

Advanced Dungeons & Dragons®

DragonLance™

Official Game Adventure

Dragons of War

Tracy and Laura Hickman

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Western Ansalom

key

	forest
	Mountains
	Crater
	Lowland
	Harbor
	Ruins
	Water
	Battle plains

	Underground passage
	Impassable desert
	Sea route
	River
	Road
	Bridge
	Pass
	Defensive line
	Offensive thrust

1 hex = 20 miles





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Prologue

Notes for The Dungeonmaster

“Dragons of War” is the eighth module in the epic DRAGONLANCE™ series. It continues the second book of the DRAGONLANCE saga: Tales of Winter Night, as told in “Dragons of Ice” and “Dragons of Light.”

These modules recreate the conditions of the DRAGONLANCE 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.

The characters listed on the cover of the module are some of the heroes of the DRAGONLANCE epic. The equipment they begin the adventure with is also listed on the cover. Depending on their success in previous DRAGONLANCE adventures, your PCs may have different equipment.

In DL6, “Dragons of Ice,” the party was split into two groups. This module deals with the group that went south from Tarsis—the Heroes of the Lance. The remaining heroes will return in DL10, “Dragons of Dreams.”

If you do not have enough players to take all the DRAGONLANCE heroes as PCs, run the others as NPCs, or allow players to run more than one character. In any event, it’s a good idea to keep the party to a size you, the dungeonmaster, are comfortable with.

With the exception of Chapter 12, each chapter in this adventure begins by listing several Events that occur at the times indicated, regardless of the actions of the PCs.

Following the Events come the Encounters, each representing areas the PCs might visit.

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

One NPC requires special mention. Fizban the Fabulous is a powerful wizard of indeterminate level. His powers are apparently hampered by his befuddled mental state, as his spells often result in spectacular failures. Play him for laughs, but employ the “obscure death” rule in situations where he appears to die.

In the DRAGONLANCE multi-module epic, some heroes and villains figure prominently in later adventures. If “name” characters, such as Fizban, should be slain, invoke the “obscure death” rule. This rule states that, as in Saturday afternoon matinees, the circumstances of death of an important character should be confused and the body not found. Later, the hero or villain may reappear, usually with a story of how he miraculously survived. Sivaks, a new draconian race introduced in DL7, “Dragons of Light,” polymorph into their slayer’s likeness when killed, providing a new way to explain the apparent death of important characters.

Some characters die permanently in the story. This is noted in the text and the character may die in this or later encounters. The character will not reappear in later modules. Beginning with this module, no PC is subject to the obscure death rule. If a PC dies in this or later adventures—say goodbye!

Occasionally an Ability Check is called for against one of the character’s abilities (Strength, Wisdom, etc.). Roll 1d20 and compare it with the appropriate ability. If the

number rolled is less than or equal to the ability, the action succeeds; if greater than the ability, the action fails.

If you are playing DL8 without having played previous modules, Chapter 10 will go a long way toward setting up the situation for both you and your players. If you have played the DRAGONLANCE series up to this point, this adventure follows DL7 and begins as the heroes contract passage on a ship from the Solamnic outpost on the western shores of Southern Ergoth.

It is very important that the PCs reach at least one of the Adventure Goals and recover at least one of the Goal Artifacts. Without a Goal Artifact the Whitestone forces face overwhelming odds at the Tower of the Clerist.

Some of your players may have read the DRAGONLANCE novels. The information related there is similar, but not identical, to that in the modules. A secret door in a module may not be in the same location as in the book and the heroes in the modules will not act the same as their counterparts in the book. This allows the game to have its own feeling and texture.

Remember that the DRAGONLANCE story is a complex saga. To run it well, read the module carefully, anticipate your players’ actions and think of ways to motivate them to move in certain directions. The main adventure in “Dragons of War” is the first contact with large-scale war and the secrets hidden in the ancient Tower of the High Clerist. Do not be afraid to improvise to make the adventure enjoyable for the players.

The World of Krynn

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

True clerics have been unknown on Krynn since the Cataclysm, a mighty catastrophe that destroyed the civilized nations and changed the face of Krynn. Most clerics have no spell ability 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 good gods have been revealed, 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. Two other elven races, Silvanesti and Kagonesti, were discussed in DL7.

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

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

The value of gold and other trade items is completely different in this world than in familiar campaigns. Steel is the main trade metal and 10 gold pieces are worth only one steel piece. PCs who enter Krynn from other campaigns may be allowed to trade their gold

pieces for steel—though they will find their personal wealth greatly reduced.

Lastly, dragons have been absent from Krynn for nearly 1,000 years. They are still considered legend by people who have not yet met the mighty juggernauts of the Dragonarmy’s forces. Those who have seen the dragons know them all too well, and their fear expands the tales of the might of the draconian foes, striking fear into the hearts of listeners.

Knights of Solomnia

The Knights of Solamnia were once the greatest order of chivalry in all the history of Krynn. Now, their entire way of life shifts in precarious balance between the code of honor that once was and the truth of what the world has become.

The Origin of The Knights

The Knights came into being nearly 2,000 years before the War of the Lance, during the Age of Dreams, rising like a phoenix from the ashes of the empire of Ergoth.

Vinas Solamnus, commander of the Emperor's Palace Guard, set forth on his emperor's orders from the capital city of Daltigoth to squash the rebellion brewing in the northeastern reaches of the empire. However, Solamnus, who was a true and honorable man, found that the rebellion was well justified. Solamnus called his troops together and presented the case of the people. Any knights who believed in the cause of the rebels were entreated to stay. Those who did not were given leave to return to Daltigoth. Even though his men knew that doing so meant exile and possibly death, most chose to stay with Solamnus.

Thus began the War of Ice Tears. Although Ergoth was in the grip of the most terrible winter ever chronicled, Solamnus and his dedicated army of knights and frontier nobles marched on Daltigoth and laid siege to it. Solamnus personally lead daring raids into the city. Within two months, the capital fell as a revolt of the people forced the emperor to sue for peace.

As a result, the northeastern plains of Ergoth, from the Vingaard Mountains to the Estwild gained its independance. The grateful people of that region chose Vinas as their king and named their new country Solamnia in his honor. Although it never attained any great power during the rest of that Age, Solamnia became synonymous with honesty, integrity, and fierce determination.

Vinas knew that those who followed him as rulers of Solamnia might not be as honorable as he. Thus he organized the Knights of Solamnia. Through wars with bordering states, the Third Dragon War and Solamnia's subsequent rise to power during the Age of Might, the Knights of Solamnia remained true to the Oath and Measure established by the great and long-dead king.

The Organization of The Knights

The organization of the Knights has not changed in the last 1,800 years. The Knights subscribe to two codes: The Oath and The Measure. The Oath is "Est Sularus oth Mithas" (literally, "My Honor is my Life").

The Measure is an extensive set of laws, many volumes in length, that defines what honor actually means. The Measure is complicated and exacting; only a brief summary of its laws is given here. It is important to remember that exact and unquestioned adherence to the law was the goal of the Knights.

The greatest problem facing the Knights now is that the spirit of the Oath has left them. Only the rigid, unbending shell of the Measure remains. If the Knights can be brought to understand that honor does not lie in the aged and dusty codes of the Measure, but in the heart of the true Knight, then they can unite against the Dragonarmies and avoid certain doom.

The Oath and The Measure

The following are excerpts from the Measure of Knighthood, compiled from the writings of Vinas Solamnus and his successors. (The whole Measure consists of 37 volumes.) The excerpts given here are sufficient for purposes of this adventure.

"The Oath governs all a Knight is and does. It is his life's blood, it is more sacred to him than life itself.

"The Measure of a Knight is taken by how well he upholds the Oath. We judge a Knight against the Measure and by the Measure. The Measure of the Rose deals with holy wisdom among the Knights. The Measure of the Sword deals with the discipline of Honor among Knights. The Measure of the Crown deals with the disciplines of Loyalty and Obedience."

Pertaining To The Order of Knights in Battle

Knights who take the field in defense of honor and the realm follow the order set forth by the Measure. Armies are made up of three brigades, each commanded by a Lord Knight from one of the three Orders of Knights. All armed persons operating under the protection and command of the Knights will be part of one of these three brigades.

The army is commanded by a Warrior Lord, one of the three Lord Knights commanding brigades. The Warrior Lord is chosen by majority consent of the three Lord Knight brigade commanders and must exemplify the highest ideals of the Knighthood. Recognition of the Warrior Lord is to be made openly in Knightly Council.

Should a Lord Knight fall in battle, another must step forward and take his place. Should the Warrior Lord be lost, then shall each Lord Knight separately command his own brigade until such time as a Knightly Council can be called.

Pertaining To The Knightly Council

Such councils shall be convened as required by the Measure. They must include three Lord Knights, one from each of the Orders of Knights. If any order cannot provide a Lord Knight, then a Knight may stand in his stead so long as there is at least one Lord Knight presiding.

Councils shall convene for the following purposes: to determine strategies of war; to assign orders for war and battle; to select the Warrior Lord prior to a battle; to hear charges of unknighly conduct; to honor those who have performed valiantly on the field of honor; for settlement of questions concerning the Measure.

Knighly Orders and The Measure

The Order of the Rose takes its Measure from deeds of wisdom and justice. Examples of deeds befitting the Measure of the Rose: taking compassion on the less fortunate; sacrificing one's life for the sake of others; taking no thought to one's own safety in defense of the Measure and its honor; protecting the lives of fellow Knights; seeing that no life is wasted or sacrificed in vain.

The Order of the Sword takes its Measure from affairs of courage and heroics. Examples of acts befitting the Measure of the Sword: facing evil without regard to personal suffering; accepting the challenge of combat for the honor of the Knighthood; defending the honor of the greater Knighthood; defending the honor of a fellow Knight in good standing; protecting the defenseless and weak.

The Order of the Crown takes its Measure from affairs of loyalty and obedience to authority of the greater Knighthood through its High Councils and commanders. Examples

Knights of Solomna

of acts befitting the Measure of the Crown: unquestioned obedience to those whose authority is righteously maintained in the Knightly Councils; dedication to the ideals of the Measure; loyalty to brother Knights of all Orders; and all other acts that cause the strengthening of loyalty among the Knights.

No Knight found wanting in the Measure of any Order shall command Knights on the field of battle nor council with them until repented of his unknighthly deeds.

Changing of The Guard: PCs Take Charge

Player characters may be chosen to lead the Knights of Solamnia should replacement of their leadership become important. The process for replacing a leader is as follows:

1. The leader must relinquish his command: This may be done either with the Knight's consent or forced through a Knightly Council. If a Knight in leadership position is found wanting in the supreme qualities of the Knighthood, then he may not command and another must be elevated to command.
2. A new leader must be selected: No Knight may nominate himself for the office in question; his case must be given by another Knight in good standing. Non-Solamnics may not participate in this process.
3. The general Knighthood must consent: The Knighthood must make a morale check. For purposes of this roll only, use the following rules for morale determination: if a PC is nominated, subtract any morale modifiers due to heroic PC action. If no PC is nominated, then do not include heroic PC action modifiers for this roll. If the Knights fail their morale check, the PC's nomination is accepted and the PC becomes the leader of the unit or brigade in question.

The Knights always nominate 1d3 NPC Knights for any position in addition to any PC nominations. The consent of the Knights (step 3 above) is carried out for each nominated person in turn. If consent is given to more than one person, then step 3 is repeated until only one character has the consent of the Knights. If step 3 is repeated more than seven times, then the Knightly Council is declared undecided and the function of command is relegated to the unit's commander until the

council may meet again. (i.e. units fall under brigade commanders temporarily; brigade commands fall under the Warrior Lord.) This severely limits the effectiveness of the unit until the situation is remedied.

PCs who become commanders of units are not required to stay with the unit, but unless they are with the unit when a battle takes place, their unit is considered out of command for BATTLESYSTEM™ purposes.

The Morale of The Knights

The Knights of Solamnia are seriously demoralized by the time the adventurers arrive (current Morale Rating is 13, down from the Knights' normal 17). For BATTLESYSTEM purposes, use the following system for determining base morale at the beginning of any Sortie; also use the same system for determining certain events according to the Events of Honor listed below. No morale additions can bring the morale of the Knights higher than their original 17 nor can any subtractions bring the morale of the Knights lower than 8.

Morale Modifiers for Solamnic Knights

Heroic Actions (+1 to +5)

The Knights' morale increases with every victory or whenever the PCs perform a heroic action. The amount of increase depends on the act. These include, but are not limited to, the following:

- +1 For every enemy unit destroyed or routed from the battlefield.
- +2 Whenever a PC becomes commander of the forces at the tower.
- +3 For every victory in a Sortie or battle.
- +3 Risking one's life for another.
- +5 Unselfishly sacrificing one's life for others.

Non-Heroic Actions (-1 to -2)

These acts lower the morale of the Knights.

- 1 Unwise PC actions
 - Violations of the Measure
 - Unwise commands
 - Disobedience to commanders
- 2 Each Sortie in which the Knights suffer a defeat

EVENTS OF HONOR

Events of honor occur according to the Knights' Morale Rating. When the morale of the Knights reaches a certain level, follow the instructions listed here. Also, the Morale Rating of the Knights affects how well they defend the tower. If the BATTLESYSTEM rules are not used for this adventure, then the Morale Rating of the Knights automatically determines the outcome of battles as described in the Events section of Chapter 11.

EVENTS OF HONOR

MR = 12, 10, or 9: Knightly Council

The leadership of the Knights is called into question. Any PC who has exhibited heroic conduct will be put forward to replace one of the brigade commanders:

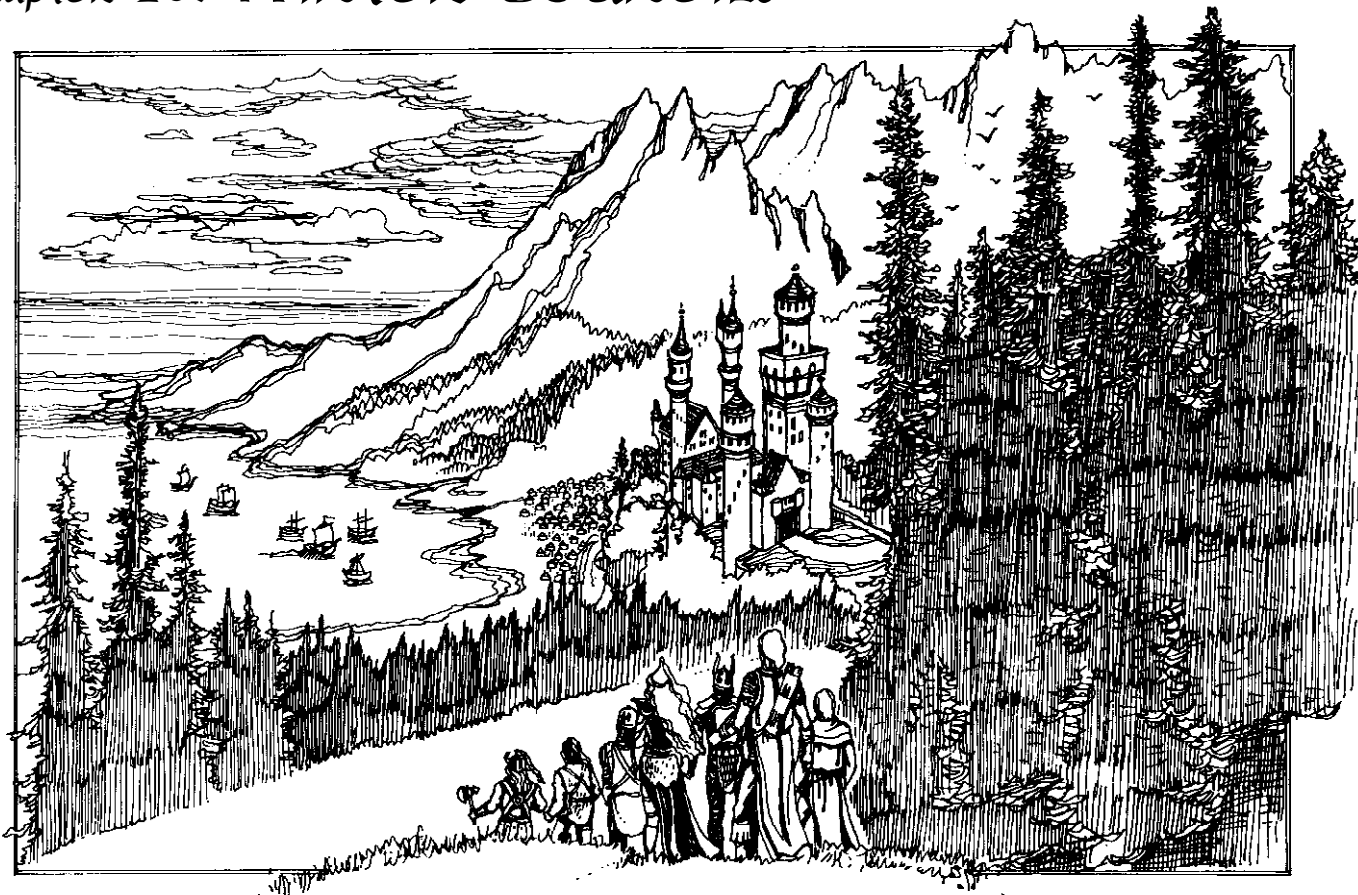
MR = 8: Desperate Attempt

One of the Lord Knight brigade commanders attempts to command his entire brigade out onto the field of battle. Any brigade with cavalry will be first to leave. This reflects the desperation the Lord Knights feel as the morale of the Knights slips. Their reasoning seems to be that things will only get worse so best to attack now. If using the BATTLESYSTEM rules, run the Knights Breakout Sortie using the appropriate brigade of Knights and soldiers. Otherwise, the entire brigade disappears with the exception of one soldier returning to tell the tale of how they were trapped between thousands of monsters and crushed as between two rocks.

Knight NPCs

During this adventure, the morale of the Knights is of supreme concern. The NPC Knights encountered should be no more adventurous than the PCs. Take the same precautions with them as the players do with their PCs. The Knights will not normally volunteer for hazardous assignments and will probably be reluctant to help the PCs. Knights never allow themselves to be ordered about by anyone but their superiors.

Chapter 10: Winter Councils



The major part of this adventure centers around the events at the High Clerist Tower located at the Westgate Pass south of Palanthus.

At the conclusion of DL7, the heroes were in a coastal port of Southern Ergoth. This is a long way from the High Clerist Tower and there is much that the PCs must learn along the way.

This chapter offers the DM two options as to how to run the journey from Southern Ergoth to the High Clerist Tower.

1. Interactive Narrative: Starting with Encounter 1, read the boxed section of text to the players. Most encounters give the heroes choices of where to go next. Read the options and ask the players to choose one (majority rules) and move on to the text for that encounter. Mark off the indicated number of days from the Adventure Clock and also record any Adventure Goals that are reached. Repeat this process until the party reaches the High Clerist Tower. This method enables your players to learn the adventure background, gain clues necessary for a successful adventure, and also lets them feel that they have participated in the story. The major benefit of this method is that it only takes a few minutes to transport the characters hundreds of miles directly into the heart of the adventure.

2. Wilderness Adventuring: If you prefer to role play the journey to the Clerist Keep, the encounters contain sufficient information to run the overland adventure if you desire. Use the Adventure Clock, the Random Encounters Chart, and the Chapter 10 Events (keyed to time) to role play the journey and get your players to the war on time. Give the players the five points of information in Encounter 1 to help them decide where to go.

EVENTS

event 1: The Council of Whitestone

This occurs only if the PCs are on Sancrist on day 15 (month 1). The Council decides to take the *Orb* and Dragonlances from the heroes for further study. This event may be avoided by leaving Sancrist Isle before day 15 or by stealing the weapons and *Orb* back after they have been taken.

event 2: Wheeling Birds

On day 20 of month 1, wheeling kingfishers, a portent of war, are seen in the general direction of Solamnia.

event 3: Fizban Returns

On day 30, the ancient wizard Fizban meets the party and urges the heroes toward Palan-

thus. There might the adventurers find answers to their many questions. Besides, he wants to visit an old friend and needs someone to help him with his baggage.

event 4: haunted Knights

On day 40 (day 12, month 2), the party encounters 20 war-weary Knights of Solamnia returning home after serving at the High Clerist Tower. They advise the PCs to get to the tower with all speed.

event 5: a hard-riding Messenger

On day 50 (day 22, month 2) the party meets a Knight riding with a dispatch from the commander at the High Clerist Tower. The Knight tells them the message is an urgent request for aid before the tower is overwhelmed by the Dragonarmy. Ignore this Event if the PCs are already at the tower.

Event 6: Impressed INTO Service

On day 60 (day 4, month 3), a relief force of Solamnic Knights impresses the heroes into the cause of the High Clerist Tower.

Chapter 10: Encounters

Encounters (Interactive Narrative)

1. The Solamnic Sex

A gentle breeze wafts over the shore. The quiet life of the Solamnic outpost, far from the war, belies trouble and fear of its people. Here and there, knights cant their horses down the roughly cobbled streets.

At this point the players have to decide where to go. There are ships at the outpost that are setting sail for several destinations: Palanthus, Caergoth, Crystyn, and Sancrist Isle. The PCs can also go overland to Eastport (on Southern Ergoth's eastern shore) and catch a ship to Caergoth from there.

The PCs' priorities right now are to find out how to operate the *Orb* and lances and to get to the war before it's too late. Remind the players of this and give them the following information from the Knights:

- 1) Council of Whitestone (on Sancrist) may have advice on the *Orb* and lances.
- 2) Sailing to Caergoth is the fastest way to reach the war.
- 3) Crystyn reportedly has treasures and weapons for those bold enough to search the misty isle.
- 4) Overland to Eastport is a long journey but safer than the sea voyages. Rumors abound at the outpost of terrible devastation to the north, along the route to Eastport.
- 5) Time is of the essence. The Dragonarmy controls almost all of Ansalon and the forces of good are backed against the sea. The lances need to get into action. While the players are deciding where to go, read the following to them.

Three ships are ready to sail. Their captains are known to the Knights as good and honest seamen. One great gull-winged ship stands ready to ply the seas to Sancrist, home in exile of the Solamnic Knights. Another stands ready for a journey to Crystyn. The third captain is risking the treacherous Chislew Break between Northern and Southern Ergoth to sail to Caergoth in southern Solamnia. He is impatient to return and fight with his comrades.

These ships are all small merchant vessels (see DMG, p.53) with hull values of 1d10 +20.

Cast Your Fate!

Sail for Sancrist? —read 1A; mark 7 days off the Adventure Clock; go to Encounter 3

Sail for Crystyn? —read 1C; mark 1 day off the Adventure Clock; go to Encounter 2

Sail for Caergoth? —read 1B; mark 12 days off the Adventure Clock; go to Encounter 12

Journey overland to Caergoth? —go to Encounter 7

1A:

The ship weighs anchor at evening tide, cutting pink salt spray with its bow. For several days you course through the waters of Krynn. At last, Sancrist is seen on the horizon.

1B:

The ship weighs anchor and heaves to north and east. On the fifth day you're buffeted and driven back by terrible storms. The rocky shores of southern and northern Ergoth foam death white to the south and north. The grim captain stands determined watch; his will alone, it seems, gets you through. Now, under cold grey skies, you see the towering wails of Caergoth:

1C:

The ship weighs anchor at first light, sprays of blue winter sea foaming about its bow. Come evening, the hulking grey mist of your goal is on the horizon. The captain drops anchor and you row ashore in a long-boat. Nothing can be seen but the grey mists.

2. Crystyn

A continuous white mist laces the trees and ground in delicate splendor. Towering mountains stand dark against the brilliant night sky.

Mark one day off the Adventure Clock for every Wilderness Map hex the PCs pass

through. It takes five days to casually explore a hex and four weeks to carefully explore.

Encounters on Crystyn are in the 1d10 +34 range on the Random Encounter Chart.

If the players explore a hex (even casually), read the following:

Struggling through dense forest, you suddenly come upon the remains of an ancient tower. Most of the tower was destroyed in some long-past conflict, but a broken ring of stones still stands.

If the players enter the tower they find a *wand of fire* (10 charges), a *ring of fire resistance*, and a *ring of protection* +3. This encounter is not repeated if the PCs return to Crystyn.

Roll 1d4 when the players wish to leave Crystyn. The result is the number of days they wait for a boat to bring them back to the outpost. Mark the number of days off the Adventure Clock and return to the Cast Your Fate section of Encounter 1.

3. Thalan Bay

Towering mountains form one side of Thalan Bay, the harbor of Sancrist Isle. Deep, lush forests ring the harbor and hold Castle Wistan, home in exile of the Solamnic Knights. Here also is the fabled Glade of the Whitestone where the council of free peoples will soon convene.

You are told that an ancient race of gnomes lives in the mountain of Nevermind. They hold many answers for those with technical questions, although the answers are not always intelligible.

Thalan was once a great port and sent ships to Tarsis, Istar, Palanthus, and even Silvanost. Regular routes exist only to Palanthus and Caergoth nowadays.

Cast Your Fate!

Sail for Palanthus? —mark off 25 days; go to Encounter 13

Attend the Whitestone Council? —mark off 2 days; go to Encounter 5

Inquire of the Knights of Solamnia? —mark off 2 days; go to Encounter 4

Climb Mount Nevermind? —mark off 4 days; go to Encounter 6

Chapter 10: Encounters

Vessels found here are small merchant ships (hull values of 1d8 +28). Encounters are in the 1d12 + 7 range on the Random Encounter Chart.

4. Castle Uth Wistan

The spires of Castle Wistan rise above the forest canopy. Many Knights have set up camp on the castle grounds. There is a flurry of activity and a sense of great urgency.

Read the following only if this is the first time the PCs have been here.

As you approach the camp, guards hail you and ask your business. You are quickly escorted to Lord Gunthar Uth Wistan.

Gunthar sits straight and proud in his great high-backed throne. A good and noble leader, he is desperately trying to keep the Knighthood intact. He wishes to speak to you alone and dismisses the attendants.

As they leave, Gunthar's demeanor changes. He slumps forward with a sigh.

"I was told of your coming. I fear for all free people in Ansalon. The Dragonarmies have pressed across the Solamnic Plain and only now have we discovered our folly in Palanthus. Draconian emissaries have charmed the Palanthians with lies while building their armies. Now only the High Clerist Tower protects the most coveted fleet of ships in all Ansalon. Unless the Westgate Pass is held our cause is doomed.

"Yet there is worse than that. My Knights waste themselves in pointless contests of power; my position is threatened by commanders in the field; my orders are questioned and even disobeyed! The Knighthood is dead unless an exemplar of honor and strength comes to us and renews our faith.

"There are three commanders at the tower, Lords Aurik, Michael, and Jeffrey. Lord Aurik is commander but is far in his years and lacks the wisdom he once had. Lord Alfred has great sense in battle but is indecisive. Lord Jeffrey is motivated by his own ambition-watch him with care.

"We will give you what we can spare

from our armory if you agree to aid our cause. I would that you journey to Palanthus with a writ to Astinus and urge him to once again plead our case before the Senate. Then go to the High Clerist Tower. Another writ I give you to gain entrance into the tower-it is our holy place and the troops will allow no one in without my permission. None have entered there for hundreds of years, to our knowledge. Our cause is desperate enough that I am requesting that you go into the tower that is forbidden to us. Within, I am told, is the ancient wealth of the High Clerist. Perhaps it can be used in our cause. Now you must hasten for time is short."

The PCs may take the following items if they agree to aid the Knights: *plate armor* +4 (human sized); *plate armor* +3 (dwarf sized); *shield of missile protection* +1; *cloak of invisibility*; *longsword* +3; *shortsword* +2.

Lord Gunthar's castle is a medium-sized castle with a curtainwall (a high, fortified wall that surrounds a castle). The castle is in excellent condition and fully functioning.

Tents and portable pavilions stand encamped all around the castle, forming a sea of color from the castle moat to the forest. There are three distinct camps (one for each Order of the Knights) and tempers often flare up. Encounters in this area will be in the 1d12+6 range on the Random Encounter Chart. Knights act according to the guidelines given on pages 3 and 4.

The Knights can offer no further aid and strongly encourage the PCs to head toward Palanthus and the tower as quickly as possible.

Cast Your Fate!

Attend the Whitestone Council? —mark off 2 days; go to Encounter 5

Climb Mount Nevermind? —mark off 4 days; go to Encounter 6

Go to the ships of Thalan Bay? —mark off 2 days; go to Encounter 3

5. Council of Whitestone

The dense forest opens to reveal a great circular meadow. Lush grass and cool, clean air greet you as you enter the glade.

A slab of white gemstone rises at a slight angle from the center of the glade: the fabled and holy Whitestone. It is here that Paladine last touched the world.

Read the following only if this is the first time the PCs have been here.

As you watch, delegates from all the free lands of Ansalon enter the grove and sit around the Whitestone. The glade fills with elves, dwarves, kender, and humans. Lastly do the Knights of Solamnia enter with Gunthar standing before the seated assembly.

"Lords and Ladies, I call the Whitestone Council. May our discussions yield fruit in these evil times.

The meeting begins with an account of your travels and discoveries. A silence greets the end of the tale.

It is the last moment of peace at the meeting. The glen erupts into a confusion of shouting voices.

"...send these lads and their new-found weapons to Palanthus! Let them prove the mettle of their weapons and valor!"

"...the *Orb* of Icewall belongs to the Qualinesti Elves. We demand its immediate return!"

"...tales of the Dragonlance are known to all yet are these true Dragonlances? Perhaps the gnomes could study them..."

"...like the *Orb* in the High Clerist Tower! This *Orb* must not leave Sanctrist! Not until we understand its great powers and dangers can we dare..."

"...so I see no reason why we kenders shouldn't take care of it. We have never lost anything as far as I can recall..."

The Council comes to no conclusion. Indeed, the elves are ready to declare war on the Knights, while the dwarves carefully fuel the argument on both sides. The kender aren't helping much as they taunt both sides to keep tempers hot. Still the general mood seems to be against you. If you return here the *Orb* and lances might be taken from you. Swift departure is advised by Gunthar.

Chapter 10: Encounters

Record that the PCs have reached Adventure Goal C. If the PCs stay on Sancrist for six more days, run Event 2.

Cast Your Fate!

Go to Castle Wistan? —mark off 2 days; go to Encounter 4

Climb Mount Nevermind? —mark off 4 days; go to Encounter 6

Go to the ships of Thalan Bay? —mark off 2 days; go to Encounter 3

The Council of Whitestone consists of both seated and unseated members. Seated members may vote in the Council's decisions and include Lord Gunthar, Duncan Hammerrock (Master of Ergoth hill dwarves), Mir Kar-thon, (Northern Ergoth king), Serdin MarThasal (Duke of Vingaard Keep), and Gnosh (Gnome Representative of the Collective Guilds). Unseated members may not vote in Council but may voice their concerns. Many members of all races take part in Councils as unseated members.

The council is unable to decide on a course of action. The elves demand that the *Orb* be returned to them and are prepared to go to war to regain it. The dwarves are skeptical of the worth of a Dragonlance not forged by the Hammer of Kharas. They demand possession of Huma's Tomb and sole right to forge and wield the lances. The Knights and other humans want the lances and *Orb* to go to the High Clerist Tower and Palanthus, respectively. None of the delegates trust the others nor are they willing to work together.

6. MOUNT NEVERMIND

For three days you climb the craggy mountainsides. The terrain is devoid of life until you come to the trail's end.

A small gnome stands in the mouth of a huge, gaping tunnel. His name is Gnarl and he proudly tells the history of the tunnel's lighting system. At first, tempered metal rods running the length of the tunnel were heated until they emitted a brilliant white light. Thus, the tunnel was lit but passersby were roasted by the heat. Cold coils were placed between the rods to offset the heat. This eased the temperature problem but resulted in billowing fog. The gnomes placed a large fan at the far end to blow the fog out. The tunnel is now hot and cold and foggy and windy all at once—but at least it is lit. All this was done as a courtesy to visitors since gnomes could see in the dark all along.

Gnarl takes you inside and several committees of gnomes handle and investigate all your possessions. You learn first hand of the gnomes' improvement on stairs (they use catapults) and finally have an audience with the collective guild leaders to discuss your equipment. You seem to recall Fizban saying that there never was a gnome who could finish a sentence.

The gnomes are the technologists of Krynn. They love intricate and mechanical things to the extent that they make everything four times larger and 10 times more complex than needed. As a result their devices seldom work right (average failure rate of 70%).

The gnomes can give advice on any of the following subjects. Read the boxed description only if the PCs have the item. After reading any pertinent sections, read the final section of boxed text.

Dragonlance: The Weaponsmith Guild goes into emergency session and a special delegation is in negotiation with the Metalsmith Guild over which guild has jurisdiction in this matter.

An officious-looking gnome reports: "The traditional Dragonlance did terrific damage to dragons and was allegedly indispensable during the last dragonwar, especially since they used the larger version which was mounted on good dragons although the footman's model such as you have was hardly something to take lightly, especially if you are a dragon...."

"Anyway. Well, there is only one question our guild has, to wit, that the Dragonlances you bring were not forged by the Hammer of Kharas, which is an important part, according to legend, of the proper forging and any other method runs the risk of the lance breaking upon first use as indicated by our studies in the fields of... Ahem. That's all we know about Dragonlances, I think."

Dragon Orb: Many guilds argue over the *Orb* (including the Curtainmakers Guild) but finally Gnarl gives you the report.

"The *Dragon Orb* or *Orb* as it has come to be known in these latter days after the original loss of the *Orbs* which occurred around the time of the Cataclysm—the reason for which, I point out, has not yet been satisfactorily explained by the Cat-

aclysm Section of the Cartographers Guild with whom I have a particular bone to pick..."

"Anyway. In any event the *Orb* has properties that none of our guilds has been able to discover, despite the fact that the *Orb* seems to constantly form a number of runic symbols on its surface and in its translucent interior. The *Orb* was made by the most powerful wizards of the Age of Dreams and was originally designed to control dragons during the time of the last dragonwar by somehow taking control of the device through a mental process that we do not understand....That's all we know about *Orbs*."

The gnomes say they can tell you no more about your equipment than they have already explained. Somehow you manage to escape with most of it.

Encounters inside a gnomish kingdom are almost always (90%) with gnomes. The other 10% are in the 1d12 + 7 range on the Random Encounter Chart (only 1d4 monsters encountered each time).

Cast Your Fate!

Attend the Whitestone Council? —mark off 4 days; go to Encounter 5

Inquire of the Knights? —mark off 4 days; go to Encounter 5

Go to the ships of Thalan Bay? —mark off 4 days; go to Encounter 3

7. Southern Forest

The gnarled forest resists your every step. It is as though a power has been awakened by your trespass and now tries to hold you back. Yet, after four days, you reach the eastern edge of the woods.

The plains stretch endlessly before you under a chill sky. It will take some time to cross that empty expanse to Eastport, yet the only alternative is to fight your way back through the forest.

Cast Your Fate!

Return to the Solamnic outpost? —mark off 4 days; go to Encounter 1

Venture onto the Dead Plains? —mark off 5 days; go to Encounter 8

Chapter 10: Encounters

8. The Dead Plains of Ergoth

Dried grasses on the western plains soon give way to barren wastelands. There is no game and even water is now scarce.

One day, as sunset turns the blue sky to brilliant orange, you see a tower suddenly appear to the north, glowing in the day's last light. The shimmering, ghostly shape looks more and more solid as the light fades. It seems to be too ephemeral to survive in the harsh light of day.

Cast Your Fate!

Continue toward Eastport? —mark off 2 days; go to Encounter 10

Divert to the ghostly citadel? —mark off 1 day; go to Encounter 9

9. Ghostly Citadel

Rushing madly across the darkening plain, you reach the great tower. Its form is hazy and hard to see.

The great doors open before you. Within, broad steps rise to a softly glowing dais. A brilliant crown of interwoven platinum strands set with jewels is atop the dais.

As you move toward the crown, the tower grows dark and transforms. You are standing atop a great tower with a battle breaking against its fortified walls. A shadowy figure places a crown atop a skull. Rays of light fly from the skull, dealing death to the enemies below. Scattered bones gather to the skull and a great bishop of good stands before you in brilliant robes.

Abruptly, the scene disappears. You are standing in the midst of the barren plain. Yet all is not as it was. An arc of stained platinum fitted with mud-dulled jewels is half buried in the ground. There is no doubt that this is one-third of the crown you saw on the tower dais.

The players now possess one-third of the Crown of Yarus (see page 31).

If the crown is discovered here then the sea captain in Encounter 13 does not have it. Conversely, if the PCs already have the crown piece from the sea captain then it is not found here.

Encounters here are in the 1d10 + 34 range on the Random Encounter Chart.

Mark off 3 days as well as Adventure Goal A. Then go to Encounter 10.

10. Eastport

A strong salty breeze beckons to you from over a last line of hills. Barren plains have given way to scattered farmlands and now the outpost of Eastport lies below.

The dirt streets are wet and muddy near the great docks. The small harbor provides some protection for the fishing boats that bob like toys in the storm-roughened waters.

At dock stands a massive Palanthian warship, proof that the Palanthian fleet still maintains her great and ancient warships, the only warships in Ansalon to survive the Cataclysm.

A nearby inn is full of troops from the ship. They jostle about with riotous abandon. You strike up a conversation with one of the soldiers. He urges you to take passage on his ship. It's leaving at dawn and is the only craft capable of taking you off Ergoth in this weather.

Cast Your Fate!

Return to the Solamnic Outpost? —mark off 7 days; go to Encounter 1

Sail with the Palanthians? —mark off 17 days and Adventure Goal B; go to Encounter 11

11. The Warship

The great warship offers you a chance to hone your skills in battle. The Palanthian troops offer you their best weapons to take with you into battle.

The PCs may take the following equipment: *medium shield* +2, *two-handed sword* +2, *banded armor* +2, *chain mail armor* +3, *battle axe* +2.

The PCs also meet the same soldier they saw at the inn in Eastport. He strikes up a conversation with them.

"What a job, eh!" he says. "The Senate sends us out to find rare plants. Praise Paladine we have found them and are now returning home.

"I'll bet you're heading for the war. Well, you could do worse than come to Palanthus and help those poor crazed Solamnics! They are out at their holy tower, getting the draconians all stirred up. They're gambling our safety as though it were a game of Khas and I sincerely doubt

they have the 33rd in their pocket.

"Haven't heard of the 33rd, eh? Well, it's an old legend of the Clerist Tower. Old Yarus, the last High Cleric of the place, loved Khas and seldom lost. It was said that he had a 33rd Khas piece, one more than the game calls for, that he could bring onto the board to magically eliminate his opponent's pieces.

"That's a miracle and I doubt the Knights have any left."

The ship is a Warship with a hull rating of 35 and a crew complement of 50.

Go to Encounter 17.

12. Caergoth Citadel

Read the first boxed section only if this is the first time the PCs have been here. The second boxed section may be read each time the PCs enter Caergoth.

The great cliffs of Caergoth rise from the sea in breath-taking splendor. The gleaming towers of the citadel crown the cliffs. People hurry through the streets, impatient at even the slightest delay. There are many ships, heavily laden and all bound for distant shores.

As you travel through the city, you happen upon a group of wizards. Their response to you is most perplexing.

"We were worried that you would not come in time. We fear for the Knights at the High Clerist Tower. They are involved with powers far beyond their ken!

"That great tower was built during the Age of Dreams. Most peculiar is that its construction was planned around one central object—a dread *Dragon Orb*!

"Little is known of the *Orbs* save they were wrought by the mightiest of our order! We would not dare to use an *Orb*. Yet we fear an *Orb* still remains in the tower. If it is used by the Knights—woe unto them!"

The wizards leave you as quietly as they came.

Chapter 10: Encounters

The great city is emptying as its people flee to the west.

There is little else for you here. A ship is ready to sail to Palanthus. Perhaps the battles at Thelgaard and Solanthus could most benefit from your aid. You could always take the western roads overland to Palanthus from either of these cities.

Mark Adventure Goal C on the Adventure Clock.

Cast Your Fate!

Sail for Palanthus? —mark off 13 days; go to Encounter 13

Journey north toward Solanthus? — mark off 7 days; go to Encounter 14

13. Sea Voyage

On the long sea voyage, you soon get to know the captain of the ship. A hearty salt, the captain does his best to care for your needs.

One night he invites you into his cabin for supper. "I have word of where you be goin', and would like to tell you a tale.

"My mother was a disciple of the religion of the Clerist Tower. O'course, this was many years after the place had become naught but a home for ghosts and the like. Still she felt the spirit of the Old Ones and from time to time went to worship in the temple—not that the Knights liked it! They don't allow a soul into their edifice, not even themselves, so I hear.

"Still, I remember when she would tell me about the great temple and the time she managed to give those Solamnics the slip and get in. Said she cried at the altar for the beauty of the temple. Then angels came and led her to the heart of the tower.

"There she saw a piece of the Yarus Miter, the Crown of the High Clerist. She lifted it up and heard voices crying out in her head! She didn't remember more and awoke outside the tower with the crown still in hand. The thing cut deep into her flesh. She carried the scars to her final rest, she did. She said the spirits had told her to keep the piece safe from evil until the the miter could be united and again crown the dead to save the living.

"She left it to me and if all I gather is true, it is better that you have it than I. I'd be grateful if you would return it to the tower."

He gives you a velvet bag. Within is an

arc of platinum fitted with delicate jewels.

The remainder of the journey passes without incident. Soon your ship passes the Gates of Paladine and anchors in the magnificent harbor of Palanthus!

Tell the players that they now possess one part of the Crown of Yarus (see page 31). Mark Adventure Goal A on the Adventure Clock, then go to Encounter 17.

14. Southlund

Bitter winds sweep from the north down the Solamnic plain, Brittle twigs of brush shiver over the slushy ground on either side of the road.

You have traveled north for several days. Now the road forks to the northeast (toward the Solamnic plain) and to the northwest (along the west side of the Vingaard Mountains).

Read the following boxed text only if this is the first time the PCs have been here.

From the northeast, a single line of figures can be seen approaching. Armored knights on horses stop warily as they near you. After exchanging greetings they give you news of the wars.

"The armies to the northeast are doing well enough," says Markus, a mercenary knight lately in the service of the Solamnic Knights at Solanthus. "It's the army at Palanthus that has 'em worried stiff. Sure enough the war may well be lost unless they get some help up there mighty quickly."

The mercenaries are tired of war and offer you the use of excess armor they have picked up. "Where you're goin' you'll need it more than we."

The PCs receive the following: *plate armor* +3 (human sized), *plate armor* +2 (dwarf sized), *longsword* +3, *dwarven battleaxe* +3.

Cast Your Fate!

Go west to Palanthus? —mark off 7 days; go to Encounter 16

Go east to Solanthus? —mark off 1 day; go to Encounter 15

Return to Caergoth? —mark off 7 days; go to Encounter 12

15. Thelgaard

The smell of smoke fills the air. The city surrounding Thelgaard Keep is a burning ruin. Yet the castle still stands. Far to the east, the towers of Solanthus can be seen. Great armies clash on the plain between the castle and the distant citadel. The brutal war continues.

You are soon halted by a guard and taken to the commanding officer of the watch. He hears only half your tale before taking you before the Lord Regenald, Warrior Lord of Thelgaard. You tell him of your journeys.

"Your aid is desperately needed to the north. Look upon this map of Solamnia."

Show the players a map of Solamnia as you read the following.

"Here, between Thelgaard and Solanthus, is where we have stopped the advance of the the Blue Wing of the Dragonarmy. The Dragonarmy started its move from Daargard Keep. The northern force pressed swiftly across the plain to Vingaard Keep, taking it in a few weeks. The southern branch, supported by fresh troops from Lemish, quickly moved to cut off Solanthus from outside help. It was between Solanthus and Thelgaard that the Dragon Highlord met her first real resistance.

"Our armies are giving a good fight to those terrible dragons and draconians. Much of the Dragon Highlord's might is concentrated here. Yet too late do we discover the flaw in our plan.

"Here, at the High Clerist Tower, is the small contingent we placed to guard the pass. Yet we have news that the northern branch of the Dragonarmy has marched from Vingaard Keep and is moving toward the tower. Our armies here are engaged in fierce battle—we cannot aid the tower. Our northern brothers have only a tenuous hold on the very gates to Palanthus.

"Should Palanthus be lost, then so shall its fleets. Without them, we have little hope of sustaining ourselves in this long war.

"Please take this writ to Palanthus. If the Palanthian armies come to our aid we have a chance to hold our free lands."

Encounters here are in the 1d20 + 12 range. You should encourage your players to avoid this area, leading them instead to where they are more needed: Palanthus and the High Clerist Tower.

If you are using BATTLESYSTEM™ for this adventure and the PCs become involved in battles between the Whitestone forces and the Dragonarmies, select representative units from Appendix 4 and use terrain layouts from the BATTLESYSTEM Scenario book. Again, the players should understand that they are needed urgently at the High Clerist Tower.

16. Coastlund

The days pass as you travel through the small settlements and towns lacing the foothills west of the Vingaard Mountains. The towns and countryside are overflowing with refugees from the Solamnic plains who are now trapped between the mountains and the sea.

In one small town, an innkeeper happens to overhear your destination. "Pardon me, but an elder of our town had an ancestor who was a steward in the Clerist Keep. Would you want to speak with him before you leave? He might be able to tell you about the 33rd piece! He is but a day's travel up the mountain."

Mark Adventure Goal B on the Adventure Clock.

Cast Your Fate!

Climb the mountain to the elder? —mark off 15 days; read both following boxed sections; go to Encounter 17

Continue on to Palanthus? —mark off 13 days; read only the second section of boxed text; go to Encounter 17

A light rain begins to fall as you journey up the mountainside. The last rays of the sun stream through a break in the clouds, bathing the scene in orange light.

A simple cottage sits at a bend in the road, just as the innkeeper said. Inside you find an old man. The years have lined his face and whitened his thin hair, but his eyes are bright and clear. That night, to the constant rattle of the rain, he tells you his tale.

"My ancestor was there at the time of the Cataclysm. His tale has been passed down the generations in my family. Now I tell it to you.

"The tower is a deceptive building. In times of peace, one could walk from the base of the tower to its uppermost reaches without ever being hindered in one's pas-

sage. Yet, those who knew the ways of the tower could activate its marvelous defenses and make it a terrible fortress of war.

"Lord Yarus was the Lord High Clerist of the Knights of Solamnia in those times—the last of the Lord High Clerists. A good man and the most powerful cleric of his time. Yarus and his bitter enemy, Kurnos, Bishop of Sargonaas, often played Khas within Yarus's chambers. They would play before the throne of Yarus high above the Council Chamber in the uppermost reaches of the tower.

"So it was on the day of the Cataclysm. Kurnos was there with Yarus when the world came to an end. My ancestor was outside the tower could not get back in. Sounds of battle and horror and tormented spirits came from within. Yet he was confident that Yarus would win in the end. My ancestor said Yarus must have had the 33rd piece.

"The 33rd piece was a legend of old Yarus. A game of Khas has only 32 pieces. When asked how he always won, Yarus would smile and say he had a 33rd piece. The legend grew that it represented Khas pieces from previous games that returned unseen and swayed the game in his favor.

"Now the Knights of Solamnia guard the tower and only those who can slip past their watchful eyes can find the way into the inner chambers. The tower's vast treasury at the end of the Eternal Hall has never been plundered because of the guards and the terror inside the tower. The southern entrance leads straight to the heart of the tower. My ancestor also mentioned a stair that ascended the height of the structure. That is the end of my knowledge of the tower."

You bid farewell and depart for the journey down the mountain. The day is still chilly despite the impending spring.

You continue your journey northward for nine more days until you at last come around the northern end of the impassable Vingaard mountains. The great Gates of Paladine stand on either side of the bay's entrance while four days to the south gleams the city of Palanthus.

17. Palanthus

The great Cityhome of Palanthus majestically cradles the Bay of Branchala in her outswept arms. Spires of gleaming white pierce the blue sky. In the bay sits the

greatest fleet on Krynn: mighty warships with their low hulls, merchant ships with tall rigging, fishing craft, and many smaller boats. It is a city without equal, untouched by the Cataclysm. Streets paved in close-fitted stone are flanked by uncounted statues of the ancient heroes. Great wide steps of white granite rise to colossal pavilions supported by fluted columns. It is a city to a different age.

You find your way to the Library of Palanthus, a tremendous building rising from the east side of the city's vast main square.

Your request to see Astinus is greeted with skepticism until Astinus himself comes from his chambers to greet you. He alone has seen your deeds and recorded them. Though he can only see events in the past, his visions of history may aid in your endeavor.

Astinus has much information to give the PCs about the Adventure Goals they have reached and the tower artifacts connected to those goals.

The tower will contain the Goal Artifacts that correspond to the Adventure Goals the PCs reached in this chapter. For each goal (A, B, and C) the PCs reached, read the matching boxed text below. Then roll 1d6 and consult the Artifact Placement Table. This table tells you where the artifact is in the tower and gives an additional section of boxed text to read to the players. (Roll twice if the players reached Adventure Goal A—once for each of the two remaining pieces of the Crown of Yarus.) If a roll indicates a previously rolled location, roll the die again. Note the location of each artifact on the Adventure Clock.

Artifact Placement Table

Die Roll	Boxed text to read	Artifact location
1	D	35. Altar of the Orb
2	E	62. The Eternal Halls
3	F	65. Treasury
4	G	80. Nest of the Kingfisher
5	H	78. Grim Watch
2	I	63. Iron Golems

It is important to remember that only the artifacts that correspond to reached Adventure Goals will be in the tower.

Chapter 10: Encounters

A

“The Cataclysm struck the tower and felled the high cleric as he sat playing Khas. His great crown, which held his life, was sundered into three pieces and taken quickly by his spirit guardians to places of safe keeping. First one piece, then another. Only two of the pieces do I see....”

B

“Indeed there was a 33rd Khas piece, that of a wizard made of crystalline steel whose powers were said to be connected with the Knights of Solammia of old. It was secreted in the tower long ago.”

C

“The Tower of the High Clerist was built most oddly. There was once a *Dragon Orb* there, although to what purpose it existed, none now understand.”

D

“Even as the Cataclysm rang across the land, it was placed carefully on a dais at the base of a great shaft surrounded by weld-secured doors.”

E

“A guardian in the tower brought it with his last breath to a Hall of Eternity that looked infinitely far in all directions.”

F

“It was placed in the most secure place of the tower, with all the other precious gems and treasures, suspended over a great shaft.”

G

“It was lifted through the levels of the tower into the high places and locked away.”

H

“In Yarus’s own chambers, under the guardianship of loyal and wondrous servants, was it set.”

I

“In the depths of an endless hall was a room watched over by iron and wizardry. Here was it secured.”

When all these preparations are completed, finish by reading the following.

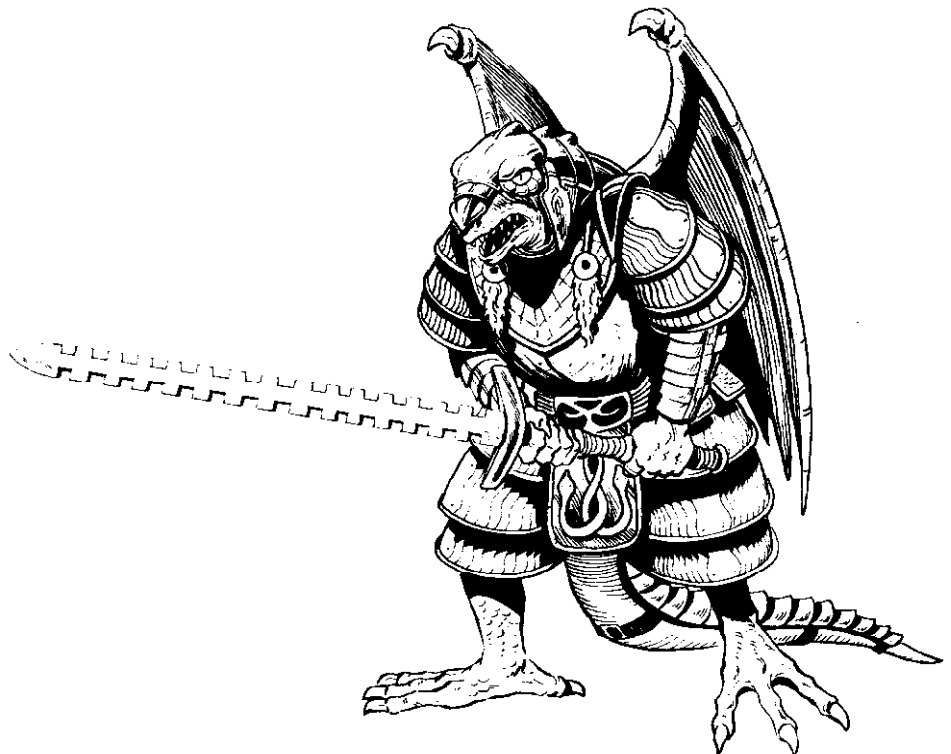
Much to your dismay, Astinus’s advice is the only aid this city offers. Complacent in their glory, the citizens do not believe that the Dragonarmy will trouble Palanthus. The Senate has been taken in by the assurances and smooth words of the draconian emissaries. Corruption is rife and the army can be bought into service if enough money is offered. You feel sure that the Dragonarmy will crush the city unless the people are brought to their senses soon.

You travel south to the Clerist Tower under cloudy skies. Rain soon pelts you, turning the road into a muddy morass.

Palanthus is a focal point for all the good in man as well as the bad. The beauty of the city, the vast knowledge stored in her library, and its culture and history contrast sharply with the Senate’s corruption and the complacency and indifference of the populace. The Palanthians believe that the war, like the Cataclysm, will pass them by. They deride the Knights of Solammia for drumming up support for the war. Only a great shock will bring them to their senses.

The army of Palanthus could be bribed into action with approximately 80% of the treasure in the High Clerist Tower.

Proceed to Chapter 11.



Est Sularus

(my honor)

Music by Frank Mentzer
Words by Tracy Hickman

♩. = 104 Grandioso

The musical score is written in 6/8 time with a key signature of one flat (Bb). It consists of six systems of music, each with a vocal line and a piano accompaniment line. The score includes various musical notations such as notes, rests, dynamics (ff, f, mp, mf, fff), and chord symbols (C, C7, G7, F, Dm, Bb, Eb, Bb6, C9, Gm7, Gm, G6, G7, C7, F, Dm, Bb, C, F). The lyrics are in Latin and Old English, with some words in italics. The piece concludes with a double bar line and a fermata over the final notes.

ff *f* Est su - la - rus oth
My ho - nor is my

mi thas ta-rus un ka - ram degh dra-co Pa - la - dine.
li fe fight-ing for glo - ry by dra-gon Pa - la - dine.

Est su - la - rus vo - lo - ni mas ai est tho - rom na - fai ar - an pa - lan - i pax ai
My ho - nor rules all of my deeds; all of my will breath-ing God's strength in - to my sword and

vor Bar - us oth ar - ath pax - um oth kan nai o - pa - ru -
shield The crown is stead fast the sword is cou - rage tem - por - ing

sar du - su - ni ras oc par ai fam co - ni es est su - la - rus oth
all blos - soms the rose of grace and love Grant me my ho - nor in life for

mi thas ha - nur est mas lor a - lan Pa - la - dine. *fff*
ev er ac - cept my deeds Lord Fa - ther Pa - la - dine.

Chapter 11: The Last Bastion

This chapter is divided into Encounters (keyed to areas) and Events (keyed to time as counted on the Adventure Clock). The order of Events and Encounters depend upon player actions. Keep track of both time and location to know which Event or Encounter to run next.

Encounters for this chapter are keyed to the Westgate Pass map as well as some of the interiors of buildings on the map of the High Clerist Tower. Encounters occur as soon as the PCs enter an Encounter Area.

Begin this chapter with Encounter 18.

EVENTS

EVENT 7: Pilgrims at The Gate (Month 2, days 7, 14, 21, 28)

Robed pilgrims have come to worship at the tower. Though similar in appearance to draconian disguises encountered in earlier travels, these are true worshipers. The Knights allow them to use the temples on Level 2 (see Chapter 12) but insist that they go there only during daylight hours. They camp outside the perimeter of the tower's curtainwall.

These quiet people are dedicated worshipers of Kiri-jolith, Habbakuk, or Mishakal depending upon the worshiper. They are not sociable and mind their own business.

These pilgrims approach the gate and hail anyone on watch. They say they are seeking worship of their gods at the temples of the great tower. The Knights are used to this routine and usually allow them access without much question.

EVENT 8: Bogus Pilgrims (Month 2, day 21)

As Event 7 above except that these pilgrims have been infiltrated by 4d4 Baaz draconians in pilgrim guise in an attempt to gain entry to the tower preparatory to the main force's attack. The Baaz break away from the pilgrims inconspicuously. In addition to anything they can learn about the defenses of the tower, they will also attempt assassination of Solamnic leaders if the opportunity presents itself.

EVENT 9: Juggernaut (Month 2, day 24)

If you are using the BATTLESYSTEM™ rules, run the Sortie "The Juggernaut Comes" as detailed on page 36. Otherwise, read the following boxed section to your players then determine the results using Appendix 3.

The sound of distant thunder rolls across the plain. Soon the lookouts on the battlement walls cry out, pointing to the south.

The normally sharp line of the horizon is obscured by a cloud of dust rising from the distance. The Dragonarmies are attacking the pass!

A solid wall of draconians and kobold archers crash across the plain under bow fire from the defenders. Their ranks break against the wall; their arrows cascade onto the top of the curtainwall. The battle is joined!

EVENT 10: Battle of The Christ Wall (Month 3, day 6)

If you are using the BATTLESYSTEM™ rules, run the Sortie "Battle of the Clerist Wall" as detailed on page 36. Otherwise, read the following boxed section to your players, then determine the results using Appendix 3.

They have returned! Once again the armies of draconians and kobolds raise clouds of dust from their swollen ranks. Their weapons flash and glint in the distance as they close again on the tower.

Now, to the horror of the Knights, great blue dragons appear overhead! One dragon rakes the walls with its lightning breath while two other dragons, laden with nearly a dozen draconians each, start dropping them onto the outer wall! The attack is more furious than ever and fear of the dragons keeps many of the brave Knights down behind the bastions, unable to fight effectively!

EVENT 11: The Challenge (Month 3, day 9)

A single knight approaches the gates of the tower. His black armor glistens in the pale sunlight despite the dust that coats his leggings. He stops 100 feet in front of the gate and hails the sentry.

"Lord Knights of Solamnia! I, Vindar of Khurman seek out Harus of the Knights. He has done me injustice and I claim the right to single combat with him as is my right by your Measure. If you be men of honor then I stand ready to fight!"

There is one knight named Harus among the Knights. This Harus is but a young Knight, 1st level at best, whose father had the same name and is now dead. It should be made apparent that Harus is no match for the great Vindar (see Heroes and Commander Statistics in Appendix 4). Harus will be near the majority of the PCs when word reaches them of this event and requests that a PC take his place. Harus is the only child of his father whose land holdings are well behind the lines

of the Dragonarmy. His mother now awaits him in Palanthus. If he should die, so should his line and his mother would never be able to reclaim her rightful lands. The Measure allows for honorable substitution in single combat.

If no one takes his place, Harus must refuse combat. The act shames the Knights and lowers their morale by 2. If a PC takes his place and fights Vindar, then the morale of the Knights goes up by 2. If the PC defeats Vindar then the morale goes up by an additional 1. No NPC Knight of Solamnia will offer to stand in Harus's stead. Only a PC may chose to do so.

EVENT 12: Nightfog (Month 3, Nights of days 9, 10, 11, and 12)

A blinding fog comes at night. Any PC who is awake during the night sees lights high in the tower and hears a voice calling to them. There is a 75% chance that the PC will understand that the voice is saying, "The answer is within. The time is come. Make haste!" This continues for four nights or until the PCs enter the Tower of the High Clerist.

EVENT 13: Battle of The Reaper (Month 3, day 13 or Final Battle)

If you are using the BATTLESYSTEM rules, run the Sortie "Battle of the Reaper" as detailed on page 36. Otherwise, read the following boxed section to your players and refer to Appendix 3 to determine the outcome of the battle, then go to the Epilogue.

ENCOUNTERS

18. Westgate of Solamnia

A bitter southern wind snatches at your clothing. Dark clouds boil over the pass as you make your way down the muddy canyon road. The peaks of the Vingaard mountains disappear into the low, grey clouds. Chill rain begins to fall as you make your way down the winding canyon.

The passage bends and suddenly the Tower of the High Clerist appears before you. Overlooking the rolling plains of Solamnia beyond, the tower walls run from one canyon wall to the other, completely barring access to Palanthus. The walls rise 120 feet above the bedrock spur on which they are built, yet even this pales beside the tower that rises more than 1,000 feet into the air.

Use the exterior map of the tower to help describe its environs.-

Chapter 11: Encounters

The central tower rises from eight surrounding towers. These are in the middle of a surrounding curtainwall: octagonal battlements on which you can see Solamnic Knights pacing. East of the curtainwall, a newer set of walls completes the distance to the eastern wall of the canyon. The stream runs under this set of walls and buildings through multiple portcullises. The rain-soaked banners of the Knights hang from the eight outer towers. No banner flies from the great tower.

Three separate encampments are spread north of the tower. Dark figures move among the tents.

Flashes of light roll through the clouds overhead. Thunder rocks the canyon walls and the rain turns into a downpour.

The rain will be snow in the higher elevations from where the PCs have just come, making the canyon impassable for 14 days.

1.9. Encampments

Huddled against the western cliff face, well-worn tents of every size and description stand in neatly spaced rows.

These camps belong to recruited mercenaries who have joined in the service of the Knights. (The Knights are billeted in the Knights' Spur (Encounters 23-26).

The soldiers are dispirited and feel they have good reason. PCs attempting to communicate with any of these soldiers must make a Charisma Check. If failed, the soldier either hurriedly excuses himself or directs the PC to the commanders in the Knights' Spur. Successful Charisma Checks mean that the NPC has chartered the PC and speaks openly with him. One of the following will be disclosed in each such encounter (roll 1d6):

1. There is a great deal of discord among the Knights. The Measure has become a noose by which all, Knights and soldiers alike, may be hung.
2. The legends of the tower's wealth and power are told by all the people of this region. A few have tried to sneak in but were captured and tried by the Knights.
3. Lord Alfred seems undecided as to how to proceed. The other Knights look to him for guidance but he seems unable to reach a decision.
4. Lord Aurik is a fine gentleman full of tales of the ancient, valiant days of the Knights. A strange gleam comes to his eye when he tells them.

5. Lord Michael is keen on charging into battle but sees this conflict as a means to satisfy his own ambitions. He seems not to hold to the Measure.
6. Unearthly music and laughter have been heard from the tower at night.

Areas 19A, B, and C are the camps of the mercenaries under the command of the Sword, Crown, and Rose, respectively. These soldiers are loyal to the order commanding them and are grimly determined to do their duty as best they can. Soldiers encountered in each area are predominately those associated with the order of Knights that commands them (soldiers from other orders are encountered only 5% of the time).

20. Battlements of The Keep

Read the first section of boxed text when the PCs are below the wall; read the second when they are atop the battlements.

The curtainwall of the tower rises 120 feet over the canyon floor. Parapets with merlon teeth stand atop the stone machicolation, defying any siege. Now and then, a dark silhouette of a guard can be seen pacing slowly overhead.

Chill wind whips your cloaks as you stand atop the great wall of the tower. Beyond the wall, the Solamnic Plain stretches to the southern horizon, its brown grasses shivering in the wind. Within the walls, makeshift camps of peasant refugees huddle in the courtyards below. Above it all, the grey Tower of the High Clerist stands in the softly moaning wind.

The machicolations of the curtainwall and the great walls surrounding the tower courtyards form a network of walkways connecting all eight small towers with the battlements as well as providing access to the tower itself.

In preparation for defense the Knights have installed makeshift ladders and wooden stairways that rise from the courtyards to the battlement walls. These can be dropped or kicked down to prevent their use by an enemy attempting to gain the walls. Ladders and stairs climb up the backsides of the curtainwall and the walls that connect the curtainwall to the tower.

The tower has its own defensive mechanisms, only a few of which are known to the

Knights. Each wall connecting the curtainwall to the tower has an archway. A hidden lever in each of the eight towers activates a mechanism that releases the stone arch of the connecting wall. This not only fills the passage with stone (making it impossible to get to the next courtyard) but also breaks the connecting wall, making it impossible to cross from the top of the curtainwall to the keep. Each lever is constantly manned by three Knights who will activate the mechanism if the Dragonarmy takes control of the curtainwall.

Additionally, the floors of the towers are defensive mechanisms (see Chapter 12).

21. Great Gates

Black ironwood gates, 50 feet tall, stand firmly against the armies of the plains beyond. Banded with steel plates, locked by bolt and magic, these gates seal the courtyards from intruders.

There is an opening mechanism located behind a concealed panel in the courtyard. The gates, as the tower itself, are 75% magic resistant. Opening the gates using the mechanism takes only five segments (30 seconds).

22. Refugees

The refugees in the courtyard are all men (the Knights insisted that the women and children go to Palanthus long ago). They remain because of a desire for vengeance on the Dragon Highlord's army. These peasants are a silent and grim lot, yet they are willing to speak with characters who make a Charisma Check at -5. They will give one of the following per conversation (roll 1d6):

1. A couple of the more adventurous men have tried to get closer to the tower. They have all come back somewhat shaken and none dared actually enter the tower. The Knights claim that it is holy ground. Singing and wild laughter has been heard from the tower.
2. In the days before the Cataclysm, much of the wealth in the kingdom was kept inside the tower.
3. Yarus, the last cleric of the tower, was most powerful. It was said that he never lost a game he didn't choose to lose. His name struck fear into whole armies of evil.
4. Yarus and Kurnos, bishop of evil, were both lost during the Cataclysm and no man knows their fate. The tower sealed itself and since that time only worshipers have entered the edifice and then only as far as the temple rooms on the Second Level.

Chapter 11: Encounters

5. A tale is told of a villain who entered the tower to do harm. The man entered a hall that was endless and is said to walk there still.
6. The tower was not always known as the Tower of the High Clerist. When it was first built it was called Dragondeath.

The refugees follow the instructions of the Knights although many of them deride the Knights as fallen from the true order of Solamnus. Though they do not like the Knights, they hate the armies of the Dragon Highlords even more.

23. Knights' Spur

The Knights' Spur is a construction that sits east of the great outer wall of the tower and chokes off access to the Westgate Pass beyond. Consisting of three levels plus towers, its defense is not as well planned as the tower's, yet it is still a formidable structure.

The stream runs under the spur through an aqueduct baffled by a series of portcullises. Arrow slits open into the aqueduct from above on the first level of the spur. The large main gates of the spur are made of iron barred from the inside. These require one melee round to open.

The spur consists of a courtyard with buildings to the north of the main curtainwall. Access to the interior of the spur is via a large, wide staircase in the east section. For defense, the iron gates close before two, portcullises. One wall is lined with arrow slits to stop intruders.

24. Council of Knights

Faded banners hang in the great hall, their emblems in shadow. The great arch of the ceiling rises overhead into sooty darkness. At the west end, a simple dais rises from wide steps. Three great chairs stand there, each bearing the crest of one of the orders of the Solamnic Knights.

Whenever a Knightly Council is called, this is where it is held. There are 24 full Knights present with 38 Knights-in-training for a total of 62 to attend councils. There will be at least 1d20+40 full and in-training Knights in attendance at any Council (minus 10 for each unit lost in battle).

25. Rooms of Lords

The cold stone rooms are clean but sparsely furnished. A fur-covered cot can be seen in the far room while a desk and chair sit in

the middle of this room. A single, war-torn banner hangs from the wall.

These are the rooms of the Lords who command the armies: 25A are Aurik's rooms, 25B are Alfred's rooms, and 25C are Michael's rooms. There is a 25% chance of finding each of these NPCs in their rooms at any given time. When present they will be (roll d%) either sleeping (1-40), passing judgment on a soldier (41-50), writing dispatches (51-70), or making battle plans (71-00).

26. Map Room

Makehift racks hold hundreds of rolled maps, while a dozen others are spread across a large oak table in the center of the room.

These maps are of the areas surrounding the tower as well as many other parts of Ansalon. They include the maps from DL5 and DL6 as well as the maps of the local terrain. The maps show the army of the Dragon Highlord cutting off all routes south. The size of the forces farther south are, however, unknown and not marked on the map.

27. Wings of Habbakuk

Flat grasslands run south from the tremendous walls of the tower as the canyon mouth suddenly widens onto the plains. Below the flat land, the Virkhus Hills roll into the distance.

This area is called the Wings of Habbakuk because it seems to form an apron before the Tower of the High Clerist. Its low grasses provide no cover to those who approach the tower.

28. Virkhus Hills

Rolling foothills run to the horizon along the mountains. The road winds its way through the hills past scorched homes and abandoned farmhouses.

Baaz draconians are scouting in this area. A group of 2d10 are encountered 30 minutes after the PCs enter the area. The draconians attempt to capture them and take them to Bakaris (Encounter 30) or kill them if capture is impossible. The Baaz are cloaked as pilgrims going to the tower.

29. Draconian Patrols

The grasses and trees are all burned here. Only dark shapes can be seen moving in the black landscape.

Here is where the regular patrols begin. Roll in the Dragon Occupied Lands range on the Random Encounter Chart. Any PCs in this area have the encounter listed. Check for a random encounter in the same range every turn (10 melee rounds). Any captured PCs or major NPCs will be taken to Bakaris. Otherwise, the draconians attempt to kill the intruders to prevent them from returning to the tower.

30. Army of The Blue Lady

Dark tents rustle on the black, ravaged landscape. The rattle and crash of an army preparing for war greets your ears. Rows of tents stretch to the horizon. Thousands of draconians, kobolds, and men are readying for an attack on the tower.

PCs stand an 80% chance of being noticed each melee round (modified for *hiding in shadows* or *invisibility* etc.). Roll in the Dragon Occupied Lands range on the Random Encounter Chart if the PCs are noticed.

PCs who manage to get into and out of this area are able to tell the approximate strength and make-up of the draconian forces and, if they successfully spy on a unit commander or higher, when the next attack will take place and with what forces.

Captured PCs and high ranking NPCs are taken to the great tent of Bakaris, assistant to the Dark Lady herself. Bakaris will desire to demonstrate his power as well as further demoralize his enemy. To this end, he will cold-bloodedly kill any high ranking NPCs present and strip any PCs of their armor and weapons. There is a 50% chance that they will discover any magical items secreted on the person of a PC and take those as well (roll separately for each item). The PCs are bound and gagged and loaded onto horses and taken back to the main tower gates at nightfall by a unit of draconians. The PCs will be loaded onto horses with the dead bodies of the NPCs. Bakaris bids them farewell with, "Take these back to the vaunted Knights of Solamnus. Say that we shall soon tread on the bodies of all within the walls."



Chapter 12: The Tower of The high Clerist

Vinas Solamnus built Dragondeath, the tower of the Westgate Pass, during the Age of Dreams. Its origins are shrouded in mystery, although legend holds that the tower was built according to the prophesies of Solamnic clerics for some unexplained purpose.

The central tower is octagonal with smaller towers at each of its eight points, all set inside an octagonal curtainwall.

Tower Defenses

During times of peace, the tower was extremely accessible. Worshipers could enter the main gates to the lower courtyards and then climb the stairs to Level 2 to worship in the temples. Those with state business would take one of the two stairs on Level 2 up past Levels 3, 4, and 5 to the upper courtyards of Level 6. Levels 6 through 12 contained ballrooms, dining rooms, guest suits, offices, abbeys, and public council chambers. Most notable were the great ballrooms of Levels 6 and 7 and the Knights' Hall on Level 11 whose chamber extended up past Level 12. All were open to visitors.

Visitors unknowingly passed hidden defenses of the tower that stood ready to be activated in time of war.

The following Encounter Areas contain the tower's main defenses: 32, 35, 39, 42, 61, and 62.

In addition, the following should be noted:

Areas AA (Guard posts): These areas consist of baffles and arrow slits situated so as to slow the charge of an enemy and provide arrow fire while minimizing risk to defenders. The walls contain secret doors and false doors to confuse attackers.

Areas AB (Floortraps): These contain false floors released by a lever. When activated by retreating defenders, the floor swings down, pivoting at the arrows on the tower map and dropping at the weighted end (indicated by an X). Floor traps open over spiked pits 10 feet deep.

Tower Interior

The Tower of the High Clerist is one of the largest buildings ever erected on Krynn. It is impossible to detail every nook and cranny of the edifice, but there are certain areas of the tower that can be described in general terms.

The letters for most encounter areas correspond to the area titles (A for Abbey, for instance). Letters I, O, and S are not used.

A. Abbey

Read the first boxed text to describe the main

room, the second for the smaller annexes (labeled Aa on the map).

Delicate inlaid tiles cover the floor. Vibrantly colored frescoes ornament the high arched ceiling 40 feet overhead. The polished benches sit in perfect array down the length of the hall. All is illuminated by many-colored light streaming through the great stained-glass window at the far end of the hall. There sits a great stone stand holding a book. The columns to either side are resplendent with delicate carvings.

Massive carved desks of polished oak sit in the center of the room with several chairs placed carefully about. A great chandelier hangs from the ceiling and unbroken mirrors run from floor to ceiling on opposite sides of the room. On the stone wall behind the desks hangs a brilliant banner of a kingfisher.

There is an abbey on each of Levels 8, 9, and 10. The large area was the main worship room while the annexes were used for council and meditation.

The Book of Habbakuk, an ancient work of the Age of Might, rests upon the stand. Any neutral or evil character who touches this book is struck by a *flamestrike*. (The book is immune to all fire-based attacks.) A good cleric who reads this book (one week to do so) gains half the difference between his current experience points and those needed for the next higher level. This effect only occurs once per cleric.

B. Bedroom

A simple frame cot stands against the wall. Clothing is carefully hung on pegs in the walls.

C. Corridor

The clean-swept corridor runs into the darkness. Tapestries stand at intervals in the halls.

The tapestries all depict epic events and heroes from Krynn's past, including the Greygem of Gargath, Huma Dragonbane, and Vinas Solamnus.

D. Dining Hall

A great table runs the length of the room beneath dark chandeliers. Delicate porcelain plates grace the silk tablecloth. Polished silverware flanks each setting. The table is set with a sumptuous meal. There is no aroma from the food.

The food is preserved but still edible.

E. Elegant Quarters

Richly-woven rugs cover the floor. Finely crafted cabinets and shelving line the walls and divans and chairs are placed about the room.

Everything here speaks of comfort, wealth, and power. One room in each suite contains a great bed with soft linen sheets carefully turned down. Not a speck of dust is to be seen.

F. Food Storage and Pantry

Huge kegs and bins line the walls of this room. Grain is scattered across the floor. The bins contains vegetables and fruit, all fresh although it gives off no aroma.

This food is edible as in Area D.

G. Guard Quarters

There are two cots per 10 foot-square-area in the room. Each has a locked chest at its foot. Any treasure is randomly distributed among the chests.

H. Grand Hall

Frescoes cover the ceiling in brilliant detail. Banners hang stiffly from the rafters. Statues of ancient Knights are found in the hall, while scenes of their battles are immortalized overhead.

The statues are of Solamnic Knights from the Age of Might. The banners are from their campaigns.

J. Jail Cells

The key to the locked cell door is on a peg outside the door. The cell is clean and unoccupied.

Chapter 12: Encounters

K. Kitchen

Several large wood blocks stand in the center of the room. A huge, cold stone fireplace fills one wall of the room. Great bronze kettles hang from the walls alongside cutting knives of every type and description. One of the tables holds a slab of meat.

The meat is fresh due to the preservation effect when the tower was sealed.

L. Library

Floor-to-ceiling shelves line the walls of the room and stand in ordered ranks across the floor. The shelves are filled with books.

All the books are pre-Cataclysm and written in Solamnic.

Most of the texts deal with historical and biographical works of the Age of Might. The largest book and the first the PCs notice is one on Virkhus, the Horn of Dawn. There is also a manuscript on the life of Yarus, High Clerist of Solamnia but this work ends before the Cataclysm. It mentions Kurnos and his gaming relationship with Yarus. A work on Kurnos is available detailing his life prior to the Cataclysm. This gives the background material found on page 30 of this module.

M. Meat Storage

Bins of salt stand at the back of the dim room. Cured meats hang from hooks on the rafters.

As with all foods in the tower these meats give off no smell and are edible.

N. Officers' Quarters

A simple wooden cot stands against one wall. At its foot a large chest lies shut. A steel mirror hangs on one wall.

P. Prison Pit

A wide, round shaft drops through the floor of the octagonal stone room. A chain ladder lies coiled on a platform that extends halfway over the shaft.

The platform hangs over a 30-foot-deep pit. The bottom of the pit is lined with clean, fresh

straw. The chain ladder overhead is coiled around a rotating spindle which allows it to be lowered into the pit.

Q. Office Cubicles

High desks with tall stools stand neatly about the room. Papers are carefully arranged on the desk tops. Lanterns stand dark at each desk corner.

The lanterns are usable and half full of oil.

R. Rotunda

Delicate fresco paintings cover the high, domed ceiling of the room. Images of two kingfishers stand to either side of a great knight, flying through the heavens dispelling darkness. The floor is covered by a mosaic-tile map of pre-Cataclysmic Ansalon. Strange shadows are cast on the map.

If the players study the shadows on the map, have them make a Wisdom Check. Success means they realize that the darkest shadows cover the Dragonarmy-occupied lands, lighter shadows cover parts of pre-Cataclysmic Ansalon that are now under water, and the unshaded portions are those lands controlled by the forces of good.

T. Temple

Intricate patterns are carved into the support pillars on either side of the temple. Running the length of the ceiling is a frieze carved into the arched stone. At the far end of the temple stands a platform and a stone altar. Behind this is a great golden door.

The altar has three kingfishers carved on each side. The rectangular slab runs lengthwise with the room. There are kneeling slabs on both long sides of the altar.

The golden door is magically locked. The password has been long forgotten. A *knock* spell is the only way for the heroes to open the door.

U. Servant Quarters

A simple frame bed filled with clean straw stands in the corner of the room.

There is a 25% chance that a cloth sack is discovered under the bed. Unless *treasure*, its contents are the dirty clothing of the servant

who occupied this room.

V. Walkway

An overhanging walkway with a carved railing looks down over the area below.

Check the map to see the general area the walkway overlooks. Then check that description for more information.

W. Potables Storage

Huge wooden kegs line the walls. In the center of the room stand many racks of wine bottles.

Most of the kegs contain water although some contain pre-Cataclysmic wines. All are drinkable.

X. Arrow Slits

These traps consist of corridors, of various shapes and sizes, with slits along the walls. There is also a false iron door at the end of most of the corridors. (The real exit from this access is always either a concealed or secret door.)

These areas were used to entrap invaders and eliminate them with missile fire from the side walls.

2. Gardens

Grand trees stand amid lush bushes and clumps of ferns. The floor is dirt with natural pathways through the garden. Brilliant flowers stand in carefully tended groups.

Tower Treasure

Except for the main Treasury (Encounter 65) and the locations of the Goal Artifacts (Encounter 17), treasure is found randomly throughout the tower. (Over the centuries the local ghosts, minions, and shadows have moved the objects about at will.)

If a room the PCs enter has a * marked in it, then that room contains treasure. Using a 52-card deck of playing cards, draw a card and consult the Random Treasure Location table to determine what has been found. (Remove the Jokers and Aces from the deck before drawing cards.)

If you do not have a deck of playing cards, roll 1d12 to determine the face value of the card and 1d4 to determine its suit. Then refer to the table as explained above.

Chapter 12: Encounters

Random Treasure Location table

Face**	Clubs	Hearts	Spades	Diamonds
**Dice		2		4
2	2	4,400 kp	800 PP	Plate armor +3
		7,650 kp	697 PP	Bow +3 arrows
4	4	500 gpv gems	1000 gpv gems	Hammer +3
		25 each	24 each	Dwarven Thrower
5	5	750 PP	7,940 sp	Ring of Invisibility
6	6	8,300 sp	8,400 sp	Staff of Striking
7	7	4,200 kp	655 PP	Sword +2
			8,800 sp	Dragon-slayer
			9,250 cp	Sword of Dancing
8	8	8,950 sp	10,000 sp	Wand of mass flying(*1)
9	9	6,300 ep	700 PP	3 Ioun Stones
				pale green, prism
10	10	4,200 kp	570 PP	Tower map (*4)
			9770 cp	Necklace of prayer beads
J	11	1,000 gpv gems	Map of the maze	Ring of Prot. from Lightning
		25 each	Y3)	Sword, Cursed Berserk
Q	12	Gauntlet of Fumbling	6,400 ep	Codex of Kurnos(*2)
			700 PP	Tome of Yarus(*2)
K	12	Drums of Panic	850 PP	Sword +5 Holy Avenger
			9,000 sp	

- (*1) Wand of Mass Flying: Uses one charge to fly up to 10 creatures for 10 meleé rounds. Creatures affected fly at will during the spell effect. Five charges.
- (*2) Books in the Tower: These three works—Tales of Virkhus, Codex of Kurnos, and Tome of Yarus—give the backgrounds of these individuals as found on page 30.
- (*3) Map of the Maze: This unlabeled line map traces the route from one of the entrances to the Eternal Hall to the Treasury without passing through a single reduction teleport (see page 23). Which entrance it traces from, however, is not indicated on the map.
- (*4) Tower Map: This is a highly stylized map of the tower. Mostly an art piece, it is difficult to read. Whenever a PC attempts to use this map there is only a 25% chance he will know where he is on the map. From there, he can describe the function and general contents of the surrounding rooms. Kenders get a +10% bonus on their attempts to use this map.

ENCOUNTERS

31. Tower doors

The great iron portcullis is rusted yet still very solid. Behind it is a large entrance hall lined with weather-worn carvings in its alcoves. At the back of the hall, a smaller opening leads into darkness.

This portcullis is counterbalanced and lifts open easily with a horrible screech. The portcullis remains open to whatever height the PCs lift it. For every foot the PCs raise the portcullis, there is a cumulative 20% chance that a guard on the tower wall notices the intrusion into the tower. (Raising the portcullis 3 feet results in a 60% chance.) Closing the portcullis also makes noise but does not increase the guards' chances of hearing. If the portcullis is left open it will be noticed by the guards in 1d20 turns. There is a 20% chance that the Knights will figure out who has gone into the tower. Modify this by any circumstances that apply.

32. DRAGONTRAP

The central hall is formed of ornate stone walls in a herring bone formation. Each side wall encloses a dark passage leading away from the central hall. At the far end of the hall, two iron grills come out of each side wall to form a portcullis with a 3-foot-diameter hole in the center. Beyond that is an octagonal room with a double, golden door opposite the iron portcullis.

This is the dragontrap. A *Dragon Orb* is activated in the central room (Encounter Area 35). Any dragon within range is drawn toward it, entering the tower through the great portcullis gates (Area 31). As the dragon gets closer, the hall narrows. The hall's herring bone pattern makes it easy for the dragon to enter but difficult to get out. Once this far, however, the call of the *Orb* becomes an undeniable obsession.

The portcullis in Area 31 was dropped once the dragon was in Area 32. The iron portcullis at 32a consists of two parts controlled separately from Areas 32b. These are slammed shut when the dragon's head entered 32c, holding the head (and thus breath weapons) in room 32c. Knights can then attack the dragon from the side halls, killing it easily.

This method would disgust modern-day Knights because they have forgotten the spirit of the Measure. Pre-Cataclysmic Knights knew that evil must be defeated and dishonor came from not using all available means to accomplish this. The dragontrap was safe and sure and much honor was earned in defeating evil dragons this way.

There is a 5% chance that any of the portcullis release mechanisms will not function.

The portcullis at 32a is shut when the PCs enter this room. The golden doors at the far end are 100% magic resistant and have been welded shut from the inside.

33. Gully Dwarves

The room is in turmoil! Small, smelly figures move hurriedly about the hall.

These gully dwarves have somehow found their way into the tower. The room is in total disarray. There are 12 gully dwarves with one leader. This leader is a rather dirty but pompous and officious sort of fellow. He says he is on a secret mission to find the wonder of the tower, the great steel marble! He insists that the PCs not tell anyone about this secret mission.

If any other treasures are described to him, he responds that he knows just where the treasure is and is willing to lead the PCs to it. (There is only a 20% chance that he actually does know where the treasure is.) In any event he leads the characters on the most circuitous route possible, giving the PCs the "grand tour" of the tower.

Gully dwarves pretend to be excellent spies and the bravest of warriors. They flee in panic at the first sign of danger.

34. Gully Dwarves and The Great Door

In the midst of the octagonal room, 30 gully dwarves lie on the floor murmuring. A great golden door stands before them.

These dwarves hush anyone who makes more than whisper noises in this area. They patiently explain that they are worshiping the great golden door in hopes that it will open up and give them the great steel marble.

35. Altar of The Orb

(Possible Goal Artifact Location)

Cold air falls from the darkness overhead. The great circular room surrounds a central dais. Five sets of doors open onto the room. An arched opening looms to the north. Deep dust covers the floor and dais. Atop the dais, an ornamental pedestal is covered in dust.

The Goal Artifact, if it is here, is under the dust on the pedestal. The shaft extends 260 feet up to Encounter Area 64.

Chapter 12: Encounters

36. Guardian of The Shaft

Tapestries cover the walls here. In the center of the room stands a platform covered by delicate satin pillows. Overhead, a vertical shaft extends into darkness.

Standing on the platform is the shimmering figure of a huge man in armor, a large sword held across his chest.

This is a guardian minion watching the way into the upper reaches of the tower. The minion moves menacingly toward the PCs and asks, "In whose name do you come?" in a ponderous voice. He will attack unless the answer "Yarus" is given. He will not leave this room.

37. DUNGEON

A dark, robed form hangs from chains at the back of the cell.

This is a pilgrim who came to worship at the tower. He has no information but will join the party. The pilgrim will tolerate no disrespect or irreverence for the tower.

38. Spectre

A moaning figure lies slumped against the back wall of the cell, his hands hanging limply from the overhead chains.

This is a spectre waiting for prey.

39. Supply Shaft

Read the first description if the PCs are outside the doors, the second if they are inside.

Steel doors bar your way through the 30-foot-wide opening.

A great shaft extends overhead into the darkness. Up there, several landings are seen at various levels in the tower. Dozens of ropes and pulleys extend from the darkness overhead to the floor. A platform rests on the floor, ropes attached to its four corners. A hall opens to the east and west.

The main doors function as the portcullis in Encounter 31 except they swing open.

This shaft was used to bring supplies into the tower. Defenders can fire down on the

enemy as they entered the shaft and deny them access to other levels.

Eight drelbs inhabit this shaft and are seen floating overhead. They have special illusionary movement that is 90% likely to make them appear to be moving away while actually moving toward the PCs.

40. Philosopher Minion

A ghostly figure floats in the middle of the room.

This is a philosopher minion. The minion may be either male or female. It attacks if attacked first or if it feels that the truth of its statements has been questioned.

The philosopher minion is floating 1d4+1 feet above the floor. When first encountered it says, "I am the minion of wisdom and truth. You have but to say, "Speak" and I shall give thee wisdom." If the PCs say "Speak" then the minion speaks. Each time the minion speaks it comes one foot closer to the ground.

Philosopher minions know a great deal about the tower and can help the PCs with information. If the PCs ask too many questions and the minion touches the floor, it becomes enraged and calls in eight warrior minions to trounce the intruders. These arrive 1d4 rounds after called. The philosopher disappears when they enter the room.

What a philosopher minion says depends on the level he or she is encountered on. Roll 1d4 and add the tower level to determine (from the Philosopher Chart) what the minion says.

Philosopher Chart

Number	Philosopher's Reply
3	* Direction of one Goal Artifact
4	Fleet of foot and swift as hare, Beware the marble on the stair
5	Reflections of your self beware, The fetch awaits within that lair
6	The endless halls will you diminish Unless on proper path to finish
7	Of dancing minions please take care, That your soul they not ensnare
8	* Direction of Goal Artifact 2
9	* Direction of Goal Artifact 1
10	Virkhus the mighty hero of old Returns from death with armies untold
11	When Yarus returns to our land He has anger and power in hand

12 The tower depths hold cavernous room

Dragon meets Orb's deadly doom

13 * Direction of Goal Artifact 1

14 The Horn of Dawn does Virkhus wield

Causing the dark evil to yield

15 * Direction of Goal Artifact 2

16 Yarus and Kurnos in ancient days,
Played Khas in wizardly ways

17 Just below where Yarus slept,
Are halls where treasure is kept

18 * Direction of one Goal Artifact

* Read the quote below and give the shortest direction to the stated treasure.

"Hear now and take heed
This way to the treasure you need."

Directions

Up: Over head and hair/Is the artifact's lair

Down: Under your boot/Is your loot

North: North and away/Brings joy this day

South: From my mouth/Your way lies south

East: To sun's rise/Is the way that's wise

West: The way that's best/Is to sun's rest

41. Guardians of The Tower Way

Ten guardian minions stand watch with ethereal bows and quivers of arrows. Although spectral, the arrows do normal damage. The minions assume that only enemies enter this area without first uttering the password (now known only to them). They cease fire if they come to suspect, through dialogue or otherwise, that those entering are of good alignment.

42. Guardian Arch

An alcove stands opposite the temple door in the passageway. An ornate image of a kingfisher is carved onto the wall, its jeweled eyes flashing in the darkness.

The kingfisher holds a sword in its claws with the hilt pointing to the left. A rose is set on the center of the sword and a crown of gems is over the bird's head. To either side stands an iron statue of an ancient Knight.

The statues are iron golems, activated 5 segments (30 seconds) after anyone enters the area without opening the secret door here.

PCs must make an Intelligence Check (with a -5 penalty) to notice that the sword hilt is pointing the wrong way. The secret door is opened by rotating the sword so that the

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sword hilt is pointing to the right.

The golems attack for 5 melee rounds before returning to their original positions.

43. Room of The Good Warriors

Twenty spectral minion warriors of good alignment are repairing their armor and healing wounds at a tremendous pace. They take no notice of characters of good or neutral alignment but attack any of evil alignment.

Each day, at midday and midnight, these warriors march to Encounter Area 45 to do battle with evil minions for one hour. Unless the PCs somehow intercede, both sides retreat with heavy wounds only to fight again the next day.

44. Leader of Minions

A spectral minion in brilliant armor stands in the middle of the room with three other minions. They seem to be in animated conversation about the battle to come.

This is the leader of the good spectral minion warriors. He tries to convince PCs of good and neutral alignment to join his side in the upcoming battle. In return, he is willing to help the PCs as much as he can.

If the battle in Area 45 is won by the good warriors, then this leader will give five steps in the shortest route to one of the PCs' Goal Artifacts. The steps must be separate and simple. For example: go north; pass two halls; climb the stairs; pass two levels; go west.

45. Battleground

Run this encounter only during the battle periods between midnight to 1 a.m. and noon to 1 p.m.

The great domed room is suddenly flooded with hundreds of ghostly apparitions. Evil minions float down the great staircase in a mad charge; spirits in brilliant armor wield ethereal swords and pour into the lower hall. Metal cracks against metal. The battle of spirits is joined!

These are all the minions from Encounter Areas 43, 44, and 51. To sway the battle and force the retreat of the evil minions, the PCs must slay no fewer than 20 minions of evil. This battle may also be won by activating the worshipful Knights of Encounter Area 50 and bringing them here. If the battle is won, the leader of the good warriors offers directions to the PCs as in Encounter 44. The good warriors

give a victory shout and disappear, released from their quest.

46. Shadows

There are 10 shadows in this room. They attack the PCs at once.

47. Bodak

Three bodak are in this room. They guard fiercely any treasure that is here.

48. Lost Pilgrims

Shadowy figures lurk in the corners of the room. Large hoods hide their faces above clerical robes.

These are five pilgrims who are lost inside the tower. The pilgrims follow the PCs if offered a way out of the tower. They know that the main treasury of the tower lies beyond the Eternal Halls on Level 5 and mention that several of their members entered those halls never to return.

49. Water Creature

A water weird lurks in the main water area of this room. Any treasure in the room will be in the bottom of the water receptacle.

50. Worshipful Knights

You see the ghosts of warriors in full armor kneeling before an altar.

Ten spectral minion warriors of good alignment kneel here asking forgiveness for their sins. They listen to anyone of good alignment, ignore those of neutral alignment, and attack anyone of evil alignment.

They gladly follow anyone who can demonstrate that their quest is just. To this end, the Knights follow the PCs to any location on this level or the one below it. They act as party members in all respects.

51. Room of The Evil Warriors

Twenty-three spectral minion warriors of evil alignment move about the room. Some prepare their weapons while most regenerate their wounds. They ignore those of neutral and evil alignment but attack anyone of good alignment.

52. Berserkers!

These are 2d8 spectral minion berserkers.

They will attack anything or anyone.

53. Groaning Spirit

There is a groaning spirit that attacks with its keening and then uses its other attacks to escape.

54. Kenders

Just before this encounter, check to see if anyone hears the sound of metal clinking lightly together.

Several (1d4 + 2) kenders are encountered. They say that they just wandered in and thought to clean the place up a bit by removing some of the more bothersome items lying about. They put up a fight if the PCs attempt to force the items from them. The items include silverware, silver goblets, and steel daggers. One of the kenders, however, has an accurate map showing how to get to the Eternal Halls (Encounter 62) and another (highly inaccurate) showing how to get through the Eternal Halls to the Treasury. The kenders have a lot more "cleaning" to do and will not accompany the party.

55. Lurking Above

Three lurkers above are waiting patiently on the ceiling of the room. Any treasure in the room will be directly under them.

56. Wraiths!

Ten wraiths float in the room.

57. Berserker Cook

A crazed ghostly figure in a tall hat and white apron suddenly lunges at you with a meat cleaver!

This is a spectral minion cook (with berserker statistics), enraged that someone in the past criticized his cooking and is no longer around to apologize for the remark.

58. The Revelers' Chase

Screams and giggles come from down the hallway. Suddenly, spectral women in gowns run down the hall, pursued by spectral young men.

These are 6d4 spectral minion revelers. They race through the halls following the path labeled 58.

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59. Hall of Mirrors

The hallway here is lined with dark mirrors, creating endless reflections of your party.

There are three fetch living in these mirrors. They attack the first three party members who look into the mirror. Fetch may only be seen in a mirror, and only by those they are attacking.

60. Searchers

Dimly glowing lamps can be seen in the distance. They are held aloft by ethereal figures in rags, coming in your direction.

These are spectral minion searchers, evil creatures who have been quested to find the Goal Artifacts that the PCs are seeking. They ask if the PCs have found the Goal Artifacts. The searchers never stop and leave the PCs unless the PCs answer "Yes" or unless the PCs have one of the Goal Artifacts with them. If so, the searchers scream hideously and attack the party in an attempt to either get the artifacts or find out where they are.

61. Bowling Stairs

Stairs circle up into the darkness. Each step is made of granite framing an inlaid slab of polished marble.

A successful find traps roll (with a -25% penalty to the chance) reveals fine hairs encircling the entrance to the staircase. The trap is triggered if any mass kender-sized or greater moves through the opening.

If triggered, there is a time delay of five segments (30 seconds) before a huge ball of marble rolls out of a concealed door at the top of the stairs. The ball rolls on a ledge on the staircase walls and clears the stairs by only a few inches. The ball causes 5d10 points of damage to anyone crushed under it. It moves at a rate of 12". Anyone on the stairs must move down at full movement rate and make a Dexterity Check to determine whether or not they fall down. It takes 1/2 segment (and another Dexterity Check) to get up after falling. The ball continues down the staircase to Area 61a where it enters a teleport that teleports only these marble balls back up to their holding location at the top of the stairs. There are three balls in this holding area, enough to provide a continuous stream of balls rolling

down and being teleported back up to roll down again. If the PCs try to go up the stairs right after a ball rolls past, they will find another ball rolling toward them.

The trap may be deactivated by finding the loose stone at the entrance to the staircase and pressing it. There is one such stone at each level (another *find traps* roll to discover this at -25 penalty). The trap must be deactivated before proceeding either up or down.

Stretching as far as you can see is a vast room with a 10-foot-high ceiling. The ends of the room cannot be seen, only the 2-foot-diameter pillars, each standing at the corners of the 10-foot-square floor sections. The pillars are carved with ornate patterns alternating with weaving bands.

The Eternal Halls guard the entrance to the Treasury. No locked doors stand between the thief and the great wealth of the tower, only magic! There is, however, an invisible stalker who has been trapped in here for ages. Move the stalker randomly starting at 62a by rolling 1d4 and consulting the following table:

1 = north	3 = south
2 = east	4 = west

Ignore impossible results. Once the stalker contacts the PCs it stalks them through the halls until destroyed.

While this appears to be a huge room, it is actually a series of physically unconnected 10-foot-square floor sections connected by teleports. Looking at the map will make this explanation clearer. The clear, unmarked squares are normal teleports, the clear squares with numbers are teleports that transfer characters to squares with the same number, and the clear squares with "➡" are teleports that also reduce the characters to half size if they move in the direction of the arrow. The shaded corridors do not exist but are used to show the DM where the PCs end up when they're teleported.

First for the clear, unmarked teleports. All who pass between the pillars of these sections are teleported instantly to the next section. (Teleporting occurs when the PCs attempt to leave the section they are in.) The section to which the PCs teleport depends on the direction they were going when they passed the pillars. If the PCs walk through the south side of the teleport, for example, trace along the shaded corridor from that side to the next clear square. This is where the PCs teleport. They appear to have stepped into the next

square. Something unusual happens if there are two shaded corridors running from the old square to the new one. Then the PCs who are still in the old square see two images of the teleporting PCs. To illustrate this, picture the PCs entering the maze through Area 62 in the north. The lead PCs are in the clear square south of the entrance. If they go to the west or south sides to leave, they end up in the same square (follow the shaded corridors). The remaining PCs see two images of the teleporting PCs. If some PCs remain at the entrance, they will see the teleporting PCs moving one square at a time while actually being teleported quite a distance away.

In addition to the standard teleports, some teleports are noted with an "➡". Not only do those teleports act as described above, but they also reduce the character (and his equipment) to 1/2 of his current size. Thus a character who passes in the direction of the arrows twice would be reduced to 1/4 his normal size. (The character's hit points, damage, and encumbrance decrease with his decreasing size.) Passing through these teleports against the arrows enlarges the character to twice his current size but no larger than his original size.

Unless the PCs take the correct route to the Treasury, they may arrive to find that they are only a small fraction of their normal size. The treasure is there for the taking but each gold piece seems to be as big as a wagon wheel.

The teleports with numbers only send characters to a teleport with the same number. This occurs when the PCs attempt to leave a numbered square. For example, a PC leaving a teleport labeled "7" is instantly sent to the other teleport labeled "7." The teleport labeled "9" sends the PCs up to teleport 9 in the maze on Level 13.

Characters who are reduced in size are restored to their normal size once they leave the maze and Area 65.

63. Iron Golems

(Possible Goal Artifact Location)

The room is lit by glowing globes set in the walls. These cast an eerie green light on two iron statures standing on either side of an alcove. At the back of the alcove is a carving of a kingfisher.

The doorways into this room are trapped and close five segments after someone enters the room. Then a booming voice calls out:

"The names of the Knights are three,
Give them and free the way for thee."

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The names are “Sword,” “Crown,” and “Rose,” not necessarily in that order. If given within five segments then the emblem of the kingfisher glows white and the teleport in the alcove is activated, transporting anyone who steps into it to teleport location 1 in the maze. Entering this alcove when the teleport is not activated has no effect. Activating the teleport opens the exit doors for five segments.

If the names are not given, then the iron golems attack for 10 rounds before returning to their positions. The doors then open for five segments before the entire sequence begins again.

If a Goal Artifact is here, it will be in the teleporting alcove.

64. Bloodvine Shaft

A huge, dark shaft drops into the distance, its perimeter covered with green vines sprouting from a smooth, yellow trunk.

This is a bloodthorn vine that reaches into the middle of the shaft. It only grows to within 10 feet of Level 5 and does not block access to the Treasury.

65. Treasury

(Possible Goal Artifact Location)

A great platform is suspended over the center of the shaft. Gleaming steel, gold, electrum, and gems are heaped upon the platform, along with an occasional helm, shield, or sword of glowing brilliance. Three archways stand in the wall about the platform, a great shaft creating a chasm between each of these and the platform of the Treasury.

The Treasury platform is hung by four huge steel wires from the ceiling of the shaft. The PCs must somehow get across the 20-foot gap to gain any treasure. Remember that this gap will seem much larger if the PCs have been reduced by going the wrong way through a reduction teleport in the Eternal Halls.

The Treasury consists of 156,450 stl pieces, 255,260 gp, 40,000 gp, 8,000 pp, 52 1,000-gpv gems, 23 5,000-gpv jewelry, 5 + 3 long swords; 5 sets of +2 plate armor, 3 + 3 maces; and a *Book of Infinite Spells*.

66. The Grand March

Massive marble stairs cascade down from the level above. Highly polished brass rail-

ings shine in the flickering light.

Yet the wonder of the room is the processional. Spectral beings in elegant clothing march endlessly down the staircase, appearing at the top of the stairs and walking regally down.

There are 20 reveler minions here at any one time. They march down the stairs and then turn either to the left or right moving north down the hallways on either side of the stairs toward the ballroom (Encounter 67). These minions ignore the PCs unless attacked by them.

67. Ballroom

The great hall is full of hollow voices. Sweet dance music sounds as if far away. Laughter of many voices floats up from a sea of spectral beings in elegant dress. Women in full formal wear float over the floor in the arms of well-dressed ghosts. There is a madness to the scene, a reckless revelry that knows no bounds!

There are 120 spectral minion revelers here. A group of 2d6 notices the heroes and uses their special attack form on at least one PC.

68. Dining Hall

Four ghostly figures float three feet over a table. They are all engaged in an animated discussion.

Treat these as the minion philosophers in Encounter 40. If any touch the ground, then all will disappear. However, just after one has given his pronouncement, one of the others will totally disagree and a pointless argument will continue for 1d6 rounds with two of the minions taking one side and two of them taking the other.

69. Revelers!

Many (4d6) spectral minion revelers are found in an informal gathering.

70. Minion Grandee

An elegant ghostly figure sits on a raised dais. Before him stand his warriors.

The warriors attack if the PCs attempt to disturb this room in any way.

71. Will-o-Wisp

These creatures appear in the distance and attempt to lead the party to the nearest revelers or other dangerous creatures.

72. Office Workers

Three spectral figures float hunched over writing tables. They seem to be furiously poring over ledgers and papers.

These are spectral minion philosophers who are studying papers to determine where the Goal Artifacts are now located. There is a 50% chance that these office workers go berserk (treat as berserker minions) each time they are asked a question. If they do not go berserk, then they answer according to the Philosopher Chart in Encounter 40.

73. Minion Cleric

A bright figure kneels before the altar at the end of the abbey's cathedral.

This is a cleric of Yarus, now a spectral minion. He is the caretaker of this tower and sees to its upkeep until Yarus returns.

He knows the following:

A. Yarus will return. His absence was planned. He but awaits his crown to call him forth in time of great need.

B. The tale of Yarus and the 33rd piece was no folk tale. Often did Yarus call Virkhus, the greatest Knight of that time, his “33rd piece” and said that the Knight’s Horn of Dawn would call legends from their graves when the 33rd piece returned.

C. The *Orb* was an object of great secrecy with Yarus. Yarus claimed that it was not understood. The *Orb* never controlled dragons, it merely called them to it. The strength of the *Orb* was in knowing where the dragons should be called. If called into a place where the dragon was helpless, then the dragon could be killed with little danger.

This cleric can assist the PCs no further and suggests that they hurry for the time of the Last Battle is near.

74. Knights' Court

The hall is silent as a tomb. Ghosts of Solamnic Knights line the great hall. At the far end, opposite the main doors, three ghostly knights sit behind a great table.

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Before the table, another ghostly Knight stands over the bones of a man in rusting plate. No one moves. All stare stotically at one another.

These are all good warrior knights; indeed, they were once living Knights of Solamnia. There is a 35% chance that a PC will notice that the standing spectral minion is the ghost of the dead Knight on the floor.

If the PCs make any disturbance in this hall, then the Lord Knight minion calls the party before the table. He informs them that this is a Knightly Council of Solamnia hearing charges against this Knight. They await the decision of the greater Council convened now in the High Count.

They have been waiting for 300 years.

75. High Council Hall

A great circular chamber rises high overhead; light streams in from crystal windows along the walls. Three entrances come into the hall from the east, south, and west. To the north, like the prow of a great ship, rises the Great Pillar of Yarus, its base a raised dais with a huge throne. There sits a single ethereal Solamnic Lord presiding over the assembly.

Such an assembly! Ghostly Knights are standing on benches, yelling at each other and hurling challenges at a furious rate.

Finally, the Lord Knight stands and all quiet down. He speaks in old Solamnic, but his words are clear, "We cast our lot! Say ye for the man!" The east side of the hall shouts, "Aye!" Then says the Lord Knight, "Say ye against the man!" The west side of the hall shouts "Nay!" Says the Lord Knight, "35 aye, 35 nay; We reach again our impasse." The tumult again breaks out in the hall.

These are spectral minion warriors of good. For the last 300 years, they have been voting on the fate of the Knight in Area 74. Their impasse may only be broken by the vote of a Knight of Solamnia in good standing. One or more of the PCs should be able to vote.

The case is complex. The Marshal of Kurnos, a most evil man, had abducted a damsel from a noble house. The good Knight pursued the Marshal into the Desert of Lost Names. Yet the Knight fell into great hardship and was near death when he came upon the Marshal and the abducted girl. He struck a bargain with the Marshal that they should set aside their differences for the sake of the damsel and find their way out of the desert. The Knight vowed to pursue the Marshal no more

so long as the maid was returned to her family. All soon found their way into happier lands.

Half of the Knights hold that the bargain made was a dishonorable one. The other half say it was both honorable and wise. A deciding vote needs to be cast before these Knights are released from their bondage.

If the tie is broken, the Knights grant a boon to the PCs: the key to the Eternal Halls. It is this: "From the northern portal on level 5; left; left; 2 ahead; left; right; 5 ahead; speak 'crown,' 'sword,' and 'rose'; then enter the portal to the treasure trove." With this they all disappear.

76. Grim Lynx

This encounter only occurs at night.

Curled in the center of the room is a lynx.

This is actually a black cat grim. Stalwart defenders of good, grims become ethereal during daylight hours. If discovered by the PCs, it will follow them and warn of impending danger with its mournful call. Once daylight breaks it returns to this location.

77. The Khas Room

A huge platform stands atop the Pillar of Yarus like the foredeck of some great ship. A marble railing runs around the platform between the three great spans that join the platform to the walls of the tower. Beyond the railing is a sheer drop to the floor of the High Council Hall below.

The platform thrusts into the center of the great open shaft from the north wall. Five-foot-diameter pillars rise from the platform up to the domed ceiling of stained glass overhead. Multi-colored light streams through the glass onto the upper section of the great rotunda. One of the pillars has fallen over.

Broad steps lead up to a platform on the north side of the room. There, a throne stands before an ornate steel door.

Two high-backed chairs face each other across a large and ornate Khas board. One chair stands upright while the other was knocked over by the fallen pillar.

Closer examination reveals the skeleton of a man crushed beneath the fallen pillar. The hollow eye-sockets stare sightlessly toward the other chair, one skeletal arm and hand reaching toward it. Seated on the upright chair is a skeleton dressed in gleaming armor. The skeleton slumps in the chair, the skull's jaw fused to the hand on which it rested. There is a crown of black steel on the armored skeleton's

skull. This is the skeleton of Kurnos. The Crown of Kurnos is an evil artifact that functions as a Book of Vile Darkness (see DMG page 139). Placing this crown on one's head is equivalent to reading the book without the time-reading requirement.

This is the scene of the last Khas game played between the great clerics of good and evil, Yarus and Kurnos. Bringing either the Crown of Yarus or the 33rd Khas piece to this place has a special effect.

If the heroes have a piece of the Crown of Yarus (see page 31), bringing it here results in a hollow voice being heard through the hall. The voice is that of Yarus pleading for the rest of his crown. Placing Yarus's crown on Kurnos's skull results in a mild shock (1d4 points of damage) to the PC. Placing the crown on the skull of Yarus results in Yarus's skull floating up off the floor, followed by the bones from under and around the pillar. The fallen chair moves upright before the Khas board as the bones form into the skeleton of Yarus. The cleric's ethereal form appears. Go to the Epilogue and run the end game.

If the heroes have the 33rd piece, placing it on the board causes the appearance of the ghostly form of Virkhus, ancient Lord Knight of Solamnia (see page 30). Virkhus presents himself and his troops to the cause of good. Go to the Epilogue and run the end game.

78. Grim Watch

(Possible Goal Artifact Location)

A black dog stands in the center of the room.

This is actually a grim. It acts as the grim in Encounter 76 in all respects unless this is one of the Artifact locations. If an Artifact is here then the grim is guarding it against evil but will relinquish it to the PCs.

79. High Lookout

The world seems much larger from this high vantage point. The plains of Solamnia to the south can be seen clearly from here—including the camps and formations of the Dragonarmy.

From this vantage point, the Dragonarmy forces can be estimated to within 25%.

80. Nest of The Kingfisher

(Possible Goal Artifact Location)

A black owl sits perched overhead.

This is actually a grim. It acts as the grim in Encounter 78 in all respects.

Epilogue

It is not enough for the players to solve the mystery of the High Clerist Tower or rally the Knights of Solamnia. The players must still defeat the Dragonarmy.

Five events might trigger the final confrontation of the game, although only three of them are possible during any one game. Each of these triggering events modifies the end game, which will be resolved either (1) using the battle resolution method given in Appendix 3 or (2) using the BATTLESYSTEM™ Final Battle Sortie as detailed in Appendix 4.

The Final Battle ends only when the Knights are driven from the tower or the Dragonarmy retreats from the battlefield (this occurs if the Dragon Highlord loses 50% or more of her forces). The simplified resolution system may need to be repeated several times before one of the two end results are reached. (This represents repeated attacks, one per day, until the battle is resolved.)

1. Sands of Time

If the PCs are not able to reach a solution to the game before the four months of the Adventure Clock run out, then the final battle will begin against overwhelming Dragonarmy forces.

BATTLESYSTEM: Run the Final Battle Sortie as outlined. This will most likely result in the defeat of the Solamnic forces and the fall of the Clerist Keep to the Blue Dragon Wing.

Simplified Resolution: Go to Appendix 3. Determine the Knights' modified Morale Rating, add 1d6 and check the result against the Simplified Battle Results Chart. Repeat this procedure until the tower falls (a result of 4-8 on the Simplified Battle Results Chart) or the Dragonarmy withdraws from the battle (suffers losses totaling 50% or more).

2. Military Victory

If the Whitestone forces are forced into giving up the Tower of the High Clerist, then the Dragonarmies take the tower. This will happen either as a result of BATTLESYSTEM™ action or Events taking place against demoralized Solamnic forces. If either of these occur, no further resolution is required. Go to Epilogue 2 and read the text there. The players have lost the game and the Whitestone forces have suffered a major defeat.

3. The Dragon Orb is Used

In this case, the heroes have to defeat the dragons in the tower. The *Orb* also has horrible effects on draconians, forcing a madness on them that requires a rout retirement from

the field of battle of all draconian forces.

BATTLESYSTEM: All dragons on the field immediately suffer loss of discipline (BATTLESYSTEM case [4.6]) and charge the large entrances to the tower on the first level in an attempt to get to the *Orb*. The dragons continue to fail discipline checks for as long as the *Orb* is in use. Also, all draconian troops and commanders must make a Morale Check during each movement phase. Those failing the check immediately rout. These units may not be rallied. This automatically raises the Morale Rating of all Whitestone forces by one-half the difference between their current morale and 20. Conduct the battle otherwise as outlined in the Final Battle Sortie.

Simplified Battle Resolution: The Knights' base Morale Rating increases by one-half the difference between its current value and 20. Add the +3 for *Orb* success. All dragons and draconians are effectively removed from the battle while the *Orb* is operating. Add +5 to represent the loss of approximately 50% of the Dragon Highlord's forces. Add any other morale modifiers that apply, then roll 1d6 and add that to get the total modified Morale Rating. Consult the Simplified Battle Results Chart. Apply the result and repeat the process until a final resolution is reached.

4. The Legions of Virkhus Return

With the return of the 33rd piece to the board, the Legions of Virkhus, the spirits of valiant Knights risen from the catacombs of the Clerist Tower, join side by side with the Solamnic Knights to defeat the intruders.

BATTLESYSTEM: Run the Final Battle Sortie with the following changes. All Solamnic forces suddenly assume the statistics of the Legion of Virkhus. Run the battle to its conclusion.

Simplified Battle Resolution: Consult Appendix 3. Add the morale modifier for Virkhus's appearance, along with any other modifiers that apply, to the Knights' base Morale Rating. Roll 1d6, add it to the modified Morale Rating and check the result on the Simplified Battle Results Chart. Apply any resulting casualties or morale modifiers and repeat the process until the Knights are driven out of the tower or the Dragonarmy retreats from the battle.

5. Yarus Joins The Battle

Yarus has been summoned by the PCs' retrieval of his crown and once again can participate directly in the events of the world.

BATTLESYSTEM: Place Yarus on the top of the Clerist Tower and add his character to the ranks of the Whitestone forces. Run the Final Battle Sortie otherwise as described.

Simplified Battle Resolution: Consult Appendix 3. Add the morale modifier for Yarus's appearance, along with any other modifiers that apply, to the Knights' base Morale Rating. Add 1d6 and check the result on the Simplified Battle Results Chart. Apply any resulting casualties and morale modifiers and repeat the process until either the Knights are driven from the tower or the Dragonarmy retreats from the battle.

The Final Battle will conclude with one of two results: either the players will defeat the Dragonarmies (go to Epilogue 1) or they will be defeated and driven from the tower (go to Epilogue 2). Read the appropriate Epilogue section to the players.

Epilogue 1: Fruits of Victory

The banners of the Solamnic Knights still fly over the Tower of the High Clerist. The first major trial of the Whitestone forces has been overcome.

Yet this was a costly victory. Many Knights have fallen in battle. The victory is theirs, bought with their lives.

The first blow of the War of the Lance has been struck. The heads of the blue dragons felled here will awaken Palanthus. Her armies will soon fight beside the Solamnic Knights.

The night is not yet ended but now there is at least a hope of dawn.

Epilogue 2: Bitter Defeat

The mined High Clerist Tower stands in the morning light. Thin plumes of smoke drift in the morning breeze and great holes now mar its once-perfect walls.

You have escaped but at great cost. The armies of the Dragon Highlords now but catch breath before rushing toward Palanthus. Seeing what they have done to the tower, you shudder to think of what they can do to Palanthus.

You must leave quickly to reach the Palanthian fleet before it falls to the Dragon Highlord. Whitestone and the Knights have failed; there is little hope left for all of Ansalon.

appendix 1: MONSTERS

DRACONIANS (DRAGONMEN)

	BAAZ	BOZAK	KAPAK	SIVAK
FREQUENCY:	<i>Uncommon</i>	<i>Uncommon</i>	<i>Uncommon</i>	<i>Uncommon</i>
# APPEARING:	2-20	2 - 2 0	2 - 2 0	2 - 2 0
ARMOR CLASS:	4	2	2	1
MOVE:	6"/[15"]/18"	6"/[15"]/18"	6"/[15"]/18"	6"/[15"]/18"
HIT DICE:	2	4	3	6
% IN LAIR:	5%	15%	15%	10%
TREASURE TYPE:	<i>J, K, L, U</i>	<i>U</i>	<i>K, L, M</i>	<i>Q</i>
# ATTACKS:	1 or 2	1 or 2	1	3
DAMAGE:	1-8 or 1-4/1-4	1-8 or 1-4/1-4	1-4 + poison	1-6/1-6/2-12
SPECIAL ATTACKS:	<i>None</i>	<i>Spell use</i>	<i>Acid Pool</i>	<i>None</i>
SPECIAL DEFENSES:	<i>None</i>	+2 saves	<i>None</i>	+2 on all Saving Throws
MAGIC RESISTANCE:	20%	2 0 %	2 0 %	2 0 %
INTELLIGENCE:	<i>Average</i>	<i>High</i>	<i>Average</i>	<i>High</i>
ALIGNMENT:	<i>LE(C)</i>	<i>LE</i>	<i>LE</i>	<i>NE</i>
SIZE:	<i>M(5 1/2 ft.)</i>	<i>M(6ft. +)</i>	<i>M (6 ft.)</i>	<i>L (9 ft.)</i>
XP VALUE:	81 + 1/hp	175 + 4/hp	105 + 3/hp	350 + 6/hp

Draconians, or dragonmen, are the basic troops of the Dragon Highlords. Their origins are unknown to anyone in this part of Krynn. They first appeared with the coming of the Dragonarmies.

All draconians have wings, but only Sivaks can truly fly. Draconians have three movement rates: walking, running on all fours while flapping their wings, and gliding of flying. They must use all four limbs and have their wings free to use the second movement rate. Draconians prefer to charge this way, carrying their weapons in their teeth. They can glide from any height for a distance of four times greater than the height they launch from.

Baaz draconians are the smallest of their species and thus the easiest to pass off as humans. They are also the most plentiful of the draconians and are common ground troops in armies. 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 can conceal their wings under robes and, wearing a large hood and mask, can pass through civilized lands as spies. Dragon Highlords often use the Baaz in this manner just before an invasion.

When a Baaz reaches 0 hit points, it turns into a stone statue. Anyone hitting the stone form of a Baaz must make a Dexterity Check at -3 or have his weapon stuck in the draconian. The statue crumbles to dust after 1-4 melee rounds. Its armor and weapons are unaffected and any stuck weapons may be retrieved.

Bozak draconians are magic-users and have a higher resistance to magic than other draconians. Bozak can cast magic spells as fourth-level magic-users. They are very devoted to the purposes of the Dragon Highlords. They never show mercy once they attack. However, they will not destroy an opponent if they believe their cause can be advanced by sparing the life.

When a Bozak reaches 0 hit points, its scaly flesh suddenly dries and crumbles from its bones. The bones then explode, doing 1d6 points of damage to anyone within 10 feet (no saving throw).

Kapak draconians are distinguished by their venomous saliva, which paralyzes (for 2-12 turns) any creature failing a save vs. poison. They often lick the blades of their weapons (commonly short swords) before combat, envenoming them for three rounds. A Kapak takes one full round to poison the blade again after the first venom has worn off.

Kapaks are larger than Baaz, and frequently bully and abuse their smaller cousins. For this reason, The Dragon Highlords endeavor to keep different types of draconians separated.

When a Kapak reaches 0 hit points, its body immediately turns to acid and spreads into a 10-foot-diameter pool on the ground. Any character within this pool receives 1d8 points of damage per round from the acid. The acid dissolves other materials at the rate of one inch per round. Use the Saving Throw Matrix for Magical and Non-Magical Items (page 80 in DMG). All items possessed by the Kapak become useless.

Sivaks are the most powerful draconians yet discovered, and are being used both on the

battlefield and as spies in Ergoth, Palanthus, and the High Clerist Keep, where people have become suspicious of the robed Baaz.

Sivaks normally attack with two wicked-edged swords but are also dangerous with their claws. In addition, they attack with long, armored tails. They can only use this attack when in draconian form.

Sivaks are shapeshifters, capable of changing their form under two conditions. When they slay a humanoid of their own size or smaller, they may take the form of their victim. The Sivak does not gain the memories, experiences, or spell use of its victim and, like all draconians radiates magic, but its appearance and voice are exact matches to those of its victim. The Sivak may change back to its normal shape, but after doing so may not *polymorph* again without finding another victim.

A Sivak also changes shape when slain, assuming the form of the creature that killed it. This death shape lasts for three days, then the entire body decomposes into black soot. If its slayer is larger than the Sivak, or not humanoid, the Sivak bursts into flame, causing 2-8 points damage to all within 10 feet (no saving throw).

The fact that Sivaks change shape upon death may be used to explain the apparent demise of characters under the "obscure death" rule.

appendix 1

Spectral Minions

FREQUENCY:	<i>Very Rare</i>
# APPEARING:	1-40 +
ARMOR CLASS:	2
MOVE:	30"
HIT DICE:	<i>Varies</i>
% IN LAIR:	100%
TREASURE TYPE:	<i>Nil</i>
# ATTACKS:	0, 1 or 2
DAMAGE:	<i>Varies</i>
SPECIAL ATTACKS:	<i>See type descriptions</i>
SPECIAL DEFENSES:	<i>+1 or better to hit</i>
MAGIC RESISTANCE:	20%
INTELLIGENCE:	<i>Standard</i>
ALIGNMENT:	<i>Varies</i>
SIZE:	<i>M</i>
XP VALUE:	<i>Philosopher: 525 + 8/hp</i>
	<i>Reveler: 525 + 8/hp</i>
	<i>Searcher: 525 + 8/hp</i>
	<i>Guardian: 900 + 14/hp</i>
	<i>Warrior: 900 + 14/hp</i>
	<i>Berserker: 900 + 14/hp</i>

Spectral minions are the spirits of humans or demihumans who died before they could fulfill powerful vows or quests. Like ghosts, spectral minions do not fully exist on the Prime Material plane. Even in death, spectral minions are bound to the vows or quests placed upon them when they were alive. Every day, they must relive the events leading to their deaths, trying to fulfill their vows, or quests.

Outdoors, spectral minions must stay within 1,000 yards of where they died. Indoors, they must stay in the corridor or room where they met death. On very rare occasions where the quest was to perform an act over an area, they are free to roam within the area expressed by that quest. Spectral minions' speed gives them a +1 on initiative rolls.

Spectral minions can only do damage if they died holding a weapon. Such a weapon becomes a part of them. Unless otherwise noted, only 50% of all spectral minions have weapons. Those that do have weapons have swords, unless otherwise noted. They disappear forever if their vows or quests are fulfilled or if a *remove curse* is cast upon them.

When very powerful people become spectral minions, their hit points and level remain the same.

Spectral minions look like the people they were before they died, but they are almost transparent.

The spectral minions in the High Clerist Tower can be classified into six types, although the differences between them cannot be readily distinguished by appearance alone. These types include revelers, guardians, warriors, berserkers, philosophers, and searchers.

Berserkers: Some agents of evil in the tower were driven into a berserking frenzy when the Cataclysm came upon the world. Though quested to find the Khas game pieces, they have rebelled against the task and have no hope of ever being freed from their charge. They will communicate with adventurers only 5% of the time.

Guardians: These minions were quested, at the death of Yarus, to guard the ways of the Khas pieces. They require a password, known only to Yarus, to allow non-minions past their posts. Guardians are of good alignment; harming them would be an evil act.

Philosophers: Not all spirits are engaged in the quest for the Khas pieces. Over the centuries, many have fallen back into the ways of their previous lives. The philosophers are one such group, as are the revelers. Philosophers love libraries and books and can spend decades studying the nuances of a single book. They usually attack only if their honesty is questioned.

Philosophers can be of any alignment. When more than one is encountered, they are often found debating each other heatedly, to the exclusion of any interruption.

Revelers: These minions revel through the halls of the tower. When encountered, they are found engaged in one of the following activities:

Dancing madly through the halls.
Laughing in groups, drinking spectral ale.
Men and women chasing each other.
Playing parlor games.
Playing in a musical group.
Dining gluttonously.

Revelers have developed a special ability—*temptation*. This means that any PC seen by the revelers is surrounded by their madly laughing forms. The PC must save vs. spells or be hypnotized by their actions. The PC's body falls into a deep sleep and slumps to the floor. Other PCs see the spirit essence of the PC step from the body and begin reveling with the spectral minions. The PC's reveling continues until (1) the group of revelers is defeated or (2) 1d6 turns has passed. For every turn the PC revels, he suffers a temporary one-level reduction following the end of reveling. This reduction is cumulative. The PC regains one level every four hours after awakening.

Searchers: These armed (broadswords) minions of evil stalk the halls of the tower, forever searching for the Khas game pieces.

Warriors: Both good and evil warrior minions wander the tower. They fight a battle with each other every day, neither side gaining an advantage, both sides grimly determined to win. Spectral minions can do no permanent damage to other minions, thus minion vs. minion battles are truly eternal conflicts. Only through the intervention of the PCs can the tide be turned for either side.

Fetch

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

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

They appear as haggard and deathly pale imitations of the person gazing into the surface. To the person gazing at their reflection, the fetch appears to be standing immediately behind them.

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

Fetch drain two levels of life energy per hit.

appendix 2: Masters and Magic

Masters of The War

Blue Lady (Kitiara)

12-Level Fighter, Dragon Highlord

Strength 14	Dexterity 18
Intelligence 13	Constitution 14
Wisdom 7	Charisma 14
THACO 10	Hit Points 65
Armor Class -3	Movement 12"

Wears *Dragonarmor plate +1*, carries *spear +3*, *shortsword +2*, two daggers

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

Kitiara's early history is recounted in DL5, "Dragons of Mystery," and those interested are referred there.

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, perhaps, this side of her that appealed to Tanis, who found the strictures of elven society monotonous to his human side.

The heroes know nothing of Kitiara's life after they parted five years ago to search for the True Gods.

Kitiara traveled north across New Sea with Sturm. It was an uneasy alliance at best as Kitiara loved to tease the dour Sturm. The knight was much relieved when Kit went in search of her father's family.

Kit never found them. Instead, she found the Dragonarmy building in the Khalkist Mountains. Here was opportunity! Knowing that in such a place one either copes or dies, she quickly learned the ropes. She was in her element. In only a few years she stood second in power only to Ariakas, the Red Emperor of Krynn.

Now Kitiara and her second in command, Bakaris, command the Blue Dragonarmy in the westward campaign. She holds unquestioned dominion over the northern half of the Estwilde and all of Nordmaar. She has pressed across the northern Solamnic plains from Dargaard Keep to Vingaard and now presses to take Palanthus, the jewel of western Ansalon. Only the High Clerist Tower and its pitiful defenders frustrate her efforts.

Kitiara is cool and cunning one moment, full of rage the next. Yet her emotions are held in check by her superior intellect. She does, however, often fall prey to her own sentimentality and will rein in a direct attack against her former companions if she recognizes

them. This does not mean that she will allow them to spoil even the least of her plans. She may warn them out of her way but feels that one warning should be sufficient. She will avoid killing her ex-companions if possible; if not, she will shrug and get the deed over with.

Kitiara's only apparent weaknesses are her feelings for her former companions and her arrogance. These weaknesses might be exploited in the future to obtain important information from her.

Kitiara is 5'9" tall with black hair and deeply tanned skin. Her crooked smile and flashing brown eyes can unsettle even the most hardened man. She has the strength of an accomplished warrior and the striking beauty of a temptress. She is not to be dealt with lightly.

Bakaris (Lieutenant To Kitiara)

10th-Level Fighter

Strength 16	Dexterity 12
Intelligence 10	Constitution 15
Wisdom 14	Charisma 13
THACO 12	Hit Points 55
Armor Class 1	Movement 12"

Wears *plate armor +1*, carries two-handed *sword of life stealing +2*, two daggers (poisoned)

Bakaris is the second in command to Kitiara. He is a skilled mercenary who also rose through the ranks by whatever means was most expedient. He met Kitiara early in her career and knew that she was someone going places. He arranged it so that he could go with her. A healthy respect exists between the two of them. They trust each other as much as is politically healthy and have developed a friendship of sorts.

Bakaris's unshaven and sloppy appearance belies a keen tactical mind. He loves a fight and glories in the thrill of battle.

Aurik Archuran (Lord of The Rose)

12th-Level Fighter

Strength 16	Dexterity 15
Intelligence 17	Constitution 17
Wisdom 11	Charisma 13
THACO 10	Hit Points 58
Armor Class 0	Movement 12"

Wears *plate armor +1*, carries a shield, *longsword +2*

The tradition of the Knighthood runs deep in Aurik's ancestry and colors all of his thinking.

Unfortunately, he is unbending in his adherence to the Measure. His age has not tempered his judgment with the wisdom a Lord Knight should have.

Alfred Markenin (Lord of The Sworn)

10th-Level Fighter

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

Wears *plate armor +1*, carries *two-handed sword +2*, lance, bow and quiver of 20 arrows

Lord Alfred is the wisest of the Lord Knights present at the Tower of the High Clerist. He sees the tactical situation clearly and recognizes that the morale of the Knights will bring about their defeat more surely than any army. Yet despite the clarity of his vision, Alfred lacks the courage to take a stand and oppose his peers. Although a skilled warrior and leader, he hates war and would avoid it at almost any cost. The loss of life appalls him yet he feels powerless to stand up and correct the many problems he sees.

Michael Jeffrey (Lord of The Crown)

8th-Level Fighter

Strength 12	Dexterity 14
Intelligence 14	Constitution 16
Wisdom 14	Charisma 16
THACO 14	Hit Points 46
Armor Class 0	Movement 12"

Wears plate armor, carries shield, *longsword +3*, lance

Lord Michael's outward appearance is that of a model knight who follows every letter of the Measure. Only rarely does he allow his true self to show through his gleaming armor. Michael is a cunning and ruthless leader who uses the many convoluted avenues of the Measure to serve his ambitions. He looks on the campaign at the High Clerist Tower as an opportunity to improve his position among the Knights. If that means slandering or destroying the reputation of those around him, so be it. Seldom does anyone ever see this side of the Lord Knight.

appendix 2

Lord High Cleric Yarus

23rd-Level Cleric

Strength 15	Dexterity 14
Intelligence 17	Constitution 10
Wisdom 21	Charisma 13
THAC0 9	Hit Points 85
Armor Class -2	Movement 12"

Wears *plate armor* +3, carries *shield* +1

Spell Use: 12 1st level; 12 2nd level; 11 3rd level; 12 4th level; 10 5th level; 7 6th level; 3 7th level

Selected for this day:

- 1st: *Bless* x3, *Cure Light Wounds* x5, *Detect Magic* x3, *Sanctuary*
- 2nd: *Augury* x2, *Hold Person* x3, *Resist Fire*, *Silence 15'* x3, *Spiritual Hammer* x3
- 3rd: *Animate Dead*, *Continual Light* x2, *Cure Blindness*, *Dispel Magic* x3, *Prayer*, *Remove Curse* x3
- 4th: *Cure Serious Wounds* x8, *Divination*, *Lower Water*, *Protection from Evil*, 10' radius x2
- 5th: *Commune*, *Cure Critical Wounds* x2, *Dispel Evil* x2, *Flame Strike* x3, *Insect Plague*, *Raise Dead*
- 6th: *Animate Object*, *Blade Barrier* x2, *Conjure Animals* x2, *Heal*, *Word of Recall*
- 7th: *Earthquake* x2, *Holy Word*

Yarus, Lord High Cleric of the Knights of Solamnia was the most powerful man in Solamnia. He sat atop his great tower, built in the Westgate Pass south of Palanthus, and watched the world pass.

Yarus came from a very old line of Solamnic Clerics. His forefathers had been of the Order of the Crown since the days of Vinas Solamnius.

Yarus was not concerned for the power of his position but for the good works he could perform while there. Ever and always was he an opponent of evil. Thus it might seem strange that he befriended his greatest enemy.

Kurnos was the greatest tyrant remaining during the Age of Might. Himself a prisoner of Yarus, he was treated more like a guest than someone taken in battle.

Both men found their greatest diversion in games of Khas. They would amuse themselves for hours on end, playing games that would last for weeks. So even were they in their final game that it continued for over four months with neither gaining the advantage. They were playing when the Cataclysm came.

A great pillar in the Hall of Yarus fell as they

played. It struck Yarus from behind, knocking him from his chair. The pillar crushed his body and pinned one of his hands at his side. Thus did Yarus find himself powerless and dying.

Kurnos, sitting placidly in his chair despite the destruction that raged outside, looked silently for a moment at Yarus, then smiled. Slowly rising to his feet, the evil bishop reached out with both arms and swept the pieces to his side of the board. "Your men are mine, I have won!"

With his free hand, Yarus gestured once and all his Khas pieces disappeared from the board. With this last mortal gesture, Yarus died. Yet as the fire burned in Kurnos's eyes, the voice of Yarus filled the domed hall. "I will return to finish our game, friend Kurnos, when the 33rd piece is come."

Kurnos, refusing to accept such defeat, called his minions into the tower. Only a few of the valiant souls within escaped before the power of Kurnos sealed the tower. He set them to searching the tower to find either the spirit of Yarus or the 33rd piece. Kurnos sat down again in his massive chair and waited.

And there, still waiting, did Kurnos die.

Yet was the vengeance of Kurnos tempered by the justice of Yarus. The spirits of the tower opposed the searching spirits of Kurnos. Their battle goes on to this day, awaiting those whom Yarus foresaw coming to call him back from the dead.

Virkhuis (The Horn of Dawn)

Undead Knight Returned

Strength 18/99	Dexterity 14
Intelligence 8	Constitution 14
Wisdom 10	Charisma 17
THAC0 1	Hit Points 135
Armor Class -2	Movement 12"

Wears *plate armor* +5, carries *two-handed sword* +2

Virkhuis was the Lord Knight of the Rose in the Tower of the High Cleric at the time of the Cataclysm. He was Yarus's closest friend and confidant.

Virkhuis was a defender of the weak and an untiring foe of evil and injustice. Some knew him as Yarus's "33rd piece," a term that referred to the Knight's ability to influence great events in favor of the good.

Virkhuis uses the *Horn of the Dawn* to call his troops. These are the Legion of Virkhuis who were the most fearsome warriors known in the land. Before each battle, Virkhuis would sound this horn to call his troops forth.

The fate of Virkhuis is unknown although he disappeared at the time of the Cataclysm.

Soth (The Black Rose Knight)

Deathknight

Strength 18/99	Dexterity 14
Intelligence 10	Constitution 17
Wisdom 9	Charisma 17
THAC0 12	Hit Points 59
Armor Class 0	Movement 12"

Wears *plate armor* +3, carries *two-handed sword* +2

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 does he brood 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 some contract with him that brings him into this war of men and dragons on the side of evil.

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

The heroes would do well to avoid this Knight until they are better prepared.

Magic

Dragon Orbs

(*Orb* of the Silver Dragon, et al)

These are etched crystal globes approximately 10 inches in diameter. Imprisoned within the *Orbs* are soul essences of dragonkind; these are the sources of the *Orbs*' power.

The *Orbs*' actual primary function is to *summon* evil dragons. The heroes are not aware of this function unless they have figured it out on their own.

Any character attempting to use an *Orb* must gaze into it, holding his hands to either side of the globe and speaking the command words that are either inscribed on the *Orb*'s surface or float in swirling light inside it.

The *Orb* then expands to 20 inches in diameter and the character must make a saving throw vs. magic or be *charmed* by the dragon essence within the *Orb*. Roll the saving throw secretly, not informing the players of what you're doing.

If the character saves against the *charm*, any

appendix 2

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

- 01-20 *summon* a blue dragon
- 21-30 *summon* a red dragon
- 31-00 No effect

The dragons attack any non-evil creatures they find near the *Orb* and will viciously attack anyone who stands between them the *Orb*. Randomly determine the ages and sizes of the randomly *summoned* dragons.

If the character fails the saving throw, no dragons are *summoned*, but the character is *charmed*. Privately inform the player that the character has been *charmed*, but will act normally unless told otherwise.

The dragon essence will steer the controlled character so as to aid the cause of evil. This is done subtly so that the other players suspect nothing, until a critical point is reached (for example, if the PCs are attacked by evil creatures who stand a good chance of killing or capturing the party). Then the *charmed* character(s) will aid the cause of evil and turn against the party.

The *Orb* has the secondary abilities of *cure serious wounds* three times per day, cast *continual light* at will, and *detect magic* at will. Whenever it is used for any of these functions a save vs. *charm* must be made as above.

Any character who gazes into the *Orb* and speaks the command words knows of the *Orb*'s secondary functions and may inform the party of these, even if the character is *charmed* by the *Orb*. No one who activates the *Orb* knows directly of its primary function or the *charm* effect.

Detect magic and *detect evil* spells show positive results if cast on the *Orb* or any *charmed* PC or NPC. No NPC will voluntarily use the *Orb* except in the most dire of circumstances.

For purposes of dispelling, treat the *charm* effect as if the spell was cast by an 11th-level magic-user.

DRAGONLANCES

Dragonlances are ancient artifacts created at the end of the early Dragonwars and used to defeat the evil dragons. There were 20 surviving Dragonlances hidden inside the Stone Dragon of Ergoth, ten each of the two types. In addition, more Dragonlances are being forged for the current Dragonwar.

There are two types of Dragonlances: mounted and footman's. Each type is made of the same silvery metal, and gives off a healthy silver glow. The head is sharpened to a fine

edge, and small barbs protrude from the sides.

The footman's lance is 8 feet long, while the mounted lance is double that length. The footman's lance can be cast as a spear at a -2 to hit. The mounted lance is heavier and often has a shield guard attached.

A footman's lance causes 1-6 versus normal foes and 1-8 against larger than man-sized targets. Against any dragon it inflicts damage equal to the hit points of the wielder. A 14-hit point fighter causes 14 points of damage. The weapon is always +1 to hit (unless thrown).

The mounted lance does 3-9 versus normal foes and 3-18 against larger than man-sized targets. Against any dragon it inflicts damage equal to the hit points of the wielder and his mount. A 15-hit point fighter on a 40 hit point dragon causes 55 points of damage when the lance strikes another dragon. The mounted lance is too large for horse cavalry and is used almost exclusively mounted to the backs of dragons. If not mounted, the lance does damage to dragons as normal against large opponents. This weapon is always +2 when mounted; normal when unmounted.

Khas (Krynnian Chess)

Khas is Krynn's version of chess. It is played with the same types and numbers of pieces as chess (eight pawns, two rooks, two knights, two bishops, and one king and queen on each side), but is played on a hexagonal field with each troop starting in opposing corners of the board.

The Solamnic Knights believe that the game reflects battles that are currently being fought somewhere in the world. Indeed, legends tell that great battles have been won or lost because of a Khas game being played elsewhere.

Yarus's board is 3 feet across and made of finest carved ivory inlaid with polished blue and cream marble. The pieces themselves are intricately crafted blue and cream granite.

CROWN OF YARUS

The Crown of Yarus is an artifact that dates to the time of the Cataclysm. Broken when Yarus was struck by a falling pillar, the three pieces of the crown were scattered about the tower. Some came under guard, others fell into forgotten rooms and places.

This was unfortunate, for it is only through the power of the crown that Yarus could reenter the world and finish the game that bound so many souls to the tower.

The crown is made of intricately laced polished steel fitted with diamonds (10,000 gpv).

Anyone who puts the crown on must make

a save vs. magic. If the save fails, the person hears voices and suffers the effects of a *fear* spell. The person has the urgent need to remove the crown. If the save succeeds, then the PC hears the distant voice of Yarus calling, saying "Come, noble one, come to me and fit me with my rightful crown. Journey (directions)." The directions given are toward the Khas room (Encounter 77) in terms such as "up," "down," "left," "right," "forward," etc. The directions are for the shortest possible route. This even works in the Eternal Halls (Encounter 62). These directions continue for one turn before the character must make another save as above. As long as the PC continues to save, the direction messages continue.

If the crown is placed on the skull of Yarus, it slowly floats off the floor, followed by Yarus's scattered bones. All settle with great serenity into the form of a skeleton seated again at the Khas board. A moment later finds the ghostly blue form of Yarus surrounding his bones. See Yarus above for clues to subsequent events.

appendix 3: Simplified Battle Resolution

Since the battle of the High Clerist Tower is a great and complicated affair, role-playing without the BATTLESYSTEM™ rules would be impossible because of the large number of creatures involved.

If you are not using the BATTLESYSTEM rules with this adventure, use this simplified resolution system for determining the outcome of battles at the High Clerist Tower.

1. Determine Current Morale of the Knights: Find the current morale of the Knights of Solamnia (see pages 3 and 4).
2. Add or subtract any modifiers: Use the Morale Modifiers Chart and add or subtract any modifiers that apply. These modifiers do not change the morale of the Knights, they are only modifiers for determining the results of the simplified combat resolution.
3. Determine the results of the battle: Roll 1d6 and add it to the modified morale as determined in step 2. Find the result on the Simplified Battle Results Chart and determine the effects of the battle.

Return to the adventure once you have determined the results of the battle.

Morale Modifiers Chart

- +1 Previous Dragonarmy losses: cumulative for every 10% loss.
- +3 *Dragon Orb* success: If the *Dragon Orb* is used to lure a dragon to its death, either in the Dragontrap (Encounter 32) or by some other method, then this modifier is applied. Also negates “Dragons in the skies” modifier.
- +5 Virkhus returns and his legions join the battle.
- +5 Yarus returns and joins the battle.
- 1 Previous Solamnic losses: cumulative for each 10% loss.
- 2 Dragons in the skies.
- 5 Knights of Solamnia charge: see Events of Honor in the Knights of Solamnia section on pages 3 and 4.

Simplified Battle Results Chart

Morale Plus Roll	Results	
4	The tower falls with heavy losses: The raging hordes of the Dragonarmy break over the walls of the tower with devastating effect. The will of the Knights is broken and the tower falls to the Dragonarmy! Solamnics take 50% unrecoverable losses and are driven from the tower. Outside the tower, the PCs have a random encounter (no random encounter check needed) every turn in the 2d10 + 17 range. Within the tower, encounters continue to occur normally as the Dragonarmy has no interest in entering the tower.	15
5 - 6	The tower falls with losses: As above except that losses are held to 35% unrecoverable.	16
7 - 8	The tower falls to cunning: As above except the Knights retreat from the tower with only 25% losses unrecoverable.	17
9 - 12	Barely hold with losses: Pressed hard from the wall in several places, the Solamnics somehow manage to hold back the terrible tide of evil. Yet they know that this was only a portion of the Dragonarmy that fought here today. Solamnics lose 10% of their force.	18
13-14	Barely hold with minor losses: As above except that the Solamnics only lose 5% of their force.	19-20
		21
		22-23

Hold with losses: The Knights valiantly defend the wall and keep the Dragonarmy from gaining the battlements. Solamnics lose 10% of their forces unrecoverably but their morale remains the same.

Hold with minor losses: As #15 above except that losses are held to 5%.

Hold without loss: As #15 above except that the Knights take no losses.

Repel with loss: The dragon forces fight fiercely yet the Knights drive them from the tower. The Knights suffer 10% unrecoverable losses. Treat this as a minor victory, raising the Knights' morale by 1.

Repel without loss: Same as #18 above except Knights incur no losses. Knights' morale increases by 1.

Repel and inflict minor damage: The dragon forces are surprised by the tenacity of the Knight's defense as well as their cunning. They retreat from the field with a new respect for the Knights and a desire to bring up the rest of their army for the next engagement. Dragon forces take no appreciable losses and the Knights' morale is raised by 2.

Repel and inflict damage: Same as above except that 5% of the Dragonarmy forces involved are lost unrecoverably.

appendix 4: BATTLESYSTEM™ Optional Rules

The Battle of the High Clerist Tower was actually a series of battles conducted during the siege of the tower.

When using the BATTLESYSTEM™ rules, the battle is divided into a series of Sorties (scenarios) which are to be played when indicated. Each Sortie lists time and location of the battle, the forces involved and their objectives, specific orders, and conditions for withdrawal.

The objective of the Dragon Highlord is to either take the tower or isolate the tower and march the army through the Westgate Pass into Palanthus.

Historical Background

Palanthus is the only deep-water port to survive the Cataclysm intact. It is also the center of learning and art on Ansalon. This prize has long been desired by the Dragon Highlords.

The Dark Lady led the primary thrust of the Blue Wing armies across the broad Solamnic plains while Ariakas commanded the Red Wing armies to the south. After Vingaard Keep fell to the Blue Wing the combined armies of the Dragon Highlords moved toward the two western exits from the plains: one south of Thelgaard and Solanthus, the other the Westgate Pass north of the High Clerist Tower. The Red Wing was halted by the forces from Thelgaard and Solanthus; a division of the Blue Wing was detached south to break the impasse.

The Blue Wing rushed to conquer Palanthus. Only one thing stood in her way: the Solamnic forces at the High Clerist Tower. Only a handful of demoralized Knights and mercenaries opposed the Dark Lady's march toward Palanthus. This adventure will determine whether the defense of the Westgate Pass succeeds.

Setting Up

If you intend to use the BATTLESYSTEM rules for this adventure, it is a good idea to prepare in advance.

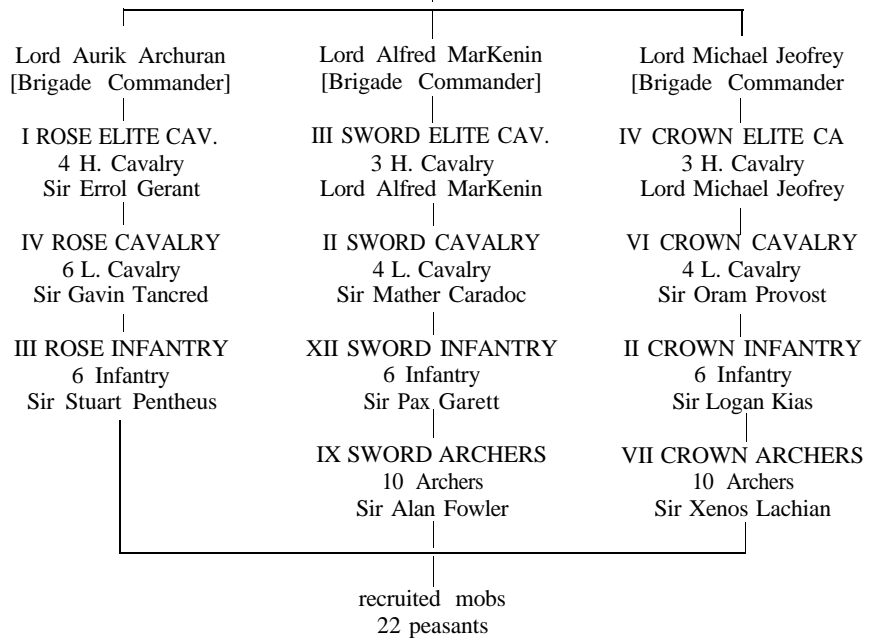
You need Hero and Commander Rosters and Army Roster Sheets. Using the statistics on the following Tables, fill out all the sheets. Everything you need is on the tables below.

Not every role-playing session involves a battle, so you may not always need the full map of the High Clerist Tower and surrounding battlefield. If you have space to set up the battlefield for each play session you will be able to keep the players on their toes since they will not know when to expect an attack. Since battles tend to take up the entire night's gaming you should try to plan your game sessions around the battles.

Order of Battle

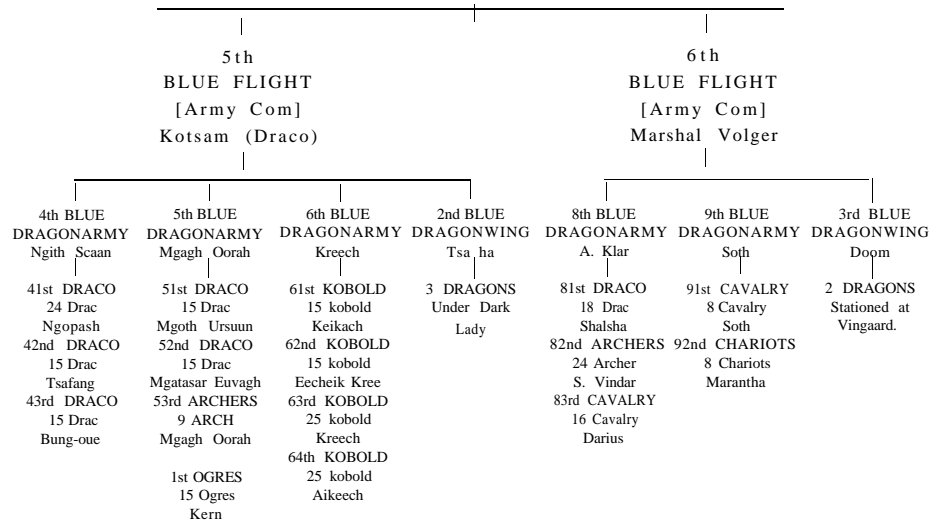
Whitestone Forces

Lord Aurik Archuran
(Army Commander)



DRAGON ARMY FORCES (BLUE DRAGON WING)

Blue Lady
Dragon Highlord
[Army Commander]
Bakaris
Dragon Highmaster



appendix 4

heroes and Commanders Roster

COMMAND	TYPE
LORD WARRIOR	ARMY COM
ARMY OF THE ROSE	BRIGADE
ARMY OF THE SWORD	BRIGADE
ARMY OF THE CROWN	BRIGADE
I ROSE ELITE CAV.	UNIT
IV ROSE CAVALRY	UNIT
III ROSE INFANTRY	UNIT
III SWORD ELITE CAV	UNIT
II SWORD CAVALRY	UNIT
XII SWORD INFANTRY	UNIT
IX SWORD ARCHERS	UNIT
IV CROWN ELITE CAV	UNIT
VI CROWN CAVALRY	UNIT
II CROWN INFANTRY	UNIT
VII CROWN ARCHERS	UNIT
LEGIONS OF VIRKHUS	UNIT
DRAGON HIGHLORD	ARMY
DRAGON HIGHMASTER	ARMY
5th BLUE FLIGHT	ARMY
6th BLUE FLIGHT	ARMY
4th BLUE DRAGONARMY	BRIGADE
5th BLUE DRAGONARMY	BRIGADE
6th BLUE DRAGONARMY	BRIGADE
8th BLUE ARMY	BRIGADE
9th BLUE ARMY	BRIGADE
41st DRACO	UNIT
42nd DRACO	UNIT
43rd DRACO	UNIT
51st DRACO	UNIT
52nd DRACO	UNIT
53rd DRACO	UNIT
1st OGRES	UNIT
61st KOBOLD	UNIT
62nd KOBOLD	UNIT
63rd KOBOLD	UNIT
64th KOBOLD	UNIT
81st DRACO	UNIT
82nd ARCHERS	UNIT
83rd CAVALRY	UNIT
91st CAVALRY	UNIT
92nd CHARIOTS	UNIT
2nd BLUE DRAGONWING	HERO
2nd DRAGON 1	HERO
2nd DRAGON 2	HERO
2nd DRAGON 3	HERO
3rd BLUE DRAGONWING	HERO
3rd DRAGON 1	HERO
3rd DRAGON 2	HERO

heroes and Commanders Statistics

COMMANDER	CLASS/LVL	AC	CB	HD	CR	hp	MV	THC	AR	MR%	PPD	PIP	RSW	BW	SP	DMG	SM/L
LORD AURIK	FTR/12	0	0	12	12	58	12	10	25	0	7	8	9	8	10	d8+2/12+2	
SIR ERROL	FTR/10	2	0	10	11	49	12	12	27	0	8	9	10	9	11		
SIR GAVIN	FTR/8	4	0	8	8	40	12	14	29	0	10	11	12	12	13		
SIR STUART	FTR/8	4	0	8	8	46	12	14	29	0	10	11	12	12	13		
LORD ALFRED	FTR/10	2	0	10	12	59	12	12	27	0	8	9	10	9	11	d10+2/3d6+2	
SIR MATHER	FTR/6	4	0	6	7	28	12	16	31	0	11	12	13	13	14		
SIR PAX	FTR/6	4	0	6	6	37	12	16	31	0	11	12	13	13	14		
SIR ALAN	FTR/6	4	0	6	9	44	12	16	31	0	11	12	13	13	14		
LORD MICHAEL	FTR/8	0	+1	8	12	46	12	14	29	0	10	11	12	12	13	3d3;d8+3/d12+3	
SIR ORAM	FTR/5	2	0	5	8	28	12	16	31	0	11	12	13	13	14		
SIR LOGAN	FTR/4	4	0	4	5	27	12	18	33	0	13	14	15	16	16		
SIR XENOS	FTR/4	4	0	4	6	29	12	18	33	0	13	14	15	16	16		
BLUE LADY	FTR/12	-3	+1	12	13	65	12	10	25	07	8	9	8	10	10	d6+2id8+2	
BAKARIS	FTR/10	1	0	10	11	55	12	12	27	0	8	9	10	9	11	d10+2/3d6+2	
MARSHAL KOTSAM	DRC/BAZ	4	-1	6	5	27	*	13	28	20	14	15	16	17	17	2d4;d8/d10	
MARSHAL VOGLER	FTR/9	-1	0	9	10	45	12	12	27	0	8	9	10	9	11		
NGITH SCAAN	DRC/BAZ	4	-1	4	4	17	*	15	30	20	14	15	16	17	17	2d4	
NGOPASH	DRC/BAZ	4	0	3	5	14	*	16	31	20	14	15	16	17	17	2d4	
TSAFANG	DRC/BAZ	4	0	3	5	19	*	16	31	20	14	15	16	17	17	2d4	
BUNG-QUE	DRC/BAZ	4	-2	3	3	13	*	16	31	20	14	15	16	17	17	2d4	
MGAGH OORAH	DRC/KPK	4	0	6	9	25	*	13	28	20	13	14	15	16	16	1d4 + poison	
MGOTH URSUUN	DRC/KPK	4	0	5	7	28	*	15	30	20	13	14	15	16	16	1d4 + poison	
MGATSAR EUVAGH	DRC/KPK	4	0	5	6	22	*	15	30	20	13	14	15	16	16	1d4 + poison	
KERN	OGR	5	-1	6	+1	5	34	9	13	28	0	13	14	15	16	16	1d10
KREECH	KBL	6	0	1	4	4	6	19	34	0	14	15	16	17	17	1d4	
KEIKACH	KBL	6	0	1	7	4	6	19	34	0	14	15	16	17	17	1d4	
EECHEIK KREE	KBL	6	0	1	5	4	6	19	34	0	14	15	16	17	17	1d4	
AIKEECH	KBL	6	0	1	5	4	6	19	34	0	14	15	16	17	17	1d4	
VINDAR	FTR/9	1	0	10	9	65	12	12	27	0	8	9	10	9	11		
SHALSHA	DRC/BOZ	2	0	6	7	28	*	13	28	20	11	12	13	14	14	2d4	
DARIUS	FTR/7	-2	-2	8	10	45	12	14	29	0	10	11	12	12	13		
SOTH	DTH/KNT	0	+2	9	13	59	12	12	27	75	8	9	10	9	11		
MARANTHA	BANSHEE	0	-2	7	10	36	15	13	28	50	10	11	12	12	13	1d8	
TSAPHA	DRC/BOZ	2	0	6	9	38	*	13	28	20	11	12	13	14	14	1d4	
ELECTRUS	B. DRAGON	2	-	9	-	54	9/24	12	27	0	5	6	7	5	8	2d6 + 4d4;d12	
THUNDERKILL	B. DRAGON	2	-	8	-	48	9/24	12	27	0	7	8	9	8	10	2d6 + 4d4;d12	
BLUEFLASH	B. DRAGON	2	-	8	-	48	9/24	12	27	0	7	8	9	8	10	2d6 + 4d4;d12	
DOOM	DRC/SIV	1	0	8	9	64	*	12	27	20	11	12	13	13	14	4d6	
KINDLEDOOM	B. DRAGON	2	-	9	-	72	9/24	12	27	0	3	4	5	4	6	2d6 + 4d4;d18	
KNIGHTSTORM	B. DRAGON	2	-	8	-	64	9/24	12	27	0	4	5	6	4	7	2d6 + 4d4;d16	
SKIE (Kit's)	B. DRAGON	2	-	10	-	80	9/24	10	25	0	3	4	5	4	6	2d6 + 4d4;d20	

* See draconian statistics in Appendix 1.

appendix 4

Player Character BATTLESYSTEM™ Statistics

PC	MR %	CB	CR	MV	AR	PPD	P/P	RSW	SW	SP
Aaron	0	+1	12	12	29	11	11	12	12	13
Elistan	0	+1	12	12	31	7	10	11	13	12
Laurana	0	+1	10	12	31	11	12	13	13	14
Sturm	0	0	11	12	27	8	9	10	9	11
Flint	0	0	10	9	29	7	8	9	8	10
Tasslehoff	0	0	9	9	34	11	10	10	14	11
Gilthanas	0	0	9	12	31	11	12	13	13	14
Derek	0	0	10	12	27	8	9	10	9	11

Master Unit Rosters

The following is the roster information required to run this siege using BATTLESYSTEM rules. All necessary statistics for leaders and heroes are included in the NPC section of the adventure.

army Roster

WHITESTONE ARMY

Army of the Rose	TYP	AC	#FG	HD/	RAT	LVL	RAC	CLA	MV	SIZ	MR%	PPD	PIP	RSW	BW	SP	AR	ARM	ML	MLM	DL	W/D
II ROSE ELITE CAV.	HCV	2	4	40	5:1	8	HUM	FTR	12/18	C	0	10	11	12	12	13	14	+2w	spc	spc	20	1-8
IV ROSE CAVALRY	LCV	4	6	40	10:1	4	HUM	FTR	18/24	C	0	13	14	15	16	16	18	-	spc	spc	14	1-8
III ROSE INFANTRY	INF	4	6	40	10:1	4	HUM	FTR	12	M	0	13	14	15	16	16	18	-	spc	spc	14	1-6
Army of the Sword	TYP	AC	#FG	HD/	RAT	LVL	RAC	CLA	MV	SE	MR% <th>PPD</th> <th>PIP</th> <th>RSW</th> <th>BW</th> <th>SP</th> <th>AR</th> <th>ARM</th> <th>ML</th> <th>MLM</th> <th>DL</th> <th>W/D</th>	PPD	PIP	RSW	BW	SP	AR	ARM	ML	MLM	DL	W/D
III SWORD ELITE CV.	HCV	2	3	40	5:1	8	HUM	FTR	12/18	C	0	10	11	12	12	13	14	+2w	spc	spc	20	1-8
II SWORD CAVALRY	LCV	4	4	30	10:1	3	HUM	FTR	18/24	C	0	13	14	15	16	16	18	-	spc	spc	14	1-6
XII SWORD INFANTRY	INF	4	6	30	10:1	3	HUM	FTR	12	M	0	13	14	15	16	16	18	-	spc	spc	14	1-6
IX SWORD ARCHERS	ARC	4	10	30	10:1	3	HUM	FTR	12	M	0	13	14	15	16	16	18	-	spc	spc	14	1-4
Army of the Sword	TYP	AC	#FG	HD/	RAT	LVL	RAC	CLA	MV	SIZ	MR%	PPD	PIP	RSW	BW	SP	AR	ARM	ML	MLM	DL	W/D
IV CROWN ELITE CAV.	HCV	2	3	40	5:1	8	HUM	FTR	12/18	C	0	10	11	12	12	13	14	+2w	spc	spc	20	1-8
VI CROWN CAVALRY	LCV	4	4	30	10:1	3	HUM	FTR	24/36	C	0	14	15	16	17	17	18	-	spc	spc	14	1-6
II CROWN INFANTRY	INF	6	6	20	10:1	2	HUM	FTR	12	M	0	14	15	16	17	17	20	-	spc	spc	13	1-6
II CROWN ARCHERS	ARC	6	10	20	10:1	2	HUM	FTR	12	M	0	14	15	16	17	17	20	-	spc	spc	13	1-4
[Allied Forces]	TYP	AC	#FG	HD/	RAT	LVL	RAC	CLA	MV	SIZ	MR%	PPD	PIP	RSW	BW	SP	AR	ARM	ML	MLM	DL	W/D
LOCAL PEASANTS	MOB	9	22	10	10:1	1	HUM	FTR	12	M	0	16	17	18	20	19	20	-	spc	spc	10	1-4
LEGION OF VIRKHUS	VAR	-2	VAR	15	VAR	15	UND	FTR	VAR	VAR	20	4	5	6	4	7	6	-	19	-	20	3-12

army Roster

DRAGONARMY

5th DRAGON FLIGHT

[4th Blue Army]	TYP	AC	#FG	HD/	RAT	LVL	RAC	CLA	MV	SIZ	MR%	PPD	PIP	RSW	BW	SP	AR	ARM	ML	MLM	DL	W/D
41st DRACO (Baaz)	INF	4	24	20	10:1	2	DRC	BAZ	18	M	20	14	15	16	17	17	16	-	14	-	13	spc
42nd DRACO (Baaz)	INF	4	15	20	10:1	2	DRC	BAZ	18	M	20	14	15	16	17	17	16	-	14	-	13	spc
43rd DRACO (Baaz)	ASL	4		20	10:1	2	DRC	BAZ	18	M	20	14	15	16	17	17	16	-	14	-	13	spc
[5th Blue Army]	TYP	AC	#FG	HD/	RAT	LVL	RAC	CLA	MV	SIZ	MR%	PPD	PIP	RSW	BW	SP	AR	ARM	ML	MLM	DL	W/D
51st DRACO (Kapak)	INF	4	15	30	10:1	3	DRC	KPK	18	M	20	13	14	15	16	16	16	-	15	-	16	spc
52nd DRACO (Kapak)	ASL	4	15	30	10:1	3	DRC	KPK	18	M	20	13	14	15	16	16	16	-	15	-	16	spc
53rd ARCHER (Kapak)	ARC	4	9	30	10:1	3	DRC	KPK	18	M	20	13	14	15	16	16	16	-	15	-	16	spc
1st OGRES	INF	5	15	20	5:1	4	OGR	OGR	9	L	0	11	12	13	13	14	15	-	14	-	13	1-10
[6th Blue Army]	TYP	AC	#FG	HD/	RAT	LVL	RAC	CLA	MV	SIZ	MR%	PPD	PIP	RSW	BW	SP	AR	ARM	ML	MLM	DL	W/D
Gist KOBOLD	INF	7	15	10	10:1	1	KBL	KBL	6	S	0	14	15	16	17	17	19	-	11	-	10	1-6
62nd KOBOLD	INF	7	15	10	10:1	1	KBL	KBL	6	S	0	14	15	16	17	17	19	-	11	-	10	1-6
63rd KOBOLD	ARC	7	25	10	10:1	1	KBL	KBL	6	S	0	14	15	16	17	17	19	-	11	-	10	1-6
64th KOBOLD	ARC	7	25	10	10:1	1	KBL	KBL	6	S	0	14	15	16	17	17	19	-	11	-	10	1-6
[2nd Blue Dragons]	TYP	AC	#FG	HD/	RAT	LVL	RAC	CLA	MV	SIZ	MR%	PPD	PIP	RSW	BW	SP	AR	ARM	ML	MLM	DL	W/D
DRAGONS [Heroes]	AIR	2	3	spc	1:1	spc	DRA				SEE HEROES AND COMMANDERS											
6th DRAGON FLIGHT	TYP	AC	#FG	HD/	RAT	LVL	RAC	CLA	MV	SIZ	MR%	PPD	PIP	RSW	BW	SP	AR	ARM	ML	MLM	DL	W/D
[8th Blue Army]	TYP	AC	#FG	HD/	RAT	LVL	RAC	CLA	MV	SIZ	MR%	PPD	PIP	RSW	BW	SP	AR	ARM	ML	MLM	DL	W/D
81st DRACO (Bozak)	ASL	2	18	40	10:1	4	DRC	BOZ	18	M	20	13	14	15	16	16	15	-	15	-	16	spc
82nd ARCHER	ARC	4	24	30	10:1	3	HUM	FTR	12	M	0	13	14	15	16	16	18	-	12	-	11	spc
83rd CAVALRY	LCV	6	16	40	10:1	4	HUM	FTR	18/24	C	0	13	14	15	16	16	18	-	13	-	14	spc
[9th Blue (Reaper)]	TYP	AC	#FG	HD/	RAT	LVL	RAC	CLA	MV	SIZ	MR%	PPD	PIP	RSW	BW	SP	AR	ARM	ML	MLM	DL	W/D
91st CAVALRY	LCV	2	8	18	2:1	9	SKW	SKW	18/24	C	90	8	9	10	9	11	12	-	20	-	20	1-8
92nd CHARLOTS	CHA	0	8	35	5:1	7	BAN	BAN	18/24	C	50	10	11	12	12	13	13	-	18	-	17	1-8
[3rd Blue dragons]	TYP	AC	#FG	HD/	RAT	LVL	RAC	CLA	MV	SIZ	MR%	PPD	PIP	RSW	BW	SP	AR	ARM	ML	MLM	DL	W/D
DRAGONS	AIR	2	2	spc	1:1	spc	DRA				SEE HEROES AND COMMANDERS											

Battle Schedule

Use the sequence of Events in the adventure portion of this module to determine when each of the following battles take place.

The sorties listed here all occur in one of two places: the approaches to the Tower of the High Clerist or among the Hills of Virkhus. Use the battle map as a guideline for setting up the Hills of Virkhus.

The large map also gives the general layout of the approaches to the tower. The environs of the tower are detailed on the BATTLESYSTEM™ map. Tape this map down to your playing surface with masking tape and then place your terrain features around it as indicated. Place your counters or figures directly on this map when running the battles around the tower.

The interior maps of the tower are on the other side of the large map. If you need to refer to this map during a battle, photocopy them for the purposes of running this adventure.

Sorties

The Juggernaut Comes (Battle of Firstblood)

Time of Battle: This battle is Event 9 found in Chapter 11. Run this battle when indicated.

Location: The Clerist Tower

Units Engaged:

All Whitestone forces

Dragon Highlord's forces:

5th Blue Flight

5th Blue Dragonarmy

All units

6th Blue Dragon Army

All units

Whitestone Orders: Repel the attack

Dragon Highlord Orders: The 63rd & 64th kobold archer units will attempt to pin down movement on the top of the curtainwall in support of the draconian advance. The 5th Blue Army will then select the weakest point of wall defense and, under cover of the 53rd draconian archers, make an initial attempt to scale the wall.

This attack is to test the defenses for weaknesses. Break off attack if more than four units rout or if any unit takes more than 25% casualties.

Battle of The Clerist Wall

Time of Battle: As indicated by the Adventure Clock. See Chapter 11 for details.

Location of Battle: The tower environs

Units Engaged:

All Whitestone forces

Dragon Highlord's forces:

5th Blue Flight

All units

Whitestone Orders: Repel the attack

Dragon Highlord Orders: The 2nd Blue Dragonwing will begin the attack utilizing magic and dragonfear to pin the wall troops while the draconian forces advance. The 53rd archers will use arrow fire to keep resistance pinned down while the draconian units attempt to scale the wall. If this is successful, then the kobold units will advance in support while the draconians attempt to take the wall. Should this fail, the dragons will land behind draconian lines. Remaining draconian assault units will then mount the dragons and conduct drop assaults on the wall in support of ground assault units in an effort to gain a foothold on the wall.

Should the army take greater than 50% losses from either destruction or rout, then the Dragonarmy will retreat and reform for the final attack. Treat each unit loss as 0.5%. Thus if more than 100 figures are either routed or destroyed, the Dragonarmy must retreat.

Special Orders: The objective for the DM is not to actually take the keep, but to throw a good scare into the players. The players need to understand that their position is tenuous and that something must be done about the Knights' morale.

Knights Breakout

Time of Battle: When the Morale Rating of the Knights reaches 8 (see pages 3 and 4) or if the PCs decide to take the field.

Location of Battle: Virkhus Hills

Units Engaged:

All Whitestone forces

Dragon Highlord's forces:

5th Blue Flight

All units

6th Blue Flight

8th Blue Dragonarmy

9th Blue Dragonarmy (Reaper)

Whitestone Orders: The infantry will march from the southern gate followed by the cavalry and will deploy themselves to engage and charge the enemy.

Dragon Highlord Orders: The 61st, 62nd, 63rd, and 64th kobolds will be *hasted* by the 81st draconians before the engagement takes place. The entire 6th Blue Dragonarmy will deploy in closed formation on both sides of the road. The kobolds will almost certainly rout when charged.

Hidden in the hills south, east, and west of this location will be the 4th Dragonarmy to the west, the 5th Dragonarmy to the east and the 8th Dragonarmy with the 9th Reaper Dragonarmy to the south.

The Dragon Highlord's objective is to crush the offensive and destroy the Whitestone army.

Special Orders: Pull out all the stops.

Battle of The Reaper (Final Battle)

Time of Battle: This battle takes place when the conditions given in the Epilogue are fulfilled. (See the Epilogue and the Adventure Clock.)

Units Engaged:

All Whitestone forces

Dragons Highlord's forces:

5th Blue Flight

All units

6th Blue Flight

All units except the 9th Blue Dragonarmy

Whitestone Orders: Hold the Westgate Pass and High Clerist Tower at all costs.

Dragon Highlord Orders: All remaining forces of the 5th and 6th Blue Flights are thrown against the tower. Assault drops of draconians and dragon lightning will be employed to breach the walls and gain the tower.

The Dragon Highlord's forces will press the attack until 50% of her units are routed or destroyed.

Special Orders: Pull no punches. If the players have successfully completed their quest inside the tower you should find yourself with a good fight on your hands. On the other hand, if the PCs fail at the tower, then you must show them the results of that failure. Good luck, Dragon Highlord!

Special Battlesystem™ Rules

The Tower of the High Clerist is a fortress from the ancient days of Krynn. It consists of a central keep surrounded by a curtainwall for defense. Although it looks rather indefensible (many gates and seemingly easy access to the keep itself) it is a formidable fortification when properly defended.

Altitudes of the Tower

The curtainwall that surrounds the tower is at Medium Altitude (see BATTLESYSTEM™ case [15.1]) while the inner towers are considered High Altitude (8").

Access to Walls

One Game Round (GR) of movement is needed to move down from a wall to a courtyard (4") and two GRs of movement to climb up onto a wall (8") on the internal ladders and stairs that the Knights have in place. These ladders are easily kicked down from the walls and are destroyed if this is done. The eight inner towers may only be accessed by climbing the external ladders the Knights have affixed to the exterior of the towers. Climbing into a turret from the curtainwall takes 8" movement.

Main Gates

These gates may be opened from the inside by any unit. The unit must start its movement adjacent to the door and take the entire GR to release the lock mechanism and open the gate.

Special Defenses

The Knights are only partially aware of the defensive mechanisms of the tower but can use the known ones to good advantage. There are many arches that connect the curtainwall with the tower. Defenders can cross the tops of these walls to reach the curtainwall. However, the section of wall directly over the arches is trapped and can be released by the defenders. This causes the span over the arch to fall, completely blocking the access between the courtyards and between the curtainwall and the tower. Each of these sections may be dropped separately.

Should the Knights take up positions inside the tower, then the Knights inside the tower gain a -5 to their AR and a +8 to their defense. This is because of the defensive structures inside the tower. The Knights will not enter the tower unless their situation is extremely desperate.

Dragonlances

There are 30 Dragonlances available, enough to arm three units of 10:1 ratio troops. These are all footman's lances. See Appendix 2 for more information on Dragonlances.

Only troops trained in the use of the Dragonlances will be able to do such damage against dragonkind. If the troops using the lances have not been trained in them during

the course of the adventure, then treat the Dragonlances as +1 lances doing 1d6/1d8 damage.

Siege Wall Defense

Future BATTLESYSTEM™ supplements will address the official rules of siege combat and defense. Until such time as those official rules are available, use the following special rules for purposes of these battles.

Battlement Walls

The curtainwall of the High Clerist Tower and the tower itself are considered to be battlement walls. Unless climbed via a stair, ladder, rope, or some other means such as flying, these walls are impassable.

Attack and Defense Modifiers for Walls

Defenders on a battlement wall receive a melee attack rating bonus of -4 and a defense rating bonus of -4 to their armor class when attacked from below. Units atop battlement walls may not be engaged in melee combat by troops below them unless the attackers first scale the walls.

Melee Weapon Troops: Melee troops that are on top of a battlement wall may drop objects onto troops beneath them. Normally these objects are rocks that cause 1d4 points of damage. These attacks receive the -4 AR bonus for attacking from above. This is that unit's attack for the round.

Missile Fire Modifiers: Archery units on top of walls are entitled to the AR bonus for melee (-4) when firing on units within 2 inches of the wall's base. In addition, the following rules apply:

1. When firing up: altitude affects range. The curtainwalls are considered medium altitude (4"), the towers are high altitude (8"). Add the height difference (between target and attacker) in inches to the horizontal distance to determine the range for the missile attack. For example: a unit of kobold archers are firing up at defenders on the curtainwall of the tower (4" above the field of battle). The kobolds are 10" from the base of the wall. Their range for missile fire is 14" (10" from the wall base +4" for the height of the wall).

2. When firing down: altitude affects accuracy. The range is simply measured from the base of the wall to the target with no height modifiers. However, add 1 to the AR of any elevated unit for every 2 inches of altitude. Thus, archers firing from a low-altitude wall

would incur no addition while archers firing from a medium-altitude wall would add 2 to their AR and units at high altitude would add 4.

Exception: If the target is within close range of the weapon then the AR penalties for height are ignored. For example: an archer unit on a medium altitude wall (4") is attempting to fire on a draconian Assault Unit approaching their wall. The draconian unit is 6" from the wall. If the archer unit has longbows (short range of 7") then the AR penalty for height is ignored. If the archers are using short bows (short range of 5") then the draconians would be at medium range and the AR penalty would apply.

Scaling the Battlements

For Dragonarmy ground troops to engage the enemy inside the fortress, they must deal with the wall around the keep. They must either go through it (by creating a breach or breaking down a door) or go over it (either by flying or scaling the wall).

Scaling the wall may be accomplished with grapples and ropes or with ladders. Both are carried by draconian assault forces. Ladders require one full BATTLESYSTEM™ Game Round to put into place and then may be climbed on the following GR. Grapples may be thrown and climbed in the same GR.

In either case, it takes one GR to climb to the top of a ladder or grapple. Units that climb ladders or grapples are at the top of the wall but not yet on the wall at the end of their movement phase. They may engage in melee with any units opposing them on the top of the wall. Units ending their movement at the top of a grapple or ladder may be fired at, without benefit of cover, by missile-firing units on or beyond the wall they are attempting to scale. On the following turn any unopposed wall assault units may move onto and along the wall at their normal movement rates.

Ladders may be pushed away from the wall by any figure. One figure may push one ladder away from the wall per GR, but may not perform any other action that round. Grapple ropes may be cut away during any end of Game Round phase in which there is no attacking unit remaining on the rope.

Only one figure may climb a ladder or grapple rope at a time. If a figure becomes engaged in melee when climbing, it stops on the ladder or rope. Only the climbing figure is engaged; the other figures in the unit are not engaged. Units attempting to scale a wall automatically go to open formation (without movement penalty).

appendix 4

Figures on a grapple suffer a +6 to their attack roll due to the instability of the grapple rope as a fighting platform. Figures on a ladder suffer a +2 to their attack roll for the same reason.

Units other than Assault Units may climb ladders after they have been placed by Assault Units. Missile firing units may not fire missiles while climbing ladders. Only Assault Units may use grapples for scaling walls.

Units Dropping onto Walls

Draconian units that are flown over a wall may glide onto it and engage defending troops in melee combat. The draconian commander has the option of landing troops either immediately in front of or immediately behind defending troops on the wall. Troops landing behind the defender's lines get a -2 to the attack roll for attacking the rear of the formation but do not immediately disengage defending troops from the wall. Troops landing immediately in front of defending troops get no attack bonus but force the defending troops to immediately disengage from the wall.

Wall Breaches and Gates

Siege walls may only be damaged by siege equipment, magic, certain large creatures (ogres in this adventure), and breath weapons. The curtainwall of the High Clerist Tower (as with the stone of the rest of the building and the rock on which it is built) is 75% magic resistant. *Knock* spells fall under this 75% resistance. The damage done by spells is found in the Dungeon Master's Guide pg. 109 on the Siege Attack Values Table.

It takes 100 points of damage to create a breach in the curtainwall surrounding the keep. It takes 50 points of damage to open holes in the keep's wall or any of the gates. The breach in the wall will be 30' wide (1" on the BATTLESYSTEM™ scale). Place magic markers to delineate the breach's position. Troops must pay Rough Terrain movement penalties (see BATTLESYSTEM Table 14) to pass through a breach.

The gates of the curtainwall are of magical iron wood and take 70 points of damage to break. Broken gates are treated as obstacle terrain.

Charging from the Tower

It is possible to mount a charge from within the tower. The gates must be opened and remain open throughout the round on which cavalry attempts to leave the tower. The frontage of the cavalry must not exceed the width of the gate.

Units and the Width of the Wall

A unit may be on the wall despite the fact that the unit is wider than the wall. Units on the wall may only be one rank deep. The only exception to this is draconian air assaults.

Routing Within a Fortress

Whenever a rout takes place outside a fortress (on the field of battle), normal BATTLESYSTEM rules apply. Units inside a fortress also rout normally when the rout is as a result of melee combat.

If a unit inside a fortress routs due to missile or magical attack (including *dragonawe*) while in command, that unit must immediately make a second morale check. If the second check fails, then the unit routs normally. If the second check succeeds, then the unit has the option of going "turtle down."

A unit that goes turtle down hides behind hard cover. Turtle down units may not perform any further action until the rally phase of the following turn or until they are engaged in melee combat. Turtle down units automatically rally during the rally phase and are no longer considered turtle down.

If a unit that was previously turtle down is subsequently engaged in melee combat, that unit immediately rallies and engages the enemy. Turtle down units fight melee at a -4 to their attack.

Units that have gone turtle down may not be fired at with missile weapons using direct fire unless the attacker is at a higher altitude than the turtle down unit. Units that are turtle down may be fired at with missile weapons using indirect fire.

A unit may decide to go turtle down all on its own (to avoid missile fire, for example). Units that elect to go turtle down, however, must make a Morale Check. If failed then the unit routs away from its position. Otherwise the unit goes turtle down. Units routed this way may not try to turtle down until the next Game Round.

Mounting Cavalry and Air Assault

Cavalry units and draconian Assault Units may change from mounted to dismounted and back again under certain circumstances.

Mounting requires one full movement phase. A unit that begins its turn in base-to-base contact with an enemy unit may not attempt to remount on that turn.

Draconian Assault Units may mount one figure on a dragon at a time.

General Dismounting Rule

Dismounting takes place at the beginning of the movement phase. It costs cavalry 1/2 their infantry movement rate to dismount. Dismounting assault troops suffer no movement penalty.

Dismounting from Non-Intelligent Mounts (horses)

If the dismounting cavalry wishes to retain its mounts, at least one out of every four units must hold the mounts for the units engaging in combat. For example: 10 Solamnic cavalry units dismount and want their horses to remain nearby so that they may later remount. Three units must not engage the enemy but must hold the mounts leaving seven units to fight in melee. If the dismounting cavalry is willing to lose their mounts then all units may engage in melee. If a unit holding horses becomes engaged in melee, the horses rout from the field and may not be recovered by either side until the battle is over.

Draconian Assault and Command Status

Draconians prefer to combine ladder and air assaults when attacking a wall. Draconians drop down from flying dragons while ground forces attack the same section of wall. This often results in draconians clearing a foothold atop the siege wall and overcoming the defense.

However, since a dragon may only carry one figure of draconians (10 draconians) at a time, this often means that part of a single unit will be assaulting a wall while the other part is out of command behind the battle lines awaiting its turn. The Dragon Highlord should always attempt to keep the waiting units within the command radius of either a brigade or army commander. Out-of-command draconian units cannot mount.

Terrain

The stream running through the map costs 1/3 movement as per obstacle rules in the BATTLESYSTEM booklet. Draconians who are moving on all fours suffer no penalty for crossing the stream as their wings and momentum carry them over.

Gliding Draconians

Draconians may glide a distance up to four times greater than the height they launch from.

Appendix 4

Draconian Gliding Distance

Level of Launch	Maximum Glide Distance
Low (30 feet)	4 inches (120 feet)
Medium (120 feet)	16 inches (480 feet)
High (240 feet)	32 inches (960 feet)

When draconians attempt to glide onto a wall, subtract the height of the wall from the launch height. The draconians can be up to four times the height difference away from the wall and still be able to glide onto the wall. For example, draconians that launch at 120 feet toward a wall 30 feet high are 90 feet higher than their target and may be up to 360 feet (90 feet times 4) away when they launch.

Dragon Movement

Dragons moving at full speed have a Maneuverability Class of E (30 degrees per Game Round). By slowing to half speed their maneuverability improves to class D (60 degrees per GR). Very young and young adult dragons have one class better maneuverability (class D at full speed and class C, 90 degrees per round, at half speed). Dragons that move less than half their full movement stall and lose one altitude level during their movement.

Dragons on Krynn may perform a wingover. This maneuver requires the dragon to climb one altitude level the round before the wingover is performed. When doing a wingover, the dragon stalls, loses one altitude level, and turns 120 degrees.

Dragons are exempt from the rule lowering their maneuver rating when mounted. Dragons suffer no penalty for having riders.

Minimum Air Movement

Dragons on Krynn must maintain a minimum movement of 6" in order to maintain their flight level. Otherwise they are required to drop one flight level whenever their air movement drops below 6".

Higher Flight Levels

The BATTLESYSTEM™ rules give three altitudes for flying creatures: low (1"), medium (4") and high (8"). However, the curtainwall of the tower is at medium altitude (4") and the tall towers are at high altitude (8").

For these DL8 scenarios, the battlefield extends up to a height of 16". This is double the BATTLESYSTEM high altitude. Creatures flying higher than this altitude have disengaged and left the battlefield as per BATTLESYSTEM case [15.1].

To designate the-altitudes of flying crea-

tures, you may have to use two altitude markers. Add the heights on the markers to get the total altitude of the creature. For example: a dragon with a medium and a low altitude marker on it would be flying at a height of 5". If the dragon is flying over the curtainwall of the tower (the wall has a height of 4") then the dragon is at low (1") altitude for archers on the wall trying to fire at it. (See earlier missile fire sections for altitude modifiers.)

Flying into Solid Objects (Walls & Tower)

If through miscalculation or magic a dragon flies into a solid object such as the canyon wall or a part of the tower, then the following occur:

1. The dragon stops and may move no farther this round.
2. The dragon is stunned and immobile for the remainder of the round.
3. The dragon receives damage in hit points equal to its movement in inches during the round in which it hit the wall.
4. The dragon also receives any applicable falling damage.

Dragonawe and Rout

The awe of the dragon only affects those who are aware of the dragon's presence. All units in these battles will know of the dragons' presence, since other units will shout about the attacking dragons, horses will be skittish, etc.

Units that are forced to save against *dragonawe* are only required to save once per dragon during any one battle. Once a unit saves against a certain dragon, it need not check its morale again for the awe of that dragon so long as the current engagement continues. Mark on the unit's roster when it saves against a dragon and which one. If that unit encounters that same dragon again in a future battle, however, the unit must again save until successful.

Undead Reaction to Natural Awe and Fear

Soth and his knights, Yams, Virkhus and his legion are all undead. Undead always save vs. natural awe or fear effects of other creatures. They are still subject to magical fear (e.g. fear spells).

Rake Water on the Stream

A reversed *lower water* spell cast on the stream will swell the stream into a wall of water 3" to either side of its usual bed. Units of small-sized creatures will automatically be washed from the battlefield in the area of the effect. Units of medium size are allowed a Morale

Check; if successful, then the unit may make no other action in the current Game Round and must on the following round immediately move out of the area of effect before any other movement may take place. Units failing the check are swept off the field of battle as if they routed. Units larger than medium sized are treated as medium units but allowed a +2 to their Morale Check.

Morale and Orders of the Knights

The Whitestone forces are demoralized at the beginning of the game. The reasons for this demoralization as well as how the morale of the Knights and their armies can change through the PCs' actions are all detailed in the Knights of Solamnia section. There is given the system for determining the base morale of the Whitestone forces. This base morale should be substituted for the morale normally determined for a unit as outlined in BATTLESYSTEM case [4.1].

In addition to determining the base morale, this system also indicates specific commands that NPC Solamnic Lords will give under the morale conditions given. If an NPC Solamnic Lord is in charge of an army and the morale condition of the Knights indicates an order, that NPC Lord will give the order and the battle proceeds as indicated. All battles will be conducted with the orders given unless the PCs somehow manage to take control of the army.

Command Orders for Dragon Highlord

As the DM of this game, you will act as the Dragon Highlord. This requires a considerable amount of work on your part just to run the tremendous battles that take place. You might try to enlist the aid of some additional gamers who are not currently playing PCs in the game. They may be able, for example, to take the part of brigade commanders and move the units in their brigade for you. This will not only speed up the play but enhance everyone's enjoyment of the game as well.

Recovering Casualties

It is important to remember that only one-third of units "killed" or routed off the battlefield are actually dead. Two-thirds of the units are simply disorganized and may be recovered (see case [16.1] of the BATTLESYSTEM rules).

Thus, the Dragon Highlord may take a terrible beating in the first two sorties and still have plenty of fight left for the final battle. The same may be said for the Whitestone forces.

Dragonarmies will only take important PCs or NPCs prisoner, preferring to kill the remaining prisoners outright unless they can be charmed into changing sides.

Role Playing BATTLESYSTEM™ Game Options

The BATTLESYSTEM rules are for a miniatures game of battle in a fantasy setting. This is a great deal different than what your players may be used to in role playing. Try to enhance the role-playing aspects of what is happening on the battlefield. Your players may be expecting to hear the cries of warriors, see the flash of metal on metal, and smell the smoke. Use your own descriptions of the battle to enhance the image.

Three-dimensional representation of the field will also help your players to visualize it. The scenarios can be played with the available pieces in the BATTLESYSTEM box but any

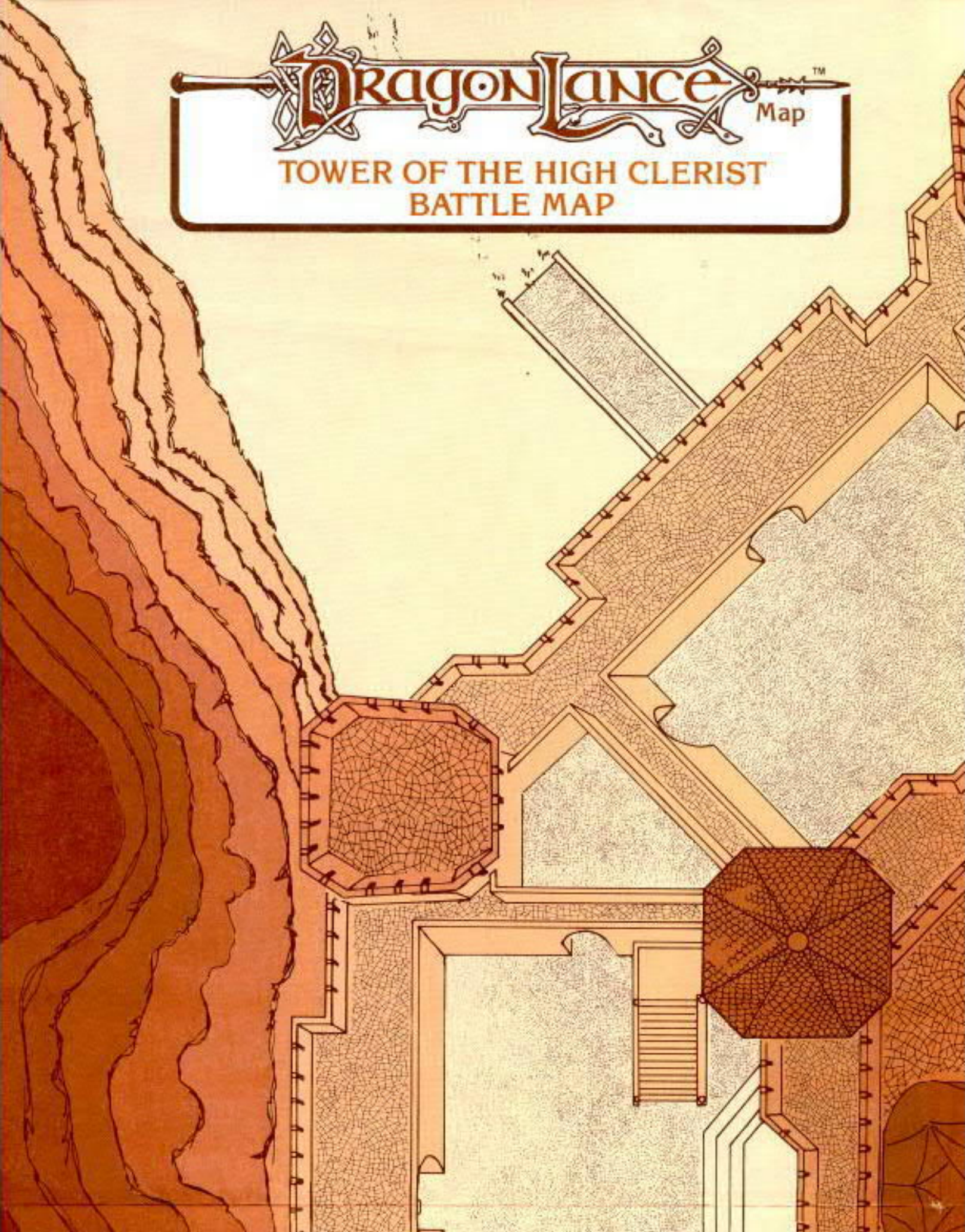
miniatures you can add to the field will help you create the picture. "The Art of Three Dimensional Gaming," one of the booklets in the BATTLESYSTEM boxed game set, has many hints on creating the setting.

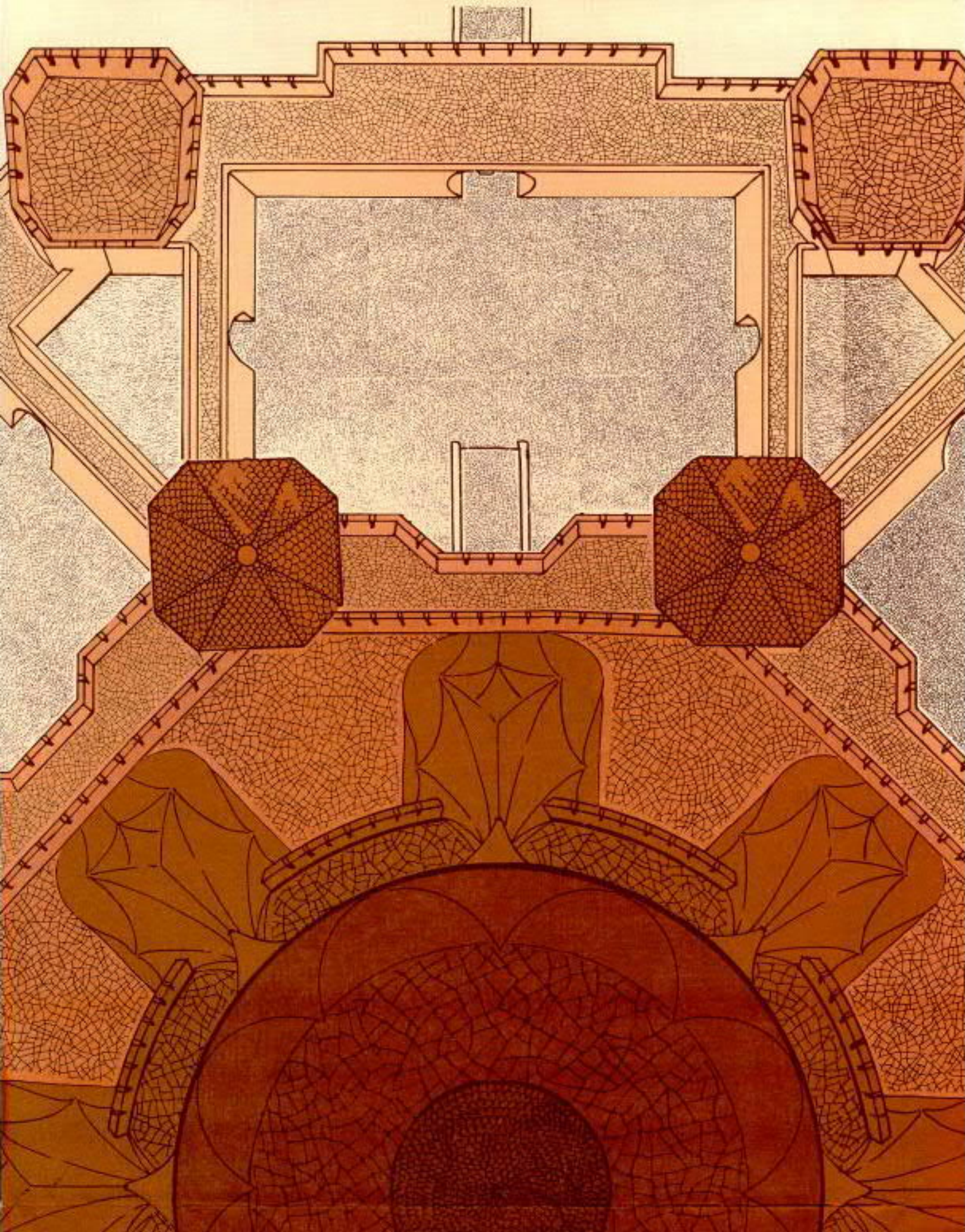
Any help you can recruit to help you speed up your side of the battle means all the more enjoyment your players will get out of the game. With practice, a single round of BATTLESYSTEM game combat for these scenarios can be played in as little as 15 minutes. (You can kill a lot of draconians in those 15 minutes!)

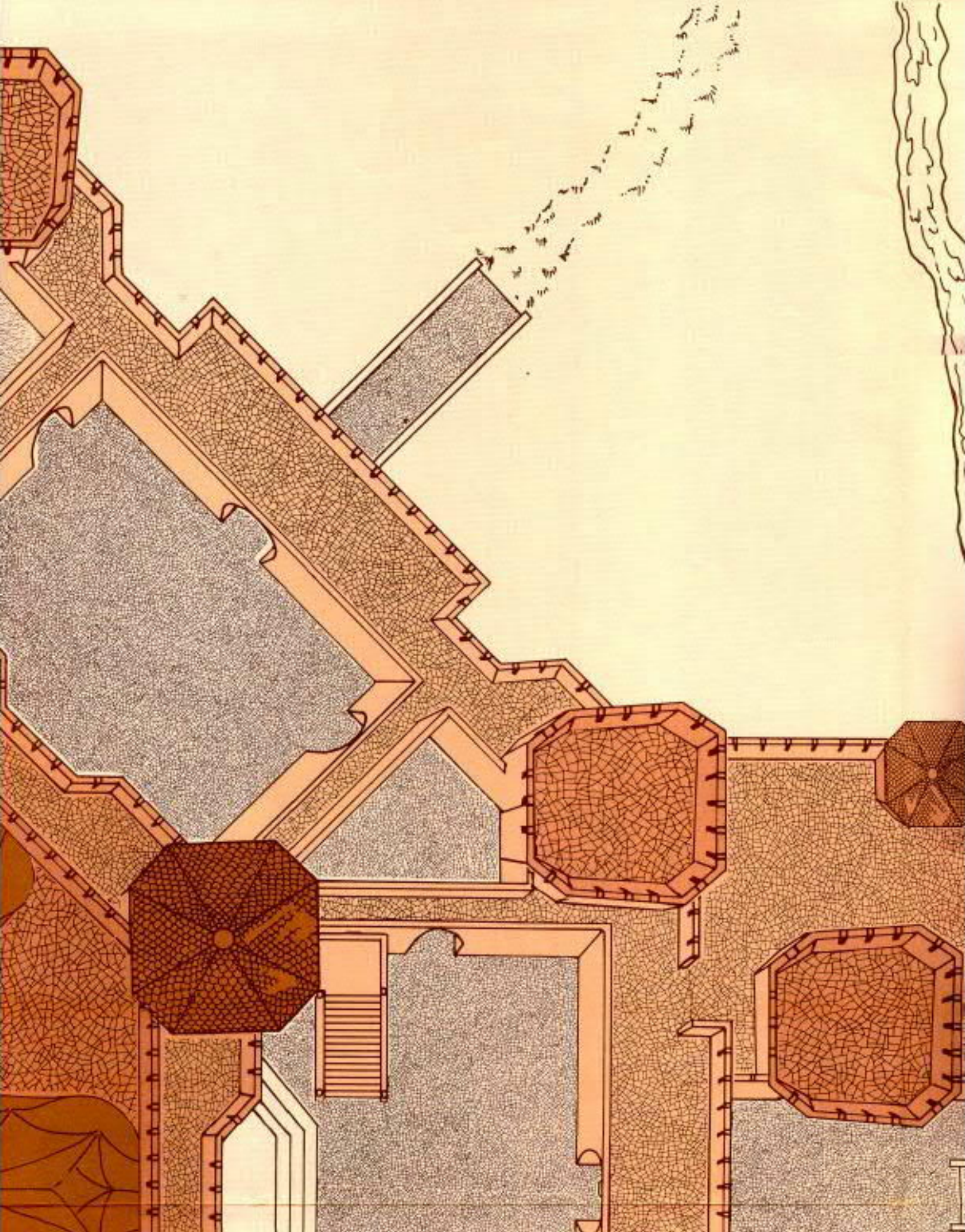


DragonLance™ Map


TOWER OF THE HIGH CLERIST
BATTLE MAP

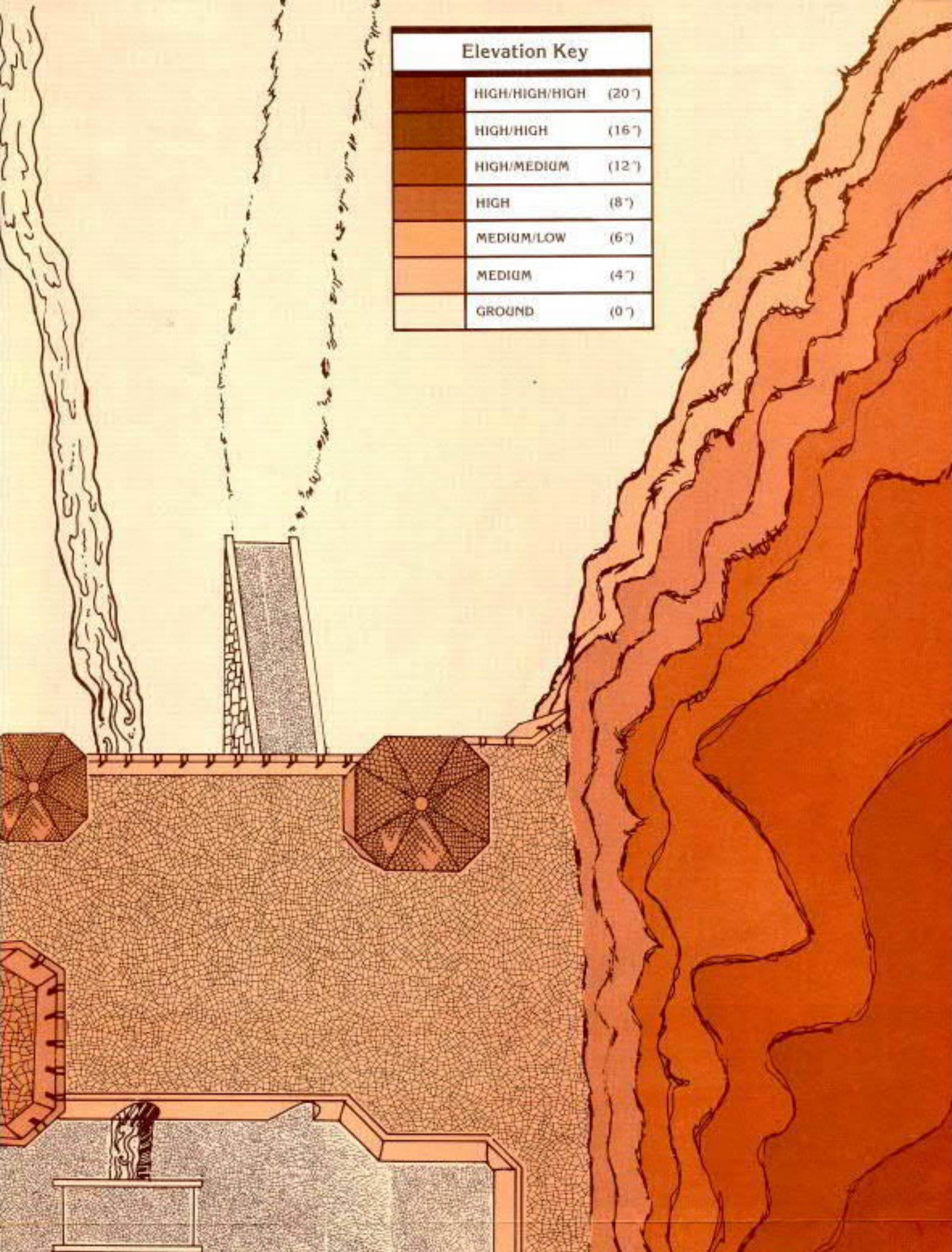


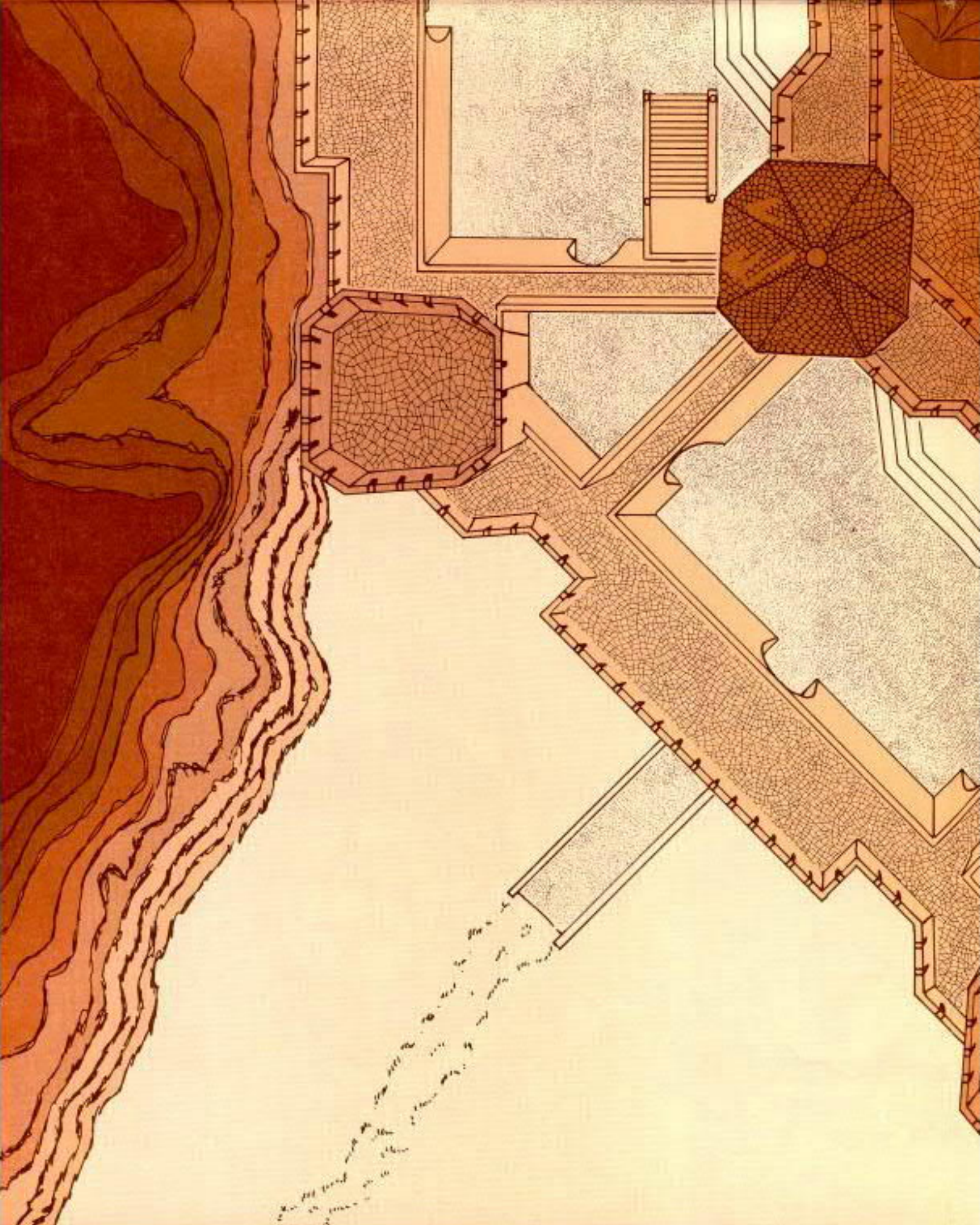


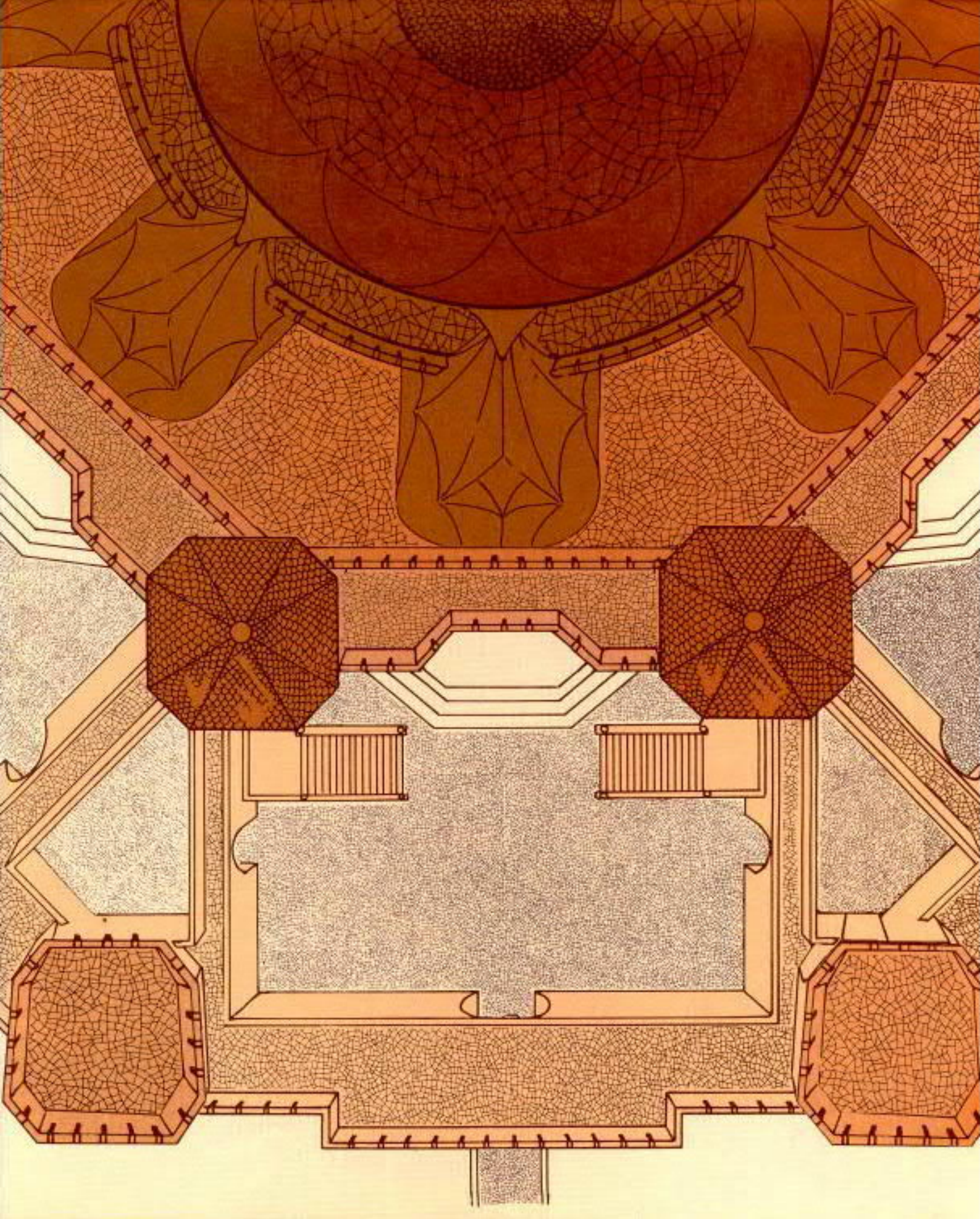


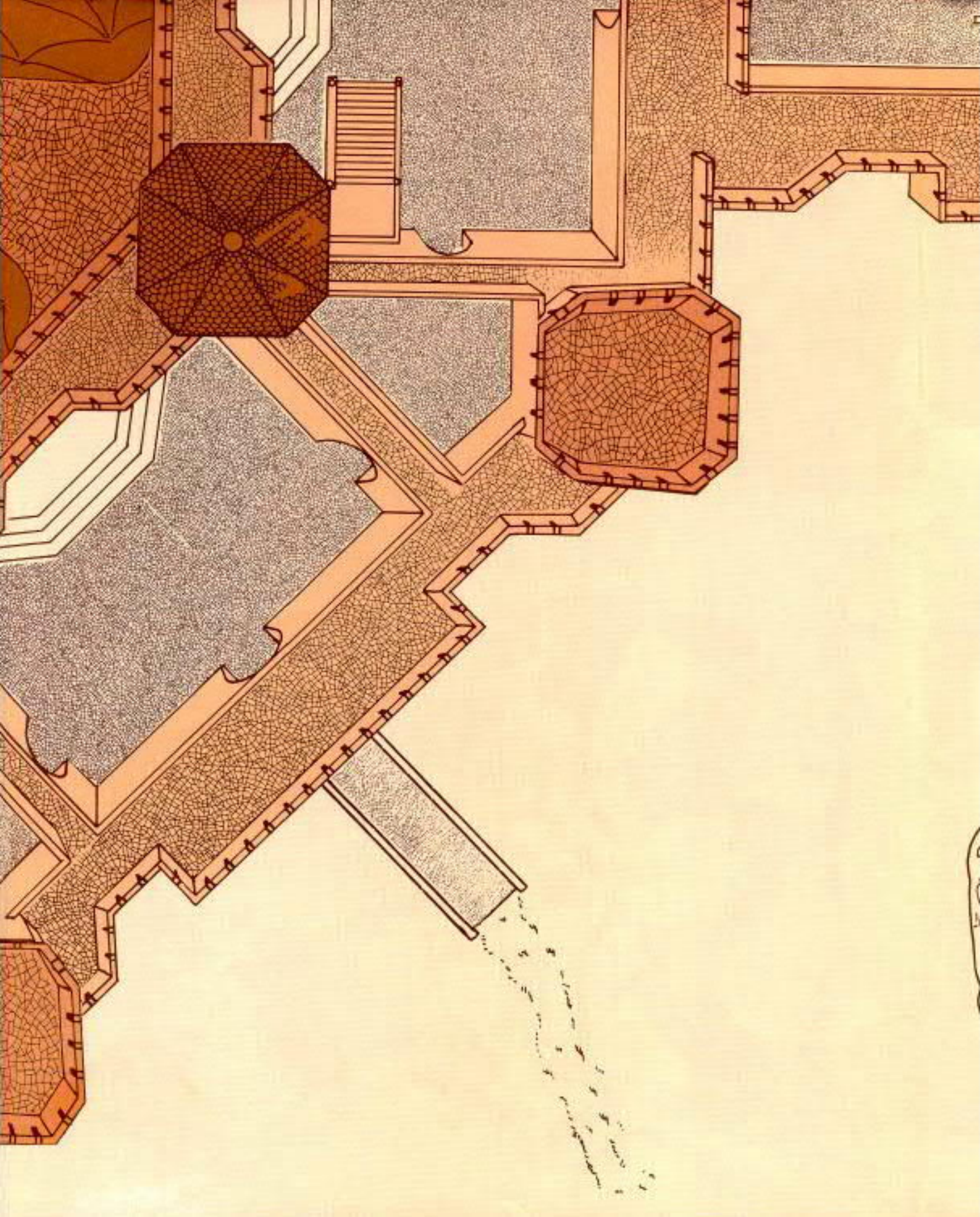
Elevation Key

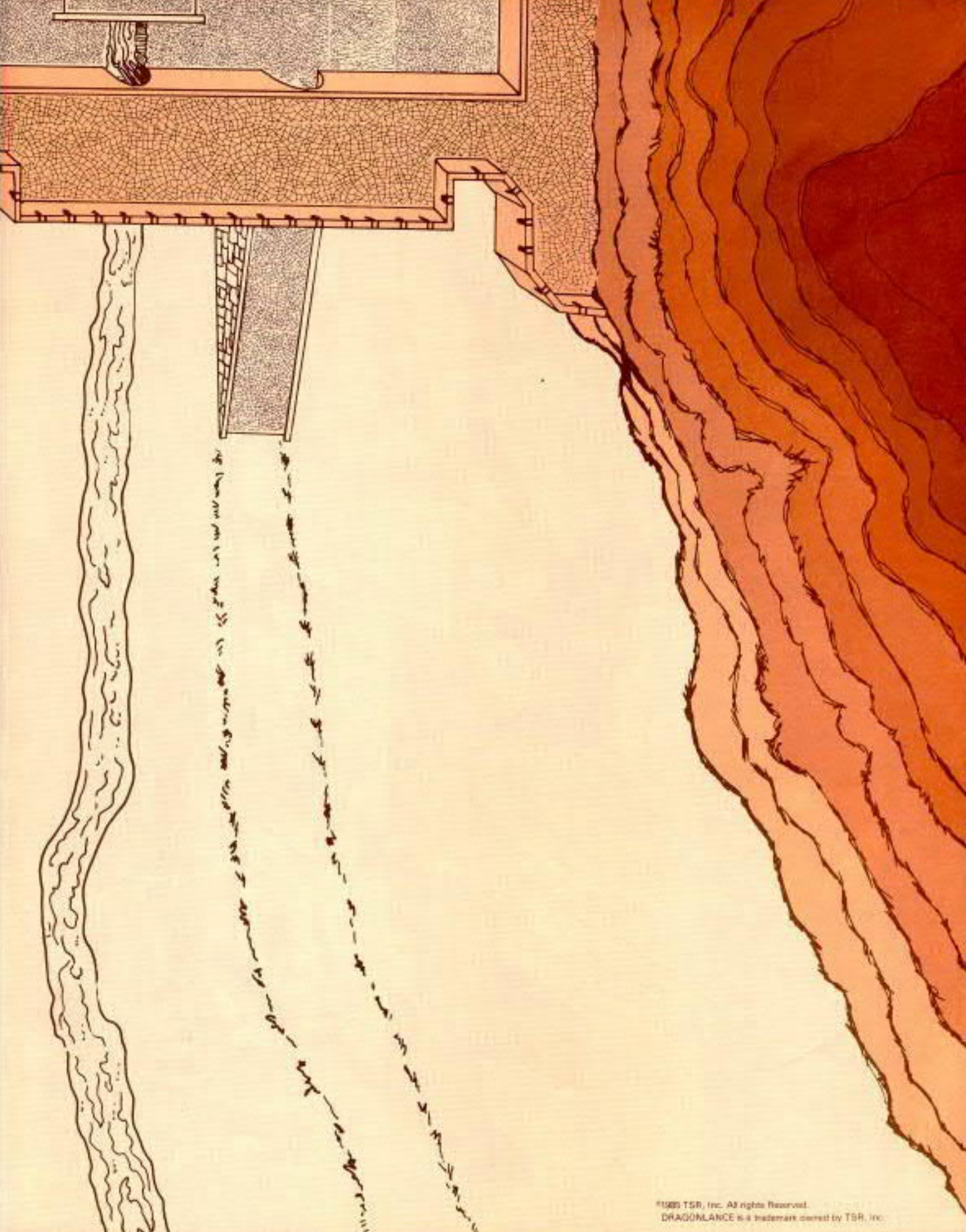
	HIGH/HIGH/HIGH (20')
	HIGH/HIGH (16')
	HIGH/MEDIUM (12')
	HIGH (8')
	MEDIUM/LOW (6')
	MEDIUM (4')
	GROUND (0')





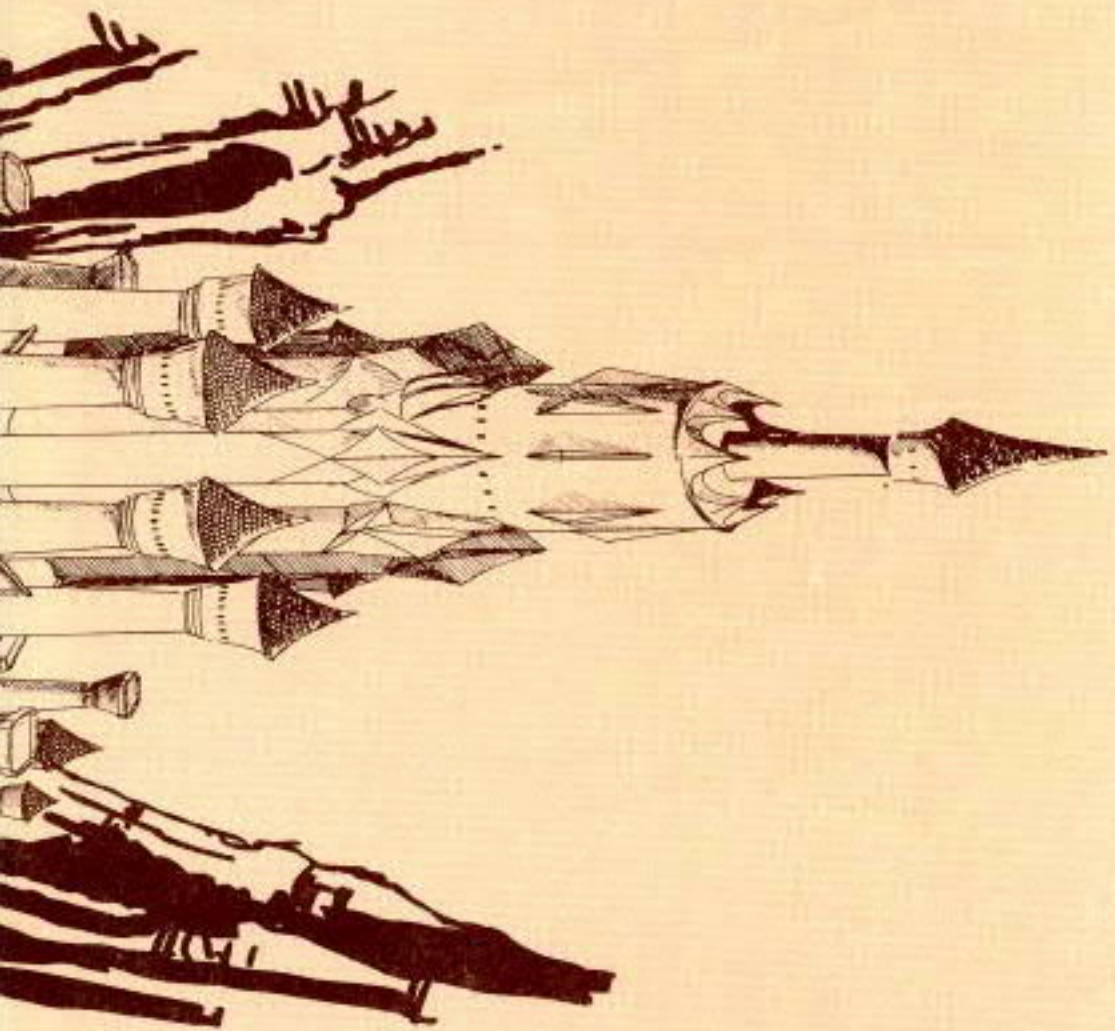




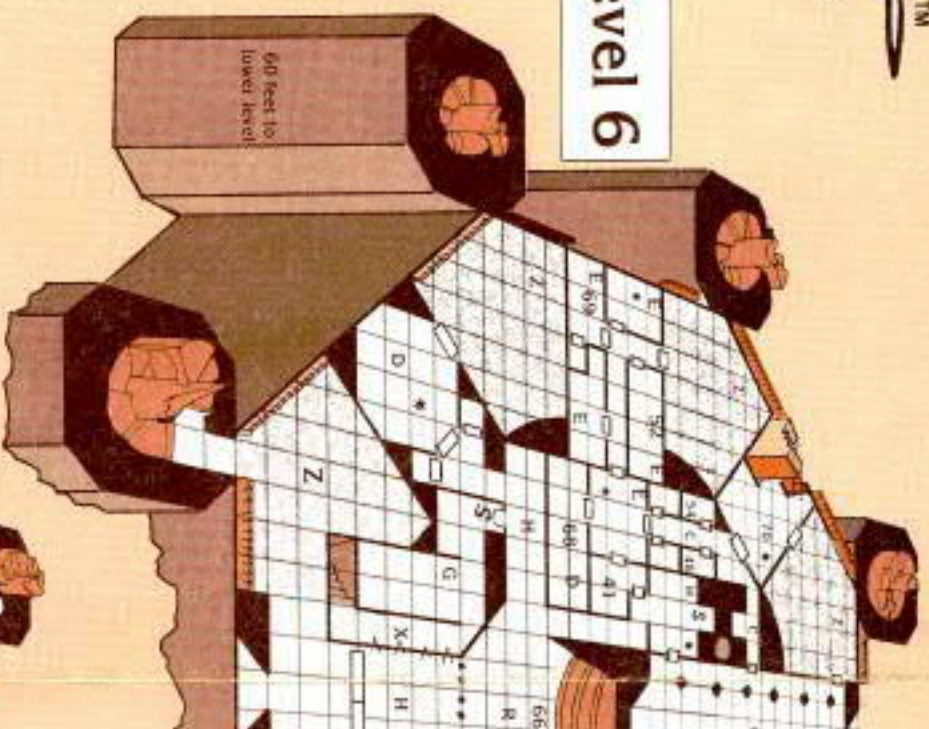


Dragon Lance™ Map

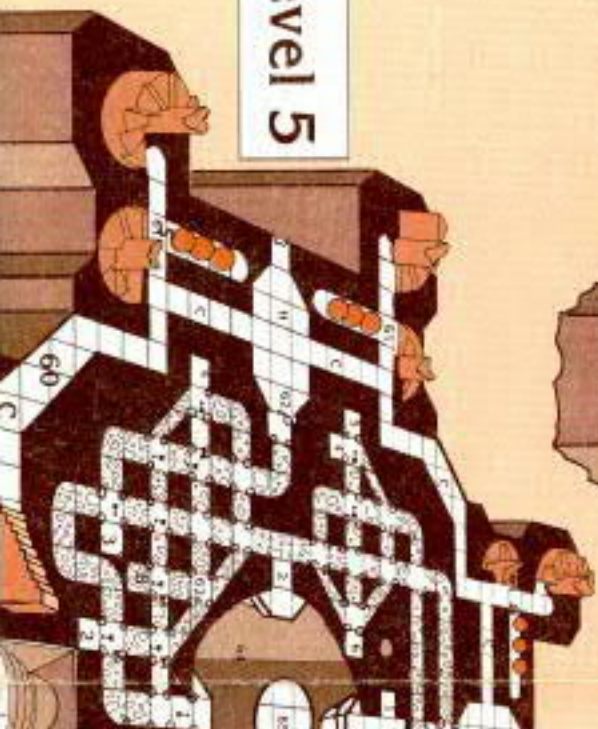
Tower of the High Clerist

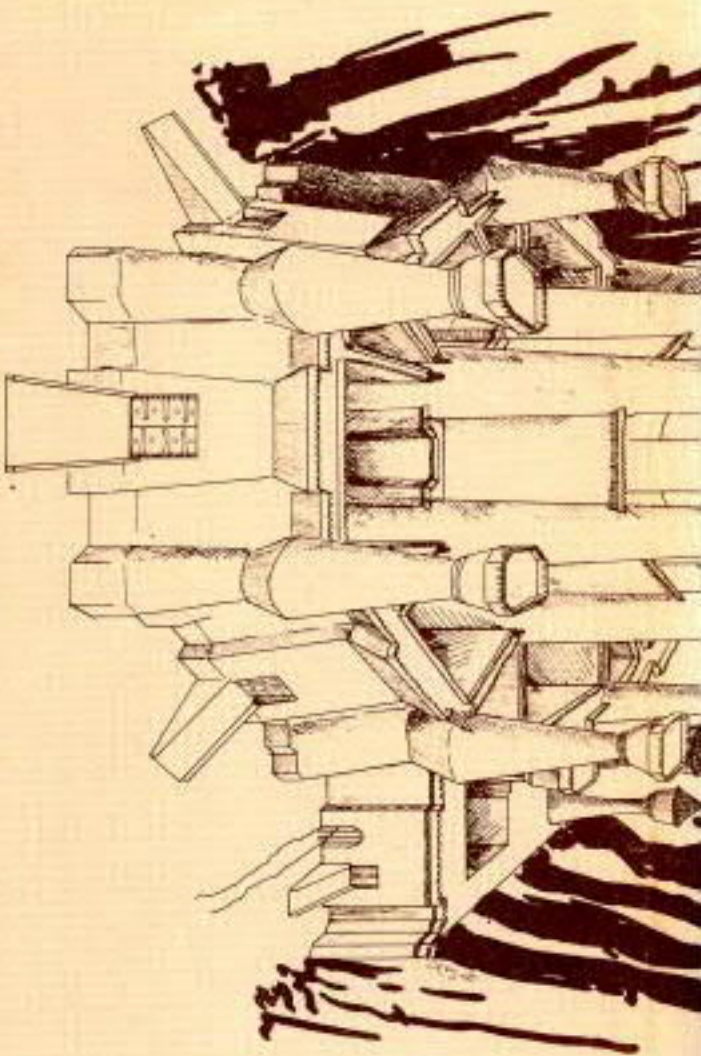


Level 6

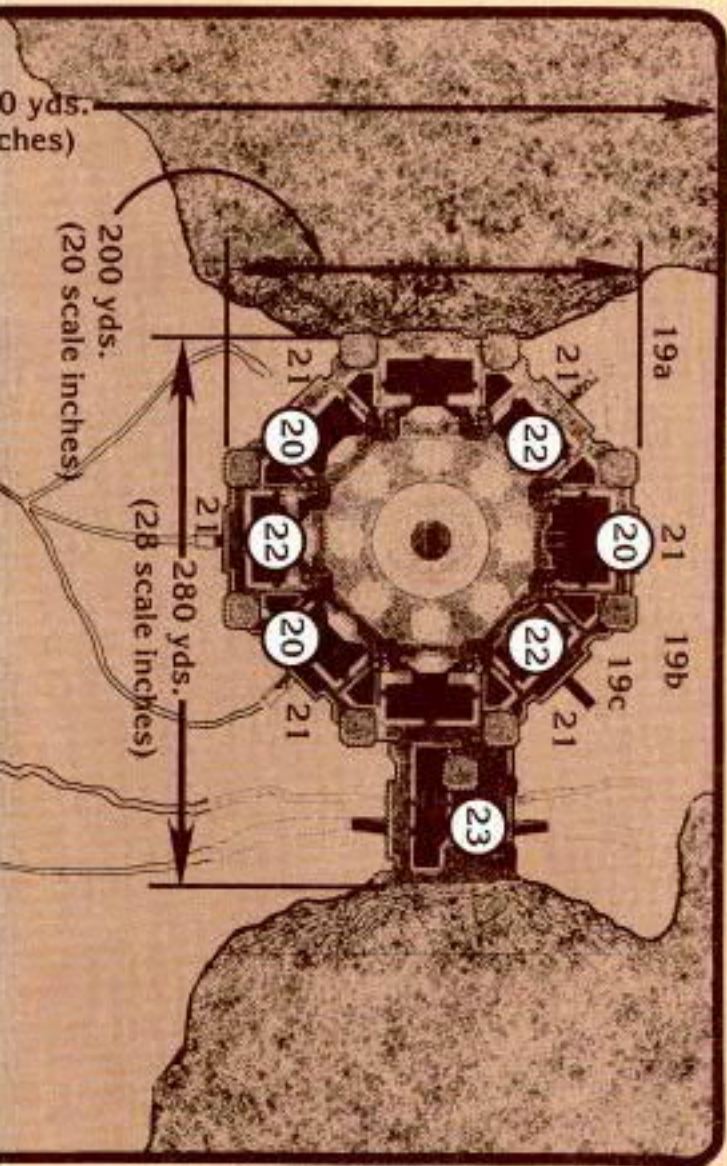


Level 5

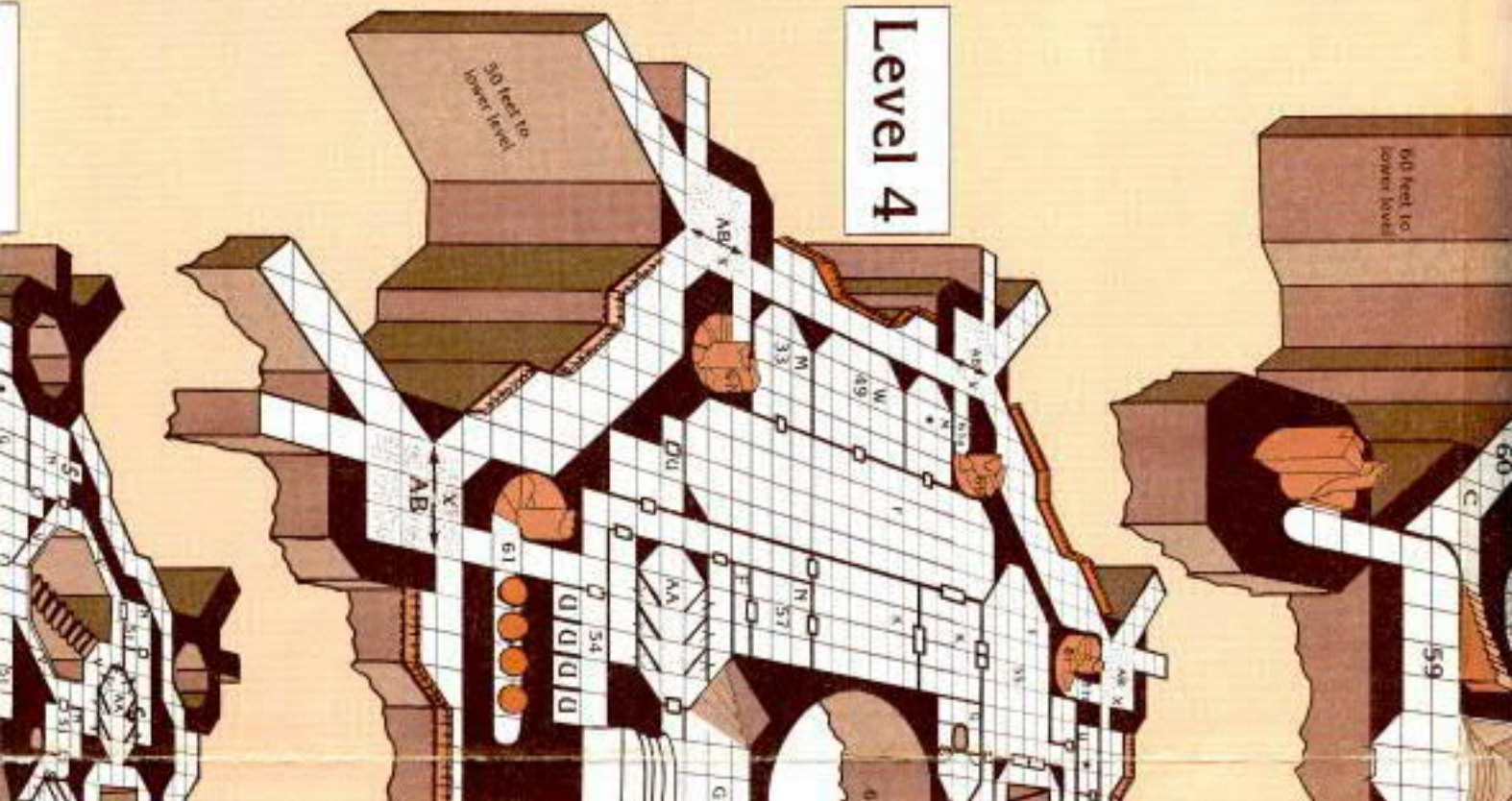




EXTENDED TERRAIN LAYOUT FOR BATTLE MAP

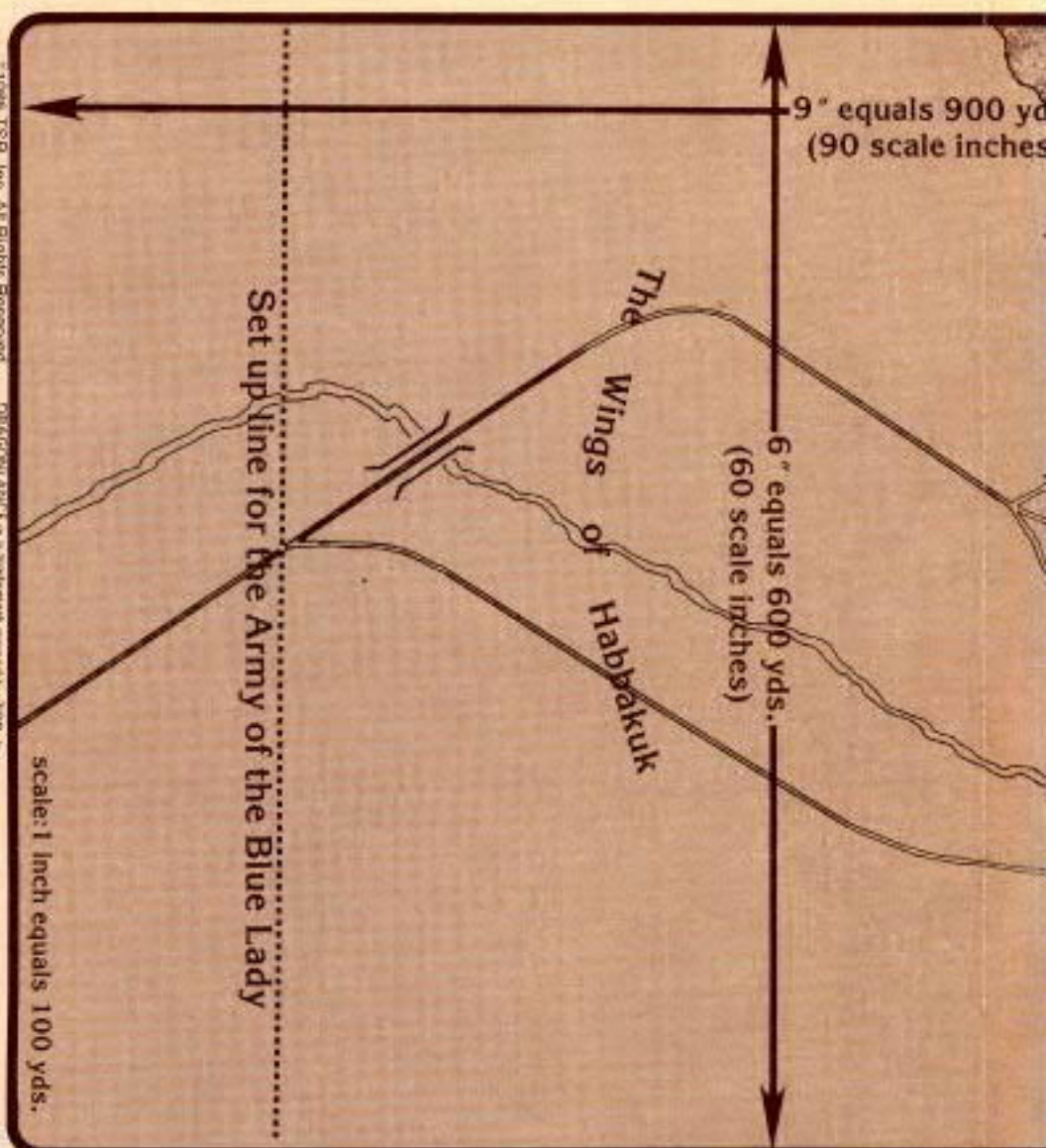


Level 4



9" equals 900 yds.
(90 scale inches)

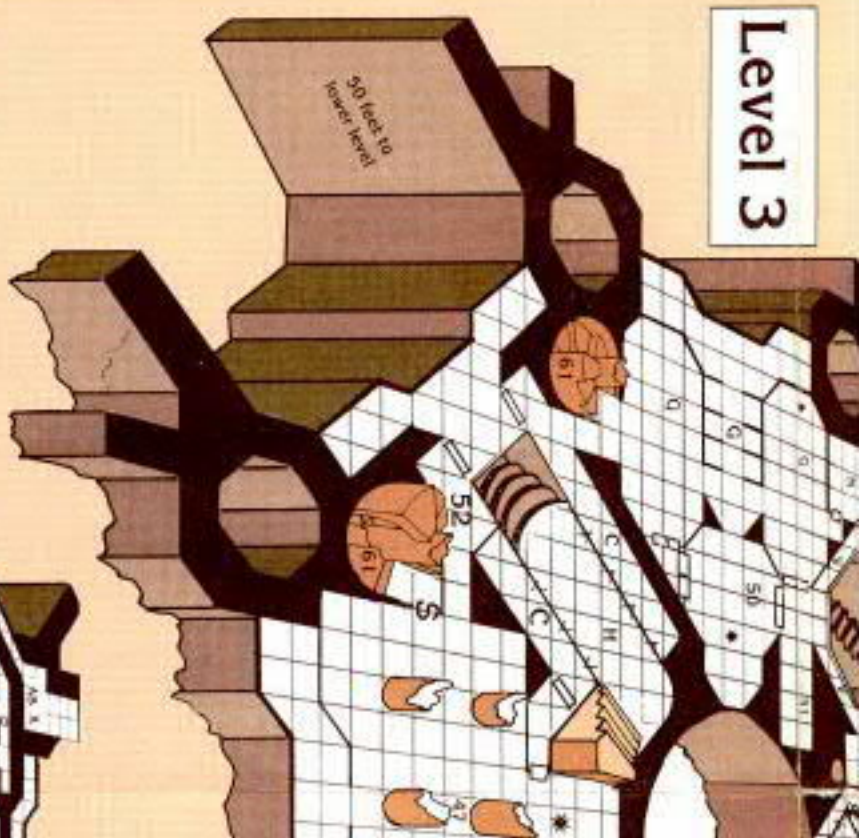
6" equals 600 yds.
(60 scale inches)



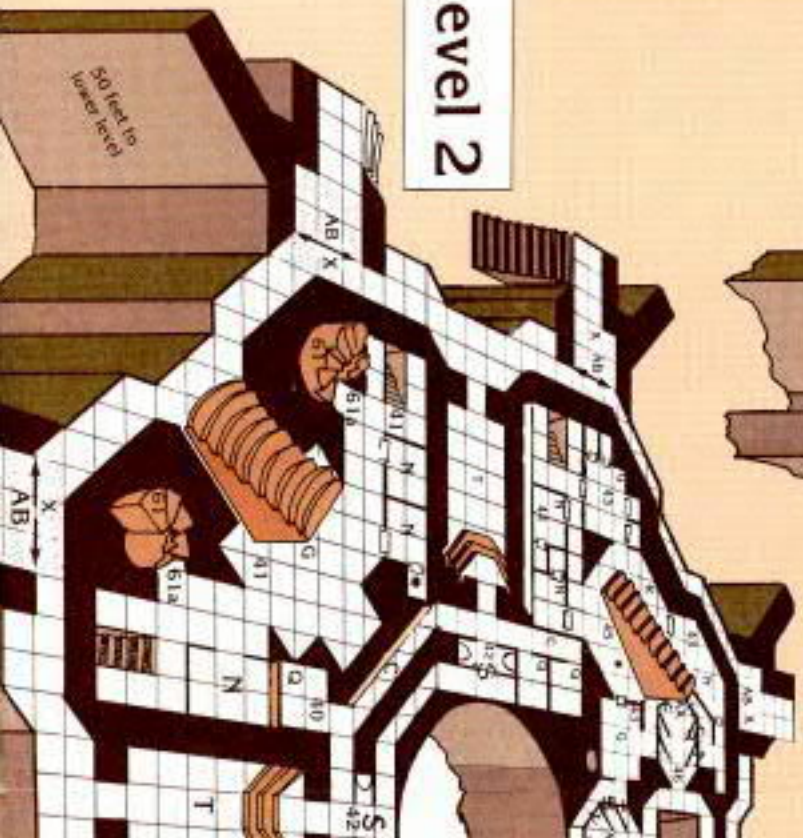
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scale: 1 inch equals 100 yds.

Level 3



Level 2



DETAIL OF WORLD MAP, NORTHWEST SOLAMNIA

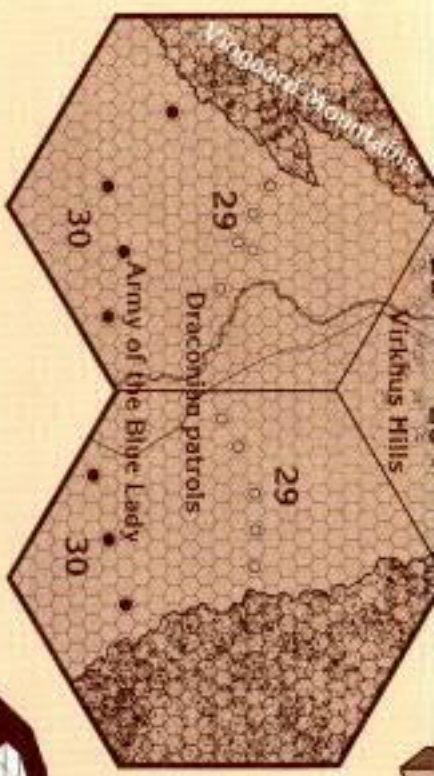
Scale: 1 hex equals 1 mile

KEY

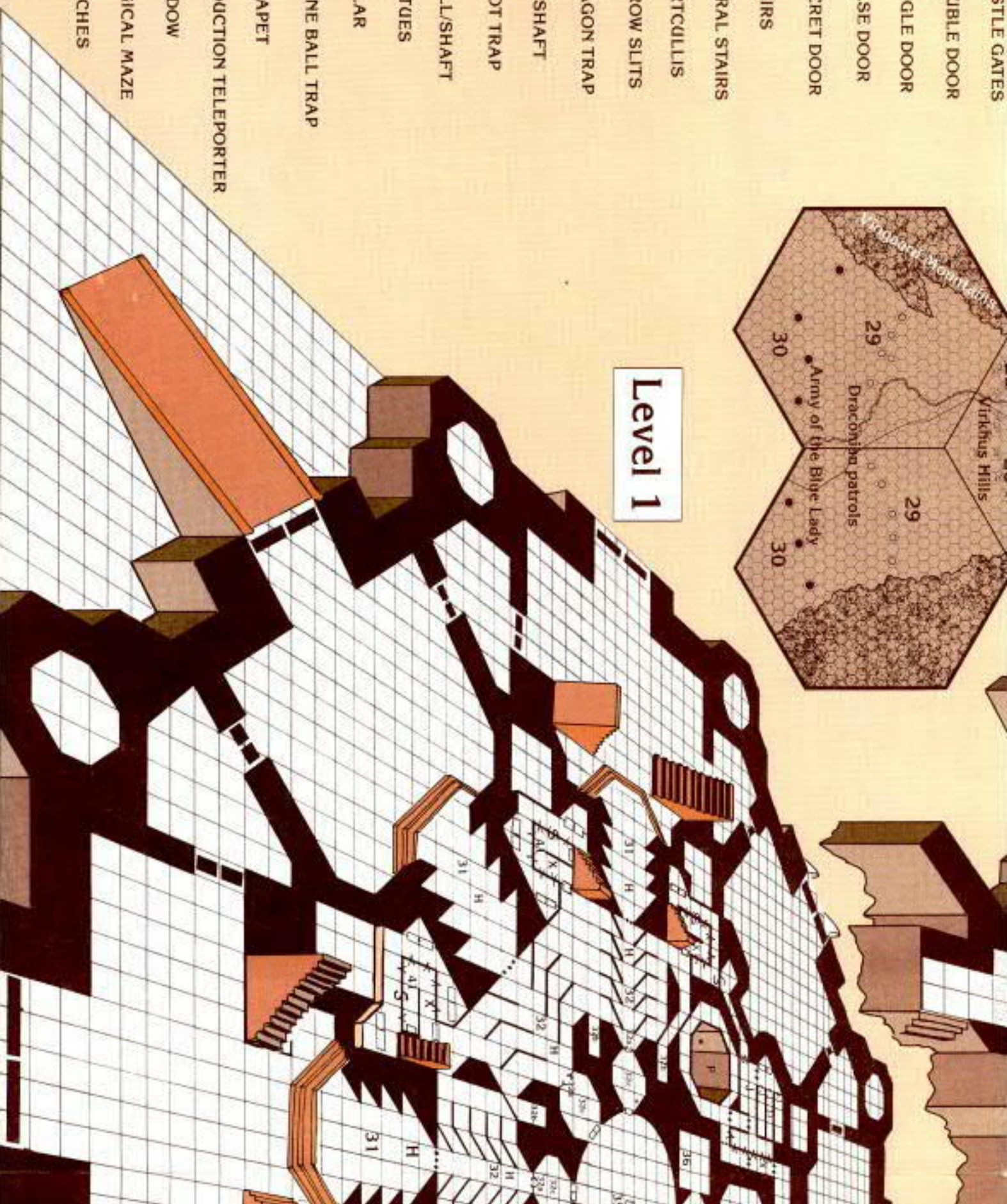




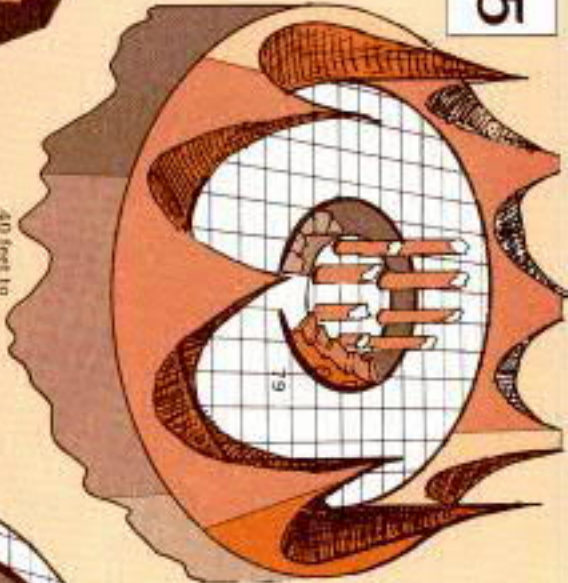
- CASTLE GATES
- DOUBLE DOOR
- SINGLE DOOR
- FALSE DOOR
- SECRET DOOR
- STAIRS
- SPIRAL STAIRS
- PORTCULLIS
- ARROW SLITS
- DRAGON TRAP
- PIT/SHAFT
- PIVOT TRAP
- WELL/SHAFT
- STATUES
- PILLAR
- STONE BALL TRAP
- PARAPET
- REDUCTION TELEPORTER
- WINDOW
- MAGICAL MAZE
- BENCHES



Level 1



Level 15



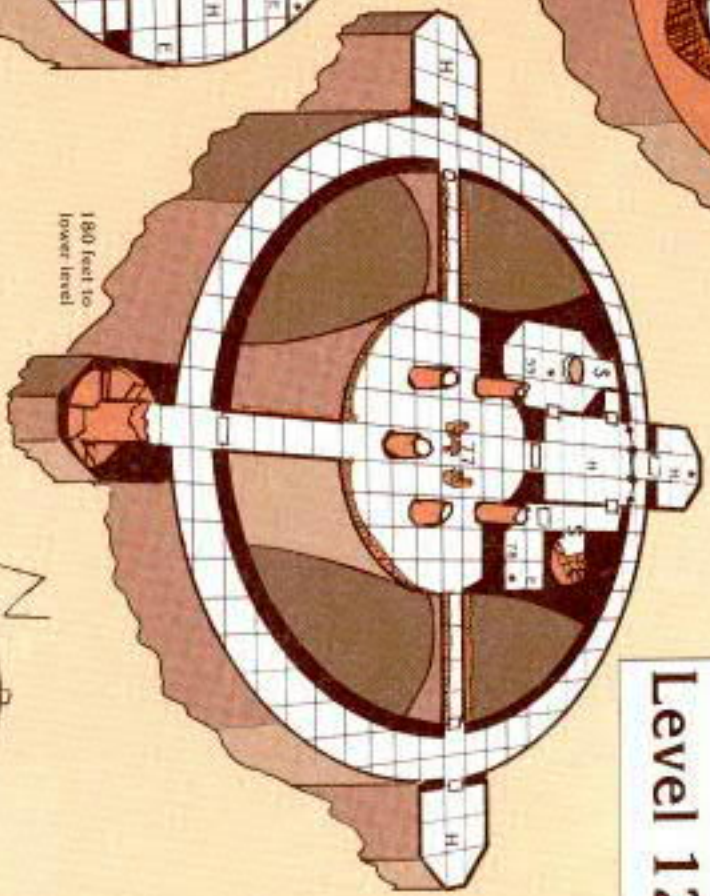
40 feet to lower level

Level 16



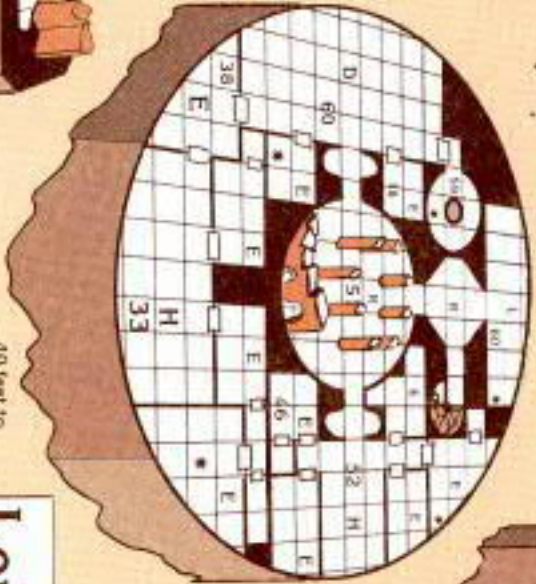
150 feet to lower level

Level 12



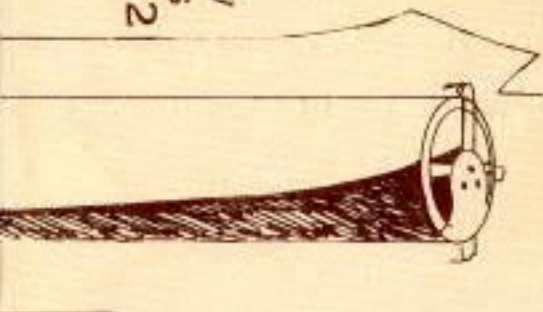
180 feet to lower level

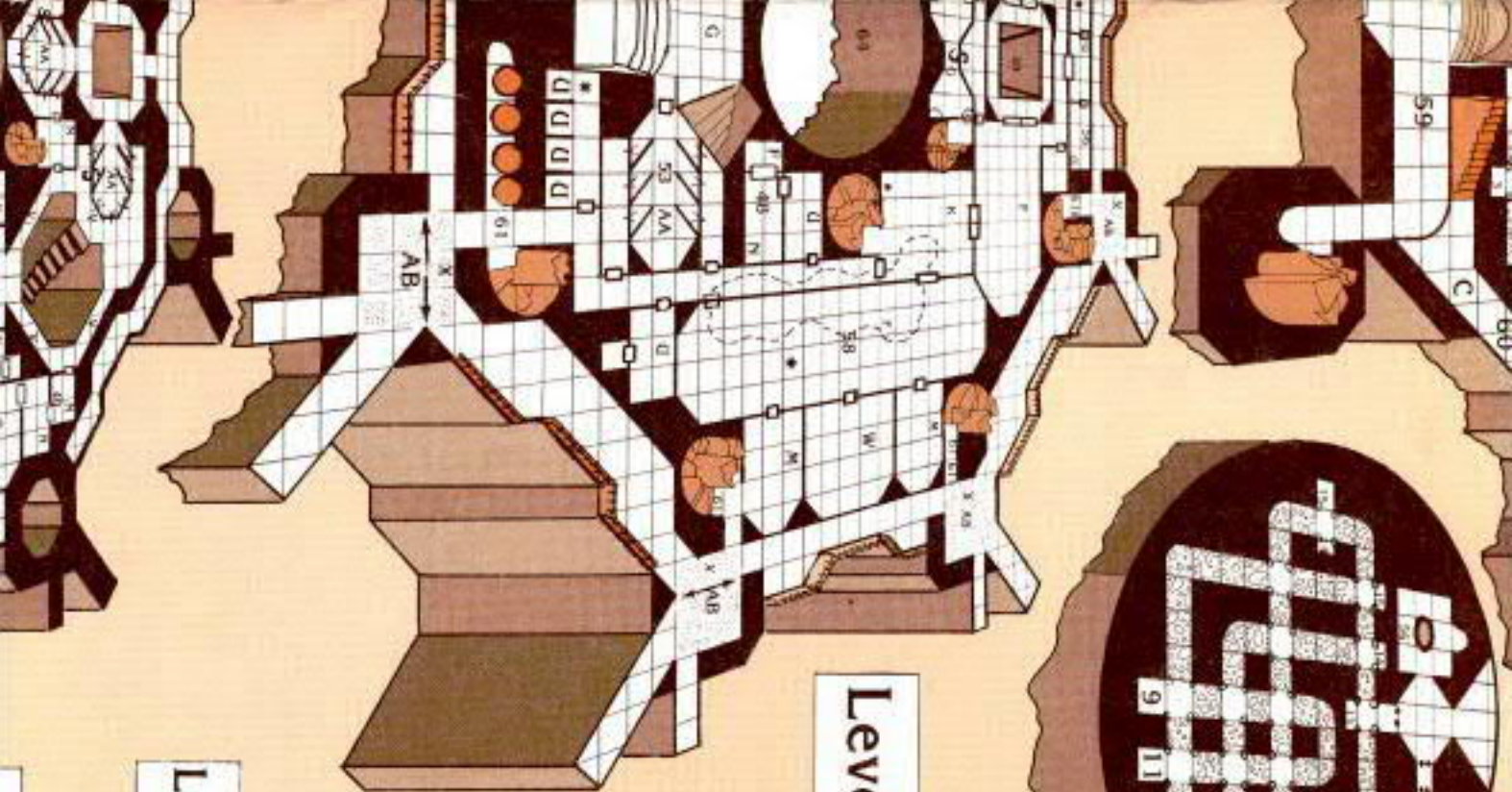
Level 14



40 feet to lower level

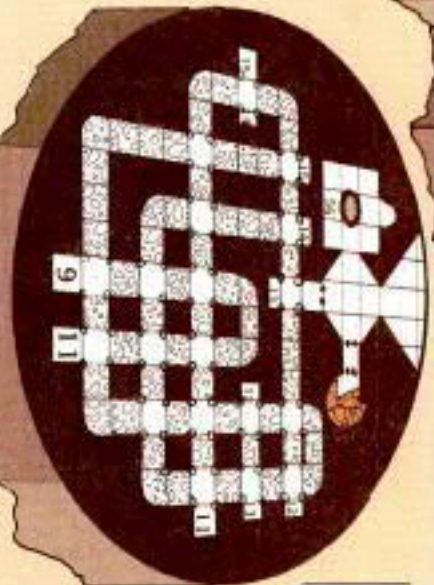
side view
of Levels
11 and 12





Level 11

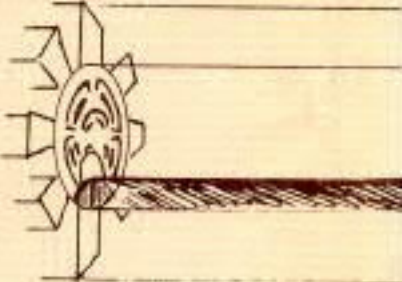
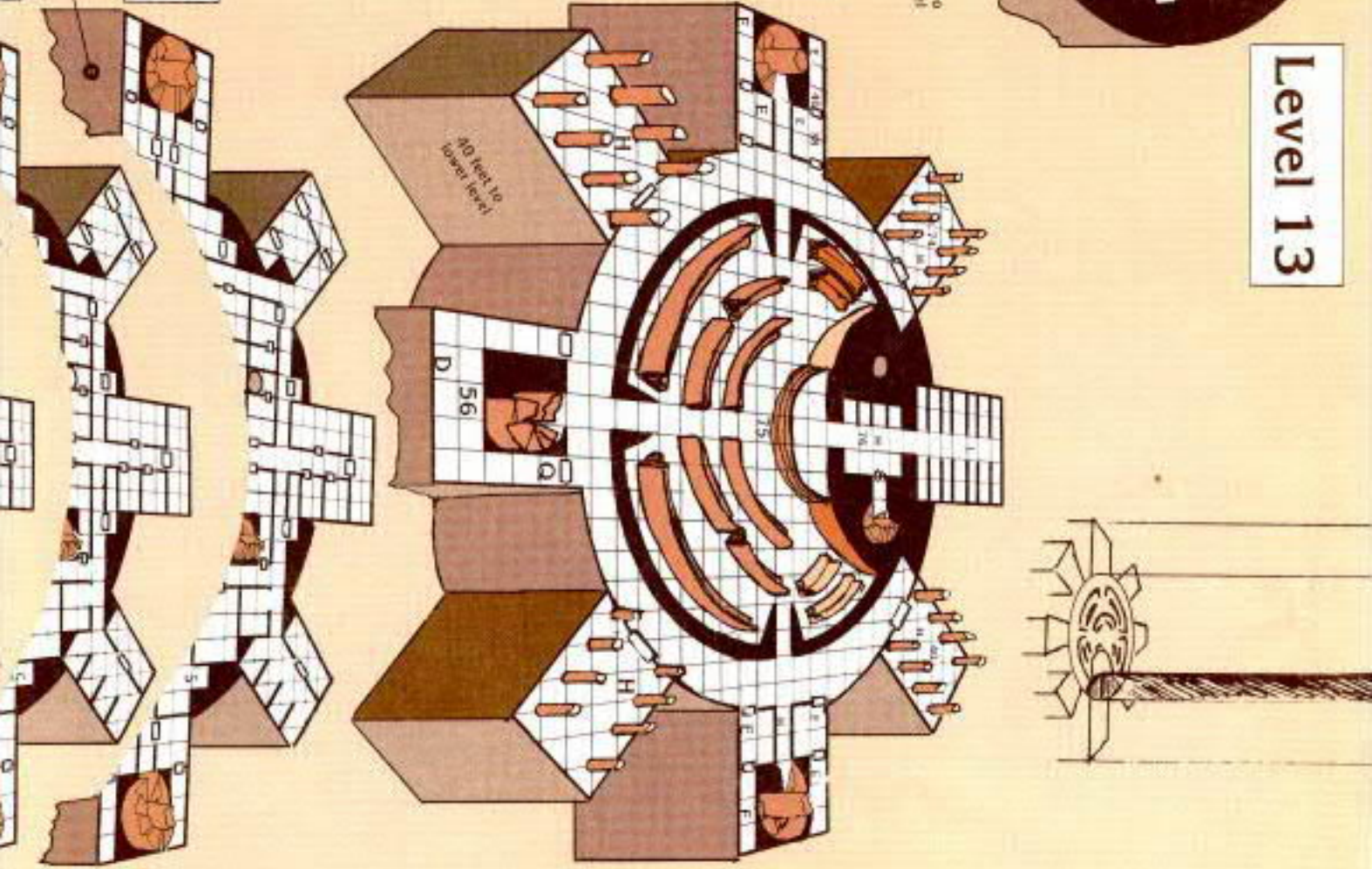
130 feet to lower level

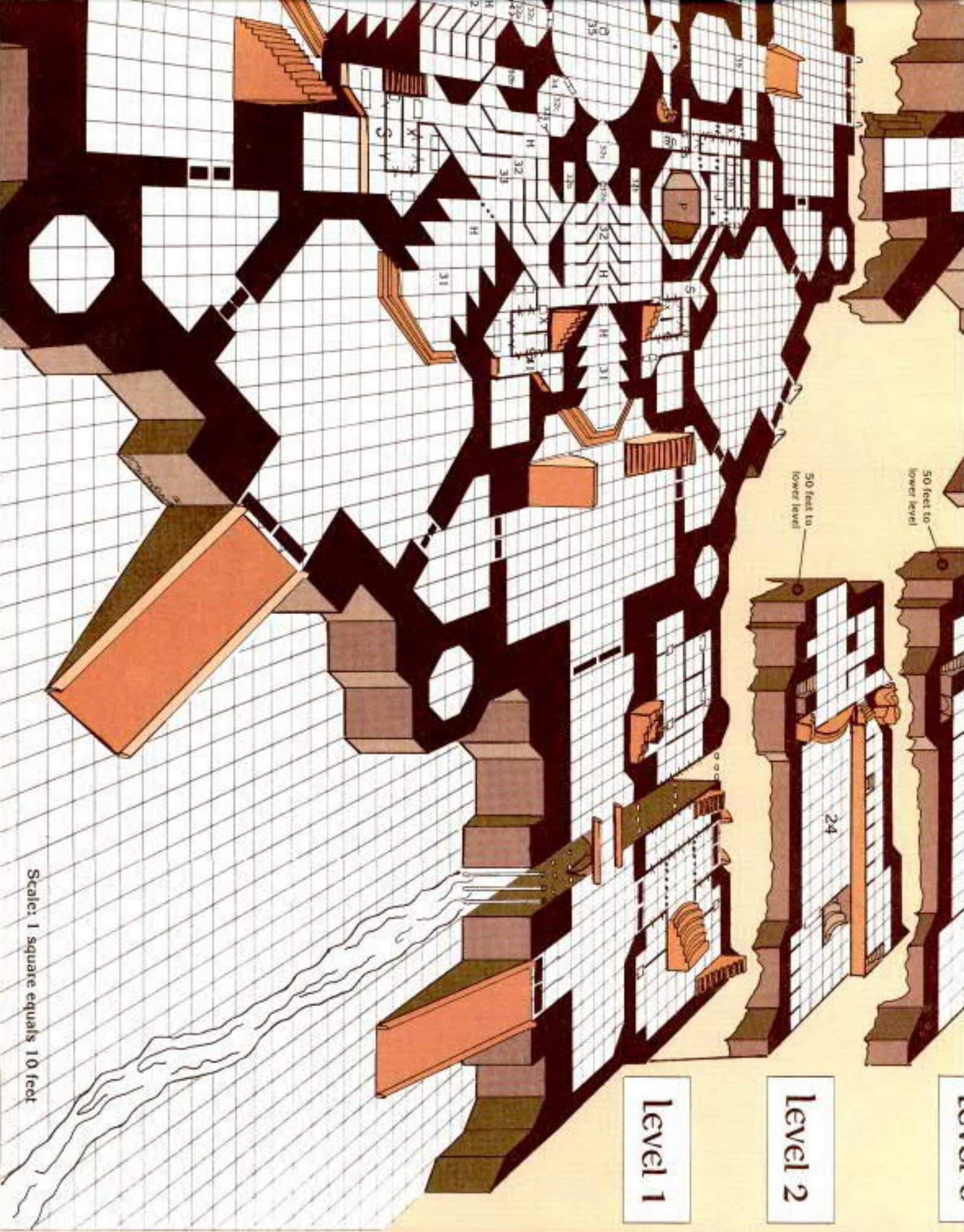


Level 13

Level 10

40 feet to lower level





50 feet to lower level

50 feet to lower level

Level 3

Level 2

Level 1

Scale: 1 square equals 10 feet

DragonLance

player character statistics



Laurana 5TH LEVEL ELF FIGHTER

STR 13 WIS 12 CON 14 THAC0 16
INT 15 DEX 17 CHR 16 AL CG HP 30

AC 0 (CHAIN MAIL +1 AND SHIELD, DEX BONUS)

WEAPONS SHORT SWORD +2 (3-8/3-10)
DAGGER (1-4/1-3)

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

LANGUAGES COMMON, QUALINESTI ELF,
SILVANESE ELF

See back of card for more information.



Gilthanas 5TH LEVEL ELF FIGHTER/6TH LEVEL ELF MAGIC-USER

STR 12 WIS 10 CON 12 THAC0 16
INT 14 DEX 16 CHR 13 AL CG HP 25

AC 1 (CHAIN MAIL AND SHIELD +1, DEX BONUS)

WEAPONS LONGSWORD +1 (2-9/2-13)
LONGBOW AND QUIVER OF 20 ARROWS (1-6/1-6)

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

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

LANGUAGES COMMON, QUALINESTI ELF,
SILVANESE ELF

See back of card for more information.



Elistan 9TH LEVEL HUMAN CLERIC

STR 13 WIS 17 CON 12 THAC0 16
INT 14 DEX 12 CHR 16 AL LG HP 49

AC 4 (CHAIN MAIL AND SHIELD)

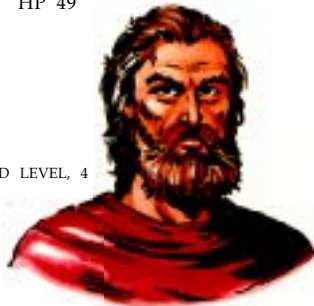
WEAPONS MACE +2 (4-9/3-8)

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

ABILITIES Spell Use: 6 1ST LEVEL, 6 2ND LEVEL, 4
3RD LEVEL, 2 4TH LEVEL, 1 5TH LEVEL.

LANGUAGES COMMON, QUALINESTI
ELF, SEEKER

See back of card for more information.



Derek Crownguard 9TH LEVEL HUMAN FIGHTER

STR 17 WIS 11 CON 16 THAC0 12
INT 12 DEX 13 CHR 12 AL LG HP 70

AC 3 (CHAIN MAIL +2)

WEAPONS HALBERD +1 (2-11/3-13)
DAGGER (1-4/1-3)

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

LANGUAGES: COMMON, ERGOTHIC,
QUALINESTI ELF, SOLAMNIC

See back of card for more information.



Aaron Tallbow 8TH-LEVEL HUMAN FIGHTER

STR 15 WIS 10 CON 12 THAC0 14
INT 14 DEX 18 CHR 16 AL LG HP 49

AC -1 (CHAIN MAIL AND SHIELD +1, DEX BONUS)

WEAPONS LONGSWORD (1-8/1-12)
LONGBOW +1 WITH FOUR ARROWS +2 (3-8/3-8)
QUIVER OF 20 NORMAL ARROWS (1-6/1-6)

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

LANGUAGES COMMON, ERGOTHIC, HYLO
KENDER, QUALINESTI ELF, SOLAMNIC

See back of card for more information.



FLINT FIREFORGE 7TH LEVEL DWARF FIGHTER

STR 16 WIS 12 CON 18 THAC0 14
INT 7 DEX 10 CHR 13 AL NG HP 70

AC 1 (PLATE MAIL +1 AND SMALL SHIELD)

WEAPONS 2 HAND AXES +1 (2-7/2-5)
DAGGER (1-4/1-3)

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

LANGUAGES COMMON, HILL DWARF

See back of card for more information.



Sturm Brightblade 10TH LEVEL HUMAN FIGHTER

STR 17 WIS 11 CON 16 THAC0 11
INT 14 DEX 12 CHR 12 AL LG HP 74

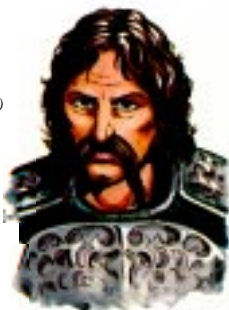
AC 3 (CHAIN MAIL +2)

WEAPONS TWO-HANDED SWORD +3 (4-13/6-21)
DAGGER (1-4/1-3)

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

LANGUAGES COMMON, QUALINESTI ELF, SOLAM-
NIC

See back of card for more information.



Tasslehoff Burrfoot 8TH LEVEL KENDER THIEF

STR 13 WIS 12 CON 14 THAC0 19
INT 9 DEX 16 CHR 11 AL N HP 34

AC 5 (LEATHER ARMOR, DEX BONUS)

WEAPONS HOOPAK: COMBINATION BULLET
SLING (2-5/2-7) AND +2 JO STICK (3-8/3-6)
DAGGER (1-4/1-3)

EQUIPMENT THIEVES' TOOLS, LEATHER MAP (CASE
AS SELECTED BY PLAYER; 500 STL/1000 GPW MAXI-
MUM

See back of card for more information.



COMBINED MONSTER STATISTICS CHART

NAME	AC	MV	HD	hp	#AT	DMG	SA	SD	AL	THAC0	BOOK
Bloodthorn	4/3	NA	15*	V	5	25% vict. HP	Yes	No	N	16	M2-18
Bodak	5	6"	9 + 9	V	1	1-8	Yes	Yes	CE	10	M2-19
Choke Creeper	6/5	1/2"	25	100	8+	1-4	Yes	Yes	N	7	M2-25
Death Knight	0	V	9d10	V	1	weapon (1- 10)	Yes	Yes	CE	12	FF-23
Draconians											
Baaz	4	6"/[15"/]18"	2	V	1 or 2	1-8 or 1-4/1-4	No	No	W C)	16	DL8
Bozak	2	6"/[15"/]18"	4	V	1 or 2	1-8 or 1-4/1-4	Yes	Yes	LE	15	DL8
Kapak	4	6"/[15"/]18"	3	V	1	1-6 + poison	Yes	No	LE	16	DL8
Sivak	1	6"/[15"/]18"	6	V	3	1-6/1-6/2-12	No	Yes	NE	13	DL8
Dragon, Blue	2	9"/24"	9	54	3	1-6/1-6/3-24	Yes	No	LE	12	M-31
Drelb	2	6"	5 + 3	V	1	3-12	Yes	Yes	N W	15	M2-60
Elves, Kagonesti	6	15"	1 + 1	V	1	by weapon	Yes	Yes	N(C)	18	M2-63
Fetch	special	6"	9	V	2	special	Yes	Yes	N	special	DL8
Golem, Iron	3	6"	18	80	1	4-40	Yes	Yes	N	7	M-48
Grim											
Cat	0	18"	4 + 2d4	V	3	1-2/1-2/1-4	Yes	Yes	NG	15	M2-72
Dog	0	18"	4 + 2d4	V	1	2-8	Yes	Yes	NG	15	M2-72
Owl	0	36"	4 + 2d4	V	3	2-8/2-8/2-5	Yes	Yes	NG	15	M2-72
Groaning Spirit	0	15"	7	V	1	1-8	Yes	Yes	CE	13	M-50
Gully Dwarves	8	12"	4	V	1 or 2	1-6 or 1-4/1-4	No	Yes	CN	15	DL1-30
Hobgoblin	5	9"	1 + 1	V	1	1-8	No	No	LE	18	M-52
Invisible Stalker	3	12"	8	V	1	4-16	Yes	Yes	N	12	M-55
Kender	7	9"	4	V	1	1-6 or weapon	Yes	Yes	V	15	DL8
Kingfisher	5	1"/36"	1	4	3	1-6/1-6/1-8	No	No	NG	19	DL8
Knights of Solamnia											
Rose	3	12"	8	V	1	1-10	No	No	LG	14	DL8
Sword	2	12"	6	V	1	1-8	No	No	LG	16	DL8
Crown	4	12"	4	V	1	1-8	No	No	LG	18	DL8
Kobold	7	6"	1d4	V	1	1-4 or weapon	No	No	LE	20	M-57
Lich	0	6"	12	V	1	1-10	Yes	Yes	N(E)	9	M-61
Lurker Above	6	1"/9"	10	V	1	1-6	Yes	No	N	special	M-62
Men, Archers	4	12"	3	V	2	1-6/1-6	No	No	V	18	M-66
Men, Cavalry	6	12"/[15"]	4	V	1	1-8	No	No	V	18	M-66
Men, Peasant	9	12"	2	V	1	1-6	No	No	V	20	M-66
Men, Pilgrim	9	9"	2	V	1	1-4	No	No	NG	20	M-69
Men, Troops	4	12"	4	V	1	1-8	No	No	V	18	M-66
Nightmare	-4	15"/36"	6 + 6	V	3	2-8/4-10/4-10	No	Yes	N(E)	13	M-74
Ogre	5	9"	4 + 1	V	1	1-10	No	No	CE	15	M-75
Phantom	NA	9"	NA	NA	NA	NA	Yes	Yes	V	NA	M2-100
Rat, Ordinary	7	15"	1/4	V	1		No	No	N(E)	20	M2-105
Shadow	7	12"	3 + 3	V	1	2-5	Yes	Yes	CE	16	M-86
Skeleton Warriors	2	6"	9+ 12	V	1	weapon (1-8)	Yes	Yes	N W	10	FF-79
Spectral Minions											
Reveler	2	30"	5	V	1	1-4 + revel	Yes	Yes	CE	16	DL8
Guardian	2	30"	10	V	1	1-10	No	Yes	LG	12	DL8
Warrior	2	30"	9	V	1	1-10	No	Yes	V	12	DL8
Berserker	2	30"	10	V	2	1-10/1-10	No	Yes	CE	12	DL8
Philosopher	2	30"	4	V	NA	NA	No	Yes	V	NA	DL8
Searcher	2	30"	6	V	NA	NA	No	Yes	LE	NA	DL8
Spider, Giant	4	3"*12"	4 + 4	V	1	2-8	Yes	No	CE	15	M-90
Stag, White	-5	24"	10	77	3	1-12/1-6/1-6	No	Yes	LG	10	DL1-31
Vulture, Ordinary	6	3"/24"	1 + 1	V	1	1-2	No	No	N	18	M2-125
Water Weird	4	12"	3 + 3	V	1	NA	Yes	Yes	CE	13	M-100
Will-o-Wisp	-8	18"	9	V	1	2-16	Yes	Yes	CE	12	M-101
Wraith	4	12"/24"	5 + 3	V	1	1-6	Yes	Yes	LE	15	M-102

abbreviations

AC = Armor Class
 AL = Alignment
 ##AT = Number of attacks per round
 CE = Chaotic Evil
 DMG = Damage
 FF-(X) = Found in Fiend Folio,
 Page (X)
 HD = Hit Dice
 hp = hit points
 LE(C) = Lawful Evil with Chaotic tendencies
 LG = LawfulGood
 M-(X) = Found in MONSTER MANUAL I,
 page (X)
 M2-(X) = Found in MONSTER MANUAL II,
 page (X)
 MV = Movement Rate
 N = Neutral
 N (C) = Neutral with Chaotic tendencies
 N (E) = Neutral with Evil tendencies
 NA = Not Applicable
 NE = Neutral Evil
 NG = Neutral Good
 SA = Special Attacks
 SD = Special Defenses
 THAC0 = Base number to hit AC 0 (does not include racial, strength, or weapon bonuses)
 V = Varies

Advanced Dungeons & Dragons®



Official Game Adventure

Dragons of War

Tracy and Laura Hickman

* BOOKS * MODULES *

The Tower of the High Clerist pierces the cold sky. The chill wind blows snowy swirls across Solamnic Knights huddled on the battlements. This is their last stand.

Behind the pass they guard sits the gleaming city of Palanthus. The war will be lost if the city falls to the Dragonarmy.

All eyes strain south across the rolling plains of Solamnia. The Knights hear the distant thunder of a vast horde on the march. An enemy line more than a thousand strong is sighted moving toward the tower.

The Knights glance from side to side. Divided by politics and their strict code of honor, the Knights can only withstand the coming assault if they unite against the common enemy.

"Dragons of War" is the eighth in the series of DRAGONLANCE™ adventures for use with the ADVANCED DUNGEONS & DRAGONS® game system. Included are optional AD&D® BATTLESYSTEM™ miniatures rules. You can play this adventure by itself or as part of the grand quest that spans the entire DRAGONLANCE saga.

An adventure for Character Levels 8 - 10

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