party must include Berem, Fizban, and Waylorn (as NPCs) before they reach the Glitterpalace. Fizban is met in Event 7 unless he is already with the party. Berem and Waylorn, if not already with the party, should be met as random encounters within the first few days of adventure.

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

In the monster and character statistics, you will see the term THAC0 followed by a number. THAC0 is an acronym for the phrase "To Hit Armor Class 0 (zero)." This is the minimum number that the creature or character needs to hit an opponent of AC 0. For attacks against opponents of other Armor Classes,

subtract the opponent's AC from the attacker's THAC0 to get the number needed to hit. For example, a Baaz draconian has THAC0 16. If he gets into a brawl with a Kapak draconian (AC 3) then the Baaz needs a 13 or greater on 1d20 to hit the Kapak (THAC0 16 minus AC 3 equals 13). THAC0 numbers allow the DM to run combats without constantly referring to the attack tables.

Some of your players may have read the DRAGONLANCE novels. Reading the novels does not take the mystery and excitement out of your adventure, since the information related in the books is similar, but not identical, to the events and encounters in this module.

Indeed, players who assume the adventures to be exactly the same as the story will soon find themselves in trouble! The adventure recreates the conditions surrounding the story and leaves the decision-making and role-playing up to the players. Do not try to have the adventure turn out the same way it did in the novels. Allow your game to have its own feeling, trends, and conclusion.

The DRAGONLANCE story is a complex saga. To run it well, read the module carefully, anticipate your players' actions, and think of ways to motivate them to stay within the framework of the adventure. Let the players explore their surroundings, but draw them in the direction desired by using tantalizing information. Do not be afraid to improvise to make the adventure more enjoyable for your players.

The World of Krynn

There are several important differences between the world of Krynn and standard AD&D® game worlds. While players who have played previous DL modules are familiar with these differences, 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, as 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 been revealed so

far—Mishakal, goddess of healing, and Paladine, leader of good, the Celestial Paladin. All PC clerics brought into the campaign must be of good alignment and follow one of these two faiths.

All PC elves in the adventures are Qualinesti elves, unless their character cards say otherwise. PC elves from other worlds are also Qualinesti. Several other elven races exist and are detailed in DL7, DL10, and DL12.

All PC dwarves are hill dwarves, unless their character cards say otherwise. PC dwarves from other worlds are also 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.

Steel is the most valuable metal in the world of Krynn while gold is fairly common and of little worth.

One steel piece (stl) is the equivalent of one gp in a normal AD&D campaign. One gold piece on Krynn is the equivalent of one sp in a standard campaign.

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!

The fates of the Dark Queen

In this section, you can determine your version of the true history of the Dark Queen's ouster from into the world of Krynn.

There are actually several different true histories of how the Queen of Darkness came and what will throw her back into the abyss. Only one of these will be the actual ending to your DRAGONLANCE® game campaign. Each ending has a number. The number that corresponds to your version is the *fate number* for your campaign. In this adventure, the fate number determines which of the alternate encounters in the Glitterpalace are run and which holds the diamond gem required to escape the Glitterpalace. This number also determines the ultimate challenge the PCs face in DL14, *Dragons of Triumph*, the finale of the DRAGONLANCE saga.

How to determine the fate number for your campaign depends on whether your PCs enter the Glitterpalace. If they do, the TALIS™ cards drawn there not only open the doors to the different tests, but also establish the fate number for the epic's finale.

If the PCs do not enter the Glitterpalace, follow the procedure outlined below to determine the fate number. Players missing the Glitterpalace are at a distinct disadvantage because they do not have the benefit of the guidance and knowledge from these adventures. For this reason, the players should be subtly encouraged to enter the Glitterpalace.

Determining The fate Number

The TALIS card deck (from DL12) has six suits of cards. The PCs draw a card in Chapter 14 to determine the ending of the campaign. If they do not go to the Glitterpalace, then you must draw a card to determine the ending for the players.

There are six possible endings. These correspond to the six suits of the TALIS card deck. If you do not have the TALIS card deck, then substitute the following random rolls for determining the card drawn. Be sure to write down the card's number next to its suit for use in the other areas of the tests.

TALIS Card Deck Table

| Roll | 1d6 for Suit | Test | Enc # | Alternate |
|------|--------------|-------------|-------|-----------|
| 1 | Waves | Wisdom (43) | 43X | |
| 2 | Beast | Wisdom (43) | 43Y | |
| 3 | Flames | Heart (44) | 44X | |
| 4 | Earth | Heart (44) | 44Y | |
| 5 | Winds | Valor (45) | 45X | |
| 6 | Fates | Valor (45) | 45Y | |

* This is the fate number of your game.

The fate Number

The fate number determines which of the three tests in the Glitterpalace leads to the diamond gem. This test will have an alternate encounter where the diamond can be found. This alternate encounter should clue the PCs to how to end the DRAGONLANCE epic.

The finale set up for the end of the epic is one of the following six. Your fate number (found above or in the Glitterpalace) determines which of these endings occurs in DL14, the conclusion of the DRAGONLANCE® saga.

1. Fizban/Paladine vs. the Queen of Darkness: Fizban is revealed as Paladine and only his direct intervention can seal shut the gate to the Abyss. Thus he must make his way down into the depths of the tower with the aid of the PCs. If he uses his tremendous power too early, then the Queen of Darkness is alerted to his presence and has time to prepare her defense.

To succeed, Fizban must be brought into the Council Chamber of the temple and there defeat the Queen of Darkness. There is a base 100% chance that he is able to do this. However, every spell he casts reduces his chance of success by a percentage equal to twice the total spell levels.

For example, if Fizban casts a 9th-level spell to get the PCs out of a terrible fix, his chance of defeating the Queen of Darkness is decreased by 18% and is now only 82%. If Fizban then also had to cast a 5th-level spell, the base chance would be reduced by 10% more to 72%. Because of the phenomenal energies required to push the Queen back onto her own plane of existence, Fizban only gains back 10% toward his chance of success for each day during which he casts no spells.

Continuing with the above example, if Fizban, now with a 72% chance of success, casts no spells for an entire day, his chances then go up to 82%. The nature of this climactic battle is such that all those present in the Council Chamber are aware of the outcome. Should Fizban fail, the troops in the hall rush the Party.

2. Waylorn/Huma Returns from the Past: Fizban is just a crazy old wizard. Waylorn, on the other hand, is the resurrected Huma of legend. He alone possesses the secret needed to drive the Queen of Darkness back into the Abyss and seal the gate. Huma must be brought to the gate and there use a Dragonlance to drive the Queen of Darkness into the Abyss and keep her at bay while the gate is shut behind him, thus sacrificing himself for the good of the world.

To succeed, Waylorn must be brought to

the Council Chamber and must have a Dragonlance. Waylorn must pass into the portal with the Dark Queen and seal the portal from the other side.

3. Sacrifice Self to seal the Void: This is essentially the same as ending #2, except that it is a PC who must drive the Queen back into her lair and keep her at bay while the gate is shut. Fizban, although Paladine, may not interfere directly but may direct those of the world who can affect the course of history.

To succeed, the character must be in the Council Chamber with a Dragonlance. The character must then present the Dragonlance forcefully (as though a cleric performing a *turn undead* action) and force the Queen back through the portal. Once on the other side, the PC may close the portal behind him.

The effects of barring Takhisis's direct presence from the world are the complete disunity and dispersal of the Dragonarmy into petty tribes and wandering groups.

4. Berem/Paladine Seals the Gates: Fizban is just a crazy old man. Paladine has taken the form of Berem to reclaim the soul of Berem's sister from the temple. Once this is done, then he can use his power to seal the gate.

Success in this ending is achieved in the same way as in ending #1, substituting Berem for Paladine.

5. Berem and His Sister: This is the end of the story given in the novels. In this version, Berem Everman takes the green gemstone down into the depths of the temple of Takhisis and replaces it into the foundation stone. This reunites his soul with that of his sister and makes the temple once more a holy place. Through this act, the gate through which the Queen of Darkness came is shut forever and her influence much diminished in the world. The Dragonarmies turn on one another and disperse to strongholds scattered across Krynn.

To succeed, Berem Everman must be brought to the foundation stone in the depths of the temple and press his bare chest and its gem into the stone.

6. Death of the Gem: Contrary to the version in the books, placing the gem in the foundation stone does not seal the gate. Rather, it permanently opens the gate. It is for this reason that the Queen of Darkness has been looking for the green gemstone man.

To succeed, the PCs must discover the gem's true purpose and destroy it. To do this, the PCs must bring Berem to the Hidden Treasury and break the gem with the stones there.

Events: An Overview of the Tale

This module is both an exciting, stand-alone campaign and a set-up for the end of the entire DRAGONLANCE® saga.

Read the contents of this adventure thoroughly. You may wish first to just scan the major divisions of the adventure or read those parts that interest you most. Then go back and read the entire module in detail.

Before starting the adventure you should bring the players to Kalamán. This you may wish to run as an overland adventure using the maps from DL5. Otherwise you may just wish to use a standard plot device and say that, "After many months, your weary characters at last come together in the Port of Kalamán."

Alternatively, if you are not using the DRAGONLANCE adventures as a unified campaign, you may wish to simply read the game start and begin the adventure as given below.

Begin the adventure with Event 1. At the conclusion of this event, the PCs are at the front lines (Encounter 1). Follow the directions there and begin the adventure.

Overview of The Adventure

The players' goal should be to cross the lands occupied by the Dragon Empire and get to Neraka. Along the way, however, several opportunities will present themselves for the PCs to enter the Glitterpalace, famed home of the god Paladine. A hidden goal for the players is to enter this mysterious palace, participate in its tests, and gain the knowledge they need to defeat the Dark Queen.

Some players may elect not to go to the Glitterpalace and concentrate too strongly on the goal of Neraka. Present the players with opportunities to go to the Glitterpalace, encourage them to enter, but do not force them in.

The adventure ends with the PCs either making it to the plains west of Neraka (western section of Area 28) on their own without entering the Glitterpalace or with them enduring the tests of Paladine and awakening in Godshome. (There is, of course, a third ending—the death of all PCs.)

Adventure Pacing

Start your adventure as explained above. Let the adventurers take their course, but if the PCs enter the Glitterpalace, try to end the session just as they go through one of the doors in the Nexus Room to their first test (see Chapter 14, Encounter 42).

Once the PCs start the tests, they should be able to play through one test in one or two four-hour sessions of play. The end of each test

is a good place to stop your sessions.

When the PCs end the last test, however, you should go to the Epilogue and complete the adventure there.

It is a good idea to end each session with a description of the next area the PCs will be entering. This gives your players something to look forward to in the next session.

Flow of Events

This section details the events of this part of the DRAGONLANCE saga. Read through these events to get a feeling for the flow of history within which the PCs find themselves.

Events occur at certain times within the adventure, while Encounters occur when the PCs venture into certain areas. Unlike previous DRAGONLANCE adventures, however, all of the events that occur in the course of the adventure are detailed here rather than within each chapter. Use the Game Clock (on the inside module cover) to keep track of time during the adventure and to determine which event is about to take place. Encounters are listed within each chapter in the usual manner.

Whenever an event is indicated, use your best judgment to decide if the PCs can be affected by (or even know of) the event. For example, an event that has a blue dragon flying over Neraka on the fourth day would not be noticed by PCs who were in underground caverns at the time. If an event affects the PCs, then run that event as outlined.

Also, events have different effects depending on the PCs' position. For example, the explosion of a volcano would be a bad experience for someone above ground, but might be devastating for anyone under ground where the magma was flowing.

Event 1: Starting The Game

Game Start: Start by distributing the Council Cards (on page 37) that contain the script sections. Give each player at least one card and double up if you have any remaining. Then read the following:

The fresh breeze from the bay drifts cool over the great port city of Kalamán and across a balcony in the great central palace. Within, the curtains to the great round council hall drift lazily with the ebb and flow of the air.

The great doors to the south open, admitting those unlikely heroes who have served throughout the struggle on Krynn.

Take a moment to describe the characters as

they currently appear. Tell the players that these are indeed their PCs but for a few moments they will be playing the parts of the Council of Whitestone.

The lord of the council stands to address the assemblage.

At this point, have each of the players read their sections in order, starting with number 1 and ending with number 8. When they have finished, read the following.

The harsh words of fire and war seem out of place on so pleasant a spring day. All eyes turn to the heroes.

Inform the players that they now may take the parts of their characters. They are to either adopt one of the plans presented or suggest a plan of their own. As the referee, you have to judge the merits of any alternate plans the PCs suggest. These plans must be geared to the objective of bringing down the Dragon Empire. The Lords of the Solamnic Knights and the Whitestone representatives will grant any reasonable assistance, so long as it does not involve any resources other than those listed in the different plans presented to the PCs.

When a plan has been presented and agreed to, read the following:

The Solamnic Knights guide you as far as the forward lines of the war. Within days you arrive there with all your equipment.

"We have arranged to have you teleported behind the enemy lines with your equipment. This is as much assistance as we can give you to cross the lines of the Dragon Highlords. We are also rather pressed for time as we believe the Highlords are preparing another attack."

The mages are summoned and you disappear in a flash of magic and light. You reappear deep behind the lines of the Dragonarmy.

Have the players select a hex one to three hexes away from the border between Encounter Areas 1 and 2 on the Surface Map of the Taman Busuk. This is the location at which they reappear. At this point, the PCs are in Encounter Area 1. Begin normal play.

Event 2: The Watchful Lands

Occurs: Daily

The lands of the Dragon Empire are watched

Events

carefully, especially with the Whitestone forces pressing so closely to their black temple at Neraka.

There are two states of readiness on the Taman Busuk: Patrol and Alarm. Which state of readiness exists greatly influences the encounters there. Creatures encountered while the Alarm is raised are twice as suspicious and cautious as when the land is merely in the Patrol state. Also, encounters with troops increase in frequency as they actively search for those who caused the alarm.

Two different groups patrol this area: Dragon Flights and ground outposts.

Dragon Flights: Flights of dragons of all evil colors patrol from Neraka and various outposts from dawn to dusk, while watcher outposts scan the skies and lands by night. In the area of this adventure, only the blue dragons fly and all troops encountered are of the army of the Blue Lady...Kitiara's force.

Each flight consists of three huge and ancient blue dragons and their riders. These riders are 12th-level fighter mercenaries on special service for the Queen.

The dragons leave Neraka at 6:00 a.m. each morning and fly along the route noted on the Surface Map of the Taman Busuk. The location of these flights depends on the time of day. The letters A-M along the dotted lines indicate the dragons' position each hour from 6:00 a.m. until 7:00 p.m. When two letters are together in the same hex, the flight has landed for lunch.

Anytime a flight of dragons comes within five hexes of the PCs, check to see if either party spots the other. There is a 5% cumulative chance per turn that a PC notices the dragons while they are within five hexes. If the PCs are actively searching the skies, this chance is 25% cumulative per turn. Anyone watching the skies, however, may not move more than 1/2 of their normal movement as walking and watching the clouds requires more caution than just walking.

The dragon flights also check once per turn while they are within five hexes of the PCs. There is a base 100% chance that a dragon flight spots any person or group of persons and sounds the alarm. This base chance is modified as follows:

Dragon Sighting Modifier Chart

| Description | Modifier |
|----------------|-------------------|
| PCs' Situation | |
| Terrain | -listed modifier* |
| Disguise | -10% to -70%** |
| Distance | -10% per hex |
| Flying | +20% |

Dragons' Situation

| | |
|-------------------|---------|
| On ground | -50% |
| Spotted last turn | +30%*** |
| Before 8 a.m. | -15% |
| After 6 p.m. | -15% |

* This modifier (if applicable) is listed under the encounter description of the encounter area.

** This modifier depends on how well the PCs have disguised themselves.

*** This modifier applies if the PCs were spotted by the dragons on the previous turn. Having seen the PCs once, the dragons are better able to track them.

When the modified base percentage has been found, roll percentile dice and check the results against the following to determine the reaction of the dragon flight.

Dragon Reaction: If the PCs are spotted, how the dragon flight reacts depends on the current defensive status of the Taman Busuk.

If the roll by the dragon flight is within 5% of the modified base, (e.g., if the required percentage is 30% then any roll from 25% to 35%) then the dragon flight lands to investigate.

If the check is more than 5% above the modified base (e.g., if the above roll was higher than 35%) then the dragons do not yet spot the PCs.

If the check is more than 5% below the modified base (e.g., if the above roll was less than 25%) then the PCs are spotted. If the Taman Busuk is still under Patrol status then the dragon flight attempts to fly to Neraka as quickly as possible with the news. The flight moves at a speed of four hexes per hour to Neraka without a break or stop. The moment they arrive at Neraka, the status of the lands turns to Alarm status.

If the Alarm status is already in effect, then the dragon flight discharges one lightning breath into the atmosphere to signal the location of the PCs to ground troops. It takes 10 turns for a ground patrol to arrive (see below for the composition of patrol). The dragons circle overhead out of missile weapon range until the troops arrive and then join in a combined attack. The dragons in flight are required to check each turn to maintain their sighting of the PCs. It is possible for the PCs to move to better cover and lose the dragons, but the ground forces still search the area where the PCs were last seen.

Ground Patrols and Outposts

These stations watch over the Dark Queen's domain from the ground, especially at night since the dragons prefer not to fly then. The

outposts are based in the hexes labeled 14, 21, and 22.

The outposts have a base 70% chance of spotting the PCs each turn they are within three hexes. The ground modifier does not apply to these outposts. All other modifiers listed above do apply, however.

Determine the results as above. If the roll is within 5% of the modified base, then the outpost sends a patrol to investigate. This patrol consists of one Aurak draconian and a troop of 20 Kapak draconians if the Taman Busuk is only under Patrol status. (If the PCs are spotted, a runner is sent to Neraka to put the evil forces on Alarm status. The runner moves four hexes per hour.) If the area is already under Alarm status, a full complement of one Aurak, three Sivaks, and 50 Baaz is dispatched to deal with the PCs. Both types of patrols move at the rate of two hexes per hour to the area where the PCs are and challenge their right to be in this area.

If the Taman Busuk is already under Alarm status, a *wand of fireball* is fired into the air to attract the attention of any dragon patrols within 20 miles.

Captured PCs are taken to the caravan routes (see Chapter 12, Encounter 8) and placed aboard a slave caravan with their weapons and armor stored in the rear wagon.

Event 3: Storm Clouds To The South

Occurs: Day 1, 10:00 AM

In the Taman Busuk, great dark clouds gather on the distant horizon to the south in the direction of Neraka. Their billowing fury is lanced with flashes of lightning, though the distant thunder cannot be heard.

Event 4: Wheeling Birds To The North

Occurs: Day 1, 2:00 PM

Wheeling dark specks can be seen to the north where the armies are engaged. Any PC making an Intelligence Check with a -7 penalty is able to discern these specks as vultures.

Event 5: The White Stag

Occurs: Day 2, 6:00 PM

The ground here is trampled flat by many clawed feet. Suddenly your eyes come to rest on the form of a great white stag, lying in a pool of its own blood. Its dark eyes seem to be pleading with you.

Events

Have the players roll for surprise. Regardless of the result, tell them that they see the brush some 10 feet behind the stag shake. If the PCs investigate, they find a snow-white baby deer hiding hesitantly in the brush. This fawn allows the PCs to touch and even carry it if they move in the direction of Godshome (Encounter 29). If not, then the deer escapes and begins moving in the direction of Godshome, magically slipping free regardless of any restraints placed on it by the PCs.

The stag is dying. It is currently at 0 hit points and its wounds are so poisonous that it is swiftly sinking into death.

Anyone who looks into the eyes of the white stag must make an Intelligence Check at -4. If not successful, the person gets the feeling that the stag is trying to communicate with them and distant words seem to form in his head, although the meaning of the words is not clear.

Those who succeed hear words form in their heads in a deep and beautiful voice:

“My child...the world...take him to Godshome. There will your efforts be rewarded...and your path made more clear.”

EVENT 6: DRAGON MESSANGERS FLY OUT FROM NERAKA

Occurs: Day 3, Noon

PCs who are within sight of Neraka see the silhouetted forms of many dragons rise from the center of the city and spread out in all directions. These are not flights of dragons, but single dragons with highly ornamental harnesses. Their riders' armor glints in the morning sun.

One of the dragons flies directly toward the battle lines. If any PCs are in the path of this flight, have them make an Intelligence Check at -4. If they succeed, they see that the figure is carrying a baton of some type. The dragon is blue.

In the hollow of the baton is a message that reads:

“Her Dark Majesty commands your presence and those of your personal legion to attend her. Arrive at the Temple of Neraka within two weeks or feel her wrath.”

Any PCs near the Dragonarmy camp at the battle lines note a single blue dragon descend into the commander's camp.

EVENT 7: FIZBAN THE FABULOUS

Occurs: Day 3, 4:00 PM

This event only takes place if Fizban is not with the party to begin this adventure.

Have the players roll for surprise. Regardless of the result, tell them that they hear a tremendous snort that seems to come from just the other side of a rise before them.

The hulking form of a great gold dragon lies basking in the spring sun. Next to him sits an old man doing the same thing, his head pillowed on the dragon's flank.

A battered and shapeless hat rests over the old man's face to shield his eyes from the sun. A long, white beard flows out from under the hat. Booted feet stick out from beneath long, mouse-colored robes.

The terrible snorting sound is repeated as the dragon snores. The old man, snoring in his own wheezy way, seems not to notice.

The gold dragon and the wizard may now join the party and NPCs. Their backgrounds are explained in the Masters of the War Section. Fizban may or may not be a major factor in the conclusion of this campaign, depending upon which finale has been chosen.

EVENT 8: THE GOLDEN DOOR

Occurs: Every other day after Day 6

Once per two days (after Day 6), at the discretion of the DM, a golden door magically presents itself along the path of the PCs. This is an entrance to the Glitterpalace. Just how it presents itself is largely up to you. The following are guidelines.

If the PCs are Flying: A great white cloud shines in the sun. It appears to change into a floating, white palace with a huge golden door. The door begins to open and bright white light streams forth.

The PCs may fly into this door, but their mounts will not enter.

If the PCs are on the Ground: A small, plain building is off to one side of the path. The building has a golden door in a casement of white marble.

If the PCs are in Tunnels: A golden door in a marble frame is built into a wall in the tunnel.

These are the doors to the Glitterpalace (Chapter 14). They do not appear suddenly (unless required to by circumstances). The doors have a tendency to appear at opportune times for the PCs. It is up to you to have them appear in the path of the PCs when you think

it is time or if you think they need it to get out of a particularly sticky situation.

The doors open easily onto brilliant white light. Those who enter this white light go at once to Chapter 14 and the Glitterpalace.

EVENT 9: DRAGON MESSANGERS RETURN TO NERAKA

If the PCs are in the Taman Busuk, they occasionally see the messengers, returning to the Temple of Darkness after delivering the message in Event 6 to all Highlords. They return singly over a period of three days in the following order:

| Messenger | Day | From |
|-----------|-----|------|
| Green | 1st | SE |
| Black | 2d | SW |
| White | 2d | NW |
| Red | 3d | NE |
| Blue | 4th | N |

Each messenger comes bearing an identical message, signed by the Highlord of each of the armies. The message reads:

“We harken and obey the Dark Will. We arrive within the week. Your servant.”

Each in his turn lands his dragon in the square that surrounds the Dark Temple.

PCs within sight of Neraka witness the lone dragons approaching according to the above schedule. If they are between the battle lines to the north and Neraka, the blue dragon and its messenger ride overhead. If this happens, then allow the PCs an Intelligence Check to notice the baton carried by the rider.

PCs near the battle lines may notice the lone messenger taking off from the command area of the blue Dragonarmy.

EVENT 10: TREMORS

Occurs: 1-4 times per day after Day 4

Tremors are caused by the impending eruption of one of the Lords of Doom, the volcanoes that surround the Neraka area. Use the following procedure if the PCs are within seven hexes of a volcano when this event occurs. Ignore this event otherwise.

When a tremor is indicated, roll 1d10. The result is the round in which the tremor reaches peak intensity. On the Tremor Effects Table, start with Round 1 on the table and run each round of the tremor until reaching the number rolled, then go back down to Round 1. For example: if you roll a 3, then the PCs experience Rounds 1 through 3 in order, then back to Round 1. In other words, this tremor lasts five rounds in the order 1, 2, 3, 2, 1.

Events

Tremor effects

Round 1: First rumblings come from afar, almost too faint to be heard.

Round 2: Rumblings build. PCs feel dizzy. All attack rolls this round suffer a -1 penalty.

Round 3: Rumbling sounds are more noticeable and the ground is visibly swaying. All attack rolls this round suffer a -2 penalty. If underground or in a building, small chunks of the ceiling begin to fall. Each character in the area receives damage equal to his AC minus 7 points. Ignore damage less than 0. A character who is in cover under a sturdy object (such as a wooden table) receives no damage. In streets, chunks of nearby buildings fall and cause the same amount of damage.

Round 4: Rumbling sounds are now loud; an Intelligence Check is required to understand anyone who is yelling. A character underground or in a building receives damage equal to his AC minus 5. Ignore damage less than 0. A character under a sturdy object (such as a wooden table) receives no damage.

Round 5: Rumbling sounds are louder. Same checks apply as above to understand shouted orders. All attack rolls are made with a -4 penalty. A character underground or in a building receives damage from falling debris equal to his AC. Wooden objects now only protect against half of this damage. Stone and harder objects offer full protection. In the wilderness, each character receives 1d6 points of damage from falling trees, rolling rocks, and sudden upheavals of earth.

Round 6: Rumblings grow louder. Communication by voice is impossible. Attack rolls are made with a -8 penalty. A Dexterity Check with a +4 bonus is required to remain standing. A character underground or in a building receives damage from falling debris equal to his AC plus 1d6. Wooden cover offers no protection and is crushed under debris. Stone and harder objects offer full protection. In the wilderness, each character receives 2d6 points of damage from falling trees, rolling rocks, and sudden upheavals of earth.

Round 7: The noise is overwhelming. The ground bucks and sways. All attack rolls are made with a -10 penalty. A Dexterity Check is needed to remain standing. A character underground or in a building receives damage

equal to his AC plus 2d6. Stone and harder objects only protect against half of this damage. In the wilderness, each character receives 2d10 points of damage.

Round 8: The noise is deafening. Rising dust obscures vision beyond 100 feet. All attack rolls are made with a -12 penalty. A Dexterity Check with a -4 penalty is needed to remain standing. Damage from falling debris is the same as in Round 7. Great rents in the earth open and crevasses form. A character who fails a Dexterity Check with a -4 penalty falls into a crevasse, suffering 1d6 points of damage. Each crevasse is 1d10 feet deep.

Buildings have a 15% chance of collapsing in this round. Anyone within when a building collapses suffers 1d20 points of damage. Each character must immediately make a Dexterity Check with a -4 penalty or be buried in the rubble. A character may dig himself out of the rubble with three consecutive successful Strength Checks. Each of these three checks takes two rounds. Others may help dig a buried character out. For each person assisting, the buried character subtracts 4 from each of his Strength Check rolls.

Round 9: The noise remains deafening. Rising dust obscures vision beyond 50 feet. All attack rolls are made with a -15 penalty. A Dexterity Check with a -8 penalty is needed to remain standing. Damage from falling debris is the same as in Round 7. Crevasses are now 2d10 feet deep (normal falling damage). Buildings have a 20% chance of collapsing (see Round 8 for effects on characters).

Round 10: The noise remains deafening. Rising dust obscures vision beyond 10 feet. Attacks are impossible. A Dexterity Check with a -15 penalty is needed to remain standing. Damage from falling debris is the same as in Round 7. Crevasses are now 2d20 feet deep (normal falling damage). Buildings have a 30% chance of collapsing (see Round 8 for effects on characters).

EVENT 11: Lords of Doom erupt

Occurs: 1-3 times per day after Day 4

While the PCs are in the Taman Busuk, the ten volcanic mountains (Area 9A-9J) explode, one per day. Which volcano explodes is determined randomly. Once a volcano explodes, it

remains active throughout the adventure.

Roll 1d6 for the strength of the explosion. This indicates the number of hexes affected by the blast: 1 = volcano hex only; 2 * volcano hex and all adjacent hexes; 3 = all hexes within two of the volcano hex; etc. Those within the affected area of the exploding volcano take damage. Subtract the PCs' distance (in hexes) to the volcano from the blast strength rolled above. This is the number of d10s rolled for damage inflicted upon each character by the explosion. For example, a volcano explodes with a blast strength of 3. The PCs are two hexes away from the volcano when it explodes. The PCs take 1d10 (3-2 = 1) points of damage from the blast.

The area of the explosion becomes desolate and covered by a fine grey ash. Each turn a PC is in the area, he 'must make a Constitution Check. Failure means that his Constitution drops by one. If his Constitution drops to 0, he becomes unconscious and begins suffering damage at the rate of 1d10 per turn. If the PC is taken out of the area of the explosion, he recovers one Constitution point per hour. Any hit points lost must be regained in the usual manner.

Following the initial explosion, lava pours from the mountain and flows down its sides creating great lava streams down to the edges of the blast area. While traversing this area there is a 65% chance per turn of encountering lava streams (-10% per hex away from the volcano). The streams run straight from the volcano to the edge of the blast area. Lava streams are 7d6 feet across (-1d6 per hex away from the volcano). The lava flow causes 1d6 points of heat damage per turn to any character within 30 feet. For every five feet closer, it inflicts an extra 1d6 points additional damage (e.g., a character within 15 feet receives 4d6 points of damage per turn). Those who are in contact with the lava receive 7d6 points of heat damage per turn plus 2d10 points of additional damage per round. Special fire and heat protections may lessen or eliminate this damage.

Characters on the ancient road (see Encounter 20) experience severe tremors (roll until a result greater than 4 is obtained) on the Tremor Effects table in Event 10:

Chapter 12: Land of dark empires



This is a time of great trial. Great Whitestone armies are gathering around Kalaman. Their objective now is a desperate one. As the flying citadels besiege their cities, they feel that they have but one hope left: if Neraka can be brought down, then perhaps their command will be disrupted enough to enable the Whitestone forces to end the reign of terror.

The PCs, however, may find a different way. Through the tests of Paladine in this adventure they will discover a more subtle way to bring about the downfall of the Dragon Highlords.

This adventure reveals their wilderness trek through the devastation of the dragon-captured lands and towns. Even in these dark lands, there are both helpers and traitors. Hidden ways kept secret from the Dragon Highlords lead to the heart of the Dragon Empire: the magical roads of the buried past, Godshome with its Misted Veils, and even the skies ridden by dragons and citadels.

ENCOUNTERS

1. Taman Busuk

The sodden plains stretch into the distance. Pale green chutes of grass struggle

up toward a cold sun. The ground is soft and spongy beneath your feet.

Run random encounters normally in addition to any Dragonarmy patrols that may be encountered. The locations of these patrols are listed in Event 2. It is important to keep these patrols and troop movements in mind at all times to determine when the PCs might encounter them.

There is a 10% chance on any given turn that the PCs find a depression, gully, or rock large enough to provide cover from searching eyes. These gullies offer 3d20 percent cover if something is looking for the PCs. Travel across these areas is at standard rates.

While traveling on the plains, the PCs find very little in the way of food. Only those food-s&s the PCs have with them, can obtain from Dragonarmy supplies, or purchase in Jelek or Neraka will sustain them.

2. DRAGONCAMP

Dark banners fly over tents and sheds, fluttering in the breeze. A constant clatter and ring of armor can be heard. Rows of tents

extend far into the distance, seeming to cover the entire floor of the vale.

This is the rear area of the Dragonarmy. Those approaching within one mile (one hex) of this location have a 30% chance of running into a patrol. This patrol consists of 15 Sivak draconians *polymorphed* to look like low-level human fighters.

They attack viciously and try to capture any PCs who receive more than 20 points of damage. These guards are aware of the search for the gemstone man and try to take him at all costs if they notice that he is with the party.

Captured characters are relieved of all weapons and armor and taken to the nearest Dragon Highmaster, Bakaris is on the western battle line, Kitiara is in the central battle line, and Toade is on the northeastern battle line. See the Masters of the War section (page 30) for their backgrounds and reactions.

Captured PCs are taken to the smithy and placed in leggings and chains. A successful bend bars check at -5% is required to break these bonds without tools. Berem, if discovered, is placed separately in a steel wagon and guarded by six Aurak draconians. All captives are placed in a slave caravan to be taken to Neraka as slaves (see Encounter 8 for details).

Chapter 12 Encounters

If the PCs somehow manage to get past the guards, there is a 10% chance per turn that someone in the camps questions them. Most assume that they are mercenaries who are not yet outfitted with official gear. If the PCs ask for the commander's tent, they will be directed to the nearest pavilion as above.

If the PCs search any tent, there is a 20% chance that they find something. If so, roll on the following table.

Looting Table

| D12 Roll | Item Description |
|----------|----------------------------------|
| 1 | Slave Rags |
| 2 | Rations for Four Days |
| 3 | Banner (Blue Army) |
| 4 | Dragonarmy Uniforms (1d4 sets) * |
| 5 | 500 gems (1,500 gp each) |
| 6 | Rations for Three Days |
| 7 | Writ of Passage ** |
| 8 | -2 Cursed Plate Mail *** |
| 9 | +2 Plate Mail *** |
| 10 | +4 Plate Mail *** |
| 11 | Mounted Dragonlance |
| 12 | Footman's Dragonlance |

* There is a 30% chance for each PC that one set fits him.

** This scroll gives passage for a Dragonarmy soldier to enter Neraka. The Writ is out of date, however, and gives permission to enter only the inner city of the blue army.

*** There is a 15% chance for each PC that this exactly fits them. Even if it is not an exact fit, there is a 25% chance that a PC is able to get into it.

Remember that the PCs must pass more guards when they try to leave the camp.

Those attempting to move past the battle lines (north of Area 1 on the map) encounter the full army in conflict with Whitestone forces. Each turn the PCs move off the map past the battle lines increases their chance of being caught by 10%.

3. No Man's Land

Trees stretch their dying black limbs into the cold sky. The grass beneath them is burned to brittle stubble underfoot. A thick black soot covers everything.

This land was the site of past battles between Whitestone and Dragonarmy forces. In the direction of Area 4, faint shouts, cries, and clashing steel can be heard coming from a line of dust that stretches across the horizon.

4. Battle Plain

The full fury of pitched battle goes on before you.

As the PCs enter this area, roll once on the following table to determine encounters. Roll again each time the PCs move into another hex in this area. Thus a group of PCs who walked into this area three hexes would have to roll three times on the following table.

Encounters on the Battle Plain

| D6 Roll | Encountered |
|---------|---|
| 1 | 1d8 + 5 Baaz vs. 1d4 Knights * |
| 2 | 1d6 + 3 Auraks vs. 2 Knights * |
| 3 | 1d6 + 5 10th-level Fighters vs. 3 Knights * |
| 4 | 1d8 + 6 Sivaks vs. 4 Knights * |
| 5 | 1d8 + 8 Bozaks vs. 4 Knights * |
| 2 | Dying Whitestone Officer ** |

* The Knights encountered do not join the PCs and insist on returning to their units. These Knights are 5th- to 8th-level fighters (1d4 + 4).

** Pleads with the PCs to fulfil their mission and leave the battle area.

It should become obvious to the players that continuing in this direction is hopeless.

5. Glitterpalace Entrance

There is a Glitterpalace entrance here. See Event 8 for details. If the PCs enter, go to Chapter 14, Encounter 41.

6. Guide Cairns

A strange pile of stones stands to one side of your path. Two notched rocks stand on top of the pile of stones. One of these rocks has the symbol of an eye on it.

This cairn acts as a directional sight. By sighting down the notch with the eye carved in it, the PCs can see the nearest Glitterpalace entrance (Event 8).

7. Khalkist Range

The towering peaks of the Khalkist Mountains jut with a green-tinted grey into the sky. Their jagged edges cut like a cold and forbidding slash across the sky.

Passage through these peaks on foot is impossible.

8. Caravan Routes

Wide, muddy roads wind their way across the plain. Their surfaces are impressed with the prints of thousands of travelers.

Caravans pass these roads at regular intervals. There is a 30% chance per four-hour period that a caravan is encountered. Each person, other than slaves or prisoners, who is going toward Neraka has a Writ. This document, which describes the person bearing it, allows them access to some part of Neraka. There is only a 3% chance that a Writ discovered on a person gives them access to the temple itself; there is a 10% chance that it allows them into the inner city at a specific color location (the city is divided into sections by Dragonarmy color); the rest allow passage only to the outer city of Neraka.

Roll randomly on the following table to determine the type of caravan encountered.

Caravan Type Table

| D6 Roll | Caravan Type |
|---------|---------------------------|
| 1 | Slave Caravan |
| 2 | Supply Caravan |
| 3 | Supply Caravan |
| i | Prisoner Caravan |
| 5 | Supply Caravan |
| 2 | Dragonarmy Reinforcements |

After determining the type of caravan, check the following descriptions for more details.

All caravans make camp at approximately 5:00 p.m. each day and break camp at 6:30 a.m. When encamped, guards are set around the perimeter.

Slave Caravan: This is made up of three large wagons: one in the lead position and two at the rear. Between these are strung 3d10 + 20 slaves. All of these slaves are emaciated and barely able to walk. If freed in this environment without protection, food, and water, they will almost certainly die.

The lead wagon is a steel cage that holds prisoners and slaves who are still dangerous and able to fight. There are 1d4 - 1 people in the cage if the caravan is heading toward Neraka, none if it is heading away. Those found in the cage are 7th-level fighters, but they have neither weapons nor armor.

The remaining two wagons at the back of the caravan contain supplies for the group. There are food rations and bedding sufficient to supply the draconians and give pitiful sustenance to the slaves. If the draconians are killed or driven off, there are enough supplies to enable the slaves to return to their homes.

The entire caravan is guarded by 30 Baaz

Chapter 12 Encounters

draconians under the leadership of three Aurak draconians. If encamped, they build a large bonfire and run a guard watches of 10 Baaz per shift.

Slaves in the caravan know 1d4 rumors to tell the PCs (see the Rumors section, page 36).

Supply Caravan: This caravan is made up of 1d12 + 5 large wagons pulled by work-horses. These wagons are filled with foodstuffs and supplies. Some of the wagons (1a) contain 1d6 passengers each. These are tradesmen, slavers, and concubines. There is a 10% chance per wagon that one of these people is friendly to the PCs. Friendly characters can tell the PCs 1d6 of the rumors from the Rumors section.

The caravan is guarded by nine Baaz draconians under the direction of one Kapak draconian. When encamped there are three guard watches of three Baaz each throughout the night. These draconians are not aware of the Dark Queen's search for Berem. They may be swayed into believing that the PCs have somehow been separated from their unit if the caravan is heading toward the front. They will be suspicious, however, if the PCs are attempting to get to Neraka, as all traveling in that direction should have a Writ.

Roll 1d6 on the Looting Table from Encounter 2 for objects that may be found in these wagons or the encampment.

Prisoner Caravan: This comprises four large wagons. The last wagon in the caravan carries supplies. The first three are steel cages with locked doors. Inside each of these are 1d4 prisoners. These are Whitestone army officers of various ranks. All are beaten badly and despondent. One of these officers tells the PCs 1d4 rumors.

This caravan is guarded by 30 Baaz draconians under the direction of one Aurak draconian who carries the keys to the cages. Three watches of 10 draconians each are set whenever the caravan makes camp.

Dragonarmy Reinforcements: Not a pleasant or welcome sight, this is a brigade of mixed draconian and human mercenary troops. There is an advanced guard of 12 Baaz draconians that precedes the rest of the troops by 100 yards. The commander of the brigade is a deathknight mounted on a nightmare. Behind him rides a contingent of 30 banshees on chariots.

One hundred yards behind these are three units of troops. The first two units are headed by an Aurak unit commander and the last by a human commander (8th-level fighter). The first two units consist of Baaz draconians while the last unit contains 3d-level human fighters. There are 50 members of each unit.

After these are five supply wagons. These

contain food, smithy and armorer supplies, and large tents. Use the Looting Chart from Encounter 2 to decide what the PCs find in the wagons or in any encampments of this group.

The rear guard is 100 yards behind the column. This comprises 10 Baaz draconians with short bows.

9. Well of fire

Light, lazy wisps of smoke drift into the sky from the peak of the fire mountain, now sleeping.

There are 10 volcanoes on this map. Occasionally one of them explodes into activity. Which volcano explodes is randomly determined and is always preceded by an earth tremor. The effects of these explosions and tremors are explained in the Events section.

When dormant, however, a volcano can be climbed and the interior of the cone entered down to the lava dome. Climbing a volcano is hard work (movement slowed to 1/4 of normal) and the cone of the volcano offers only a 10% chance of finding concealing cover on any given turn. Each volcano cone is 500 + (1d8 x 100) feet tall.

The steaming lava dome is 100 + (1d4 x 50) below the cone of the volcano. Those reaching this dome go to Encounter 33 in Chapter 13.

10. JeLek

A squalid grey town stands on the dusty plain. Muddy roads run into the town like worn-out arteries.

This depressed town has been under the occupation of the Dragon Highlords for many years. The people are listless and have no hope of ever being freed of tyranny.

Within the town is a garrison of 50 Kapak draconian troops under the leadership of one Sivak. They rule the town and regular patrols of five Kapaks can be encountered in the streets at any hour of the day or night.

While the people in this town have no love for the Dragon Empire, they see no point in aggravating their sorry situation. They sell and trade with the PCs but do not offer them any assistance other than the advice that they get out of town as quickly as possible. There is a base 5% chance that any townspeople tells the draconians if he finds out that the PCs are not part of the Dragonarmy. If the PCs try to convince the villagers to join them, fight the Dragon Empire, or directly give aid to the PCs' quest, the townspeople will become angry or frightened. Each time the PCs do

this, the chance of someone turning them in to the garrison is increased by 5%.

This is not to say that no one is willing to help the PCs. There is a member of the Hidden Light (the underground movement that aids the Whitestone cause) here in the town. He is the butcher, Darallan Suebban. He contacts the heroes two turns after they enter town. He has been helping prisoners escape from Neraka, but can do little for the heroes here. He can, however, give the PCs the code name of his counterpart in Neraka, a person he calls "Maelstrom." All he knows is that Maelstrom works in the Red Inner City and that he can often be found in the Hair of the Troll tavern.

Darallan can also supply the PCs with details of the layout of the city as follows:

Darallan glances about and then quickly squats down, his finger rapidly tracing in the dirt as he speaks.

"The city is surrounded by a wall with the main gate on the north and lesser gates leading to various sections of the city. The city is divided into five sections, one for each Dragonarmy. The white and black sections are to the northwest and northeast of the city, respectively. The green section is in the southwest. The red section is on the south. This is the section of Ariakas, the emperor, although he seems to have abandoned his palace in favor of the temple. The blue section is to the southeast between the black and red sections. A lesser gate leads into each color section, but both the main gate and the lesser gates are heavily guarded at all times and access is strictly controlled.

"The main avenue beyond the Queen's gate spirals in toward the temple at the center of the city. This avenue is crossed by gates between each of the city's sections. Thus an invading army must either break through the outer walls or pass through a series of gates. It is a death maze.

"The outer city is also divided into sections, but it is not as strictly controlled. The Hair of the Troll tavern is located in the Green Outer City."

Darallan quickly stands and wipes away his tracing with his booted foot.

In addition to this, Darallan's spy network has given him 1d4 of the rumors from the Rumor section. He tells the PCs to leave town quickly as there are many here who would betray them to the Dragonarmy.

Chapter 12 Encounters

11. Low hills

While in these low rolling hills the PCs can find 10% cover. Mud and rocky terrain slow movement to 3/4 of normal speed.

12. Grasslands

These are the grasses of the high plains. They grow at a phenomenal rate and are approximately six to eight feet high.

These grasses offer excellent protection (40%) as those in them cannot see farther than three feet in front of them. The constant waving of the grass also makes it difficult for an outside observer to notice movement on the plains. However, this also makes the grasslands popular with wilderness predators and prey alike. Double the possibility for random encounters. Roll 1d8 + 27 on Table 2 (on the module cover) to determine the type of encounter. Movement is at 1/2 the normal rate through the thick grasses.

13. Neraka forests

There is 50% concealment (-2 to AC) while in these woods. Movement through these woods is at 3/4 normal rates, except for elves, dwarves, and kender, who suffer no loss of movement in this terrain.

14. Guarded Pass

The steep canyon is suddenly blocked by a curtain wall. Battlements are arranged atop the wall and a single, open turret looks down on the arched gate. The wall itself is 30 feet high. Great spikes six inches in diameter protrude from the wall 20 feet above the ground, as though to stop some terrible onslaught. Before the walls is a moat 10 feet wide and 10 feet deep across the narrow canyon. A single, dark figure sits in a great throne in the open turret, looking down on the drawbridge.

Standing to either side of the lowered drawbridge before the moat are two creatures that appear half-man and half-lion. Each wears dull black armor and a helmet and carries a spear.

The wall is actually a building 30 feet tall and 30 feet across. The fortifications described are duplicated on both sides of the wall. The lich (on the throne) appears on whichever side is being approached. The gate opening is 10 feet wide and a tunnel runs directly through to the opposite drawbridge. In the walls at the center of this tunnel are iron doors that open into the fortification.

These are the contingents that guard the direct access to the heart of the empire. The PCs cannot see the 100 wemic that are within the structure, nor can they see the 20 wraiths that live in the stone of the wall.

The guard wemics ask any who approach for their Writ of Passage and inspect all wagons and effects of anyone entering this way. There is a base 70% chance that the wemics find anyone hiding in a wagon or using some other ruse (disguise, forged papers, etc.).

If the wemics discover something they do not like, they attempt to detain the PCs in their dungeon until a slave caravan arrives. There is a base 20% chance that such a caravan comes within four hours (+10% cumulative for each four-hour period that passes). Detained characters are stripped of their weapons and armor. If the PCs are put on a slave caravan, go to Encounter 8.

If the PCs fight the wemics, the lich first calls out the wraiths and then the rest of the wemics to back them up. Thirty wemics charge across the bridge and then the portcullis is closed and the bridge drawn up. An additional 50 wemics mount the battlements and fire down upon the PCs with longbows (they fire without regard for their comrades battling the PCs). If necessary, the lich also uses his considerable magic to aid the battle. This lich has the following spells for this day:

1st-Level Spells: burning hands, detect magic, feather fall, hold portal, magic missile

2d-Level Spells: darkness 15' radius, detect good, mirror image, web, wizard lock

3d-Level Spells: fireball (x2), dispel magic, lightning bolt (x2)

4th-Level Spells: dig, dimension door, fumble, wall of fire, wall of ice

5th-Level Spells: Bigby's interposing hand, cloudkill, teleport (x2), wall of force

6th-Level Spells: control weather, legend lore, globe of invulnerability

7th-Level Spells: mass invisibility, power word stun, reverse gravity

8th-Level Spells: antipathy, Serten's spell immunity

9th-Level Spell: meteor swarm

The large spikes protruding from the wall are designed to stop larger creatures from charging the wall. They are placed three feet apart and may be climbed by anyone who can reach the wall. Characters may attempt to jump over the spike-filled moat and catch one of these to climb up the wall. A Dexterity Check must be made to successfully catch a spike. Failure means the character has fallen into the

moat (see following paragraph). While climbing among the spikes, a character gains a +4 bonus to his Armor Class. He also attacks at a -4 penalty, however.

Anyone falling into the moat falls on set spikes. These are wooden spikes one inch in diameter with sharpened points, spaced one foot apart. The spikes are three feet tall. Any character falling on them takes 1d8 + his AC in damage. A character must make a Dexterity Check in order to pull himself off these spikes.

15. Geysers

When the PCs are outside this hex, use the frost boxed description. When the PCs enter the hex, use the second boxed description.

In this direction, a perpetual fog seems to shift across the ground. Every now and then, puffs of cloud rise from the fog layer, only to drift back down into the general milkiness of the horizon.

Low cone-shaped mounds are scattered about the damp ground. Rolling white clouds billow from the mounds to form the thick fog bank that envelopes you.

While in this area, the fog created by the geysers' heat obscures all vision beyond 10 feet. All missile weapons fired beyond that distance suffer a -5 penalty to the attack roll.

Each geyser hole is 1d4 + 2 feet in diameter down the entire depth of the shaft. All of the shafts are 100 + 1d20 feet deep. The sides of the shafts are smooth and wet with moisture. Beat these as slippery surfaces, as described in the Dungeoneer's Survival Guide in the Climbing section. The bottom of every shaft is a narrow bottleneck over a pool of boiling water that occasionally erupts into a geyser. A character immersed in this water receives 3d8 points of damage each round.

PCs who climb down these shafts find themselves in Encounter Area 38 (Chapter 13).

Each geyser follows its own timetable for eruptions. Some eruptions occur at random intervals, while others occur regularly. Each time the PCs encounter a new geyser, roll on the following table to determine that geyser's eruption schedule.

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Geysir Eruption Table

| D6 | Roll Eruptions | Duration |
|----|----------------------------|----------|
| 1 | Regular—Every 4 minutes | 1 Min. |
| 2 | Roll 1 on d6 each round | 1d4 Min. |
| 3 | Roll 1 on d4 each 2 rounds | 1 Min. |
| 4 | Roll 1 on d8 each round | 1d3 Min. |
| 5 | Roll 1 on d4 each round | 1 Min. |
| 6 | Regular—Every 30 minutes | 1 Min. |

If a character is in the shaft of a geyser when it erupts, the character will be shot out of the geyser. The character is thrown into the air to a height equal to his AC plus 10 feet. The character suffers 3d8 points of damage from the boiling water and also receives any falling damage that applies.

16. highlord's encampment

Use the first section of boxed text if this encounter occurs before Event 9. Use the second section of boxed text if encountered after Event 9.

In the distance, dark banners flutter against the sky. Tents sprawl from the center of the encampment. To one side, four dragons lie resting on the ground.

This is an encampment of a Dragon Highlord en route to Neraka. Which Highlord is encountered depends upon which area the camp is in.

| Location | Highlord | Dragon |
|----------|------------|--------|
| 16A | Ariakas | Red |
| 16B | Lucien | White |
| 16C | Toede | Green |
| 16D | Salah-Kahn | Black |

These dragons are all ancient and huge. One of the dragons is the personal mount of the Highlord. The other three are the mounts of the Highlord's guardian wing.

There are four tents in the camp: one large tent (30 feet in diameter) and three smaller tents (15 feet in diameter). The larger is occupied by the Highlord. Use the Looting Table from Encounter 2 to determine what may be found there.

The ground here is trampled and the smoldering remains of a bonfire can be seen.

If the ground is examined, the claw marks of dragons are also seen. The encampment is obviously small, but the presence of dragons indicates some powerful persons.

17. griffon's aerie

You are at the base of a great cliff. There is a sudden flurry of movement in the nearby brush and a squawking cry. Just as suddenly, the movement stops.

Behind this brush, the PCs discover a fledgling griffon. It is obviously too young to be out of its nest.

Should the PCs look overhead, they will see in the craggy peaks the outlines of a nest some 300 feet overhead.

The climb to the nest is up a rock face which is almost smooth in many spots. Treat as a slightly slippery surface from the Dungeoneer's Survival Guide for purposes of climbing.

Within 1d10 turns, the parent griffons return. If the griffons get the idea that the PCs are trying to harm their fledgling, they attack and fight until dead. If, however, they get the idea that the PCs are trying to return the fledgling to its nest, then the griffons are most grateful and offer whatever aid they can to the PCs, including their services as mounts. They know the location of Neraka but are not familiar with its defenses or the schedules of its air patrols—they simply avoid the area.

Should the PCs use these griffons as air mounts, each griffon can carry up to three characters. You should plot the track of the griffons flight and note where they may be intercepted by Dragonarmy air patrols.

18. glacier

Read the first description at the bottom of the glacier. Read the second description at the top of the glacier.

A lake of crystal blue water lies at the base of a vast glacier. The ice runs up a great canyon into the mist-shrouded peaks of the Khalkist Mountain Range.

This water is drinkable and there are fish here that may be caught and eaten.

The glacier face is sheer and 400 feet high and climbing it is not a simple matter. Movement up the glacier face is at 1/4 normal climbing movement. Each PC must check four times on the climb to see if he slips: at 1/4 way up the glacier, 1/2 way up the glacier, 3/4 way up the glacier and at the glacier top.

When the party first reaches each of these points, each PC must roll a Dexterity Check. A failed check means that the PC slides 20 feet down the face of the glacier (suffering 1d6 points of damage). The PC keeps rolling Dex-

terity Checks until he either succeeds or reaches the bottom. Each failed check means that the PC slides 20 more feet and receives 1d6 more points of damage. A successful check halts the PC's slide.

Wise PCs rope themselves together for greater safety during the climb. If they are roped together, then when a PC slips, the PCs on either side of him also roll Dexterity Checks. If both of them succeed, no one falls. If either fails his check, the PC next to him rolls a Dexterity Check to see if he can halt his comrades' falls. This continues until one PC on either side of the falling PCs succeeds at a Dexterity Check. A PC who slips and is caught by a comrade suffers 1d3 points of damage.

Note that a PC may voluntarily fail this Dexterity Check to slide down the glacier as a form of movement (they receive 10d6 points of damage per 100 feet). If they slide more than 100 feet, however, it may be difficult for them to stop at the bottom and they could end up in the glacier lake.

Falling into the glacier lake is mainly just a very cold bath. However, characters who do not dry off right away (change into dry clothes) suffer 1d4 points of damage from the cold for each of the following six rounds. (The DM may also want to apply the optional hypothermia rules in the Dungeoneer's Survival Guide rule book.)

The clouds drift below you as you reach the top of the glacier. Craggy cliffs form a crown around the top of the glacier bowl. Here, at the cap of the glacier, a second small lake is formed in the ice.

A stream of water leads from this lake toward a cave in the eastern mountain face adjacent to the glacier. Go to Encounter 19 if the PCs follow this stream.

19. icefall

The water of the stream trickles into the mouth of a huge ice cave.

If the PCs enter the cave, they encounter the following:

Great frozen waves of ice coat the walls, floors, and ceilings of the room. Huge icicles hang down from the ceiling like an inverted forest of pine trees. Their columns obscure sight beyond a few feet. Along the ceiling, great fissures rake the ice as rivulets of water flow along the cavern's roof.

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Though every indication should be given otherwise, the ceiling is perfectly safe. It is the floor that is dangerous. The floor ice has been undermined by the constant stream of water from the top of the glacier into one of the magical roads that crisscross this entire area. The water runs into holes in the ice underfoot. If the PCs examine the floor ice carefully, they find that it is thin and could give way.

While the PCs are in this area, roll 1d20 each round. If the result is greater than 10, the ice floor has collapsed under a PC (determine randomly). The PC falls 10 feet to an ice chute and starts to slide down the chute.

This is the entrance to the ice chute (Encounter 39, Chapter 13). Go to that encounter if the PCs enter the ice chute.

20. ancient Road

A cracked and broken cobble stone road can occasionally be seen under the grasses of the plain.

Every now and then sections of this old road appear through the grasses and dirt of the plain. These sections are 4d100 feet long and are separated by 1d100 feet of grassy plain.

These sections of road appear to be just useless relics unless a PC tries to cross onto the road from the side. These are actually roads of the ancients that were given special protection spells by wizards prior to the Cataclysm. An invisible tube encases these roads, but is now only noticeable over the exposed sections. These tunnel walls act as a combination major *globe of invulnerability* and *wall of force*.

These tubes of magical protection are totally invisible and permanent. They only stop entry and attacks from the sides of the road; the ends of the broken roadway sections can be entered normally.

The ends of these road sections dive into the ground and the PCs can see that they continue on as tunnels (these are the tunnels in Area 31, Chapter 13).

21. Drunken Camp

The sounds of hoarse laughter and shouting roll across the plains from a group of squat, ugly tents. As you watch, one of the tents falls suddenly to the ground. This is immediately followed by a tremendous roar of laughter.

This is a camp of drunken dragon soldiers of the Queen's own guard. They are returning from the front lines and are starting their revelry a bit early, having captured three great

wagons of dwarven ale.

The camp consists of a single fire with five tents about it. In addition to 24 horses still harnessed to the three wagons, there are eight additional cavalry horses for the troops. There are 12 regular soldiers (8th-level human fighters) here in armor and an officer (10th-level human fighter). All of these soldiers possess signed and properly sealed authorizations to enter the blue inner city quarter of Nereka. The officer has authorization to enter the temple itself.

Inside the fallen tent, unseen as yet, is the commander of this brigade: a rather drunken cleric of the Dark Queen. This man is 10th level and has authorization to visit any part of the temple of the Queen.

Right now the soldiers' minds are fogged by the ale they have procured. They are so far gone that they would mistake anyone who entered their camp for one of their own and would welcome them, offering a drink with every third sentence, whether previous drinks were accepted or not. These people are more than willing to give anything they have to the PCs (including their passports into the city, weapons, armor, etc.) in the spirit of good Dragon Empire fellowship, as long as the PCs are willing to drink with them. If the PCs refuse to drink with them, they become more outraged with every refusal. After the third refusal, they draw swords and challenge the PCs to a fight.

For every drink the PCs take, they must make a Constitution Check with a cumulative -2 to the roll. Each time they fail, they move from one step of drunkenness to the next. Refer to the following table for the effects of this drunkenness.

Drunkenness Table

| Step | Hit | AC | Give | Tell | Know |
|------|-----|----|------|------|------|
| 1 | -1 | +1 | 1 | 1 | 4 |
| 2 | -2 | +2 | 2 | 2 | 3 |
| 3 | -3 | +3 | 3 | 3 | 2 |
| 4 | -4 | +4 | 4 | 4 | 1 |

Step is the level of drunkenness.

Hit is the penalty to the drunk's attack rolls. AC is the penalty to the drunk's AC when attacked.

Give, Tell, and Know are all resolved by rolling 1d6 for the PC/NPC involved. If the result is the number shown or lower, then the effect takes place. Give means that the PC/NPC must give away one piece of equipment randomly asked for by another PC/NPC. Tell means that the PC/NPC must tell something significant about themselves. In the case of PCs, they will say something that might give away the fact that they are not on the side of

the Dragonarmies. *Know* is the roll required to understand the significance of anything. For example, the dragon soldiers may be told by one of the PCs that they are actually spies coming to invade the temple of the Queen but unless the soldier makes a successful roll, he laughs it off as a very stupid joke. A successful check, however, means that the truth has penetrated. If this would normally cause the soldier to recognize an enemy, then not only does he attack, but there is also a 4 in 6 (roll 1d6) chance that he also immediately sobers. Anyone shouting that the PCs are enemies causes the other to make a check on the Know column to see if the facts penetrate. Even drunken and unknowing soldiers fight by their comrades' sides if they are attacked.

All the soldiers and the cleric are at Step 4 drunkenness.

The three wagons hold only huge casks of spirits. These are highly valued by the merchants and lords of Neraka, bringing 100 gp per gallon. There are 500 gallons in each of the huge wagons save the last which has been drained of three gallons.

Each of these wagons is drawn by a team of eight large work horses. In their rush to enjoy a little privilege, the soldiers have not yet unharnessed horses from their traces. The horses are still hot and cannot travel more than two hexes before having to be rested. If they are forced to travel more than five hexes, there is a 30% cumulative chance per additional hex traveled that they collapse. If so, there is a 60% chance that they die.

The soldiers sober immediately if they see their wagons moving off.

22. Citadel flight

A single grim town juts from the cliff face of the mountain range. About its base are several scattered tents, their flaps whipping in the rising wind.

This appears to be a simple tower fortification. It is, however, much more. This ancient tower is being converted into a flying citadel by the Dragon Empire. The process involves finding an ancient fortress or building and then installing the magical devices by which it is elevated and controlled.

The remains of an ancient road lead up to this tower. Tents flank the road near the tower. There is no movement around the tents as all who are here are working within the tower and there is no reason to post a guard this far behind the lines. There is, however, ample evidence of people. The remains of the main camp fire still smolder, smoking with the

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charred remains of a meal. Footprints dot the area. Rangers have a 65% chance of determining that these prints were made by both humans and draconians.

The tents themselves contain draconian armor, ration supplies, weapons (scimitars), and bedrolls. There are sufficient supplies for the 15 draconians who work here. Two tents contain the nonmagical belongings of a human mage and a human cleric of the Dark Queen.

The approaches to the tower are unguarded. Use the following description if the PCs go to the gate.

The massive drawbridge crosses a dry moat. Its chains creak in the wind. From the tower can be heard a gentle chorus that seems to beckon you through the great black gate. The chorus is calming and seems to bring determination to your soul.

These voices are caused by the gods of good to lead the PCs into this place. These sounds diminish only when the PCs leave the tower or capture it and journey in it over the plains of Neraka.

23. Entry hall

The great drawbridge on the west leads to a large entry way. Ancient carvings depict dragons fighting in the skies.

In the center of the entry, a spiral staircase both rises up into the tower and down into the earth. Beyond that, to the east, an alcove leads to a great set of wooden double doors that exit to the south.

This is the high tower stair (Encounter 24).

Anyone who successfully listens at the double doors hears draconians muttering on the other side. They are speaking in common, discussing the fact that the banners they are laying out are essential to getting into Neraka.

24. High Tower Stair

The staircase leads up 100 feet to the Wind Captain's Chair (Encounter 25) and down 50 feet to the Wings of Stone (Encounter 27).

25. Wind Captain's Chair

Spiral stairs lead up to the small top room of the tower. A rusty iron ladder leads up to what appears to be the roof. The circular walls are without windows.

A raised platform in the center of the room supports two pedestals three feet tall

and three feet apart. Each highly ornate pedestal holds a shining black crystal globe. Between the pedestals are two circular depressions cut into the platform. These depressions are of the same black material as the globes.

On the ceiling above the platform is a glowing circle.

This is the control area for the flying citadel. To operate the device, a character need only stand with his feet in the circular depressions and place both hands on the globes. When this is done, a curtain of light acting as a wall of force descends with sudden brilliance from the circle carving in the ceiling. This wall encompasses the platform, thus protecting those within it. The ceiling inside the circle begins to glow softly and strange symbols appear there. The character is then in control of the tower's flight.

When the PCs enter the room, the magical levitation device is installed but the tower has not yet been pulled from the ground. A character standing in the depressions and touching the globes must think or speak any direction. The tower and its environs then begin to move in the stated direction (including down). When this first happens, the tower shakes as though wracked by a tremor. Characters inside the *wall of force* are not affected by this tremor. How long the tremor lasts before the tower breaks free depends upon the direction the tower moves.

Tower Breaks Free

| Direction | Die Roll | Other Effects |
|-----------|----------|------------------|
| UP | 1d4 | See Flight below |
| East | 1d10 | No movement |
| West | 1d6 | * |
| North | 1d8 | Move 1d10 feet |
| south | 1d8 | No movement |
| Down | 1d10 | Move 1d10 feet |

* The tower moves into its flight mode at ground level, skimming across the plains, ripping through the draconians' encampment and still shaking from rubbing the ground. See Flight below for effects.

Consult the Tremor Effects table (on page 7) to determine the effects of the tower's tremors. For example, if the controlling PC thought or spoke "west," and the die roll was 6, then for the next six rounds, increasingly bad tremor results, starting with Round 1 and moving up through Round 6 result before the tower breaks free of the surrounding rock and becomes a flying citadel.

Flight: The flying citadel is reasonably easy to control. The controlling PC just thinks or

speaks the direction he wishes the citadel to travel and it does so. The PC need only think of it once and the citadel continues to move in that direction until the PC either removes a hand or foot from its position or commands another direction. When the controlling PC removes a hand or foot, the citadel slows to a halt at its current altitude and stays there until given another command.

A flying citadel must remain above ground. If a citadel is taken to ground level and continues to move, roll 1d6 and consult the Tremor Effects table. The tremor only lasts for one round. For example, if a 4 is rolled, the tower (and those occupants not protected by the *wall of force*) suffers one round of Round 4 tremors and then stops moving. The tower may be refloated if commanded to go up. Collisions with other citadels results in a 1d10 roll on the Tremor Effects table.

While flying, the character in control suffers no fatigue, as a special *levitate* spell supports him.

The symbols on the ceiling change as the citadel moves. This is a map of the territory within five miles of the citadel. It also registers the location of any other flying objects or creatures. Additionally, the PC at the controls can see through all the walls of the room as if they were transparent.

26. The great hall

Dusty air is lit in columns by light from the narrow windows and from the holes in the beamed ceiling. Along the floor are long blue banners bearing a lightning symbol.

There are five Sivak draconians in this room. If the PCs have been noisy in coming here, then the draconians are hiding in the rafters. They have *polymorphed* themselves into the likenesses of escaped slaves. They claim to be from Neraka and know secret ways into the city. They agree to go back with the PCs and show them only if the PCs offer them more than 5,000 steel pieces. If the PCs cannot come up with this amount, they settle for whatever the PCs have. They bide their time until there is an opportunity to surprise the PCs and capture them.

If their disguise is detected, the draconians return to their natural form and scream horribly as they attack. This screaming alerts 10 draconians working down in the Wings of Stone section (Encounter 27). None of these draconians are armed and thus use their claws and teeth to attack.

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27. The Wings of Stone

A vast chamber spreads below you. The blank darkness of dungeon cells patch the walls at intervals all around the room. You are standing at the top of a stone staircase that curves down toward a light in the center of the floor below. Two dark figures huddle about this light while other figures move about the shadows of the dungeons.

The source of the light is a large crystal that sits upon a squat stone pillar in the center of the room. From the corners of the ceiling, four flying buttresses converge atop the pulsating crystal.

This crystal is the magical device that pulls the tower from its stone roots and turns it into a flying citadel.

The two figures have just finished their incantations over the device to activate it. They are a cleric of the Dark Queen and a wizard.

The creation of citadels requires the combined spell-casting abilities of a cleric and a magic-user. Such spells are unknown on worlds other than Krynn.

The cleric's name is Ophar Jolianus. He is 11th level and a loyal minion of the Queen of Darkness. His home is in Neraka and his assignment is to assist in the creation of citadels. He has the following spells.

1st-Level Spells: *curse* (x2), *cure light wounds* (x3), *light*, *cause fear*

2d-Level Spells: *hold person*, *know alignment*, *silence*, *15-ft radius* (x2), *spiritual hammer* (x2)

3d-Level Spells: *animate dead*, *continual light* (x2), *cause blindness* (x3), *dispel magic*

4th-Level Spells: *cure serious wounds*, *protection from good*, *10-ft radius*, *tongues*

5th-Level Spell: *flame strike* (x2)

6th-Level Spell: *flying citadel* *

The wizard's name is Zarapham, attached as a free wizard to the Blue Army and currently assigned to citadel creation. He is a magic-user of 12th level and more loyal to his own needs than to those of the Queen of Darkness. If presented with a better offer, he will change sides.

1st-Level Spells: *burning hands*, *hold portal*, *magic missile* (x2)

2d-Level Spells: *audible glamer*, *darkness*, *15-ft radius*, *detect invisibility*, *rope trick*

3d-Level Spells: *fireball*, *Leomund's tiny hut*, *lightning bolt* (x2)

4th-Level Spells: *dimension door*, *fear*, *minor globe of invulnerability*, *wall of ice*

5th-Level Spells: *cloudkill*, *teleport* (x2), *wall of force*

6th-Level Spell: *flying citadel* *

In addition, Zarapham has a scroll with a delayed blast fireball readily at hand.

* This spell must be cast simultaneously by a magic-user and a cleric (these spells have just been cast by Zarapham and Ophar when the PCs enter Area 27). Over six months and no less than 40,000 stp are expended on the required material components.

Tactics: Zarapham and Ophar combine their talents to their best mutual advantage (as long as Zarapham feels it is in his best interest to do so). Zarapham begins with *lightning bolt* while Ophar casts *silence*, 15-ft radius over the party. The following round, Zarapham casts *rope trick* while Ophar keeps up the attack with *flame strike*. Should a third round ensue, Zarapham climbs the rope. Ophar then either *blinds* a character or casts another *silence*, 15-ft radius if necessary. The following round Zarapham casts either *wall of force* or *wall of ice* to hinder the PCs while Ophar climbs the rope. Once both cleric and magic-user are up the rope, Zarapham uses the scroll with *delayed blast fireball* (delay is one round) and ducks into the interdimensional area of the rope trick just before the *fireball* explodes.

There are 12 cells in this room. There is one Kapak draconian in each of these cells. They leap into battle against any intruders.

Since the device is activated, anyone in the Wind Captain's Chair who causes the tower to pull from the ground also causes the crystal to emit great pulses of energy. These pulses inflict 3d10 points of damage and paralyze anyone in the room for 1d10 rounds (no saving throw).

28. Plains of Neraka

Clouds boil darkly over the dread plain of Neraka. Before you, couched in the encircling teeth of the volcanic mountains, a cracked and broken land surrounds a sprawling, squalid city. In the midst of shambling houses, tents and lean-tos, the dark line of the city wall can be seen. A tall, twisted structure of black sits at the city's heart. Your goal is in sight, the heart of the Dark Empire: Neraka and the Temple of the Dark Queen.

29. godshome

Pillars of rough-hewn stone stand in a perfect circle about the polished black floor of a small valley between the mountains. The

stars of night are reflected from its surface.

The mirror-like black surface reflects the night sky above. Inexplicably, the stars overhead shine in it even in the brightness of the noonday sun.

There are actually two locations for Godshome: 29A and 29B. The former is a version of Godshome that has an entrance to the Glitterpalace in the center of its great circle (see Event 8 for details). The latter Godshome has no such doorway. It is at this second Godshome (29B) that the PCs awaken after completing the tests of Chapter 14 (see Epilogue).

Anyone who inspects the mountain bowl must make an Intelligence Check. If he succeeds, he notes that the constellations of the Queen of Darkness and the Valiant Warrior (Paladine) are missing. If Paladine is standing in the bowl (regardless of who he appears to be) then the person who succeeded at his Intelligence Check realizes that Paladine's constellation has appeared in the bowl.

The Glitterpalace exit in the center of the slab of stone (in Area 29A) leads to Encounter 41 in Chapter 14. Encourage the PCs to enter the Glitterpalace if they have not yet been there.

There are two other exits from Godshome. One is to the northeast and the other to the southeast. Both of these are small openings three feet in diameter that run through a wall of rock 100 feet thick and high. The floors of these tunnels are covered in mud.

The exits from either Godshome lead to the Misted Vales (Encounter 30). Do not let the PCs leave Godshome if they have completed the Tests of the Gods in the Glitterpalace (DL14 begins in Godshome for these characters).

30. Misted Vales

Scrubby oak trees claw up into the mists. Smells of warm earth and sagebrush pervade the fog as you make your way through the veiled canyons.

These mists are magical. They allow anyone to pass through them, but only those allowed by the gods are permitted to find the way to Godshome. After the last PC has left Godshome, none of them will be able to discover the way back. It will be as though the opening to Godshome had disappeared.

In addition, all good and neutral characters gain a +2 bonus to any attack rolls made in the mist and a +2 bonus to their Armor Class.

Chapter 13: dark Passages



This chapter details the PCs' journey on a treacherous and dangerous path that snakes through volcanic shafts under the Neraka Plain. It eventually surfaces in several places around Neraka. The encounters in this chapter are shown on the Dark Network map.

In the days before the Cataclysm, the people who inhabited this region were kind to the wizards who passed by. Because of this kindness, the wizards cast spells of *protection* upon the roads and buildings. When the Cataclysm came, these roads and buildings were buried but the spells continued to protect them. Though the spells did not hold up in some places, they nevertheless formed an underground network that could be traveled by the brave. This can be used to travel unnoticed into the heart of the Dragon Empire.

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31. The dark Network

Read the following if the players decide to investigate the broken road sections.

The broken section of road you are on slopes down beneath the ground ahead. Ancient cobblestones, cracked and broken, are underfoot. The roof above you is

smooth dirt, but you cannot seem to touch it—some force prevents you from feeling the dirt surface. At irregular intervals in the distance, the smooth semicircle of the ceiling is broken by a tumble of jagged stone as though the invisible supports holding the roof had given way. The tunnel continues beyond these broken areas.

As the magical tunnel is only in force so long as the road remains in good repair, those places where the road broke down over the centuries have suffered from some collapse but are still passable. (Encounter 20 describes identical roads above ground.)

The underground roads are far more intact than those above ground. Sections of good tunnel are 1d10 hexes long at the end of which is encountered a break in the road. These breaks are 1d100-foot-long stretches of jumbled rock.

The underground roads also travel vertically. The arrows next to the roads indicate the direction of slope—a ball dropped on the road rolls in the direction of the arrow. For each arrow on the map, that section drops 10 feet. If the characters are moving in the direction opposite the arrows, then the road climbs 10 feet for every arrow they pass. The more

arrows encountered, the greater the slope and elevation change.

While on the unbroken sections of road, nothing can attack into or out of the sides of the road. At the same time, there is no cover anywhere along the unbroken sections. The collapsed areas between offer considerable cover, but the ceilings in these areas are unsafe. Roll 1d100 when the PCs first enter an unsafe area and roll again each turn they remain there. If the result is less than 25%, then consult the Rock Slide Table.

Rock Slide Table

| D100 | Description | THAC0 | DMG | Passage |
|-------|-------------|-------|------|---------|
| 1-10 | Collapse * | 0 | 5d10 | Blocked |
| 11-13 | Major Slide | 5 | 4d10 | Free |
| 14-15 | Rockfall | 10 | 3d8 | Free |
| 16-20 | Minor Slide | 13 | 2d4 | Free |
| 21-25 | Small Rocks | 15 | 1d4 | Free |

* If the passage is blocked, the PCs may be able to dig themselves out. Anyone involved in a collapse must immediately make a Dexterity Check to avoid being buried in the rubble. Anyone buried suffers 1d6 points of damage for every round they remain buried. The collapse occurs 1d20-10 feet from the center of

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the party (negative numbers are in front of the center of the party, while positive numbers are behind the center) and extends for 1d10 feet about this point. For example, if the 1d20 roll is a 6, subtracting 10 leaves -4. The center of the collapse is four feet forward of the center of the party. The 1d10 roll is then made to determine how much of the tunnel collapses. If the result is a 5, then a total of five feet of tunnel falls (2½ feet on either side of the center of the collapse).

Use the Excavation and Mining sections of the *Dungeoneer's Survival Guide* rule book to determine how long it takes the PCs to dig out the passage. If you do not have the *Dungeoneer's Survival Guide*, use the following substitute rules.

To move rock and clear a passage, treat the material blocking the tunnel as very soft and loose. Each PC can dig out 30 cubic feet of material in an hour. The passageway is 10 feet high and 10 feet wide. In the example given above, five feet of tunnel collapsed and there is 500 cubic feet of very soft material to dig out (assume that the tunnels are only 10 feet under ground and thus the collapsed material is only 10 feet deep). If all the PCs dig, it would take them about two hours to clear this tunnel. The time to reach a buried comrade depends on how deeply buried he is.

Any rock slide causes rocks and boulders to fall. The falling rocks attack each PC (use the listed THACO). A character who is hit receives the damage listed.

32. Tunnel Light

These locations are where the tunnels break onto the surface. The PCs can enter the Dark Network here.

33. Brimstone

Each Area 33 connects to an Area 9 in Chapter 12 (and on the Taman Busuk map). Read the following if the PCs decide to explore any of the volcanoes they encounter.

You are on the rim of a volcano, looking down at the hot, steaming lava dome inside the volcano's cone. The air has an unpleasant sulfur smell. Wisps of smoke swirl up from the cracks in the dome.

Those who explore the dome must make a Constitution Check or suffer the loss of 1 point of Constitution. This check is repeated each turn. A PC whose Constitution drops to zero goes unconscious and receives 1d8 points of damage each turn thereafter. The Constitution points are regained at a rate of one per

turn after leaving the lava dome. Hit points are regained normally.

The heat makes all warm-blooded creatures fight at a -2 penalty to their attack rolls after fighting for three rounds.

Certain of the volcanos (A, C, D, E, F, and G) contain entrances to magical underground roads that are visible only from the lava dome surface. These run back down into the ground. If the PCs go down to the lava dome on one of these volcanos, read the following:

To one side of the lava dome, a perfectly smooth circular tunnel runs down into the earth. There appears to be a road at the end of the tunnel.

This is an entrance to the underground network of tunnels. Use the Dark Network map to determine what the PCs encounter.

34. Fire Lake

Unless coming from a magma tunnel, those journeying through this area encounter increasing heat from the moment they enter.

A great cavern boils with searing heat and red light. The black ceiling seems to waver in the heat-charged air. Before you is a brimstone beach cluttered with many black rocks. Beyond that, a roiling sea of magma bubbles and froths in the cavern.

Have the PCs make Wisdom Checks. Those who succeed see black rocks floating in the magma. They are similar to those scattered about the brimstone beach. They all appear to be floating in the same direction.

This peculiar lava rock, forged in the underground furnace of Krynn itself, has the unique property of being light, brittle to the strike of steel and very resistant to the transfer of heat. Indeed, these stones become only warm to the touch while in the lava lake.

Each character can fashion 10 cubic feet of this stone per turn. The stone can be worked into the form of a crude boat or nearly anything described by the players. It is half as heavy as a similar construct made from wood and cannot be fashioned into anything smooth or refined in any detail smaller than six inches. While in the magma, 10 cubic inches of the rock dissolve per turn.

Any rocks pushed out onto the surface of the magma lake float into the heat-wavering distance and disappear. Depending on which Area 34 the PCs are in, the rocks either drift into a lava-filled tunnel (Encounter 35) at the far end of the lake, or they drift to shore near a

normal tunnel (Encounter 31). Both driftings take two turns.

The damage caused by proximity to the magma is as follows:

Near (within five feet): 1d4 per turn (save vs. breath weapon for 1/2 dmg)

Touch: 2d6 per round (save vs. breath weapon for 1/2 dmg)

In Lava: 8d6 per round (no save)

Two fire resistance spells cast on one character totally negates the effects of the lava and the character may even swim in it.

35. River of Fire

The current of the lava lake pulls you toward a tunnel entrance at the far end of the lake. The roof and walls of the tunnel appear perfectly smooth. A dull red glow punctuated by flashes of white flame reflects off the gleaming tunnel walls.

This is a river of magma that is coursing down an ancient roadway (identical to the roadways in Encounters 20 and 31). Like the other underground roadways, there are unsafe sections where the road has given way to rock slides and possible collapse (although the tunnel is not blocked because the material has melted away). Use the rock slide mechanism and Rock Slide Table in Encounter 31 to check for rock slides.

The effects of the safe and unsafe areas are quite different those in from normal tunnels. The magma in this tunnel flows in the direction of the arrows indicated on the Dark Network Map. The lava flows slowly and takes one turn to travel one hex on the map. The PCs can double this speed if they think to make paddles from the lava rock (swords and other forged weapons will melt in the intense heat if used as paddles).

A Dexterity Check must be made under the following circumstances

* When there is a rockfall (check for each character).

* When an unsafe area is first encountered, the piloting character must make a Dexterity Check. If he fails, the craft has struck an obstacle. Each character (including the pilot) in the boat then makes a Dexterity Check to avoid falling into the magma.

Certain precautions (such as tying oneself down in the boat), negate the need for a Dexterity Check. However, if the pilot of the craft failed his Dexterity Check to avoid an obstacle, there is a 10% chance that the craft slowly rolls over. This takes five segments. Those loose in the boat may make a Dexterity Check (no adjustments) to walk around the craft to

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the other side without damage, but those tied to the craft could be in trouble.

Unsafe areas are as subject to collapse and rock slides here as on the other roadways. In addition to the damage from falling rocks, magma is splashed onto each character (2d6 points of damage). The collapse of the cavern ceiling dams up the flow of the river for 1d8 rounds. The surface of the magma river rises one foot per round before the magma breaks through the obstruction and begins to flow again. The rush of such dammed up magma moves twice as fast as normal for three turns.

36. Fire Storm

The tunnel suddenly opens onto a large cavern, the top of which is hidden from your sight by sulphurous smoke. Before you, the river of heat meets its end...and you may meet yours as well. Here the river swirls in a great circle that spins slowly near the edges, but faster as you near the center. The center is a white-hot funnel leading down to certain doom. No ledges break the smooth walls of the cavern, but a tunnel can be seen across the cavern, 10 feet above the surface of the vortex of lava that is even now drawing you toward it.

The river of lava has brought the PCs to within 50 feet of the central downspout before they can react. The tunnel across the cavern is their only chance of escape. To reach it in their boats, the PCs must maneuver against the pull of the vortex. The tunnel is 70 feet out from the center of the vortex (20 feet farther than the PCs). The swirling of the vortex will move the PCs in line with the tunnel in 10 rounds, but will also try to pull the PCs into the center (and away from the tunnel).

Each round, the pilot of the craft must make a Dexterity Check. If he fails, the craft is pulled 10 feet closer to the center. If he succeeds, then the craft moves no closer to the center and he rolls a second Dexterity Check. If the second check succeeds, the PC has piloted the craft so skillfully that he has actually moved it 10 feet farther away from the center of the vortex. The PCs' craft must be 70 feet away from the center in the 10th round in order for the PCs to jump into the tunnel. The craft is only close enough for jumping during one round and only two PCs can jump in that round. Anyone who jumps must roll a Dexterity Check. Success means he is safely in the tunnel; failure means he has fallen into the lava, but he is close enough to the boat that he can be dragged into it after one round (and 8d6 points of damage).

If the PCs have rope, a PC can jump into the tunnel (while the boat is close enough) and use the rope to hold the boat steady while the others jump out. Without rope, the boat must make several trips around the vortex' before all the PCs can get out. Each trip takes 20 rounds (so PCs can jump out on the 10th, 30th, 50th etc. rounds). A Dexterity Check is necessary each round, as outlined above, to see whether the craft moves closer to the vortex (keep an accurate, round-by-round record of the craft's position).

Neither grappling hooks nor loops of rope will find any purchase on the smooth walls of the cavern and tunnel. If PCs can fly or employ other magical means to get to the tunnel, they can use a rope to pull the craft to the tunnel only if each end of the rope has a combined Strength of 24 pulling on it.

PCs who fall into the lava and try to swim suffer 8d6 points of damage per round and are sucked toward the center of the vortex just as if they were in a boat (but swimmers make Strength Checks to try to reach the tunnel).

If the boat is pulled into the central funnel, it capsizes and sinks. Each PC suffers 10d6 points of damage while in magma within 10 feet of the funnel.

37. Firefall

The slowly moving river of fire suddenly flows into a great, rough-walled cavern and fans out quickly over a broad lake of lava. One hundred feet ahead of you, the lake seems to end in a glowing crescent. Beyond the crescent, you see the other side of the cavern with a tunnel leading out. The tunnel and the surface of the lava beyond the glowing crescent are far below the lava lake you are now on. You realize that the glowing crescent is the top of a lavafall and you are being swept toward it.

The lava is flowing 25 feet per round, so the PCs have about four rounds to react to their predicament. The walls of the cavern are 30 feet from the PCs and they can reach either wall if the pilot makes two successful Dexterity Checks in the next four rounds. The walls are rough enough to climb, if the PCs can somehow reach them.

The falls are 300 feet high. PCs who go over the falls receive 30d8 points of damage in the churning, white-hot froth of the magma and then receive 8d6 points of damage each round in the lava after landing. PCs who climb to the bottom of the falls must make Dexterity Checks at 200 feet and at 100 feet above the bottom of the falls. A failed Dexterity Check

means the PC slips 20 feet (and receives 1d6 points of damage) and then makes a second check. If the second check is also failed, the PC plummets to the lava lake beyond the falls and suffers full falling damage and 8d6 points of damage per round while in the lake (but he can swim to the rock wall in two rounds).

If the PCs' craft went over the falls, it is out in the middle of the lava lake, slowly heading for the tunnel. If the PCs act quickly, they can catch the boat at the tunnel entrance.

38. Geyser's Root

The hot pool of a geyser bubbles amid slimy limestone rock formations that surround a hole in the ceiling. Warm, moist air fills your lungs. Stalactites and stalagmites stick out like bizarre teeth.

Geyser root caverns can be reached from some of the ancient roads and from the surface. Use the procedures described in Encounter 15 to determine when and to what effect geysers erupt. The water in the geyser pool is boiling hot and inflicts 3d8 points of damage to anyone falling in it.

39. Ice Chute

This underground area can be reached only from the westernmost Area 38 or Area 19.

The walls and floor here are very slippery. Characters who fall into the chute proceed toward Area 40. The speed at which the characters travel through the ice chute increases as they slide down the slick surface. Each turn, have the players roll Dexterity Checks. A failed Dexterity Check means that the PC receives 2d4 points of damage sliding down the chute. If a player says he is trying to slow his rate of descent, have him also roll a Strength Check each turn. Success means that his character suffers only half damage if he failed the Dexterity Check that turn.

The PCs careen down the twisting ice chute for 10 turns before finally catapulting into Area 40 (3d6 points of damage, Dexterity Check for half damage).

40. Ice Cavern

Your torchlight glances off the icy teeth of the cavern. Sections of rock near the far end break through the ice.

There is a tunnel (Encounter 31) in the rocky section of this cavern opposite the ice chute (Encounter 39).

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41. ENTRANCE

Vast cathedral walls of crystal arch overhead. You stand on a platform at one end of a huge hall. The floor of the hall is of translucent white marble. A milky light pulses beneath its surface. At the far other end of the hall, twin doors of shining platinum reach from floor to ceiling.

This hallway is the entrance to the audience chamber of Paladine. Each footstep a PC takes in the hall at a normal walking pace causes a portion of a song to be heard (only by the person walking). If all are walking, then all hear the song.

The first step that they take starts the message on page 20. Roll 1d20 to determine the first phrase that the PCs here. Immediately ask each PC how he intends to move down the hall, offering options such as running, jogging, or taking a single step.

Assign a value from 1 (slowest) to 14 (fastest) to the player's movement according to the guidelines on the table below. The Number of *Phrases per Step* is the number of phrases you read before randomly rolling 1d20 for the next phrase. *The Number of Word per Step* is the number of words of each phrase you read

to him before going on to the next phrase.

Chamber Song Table

| Speed Value | Movement Equivalent | Phases per Step | words per Step |
|-------------|---------------------|-----------------|----------------|
| 14 | Running | 1 | 1 |
| 13 | | 1 | 2 |
| 12 | | 1 | 3 |
| 11 | Jogging | 2 | All |
| 10 | | 3 | All |
| 9 | | 4 | All |
| 8 | Walking | All | All |
| 7 | | 4 | All |
| 6 | | 3 | All |
| 5 | Slow Steps | 2 | All |
| 4 | | 1 | All |
| 3 | | 1 | 3 |
| 2 | | 1 | 2 |
| 1 | Single Step | 1 | 1 |

Example: Flint the dwarf thinks that the floor looks suspicious, but is anxious to get on with the adventure. He says he is going to run down the hall as fast as he can. The DM assigns a value of 12 to the dwarfs speed (for humans it is 14 but the dwarf moves slower than the rest of the party). The DM rolls 1d20 for the first phrase and gets a 7 result. The DM says, "As each of your footfalls hits the floor a great chorus sings." Then the DM reads the

first three words of Phrase 7. Since there is only one phrase to be read in sequence at this speed, the referee immediately roles 1d20 again. The result is a 12 and he then reads the first three words of Phrase 12. This continues until Flint reaches the end of the hall. If Flint says he is going to move a little slower, the DM might decrease the dwarfs speed to 11. Now the DM rolls 1d20 and reads two complete phrases in a row before rolling randomly again for another phrase.

Eventually the players should learn by trial and error just how quickly they should walk. Only full steps cause the floor to sing; smaller steps or shuffling feet do not bring on the music. Use the following chart to determine how many steps each PC takes before reaching the end of the 100-foot long hall.

Number of Steps to Walk the Hall

| Race | Steps | Max. Messages |
|----------|----------|---------------|
| Human | 34 steps | 1 + 14 steps |
| Dwarf | 68 steps | 3 + 8 steps |
| Kender | 41 steps | 2 + 1 steps |
| Elf | 34 steps | 1 + 14 steps |
| Gnome | 68 steps | 4 + 8 steps |
| Half Elf | 34 steps | 1 + 14 steps |

The message-song repeats after the final line, stopping when the PCs reach the far door.

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- (1) To those who (2) tread these (3) hallowed halls,
- (4) And walk the ways or warring good,
- (5) the tests await (6) the fated ones,
- (7) the seven gems (8) of gods to win.
- (9) Blue wisdom (10) of the waters' test,
- (11) the opal winds (12) of valor,
- (13) red heart, (14) black past, (15) cold water's flame,
- (16) and future's cloudy eye (17) will win.
- (18) Clear truth and (19) blessings grace your
- (20) quest then to fulfill.

4.2. Nexus Chamber

The platinum doors open to reveal a huge circular room. The domed ceiling overhead glows with a diffuse white light. In the center of the room, circular steps lead up to a wide dais. Atop the dais is a railing of polished steel and a huge throne, over 100 feet tall and carved of white marble. Four depressions in the shapes of gems are cut into the base of the throne.

This room is the nexus for all the tests of the gods. It is here that the PCs must return the four gems found in the tests and place them in the throne to complete the tests.

Each depression is shaped differently and accepts only one of the gems the PCs will find in the tests. The PCs find a gem for each of the three tests. The test that corresponds to the fate number of your campaign also contains a second gem—the diamond fate gem (see the following table and text for how to determine your fate number).

When the PCs place all the gems in their proper places, they have completed the tests of the gods. Go to the Epilogue.

The entrance to the tests is through a TALIS™ card deck. Anyone who mounts the dais finds a small deck of TALIS cards there. (If you have the TALIS cards from DL12, let the players draw a card.) The cards are face down so that only the backs show. When the top card is drawn, it tries to leap out of the PC's hands. Have the PC make a Dexterity Check to determine if he holds onto the card.

If the card flies out of his hand, it flies around the dais, always keeping its face toward the PC who drew it. With each revolution, the card doubles in size until it is the size of a door. Then the card lands on the wall at floor level, flashes brilliantly, and changes into a door. The door depicts the same scene as was on the face of the card.

If the PC holds onto the card, he flies up with it and begins circling the dais 10 feet off the floor. The PC may release the card and

take double the normal falling damage (because of the speed the card is moving). If the PC holds onto the card until it flashes into the wall, then the door appears as above, but the PC holding the card appears in the scene on the door as though painted into the card. This PC has gone through the door and is waiting in limbo until the other PCs enter either this door or one from another test.

Refer to the following table to find the meaning of the drawn cards (ignore the "D6 Roll" column if you have a TALIS card deck). If you do not have a TALIS card deck, roll against the table to determine which TALIS card suit is depicted on the card. The first card drawn determines the fate number for the finale to your campaign (see the Fates of the Dark Queen section for a complete explanation of the fate number). This card also determines which test (and which alternate ending to the test) holds the diamond fate gem.

Fate Number Determination

| D6 | Roll | Suit | Test | Enc. | Alt. |
|----|------|--------|--------|------|------|
| 1 | | Waves | Wisdom | 43 | 43X |
| 2 | | Beast | Wisdom | 43 | 43Y |
| 3 | | Flames | Heart | 44 | 44X |
| 4 | | Earth | Heart | 44 | 44Y |
| 5 | | Winds | Valor | 45 | 45X |
| 6 | | Fates | Valor | 45 | 45Y |

As each card is drawn, only those cards that represent a new suit become a door. Cards of a suit that has already been drawn have no magical effects.

Once each suit has had one card drawn, all the remaining cards from the deck vanish.

From this central area, all three test areas may be visited. In each test area there is at least one doorway back to this room.

Each time the PCs successfully complete a test, they are healed of all wounds upon returning to this room. PCs who die in a test are found alive and waiting here when the rest of the group completes the test.

4.3. Test of Wisdom

After stepping through the door to this test, each PC appears in a separate cell (see Encounter 43A on the map for this test). Any PC who was trapped in the picture on the door (when the card flew off and turned into the door) is here as a prisoner in one of the cells. If there are more PCs than cells, then some of the cells have two prisoners.

This building was built in the cone of a volcano by a renegade gnome. The area has only one exit-up. Yet the direction of up may well be a relative term in this building.

There are two strange features of this build-

ing: twisting passages and inverted rooms and stairs.

The twisted passages are marked with cross-hatchings on the map. These corridors appear to be normal passages from one end to the other. Those moving through them encounter no strange feelings or unusual experiences. However, a spatial distortion is taking place in these corridors that twists the space from one end to the other. Effectively they allow a person in a normal room to pass into an inverted room or stair without noticing any real change in the gravity. This is a natural phenomenon of this particular area and is therefore not subject to detect magic, dispel magic, or spells of that ilk.

The inverted rooms and passages seem perfectly normal to the PCs, but gravity here functions in reverse.

The floors of this bizarre construction are covered with water. Due to the strange spatial relationships between the rooms and the reversed gravity, water is constantly flowing down both the normal and the inverted stairs. The direction of the flow of this water is indicated by the arrows on the map.

The areas that are shaded on the map of this test are subject to reverse gravity spells.

4.3a. Water Cell

A rushing sound fill the 10-foot-square cell you find yourself in. You are standing in two-foot-deep water that swirls about your feet. The iron gates that block your way are eaten thin by rust. Outside the cell, dark water moves down the corridor.

The cell gates are brittle; a *bend bars/lift gates* roll with a + 50% bonus breaks the portcullis bars in a shower of rusting flakes.

In one of the cells (determine randomly) there is a gnome who says his name is Gniparalanishimarilish...well, humans call him Gnip for short. He sits on a sodden wood stool, holding a dripping wet parchment clasped to a board as he sketches with a damp charcoal. His sketch is smudged beyond all recognition although the gnome insists that it is a highly detailed technical drawing.

The gnome does not want to be bothered. A mad wizard put him in this cell months ago and the gnome decided that he would spend his time most profitably by designing a much improved gnomish version of the cell. He is not yet done with his design and wants to remain in his cell until finished.

At some point in his discussion with the PCs, Gnip gives them one piece of advice: "If you are on a test then remember that it is a

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wise one who can determine the truth when the very appearance of things lies.”

43b. Guard Post

This guard room is flanked by two raised platforms on either side of the arch. The water cascades into the room from a staircase at one end of the room and runs out the opposite archway. Three large, muscular clay statues stand on each of the raised platforms. There appears to be a niche behind each statue.

These are six clay golems. They do not allow the PCs to pass. They attack the PCs from the platforms, but do not go into the water as it causes them to dissolve.

Splashed water inflicts 1d10 points of damage to these golems and they suffer 10 points of damage every round they stand in the water. The mere threat of being splashed by water makes the golems cower. Though they cannot communicate vocally, they are willing to give up anything in the area (including the Gem of Wisdom) if the PCs stop splashing water on them.

In the niche behind one of the golems (determine randomly) is the Gem of Wisdom. This is what the PCs need to get out of this test. Now they must escape from this dungeon. (only after Encounter 43t).

43c. Circular Stair

Rushing water cascades down the circular steps in a steady torrent. Mosses drape the walls, swaying as their tips drag in the water below.

The stone is slippery and a Dexterity Check must be made during any combat in this area. A failed check means that the PC has lost his footing and fallen.

43d. Weapon Locker

The walls of this water-soaked room are hung with the most bizarre assortment of weapons imaginable. Swirling water two feet deep moves through the room and out an archway.

The weapons in this room are of gnomish design. They include the following:

Gnomish Weapon Attributes

| Name | Rng | Dmg | Spd | Oops | Effect |
|-------------|-----|------|-----|----------|--------|
| Netflinger | 10 | 1d4 | 4 | 50% web | |
| Bolachucker | 15 | 1d6 | 4 | 30% web | |
| Flasklobber | 25 | fire | 4 | 60% fire | |

Rng is the range of the weapon in feet.

Dmg is the weapon's damage.

Spd is the weapon's speed factor.

Oops is the percentage chance of malfunction.

Damage from a flask of oil is as detailed in the *DMG* under Grenade-like Missiles. Web is as per a web spell.

Each time a gnomish weapon is used there is a chance that it malfunctions. This "Oops" number must be rolled against before each use. If the PC rolls below this number then the weapon has malfunctioned and does not operate. A second Oops roll is then made. If the second roll also fails then the weapon discharges against its wielder with full effect.

43e. Anteroom

Water flows lazily onto this landing from a side corridor before cascading down the steps. A low platform opposite the stairs rises to a doorway inches above the water.

43f. Sitting Rooms

Two guardian daemons are arguing at the other end of the hall. "I never!" says the one on the left, "I am always most diligent in my guard work. Asleep indeed!"

"You were too. You snored and nearly crisped me!" says the other.

"Snore! You want to talk about habits? What about that belching of yours?"

These guardian daemons have been summoned here to protect a treasure. Neither of them knows or cares what the treasure is. The fact that the magician did not think that either could guard the treasure alone has made these two most quarrelsome.

The daemons notice the PCs if they make any sudden moves or noise as they pass into the hall. The daemons prefer to use their breath weapons (*cone of fire* at 30-foot range), but will melee if necessary.

The guardian daemons hesitate one round if the PCs make a comment about either one of them. They would rather argue than guard and the PCs may get past without a fight if they can keep the argument going.

43g. Bedroom

A carefully made canopied bed sits in the middle of the room. A map is on a table to one side, held down by a glass object.

The map is a confused scrawl without meaning (but the PCs do not know that). The glass object, however, is a special magical device. It looks like a water-filled glass egg. Inside it is a figure of a woman. The figure always faces up and is unaffected by the reverse gravity areas.

43h. Dining Room

A long table is laden with delicious fruits and cooked meats.

This magical food bloats those who eat it. Anyone who eats this food must save vs. spell at a -10 penalty to the roll, or else begin to stuff his mouth. An affected PC will fight anyone who tries to stop him from eating the wonderful meal. Ten minutes later he finds that he is growing fatter. Each PC eating here gains 20 + 1d20 pounds of flab. His armor no longer fits and he has to remove it.

Fortunately, the PC returns to normal after 1d12 turns.

43i. Trophy Room

Many torches blaze high to light the lofty ceiling of this room. Their light glances off the polished surface of a 50-foot-tall statue of a gnome. The entire surface of the statue shines with a metallic gleam.

This statue commemorates the gnome who built this place. The statue is entirely platinum and 100% magic resistant. It is far too big to fit through any of the doors. It also has a curse placed on it so that anyone who tries to sell it finds the buyer suddenly filled with suspicion and unwilling to make a deal. You may inform the PCs that the statue is easily worth over one million steel pieces. The statue is also immune to physical attacks.

43j. Throne Room

An ornate throne sits on a dais raised two feet above the level of the water. The water rushes into the room from a circular staircase opposite the throne.

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43k. Grand Stair

A 30-foot-wide staircase descends into the darkness below. Water cascades down the stairs in a foaming white waterfall.

The stairs connect the throne room (Encounter 43j) to the ballroom (Encounter 43L).

43L. Ballroom

Hip deep in water, 10 dwarves stand panting in this room. They seem exhausted as they wade heavily through the water toward the platform opposite the staircase. Their progress is barely noticeable.

A large box adorns the platform.

This is a magical musical box. It plays the same tune over and over with a one-melee-round break between each repetition.

While the musical box is playing, an *Otto's irresistible dance* spell takes effect. This lasts for five melee rounds. All characters in the area are affected. The dwarves are exhausted from the constant dancing.

The dwarves attack the PCs whenever the musical box is not playing.

43m. Chamber

A small chamber stands at the exit from a circular staircase. Two exits face each other across the room. Water cascades over the floor and exits through both arches.

The walls here are inlaid with carvings.

The carvings show gnomes and dwarves walking and conversing. Half of the carvings look like they are upside-down.

43n. Great Hall

Water rushes down the wide staircase at the end of the hall. Two doors exit to one side.

43o. Library

The shelves of this room are lined with myriads of bound books. Two doors stand on either side of the entry hall.

All of the books in this library are filled with symbols with no spaces between them. These only make sense to those who speak gnomish. This entire library is needed to write the full name of the gnome who built this place. Since

gnomish names detail the entire history of their family, their names do get rather long.

All of the books are in order except for one titled *Secret Ways of the Gully Dwarves*. If this book is pulled from the shelf, the secret door opens.

43p. Trap Room

A chest sits at the exact center of the room. The walls are covered with intricate patterns that seem to shift as you move.

Ask the players for their PCs' Intelligences. Roll some dice. Regardless of the result tell one of the players that his character notices small holes all over the walls. Have everyone make a Wisdom Check. Anyone who is successful realizes that there is a hairline crack on the ceiling and floor. The crack is in the shape of a square 20 feet on a side.

This is not a trap, but a gnomish model of a trap. There is no danger here at all. Inside the chest is 5,000 gold pieces.

43q. Picture Room

A life-like portrait of a weeping elven woman hangs on the wall. A sign below the painting says "Do not touch."

Any who approach the painting find that it gets more life-like the closer they get. Have all PCs within five feet of the painting make a Wisdom Check to see if they notice that real tears are running down her cheeks.

Anyone who touches the painting releases the groaning spirit that has been trapped there. It attacks immediately.

43r. Great Tower Stair

The dark circular stair leads to regions both above and below. The sound of thunder rumbles constantly from above.

The thunder actually comes from a storm above the magma pool in Area 43s. This stair is guarded by an invisible stalker.

The stair is 100 feet long in both directions from this point (goes up to Encounter 43s and down to Encounter 43T).

43s. False Dawn

You step from the long stair onto the top of a squat tower jutting up five feet from the surrounding rock. The tower sits at the

bottom of a great lava flue. High overhead in the throat of the volcano, black clouds whirl. The sound of thunder rocks the stones under your feet. The wind from the storm is tremendously violent, making it difficult to hear your fellow adventurers.

This is not the way out. The PCs are standing upside down looking from the base of a lava dome into the heart of the volcano. The *reverse gravity field* stops halfway between the PCs and the lava bubbling at the base of the shaft. The turbulent atmosphere is the result of the heating of the air and moisture leaking into this area from the surrounding fissures. These factors combined with the colliding gravity fields have created a tremendous storm in the center of this shaft.

The walls of this shaft are cool near the tower. As the PCs move higher up the wall, the wall gets hotter and hotter. The wall is too hot to climb (without magical protection) beyond 50 feet from the tower.

43t. Depths of Freedom

If this is not the fate test as described in Encounter 42, then use this encounter. If this is the test, then go to Alternate Encounter 43X or 43Y, as appropriate to your fate number.

The staircase ends at a trap door. Wisps of sulfuric smoke swirl up through the cracks in the door.

This is actually the way out. The inverted stair here goes out onto a lava dome and out. Those opening the trap door, however, may have a different impression. The sulfuric smoke boils up into the room and only a dull red glow can be seen through the trap door. The glow comes from sunlight shining through the smoke.

Anyone who lowers himself through this opening passes into a normal gravity area 10 feet down. Ropes lowered into this area coil around as they sit suspended between the normal and reverse gravity fields. Anyone who jumps down the hole falls up into the normal gravity area then falls back down into the *reverse gravity* area, reappearing in the opening they just jumped through.

The reverse gravity area, however, only extends below the trap door's five-foot-square opening. If the PCs move out of this column, they land on the lava dome in normal gravity. Once on the lava dome, the smoke clears and they can see where they are.

The vertical sides of the volcano throat may be climbed. Ten feet up the throat, the PCs

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see a cloud descend from the sky and envelope them. When the cloud disappears, they find that they are 10 feet up the walls of the Nexus Chamber (Encounter 42).

43X. fizban is Paladine

Substitute this encounter for 43T above if this test holds the fate gem of Paladine.

The bottom of the stair opens suddenly into a great chamber. A terrible darkness and evil fills the great portal before you and holds your attention. From its black depths, the five-headed form of a dragon emerges. Takhisis herself blocks your way!

Takhisis engages the PCs for three rounds of combat. Then Fizban reveals himself to be Paladine and attacks the queen as follows:

Suddenly Fizban strides forward, shining in a brilliant white light. The magical power from his upraised arms locks with the Queen's darkness and presses her back across the portal. Fizban begins to weaken yet continues. At last the portal is sealed and the Queen of Darkness leaves the world. Fizban falls spent to the ground. His body flares with sudden light and disappears. A gleaming white diamond appears where his body lay.

After this encounter, any exit through which they take the diamond and the Gem of Wisdom leads them to Area 42.

43Y. Waylorn is Huma Returned

Use the first section of boxed text from Encounter 43X. Takhisis again fights for three rounds before you read the following:

Suddenly the light of knowledge dawns on Waylorn's face. He raises his hands above his head and a beautiful Dragonlance of ancient work and design appears. Charging forward, he presses the Queen back and vanishes with her into a black nothingness. Both are gone, leaving only a white diamond in their place.

All exits from this room return the PCs to Area 42, if they take the diamond and Gem of Wisdom with them. Upon arriving there, the PCs find Waylorn well and with a clear memory. He knows now that he is Huma and that he alone can drive the Dark Queen back into the Abyss as he did once so long ago.

44. Test of Valor

The PCs appear at the southwest door in Area 44A. Once they go through the door, they only see the hordes of Draconians described in that encounter if they open the door again.

44h. Throne Room

Flickering orange light and a hot wind wash over the throne room from a broken window on the west wall. At the far end of the hall from this window, a raised dais supports a throne. A blue banner draped behind the throne is emblazoned with the Kingfisher sign of the Solamnic Knights. On the throne, in a blue tunic with the same symbol, a boy sits.

This is the throne room of Dargaard Keep as it appeared when it fell to the forces of the Dragon Highlords. The boy claims to be Sturm Brightblade, heir to the throne of Dargaard. While the boy certainly looks as Sturm did years ago, Sturm was not present at the fall of Dargaard and was well into his manhood at the time the incident actually took place.

The boy appears to be about eight years old. He is quiet and polite and has an air of royalty and honor about him. He explains that all those he knows have gone to defend the wall. He is the last of his house and heir to this throne—it is for him that the evil army now comes. He asks the PCs to aid his escape. If the PCs do not find the secret door behind the throne by the time the Dragonarmy breaks into the room, he leads them to it.

Anyone looking out the broken window sees the following:

A sea of draconian troops extends as far as the smoke and fires permit. The wall below has fallen to the draconians, who pour over it like rats. They cross the courtyard and are entering the central keep you are in.

In moments these forces are at the doors. The western-most doors of this room are held by a heavy oak bar, yet it will not hold long. The shouts of human mercenaries in the Dragonarmy come from the other side of the door. Axes thud against the strong wood.

The first splintering of the wood takes place 1d4 rounds after the PCs arrive. Through this two-foot-wide hole, the PCs can see the corridor beyond filled with evil troops. The splintering of wood continues for 1d8 rounds after which the door sunders.

Once the door is broken, a group of 1d6 + 14 Kapak draconians and 1d8 + 5 l&h-level human

fighters enters the room. Roll 1d6 each round. If the result is a 5 or 6, another group enters the hall. They try to press the PCs back against the throne dais area and block off the obvious exits?

The halls leading from this room are filled with draconian—the only escape route is the secret door.

44B. Weapons Room

Twenty oil flasks, a broadsword, +3, three longswords, +2, and four battleaxes, +2 are here on display.

44c. Treasury

The treasury contains 650 pp, 9,500 sp, and 12,000 cp found in leather bags. A ring of protection +2, a wand of wonder, and a staff of striking +3 are also here.

44d. Drop Sphere

A short corridor leads to a landing that extends over a 30-foot-diameter shaft. In the shaft at ground level, a glass bubble hangs from steel pins. The sides of the bubble fit perfectly against the smooth sides of the shaft. A ladder leads to a hole at the top of the bubble. High overhead, dim light can be seen.

This is an escape bubble built into the keep. A group of people climb into the glassteel bubble through the hole in the top. A lever on one side of the bubble retracts the pins holding it and it drops freely down the shaft. The falling sphere compresses the air under it, creating a gradually increasing resistance. This slows the descent until the bubble nears the bottom of the shaft. There the operator releases the lever and the pins spring out again and stop the bubble.

The bubble stops with an exit one foot above the top of the bubble.

The exit is designed to fit flush with the sides of the shaft. The door is steel and opens via an inset handle. The door can be locked from the other side with three steel rods.

The draconians discover this area 1d6 + 10 rounds after the PCs leave the bubble. They send 15 Kapak draconians gliding down to find Sturm. These are followed (in 1d6 + 10 rounds) by the group detailed in Area 44A. They descend using rope. If the steel door is locked, however, the evil troops are delayed for three hours before opening it.

The bubble retains the compressed air under it. If released, the bubble rises 1d10 + 15 feet, completely blocking the shaft. It takes four days to get past this barrier.

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44e. Main Tombs

Artistically sculpted stonework blends with the natural caverns here. Broad steps descend from a platform to the smooth dirt floor. A steel door stands at the back of the platform. Three tunnels go off to the north, south, and east.

Several large crypts are scattered about the cavern. Dust lies heavily in the carving on their lids, obscuring the details.

These tombs are those of ancient Solamnic Knights who once served in Dargaard Keep.

The lid carvings, if blown clear of dust, reveal the names of some of these Knight families. The following are typical of Solamnic family names:

| | | |
|-----------|-------------|------------|
| Strongbow | Swift arrow | Steele |
| Coldedge | Firehilt | Oakshield |
| Ironforge | Justman | Mordanus |
| Truelance | Trueheart | Corilainus |
| Solanus | Vurtainus | Palatinus |

These are the resting dead. Their bones lie quiet within their tombs.

44f. North Tombs

The cavern extends north from a large opening on the south, ending in an edifice of stone worked directly to the wall. Letters over the stone proclaim the name "Brightblade." Between the southern opening and this great tomb, four large crypts intervene.

Behind the crypts is a tunnel four feet in diameter that leads to Area 44j. The tomb to the north has a large doorway blocked by a swinging gate of cross-hatched iron bands. This leads to Area 44G.

There are four revenants inside each of the four crypts. These revenants remain dormant until the PCs open either their crypts or the gateway to the Brightblade Tomb.

The revenants were knights destroyed suddenly by the Cataclysm while protecting their masters. Their thirst for vengeance against whoever provoked this death is so great that they have remained all these years to determine who is at fault and to exact justice for these deaths. When encountered, they do not attack immediately but one of their number asks the PCs: "Are you the one?"

"Are you the one?" actually means "Are you the one who caused our deaths and those of our masters?" If the PCs answer "yes," then the revenant attacks until it is either dead

or has killed the person who answered in the affirmative. Any other answer causes the revenant to reply, "Follow me." The revenant leads the PCs to Area 44s to be taken before the court of the revenant king. PCs who refuse to follow are attacked by the revenants, but these attacks are to subdue as per the rules found in *Unearthed Arcana*.

If the PCs open a crypt, the revenants lay still until a PC comes close enough to be touched. A revenant then grabs the PC and asks its question, "Are you the one?" Once one of the revenants is thus awakened, all the revenants here emerge from their crypts.

44g. Brightblade Crypts

Great statues line the walls of this hallway. The eyes of the statues seem to follow you.

These statues are normal and the eyes are figments of the PCs' overactive imaginations.

44h. Argot Brightblade

Faded frescoes cover the walls of this room. In the frescoes, vast armies collide and fight wars long since settled. In the center of the room, a single crypt stands.

The carving on the end of the crypt identifies the occupant as Argot Brightblade.

The top surface of the crypt is quite unusual. It is inscribed with a detailed image of a TALIS™ card. This crypt is a transit point to another test. If the PCs open this tomb, they are engulfed in white light streaming from the crypt. They may enter another test by walking into the light. But PCs who move to another test in this way do not go through the Nexus Chamber and therefore do not regain their lost hit points. Additionally, those who enter the light and subsequently return to the Test of Valor start here rather than back at the beginning (Area 44A).

Draw a card randomly from the TALIS deck. The suit of the card determines which area this gate goes to. Note that there are two restrictions on this drawing: the card drawn may not be for the Test of Valor, and the card drawn may not be for a test that the PCs have already completed.

44i. Morthan Brightblade

Other than the name of the tomb, this location is identical to that in Area 44I.

44j. Junction

The narrow tunnel branches in two directions here.

This tunnel maintains a 1d3 + 2 foot diameter all down its course.

44k. East Crypts

The stalactites on the ceiling stand poised over the cavern floor like gigantic daggers. The floor is littered with huge crypts down its entire length.

Each of these crypts holds four revenants. They do not awaken unless their crypts are opened (as in Area 44F) or until the caryatids sound the bells in Area 44P. There are 28 revenants here.

44L. Southern fissures

A howling moan resounds through the tunnel ahead of you. The tunnel twists and turns, restricting vision to only a few feet.

As the PCs venture down this tunnel, they encounter three successive fissures.

These fissures are 1d6 + 4 feet across. Across the first fissure, the tunnel continues onward. Past the second fissure is a small cavern. In this cavern stand four figures leaning on spears. These are revenants who are pretending to have died standing here. Each PC that passes them hears a whisper. Have each PC roll an Intelligence Check. Any who are successful hear the whisper to say "Are you the one?"

When the PCs turn around, they find themselves facing the fully animated revenants who are demanding an answer to their question.

They react exactly as the revenants in Area 44E. If the PCs run, the revenants pursue and call their fellows into action in any area they enter. Thus if the PCs attempt to retreat into Area 44R, the pursuing revenants awaken all the revenants there.

The tunnel continues on from the cavern to the next fissure. After this, the tunnel breaks through a masonry wall to the main crypts in Area 44R.

44m. Howling Caverns

The tunnel emerges from the crypt onto a great gulf. Two statues at the edge of the

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rift hold hands so as to form an arch. Obscure letters adorn the statues. In the cold darkness beyond, the vague outlines of a great mausoleum can be seen carved into the rock face opposite. A tremendous landing with columns can barely be made out at the limit of your torch light. The wind howls furiously here, making it difficult for you to hear one another.

The writing on the statues is ancient but easily readable. It says, "Wherein lies your life. Therein lies your honor." Anyone who utters the words of the Solamnic Creed, "My Honor is my Life," causes a great span of rainbow colors to form a bridge to the landing across the gap (Area 44P).

The prince knows this phrase, but waits for the PCs to utter it themselves. It seems painfully obvious to him. If the PCs are stumped, he provides the phrase, but seems suspicious of the PCs henceforth.

44n. North Caverns

A wide gap stands between you and a landing in the distance. The wind screams in fury through the fissure.

The distance across the gulf here is 30 feet to reach the overlook at Area 44O.

44O. North Overlook

Raging wind buffets you on the point of an overlook. Your torch wavers in the wind, barely illuminating the immediate area. You can just see what appears to be a landing off to your right and the vague outlines of a building to the left.

A tunnel runs back from this landing to another crevasse 30 feet across. This in turn leads to a tunnel that breaks into the northern part of Area 44P.

44p. Caryatid Colonnade

Rows of 14-foot-tall columns support the ornate ceiling of this vast room. Hundreds of bells of all shapes and sizes hang from this ceiling. Wide halls run off to the south and north. A thick steel door stands closed at the east end of the colonnade.

These columns are caryatid columns of twice the normal size. There are 16 of them here. They have twice the normal hit dice and hit points (see Combined Monster Statistics

Chart) and retain their + 4 bonus on all saving throws against magical attacks.

These columns were placed here to guard the entrance to the high king's tomb east of this location. They take no action until the PCs come within 30 feet of the entrance to Area 44s. Then they animate and move to block the entrance.

If the PCs insist on moving toward the entrance, the caryatid columns then attack to subdue (see Encounter 44F). If the PCs approach to within 20 feet of the main doors, the caryatids strike for damage.

When the caryatids first move from their bases, their heads brush against the bells tied to the ceiling. These bells create an avalanche of sound so loud that the stones of the walls and ceiling shake. This alarm awakens and summons the revenants from the other areas. The revenants from Areas 44F and 44K arrive within 1d4 + 3 rounds, while those from Area 44R arrive within 1d4 + 5 rounds. They react as stated in Area 44F.

44q. Processional hall

Iron statues 15 feet tall stand silently in alcoves, on each side of you. Their stern faces gaze down on you; their iron swords rest against massive chests.

The statues are hollow and contain nothing.

44R. Ancient Crypts

Tall masonry walls rise up to a cavernous ceiling. Huge stalactites hang over the roofs of massive mausoleums.

These are the tombs of those close to the royal house. The central tomb houses the Duke and Duchess of Heathercleft—an ancient Duchy northeast of Vingaard.

Eight revenants lie in the four tombs surrounding the Heathercleft tomb. These were the guardians of the Duke and Duchess who were killed during the Cataclysm. They are treated as those in Area 44F.

44S. King's Court

Huge crypts, four to each side of you, lay in ranks down the hall. Eight pillars of light shine down on them, draping deep, stark shadows down their sides. The fitted stone walls of this room work into and around the natural stone of the cavern. The jagged teeth of stalactites hang ominously overhead.

At the far eastern end of the room, broad steps climb to a platform lit in stark brilliant light. Two crypts can be seen on either side with a pair of thrones between them. Two figures, draped in shadow, sit on the thrones. Between them, a large gem sits atop a pedestal.

This is the King's Court. It is ruled by Virtus Brightblade, long-dead Lord of Vingaard Keep and his Lady Amalthia Brightblade. Both are spectres but are of neutral alignment. Their life force remains because of the revenants' burning need for justice. They are here to judge those brought here.

PCs who are brought into the hall are ushered down the center aisle to the base of the stairs. As they pass the rows of crypts, each opens slowly and eight revenants appear from each crypt they pass (a total of 64 revenants). These are also joined by the revenants from Area 44R. Once all are in attendance, then the spectre of Virtus speaks.

"Are you the one?" he asks. But unlike the revenants, Virtus elaborates on his question. "Are you the one who brought fire from the skies and destroyed our lands? Are you the one who caused such pain and death?"

If the PCs answer yes, then the spectre and his lady float down to the PCs and attack them. All the gathered revenants also attack.

If the PCs answer no, then the spectre Amalthia asks the PCs to relate their deeds to prove their answer. The players should then relate why they should not be judged guilty by this tribunal.

If the tales and explanations given by the players are sufficient in your judgment to convince the dead lord and lady, then Virtus lowers his head and ponders a moment. Then he asks the PCs "Who, then, is the one?"

Listen carefully to the players' response. If the PCs give a convincing argument as to who was responsible for the Cataclysm, the dead lord listens attentively. If their response is half hearted or vague, then there is a 30% chance that Virtus rises up in anger, saying that he believes the PCs are responsible and are lying to him. If they continue in this way, then Virtus judges them guilty and all attack the PCs.

If the PCs' response is convincing, and they mention present-day organizations or beings (e.g., Kitiara, Dragonarmies, Takhisis, etc.), the dead lord commands all the revenants to fight this evil. The revenants march out the exit toward Area 44P and leave the crypts to search for those connected with "the one." Virtus then gives the PCs the Gem of Valor from the pedestal next to his throne.

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If no particular person or organization is named, then the dead lord again bows his head and speaks: "We may do battle with those responsible, we shall forever remain here searching for the justice of our release. You may go." With that, he dismisses the PCs, motioning them toward Area 44U.

Any attempt to forcibly take the Gem of Valor results in the spectres and revenants attacking the PCs, although this may not prevent the PCs from taking the gem.

44T. King's Treasury

In this room there are six pieces of jewelry (6,400 gp each), 3,300 sp, 5,000 pp, Solamnic plate armor + 2, and a longsword, +4.

44U. South exit

Read this only if this test does not hold the fate gem (i.e., if neither 44X or 44Y is the fate of your campaign); If this test does contain the fate gem, go to 44X or 44Y, whichever is appropriate.

There is a tapestry on the wall of this otherwise bare room. The tapestry depicts the great throne you saw when you first entered the Glitterpalace.

This is the throne of Paladine. If the PCs enter this room with the Gem of Valor, then the tapestry glows brighter and brighter until its light is unbearable. At that point the PCs appear back in the Nexus Chamber. Without the gem, the tapestry does nothing. It cannot be removed or damaged.

44x. Sacrifice Self

Substitute this encounter for 44U if this alternative is the fate of the PCs' quest (i.e., if this alternative corresponds to the fate number for your campaign).

Use the description from Area 43X (changing the room description to that of 44U). The Dark Queen fights for three rounds before you read the following.

Suddenly, the young prince strides forward, a Dragonlance magically appearing in his hands. The light streaming from him is too bright to bear as he presses the darkness back. The Queen reels back through the portal. As he reaches the portal, his last words come back to you:

"The gate may only be closed from the other side. As I do, so must you do also,

else the world is lost."

With that, they both disappear into the void leaving a white diamond.

After this encounter, any exit through which they take the diamond and the Gem of Valor takes them back to Area 42.

44y. Berem is Paladine

Use the description from Area 43X. The Queen fights for three rounds before you read the following:

Berem calls out. Suddenly his gem shines brilliantly and his eyes are filled with purpose. "In this guise have I chosen to come, Takhisis Return to your own realms!" With these words he walks forward, the Queen of Darkness cowering before him. Both disappear into the darkness, leaving a diamond.

After this encounter, any exit through which the PCs take the diamond and the Gem of Valor takes them back to Area 42. Berem is waiting there and says nothing of his actions.

45. Test of The heart

Great moors extend as far as the eye can see. The city of Kalaman sits on the horizon. Many familiar NPCs are found as skeletal corpses on the ground.

This section of the adventure requires some preparation on the part of the referee. Make a list of NPCs that the PCs have met during their DRAGONLANCE® adventures. These NPCs should be characters whom the PCs know are dead, or whose current locations are unknown to the PCs.

Next to each name, jot down something the PCs did that may have caused the NPC's death. This thing must clearly be the fault of the PC even if you have to stretch the circumstances.

The following is a sample list of some NPCs who might fit the above criteria. The DRAGONLANCE module the PC appeared in is listed in parentheses.

NPC List from the DRAGONLANCE Saga

Fewmaster Toade (DL1)
Otik Sandath (DL1)
Forestmaster Unicorn (DL1)
Phudge Highbulp (DL1)
Raven-Eye (DL1)
Sunstar (DL1)
Eben Shatterstone (DL2)

Verminaard (DL2)
Raggart Knug (DL6)
Harald Haakan (DL6)
Feal-Thas (DL6)
Black Boris (DL9)
Captain Karyzzal (DL9)
Warren Windsound (DL9)
Nefarik Gistar (DL9)
Revered Ancient One (DL9)
Lord Soth (DL9)
Alhana Starbreeze (DL10)
Lorac Caladon (DL10)
Loralon (DL10)
Kiiren (DL10)
Tarak (DL10)
Maquesta Kar-Thon (DL12)
Silver Fox (DL12)
Badger (DL12)
Tiera Lengstrien (DL12)
Bas Ohn-Koraf (DL12)
Fritzen Dorgaard (DL12)
Blue Wizard (DL12)
Zebulah (DL12)
Apoletta (DL12)

As the PCs move through this area, they encounter the dead spirits of the NPCs. It is up to the PCs to deal with the deaths of these people and continue on to their goal despite the depression and hopelessness presented here.

45b. entry

You stand on a high plateau under a velvet blue night sky with cold stars shining down on you. In the distance, tall cliffs fall away from the plateau. A strange purple glow from below these cliffs shines up and fades into the night sky.

All the ground lies in shadow. Its parched surface is cracked but even, broken occasionally by vast jagged boulders. There is an unnatural silence here.

A single figure can be seen across a chasm east of where you appeared. The figure seems somehow familiar but is moving quickly out of sight behind boulders.

Two more land bridges at the southern end provide exits to the southeast and west. The bridge leading southeast seems to join the plateau where you saw the figure. Intervening boulders obscure details beyond the bridges.

Those who approach the cliffs and look down see the following:

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The cliffs below you disappear into a distant purple glow. The glow seems to hurt your eyes as you stare into it. The distance down is difficult to determine.

The cliffs drop down roughly 1,000 to 1,500 feet before ending in a jagged bottom. Apparently the entire plateau area is somehow suspended over the distant glow.

The stars overhead contain the constellations of the Queen of Darkness and the Celestial Paladin-constellations long missing from the skies of Krynn.

The distant purple glow is actually 30 miles distant. Those falling into it see a surface start to take shape amid the terrible blankness. They hit the ground 10 feet away from where they fell off, taking 15d6 points of falling damage. This is a great loop that brings falling objects almost back to where they started from.

The figure on the bridge is that of someone the PCs once knew. This is a dreamwraith manifestation of this person. The figure is stooped and shuffles through Areas 55E and 55F to 55G. PCs who hurry after him are able to catch him without much difficulty. When approached, the figure has his back turned toward the PCs. When he turns around, the PCs see that his face is hideously disfigured—a mask of death. His skin is white and drawn tightly over his skull. His eyes are sunken and glazed over.

“Why have you done this to me?” he asks. He then recites what was done to him by the PCs, claiming that deed caused this fate. He speaks bitterly and without hope.

45B. Overlook

The vast rock bridge ends in a gap more than 400 feet across to the cliffs beyond. Though boulders atop the cliffs north of here obscure the details of the plateau in that direction, a faint white aura seems emanate from something in that direction.

The sounds of a slow march drift here from the west. Looking east, you see that a crumbling bridge of stone still spans the distance from a plateau east of you to the cliff face on the north. There appears to be no direct route from here to the bridge.

45C. Portal

A single slab of stone 10 feet tall and four feet wide stands on a dais at the edge of the plateau.

The slab faces north and south. On the north side of the slab is the face of a card (draw randomly from the TALIS™ card deck) that depicts a place the PCs have never been. On the south side is a card that shows an upside-down female kender with a scepter standing in ivy. This is a reversed card of Earth (#8) in the TALIS card deck.

Those who approach either side of this slab will find that the carvings become transparent, showing objects behind the lines of the drawings. The north face shows the test area associated with the card that was drawn. The southern side shows a bog that exists somewhere in this area. A brightly shining pavilion can be seen beyond the boulders at the far end of the bog.

Those who attempt to touch the face of the slab find that it is no longer there. By touching the slab they are *teleported* to the area pictured. The southern face always teleports to the identical slab in Area 45I.

45d. West Moor

Use the first boxed text if the PCs enter this area from the southern end; use the second if the PCs enter from the northern end.

A huge mound of rock in front of you stands almost 100 feet high. A line of weary soldiers moves toward this rock from the northern end of the plateau, winding its way through the scattered boulders on the plain. The soldiers disappear behind the rock mound.

A huge mound of rock disgorges troops in unkempt armor and ill-used weapons. About 200 soldiers mill about the edge of a precipice to the north and stare mournfully in that direction. Many of them sigh and, bowing their heads as if under some great burden, form a line of dejected souls that winds its way through scattered boulders and disappears behind another huge rock mound to the south.

These are the Soldiers of Failure. They are doomed to move ever in the direction of home, never leaving the site of their failure.

Included in this march are any PCs who have died during the course of this epic. All in this procession appear to be malnourished and almost skeletal.

If the PCs try to talk with any of these soldiers, one or two of the warriors stop and speak with them. There is a 10% cumulative chance per round they talk that they just sigh heavily and walk off.

Stopped warriors always say something to the effect of: “Why do you stop us? Do you not see that this cause is a hopeless one? We are beaten. You are beaten. None can win against such darkness and hate.”

Players must roll saving throws vs. magic for any PCs who listened to the failed warriors. If they succeed, then the PCs are able to withstand the effects of the hypnotic words. If they fail, then the PCs are overcome with *despair*.

PCs who are overcome with despair drop their weapons and join the southward procession. They repeat the litany of hopelessness when questioned and do not want to go with the party. Only a dispel magic or a convincing speech about hope and courage can break this *despair*. This speech must be composed by a player and must be original (arguments previously used on other PCs do not work again). There is a base 30% chance that this works. The DM may apply modifiers to this base chance if he thinks the player has earned them. If a player makes an astounding speech about hope and faith, then a +70% bonus to the base chance would not be out of order—but it would have to be a fantastically inspiring speech.

These warrior maintain their lethargic state until the PCs try to stop them or attempt to inspire hope in them. The speeches of faith and hope that work so well on PCs have an enraging effect on the NPCs. Those within hearing (1d10 + 3) immediately attack the PCs. On every round after the first, there is a 30% chance that 1d4 more warriors become enraged and join in the fray. These warriors do not pursue, however, and the PCs can easily escape.

The huge mounds at both ends of the plateau are actually continuous teleports. The warriors walk into the southern mound and walk out of the northern.

45e. east grove

Gnarled trees claw up into the night sky. The purple light that shines from below gives a weird, skeletal appearance to the

45f. Rock Bridge

A jagged span of stone arches into the distance from where you stand.

45g. Bog

While walking across this bog, the PCs sink to a depth (in inches) equal to 16 minus twice

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their AC. Treat negative numbers (those with AC higher than 8) as not sinking at all. Do not count the magical bonuses of armor or Dexterity bonuses into the AC. A PC with plate armor and shield (AC 2) sinks 12 inches (16-4=12), while a wizard with no armor (AC 10) has no trouble keeping up on top of the bog (16-20=-4).

45h. Night Span

A wide stone bridge, its mortar loosened and its side rails fallen, spans the gulf between two tall cliffs. Only the strange purple light shining from the depths of the gulf can be seen below.

This bridge is 100 feet long and 20 feet wide and is perfectly safe for travel.

45i. The great Moor

This rolling moor is covered in a thick, green blanket of mist. The mist collects in watery depressions, weaving amongst the gently undulating ground. Mosses cover the landscape and an occasional boulder stands like a tombstone from the moor. Shining over the boulders in the distant north is a pavilion surrounded by brilliant white light.

The moor seems somewhat spongy to walk on but easily supports the weight of the PCs. After the PCs have moved two hexes across this area, read the following:

You notice motion in the pools of mist about you. Dark shapes slowly rise from the watery depths. Their skeletal countenances grin horribly. Their words rise up to you, softly at first, but then louder and more insistent, "Join us! Join us!"

Among these skeletal figures are at least 1d4 NPCs that the PCs recognize as former companions. There are 1d6 + 4 of these apparitions.

These figures try to stop the PCs from continuing on. They mindlessly pull and drag the PCs toward the shallow pools from which they came.

Each successful attack by one of these skeletal figures (THAC0 16) temporarily drains one point from the PC's Constitution. If a PC's Constitution reaches zero, then he succumbs and sinks slowly into the bog (dead until the PCs reach the Nexus Room).

PCs must make a Constitution Check for each hex they enter. If they fail their checks, they succumb to depression and cannot continue for 10 rounds.

A slab located at the southern edge of this area is identical in shape to that found in Area 45C, but its faces are blank and it does not teleport.

45K. Final Gulf

A gulf of 100 feet separates you from the white pavilion. The shining rays from its surface bathe in a halo of white light.

45L. Citadel

A long, gentle slope of meadow leads up to a white pavilion. Past the open doorway are a pedestal and a throne. Upon the pedestal rests a red gem.

This is the Gem of the Heart. Behind the throne is a golden doorway that leads back to the Nexus Chamber (Encounter 42). If this test corresponds to the fate number for your campaign, go instead to either Encounter 45X or Encounter 45Y, whichever is appropriate for the finale of your campaign.

45X. Berem and his Sister

Add the following to the description of 45L:

On the opposite side of the throne from the pedestal, a pillar of rock stands. As you get closer, the details of this pillar begin to resemble those of a beautiful woman.

Berem hangs his head in shame, looking alternately as if he wants to run to her or flee. Suddenly the woman speaks:

"Come, Berem. All is forgiven. Let us walk the heavens together and shut the door on this world's misery."

Berem goes to the woman and holds her. The dark sky is suddenly ablaze with dawn. Outside the pavilion, grass grows and flowers bloom. In the place of Berem and the woman is a diamond gemstone.

Holding the diamond and the Gem of the Heart places the PCs back at Encounter 42. Berem is waiting there.

45Y. Destruction of The Gem

Add the following to the description of 45L.

A brilliant anvil stands opposite the gem pillar on the other side of the throne. A woman sits on the throne, weeping.

This is the spirit of Berem's sister. She explains that her tears are for her brother. Should he replace the gem, then the door may be opened for greater evil. He must destroy the stone on the anvil to stop the evil.

Berem throws himself chest down upon the anvil. Then read the following:

Berem suddenly goes limp and dies. As his last breath escapes, he rolls over to show the gemstone of his chest crushed on the anvil. The dark sky is suddenly ablaze with dawn. Outside the pavilion, grass grows and flowers bloom. Berem and his sister disappear with the light of dawn. In the place of Berem is a diamond gemstone.

Holding both the diamond and the Gem of the Heart places the PCs back at Encounter 42. Berem is waiting there.

Epilogue: The Gates of Darkness

46. awakening

A fresh breeze washes gently over the mountains in the as the day dawns. A rosy glow blankets the encircling peaks to the east while stars glitter in the deep blue overhead. The towering mountain crags stop abruptly at the edge of the polished surface of a circular stone that mirrors the star-studded sky. Silent obelisks stand about its perimeter, surrounding a group of figures lying peacefully in the center of this peaceful place.

This is Godshome. The pillars represent the gods of Krynn.

The PCs awaken to find themselves on the circular stone. Voices address the PCs from the pillars.

Welcome, heroes of Krynn! The gods of good greet you and offer words of hope and caution. Now is the time for all to prepare for the final assault against the darkness that oppresses Krynn.

Even now, mighty armies of good converge on the plains of Neraka. The haughty armies of the Dragon Highlords will not allow a siege, so there is to be a titanic battle on the plains west of that most evil of cities.

Your presence is required at Neraka. Contact the Whitestone forces and decide where your talents would be best used: leading the armies of good or quietly entering the city and destroying the source of the evil plaguing Krynn. Each of you must decide which way you choose to aid this final battle.

Now the gods pronounce a blessing on the PCs through the highest level cleric available. This blessing enjoins them to ignore the temptations that they will experience, for the gods of good will continue to bless them and guide them so long as they are true to their mission and calling-.

“Hear me now, mortals of Krynn, and receive the council of the creators. The end of your journey is now before you, but the road is uncertain and treacherous.

Know that good redeems its own. If the blessed are true, then shall the might of the gods go with them. Go with the hopes of many.

Know that evil consumes its own. If the temptress entangles you, then you are lost. Deny all temptation to renounce your quest.

Know that the balance must be. If the darkness hides the lamp, the lamp does not die. Seek for the good amid the evil.

Know that man's will swings the balance. When you choose your destiny, the destiny of the world is decided. Choose your path wisely.

Read only one of the following sections of boxed text-the section corresponding to the fate number found in this adventure.

Fate Number 1

Greatness walks among you. If the mage be no wizard, then his power is of us. Spend not his strength until he comes before the Queen.

Fate Number 2

The madman walks the world twice. If the lance be in his hand, he will again do the deed. He seals the gates in the council of evil.

Fate Number 3

The lance may close the gate. If a life is forfeit to save the world, it is not lost in vain. With the lance through the portal may a hero destroy evil.

Fate Number 4

The stoneman walks in disguise. If taken before the Queen shall his nature be revealed. In the council chamber shall he prevail.

Fate Number 5

The stone-hearted one holds the key. If the foundation is found, then the souls can be one. His fate lies far below evil councils.

Fate Number 6

The life-giving stone threatens peace. If the stone is taken whole, then shall the Queen rejoice. And anvil on high shall crush its power.

Read the following to all after reading the proper section above.

Now our blessing goes with you. Your fate is in your hands, yet shall our influence guide your decisions. Choose for yourselves the paths you take. May your choices be wise for the sake of the world.

This blessing, now intoned, gives the players the following benefits for the rest of the DRAGONLANCE® saga:

* Fortuitous Meetings: In cases where friendly help might be available (e.g., if a member of the underground has a chance of being in the same tavern with the PCs) and the PCs are in need of help, then that help is there.

* Presence: When the PCs are hiding, the chance of being noticed is halved. In cases where the PCs do wish to be noticed, the chance is doubled.

* Sincerity: PCs receive a +10% bonus when checking to see if an NPC believes them. This works on both good and evil NPCs.

* Dragonlances: Two footman's Dragonlances appear beside the PCs as the blessing is bestowed. The PCs may need these to defeat the Dark Queen.

Masters of the War

Ariakas (Emperor of Dragons)

23d-Level Cleric/10th-Level Fighter

| | |
|-----------------|-----------------|
| Strength 15 | Dexterity 12 |
| Intelligence 13 | Constitution 11 |
| Wisdom 18 | Charisma 15 |
| THACO 9 | Hit Points 88 |
| Armor Class -2 | Movement 12" |

Wears plate mail + 4, carries mace + 3 and shield

Ariakus is the personification of ambitious evil. A competent fighter in his younger days, he cast aside the study of war when he discovered the pure evil of the Dark Queen. His life has been dedicated to her service, and he has risen in power correspondingly.

Ariakus is now the highest of the Dragon Highlords, answering only to Takhisis. His power is immense and has led to the development of his only weakness: arrogance. Ariakus is so confident of his supreme abilities that he has a tendency to be careless in estimating the strengths of his enemies. He does not give them credit for their abilities, and consequently his plans often contain weaknesses that clever opponents can capitalize on.

Lucien (White Dragon Highlord)

12th-level Fighter

| | |
|-----------------|----------------|
| Strength 14 | Dexterity 13 |
| Intelligence 15 | Constitution 9 |
| Wisdom 14 | Charisma 7 |
| THACO 10 | Hit Points 59 |
| Armor Class -2 | Movement 12" |

Wears plate mail +4, carries sword of life stealing +4 and shield

Lucien is the most crafty and political of the Highlords. His emotionless face belies nothing of the fevered mind constantly working to enhance his position and power. Though quiet, he is quick to seize on any opportunity that could better his position. His greatest weakness is that his preoccupation with manipulating others often causes him to misjudge their motivations.

Toede

8th-Level Hobgoblin Fighter

| | |
|----------------|-----------------|
| Strength 16 | Dexterity 10 |
| Intelligence 8 | Constitution 16 |
| Wisdom 11 | Charisma 6 |
| THACO 14 | Hit Points 49 |
| Armor Class 4 | Movement 9" |

Wears scale mail +1, carries bastard sword +1, sling, and shield

Toede is the Dragon Highmaster in charge of Balifor. He gained his rank by surviving when his superiors did not. He is a slothful, cowardly bully, full of bluster and threats when he has the upper hand, but a sniveler and whiner around superiors.

He possesses a crude cunning, and is quick to escape when the going gets tough. He is a backstabber and shamelessly shifts blame to others. He resents Kitiara greatly and may take risks to outshine her in the eyes of his superiors.

Salah-Kahn (Black Dragon Highlord)

13th-Level Fighter

| | |
|-----------------|-----------------|
| Strength 17 | Dexterity 17 |
| Intelligence 14 | Constitution 12 |
| Wisdom 6 | Charisma 8 |
| THACO 8 | Hit Points 70 |
| Armor Class -3 | Movement 12" |

Wears chain mail +5, carries two-handed sword +3

Salah Kahn always hides his face behind wrapped black cloth. This is more than just mystique, for Khan has no face. His features were destroyed in a long-ago duel with a wizard, leaving nothing but gaping holes.

Kahn believes in carving his way to the top with stealth and ruthlessness. None who stood in his way long survived. His skill is great and his vengeance terrible. His greatest weakness is rage which, when set afire, makes him reckless and unthinking.

Bakaris (Blue Dragon Lieutenant)

11-Level Fighter

| | |
|-----------------|-----------------|
| Strength 16 | Dexterity 12 |
| Intelligence 10 | Constitution 15 |
| Wisdom 14 | Charisma 13 |
| THACO 10 | Hit Points 58 |
| Armor Class 2 | Movement 12" |

Wears plate mail +1, carries two-handed sword of life stealing +2, two poisoned daggers

Bakaris is a handsome, young lieutenant in the service of Kitiara. He is the second in command of the Blue Dragonarmy, yet he is more devoted to Kitiara than to the rest of the Dragonarmy.

Bakaris originally came from the area of the Estwilde where his wild spirit and fearsome temper caused problems for him. The darkness of his heart and his constant lust for pleasure are his greatest weaknesses.

Berem Everman

6th-Level Ranger

| | |
|-----------------|-----------------|
| Strength 12 | Dexterity 12 |
| Intelligence 15 | Constitution 13 |
| Wisdom 11 | Charisma 13 |
| THACO 16 | Hit Points 44 |
| Armor Class 10 | Movement 12" |

Wears no armor, carries short sword and two daggers

Berem was first encountered in DL4 as a crazed old man. He shaved his beard and now appears younger, but still weathered. There is a 10% chance that any PC (except Kronn or Serinda) notices something familiar about him. He speaks little and avoids socializing with others.

Berem is a hunted man and only seeks to remain free and unnoticed. He is both fearful of and fascinated by the Dragon Highlords. He is aware of his inability to die, but will not reveal this to others. He faces his trials with the sullenness of an unwilling martyr. The threat of capture by the Dragon Highlords sends him into a frenzy.

Imbedded in Berem's chest is a dull, gray, fist-sized gem. This mysterious gem cannot be removed and makes him immortal. When the gem is healing him, it glows green. The Dark Queen wants this gem and her people are searching for the man who has it.

Masters of the War

Kitiara

14th-Level Fighter

| | |
|-----------------|-----------------|
| Strength 14 | Dexterity 18 |
| Intelligence 13 | Constitution 14 |
| Wisdom 7 | Charisma 14 |
| THACO 8 | Hit Points 65 |
| Armor Class -2 | Movement 12" |

Wears dragon plate +1, carries bastard sword +3, crossbow of speed, dagger

Kitiara is the Blue Lady of the Dragon Highlords. She rules over all the blue Dragon-armies and reigns over their conquered territories with a tempestuous hand.

Kitiara is the older sister of Caramon and Raistlin. Her early history is recounted in DL5, *Dragons of Mystery*, and an account of how she became a Dragon Highlord is given in DL8, *Dragons of War*.

Kitiara has a wild spirit and often goes through drastic mood swings in short periods of time. She is driven by her emotions, most notably her thirst for adventure and power. It was this side of her that appealed to Tanis who found the strictures of elven society monotonous.

Kit has struck a bargain with Soth, the death knight. For his aid she has promised him Laurana's soul. It matters little to Kitiara that she cannot enforce such a promise. It is a detail she will take care of once she becomes empress of all Krynn.

Lord Soth

Death Knight

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

Wears plate mail +3, carries two-handed sword +3

Soth was an ancient Lord Knight of Solamnia at Dargaard Keep. Through his own foolish acts he called a terrible doom upon himself and his associates, including his loyal Knights.

Now he broods in his dark castle, with groaning spirits singing a never-ending dirge of his folly. He is a darkened soul. The Blue Lady has made a contract with him that brings him into this war of men and dragons on the side of evil.

The promise made him is Laurana as a bride.

In the days before the Cataclysm, Lord Soth was a Knight of the Rose whose domain extended from Dargaard Keep well into both

the Solamnic Plain to the west and the Estwilde to the east. His core of 16 warrior Knights were fiercely loyal to him. Yet Seth was troubled-his wife was barren and he was thus without an heir.

His desire for an heir became an obsession after he spied an elven maid bathing in a nearby river. He soon discovered that the maiden was traveling with a group of elven cleric women from Palanthus to Istar.

In a complex plan, he lied to the elven maiden, marrying her in secret though his first wife still lived. This was against the law of the Knights and the faith of Istar. The elven clerics consented to the act for dark purposes of their own.

The elven girl soon bore a son in the secret place where she was kept. Soth then murdered his first wife and claimed that she died in childbirth and proclaimed the elven child as the rightful heir to Dargaard. As soon as possible, the elven girl was brought to the Keep to live and care for the child.

Yet the girl had visions of the impending doom in Istar and called upon Soth to sally forth and stop the Kingpriest from his folly. Soth began the journey, but he was stopped by the elven clerics. These women threatened to disclose the truth of his foul deeds if he did not turn back. Thus Soth turned from his course and began the journey back home.

Before his return, the Cataclysm struck and sundered the world into darkness. Though much was destroyed on that day, all of Dargaard remained intact and none died there save two. The elven girl and her child staggered into the throne room and were crushed when the great chandelier fell upon them.

When Soth at last returned, he found their bodies burned into the stone before his throne; no cleansing would remove their images. Thus did Soth sit upon his throne and await his own death...yet it never came. The elven women clerics were damned by the gods to be his servants and sing of his folly each night. His Knights remain loyal, even in death. Each night he is at Dargaard, Lord Soth sits on his throne, listens to the song of his folly, and stares upon the images of the elven girl and child.

Laurana's image reminds him much too strongly of the girl for whom he lost his soul. In some twisted way he desires her and believes that through her he may be released from his nonexistence.

He casts wall of ice at will, generates fear in a 5-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-hit dice fireball.

Paladine

God of Good

Paladine often takes a direct hand in aiding his followers on Krynn. Many believe that Paladine took the form of Huma centuries ago and drove the evil dragons from the face of Krynn during the Age of Dreams. Paladine's constellation traditionally guards the Gate of Souls, keeping the dragons from returning.

Paladine has the powers and statistics of Bahamut, the platinum dragon (see page 33 of the *Monster Manual*).

Pyrite

Ancient/Huge Gold Dragon

Pyrite is a companion of Fizban the Fabulous. The two of them have wandered, for quite some time across the face of Krynn.

Pyrite is rather cantankerous and somewhat senile. From time to time he laps into believing he is still fighting the old Dragon Wars that ended centuries ago. He has a set of magical wings that he wears for show, since gold dragons have no wings.

Queen of Darkness

Goddess of Evil

Also known as Takhisis, the Queen of Darkness is worshiped, by the Dragon Highlords, the draconians, and the humans of the Dragonarmies. She commands the evil forces from her temple in the heart of Neraka.

Takhisis has the powers and statistics of Tiamat, the chromatic dragon (see page 32 of the *Monster Manual*).

Young Sturm

2d-Level Fighter

This is not really Sturm, but merely a creation of Paladine's tests. His demeanor is that of a Knight and he lives up to all the most important codes of Knighthood.

New Monsters

Revenants

FREQUENCY: *Very Rare*
APPEARING: *1d20*
ARMOR CLASS: *10*
MOVE: *9"*
HIT DICE: *8*
% IN LAIR: *80%*
TREASURE TYPE: *Nil*
ATTACKS: *1*
DAMAGE: *2d8*
SPECIAL ATTACKS: *Paralyzation*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *See below*
INTELLIGENCE: *See below*
ALIGNMENT: *Neutral*
SIZE: *M*
XP VALUE: *1, 275 + 10/hp*

Under exceptional circumstances, some who die a violent death return from beyond the grave to wreak vengeance on their killers. The Cataclysm killed the inhabitants of this region and now they seek revenge on those responsible for their demise. The problem is that the revenants are unaware of whom they must wreak their vengeance upon.

These revenants are in most respects identical to those found in the *FIEND FOLIO™* tome, pages 75-76. However, these revenants have not decomposed and have remained trapped on this plain. Once a revenant leaves the area of the protected streets, the decomposition process begins at the normal rate listed in the *FIEND FOLIO* book.

Any revenant encountered steps up to the nearest PC and asks, in an earnest and desperate voice, "Are you the One?" Should the PC answer in the affirmative, then the revenant tries to destroy that PC. If the answer is no, then the revenant cries out in a terrible wailing voice that seems to shake the stones around the characters. Then it asks, "Do you know where we may find the One?" If the answer to this question is also negative, then the revenant again wails and then proceeds with the same sequence for the next PC. If all the PCs' answers are negative, then the revenant moves off without any further comment or action.

If the answer to the second question is "Yes," then the revenant glares at the PC, grips him by the shoulder, and says, "Come with me!" It then moves by the most direct route to Encounter 44S, where your explanation of who it is they are looking for must be given.

A revenant that is attacking stares into the eyes of its victim. This stare requires a save vs. magic or the victim is paralyzed with terror for 2d4 rounds.

Revenants are immune to being *turned* or destroyed by clerics and holy/unholy symbols, holy water, and other religious artifacts do not affect them.

A revenant can regenerate 3 hit points per round—limbs slither together and re-create the revenant no matter how damaged it was. It can also regenerate these points after reaching 0 hit points except in the case of burn damage. Fire is the only attack that inflicts irreparable damage to a revenant.

Wemic

FREQUENCY: *Very Rare*
APPEARING: *2d8*
ARMOR CLASS: *6(5)*
MOVE: *12"*
HIT DICE: *5 + 8*
% IN LAIR: *50%*
TREASURE TYPE: *B*
ATTACKS: *2 claws, 1 weapon*
DAMAGE: *1d4/1d4 or weapon*
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENSES: *Surprised on a 1*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Average*
ALIGNMENT: *Neutral*
SIZE: *L (7 ft. long)*
XP VALUE: *200 + 7/hp*

Wemics are large lion-centaurs that roam the far plains of Nordmaar. They have worked in harmony with the government there for many years. However, they are a most pragmatic race and saw that the victory of the Dragon Highlords was the most likely event. So it was that great bands of wemics united together under Highlord rule.

This fierce and proud race has served the Highlords well, but their pragmatism may well work to sway them to the Whitestone side now that the war has turned.

Dreamwraith

FREQUENCY: *Very rare*
APPEARING: *1d4*
ARMOR CLASS: *3*
MOVE: *Variable*
HIT DICE: *8*
% IN LAIR: *100%*
TREASURE TYPE: *Nil*
ATTACKS: *1*
DAMAGE: *1d10 or by weapon*
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *20%*
INTELLIGENCE: *Of modeled creature*
ALIGNMENT: *Chaotic Evil*
SIZE: *M*
XP VALUE: *Creature mimicked +10%*

Dreamwraiths are the violent creations of the subconscious. These creatures can appear in many forms but in this adventure they take the form of the dead, decaying visages of former friends and allies.

Dreamwraiths always attack with berserker fury, gaining +1 on every initiative check. Dreamwraiths are not undead and therefore cannot be turned.

DRACONIANS

Draconians, or dragonmen, are special troops of the Dragon Highlords. They are more predictable than human forces and more apt to follow orders than the ogres and goblins that make up the bulk of the army. Draconians are not frightened by dragon awe, rather they seem to rally around the evil dragons.

Draconians gain +1 to hit when within 12" of the particular evil dragon they serve.

Five types of draconians have been encountered thus far: the stony Baaz, the magic-wielding Bozaks, the poison-tongued Kapaks, the shape-shifting Sivaks, and the ultra-powerful Auraks.

The first three types of draconians have wings, but only the Sivaks can truly fly. The three movement rates given are for walking, running while flapping wings, and gliding. They can glide a distance of four times the height they launch from.

A fifth type of draconian is introduced here, the mind-bending Auraks. Auraks do not possess wings and cannot fly, but they do possess a limited dimension door ability.

Draconians serve many roles for the Dragon Highlords. Kapaks, wielding poison blade and arrow, are used as assassins and archers. The magic-using Bozak, wielding short swords, are used as special forces and to command draconian squads. Sivaks form the elite forces, wearing heavy armor and able to swing two-handed swords easily. Baaz are the common soldiers, the bulk of the troops. They are often used to scout as they can disguise themselves in robes. Finally, the Auraks are rare and special generals of the draconian armies. They are also used as special agents who can pass undetected among humans.

Those who have played DL9, *Dragons of Deceit*, discovered that draconians are created by corrupting good dragon eggs. Baaz are derived from brass eggs, Bozaks from bronze eggs, Kapaks from copper eggs, Sivaks from silver eggs, and Auraks from gold eggs. These are the very eggs that the Queen of Darkness swore to protect in return for the good dragons' pledge not to interfere in her war against the peoples of Krynn.

The corruption of the eggs is the work of an evil triad, Wyrllish the cleric, Dracart the mage, and the ancient red dragon Harkiel, the Bender. Through arcane spells they cause the eggs to grow and its occupants to multiply. Then Wyrllish opens the gate to the Abyss, and souls of the Dark Queen's minions, the abishai, rush forth to inhabit the new bodies.

Draconians are creatures of magical origin and when they are slain, the odd enchantments that formed them create spectacular and deadly death scenes.



AURAK

| | |
|--------------------------|----------------------------|
| FREQUENCY: | <i>Rare</i> |
| # APPEARING: | 1-2 |
| ARMOR CLASS: | 0 |
| MOVE: | 15" |
| HIT DICE: | 8 |
| % IN LAIR: | 10% |
| TREASURE TYPE: | K, L, N, V |
| # ATTACKS: | 2 or 1 |
| DAMAGE: | 1d8 + 2 (x2) or spell |
| SPECIAL ATTACKS: | <i>Spells & Breath</i> |
| SPECIAL DEFENSES: | <i>Save at +4</i> |
| MAGIC RESISTANCE: | 30% |
| INTELLIGENCE: | <i>Exceptional</i> |
| ALIGNMENT: | <i>Lawful Evil</i> |
| SIZE: | M (7 ft.) |
| PSIONIC ABILITY: | <i>Nil</i> |
| XP VALUE: | 1,800 + 10/hp |

Auraks are the special agents of the Dragon Highlords. They are the most powerful of all draconians and the most devious.

In natural form, Auraks appear to be 7-foot-tall, sinewy draconians with short tails and no wings.

Auraks cannot fly, but move as fast as other draconians on the ground, moving 15" running or swimming. Auraks, however, do possess a limited ability to dimension door up to 6" away, three times per day at will.

The senses of Auraks are heightened so that

they have infravision good to 60 feet, and can detect hidden and invisible creatures within 4". They can also see through all illusions.

Auraks have several natural defenses that they can invoke at will. They can turn invisible once each turn until they attack. They can *polymorph self* into the shape of any animal their size, three times per day. But the most diabolical ability is to change self three times per day to resemble any individual human or humanoid and to perfectly imitate its voice. This effect only lasts for 2d6 + 6 rounds.

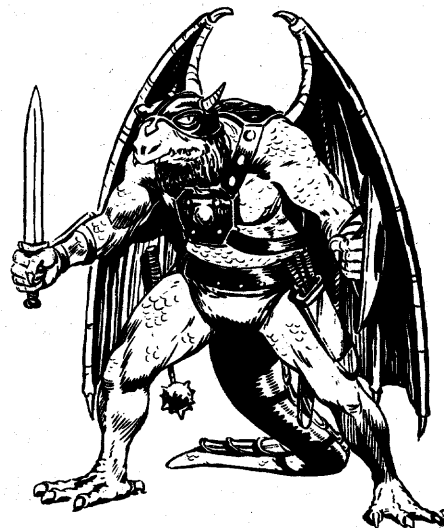
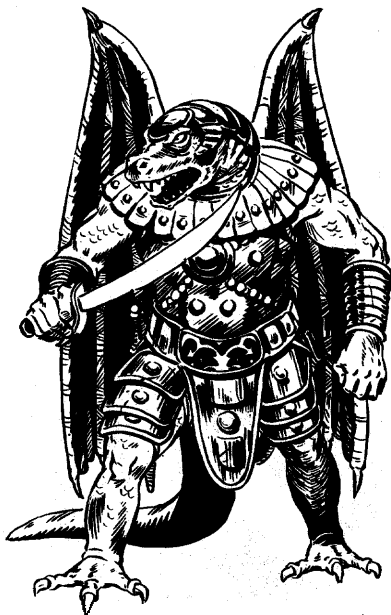
Auraks have three modes of attack. They can generate blasts of energy from each of their hands (1d8 + 2 damage with each), striking targets up to 6" distant. When using *change self*, they appear to be using the appropriate weapon, but are really attacking with energy blasts. They also may attack with claws and fangs (1d4/1d4/1db). Three times per day they can breathe a noxious cloud (5-foot range). Victims caught in the cloud must save vs. breath weapon for half damage or suffer 20 points of damage and be blinded for 1d4 rounds.

Auraks can also cast two spells each of 1st to 4th-level magic-user spells. Their preferred spells include these: enlarge, shocking grasp, ESP, stinking cloud, blink, lightning bolt, fire shield, and wall of fire.

The Auraks' most insidious power is mind control. They can use suggestion once per turn at will, but they must concentrate. And once per day they may mind control one creature of equal or fewer hit dice for 2d6 rounds through unbroken concentration. Mind control lets the caster control the actions of the target as if it were his own body. The target may try to save vs. breath weapon to avoid the effect.

When an Aurak reaches 0 hit points, it does not die, but immolates itself with eerie green flames and enters a fighting frenzy (+2 to hit and damage). Anyone attacking it suffers 1d6 points of damage each round from the flames, unless a save vs. petrify is made. Six rounds later, or when the creature reaches -20 hit points, it transforms into a whizzing ball of lightning, striking as a 13-HD monster and causing 2d6 points of damage to those struck. Three rounds later it explodes with a thunderous boom, stunning all within 10 feet for 1d4 rounds (2d4 if underwater) and causing 3d6 points of damage to all within 10 feet (no save allowed). Any items within range must save vs. crushing blow or be destroyed.

Draconians



BAAZ

| | |
|--------------------------|------------------------------|
| FREQUENCY | <i>Uncommon</i> |
| # APPEARING: | 2d10 |
| ARMOR CLASS: | 4 |
| MOVE: | 6"/[15"/]18" |
| HIT DICE: | 2 |
| % IN LAIR: | 5% |
| TREASURE TYPE: | <i>J, K, L, U</i> |
| # ATTACKS: | 2 or 1 |
| DAMAGE: | 1d4/1d4 or by weapon |
| SPECIAL ATTACKS: | <i>None</i> |
| SPECIAL DEFENSES: | <i>None</i> |
| MAGIC RESISTANCE: | 20% |
| INTELLIGENCE: | <i>Average</i> |
| ALIGNMENT: | <i>Lawful Evil (Chaotic)</i> |
| SIZE: | <i>M (51/2ft.)</i> |
| PSIONIC ABILITY: | <i>Nil</i> |
| XP VALUE: | 81 + 1/hp |

Baaz are the smallest of their species and are the most plentiful of the draconians. They are the Dragon Highlords' common ground troops. At the bottom of the draconian social order, these draconians often tend to be chaotic in nature and self serving when they can get away with it.

Baaz are often encountered in disguise. They conceal their wings under robes and, wearing a large hood and mask, can pass through civilized lands as spies.

When a Baaz reaches 0 hit points, it turns into a stone statue. The person who struck the death blow must make a Dexterity Check at -3 or his weapon is stuck in the statue. The statue crumbles to dust within 1d4 rounds, freeing the weapon. Its armor and weapons remain.

BOZAK

| | |
|--------------------------|----------------------|
| FREQUENCY: | <i>Uncommon</i> |
| # APPEARING: | 2d10 |
| ARMOR CLASS: | 2 |
| MOVE: | 6"/[15"/]18" |
| HIT DICE: | 4 |
| % IN LAIR: | 15% |
| TREASURE TYPE: | <i>U</i> |
| # ATTACKS: | 2 or 1 |
| DAMAGE: | 1d4/1d4 or by weapon |
| SPECIAL ATTACKS: | <i>Spells</i> |
| SPECIAL DEFENSES: | <i>Saves at +2</i> |
| MAGIC RESISTANCE: | 20% |
| INTELLIGENCE: | <i>High</i> |
| ALIGNMENT: | <i>Lawful Evil</i> |
| SIZE: | <i>M (6ft. +)</i> |
| PSIONIC ABILITY: | <i>Nil</i> |
| XP VALUE: | 175 + 4/hp |

Bozaks are magic wielders and can cast spells as 4th-level magic-users. Very intelligent, they are cruel and cunning warriors, sparing a life only if it benefits them.

Their favored spells: burning hands, enlarge, magic missile, shocking grasp, invisibility, levitate, stinking cloud, and web.

When a Bozak reaches 0 hit points, its scaly flesh shrivels and crumbles from its bones in a cloud of dust. Then the bones explode, causing 1d6 points of damage to all within 10 feet (no saving throw).

KAPAK

| | |
|--------------------------|--------------------|
| FREQUENCY: | <i>Uncommon</i> |
| # APPEARING: | 2d10 |
| ARMOR CLASS: | 4 |
| MOVE: | 6"/[15"/]18" |
| HIT DICE: | 3 |
| % IN LAIR: | 15% |
| TREASURE TYPE: | <i>K, L, M</i> |
| # ATTACKS: | 1 |
| DAMAGE: | 1d4 |
| SPECIAL ATTACKS: | <i>Poison</i> |
| SPECIAL DEFENSES: | <i>Acid Pool</i> |
| MAGIC RESISTANT : | 20% |
| INTELLIGENCE: | <i>Average</i> |
| ALIGNMENT: | <i>Lawful Evil</i> |
| SIZE: | <i>M (6ft.)</i> |
| PSIONIC ABILITY: | <i>Nil</i> |
| XP VALUE: | 105 +3/hp |

Kapak are distinguished by their venomous saliva, which paralyzes victims for 2d6 turns if they fail to save vs. poison. They often lick their weapons (takes one round) before attacking. This venom lasts three rounds.

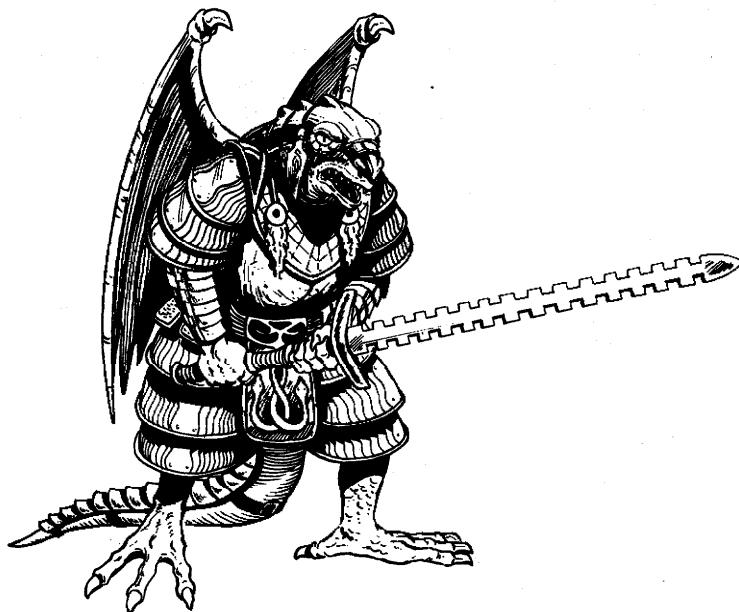
Kapak are larger than Baaz and often bully and abuse their smaller cousins. Because of the Kapak's venomous nature, the Dragon Highlords employ these draconians as assassins as well as warriors. Kapak are sly and cunning, seeking to lure prey into traps and tripping foes to gain an advantage.

When a Kapak reaches 0 hit points, its body instantly dissolves into a 10-foot-wide pool of acid. All within the acid pool take 1d8 points of damage each round they remain there. The acid evaporates in 1d6 rounds. All items possessed by the Kapak are useless.

Draconians

Sivak

FREQUENCY: *Uncommon*
APPEARING: *2d10*
ARMOR CLASS: *1*
MOVE: *6"/[15"/18"]*
HIT DICE: *6*
% IN LAIR: *10%*
TREASURE TYPE: *Q*
ATTACKS: *3*
DAMAGE: *1d6/1d6/2d6*
SPECIAL ATTACKS: *None*
SPECIAL DEFENSES: *+2 saves*
MAGIC RESISTANCE: *20%*
INTELLIGENCE: *High*
ALIGNMENT: *Neutral Evil*
SIZE: *L (9 ft.)*
PSIONIC ABILITY: *Nil*
XP VALUE: *350 + 6/hp*



Sivaks are used both on the battlefield and as spies. They normally attack with both claws (1d6 points of damage each) or a wicked-edged sword (1d10 points of damage). They can also attack with their long, armored tails (2d6 points of damage) when in draconian form.

Sivaks are shapeshifters, capable of changing their form under two conditions. When they slay a humanoid of their size or smaller, they may take the forms of their victims. They do not gain the memories, experiences, or spell use of their victims and, like all draconians, still radiate magic, but their appearances and voices are exact matches to those of their victims. Sivaks may choose to change back to their normal forms, but may not polymorph again until they find more victims.

Sivaks also change shape when slain, assuming the forms of their slayers. These death shapes last for three days, then the bodies decompose into black soot. If the slayers are not humanoid or are larger than the Sivaks, the Sivaks burst into flame, causing 2d4 points of damage to all within 10 feet (no saving throw).



Rumors

Some of the NPCs encountered during this adventure know rumors that relate to the PCs' quest. These rumors may or may not be true. If an NPC is noted in the text as one who

knows a rumor, roll 1d20 on the Rumor Chart to determine the rumor he gives the PCs. You may also roll on the chart if the PCs encounter an NPC who is favorably disposed toward the

PCs (either because of alignment, similar goals, etc. or because of a favorable NPC reaction check).

Rumor Chart

| Roll | T/F | Rumor | Roll | T/F | Rumor |
|------|-----|---|------|-----|---|
| 1 | T | The dragon highlords are up to something big. Orders have been leaving Neraka regularly and the caravans have been increasing. | 11 | T | Some who have gone up the glaciers say that the road under the world is entered there. |
| 2 | T | Sure have been a lot more caravans moving through these parts. Most head toward Neraka but few return. | 12 | T | There are rivers of death and fire under the Taman Busuk. Where they lead none know. |
| 3 | T | No one gets into the Dark Temple without a special pass. Each is signed by the Highlord's own staff and always describes the user. | 13 | T | The Glitterpalace was once said to exist in this area. Some have seen its strange entrance in the most unexpected places. |
| 4 | T | They've been doing some work on a new flying citadel up in the mountains but haven't finished yet. | 14 | T | Ancient legends told of the Tests of the Gods that showed survivors the true path to their destiny. |
| 5 | T | Stay away from the heart of the mountains! That's Godshome country and no one needs to disturb the sleep of the gods! | 15 | T | There are ancient signposts on the plains of the Taman Busuk, but no one who follows them is ever seen again. |
| 6 | T | A person without proper authority won't get far in this territory. There's a lich guarding the pass into Neraka. No one has slipped past him yet! | 16 | F | The treasure of the dwarves is hidden down beneath the ground and can only be found by those willing to risk the fiery depths. |
| 7 | T | Dragons fly over the entire plain from their bases. They look down and search for escaped slaves and spies. | 17 | F | Those who go to Godshome never leave. |
| 8 | T | Not all the Dragonarmy is sitting right on the front! There are plenty of patrols that search the plains day and night. | 18 | F | The foggy vale to the south is the home of good spirits who are now restless for some reason. |
| 9 | T | There are strange roads under the plains-roads the Highlords have not yet explored. | 19 | F | The Queen of Darkness has placed many cunning traps all about the land. These traps often lure spies to their deaths. |
| 10 | T | Some who have gone into volcanoes have claimed that there are entrances to underground roads there. | 20 | F | The Queen of Darkness has given her armies a new magic that will sunder the Whitestone forces. They await the right time to unleash this power. |



Council Cards



Have the players read these cards in the order given.

CUT-OUT CARDS

Card #1

“Welcome and well met, brave and mighty Heroes of the Lance! I, Lord Gunthar, again greet you and welcome you. If only our time was less desperate and our need less great, we...”

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Card #5

“A second plan involves disguising you as merchants. There have been many merchants passing into the Dragon Empire lands of late and this may be a good disguise for you. We have three merchant wagons with supplies ready.”

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Card #2

“Lord Gunthar, you windbag, sit and let us get on with this. Our problem is simple, the solution is somewhat more difficult. The Highlord army is now pressed back into its homeland, but it has just burst through our lines with the use of great flying castles. You may be our last hope in this struggle.”

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Card #6

“A third plan involves disguising you as members of the Dragonarmy. We have 12 uniforms captured from mercenaries in the course of battle, but we have no knowledge of which units they belong to or how their command structure works.”

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Card #3

“The Dragon Empire will destroy us within a few weeks unless you can somehow manage its overthrow. You must enter the heart of the evil and bring it down. We have developed several plans for your consideration.”

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Card #7

“Ah! Nonsense! What folly! These are the greatest heroes of our age and you wish to risk all on such contrivances? I say that stealth is the best answer—soft steps by night is the way into Neraka! Send our only hope into enemy lands in creaking supply wagons or broadcast their arrival on painted-up silver dragons? Bah!”

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Card #4

“The first plan involves disguising good dragons to appear evil. We have four large and old silver dragons upon which we can create the illusion that they are blue or black dragons. These are sufficient to take you on this mission.”

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Card #8

“Well, whatever happens, we can only get your group behind the enemy’s lines. It is up to you to choose how you will make the journey.”

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Council CARDS



CUT-OUT CARDS

Card #5

Card #1

Card #6

Card #2

Card #7

Card #3

Card #8

Card #4



Saga questionnaire

Please take a few minutes to complete this questionnaire. We want your impressions about the DRAGONLANCE® series of adventures to help us produce more of what you want.

Name _____
 Address _____
 City/State/Zip _____
 Date of Birth _____

1. Sex: _____ Male _____ Female
2. How many years have you been playing role-playing games?
 Under 1 year 1-2 years
 3-4 years 5 or more years
3. In the time you have played, has your interest in RPGs increased or decreased? (Circle one)
4. When you play RPGs, do you usually play adventures from TSR or from another game company? (Circle one)
5. How much time do you spend playing RPGs each week (on average)?
 0-5 hours 6-10 hours
 11-20 hours More than 20 hours
6. What other TSR® products do you own or play?
- | | Own | Play |
|--------------------------------|--------------------------|--------------------------|
| D&D® Basic Set | <input type="checkbox"/> | <input type="checkbox"/> |
| D&D Expert Set | <input type="checkbox"/> | <input type="checkbox"/> |
| D&D Companion Set | <input type="checkbox"/> | <input type="checkbox"/> |
| D&D Masters Set | <input type="checkbox"/> | <input type="checkbox"/> |
| D&D Immortals Set | <input type="checkbox"/> | <input type="checkbox"/> |
| AD&D Game | <input type="checkbox"/> | <input type="checkbox"/> |
| AD&D Gamebooks | <input type="checkbox"/> | <input type="checkbox"/> |
| ENDLESS QUEST® Books | <input type="checkbox"/> | <input type="checkbox"/> |
| ONE-ON-ONE™ Gamebooks | <input type="checkbox"/> | <input type="checkbox"/> |
| CAR WARS™ Gamebooks | <input type="checkbox"/> | <input type="checkbox"/> |
| MARVEL SUPER HEROES™ Game | <input type="checkbox"/> | <input type="checkbox"/> |
| MARVEL SUPER HEROES® Gamebooks | <input type="checkbox"/> | <input type="checkbox"/> |
| DRAGON® Magazine | <input type="checkbox"/> | <input type="checkbox"/> |
| STRATEGY & TACTICS® Magazine | <input type="checkbox"/> | <input type="checkbox"/> |
| DUNGEON™ Gaming Magazine | <input type="checkbox"/> | <input type="checkbox"/> |
| SPI® Games | <input type="checkbox"/> | <input type="checkbox"/> |
| TSR Board Games | <input type="checkbox"/> | <input type="checkbox"/> |
7. Please rate your overall impression (readability, playability, presentation, enjoyment, etc.) of the following DRAGONLANCE® adventures.
 4 = excellent 3 = good 2 = fair
 1 = poor 0 = no opinion
- | | |
|------------------------|--------------------------|
| DL1 Dragons/Despair | <input type="checkbox"/> |
| DL2 Dragons/Flame | <input type="checkbox"/> |
| DL3 Dragons/Hope | <input type="checkbox"/> |
| DL4 Dragons/Desolation | <input type="checkbox"/> |
| DL5 Dragons/Mystery | <input type="checkbox"/> |
| DL6 Dragons/Ice | <input type="checkbox"/> |
| DL7 Dragons/Light | <input type="checkbox"/> |
| DL8 Dragons/War | <input type="checkbox"/> |
| DL9 Dragons/Deceit | <input type="checkbox"/> |
| DL10 Dragons/Dreams | <input type="checkbox"/> |
| DL11 Dragons/Glory | <input type="checkbox"/> |
| DL12 Dragons/Faith | <input type="checkbox"/> |
| DL13 Dragons/Truth | <input type="checkbox"/> |
8. Compared to other RPG adventures (from any game company) you have played, would you say those of the DRAGONLANCE series are:
 Some of the best
 Above average
 Average
 Below average
 Some of the worst
9. Do you feel the DRAGONLANCE adventures came out too fast for your campaign to keep up with? Yes No
10. If all of the DRAGONLANCE adventures were to be cleaned up (standardized format, incorporate errata, sourcebook at beginning, etc.) and bound into a hardback or softback collector's edition book, would you be interested in buying it?
 Yes (hardback) Yes (softback)
 No
11. In the first DRAGONLANCE saga questionnaire (in DL5), many of you expressed interest in a DRAGONLANCE boardgame. In response TSR designed DL11, *Dragons of Glory* (see, we do listen to you!). We would like your opinion of this product (check all that apply).
 Enjoyed it very much
 Would like to see more introductory boardgames
 Should have been simpler
 Should have been harder
 Didn't like it
 Didn't understand it
 Haven't played it yet
 Haven't bought it yet
 Do not want to play boardgames
12. What do you like most about the DRAGONLANCE series?

13. What do you like least about the DRAGONLANCE series?

14. Which of the following DRAGONLANCE books and accessories do you own?
 Dragons of Autumn Twilight
 Dragons of Winter Night
 Dragons of Spring Dawning
 Test of the Twins
 War of the Twins
 DRAGONLANCE Calendar 1985
 DRAGONLANCE Calendar 1987
 DRAGONLANCE Miniatures
 DRAGONLANCE™
 T-Shirts/Sweatshirts
15. How do you feel about TSR's role-playing direction in general? Would you like to see more connected series of adventures, more (or less) detail and instruction for the DM? Are our adventures too restrictive on players or do players wander around aimlessly? Any comments you want to make about our RPGs, please go right ahead!

Thank you very much for completing this questionnaire.

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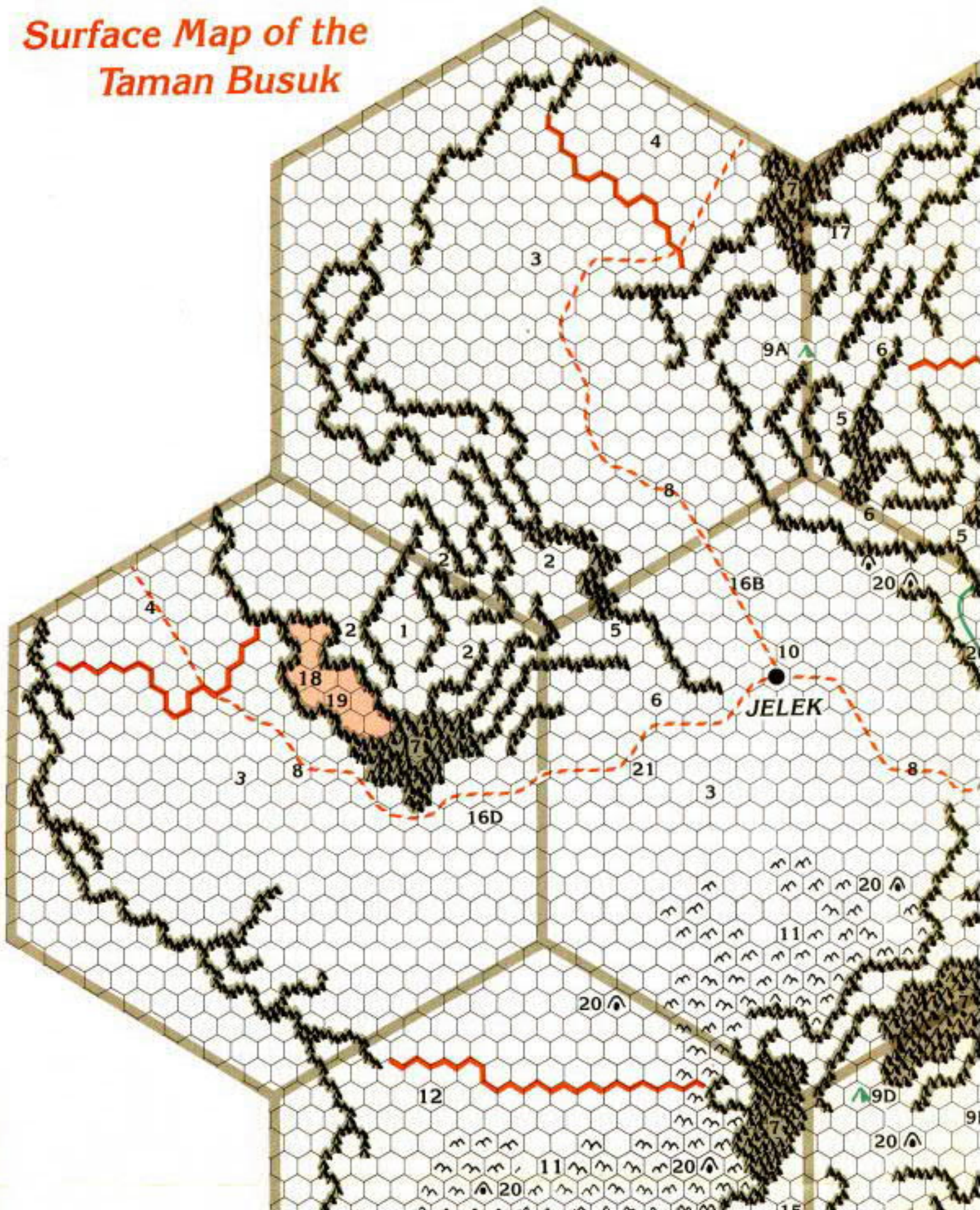
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Place
Stamp
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Mike Breault
TSR Inc.
P.O. Box 756
Lake Geneva, WI
53147

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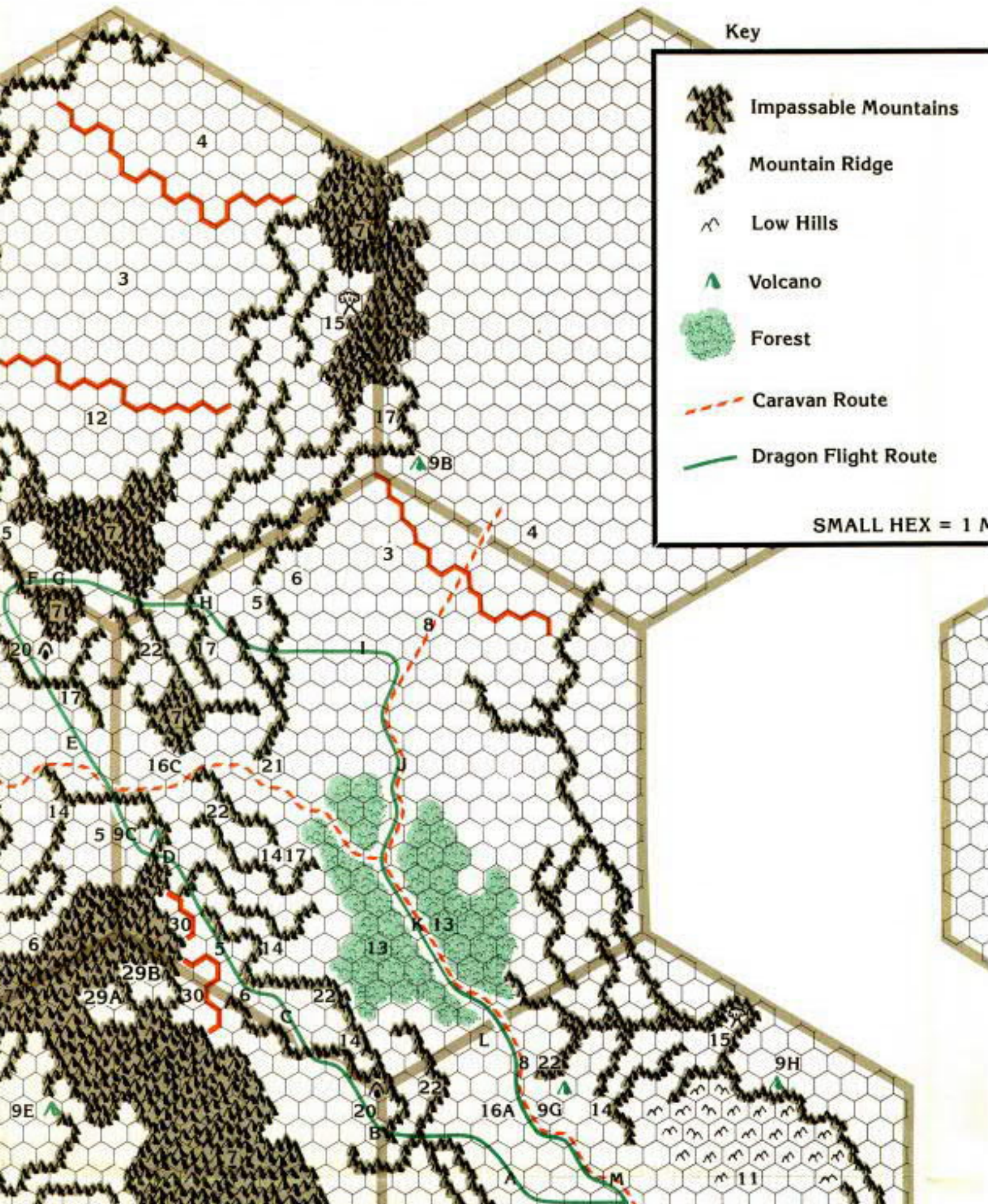
Surface Map of the Taman Busuk



Key








-  Impassable Mountains
-  Mountain Ridge
-  Low Hills
-  Volcano
-  Forest
-  Caravan Route
-  Dragon Flight Route

SMALL HEX = 1 M



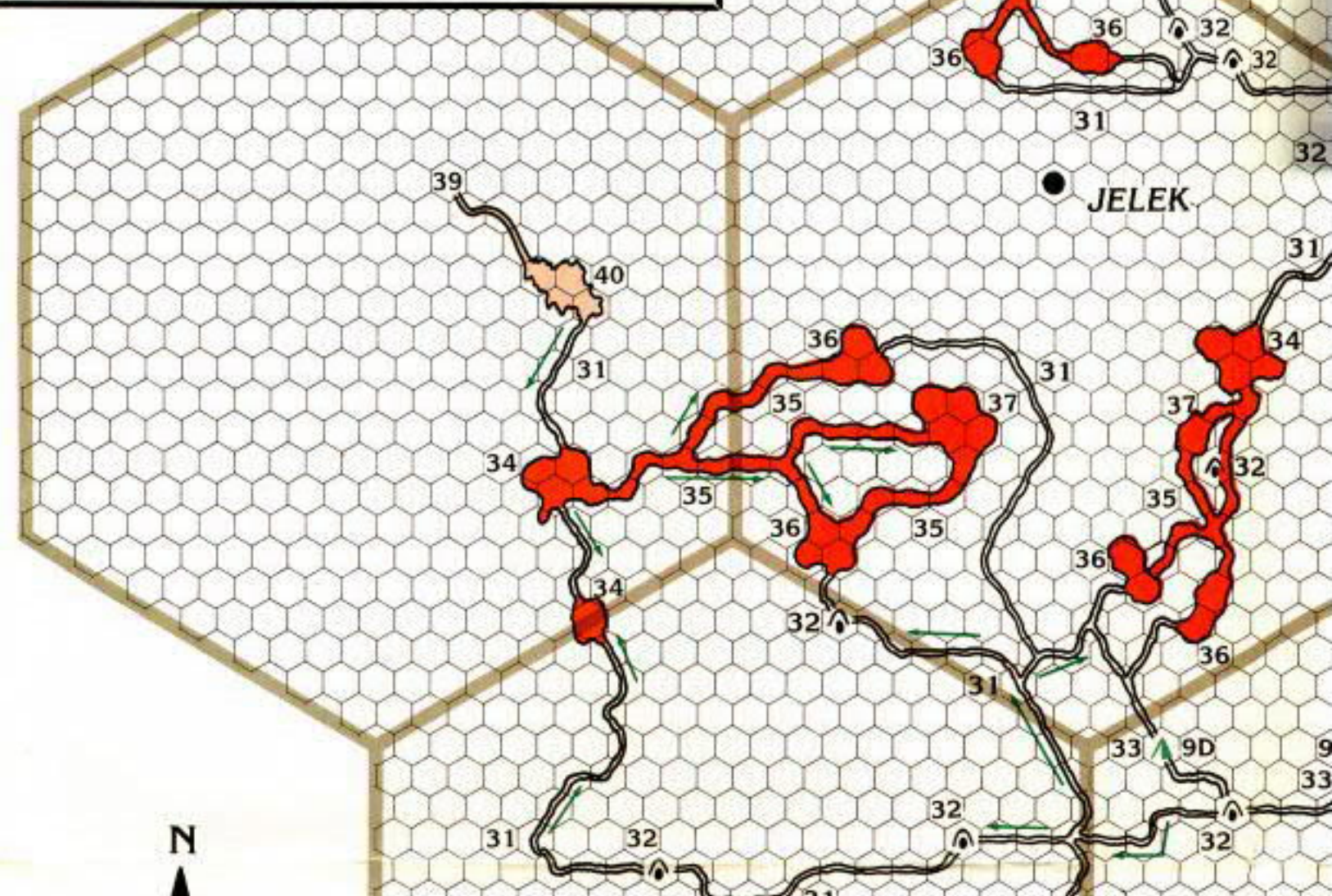
Dark Network Map

ains

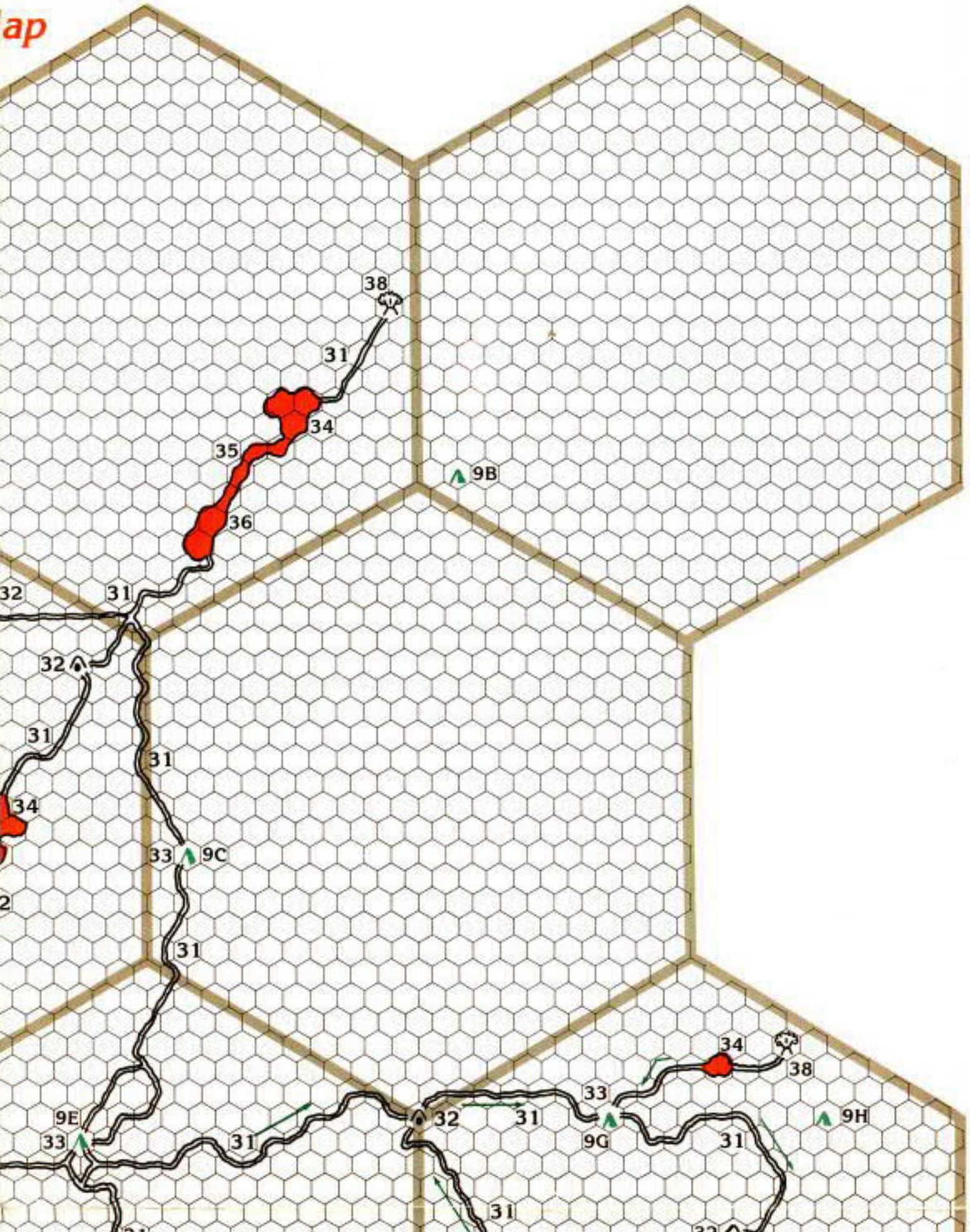
-  Dark Network Entrance
-  Geyser
-  Tunnel
-  Lava River
-  Lava Lake
-  Ice
-  Ice Chute

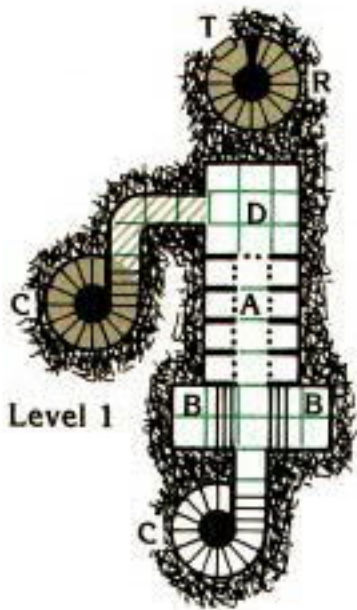
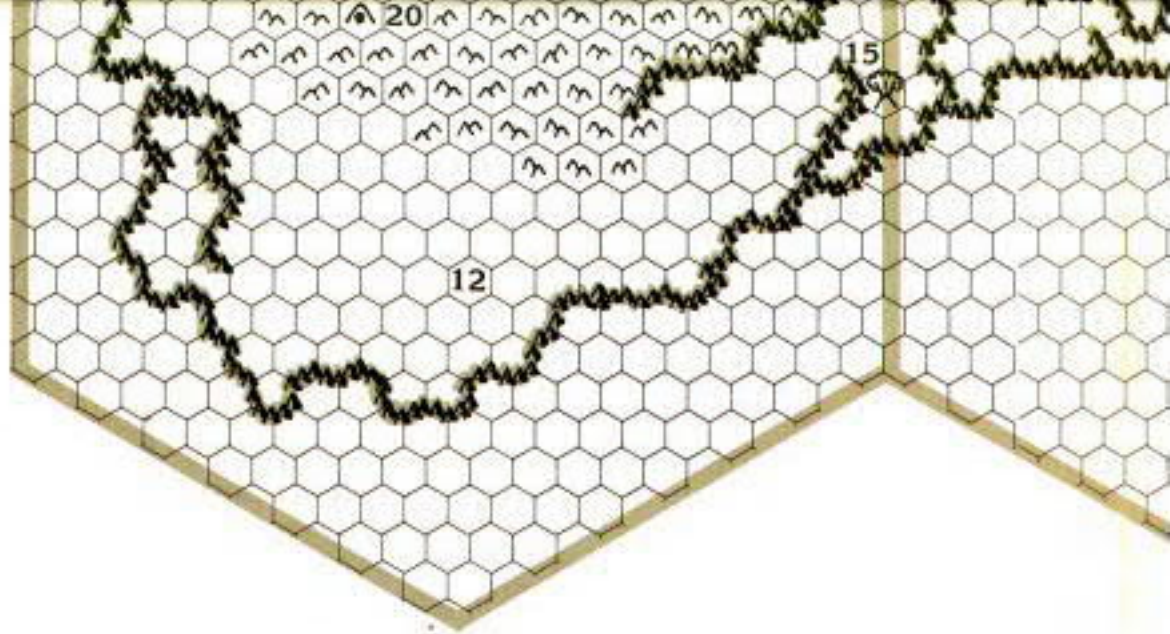
K = 1 MILE

LARGE HEX = 20 MILES

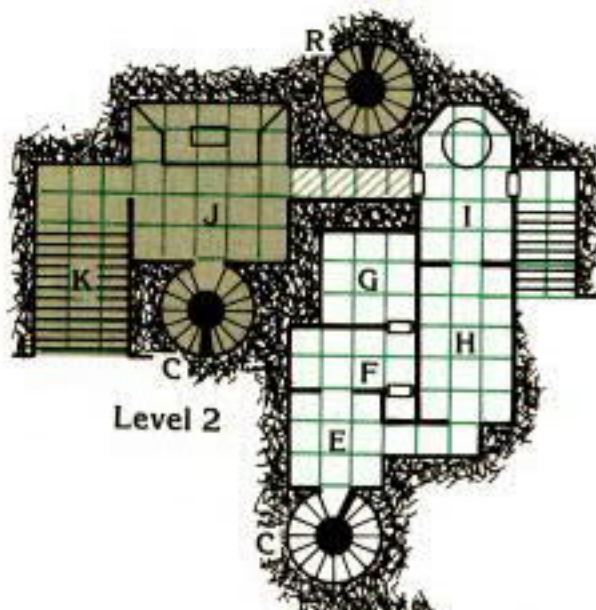


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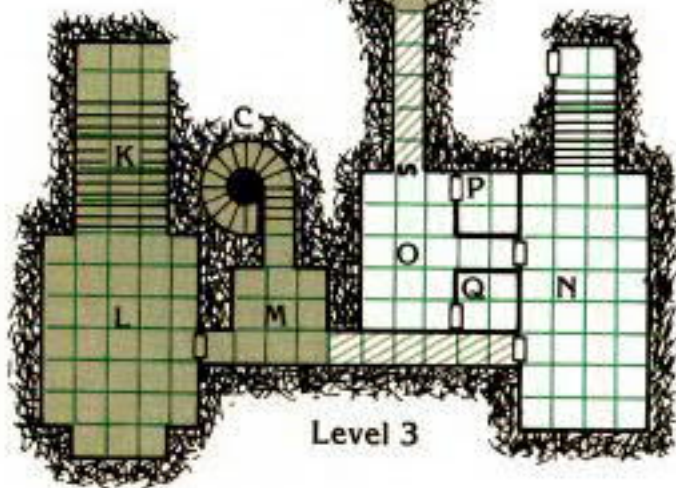




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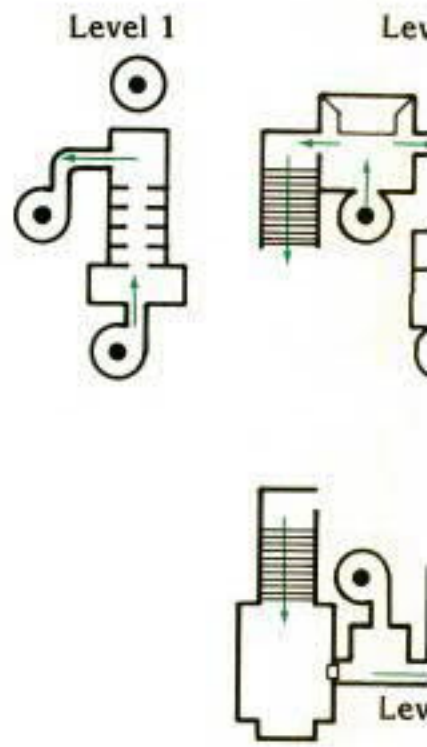


Level 2

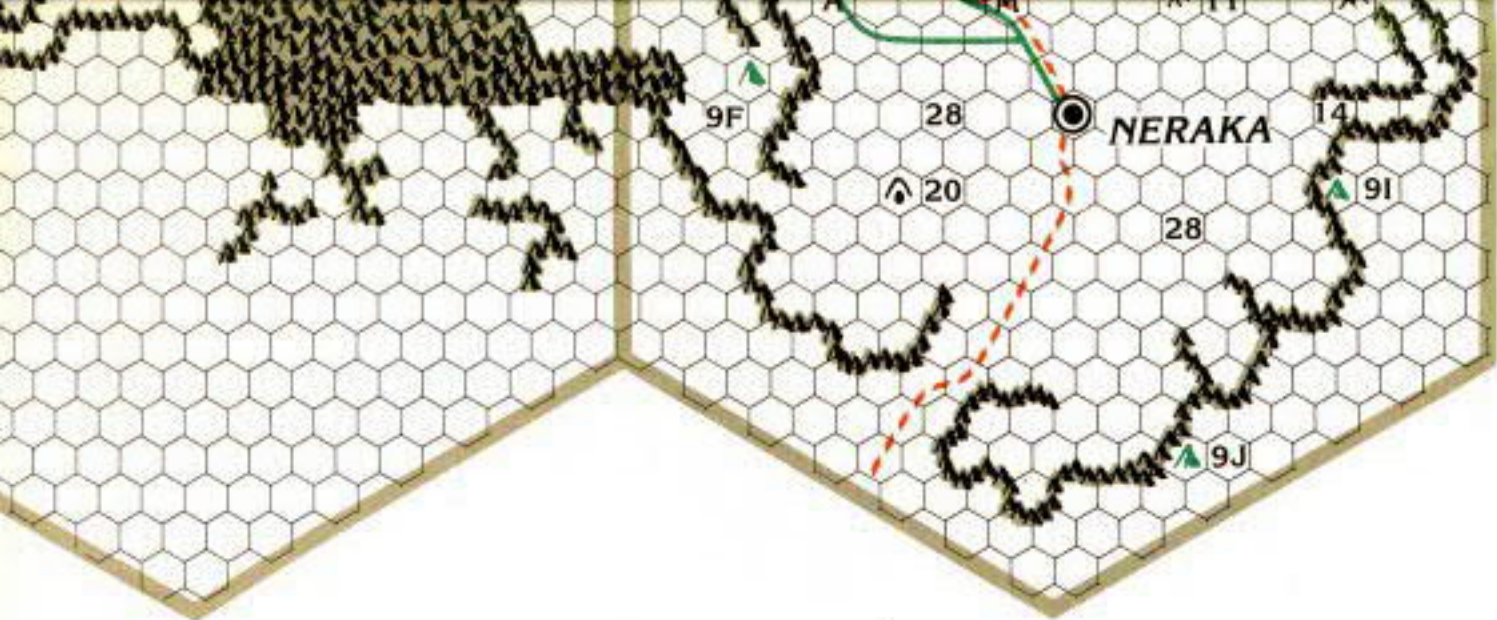


Level 3

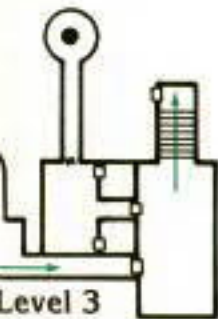
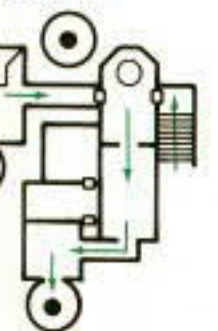
Test of Wisdom
(area 43)



Small map indicated



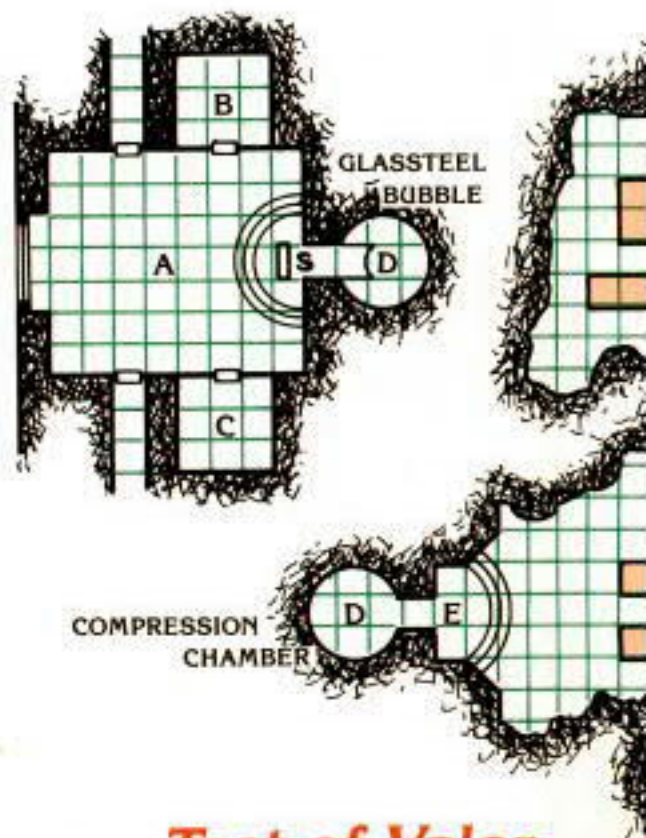
Level 2



indicates water flow

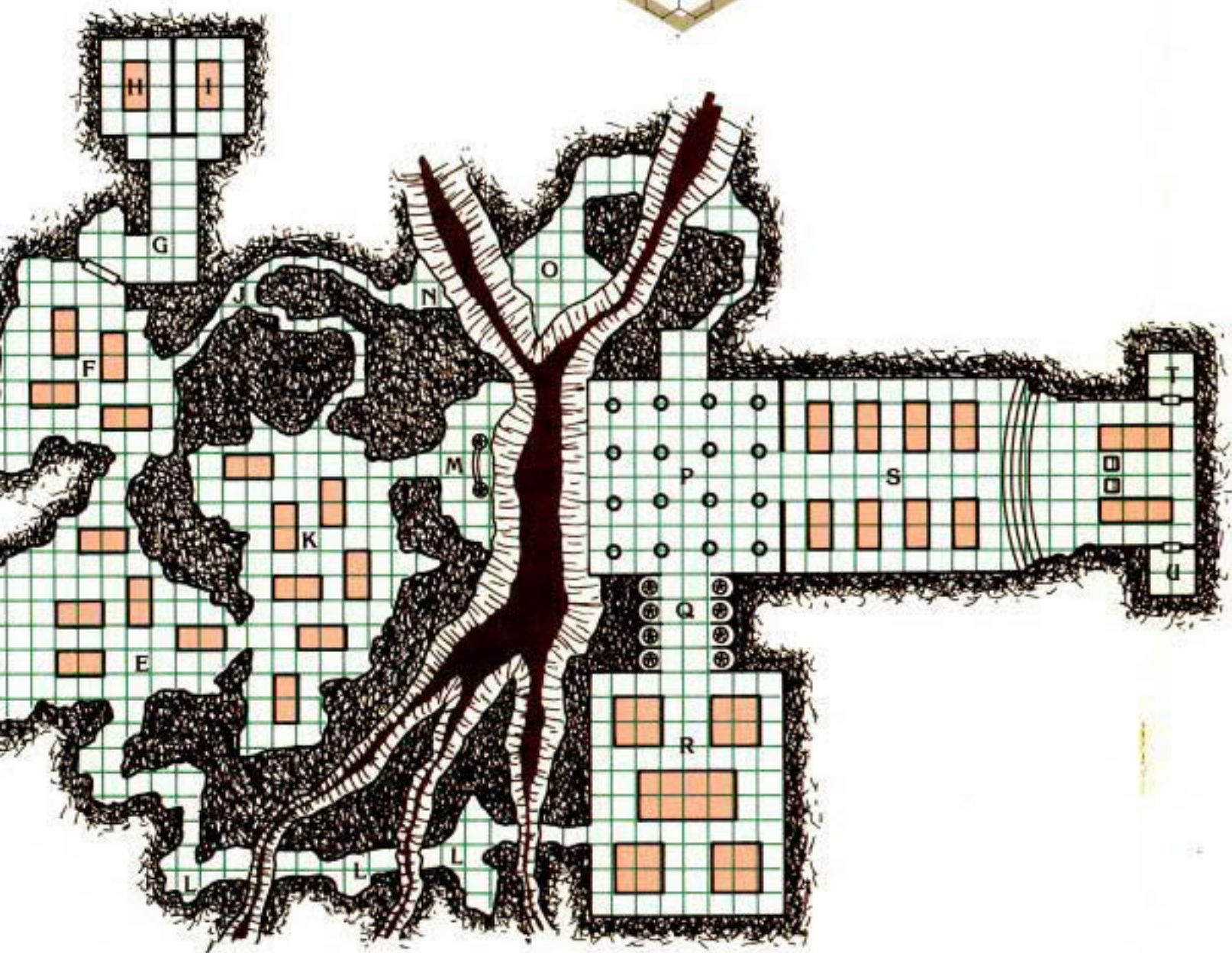
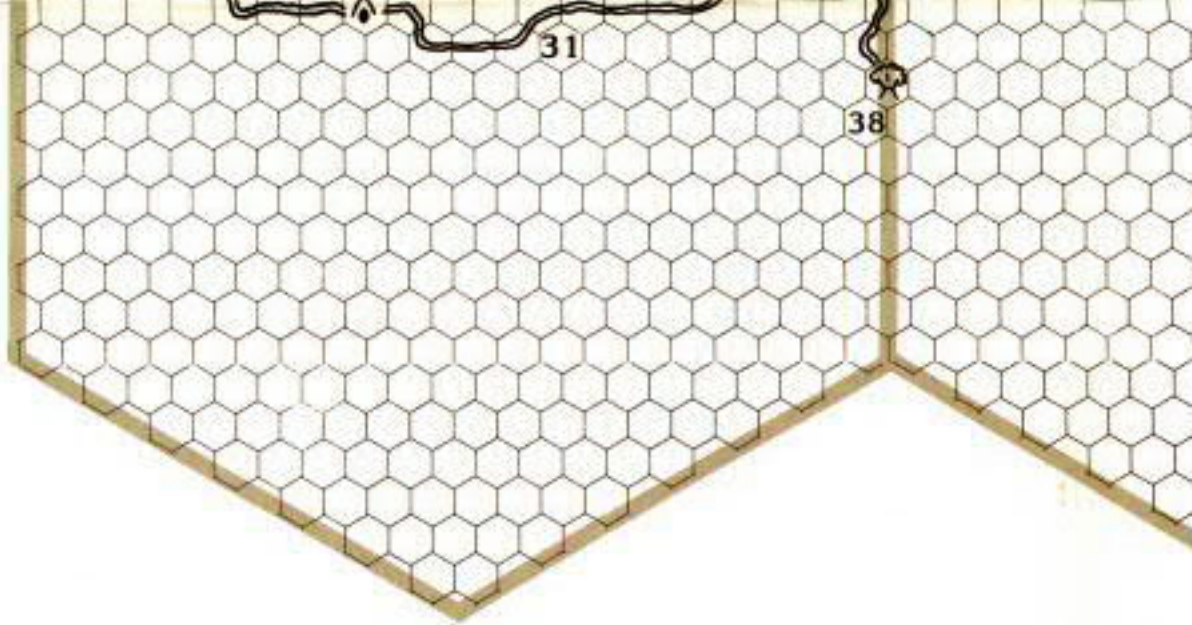
| Key | |
|-----|---------------|
| | Door |
| | Secret Door |
| | Statue |
| | Statue/Column |
| | Throne |
| | Crypt |
| | Fissure |

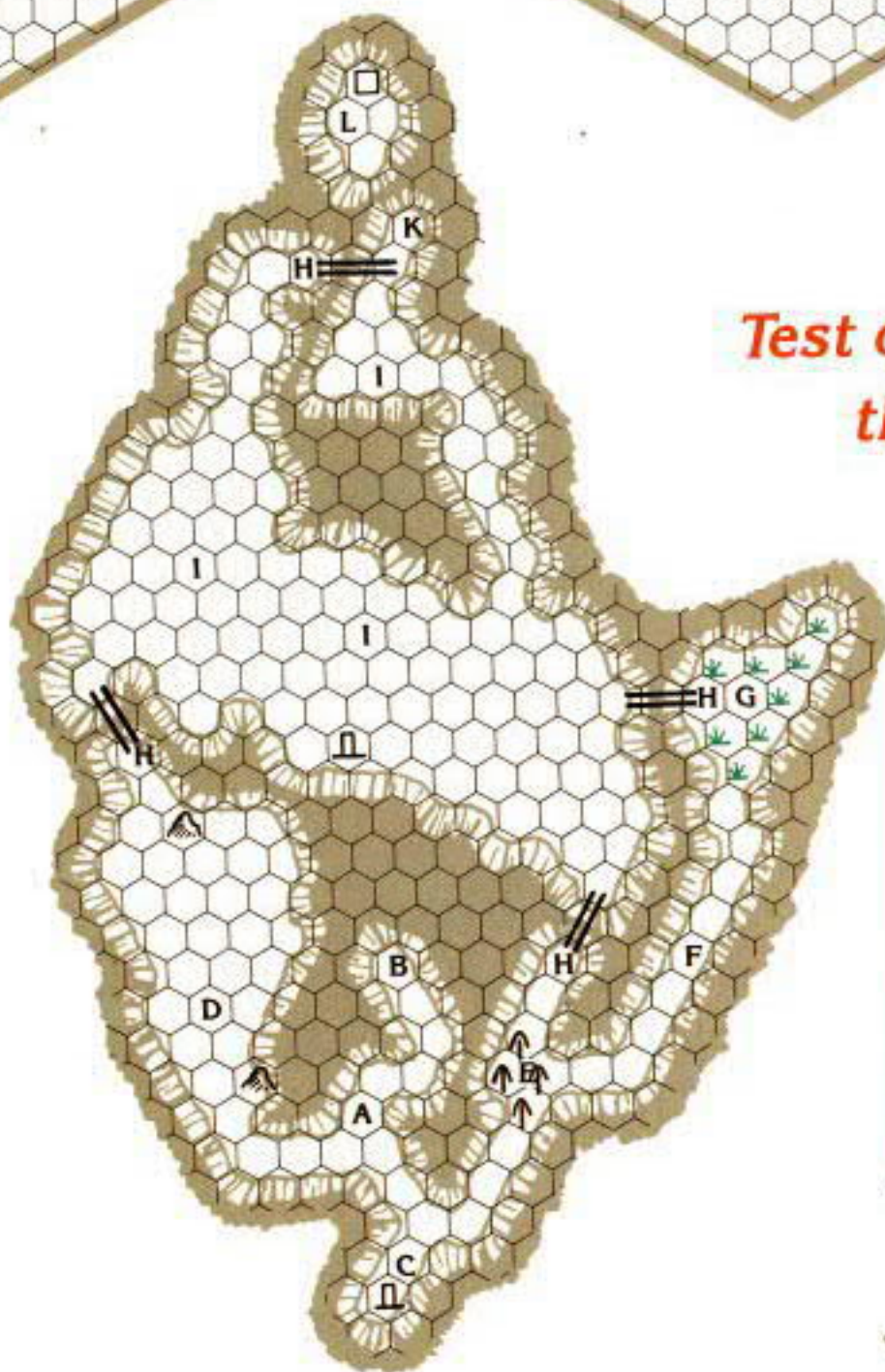
Scale: 1 square = 10 feet



Test of Valor

(area 44)





Test of the Heart

(area 45)

Key

- == Bridge
- ⊥ Stone Slab
- ⚓ Rock Mound
- ↑ Old Trees
- 🌿 Swamp
- Pavilion

Scale: 1 hex = 100 feet

DragonLance

CUT OUT CARDS

character cards

Tavis 10TH-LEVEL HALF-ELF FIGHTER

STR 16 WIS 13 CON 12 THAC0 12
INT 12 DEX 16 CHR 15 AL NG HP 68

AC 2 (CHAIN MAIL +1; DEX BONUS)

WEAPONS #AT 3/2

LONGSWORD +2 (3-10/3-14)
LONGBOW, QUIVER W/20 ARROWS (1-6/1-6)
DAGGER (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 10TH-LEVEL HUMAN CLERIC

STR 12 WIS 16 CON 12 THAC0 14
INT 12 DEX 14 CHR 17 AL LG HP 44

AC -1 (PLATE MAIL, CLOAK OF PROTECTION +3)

WEAPONS WAR HAMMER (2-1/4), STAFF OF
STRIKING/CURING (4-9/4-9)

EQUIPMENT MEDALLION OF FAITH, GOLDEN
CIRCLET, OTHER AS SELECTED BY PLAYER; 500
STL/1000 GPW MAXIMUM

LANGUAGES COMMON, PLAINSMAN, HILL
DWARF, QUALINESTI ELF

See back of card for more information.



caramon 11TH-LEVEL HUMAN FIGHTER

STR 18/63 WIS 10 CON 17 THAC0 10
INT 12 DEX 11 CHR 15 AL LG HP 92

AC 1 (PLATE MAIL +1 AND SHIELD)

WEAPONS #AT 3/2

LONGSWORD +1 (2-9/2-13)
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 10TH-LEVEL HUMAN RANGER

STR 18/35 WIS 14 CON 13 THAC0 12
INT 13 DEX 16 CHR 13 AL LG HP 59

AC 1 (PLATE MAIL; DEX BONUS) #AT 3/2

WEAPONS DAGGER +1 (2-5/2-4), LONGSWORD
+2 (3-10, 3-14), SHORT BOW, QUIVER W/20
ARROWS (WEAPON SPECIALIZATION IN BOW;
#AT 3), FLUTE OF WIND DANCING

SPELLS Druid 1st Lvl: 2

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

LANGUAGES COMMON, PLAINSMAN, HILL
DWARF, QUALINESTI ELF

See back of card for more information.



Raislin 9TH-LEVEL HUMAN MAGIC-USER

STR 10 WIS 14 CON 10 THAC0 19
INT 17 DEX 16 CHR 10 AL N HP 30

AC 5 (STAFF OF MAGIUS; DEX BONUS)

WEAPONS STAFF OF MAGIUS +2 (1-8/1-8):
+3 PROTECTION; CAN CAST CONTINUAL
LIGHT AND FEATHER FALL ONCE PER DAY)
DAGGER (1-4/1-3)

SPELLS

1st: 4 2nd: 3 3rd: 3 4th: 2 5th: 1

EQUIPMENT DRAGON ORB; BROOCH OF IMOG
AS SELECTED BY PLAYER; 500 STL/1000 GPW

LANGUAGES COMMON, MAGIUS, QUALINESTI ELF

See back of card for more information.



Tika waylan 9TH-LEVEL HUMAN FIGHTER

STR 14 WIS 12 CON 13 THAC0 12
INT 9 DEX 16 CHR 14 AL NG HP 58

AC 1 (PLATE MAIL AND SHIELD; DEX BONUS)

WEAPONS #AT 3/2 DAGGER (1-4/1-3)
SHORT SWORD +2 (3-8/3-10)
SHIELD BASH (1-6/1-6)
HEAVY FRYING PAN (1-6/1-4)

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

LANGUAGES COMMON, PLAINSMAN

THIEF SKILLS PP 40%, OL 38%, FT/RT 30%,
MS 27%, HS 20%, HN 15%, CW 87%

See back of card for more information.



serinda 5TH-LEVEL ELF FIGHTER/8TH-LEVEL MAGE

STR 9 WIS 15 CON 10 THAC0 16
INT 16 DEX 13 CHR 15 AL LG HP 26

AC 0 (PLATE MAIL, CLOAK OF PROTECTION +3)

WEAPONS DAGGER +2 (3-6/3-5),
LONGSWORD +3 (4-11/4-15), SHORT BOW,
(WEAPON SPECIALIZATION IN BOW; #AT 2)

SPELLS 1st: 4 2nd: 3 3rd: 3 4th: 2

EQUIPMENT RING OF PROJECTION (PROJECT
IMAGE), OTHER AS SELECTED BY PLAYER;
500 STL/1000 GPW MAXIMUM

LANGUAGES COMMON, SILVANESTI ELF,
DRACONIAN, QUALINESTI ELF, KENDERSPEAK

See back of card for more information.



KRONN 4TH-LEVEL KENDER FIGHTER/8TH-LEVEL THIEF

STR 16 WIS 8 CON 16 THAC0 18
INT 10 DEX 15 CHR 12 AL N HP 41

AC 5 (LEATHER ARMOR +2; DEX BONUS)

WEAPONS DARTS, 12 (1-3/1-2; #AT 3),
CHAPAK +2 (SEE BACK OF CARD)
WEAPON SPECIALIZATION, #AT 3/2

EQUIPMENT AS SELECTED BY PLAYER; 500 STL
1000 GPW MAXIMUM

LANGUAGES COMMON, KENDERSPEAK,
GOBLIN, OGRE

THIEF SKILLS PP 70%, OL 62%, FT/RT 60%,
MS 72%, HS 64%, HN 30%, CW 81%, RL 35%

See back of card for more information.



GOLDMOON, THE LAST PRINCESS OF THE VANISHED QUE-SHU TRIBE, IS THE MATE OF RIVERWIND, THE GREATEST WARRIOR THE QUE-SHU HAD EVER KNOWN. LONG WERE HIS TRIALS TO WIN HER, AND SAD THE CIRCUMSTANCES WHEN AT LAST THEY EXCHANGED VOWS. HE REOPENED THE DOORS TO THE OLD GODS AND BROUGHT HER TO AN OFFICE HIGHER THAN ANY SHE HAD HELD, FIRST CLERIC TO MISHAKAL, GODDESS OF HOME, HEARTH, AND HEALING. GREAT IS GOLDMOON'S RESPONSIBILITY TO PROTECT HER COMRADES IN THIS STRUGGLE AGAINST EVIL.

GOLDMOON IS BRAVE, DUTIFUL, AND DEEPLY RELIGIOUS. SHE MOURNS THE LOSS OF HER PEOPLE. THOUGH VERY MUCH IN LOVE WITH RIVERWIND, OF LATE HE SEEMS DISTANT. COULD HER RESPONSIBILITIES HAVE CAUSED THIS GAP? CAN HE NOT SEE HER LOVE AND PRIDE? NOW SHE SYMPATHIZES WITH THE BURDEN THAT MAGES CARRY AND THE INJUSTICE THEY SUFFER. WITH GREAT POWER COMES GREAT RESPONSIBILITY.

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RIVERWIND, ONCE FAR HUNTER FOR THE QUE-SHU TRIBE, IS NOW ONE OF THE LAST SURVIVORS OF THAT PROUD PEOPLE. HE IS THE CHOSEN MATE OF CHIEFTAIN'S DAUGHTER, GOLDMOON, FIRST CLERIC OF THE REBORN GODS. HE DARED TO LOVE ABOVE HIS STATION AND HIS LOVE WAS RETURNED. HIS ONLY CHANCE TO GAIN GOLDMOON WAS FRAUGHT WITH HORROR AND DESPAIR, BUT OPENED THE DOOR TO THE OLD GODS.

A MAN OF FEW WORDS AND QUICK ACTION, RIVERWIND IS AN IMPOSING FIGURE. BUT NOW THAT GOLDMOON IS HIS, DOUBT GNAWS AT HIM. CAN HE EVER REALLY RISE ABOVE HIS STATUS, IS NOT GOLDMOON STILL THE CHIEFTAIN'S DAUGHTER AND HER'S TO COMMAND?

RIVERWIND HAS SWORN TO FOLLOW HER UNTIL A FINAL HOME IS AT LAST SECURED, AND THEN THERE WILL BE A RECKONING. HE IS QUIETLY PROUD OF MOST OF HIS COMRADES AND IS SWIFT TO HELP A COMRADE IN NEED. HIS WOODCRAFT IS A BOON TO ALL THE PARTY. HE HAS AN ABIDING DISTRUST OF MAGIC.

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TIKA, A FORMER BARMAID, IS THE DAUGHTER OF A THIEF AND CON MAN WHO DISAPPEARED WHEN SHE WAS YOUNG. SHE HAD A BRIEF CAREER AS A THIEF, BUT IT ENDED WHEN AN INTENDED VICTIM, OTIK SANDATH, OFFERED HER A JOB INSTEAD OF JAIL. HE BECAME THE FATHER SHE NEVER KNEW.

TIKA IS BRASH AND SEEMS OLDER THAN HER 20 YEARS, BUT THIS FACADE HIDES HER NAIVETE AND VULNERABILITY. INDEED, SHE HAS CERTAIN CHILDLIKE QUALITIES, A FASCINATION WITH MAGIC AND MAGES AND A FEAR OF HEIGHTS DUE TO A BAD FALL LONG AGO. SHE IS CONFUSED BY ROMANCE. SHE DISLIKES BOASTFUL MEN AND LIKES STRONG, SILENT TYPES (CARAMON IN PARTICULAR).

TIKA IS NOW A WARRIOR, BUT RETAINS HER THIEVING SKILLS. SHE KNOWS SOME SLEIGHT OF HAND TRICKS. SHE WEARS A RING FROM HER FATHER ON A NECKLACE, HER ONLY LINK TO HER PAST. TIKA IS A CAPABLE SWORDSWOMAN, BUT SOMETIMES REVERTS TO HER DAYS AS A BARMAID, SWINGING A FRYING PAN OR SHIELD TO SMASH HER FOE.

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KRONIN-ALIN THISTLEKNOT IS THE OLDEST SON OF THE KENDER HERO KRONIN. HE IS ANXIOUS TO PROVE HIMSELF WORTHY OF HIS FATHER THROUGH GRAND DEEDS OF DARING. KRONN DELIGHTS IN DEVIANT BATTLE TACTICS, BUT IS SLOW TO WITHDRAW ONCE ENGAGED. KRONN IS ANXIOUS TO PLEASE, BUT EASILY BORED.

KRONN LEFT HIS HOMETOWN YEARS AGO. WHEN THE WAR CAME, HE DECIDED TO RETURN TO HIS HOMETOWN, BUT CANNOT REMEMBER WHERE IT IS. HE ENCOUNTERED SERINDA IN HIS JOURNEYS. HE ENJOYS HER HUMOR, AND THE TWO MAKE A DEADLY, IF MISMATCHED, TEAM WHEN DANGER THREATENS. FOR SOME REASON, KENDER SEEMS AS UNPOPULAR AS ELVES IN THIS LAND.

THE CHAPAK IS A WAR AXE WITH TWO METAL PRONGS FOR USE AS A SLINGSHOT. THE HILT IS HOLLOW IRONWOOD, CARVED AS A FLUTE AND DOUBLES AS A BLOWGUN. KRONN STORES 50 FEET OF SPIDERSILK LINE IN THE CAPPED HILT AND CAN USE THE CHAPAK AS A GRAPPLING HOOK. THE AXE MAKES AN EERIE WHISTLING SOUND WHEN THROWN.

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TANIS IS A HALF-ELVEN WARRIOR WITH NO FAMILY. THOUGH RAISED BY ELVES AND ENAMORED OF LAURANA, TANIS NEVER FELT ONE OF THEM AND THUS BECAME A WANDERER. IN HIS TRAVELS HE ENCOUNTERED AND FELL IN LOVE WITH KITIARA, HALF-SISTER OF CARAMON AND RAISTLIN. HE HAS NEVER GOTTEN OVER LAURANA OR KITIARA.

TANIS IS A KIND MAN AND A TRUE FRIEND, HEROIC AND SELF SACRIFICING. HE IS TORN BETWEEN HIS HUMAN AND ELVEN HALVES AND IS GIVEN TO MANY SELF DOUBTS ABOUT HIS WORTH. TANIS TRUSTS AND SUPPORTS GOLDMOON. HE IS ONE OF THE FEW WHO CAN TALK WITH RIVERWIND. HE IS PROUD OF ALL HIS COMRADES AND TAKES CARE TO LET EACH CONTRIBUTE IN THEIR OWN WAY. HE TRIES TO UNDERSTAND RAISTLIN, TRUSTING HIS CYNICAL INSTINCTS. TANIS SYMPATHIZES WITH THE MAGE'S HARD LIFE AND WORRIES ABOUT HIS INNER TURMOILS.

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CARAMON IS THE TWIN BROTHER OF RAISTLIN. THE TWINS ARE AS DIFFERENT AS NIGHT AND DAY. WHERE RAISTLIN IS SECRETIVE AND CYNICAL, CARAMON IS OPEN AND THRUSTING, CHEERFUL AND PERSONABLE. THEY WERE BOTH RAISED BY THEIR HALF-SISTER KITIARA, FOR WHOM THEY FEEL GREAT WARMTH AND LOYALTY. CARAMON FEELS RESPONSIBLE FOR HIS BROTHER, BUT DOESN'T UNDERSTAND HIS CYNICISM.

CARAMON IS VERY LOYAL TO TANIS AND GOLDMOON'S CAUSE, THOUGH HE FINDS RIVERWIND A BIT STANDOFFISH. CARAMON LOVES ADVENTURE AND ENJOYS HARDSHIP. BUT LATELY HE HAS BECOME CONCERNED WITH TIKA, WHO IS BLOSSOMING INTO WOMANHOOD BUT TAKES RECKLESS CHANCES. SOMEONE HAS TO WATCH OVER HER.

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RAISTLIN IS THE FRAIL TWIN BROTHER OF CARAMON. THEY WERE BOTH RAISED BY THEIR HALF-SISTER KITIARA AND FEEL AN ABIDING WARMTH AND LOYALTY TOWARD HER. RAISTLIN VALUES HIS BROTHER'S LOVE, BUT RAILS AGAINST HIS OVERPROTECTIVENESS. SINCE RAISTLIN LACKED THE MIGHT OF HIS BROTHER, HE TURNED TO HIS INTELLIGENCE AND BECAME A MAGE. HIS SKIN IS A GOLDEN HUE AND HIS HOURGLASS-SHAPED PUPILS SEE EVERYTHING AGING AND DECAYING.

WITH THE MANTLE OF THE MAGE, RAISTLIN ASSUMED GREAT RESPONSIBILITY TO USE HIS POWER TO DEFEAT THE EVIL THAT HAS GRIPPED THE WORLD. LATELY SOMETHING SEEMS TO BE TEARING HIM BETWEEN HIS DUTY AND HIS LOYALTY TO HIS FRIENDS.

RAISTLIN IS A CYNIC, AND NOT OVERLY FOND OF PEOPLE, SO HE OFTEN KEEPS TO HIMSELF. HE HAS A STRONG SENSE OF JUSTICE AND DOES NOT LIKE BULLIES. HE LIKES TIKA'S SPUNK, AND HER EFFORTS TO PROVE HERSELF.

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SERINDA ELDERWOOD IS A SILVANESTI HIGH ELF. HER FAMILY MET DEATH AT THE HANDS OF THE DRAGONARMY. ONLY BECAUSE SHE WAS AWAY IN THE SERVICE OF A SEA MERCHANT DID SHE ESCAPE THE SAME FATE. ON HER RETURN SHE FOUND THAT ELVES ARE HUNTED AND THAT SHE MUST ALWAYS BE ON THE MOVE.

HER RECENT TRAVELS BROUGHT HER INTO THE COMPANY OF KRONN, AN IMPISH BUT STALWART KENDER. KRONN HAD BEEN SEIZED BY WANDERLUST YEARS BEFORE AND HAD WANDERED FAR FROM HIS HOMETOWN. NOW THEY SEEK TO RETURN TO KRONN'S HOME, BUT THEY ARE UNCERTAIN OF WHERE IT LIES.

SERINDA IS COOL AND AT TIMES ALOOF, BUT SHE HAS PICKED UP SOME OF THE KENDER'S PUCKISH HUMOR. HER PERSONAL TRAGEDY HAS LED HER TO TEND TO THOSE IN NEED. SERINDA HAS A REGAL BEARING AND STATURE THAT ARE DIFFICULT TO HIDE. SHE DISTRUSTS PIRATES.

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COMBINED MONSTER STATISTICS CHART

| NAME | AC | MV | HD | hp | #AT | DMG | SA | SD | AL | THAC0 | BOOK |
|--------------------|-----------|-------------|-------|----|--------|----------------------|----|----|-------|-------|--------|
| BEHOLDER | 0 / 2 / 7 | 3" | 15 | 75 | 1 | 2 d 4 | N | Y | LE | 8 | M-10 |
| CARYATID COLUMN | 5 | 6" | 5 | 22 | 1 | 2 d 4 | N | Y | N | 15 | F-18 |
| COFFER CORPSE | 8 | 6" | 2 | 11 | 1 | 1 d 6 | N | Y | CE | 16 | F-19 |
| CRYPT THING | 3 | 12" | 6 | 27 | 1 | 1d8 | Y | Y | N | 13 | F-21 |
| DEATH, CRIMSON | 0(4) | 12" | 13 | 60 | 1 | 3d10 | Y | Y | NE | 9 | M2-32 |
| DISPLACER BEAST | 4 | 15" | 6 | 30 | 2 | 2d4/2d4 | N | Y | N | 13 | M-28 |
| DRACONIANS, AURAK | 0 | 15" | 8 | 46 | 1 or 2 | Spell or 1d8 +2 [x2] | Y | Y | LE | 12 | DL13 |
| DRACONIANS, BAAZ | 4 | 6"/[15"/18" | 2 | 12 | 1 or 2 | 1d8 or 1d4/1d4 | N | N | LE(C) | 16 | DL13 |
| DRACONIANS, BOZAK | 2 | 6"/[15"/18" | 4 | 22 | 1 or 2 | 1d8 or 1d4/1d4 | Y | Y | LE | 15 | DL13 |
| DRACONIANS, KAPAK | 4 | 6"/[15"/18" | 3 | 17 | 1 | 1d6 + poison | Y | Y | LE | 16 | DL13 |
| DRACONIANS, SIVAK | 1 | 6"/[15"/18" | 6 | 25 | 3 | 1d6/1d6/2d6 | N | Y | NE | 13 | DL13 |
| DRAGON, BLACK | 3 | 12"/24" | 8 | 64 | 3 | 1d4/1d4/3d6 | Y | N | CE | 12 | M-31 |
| DRAGON, BLUE | 2 | 9"/24" | 10 | 80 | 3 | 1d6/1d6/3d8 | Y | N | LE | 10 | M-31 |
| DRAGON, BRASS | 2 | 12"/24" | 8 | 64 | 3 | 1d4/1d4/4d4 | Y | N | CG | 12 | M-31 |
| DRAGON, BRONZE | 0 | 9"/24" | 10 | 80 | 3 | 1d6/1d6/4d6 | Y | N | LG | 10 | M-32 |
| DRAGON, COPPER | 1 | 9"/24" | 9 | 72 | 3 | 1d4/1d4/5d4 | Y | N | CG | 12 | M-32 |
| DRAGON, GOLD | -2 | 12"/30" | 12 | 96 | 3 | 1d8/1d8/6d6 | Y | N | LG | 9 | M-33 |
| DRAGON, GREEN | 2 | 9"/24" | 9 | 72 | 3 | 1d6/1d6/2d10 | Y | N | LE | 12 | M-33 |
| DRAGON, RED | -1 | 9"/24" | 11 | 88 | 3 | 1d8/1d8/3d10 | Y | N | CE | 10 | M-33 |
| DRAGON, SILVER | -1 | 9"/24" | 11 | 88 | 3 | 1d6/1d6/5d6 | Y | N | LG | 10 | M-34 |
| DRAGON, WHITE | 3 | 12"/30" | 7 | 56 | 3 | 1d4/1d4/2d8 | Y | N | CE | 13 | M-34 |
| DREAMWRAITH | | | | | | As Creature Modeled | | | | | DL13 |
| DRELD | 2 | 6" | 5 + 3 | 25 | 1 | 3d4 | Y | Y | N(E) | 15 | M2-60 |
| DWARF (ZAKHAR) | 4 | 6" | 1 | 6 | 1 | weapon | Y | Y | N | 19 | M-35 |
| FAWN, WHITE | 5 | 21" | 3 | 19 | 1 or 2 | 1d8 or 1d4/1d4 | Y* | Y* | LG | 16 | DL13 |
| FETCH | Spc | 15" | 9 | 50 | 2 | Spc | Y | Y | CE | Spc | DL10 |
| GAS SPORE | 9 | 3" | 0 | 1 | 1 | Spc | Y | Y | N | 20 | M-42 |
| GOLEM, CLAY | 7 | 7" | 12 | 58 | 1 | 3d10 | Y | Y | N | 9 | M-47 |
| GRIFFON | 3 | 12"/30" | 7 | 33 | 3 | 1d4/1d4/2d8 | N | N | N | 13 | M-50 |
| GRIFFON, HATCHLING | 5 | 2" | 2 | 10 | 3 | 1/1/1d4 | N | N | N | 16 | M-50 |
| GROANING SPIRIT | 0 | 15" | 7 | 35 | 1 | 1d8 | Y | Y | CE | 13 | M-50 |
| GUARDIAN DAEMON | 1 | 9" | 8 | 40 | 3 | 1d6/1d12/1d12 | Y | Y | N | 12 | F-49 |
| HARPY | 7 | 6"/15" | 3 | 16 | 3 | 1d3/1d3/1d6 | Y | N | CE | 16 | M-51 |
| INVISIBLE STALKER | 3 | 12" | 8 | 43 | 1 | 4d4 | Y | Y | N | 12 | M-55 |
| LICH | 0 | 6" | 15 | 42 | 1 | 1d10 | Y | Y | N(E) | 8 | M-61 |
| MEN, BANDITS | 4 | 12" | 8 | 37 | 1 | 1d6 | Y | Y | C(CE) | 14 | M-66 |
| MEN, CITY GUARDS | 4 | 12" | 6 | 25 | 1 | 1d8 | Y | N | LE | 16 | M-66 |
| MEN, KNIGHTS | 2 | 12" | 6 | 35 | 3 / 2 | 1 d 8 + 2 | N | N | LG | 14 | M-66 |
| MEN, MERCHANTS | 10 | 12" | 2 | 6 | 1 | 1 d 4 | N | N | C(E) | 20 | M-66 |
| MEN, MERCENARIES | 6 | 12" | 4 | 17 | 1 | 1d6 | N | N | CE | 18 | M-66 |
| MEN, PATRONS | 10 | 12" | 3 | 12 | 1 | 1d4 | N | N | C(E) | 18 | M-66 |
| MEN, SLAVES | 10 | 12" | 1 | 4 | 1 | 1d4 | N | N | ANY | 21 | M-66 |
| MINOTAUR, BLOODSEA | 4 | 18" | 12 | 60 | 2 | 2d4 or 1d10 | N | Y | CE | 13 | DL10 |
| NIGHTMARE | -4 | 15"/36" | 6+6 | 34 | 3 | 2d4/2d4+2/2d4+2 | N | Y | N(E) | 13 | M-74 |
| OGRE | 5 | 9" | 4 + 1 | 19 | 1 | 1 d 10 | N | N | CE | 15 | M-75 |
| PIERCER | 3 | 1" | 4 | 17 | 1 | 4d6 | Y | N | N | 15 | M-78 |
| REVENANT | 10 | 9" | 8 | 42 | 1 | 2d8 | Y | Y | N | 12 | F-75 |
| SHADOW | 7 | 12" | 3 + 3 | 21 | 1 | 1d4+1 | Y | Y | CE | 16 | M-86 |
| SKELETON WARRIOR | 2 | 6" | 9+12 | 67 | 1 | 1d8 | Y | Y | N(E) | 10 | F-79 |
| SPECTRE | 2 | 15"/30" | 7 + 3 | 37 | 1 | 1d8 | Y | Y | LE | 13 | M-89 |
| STAG, WHITE | -5 | 24" | 10 | 77 | 3 | 1d12/1d6/1d6 | N | N | LG | 10 | DL1 |
| STAG, GIANT | 7 | 21" | 5 | 25 | 1 or 2 | 4d4 or 1d4/1d4 | Y | Y | N | 15 | M-92 |
| WEMIC (LION-TAURS) | 6(5) | 12" | 5 + 8 | 33 | 3 | 1d4/1d4/weapon | N | Y | N | 13 | M2-126 |
| WIGHT | 5 | 12" | 4 + 3 | 25 | 1 | 1d4 | Y | Y | LE | 15 | M-100 |
| WILL-O-WISP | -8 | 18" | 9 | 46 | 1 | 2 d 8 | Y | Y | CE | 12 | M-101 |
| WOLF, DIRE | 6 | 18" | 4+4 | 23 | 1 | 2d4 | N | N | N(E) | 15 | M-101 |
| WRAITH | 4 | 12"/24" | 5 + 3 | 27 | 1 | 1d6 | Y | Y | LE | 15 | M-102 |

* This white fawn has the same abilities as the white stag.

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An Adventure for Character Levels 10-13

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TSR Inc.
POB 756
Lake Geneva,
WI 53147

TSR UK Ltd.
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United Kingdom

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