

Advanced Dungeons & Dragons®

Dragonlance®

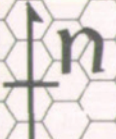
Official Game Adventure

Dragons of Deceit

by Douglas Niles

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To North Pass



Scale: 1 hex equals 100 ft.

Sanction
City of do



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Prologue

Notes for the Dungeon Master

“Dragons of Deceit” is the ninth module in the epic DRAGONLANCE® series. It ends the second book of the DRAGONLANCE saga: “Tales of Winter Night,” following “Dragons of Ice,” “Dragons of Light,” and “Dragons of War.”

The modules recreate the DRAGONLANCE story, casting the player characters in the roles of the epic’s heroes. Thus, it is recommended that this module be played as part of the series, using the player characters provided. If players wish to use their own characters, however, allow them to do so, taking care that the party is as balanced as the party included in this module.

This module may also be played as a stand-alone adventure without having played the rest of the series.

The characters listed on pages 16 and 33 are some of the heroes of the DRAGONLANCE story. The equipment and magic items listed for each should be used if you have not played previous DRAGONLANCE modules or have not used that particular PC before.

If your party has played a previous module in the series, however, use the equipment listed on the original character cards plus any additional items that the PCs have acquired during your adventures.

In DL6, “Dragons of Ice,” the original party of PCs 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 the next module, DL10.

If you do not have enough players to take all the 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 are comfortable with.

The player character of Lord Gunthar is introduced in this module. Any player whose character met a heroic death during the battle at the High Clerist Tower should be allowed to play Gunthar from the start of this adventure. If no characters died, keep Gunthar in reserve in case a PC should die during this adventure (in which case Gunthar appears in Chapter 17).

In the DRAGONLANCE multi-module epic, some heroes and villains figure prominently in later adventures. If an important NPC, such as Fizban, Ariakus, or Kitiara, 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 character may reappear with a story of how he miracu-

lously survived. Sivaks, a new draconian race introduced in DL7, polymorph into their slayer’s likeness when killed, providing a new way to explain the apparent death of an important character.

Remember that player characters are no longer subject to the obscure death rule. If a PC dies, he’s gone forever!

Module Sections

This adventure is divided into chapters that lead to the conclusion of the second DRAGONLANCE book. Although the chapters move toward the climax and culmination of this part of the PCs’ adventures, allow your players’ decisions to affect the direction and course of the adventure. The PCs have a great deal of freedom in determining how they pursue the quest that is laid before them in the first chapter.

In the very center of the module is a four-page pullout folio (the Silvert Folio) on the character of Dargent/Silvert. This should be given to a player who will play Silvert (during this adventure only). The player controlling Silvert should not control any other PCs during this adventure.

The skill of the player controlling Silvert will have a great bearing on the success or failure of the adventure. Try to assign this character to a player with good role-playing skills!

Surrounding the Silvert Folio is a 12-page Dungeon Master reference section. This contains the maps needed to play the adventure as well as the Random Encounter Chart and NPC Capsules. Carefully remove both the folio and the DM reference section.

The countersheet included in “Dragons of Deceit” contains cardboard counters representing the dragons that meet in the module’s final engagement—an aerial battle over the evil Temple of Luerkhis. These counters can be used with the BATTLESYSTEM™ rules or employed simply to clarify the positions of the characters and their mounts during what should be a rather fast-moving and wild battle in a three-dimensional battlefield.

Starting Play

One player should be given the Silvert Folio from the center of this module and asked to play the role of Silvert. This is a challenging part, but the module will be much more fun to play if Silvert is treated as a PC, rather than an NPC. This is a one-time only exception to the restriction on monster player characters, and whoever plays Silvert should regain their

usual character after this adventure.

Be sure to read the folio before giving it to the player. You, as the referee, are primarily responsible for making sure that Silvert abides by the Oath.

Each chapter is divided into a series of Events and Encounters. The Events, listed at the start of the chapter, occur regardless of where the PCs are or what they are doing. Each event includes instructions on when to use it. Encounters, on the other hand, are keyed to locations and occur only if the heroes go to the appropriate places.

Occasionally an Ability Check is called for against one of a character’s abilities (Strength, Wisdom, etc.). Roll 1d20 and compare the result with the appropriate ability score. If the roll is less than or equal to the ability, the action succeeds; if greater than the ability, the action fails and the character suffers the consequences given in the text.

New Weapon

At the start of the adventure, the player characters possess 20 Dragonlances—footman’s and 10 mounted-obtained in DL7 (unless these were lost or destroyed in subsequent adventuring).

There are two types of Dragonlances: mounted and footman’s. The footman’s lance is eight feet long while the mounted lance is twice as long and much heavier. The mounted lance often has an attached shieldguard.

A footman’s lance causes 1-6 points of damage versus normal foes and 1-8 against larger than man-sized targets. Against dragons it inflicts damage equal to the hit points of the wielder (a 14-hit point fighter would cause 14 points of damage to a dragon). The weapon is +1 to hit if held in hand; it can be cast as a spear at -2 to hit.

The mounted lance causes 3-9 points of damage versus normal foes and 3-18 against larger than man-sized targets. Against dragons 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 almost exclusively mounted on the backs of dragons (see the sketches on page 28). If not mounted, the lance causes 3-18 points against dragons. The weapon is +2 when mounted; normal when unmounted.

PROLOGUE

The World of Krynn

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

Clerics

When the Queen of Darkness started her war against the folk of Krynn, true clerics were unknown. Early in the war, the heroes retrieved the priceless platinum Disks of Mishakal.

Mishakal is the benign goddess of healing and growth. Knowledge of her existence brought the first use of good clerical spells. Through the reading of her disks, knowledge of the entire pantheon of the Gods of Good has been returned to the people.

Likewise, the Dragon Highlords of the Queen of Darkness have gained the power of clerical spells of evil, bestowed by the Queen herself.

Clerics are still very rare on Krynn, but as knowledge of the good and evil gods spreads, their presence becomes more and more common.

If PCs do not have the information given on the disks from previous modules, allow clerics to select as a deity either Mishakal or Paladine, the high god of good.

Dragons

Dragons have been absent from Krynn for centuries, returning only with the initiation of the war. The only dragons most people have seen are red, green, blue, black, and white dragons—all creatures of highly evil nature.

Rumors persist of other dragons—copper, bronze, brass, silver, and gold—that are creatures of good. The PCs have met only two good dragons thus far: Blaize, the brass dragon in DL3, and Silvart. No other good dragons have appeared to take part in the war against evil.

Kender

The equivalent of a halfling in the world of Krynn is a kender. In addition to the standard abilities and limitations of AD&D halflings, kender have the special abilities of taunt and fearlessness.

See Tasselhoff's character card for game mechanics for these abilities, which will be usable by all PC kender (and halflings from other campaigns).

Money

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

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

Player characters who enter Krynn from other campaigns may be allowed to trade their gold pieces for steel—though they will find their personal wealth greatly reduced.

The Story

Icy winds race across the desolate plains of Solammia. Their force concentrates at a narrow pass in the sheer Vingaard Mountains, howling with banshee intensity. Firmly planted at the summit of the pass rests the battle-scarred bulk of the High Clerist Tower.

Savage fighting has raged here since winter, for bodies litter the valley south of the keep. Many fresh graves have been excavated in a nearby graveyard.

Yet this huge battle was but one small part of the Queen of Darkness's plan to crush the forces of good throughout Ansalon. There are many more fronts to the Dragonarmy's evil offensive.

War has raged across the continent of Ansalon for many months. Men, dwarves, elves, and kender have found the courage to resist the armies of the Queen of Darkness.

The evil dragons that fly with the Queen's armies have proven nearly invincible on the battlefield. The mere presence of the creatures paralyzes most mortals with a sense of terror and awe.

But strides have been taken to further the cause of good. Knowledge of the true gods—

lost for nearly three centuries—has been regained. True clerics once again walk among the people of Krynn.

The knowledge needed to forge Dragonlances—knowledge lost even longer than that of the true gods—has also been relearned. But even these mighty weapons are not enough to halt the Dark Queen's hordes.

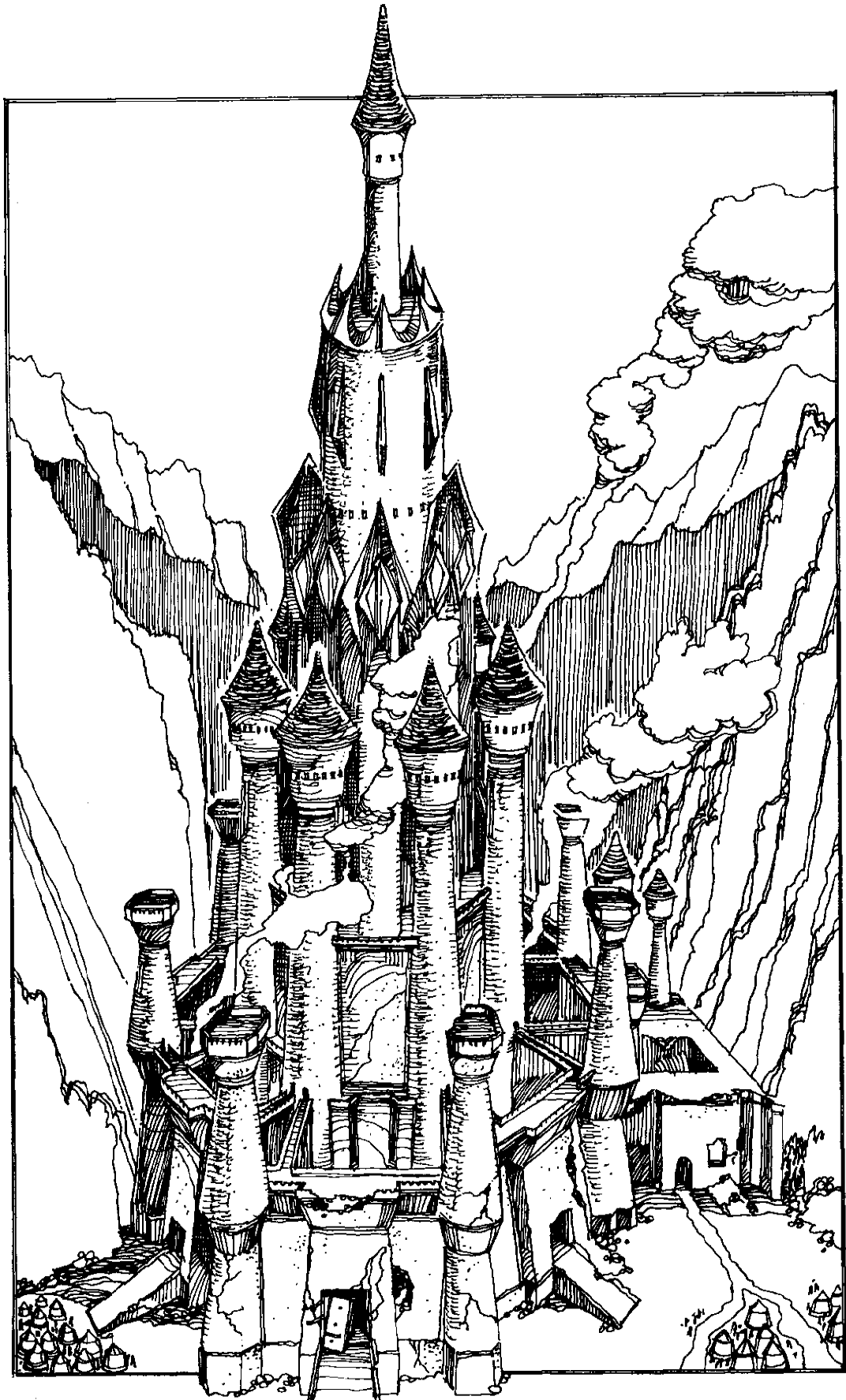
Rumors speak of other dragons—dragons of brass, copper, bronze, silver, and gold—who fought against the evil dragons in a war now lost in the mists of time. Yet hope springs from these myths—hope that good dragons might still exist and might aid the cause of the Whitestone Council. This brings us to our story.

The heroes have bought themselves some time with the savage battle at the High Clerist Tower. Yet they realize that this only delays the inevitable conquest of Krynn by the Dark Queen.

In this setting, and with this knowledge, they receive a visitor—Silvart, a companion from a previous adventure ("Dragons of Light"). Whether or not Dargent (the silver dragon) took the form of Silvart in DL7, she

meets and travels with the PCs in this form during "Dragons of Deceit." Dargent will assume her true form only after the perversion of the good dragons' eggs is revealed in this adventure.

Silvart tells the party that the key to the good dragons' Oath lies in the evil city of Sanction, in the very heart of the Dark Queen's empire. She wishes to recruit the heroes to undertake a quest to Sanction to free the good dragons from this oath.



Chapter 13: The Silver Messenger

The adventure in DL9 begins three days after the last battle at the High Clerist Tower. Three introductions are provided: one for players new to the DRAGONLANCE® saga; one for DL8 players who won the battle at the High Clerist Tower; one for players who lost the battle at the High Clerist Tower.

If the players are new to the saga, the meeting with Silvert occurs in the city of Palanthus. If they have played DL8 and won, allow them to decide whether or not to return to Palanthus after the battle (the meeting with Silvert occurs wherever the PCs are). If the tower fell to the Dragonarmy, the heroes and all surviving defenders will be forced to retreat to Palanthus.

If they are in the city, establish some lodgings for the characters and inform them that they have just had time to rest from the journey, and are finally feeling fit and ready for action. Any wounds inflicted in the previous adventure have healed.

Allow the player controlling Silvert/Dargent to read the Silvert Folio in the center of the module before beginning play. All of the adventure beginnings require this character to visit the PCs and present them with a request for aid.

Although you can try to summarize details to move the adventure quickly onto the road to Sanction, it is recommended that you instead allow the players to role play the encounter between Silvert and the other PCs, working out the objectives between themselves.

EVENTS

Event 1: Background

Read the first section of boxed text only if the players are new to the DRAGONLANCE saga. Read the second section of boxed text only to DL8 players who won the battle at the High Clerist Tower. The third section of boxed text is to be read only to DL8 players who lost that battle.

New Players

The world of Krynn—your world—reels from the violence of a brutal war of conquest. From out of the nightmares of the past, dragons have returned to Krynn after an absence of many years.

Aided by these serpentine monsters, armies of evil have spread across the continent of Ansalon, seeking to subjugate all the free peoples of your land. These Dragonarmies are made up of familiar troops like goblins and hobgoblins, but the back-

bone of each wing of the evil armies consists of lizard-like creatures called draconians.

Several types of draconians have been encountered, including the small Baaz, who turn to solid statues upon death, temporarily imprisoning weapons within their bodies, and the slightly larger Kapaks, who dissolve into caustic pools of acid upon death.

Two more-powerful types of draconians, the spell-casting Bozaks and the shape-shifting Sivaks, have also appeared. The origin of all types of draconians remains a mystery.

You have all performed valuable services for the cause of good in this war, aiding the fight against evil wherever you can. Lately, a new weapon, known as the Dragonlance, has aided your side. Even this will not be enough to turn the tide.

A few weeks ago, you came together at a towering fortress, the High Clerist Tower, that blocks a narrow pass in the Vingaard Mountains. To your back was the great city of Palanthus, the largest community to remain unconquered by the Dragonarmies. Toward the tower charged the might of an entire wing of the Dragonarmy, supported by several blue dragons.

In a battle that raged for days and claimed the lives of many friends and foes, you helped bring the Blue Wing to a halt. Now you have returned to Palanthus to rest, knowing that this is only a temporary lull in the savage war.

And in Palanthus, you receive a visitor. You recognize her as an elven maiden who saved your lives on the island of Ergoth, where you were caught up in a feud between rival factions of elves.

DL8 Battle Victors

The wounds of battle heal slowly, but you are the lucky ones, alive and whole after the horrible siege of the tower. You have all spent time thinking of the brave warriors who fell at the tower, buying victory with their lives.

Back in Palanthus, the atmosphere is subdued. No celebrations greet the news of victory, for all know the respite is only temporary.

Within the city awaits a bit of good news: a visitor from earlier adventuring. The Kagonesti elfmaid Silvert has traveled far to find you—a rare friend in this war-torn world

DL8 Battle Losers

The long retreat has been grueling, but not panicked. The Knights have fallen back to Palanthus, well aware that there is little hope of holding the city against a concerted Dragonarmy attack.

Scouts report that the Dragonarmy is not pressing the pursuit. The reason is unknown. For now, the evil forces seem content to occupy the captured tower. No one doubts that the assault will come against Palanthus, perhaps within the next few weeks.

Within the city awaits a bit of good news: a visitor from earlier adventuring. The Kagonesti elfmaid Silvert has traveled far to find you—a rare friend in this war-torn world!

At this point, allow the player character of Silvert to meet the other players. She has been provided with the information necessary to get the heroes aimed toward Sanction and the main action of this adventure.

This meeting can occur in any location that the PCs might be found, most likely their lodgings or a place that the group frequents.

Allow the PCs to ask questions about the feasibility of the different routes. If they have a map of Ansalon from a previous adventure, they may consult it. Do not show them the partial map of Ansalon from this module, however!

This is the only scheduled event of Chapter 13. Allow the players to proceed on their own from here.

Palanthus

Set in a narrow valley at the end of a long, fjord-like bay, Palanthus was the only deep-water port on Krynn to survive the Cataclysm unscathed. It is a center of learning and trade unmatched in the world.

The buildings in Palanthus are tall and well-built. The city is remarkably clean, with no garbage in the streets and a complete absence of rats.

The city is poorly defended, since its founders placed their faith in the command of the sea approaches and the strength of the High Clerist Tower. Of course, if the tower has not fallen then the city remains fairly secure since it still has enough ships to retain control of the nearby seas.

Since the city serves only as a meeting and starting place for this adventure, it is not detailed extensively here. If you need to provide more details to your players about the city, expand upon the framework presented

Chapter 13 Encounters

here. Keep in mind Palanthus's air of antiquity and the high level of culture.

Sea traffic is still heavy in Palanthus, with several ships arriving and departing daily. These include merchant ships that ply the dangerous trade routes between Palanthus and ports in Solamnia, Ergoth, and Sancrist, as well as those attempting the even more treacherous northern passage to the eastern ports of Valkmord and Flotsam. Warships are also present, escorting merchant expeditions, or patrolling the seas against the raids of pirates and the Dragonarmy vessels that venture out of the New Sea.

The only commonly used overland route out of the city leads to the pass guarded by the High Clerist Tower. Depending on the outcome of the battle for the tower, this road may or may not be open as far as the tower. In any event, beyond the tower lies the Blue Wing of the Dragonarmy.

The Citizens of Palanthus

The mood of the people of Palanthus is relatively calm, but they are suspicious of all outsiders. Although some residents understand the danger presented by the invading army and appreciate the sacrifice made by the warriors at the tower, most feel that resistance is a mistake and believe that the safest path lies in seeking a peaceful settlement with the Dark Queen.

Of course, it is too late for this route now. Nonetheless, the heroes will not encounter great cooperation, generosity, or gratitude from the bulk (80%) of Palanthus's citizenry.

Encounter Areas

A general map of Palanthus can be found in the DM Folio. The city is divided into five districts, each of which is briefly explained below.

1. Temple District

An impressive array of huge marble and granite buildings extends far up the side of the western valley slope of Palanthus. As a general rule, the higher up a temple, the more grandiose its architecture and the more important its god.

Although none of these temples have fallen into disrepair—the city fathers would not allow that—many are preserved as little more than museums. A temple of Mishakal the Healer has been claimed by clerics of that benign goddess, and thrives as a focal point of goodness and health. At the top of the slope, the ancient temple of Paladine commands a view of the entire city and fjord. It has recently

seen the return of a few clerics and worshipers, their numbers growing slowly but steadily.

Word of the return of the true gods is slowly spreading through Palanthus. Although the same people who scoff at the Knights still believe that the true gods abandoned Krynn, the number of believers is growing. This is due in great part to the earlier efforts of the heroes in spreading the words on the Disks of Mishakal (see DL1).

2. Waterfront

This is the working district of Palanthus: the busiest and dirtiest section of the city. Unlike many other port cities, thievery is not a great problem here; there is plenty of work and money for everyone. The work ethic is doubtless encouraged by the ruthlessly enforced death penalty for those caught thieving!

The waters of the Bay of Branchala wash gently at the shore, for the port is well sheltered from tempests by the windings of the fjord.

This district is crowded with inns and warehouses as well as a few shops catering mainly to seamen. Virtually every type of nautical supply is available for sale here, at the rates listed in the Players' Handbook. If the PCs seek a vessel to carry them to Sanction, they will find that nearly all captains refuse to enter the New Sea. After a little searching, however, they will be referred to Captain Karyzzal, of the Jolly Widow. This worthy seafarer frequents the Salty Spider Inn. See the NPC Capsules in the DM Folio for Karyzzal's traits.

He will agree to carry the party into the New Sea for 500 stl, but will require the heroes to purchase all of the provisions for a three-month voyage (cost is 300 stl extra).

If the PCs wish to purchase a boat on their own, they will find vessels for sale. Prices range from 5,000 - 10,000 stl, so they need to have a cash reserve from previous adventuring.

3. Nobles' Hill

Across the valley from the beautiful Temple District towers the height of Nobles' Hill. This is another region of striking marble buildings and ornate, inspiring architecture. The buildings on Nobles' Hill are all built into the slopes of the hill, above the clutter and crowd of the city below.

Lord Gunthar has access to a mansion on the hill that is retained for the use of the leaders of the Knights of Solamnia. Although not one of the more spectacular structures on the hill, it is quite adequate for the needs of the player characters. They may choose to lodge here, if Lord Gunthar is a PC and invites them.

If Lord Gunthar is not a PC, he will meet the PCs if they venture onto Nobles' Hill and will encourage them to embark on the mission urged by Silvert. He will provide the heroes with 1000 stl as funding for the quest.

4. Plaza

The central plaza of Palanthus is flanked by two great buildings. To the north lies the palace of the Lord of Palanthus. The Lord is a kindly old gentlemen who realizes that he is in deep trouble in the war with the Dragonarmy. His powers are kept well in check by the city's High Council.

To the south sprawls the vast edifice of the Library of Astinus. Part of this library contains works of public record, available to all citizens; another, larger part of the building is sealed and guarded. It is here that Astinus, Lorekeeper of Krynn, writes his histories.

In the center of the plaza, rising like a tall peak to dominate the city, stands the Tower of High Sorcery. No one approaches the tower; it radiates a sense of fear similar to dragonfear if any approach within 100 feet. Any PCs who try to approach will feel a sense of physical revulsion and will not be able to get closer than 100 feet.

5. Mercantile District

This portion of Palanthus is home to most of her citizens, and contains most of the merchant and craftsmen shops in the city.

With the exception of nautical supplies, all of the equipment listed in the Players' Handbook is available in this district. Of course, the conversion from gp to stl applies to all prices on Krynn.

One building the PCs should be told of if they enter this district is a small shop labeled "Wise Wyckert: Cartographer and Surveyor." If they investigate the shop, they will meet the withered old proprietor. For 50 stl, he will sell a map noting several hidden passes over the Vingaard Mountains.

Chapter 14: INTO The Dragonlands

The heroes should realize, through conversation with Silvart, that a great secret lies concealed in the city of Sanction, in the very heart of the territory controlled by the Queen of Darkness.

If this has not been made clear through this role playing, the character of Elistan (or any PC cleric) will have the following dream:

Three mighty volcanoes spew smoke and lava over a doomed, smoldering city. Dragonians and humans scuttle through the streets while huge army camps sprawl around the city's outskirts.

From somewhere within this vision of horror, a sparkle of light and goodness strives for life. But danger is all around, and aid must come quickly, or this spark will be forever snuffed.

The light glistens with metallic colors: copper, bronze, brass, silver, and gold. You must find it before it is too late.

Any seafaring person of Palanthus will recognize the description as the city of Sanction, if the cleric does not figure it out for himself.

This chapter covers the heroes' journey to Sanction. Part 14A contains a list of events and encounters to be used if the party travels by sea. Part 14B contains events and encounters applying to an overland journey.

Use the partial map of Ansalon (page 18) to plot out the course of the characters on their journey. Of course, if you have a map of Ansalon from a previous module, you may use that instead. Make sure that you note the locations of encounters marked on the map on page 18.

There are several chances for the heroes to get captured on the journey to Sanction. In each case, their captors will lock them in chains, throw them into a darkened and heavily locked hold, and sail directly to Sanction. Once the characters arrive in Sanction, go directly to Event 11 in Chapter 15.

Part 14A: To Sanction By Sea

The journey to Sanction by sea takes eight weeks. The events listed occur at the given times during that eight-week period. The encounters only occur when the heroes reach the numbered Encounter Areas on the map.

Do not use encounters from the Random Encounter Chart while the player characters are at sea. This is the only part of the adventure where random encounters are not employed.

EVENTS

event 2: The Captain's Tale

This event occurs if the PCs book passage aboard the Jolly Widow. Captain Karyzzal, in a thoughtful mood, lights his pipe and talks quietly to any PCs who happen to be within earshot.

"Sanction, now that's a port I haven't docked in for years! I don't even know for sure it's still there—they don't call that the City of Doom for nothing."

If the PCs show any interest in the conversation or ask questions, the captain will continue. If not, he will not reveal the rest of this information during the voyage.

"Three volcanoes, they call them the Lords of Doom, surround the place. They're slowly eating the city away. Lava runs in rivers right through Sanction and there's always smoke hanging overhead.

"Of course, it's a good port. The docks are sturdy and the water's deep. Well protected from the sea, too!

"There's certain to be a blockade, you know. From what I've seen of those Dragon Highlords, they'll be going over incoming vessels with a fine-tooth comb. What are you going to tell 'em when they try to come aboard?"

event 3: FIZBAN

This event occurs after two weeks at sea regardless of what ship the heroes are using.

The steady rise and fall of the vessel's prow has grown familiar, no longer inspiring any trace of seasickness or discomfort. The wind is fair, and progress steady.

Suddenly, a loud thump sounds from below the prow! The ship has struck something, probably a hulk since no land is in sight. Immediately, an enraged voice calls out from below the bow, "Get this confounded thing out of my way! I've got places to go, and I can't have every wreck on the high seas thundering into me! Move, I say!"

As soon as a character investigates by looking over the side, read the following:

A ragged old man, almost hidden behind a long white beard and an immense floppy hat, stands in the middle of a small rowboat. He shakes his fist angrily at the larger vessel.

"Get out of my way, you idiots! I've got important things to do! Move, or I'll ram you again!"

With that outburst, the old man sits at his oars and laboriously backs the rowboat several feet away from the ship. Then he sends it forward again, to thump resoundingly against the side of the ship. This time, the hull of the rowboat splits and water begins to pour in.

"Take that!" he calls, standing again. Water washes around his skinny legs as his boat rapidly sinks. "Now move, before I get really rough!"

His boat is by now completely awash and the water has risen to his waist.

This, of course, is Fizban the Fabulous. See his description in the NPC Capsules if you are not familiar with him from previous adventures.

If the heroes do not pull him aboard their vessel, Fizban goes down with his rowboat, leaving his huge hat floating on the surface. (He does not die, however.) If he is pulled aboard the ship, he will accompany the heroes for the adventure. ("I was on my way to Sanction anyway—lucky thing for you!")

event 4: Mad Boris and The Black Skull

Run this event when the PCs have been at sea for four weeks and are out of sight of land. No boxed text is provided because the event is shaped primarily by PC reactions.

As dawn breaks one morning, whichever hero is first on deck notices a tall, black sail several miles astern of the Jolly Widow. It belongs to a very fast ship; even if Captain Karyzzal tries to outsail it, the other ship steadily closes in.

If the Jolly Widow sails away at top speed, it will take eight hours for the other ship to pull alongside the heroes' vessel. Of course, the time will be much shorter (about four hours) if the PCs reverse course to confront the other ship.

The sail belongs to a pirate vessel, the Black Skull. She is manned by a crew of bloodthirsty minotaurs, commanded by one Mad Boris of Mithas (see NPC Capsules). The Black Skull pulls alongside the PC vessel, regardless of evasive action. The Black Skull is a small, two-sailed ship that is highly maneuverable compared to the merchant ship. The pirates rely on their strength and savagery to prevail over

Chapter 14 Events

their victims, who often outnumber them.

When the Black Skull has drawn alongside the heroes' ship, the pirates will drop three boarding ramps to connect the two ships. Each ramp is a 4-foot-wide plank equipped with heavy spikes in the end. The spikes drive into the deck of the victims' ship, securely nailing the two ships together.

After the ramps are dropped, 15 minotaurs charge across to the PCs' ship, five across each ramp. Because of the narrowness of the planks, the pirates must cross single file. Five minotaurs are left behind to man the Black Skull.

These pirates usually easily defeat the crews of the merchant ships they prey on. As a rule, they never take prisoners. However, if at least four minotaurs are slain, the others realize that they are up against some tough opposition. In this case, they attempt to capture all surviving PCs for delivery to the Dragon Highlords in Sanction.

If the pirates are overcome by the heroes and the Black Skull is searched, the characters find the following items:

Four chests of jewelry, gems, and coins, with a total value of 4,000-32,000 (4d8x 1,000) stl.

A charter, signed by the Dragon Highlord Ariakus, commissioning Mad Boris to scourge the seas in the name of the Queen of Darkness, and promising a large reward for any high-level prisoners returned to Ariakus in Sanction.

A ring of fire resistance and *2 rings of protection* +2.

Assorted battle axes and swords, all non-magical

The heroes can take over the Black Skull if they wish. The ship is much faster than their own, and by showing the charter to the vessels blockading the approaches to Sanction, the heroes will be granted passage to the port. Nowhere does the charter mention that the Black Skull is manned by minotaurs, so the PCs could successfully impersonate Mad Boris and his gang of cutthroats.

Event 5: Dragon Flyover

Run this event after the heroes have been at sea for about six weeks.

The evening sun glints off a speck in the sky to the east. Gradually, the speck moves closer, becoming recognizable as the sleek form of a soaring blue dragon. It glides lower as it nears the vessel, making a soaring pass about 50 feet overhead.

After its single pass, the dragon will turn and glide over the ship once again. If the heroes make no hostile moves, the monster flaps its wings and slowly gains altitude as it continues on its westward course.

If the PCs attack, however, the dragon responds in kind, using breath weapon, teeth, and claws to get at the insolent humans who have offended it.

The dragon is an average young adult dragon (36 hp).

Encounters By Sea

6. Gates of Paladine

The mouth of the Bay of Branchala narrows to a gap a few miles wide here. Beyond, the vast emptiness of the great ocean beckons.

The Gates of Paladine are towering cliffs that close in to form the bottleneck entrance. Atop each cliff is a battery of gnomish catapults, designed for superior range. Five catapults make up each battery. Each catapult is capable of throwing a rock the size of a small house; a direct hit is enough to sink any vessel on Krynn.

There is a fatal flaw to the defenses: the range of the catapults is not quite long enough to reach the middle of the channel. There is a path about 300 yards wide through which an enemy fleet could sail with perfect impunity, out of range of the weapons on either shore.

Of course, the gnomes have told no one of this flaw. They are busily, and unsuccessfully, working to correct it and see no need to worry the Lord of Palanthus.

Friendly vessels, such as the PCs' ship, are allowed to pass unmolested.

7. Whirlpool

If the heroes travel around this point without making a wide circuit out to sea, the heavy suction of this whirlpool will attempt to draw their vessel to her doom. Even an experienced captain will not know of this phenomena, since it is of recent origin.

As the ship draws near, a group of porpoises surfaces, blowing and squawking noisily. They turn and head out to sea, stopping and circling back if the characters do not follow.

If the heroes persist in sailing into the whirlpool, the porpoises grow more frantic, rising out of the water onto their tails and backing away from the heroes' vessel.

If a *Speak with Animals* spell is used, they communicate intelligently about the treacherous whirlpool.

If the heroes ignore all of these warnings, the ship is soon gripped in a swirling current that draws it in toward the foaming central

hole. The character manning the helm of the ship must now make a Wisdom Check with a -3 penalty.

If the check is successful, the ship can be steered away from the whirlpool at the last possible minute. If the check is unsuccessful, the vessel is drawn onto the rocks and smashed to pieces.

When their ship is destroyed, each PC must make a saving throw versus breath weapons in order to be cast ashore alive. Failure means that the character has gone down with the ship.

Even if cast ashore, the heroes will have lost all of their possessions, including weapons and armor, and will have to begin the adventure anew, at a considerable disadvantage (see Encounter 13).

8. Scrag Patrol

This narrow bottleneck leading into the New Sea is guarded by some of the Dragon Highlords' most disgusting minions. Although not actually serving the Queen of Darkness, the marine trolls (scraggs) guarding this approach have a deal with the Dragon Highlords: the scraggs do not bother the ships of the dragon forces and the Highlords allow them to continue to plunder at this strategic pass.

The scraggs swim back and forth across the channel, subsisting on marine life and any hapless ships that fall to them.

A group of four scraggs clutch the hull of a ship as it sails overhead. The monsters slowly work their way up the hull, two on each side. When all have reached the level of the gunwales, they climb over and attack the crew. The scraggs receive a +1 to their chance to surprise the crew because of the unexpected nature of the attack.

If two of the scraggs are slain, the survivors will attempt to leap overboard.

9. Highlords' Blockade

This narrow channel is well-guarded by the vessels of the Dragon Highlord Ariakus's personal fleet. This encounter may be avoided if the heroes sail through this gap at night (33% chance, unless they declare an intent to wait for darkness) and make a special effort to hug the coastline. Otherwise, day or night, they are accosted by one of the Highlord's mighty warships.

These huge warships are not particularly fast, but will launch a fiery ball of oil from a catapult as a signal that the heroes' ship should stop. If the PCs elect to run the blockade, the Highlord's ship will make a lumbering pursuit.

Chapter 14 Encounters

The crew of the warship includes 12 Sivak draconians, 20 Baaz draconians, 10 minotaurs, and 30 seamen. The seamen remain on board their warship; all of the monsters participate in a hostile boarding attempt. The captain of the warship, commanding any boarding party in person, is Nefarik Gistar (see NPC Capsules).

The Black Skull can easily outrun the warship, if she tries to do so. If the PCs are aboard the Jolly Widow or their own vessel, they have a 75% chance of being able to outrun the warship; on the other 25% result, the wind is strong enough to propel the warship faster than the smaller merchant vessel.

If the heroes attempt to outrun the warship and fail, the draconian crew makes every effort to capture the PCs when they catch up with them. They use the same tactics described for the Black Skull attack, except that five boarding ramps are lowered.

If the PCs successfully outrun the warship, a flight of 12 Sivak draconians takes off from the warship and attacks the PCs' vessel. If the Sivaks gain control of the upper deck of the ship, they will tear down the sail and allow the warship to catch up. If the Sivaks are defeated, the PC ship can make it into Sanction's harbor six hours before the warship, but as soon as the warship arrives, the heroes will be the objectives of a major manhunt.

On the other hand, the heroes may elect to stop at the summons of the warship and try to talk their way through the blockade. If they carry the charter from the Black Skull, they will be let through. If not, they will encounter some suspicion from Nefarik Gistar.

If the PCs do not have the charter, Gistar demands to know the reason for the ship's journey to Sanction. Any reason that sounds threatening to the Highlords, should the PCs be foolish enough to use such, results in an immediate attempt to arrest all of the characters and seize their vessel. If the PCs claim to be carrying a cargo to Sanction, the captain inspects the ship to make sure that the cargo is aboard. If the heroes claim that they go to pick up a cargo from Sanction, Gistar only believes the statement if a character can produce a written order signed by a Dragon Highlord calling for this. Gistar is not clever enough to detect a forgery.

Any other explanation for the mission must be made to sound plausible to the suspicious, humorless, and ill-tempered captain. If this cannot be done, he makes every effort to have his boarding party capture the heroes and take them to Sanction in chains.

Part 14B: To Sanction By Land

The journey overland from Palanthus takes about eight weeks, assuming the party sets a good pace. As the heroes move across Ansalon, use the Random Encounter Chart (on page 32) to generate chance encounters along the way. Follow the instructions on the chart pertaining to the area that the heroes are in.

If the heroes are captured at any point along this journey, they will be taken to Sanction as prisoners. Their guards will be whatever type of creatures captured them, and their bonds will be rope. Characters wishing to attempt an escape can make a Dexterity Check once per day, with a -10 penalty applied to the character's Dexterity score. If the check succeeds then the bonds have been broken and the character can escape or free the other PCs. If the check fails on a roll of 16 or higher, the captors notice the attempt and secure the character much more tightly. After this, no further escape attempts by that character will succeed in getting the hero out of the bonds.

If the characters are brought into Sanction as prisoners, go to Chapter 15, Event 11, as soon as they arrive.

Events by Land

Event 6: The Lost Goatherd

This event occurs a few days after the PCs leave Palanthus, ideally in a barren, snowbound portion of the Vingaard Mountains.

A frail old man, his long beard bristling beneath a huge, floppy hat, walks in circles in a narrow clearing. Suddenly, he looks up and speaks, "Sorry to bother you, but have you seen my goat? It was here just a minute ago, but it seems to have wandered off. You wouldn't mind helping me look, would you? Thank you so much! Now his tracks...hmm, I know he left some tracks...."

This is the Fabulous Fizban, wizard extraordinaire (see the NPC Capsules). Of course, he has no goat and no tracks can be found. Regardless of the PCs' actions, Fizban follows them, muttering absently about the goat, "Perhaps it went this way. In fact, I think I hear it!"

This is the only scheduled event if the heroes travel by land. The other occurrences of their journey depend on where they go.

Encounters By Land

The encounters listed here provide basic descriptions of the many lands that the heroes

might travel through on the journey to Sanction. Use a generous number of encounters from the Random Encounter Chart to spice up the journey.

10. Vingaard Mountains

This range of lofty, rugged peaks is still locked in the icy cloak of winter. The high ridges of the range are heavy with snow, and avalanches are common. The only well-known pass through the range is the gap guarded by the High Clerist Tower and this is effectively sealed by the large enemy army camped on the southern approach.

If the heroes purchased the map from Wise Wyckert in Palanthus, they are able to select a secret, unguarded pass through which to cross the mountains.

As long as the characters travel through a pass, they do not suffer any damage from avalanches, although they have a 66% chance per day of witnessing one. If they attempt to blaze their own trail, however, they run a 20% chance per hour spent traveling of triggering an avalanche. In this case, each PC must make a Dexterity Check to avoid being swept into the snowslide. If the check fails, the character receives 3-18 points of damage.

Crossing the mountains through a pass requires four days of travel time; trailblazing across the high ridges takes six days.

If the PCs decide to travel to the High Clerist Tower and sneak past the army camped there, they encounter virtually unlimited numbers of hobgoblins, goblins, Baaz, and Kapaks. Smaller numbers of hill giants, ogres, Bozaks, and Sivaks are also present, as well as human mercenaries. The enemy camp completely blocks the valley, and guards are maintained at all times.

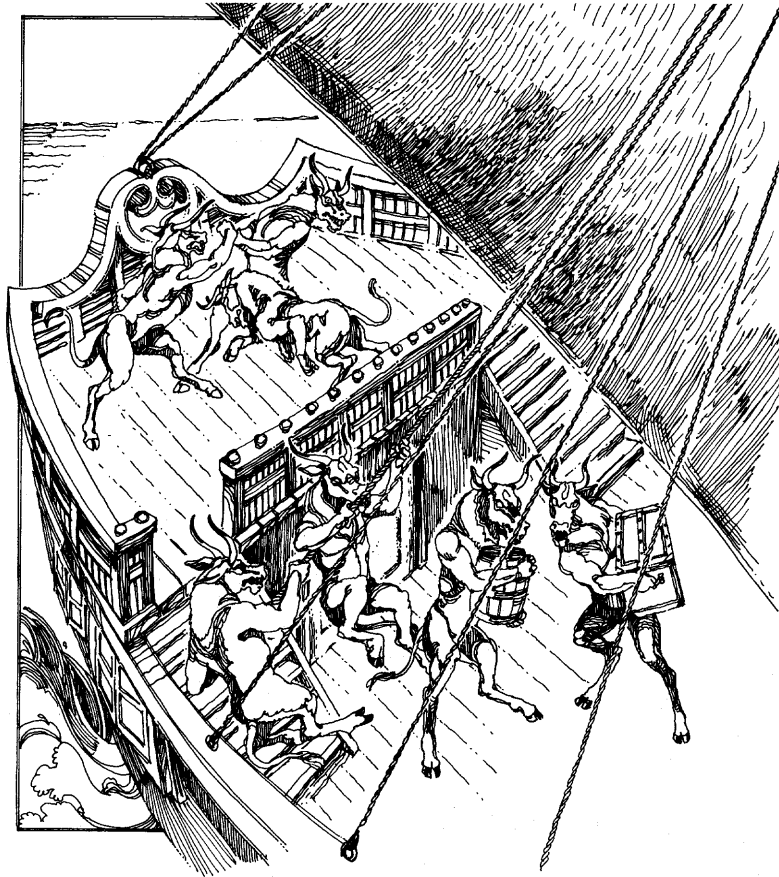
11. Vingaard Keep

This fortress is garrisoned by a small force of the Knights of Solamnia and is besieged by a detachment of the Blue Wing. The camps of the surrounding monsters sprawl across the plains, creating a virtually impenetrable ring around the fortress.

If the heroes move into these camps, they encounter hundreds of hobgoblins and Kapak draconians. There is also a 25% chance that 1-6 blue dragons are with this force.

Vingaard Keep is holding out, although the forces of evil control the surrounding countryside and even the top of the fortress. The stone gates are so solid and specially designed to defend against attack from above that even the airborne forces of the dragons have not been able to penetrate into the interior of the castle.

Chapter 14 Encounters



12. The Plains of Solamnia

This vast plain is one of the broadest on Ansalon and offers little cover to the traveler. The winter's snow cover has begun to melt, and brownish grass pokes through in many places. The rivers are all swollen and treacherous; the heroes have a 10% chance per mile of riverbank traveled to discover a suitable ford.

None of the formerly numerous settlers who farmed the plains remain. The occasional farms and towns have usually been razed, although in a few places groups of draconians or hobgoblins have moved into dwellings after the original owners fled or were butchered.

13. Caergoth

This forbidding fortress rises above a sheer cliff that looms over a sheltered harbor. An outpost of the Knights of Solamnia, Caergoth has sent most of its fighting men to aid in the defense of Thelgaard.

The few soldiers, as well as a large mass of peasants, left behind are very suspicious of strangers. The regent, ruling in place of the absent lord, is Lord Kenneth Dergonne. Under the guise of maintaining order, he is quick to throw "wrongdoers" into his dungeon. It is Lord Kenneth's intent to secure

a solid grip on his ill-gotten throne, so that when the rightful ruler returns, Kenneth will be strong enough to retain his position.

Characters capable of persuading Kenneth that they can help him achieve his objective might find themselves given positions of responsibility in the usurper's forces.

14. Thelgaard

This is another scene of battle. The mighty bulk of Thelgaard Keep holds down the left flank of the Knights' tenuous southern line. The rest of the force holds a thin position across the open gap to the Mountains of Garnet.

Although the Dragon Highlords' armies outnumber the Knights and possess the aid of a few blue dragons, the Knights have utilized a skillful mobile defense, fighting the monsters only when the dragons are involved elsewhere. Despite the thin nature of the lines here, both sides guard the front carefully. Any attempts by the PCs to pass through here result in encounters both with suspicious Knights and bloodthirsty Kapak draconians.

15. Solanthus

This formerly mighty fortress has been reduced to rubble by the Highlords' armies.

Once a strong outpost of the Knights of Solamnia, Solanthus is now solidly under the control of the evil forces.

No walls remain standing, nor have any of the above-ground buildings escaped damage. The subterranean network of chambers and passages survives intact, and a few resisters still live and fight underground.

The ruins are garrisoned by several hundred goblins and a few dozen Bozak draconians. Because of their position behind the battle lines, their attention is directed at the renegades beneath the castle, ignoring the possibility of attack from without.

16. Garnet

The dwarven kingdom of Garnet seals the flank of the Solamnic defenses. Unlike most other races of dwarves on Krynn, the Garnetian dwarves have cooperated and aided their human allies in the war against dragonkind.

Unfortunately, the dwarves cannot field a very large force, so their participation is limited to an aggressive defense of their homeland. They will provide aid to any friends of the Knights who pass through their kingdom.

17. Lemish

Chapter 14 Encounters

This is a kingdom of humans who have cast their lot with the forces of evil during the current war. The fortress itself, and the surrounding Darkwoods, are places of danger to all save the minions of the Dragon Highlords. Although technically allies of the Dragonarmies, the humans of Lemish are used as little more than servants, subject to the whims of draconian masters.

The primary function of the Lemishite forces is the conquest of the dwarven kingdom of Garnet. Every attack upon the dwarves has been repulsed with heavy losses, however. Currently, the Lemish forces have collapsed, exhausted, into a holding action. Their objective is to prevent the dwarves from breaking through the Darkwoods and threatening the flank of the main Dragonarmy advance across the Plains of Solamnia.

Characters traveling through the Darkwoods will encounter many monsters of varied and assorted types. The city of Lemish is currently a primary center of recreation for the Dragon Highlords' troops. The formerly pleasant town has been reduced to a filthy, brawling collection of taverns and brothels. No attempt at maintaining order is made by the draconian commanders of units that visit Lemish, so anarchy usually prevails.

18. Dargaard Mountains

This range of forbidding peaks is marked by a sheer spine of granite, several thousand feet high, that cuts down the center of the range. There is not a single pass or path across the entire length of the range. If the heroes attempt to cross, a thief will need to perform numerous *climb sheer surfaces* rolls, trailing a rope so that less adept characters can climb behind. Assuming the PCs do not fall to their deaths, crossing the mountains takes at least two weeks.

The western slopes of the range, as well as the nearby plains, are home to most of Krynn's hobgoblins. War parties of these brutish monsters are frequently encountered, each band numbering 10-40 hobgoblins. The fortress in the southern reach of the range is a shabby pile of rock by most civilized standards. Nonetheless, it represents the pinnacle of architectural accomplishment to all the goblin races.

Dargaard Keep, at the northern tip of the range, is steadfastly avoided by the hobgoblins. It and the surrounding region are ruled by Lord Soth. See DL8 Appendix 2 and the villain cards on the module cover for a full description of this evil character. He has a personal guard of three banshees and all types of undead are common around and throughout

the keep. The fortress's appearance is one of decay and death; the stench of rot and foulness is heavy in the air here.

19. Throtyl

This region is an extension of the Solamnic Plain but is inhabited almost exclusively by nomadic tribes of hobgoblins. Their crude and dirty tent communities are scattered throughout the area. As in the Dargaard Mountains, war parties of 10-40 hobgoblin warriors are common here. Unlike their mountain-dwelling kin, however, the Throtyl war parties have a 33% chance of being mounted on wolf wolves.

The nomadic communities consist mainly of females and young since all males of fighting age have been conscripted into the Dragon Highlords' armies. The war parties, however, are made up of army troops.

20. Estwilde

The barren, dry region of Estwilde is a high plains area interspersed with frequent mountain ranges. Inhabitants are uncommon. The few known waterholes are guarded by small groups (3-18) of Baaz draconians in order to control the movement of "undesirables."

The primary group of undesirables is the band of freedom fighters led by Warren Windsound (see NPC Capsules). This band is made up of 50 men and women whose homes and communities have been overrun by the Dragonarmies. They roam the wilderness of Estwilde, attacking draconian and other evil troops whenever they get a good opportunity. They have been waging a successful guerrilla war for several months.

If the heroes enter Estwilde, they will encounter Windsound's band within a few days. The guerrillas will observe the PCs' progress from the moment they enter Estwilde. If Warren is convinced that the heroes are enemies of the Dragonarmy, he will offer to aid the PCs in any way he can. If Warren believes that the heroes operate in the service of the Dragon Highlords, his band will attempt to kill the PCs.

If friendly relations are established, Warren will speak privately to the PCs about his brother, Nathan, who was taken with several dozen other fighters months ago. He has heard that the prisoners are being tortured for the entertainment of Dragon Highlord Ariakus, the most evil man on Krynn.

The most valuable piece of aid that the guerrillas can provide to the PCs is the knowledge of a hidden pass that leads over the Doomrange and right into Sanction itself. If the heroes take this pass, they will avoid all

draconian patrols and guardposts in this range (see Encounter 21).

21. The Doomrange

Unlike the mountains farther north, the peaks of this range show no sign of snow. Instead, fiery lava bursts from gaps in many of the mountains, and a cloud of steam and ash hangs in the air. The range contains dozens of volcanoes, but the most awesome are the three Lords of Doom that surround Sanction.

The mountain range is cut by two wide, easily traversable passes, both leading directly to Sanction. Each is heavily guarded by 4d10 Kapak or Baaz draconians. These forces are concealed in such a way as to lure unwary travelers into the clutches of the guards before the travelers even realize they have been discovered. Horns are used to summon reinforcements from all directions if an intended victim somehow gets away.

The only way for the PCs to penetrate this range without encountering these ambushes is to follow the secret pass known to Warren Windsound, as explained in Encounter 20.

Chapter 15: Sanction

The city of Sanction is detailed on the map inside the cover of this module.

Sanction Overview

Sanction is a nightmarish place, wedged between the three active volcanoes known as the Lords of Doom. Each volcano spews a continuous flow of lava that snakes through the city and finally comes to a sizzling end in the warm waters of Sanction Harbor.

A pall of ash and smoke constantly hangs in the air; sunshine is a thing of memory to the inhabitants of Sanction. The rivers of lava radiate waves of heat that are reflected back to the ground by the low-hanging layer of smoky clouds. Consequently, day or night, winter or summer, the temperature of the city hovers around 100 degrees.

During the day, a small amount of sunlight, filtered grayish-brown by the heavy clouds, illuminates the city with a twilight effect. At night, the city looks truly hellish as the glow from the lava is reflected from the clouds, casting the entire scene in a blood-red, fiery light. Much of the city has been ruined or destroyed by the actions of the volcanoes. The rivers of lava are gradually widening, every day taking another inch of ground as they cut their blistering paths. This is truly a City of Doom.

When the PCs first come within sight of Sanction, read the following description. If they arrive by sea, this happens as their ship draws within a mile or two of the port. If they come over the mountains, they have to pass through a dense and smoky layer of cloud at the higher elevations. They only emerge from this layer when they have descended to within 500 feet of sea level.

A low-hanging pall of thick gray clouds seems to smother the mountain valley. It looks like a ceiling, supported by the walls of the three mighty volcanoes rising on the edges of the city. Fiery rivers of lava flow down the slopes of these mountains, gouging their paths through the city itself.

Crowded onto the narrow valley floor near the harbor are hundreds of buildings, some small and some immense. All of them look filthy, and many show signs of ruin and decay. In a few areas, ramshackle dwellings are crowded together so closely that it is impossible to tell where one ends and another begins.

On the higher ground to the east of the city, several huge army camps sprawl over the rocky ground. Hundreds of tents testify to the many troops bivouacked here. Above the camps, three huge edifices

squat, seeming to lord over the rest of the city. These buildings have the look of temples, with imposing columns, gaping doorways, and strategic positions that command the entire city. One temple rests on the slopes of each of the three mountains.

The streets of Sanction are seldom deserted, but never very crowded either. A wide mix of racial types can be found here. About half of the current occupants of the city lived here before the coming of the Dragonarmies and have attempted to survive under their new lords. These shopkeepers, sailors, and innkeepers move furtively about their business, showing obvious fear of the evil troops.

The other half of the city's occupants are the soldiers and minions of the Highlords. They walk arrogantly through the city, often drunk, and always seeking to bully those unfortunates who lived here previously.

To determine how many different groups of NPCs are visible on the streets or in the alleys of Sanction at any given time, roll 1d10 and compare the result to the NPC Parties Encounter Table. The roll gives the number of groups of NPCs that the heroes can see at that moment from their position on the street.

NPC Parties Encounter Table

D10 Roll	# NPC Groups
1-2	0
3	1
4	2
5	3
6	4
7	5
8	6
9	7
10	8

The racial makeup of the population is reflected on the Sanction Population Table (roll 1d100). This is the makeup of the entire city; to determine the nature of the folk encountered on a street at any given time, re-roll any results in the 1-20% range, since natives tend to stay inside as much as possible.

Sanction Population Table

D100 Roll	NPC Type	Number of NPCs
01-40	Sanction natives (human)	(1-6)
41-60	Human mercenaries	(2-12)
61-66	Goblins	(3-18)
67-70	Hobgoblins	(2-12)
71-77	Baaz draconians	(1-8)
78-81	Kapak draconians	(1-8)
82-84	Bozak draconians	(1-4)
85-88	Sivak draconians	(1-4)
89-92	Minotaur seafarers	(1-8)
93-95	Ogres	(1-6)
96-97	Trolls	(1-3)
98	Hill giants	(1-6)
99	Red Watch Sivaks*	(1-6)
00	Clerics of Takhisis	(2-12)

*The Red Watch Sivaks are the personal bodyguards of the Dragon Highlord Ariakus. They are easily recognizable by their blood-red uniforms. They move arrogantly through the streets, and all other NPCs give them a very wide berth. Hit points = 40 + 1d4.

Unless you have a reason for deciding differently, all NPCs in a group are of the same race. A human is found with other humans, an ogre with other ogres, etc.

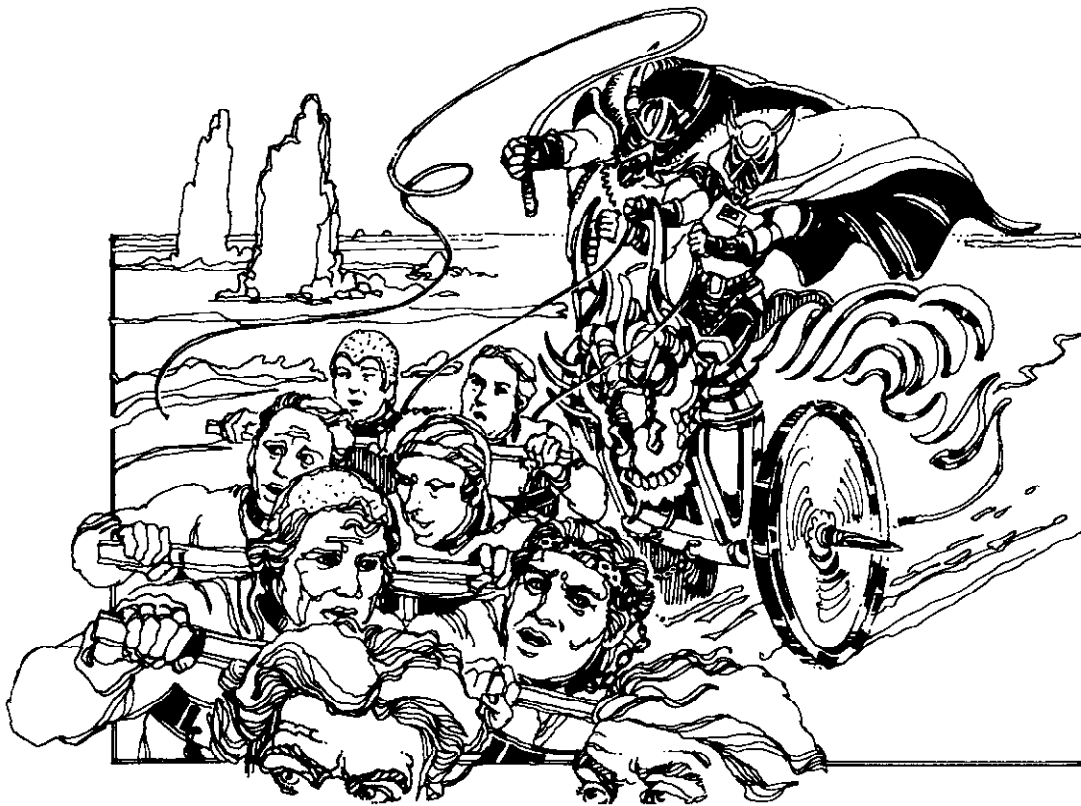
It is not necessary to always maintain a randomly generated description of the NPCs on the street with the heroes. It is probably enough to describe the typical population makeup (apparent on the streets, not actual) to the players; only generate the actual crowd makeup when the PCs have a specific need to know.

Another race, not listed on the chart, lurks in the underground reaches of Sanction. These are the Shadowpeople. See the New Races section (page 48) for a description of the Shadowpeople. Unless the heroes enter one of the temples, or experience one of the encounters that introduces them to the Shadowpeople, they will remain ignorant of the existence of this race.

Player Characters in Sanction

If the heroes take the trouble to disguise themselves as mercenaries of the Dragonarmies, they will be able to move through Sanction unmolested. They will be bullied by the draconians, ogres, and other large monsters, but this is the same treatment that all of the human mercenaries receive. Violent resistance to this bullying will not be considered unusual in this rowdy city.

Because of the wide variety of units in the



evil army, virtually any kind of standardized insignia for the PCs will allow them to pass as mercenaries. Of course, emblems displaying the crests of the Knights of Solammia or other recognizable symbols of the forces of good will result in an immediate attack by all evil troops on the street.

If the heroes get captured at any point in Sanction, proceed to Event 11: Audience. If they have escaped capture (from within Sanction, not on the road) and then get recaptured, precautions against a second escape attempt will be increased. In this case, the Shadowpeople will not be able to stage the rescue that they would otherwise attempt (see Event 14).

EVENTS

Events 7-10 should be run while the characters remain free within Sanction and at least occasionally venture out onto the streets. See Events 11-14 if the heroes are captured.

event 7: Streets of Sanction

This event occurs right after the heroes arrive in Sanction, on any thoroughfare within the city. It is representative of the atmosphere in Sanction.

A party of ogres swaggers down the center of the street, rudely pushing everyone else out of the way. Suddenly, the clash of steel rings out; a group of human mercenaries faces the monsters, refusing to budge.

In seconds, chaos reigns as the ogres attack with their brutal clubs, bellowing savagely. The humans fight well, however, cutting skillfully with longswords and dag-

gers. Quickly, four ogres drop to the ground, fatally stabbed, while two of the mercenaries crumple with crushed skulls. Outnumbered now, the ogres turn and lumber up the street, while the humans clean their swords and go on about their business. Six bodies lie in the street, ignored by passersby.

Event 8: Bullying Bulls

This event occurs shortly after Event 7.

The door to a dingy, unnamed tavern bursts open and six minotaurs stagger out into the street, cursing and shouting.

"A pox on all human scum!" growls the leader, belligerently eyeing everyone on the street. Sensing trouble, people quickly move away.

The minotaurs select the PCs for their bullying, insulting the appearance and feeble fighting qualities of humans. If the heroes try to avoid the band, the minotaurs press their aggressiveness to the limit, even pushing the heroes around. Any female PCs are selected as "companions" by the minotaurs, who attempt to pull them away.

If a fight breaks out, the minotaurs suffer a -2 penalty to all to hit rolls (they are very drunk). No other NPCs will attempt to intervene.

event 9: high Cleric of darkness

This event occurs on the second day the heroes are in Sanction.

A commotion up the street seems to be drawing a large crowd. Apparently, some kind of procession is moving down the avenue, the mob parting quickly before it.

A column of huge Sivak draconians, clad in blood-red uniforms that allow their large wings to spread easily behind them, marches in disciplined file down the center of the street. Immediately following the draconians rolls an ornate chariot. As the red-robed troops pass, the unfortunate beasts of burden pulling the chariot move into view: several dozen filthy and pathetic men. Scars made by cruel whipstrokes mark the back of each.

The red-armored rider in the chariot stands with a bearing both arrogant and cruel, as if the rest of the world is his plaything. The grotesque mask of a Dragon Highlord exaggerates his intimidating presence. Next to him stands another masked Highlord. This one is shorter, and clad in glistening blue armor.

"Hail the Highlord Ariakus!" rasps the lead draconian, and the crowd mutters the name, half in awe and half in terror.

The procession includes 20 Sivak draconians of the Red Watch, 30 slaves, the Dragon Highlords Ariakus and Kitiara, and another file of 20 Red Watch Sivaks. The Red Watch is Ariakus's personal bodyguard. The slaves have all been captured from Warren Wind-sound's band of guerrillas. Warren's brother Nathan is among them.

event 10: The Army Marches

This event occurs when the PCs have spent a week in Sanction. Instead of one incident, this

Chapter 15 Events

consists of a series of occurrences throughout an entire day.

In the morning, the streets are unusually deserted as the soldiers of Ariakus's army gather in their camps. A great deal of activity is visible as tents are struck and units formed up.

For the entire afternoon, columns of troops march from the camps through the center of Sanction and up the mountains toward the north pass. All types of draconians, ogres, trolls, hill giants, goblins, hobgoblins, and humans make up the units.

The entire affair is very well-organized, the camps emptying from south to north with no bunching up or confusion as the columns fall into line. Each commander seems to know his unit's place. Nor is there a gap in the line; the town of Sanction is effectively cut in half for six hours, unless the heroes wish to try to break through a column of enemy troops.

The troops are on their way to reinforce the armies on the plains of Solamnia. Sanction is much emptier after they depart; cut the number of NPCs encountered in half and double the proportion of encounters with native humans.

Events in Captivity

Use Events 11-14 only if the PCs arrive in Sanction as prisoners, or are captured while in Sanction.

Event 11: Audience

If the prisoners are captured outside the city, they are taken immediately to the Temple of Luerkhis by their captors. If they are taken prisoner inside the city, they are held by whatever group captures them until a patrol of three Bozak and 12 Sivak draconians arrives to take custody of them. Their hands are securely bound before being taken to the temple.

The procession is marched across any necessary bridges, the PCs taking damage if they fail their saving throws (see Encounter 28). Immediately before the great iron doors to the Temple of Luerkhis, their bonds are double-checked by the guards. Then the prisoners are taken inside.

The huge black doors swing ponderously open. Beyond awaits a vast audience chamber, lit in the hellish glow from a series of blood-red, glowing columns. At the far end of the hall, flanked by dozens of ogre guards, is a huge man dressed in the sinister mask of a Dragon Highlord. He sits upon an immense throne.

"Bring the prisoners to me!" His com-

mand rings powerfully through the hall, echoing like the tolling of a funeral bell.

This is the Dragon Highlord Ariakus, ruler of all the Dragonarmies and second in command to the Queen of Darkness herself. See the NPC villain cards for a description of this fiendish and powerful character.

Ariakus immediately suspects the PCs of treachery and spying, at the very least. The group is questioned about a variety of topics: the plans of the Knights, the whereabouts of the elves, why the PCs are in Sanction, etc. Create some questions appropriate to your particular adventure, if possible.

If any of the PCs show signs of cooperating, Ariakus has them removed to a comfortable interview chamber (Area L2 on the map of the temple). Here they are questioned in a friendly, conversational fashion by the Highlord.

Regardless of the outcome of these interviews, all the prisoners are turned over to the elite draconian guards of the Red Watch. Proceed to Event 12.

Event 12: Transport To The Prison

The draconians of the Red Watch replace the rope bonds of the characters with chains, unless they are already chained. Then, they chain the entire group together in a long line. A number of Sivaks equal to half the number of PCs (rounded up) then escorts the party from the Temple of Luerkhis to the Temple of Duerghast.

The other monsters in the city give the procession a wide berth, for the uniform of the Red Watch is universally feared in the evil forces.

The heroes have a chance to escape here, if they are bold (and lucky). A character can break free of his chains with a successful *bend bars/lift gate* roll, or a successful open locks roll (thieves only). The chains serve as moderately effective weapons (1d6 damage). PCs who are still chained can participate in the fight, with a -4 penalty to all to hit rolls.

The Sivaks of the Red Watch fight to the death. No other NPCs will come to their aid, however, as the elite Sivaks are universally hated among the Dragonarmies. If the heroes succeed in this escape, a manhunt will be initiated within 1d6 hours.

If the characters do not escape during this march, they are taken into the imposing black edifice known as the Temple of Duerghast. Proceed to Event 13.

Event 13: Dungeons of Duerghast

This event occurs if the heroes reach the Temple of Duerghast as prisoners of the evil forces. They are taken to the lower level of the temple, where the party is split into two groups and locked in two of the cells labeled D15. The draconians are unaware of the secret doors in these cells.

If the heroes do not escape within the first 12 hours of their captivity (via the secret door), the Sivaks of the Red Watch begin their brutal program of torture. One at a time, the PCs are taken to room D14. There they are subjected to all manner of horrible treatment.

Do not provide the heroes with details of this portion of the adventure. Instead, inform them that one of their number (choose randomly) has been removed. For eight hours, the other heroes hear creaking, crackling, and snapping noises, mixed with assorted screams and cries. Tell the unfortunate character that the experience is horrible beyond words and that the shock of the torture wipes out all memory of what actually happened. If a PC claims that he will not scream and beg for mercy, allow a Constitution Check with a -8 penalty to see if the hero can remain silent.

The character is eventually returned to the cell. Although no wounds are visible, the hero has only 2-12 hit points remaining. The torture has an additional temporary effect on the character (lasting only as long as the PCs are in Sanction): he must make a saving throw versus paralyzation whenever he faces Sivaks of the Red Watch. If the save fails by less than 7, the character attacks the Sivaks in true berserker fashion, fighting to the death. If the save fails by 7 or more, the character freezes in place, shivering in terror, incapable of any action until the Sivaks are no longer in sight.

After half of the characters have been tortured, proceed to Event 14.

Event 14: The Shadowpeople Appear

This event occurs in the middle of the night, when the Red Watch guard activity is at a minimum.

A soft scrape sounds from the back of your cell. A dull, flickering light suddenly spills into the chamber from a hole that has miraculously appeared in the wall. Cloaked in a huge robe, a tall figure can be seen in a narrow doorway that has opened in the solid wall. The figure beckons for you to follow it.

The Shadowpeople have arrived to liberate the heroes. The figure in the door remains for one round. If the heroes do not follow, it closes the door and leaves. If attacked, it turns



Dungeon Master's folio

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player character statistics

Lord Gunthar 13TH-LEVEL HUMAN FIGHTER

STR 18/57 WIS 16 CON 13 THACO 8
INT 12 DEX 15 CHR 17 AL LG HP 62

AC -1 (PLATE MAIL +2 AND SHIELD, DEX BONUS)

WEAPONS LONGSWORD +2
MOUNTED DRAGONLANCE

LANGUAGES COMMON, ERGOTHIC, SOLAMNIC,
QUALINESTI ELF

Laurana, 5TH-LEVEL ELF FIGHTER

STR 13 WIS 12 CON 14 THACO 16
INT 15 DEX 17 CHR 16 AL CG HP 30

AC -4 (PLATE MAIL +2 AND SHIELD, DEX BONUS)

WEAPONS SHORT SWORD +3
DAGGER +1

LANGUAGES COMMON, QUALINESTI ELF,
SILVANESE ELF

Elistan 11TH-LEVEL HUMAN CLERIC

STR 13 WIS 17 CON 12 THACO 16
INT 14 DEX 12 CHR 16 AL LG HP 53

AC -1 (PLATE MAIL +2, SHIELD +1)

WEAPONS MACE +2

ABILITIES Spell Use: 7 1ST LEVEL, 6 2ND LEVEL,
5 3RD LEVEL, 3 4TH LEVEL, 2 5TH LEVEL, 1 6TH
LEVEL.

LANGUAGES COMMON, QUALINESTI ELF, SEEKER

Aaron Tallbow 10TH-LEVEL HUMAN FIGHTER

STR 15 WIS 10 CON 12 THACO 14
INT 14 DEX 18 CHR 16 AL LG HP 57

AC -5 (PLATE MAIL +2 AND SHIELD +1, DEX
BONUS)

WEAPONS LONGSWORD +3
LONGBOW +1 WITH FOUR ARROWS +2
QUIVER OF 20 NORMAL ARROWS

LANGUAGES COMMON, ERGOTHIC, HYLO KEN-
DER, QUALINESTI ELF, SOLAMNIC

Sturm Brightblade 12TH-LEVEL HUMAN FIGHTER

STR 17 WIS 11 CON 16 THACO 12
INT 14 DEX 12 CHR 12 AL LG HP 80

AC -1 (PLATE MAIL +4)

WEAPONS TWO-HANDED SWORD +3
DAGGER

LANGUAGES COMMON, QUALINESTI ELF,
SOLAMNIC

Gunthar uth Wistan, LORD OF THE ORDER OF THE CROWN, IS THE HIGHEST-RANKING KNIGHT OF SOLAMNIC HE IS A DIGNIFIED AND PATIENT MAN, BUT IS CAPABLE OF FURY WHEN IN THE MIDST OF COMBAT. HE EMBODIES ALL OF THE BEST THINGS ABOUT THE KNIGHTHOOD: HONESTY, FAITH, AND COURAGE.

GUNTHAR HAS STRUGGLED TO UNITE THE KNIGHTS DURING THE WAR AND HAS CONSTANTLY RESISTED THE IN-FIGHTING AND PETTINESS THAT HAS CREPT INTO THE ORDER. HE IS GREATLY SADDENED BY THE CURRENT STATE OF THE KNIGHTHOOD.

Laurana IS THE ONLY DAUGHTER OF THE SPEAKER OF SUNS, LEADER OF THE QUALINESTI PEOPLE. SPOILED AND PAMPERED AS A CHILD, SHE WAS SEEN AS A FRAGILE FLOWER COMPARED TO HER BROTHERS PORTHIOS AND GILTHANAS. BUT BENEATH THAT BEAUTIFUL FLOWER IS A STRONG-WILLED INDEPENDENT ELF-MAIDEN.

HER GREATEST SHOW OF WILL HAS BEEN HER FEELINGS FOR TANIS, A HALF-ELF WARRIOR RAISED IN QUALINOSTAS HER FRIEND. SHE CARED FOR TANIS DEEPLY, DESPITE THE OBJECTIONS OF HER FATHER AND BROTHERS. SHE ACCOMPANIED TANIS AND THE INN FELLOWS WHEN HER PEOPLE FLED INTO EXILE.

TANIS WAS LOST IN A FIRE IN TARSIS. IN THE WEEKS THAT FOLLOWED, LAURANA SHED MUCH OF HER IMMATURETY, SHOWING THE CAPABLE WILL AND INNER STRENGTH THAT RUNS IN HER BROTHERS. SHE HAS FOUND THAT THE WORLD OUTSIDE IS VERY DIFFERENT FROM HER NATIVE, NOW-LOST QUALINOST, AND SHE HAS CHANGED ACCORDINGLY, THOUGH SHE HAS NOT LOST THE VIRTUES OF YOUTH - OPTIMISM, LOVE, AND HAPPINESS THAT DEFIES THE EVIL AROUND HER.

Elistan WAS ONCE A SEEKER PRIEST, MEMBER OF A FAITH THAT WORSHIPPED THE FALSE GODS THAT BECAME COMMON FOLLOWING THE CATAclySM. HIS NON-EXISTENT DEITIES WERE OF LITTLE VALUE WHEN THE DRAGON ARMY TOOK HAVEN. AS A CAPTIVE, ELISTAN MET GOLDMOON, CLERIC OF THE TRUE GODDESS MIKHAKAL. HE RECOGNIZED TRUE FAITH IN HER POWERS.

ELISTAN WAS BROUGHT BEFORE VERMINAARD, A DRAGON HIGHLORD, AND TORTURED WHEN HE WOULD NOT JOIN THE CAUSE OF EVIL. HE WAS RESCUED BY THE INN FELLOWS AND HELPED LEAD THE REFUGEES TO SAFETY. AT THIS TIME, ELISTAN ACKNOWLEDGED THE TRUE GODS AND, WITH GOLDMOON'S AID, BECAME A FOLLOWER OF PALADINE, ALSO CALLED DRACO PALADIN, AND THE CELESTIAL PALADIN.

ELISTAN IS A DEVOTED FOLLOWER OF PALADINE AND IS DEDICATING HIS LIFE TO SPREADING HIS FAITH AND FIGHTING THE EVIL AROUND HIM. ALTHOUGH A MAN OF PEACE, HE DOES WHAT IS NEEDED FOR HIS CAUSE.

Aaron Tallbow COMES FROM ALONG LINE OF SOLAMNIC KNIGHTS OF THE ORDER OF THE CROWN AND IS A NATIVE OF SANCRIST. HE HAS DEVOTED HIS LIFE TO THE PERFECTION OF HIS ARCHERY SKILLS AND IS RECOGNIZED AS ONE OF THE FINEST BOWMEN AMONG THE KNIGHTS.

AARON IS AN EASYGOING AND PLEASANT PERSON, WITH A READY LAUGH AND PERVASIVE GOOD HUMOR. HE IS TALL AND LEAN, WITH THE FLOWING RED HAIR AND THE DISTINCTIVE MUSTACHE OF THE KNIGHTS. HIS FRIENDLY SMILE AND GOOD NATURE HAVE MADE HIM WELL-LIKED BY FELLOW KNIGHTS AND LANDHOLDERS ALIKE.

GUNTHAR, THE LORD OF AARON'S ORDER, REQUESTED THAT AARON ACCOMPANY LORD DEREK OF THE ROSE IN A QUEST TO LOCATE THE DRAGON ORB OF ICEWALL, A GREAT ARTIFACT USED IN THE ANCIENT DRAGON WARS TO DESTROY THE DRAGONS. GUNTHAR FELT THAT AARON'S NATURE MIGHT TAKE THE EDGE OFF DEREK'S PERSONALITY. IN THEIR QUEST, AARON AND DEREK ENCOUNTERED A PARTY OF ADVENTURERS ALREADY WORKING AGAINST THE DRAGONS. WITH THEIR HELP, THE ORB OF ICEWALL WAS RECOVERED.

Sturm Brightblade IS THE SON OF A SOLAMNIC KNIGHT, AN ANCIENT ORDER OF THE NORTHERN KINGDOMS. WHEN THE ORDER WAS THREATENED, STURM AND HIS MOTHER WERE SENT TO THE SOUTH BY HIS FATHER. WHEN STURM REACHED ADULTHOOD, HE RECEIVED HIS FATHER'S LEGACY: HIS SWORD AND RING, BOTH INSCRIBED WITH THE SYMBOL OF THE ROSE. HE ADVENTURED WITH THE INNFELLOWS FOR A SHORT TIME BEFORE JOURNEYING NORTH TO TAKE HIS FATHER'S PLACE AMONG THE KNIGHTS. HE FOUND THE KNIGHTS SPLIT BY INTERNAL TURMOIL AND FLED BEFORE BEING TESTED FOR KNIGHTHOOD.

STURM HAS ADOPTED THE IDEALS OF THE KNIGHTS AND THE SOLAMNIC MOTTO "OBEDIENCE UNTO DEATH. HIS GREATEST DESIRE IS TO DIE A WARRIOR'S DEATH, FIGHTING THE FORCES OF EVIL. HE IS A MAN OF GREAT DIGNITY, FEARLESSNESS, AND HONESTY, DEEPLY CONCERNED FOR THE WELFARE OF OTHERS STURM HAS ADMITTED TO THE PARTY THAT HE IS NOT A "TRUE" KNIGHT, BUT WISHES TO BE RECOGNIZED AS ONE BY HIS ACTIONS FOR GOOD. LORD DEREK, FOR ONE, IS UNIMPRESSED.

npc Capsules

Fizban The Fabulous

Fizban is a powerful wizard of indeterminate level. His powers are apparently hampered by his befuddled mental condition, as his spells often result in spectacular failures. Play him for laughs, but invoke the "obscure death" rule in situations where he appears to die.

Fizban does not use spells to attack or otherwise obstruct the enemy, although he appears to try. However, if a PC is in a certain-death situation, Fizban will try to cast a life-saving spell, if such is possible. He has the ability to cast any magic-user spell.

Mad Boris, Minotaur Captain of The Black Skull

Chaotic Evil	Hit points 45
Armor Class 6	Movement 12"
# Attacks 2	Damage 2-8/1-4
HD 6+3	THAC0 13

Mad Boris is the ruthless captain of the minotaur pirate vessel, the Black Skull. He has received a charter to plunder in the name of the Highlord Ariakus, and enthusiastically goes about his trade.

Captain Karyzzal

Lawful Good	Hit points 8
Armor Class 10	Movement 12"
# Attacks 1	Damage 1-4
HD 1	THAC0 20

Captain Karyzzal is a grizzled seafarer who has a surprisingly pleasant manner. He abhors the spreading reign of the Dragonarmies and yearns for his younger days when he might have done something about it. Now he will do his utmost to aid the PCs in their quest, even to the point of sacrificing his life.

Warren and Nathan Windsound

5th-Level Human Fighters

Strength 15	Dexterity 10
Intelligence 14	Constitution 11
Wisdom 13	Charisma 15
THAC0 16	Hit points 30
Armor Class 5	Movement 12"

Carries *longsword*, +1 (Warren only)

These are twin brothers from Estwilde. They fought together, leading a band of guerrillas against the Highlord's occupation forces, until Nathan's capture several months ago. Now Warren carries on the fight as sole commander of the guerrillas, while Nathan sweats under the whip as one of the Highlord's personal chariot slaves.

Cymbal, a medium adult Copper Dragon

Chaotic Good	Hit Points 40
Armor Class 1	Movement 9"/24"
# Attacks 3	Damage 1-4/1-4/5-20
HD 8	THAC0 13

Breath Weapons: Acid and slow gas

Speaks Common

Cymbal is a copper dragon who has been imprisoned by Takhisis. He guards the approach to the rooms of the good dragons' eggs. The Queen has managed to convince him that anyone passing through his room without orders from the Highlord Ariakus is intent on the destruction of those eggs.

Cymbal has some doubts about this explanation but has overcome them because it would certainly drive him mad to discover that he had been used to further the cause of evil.

Nefarik Gistar, War Galley Captain

6th-Level Human Fighter

Strength 14	Dexterity 10
Intelligence 16	Constitution 11
Wisdom 12	Charisma 15
THAC0 16	Hit points 31
Armor Class 5	Movement 12"

Wears *studded leather* +1, and uses a *hammer* +1

Gistar is a ruthless captain who will go far in the evil forces. He runs a tight ship and enforces strict discipline; as a result, his troops perform well in combat situations.

He is dedicated to the cause of evil, and not susceptible to bribery. Any attempts at bribery result in the immediate arrest of the bribers.

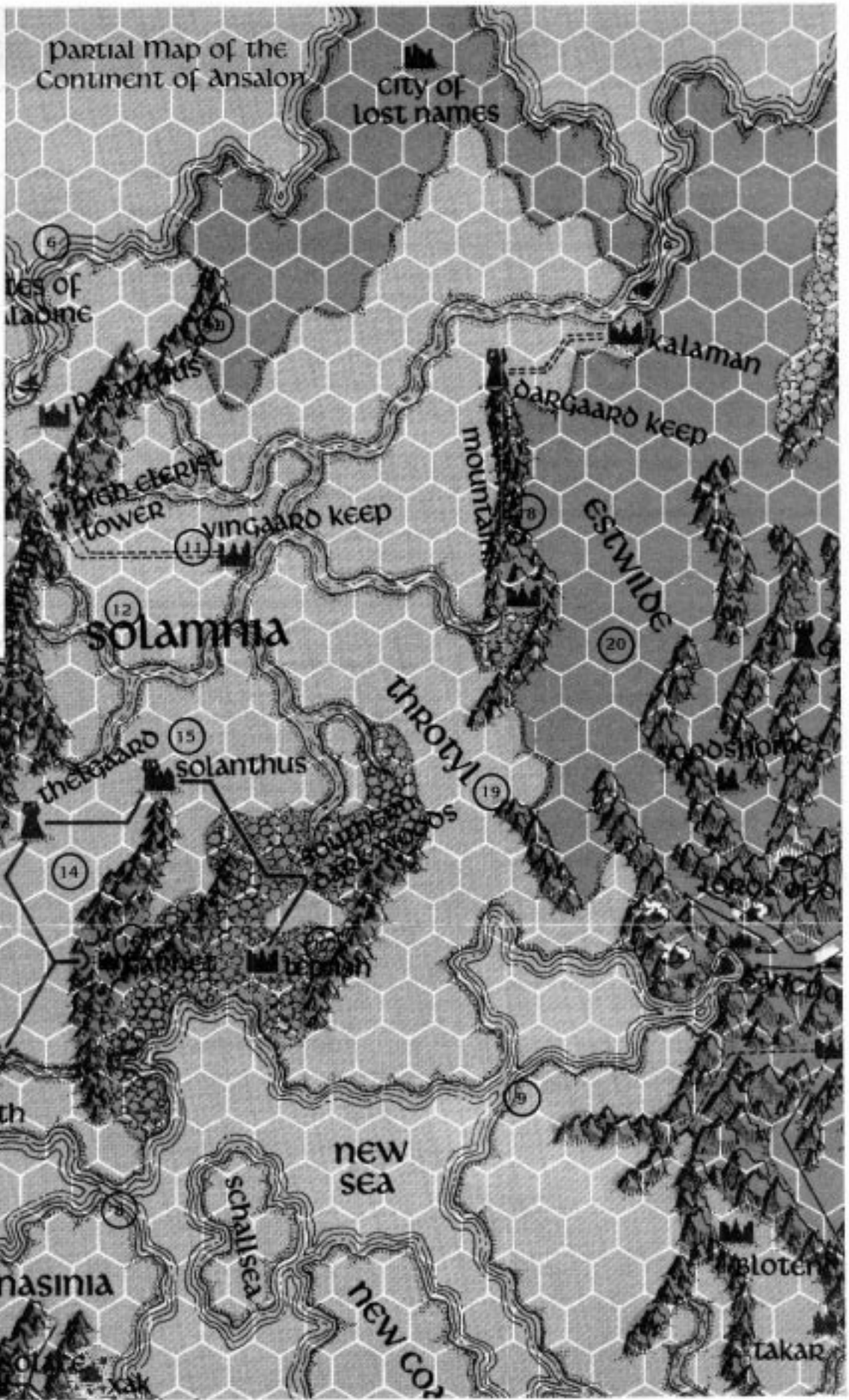
Revered Ancient One

Shadowpeoples' Leader

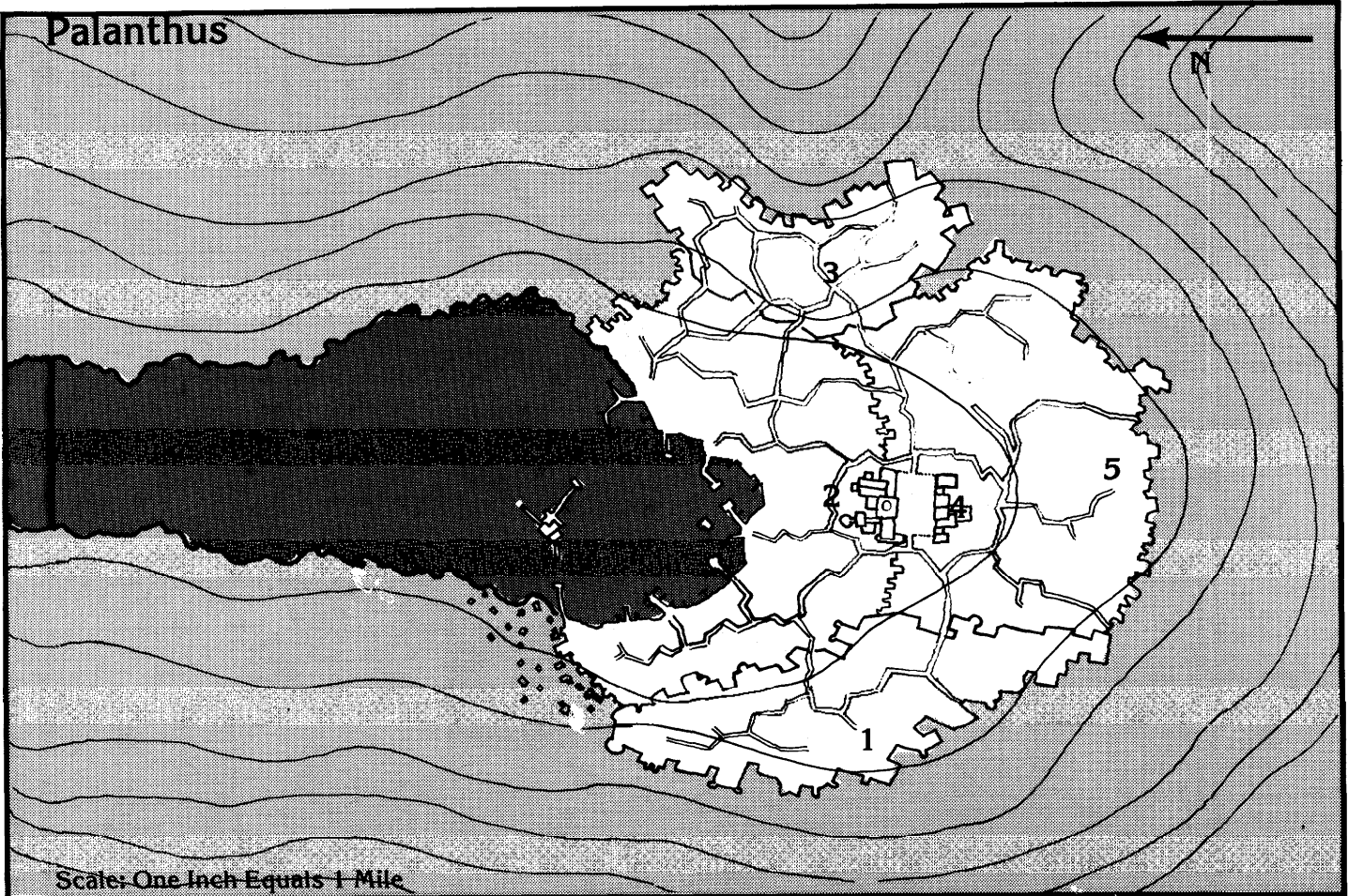
The Revered Ancient One has no physical attributes, and consequently no statistics. It is the focal point of the mental energies of the Shadowpeople. It dwells in a cave in the heart of the volcano Luerkhis. It has the abilities to *cure serious wounds* and *teleport* an unlimited number of times per day, but only while the Council of the Shadowpeople is in session.

key

-  forest
-  mountains
-  citadel
-  tower
-  harbor
-  ruins
-  water
-  underground passage
-  glacier
-  swamp
-  river
-  road
-  bridge
-  pass

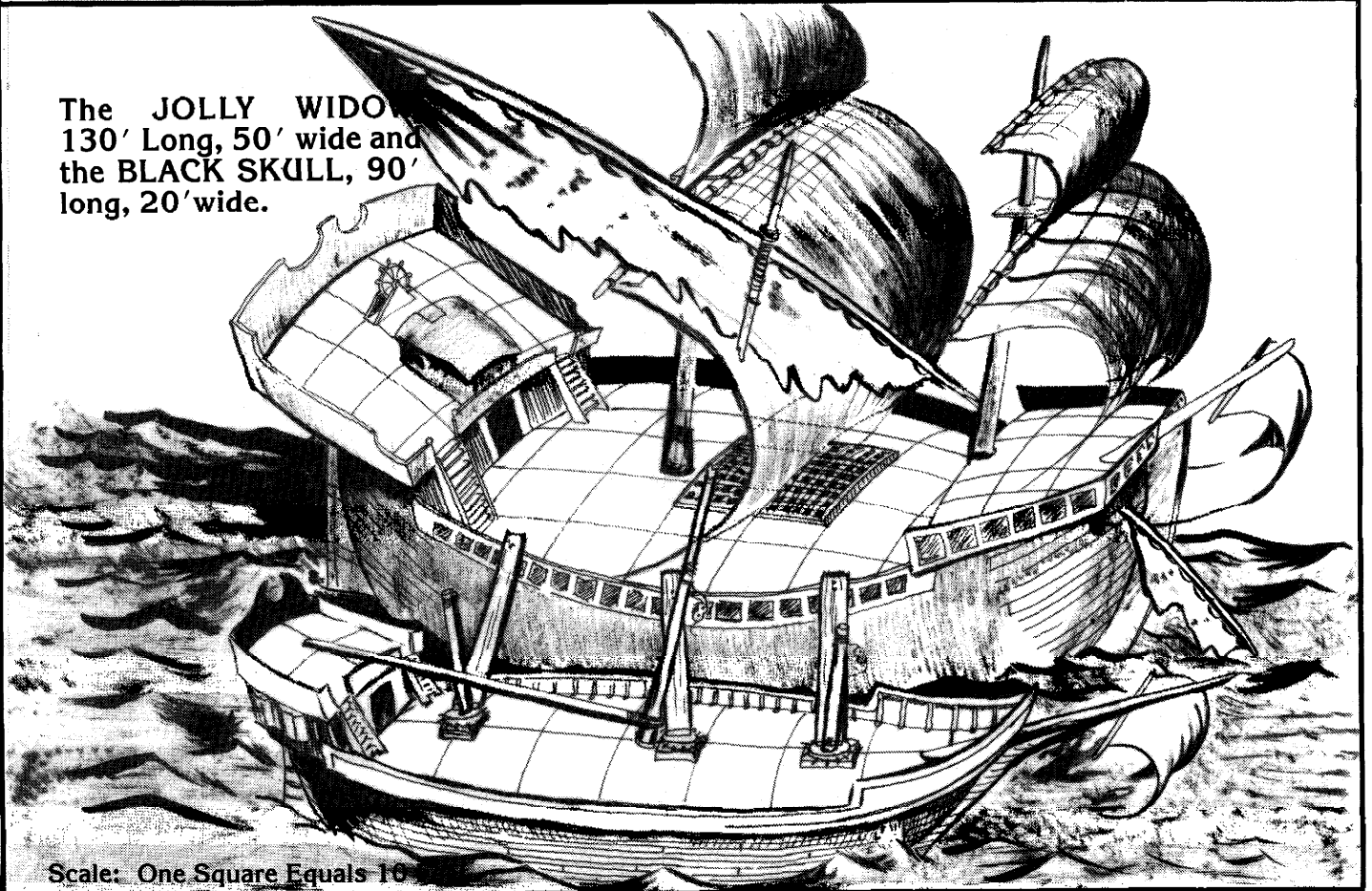


Palanthus

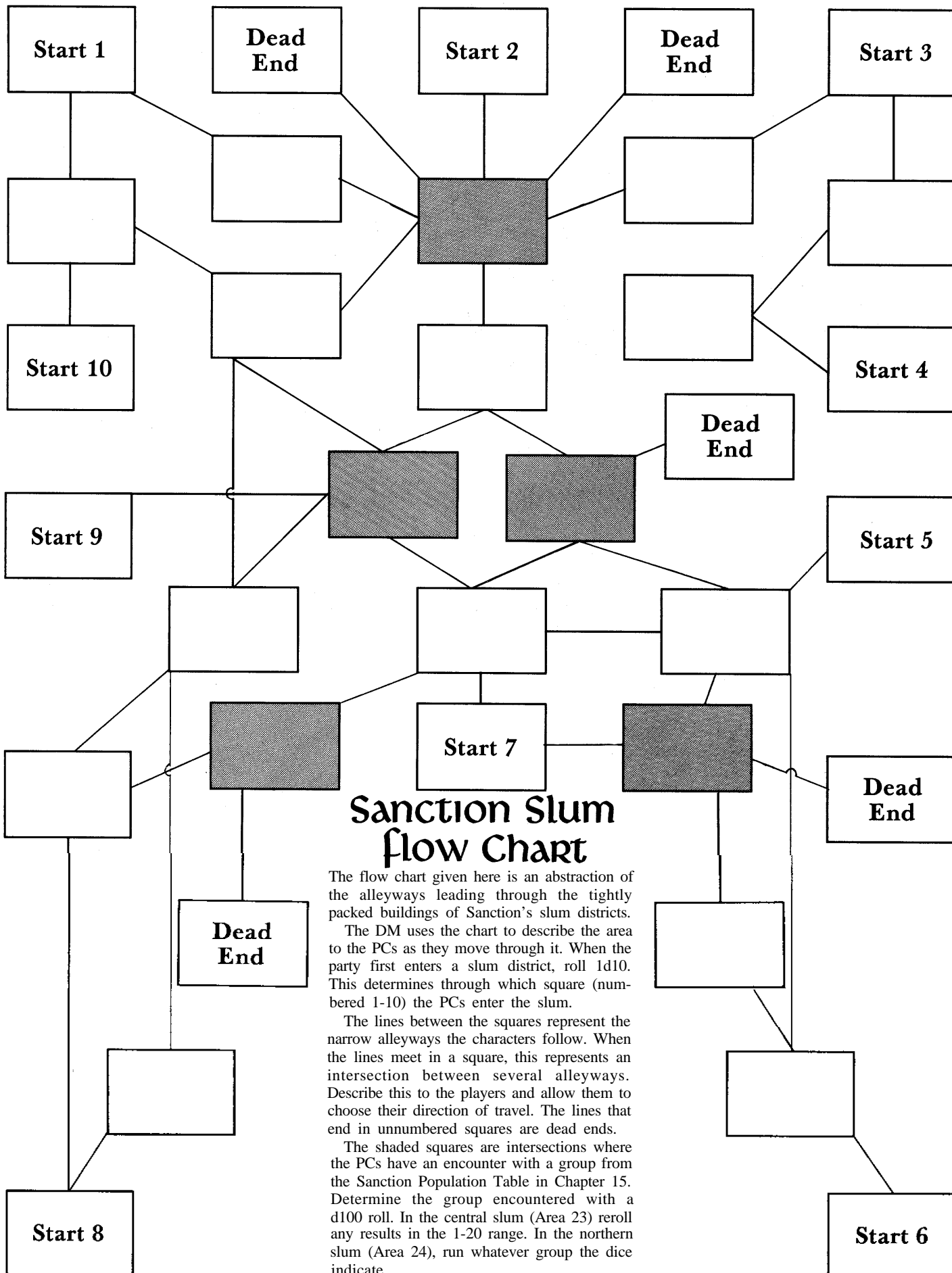


Scale: One Inch Equals 1 Mile

The **JOLLY WIDOW**,
130' Long, 50' wide and
the **BLACK SKULL**, 90'
long, 20' wide.



Scale: One Square Equals 10'



Sanction Slum flow Chart

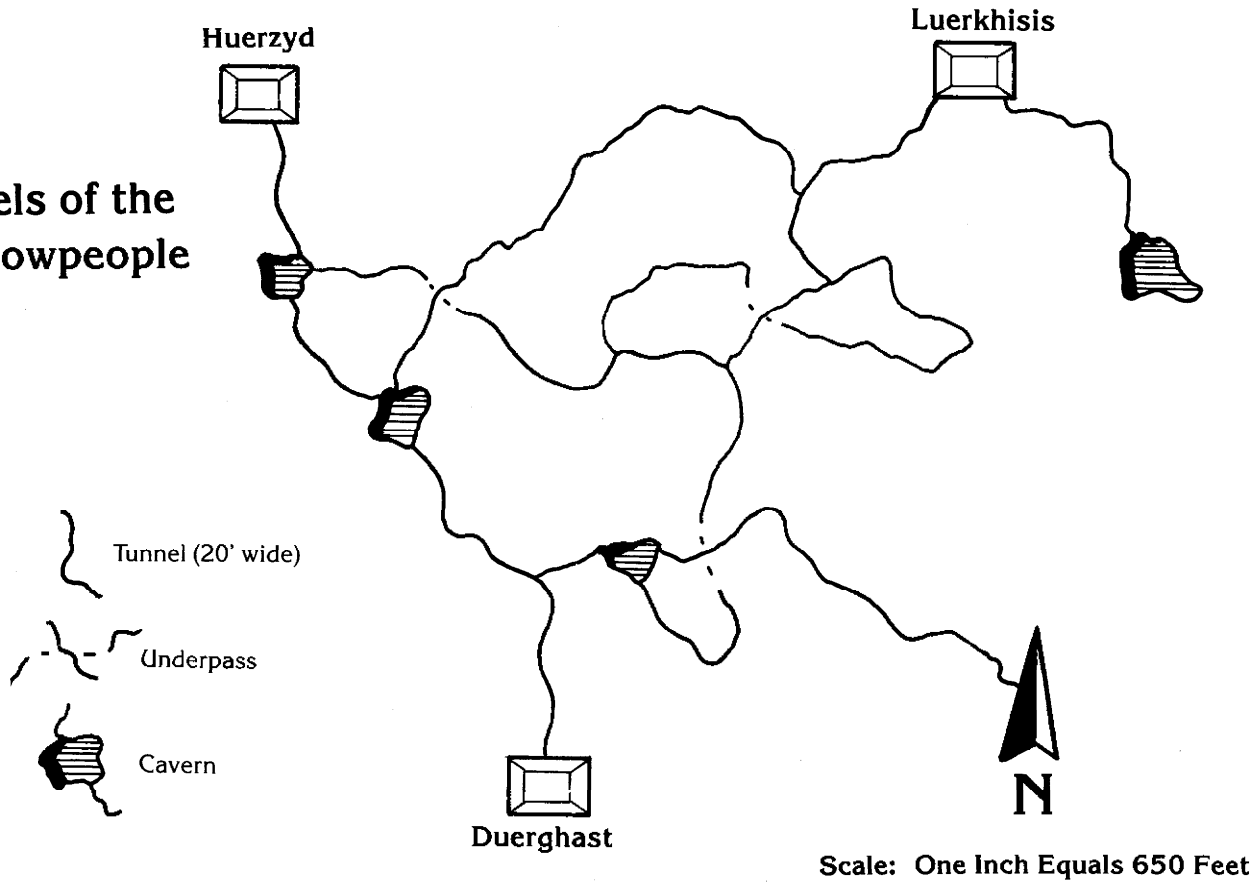
The flow chart given here is an abstraction of the alleyways leading through the tightly packed buildings of Sanction's slum districts.

The DM uses the chart to describe the area to the PCs as they move through it. When the party first enters a slum district, roll 1d10. This determines through which square (numbered 1-10) the PCs enter the slum.

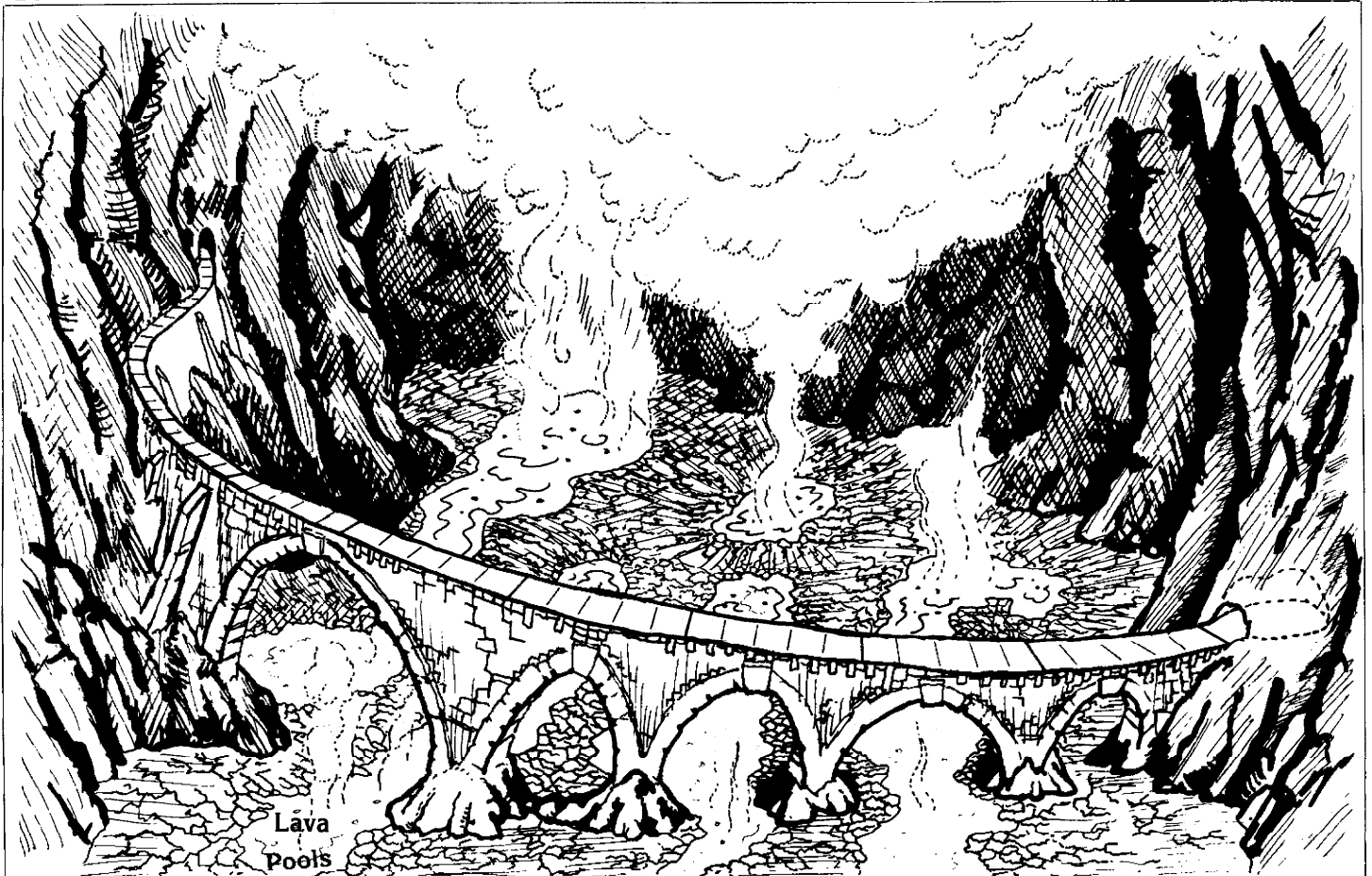
The lines between the squares represent the narrow alleyways the characters follow. When the lines meet in a square, this represents an intersection between several alleyways. Describe this to the players and allow them to choose their direction of travel. The lines that end in unnumbered squares are dead ends.

The shaded squares are intersections where the PCs have an encounter with a group from the Sanction Population Table in Chapter 15. Determine the group encountered with a d100 roll. In the central slum (Area 23) reroll any results in the 1-20 range. In the northern slum (Area 24), run whatever group the dice indicate.

Tunnels of the Shadowpeople



Cavern of Fire



Scale: One Square Equals 20 Feet

since the Cataclysm. Curse the High Priest of Istar for his pride! Trying to command the Gods, he called down their wrath. Krynn was punished with fire and flood, and much is forever lost. The greatest loss was knowledge of the Gods themselves—the world of Krynn has sunk into blasphemy these many generations, and clerics have lost the power to heal.

Mankind's separation from the True Gods opened the door to renewed evil. Dragons are once again in the world. They are commanded by human Dragon Highlords, and assisted by strange creatures called Draconians.

The Dragonarmies have now conquered much of Krynn, and soon all the lands will be under their sway. Evil, it seems, may soon triumph over good.

Through my Crystal Glove of Wisdom, I send my spirit to gather knowledge. And so I have found a glimmer of hope.

Five years ago, seven adventurers set out from the town of Solace to seek the True Gods. They did not succeed. In time, six returned: Tanis, Flint, Tasslehoff, Raistlin, Caramon, and Sturm. Of Kitiara, the seventh, beloved of Tanis, nothing was heard.

They were joined by Goldmoon and Riverwind. Goldmoon possessed a gift from the Gods: a crystal staff that healed any wound. With its power, the Innfellows recovered the Disks of Mishakal, the writings of the Gods, and thus did knowledge of the True Gods return to Krynn.

Armed with these powerful weapons, the heroes returned to Solace, only to find the

people taken to a terrible slavery in the Dragonarmy's fortress of Pax Tharkas.

The heroes entered Pax Tharkas and rescued over 800 slaves, foiling the evil designs of the Dragon Highlord Verminaard.

Refuge for the escaped slaves was found in the Hopeful Vale, and the heroes braved the dangers of Skullcap, fortress of Fistantilus, who perished in the Dwarfgate War.

On that trek, the Seeker priest Elistan became the second true cleric of Krynn. And thus the High God Paladine re-entered the world of Krynn.

The heroes entered the secret gates of Thorbardin, the ancient kingdom of the dwarves, seeking a haven for the refugees. The dwarven Thanes required that the heroes recover the Hammer of Kharas before the refugees would be allowed to pass through Thorbardin.

In the floating tomb of Derkin did the heroes put an end to Ember, the mighty red dragon; Verminaard, Dragon Highlord of the Red Wing, perished at the heroes' hands in battle within the Temple of Stars.

The Hammer was recovered, and the long-sundered dwarven tribes were reunited under a High King.

The newly-crowned dwarven king allowed the heroes to lead the refugees through Thorbardin and granted them the lands to the south.



The Silver Dragon

Although temporarily polymorphed into the form of the elfmaid Silvart, you are really Dargent, a very old silver dragon. You were left as caretaker of Foghaven Vale when the good dragons took their Oath not to interfere in the affairs of men, leaving to dwell on the Isle of Dragons.

You made your lair beneath Foghaven Keep and guarded the Vale, the Stone Dragon, and Huma's Tomb against intrusion. For a long time, you drove away all who sought to enter the vale.

Gradually, your resolve to obey the Oath and maintain the sanctity of the Vale was shaken as the Dragon Highlords gained victory after bloody victory. The forces of good were driven before the brutal hordes of the Dark Queen on all fronts, and your heart grew heavy with foreboding and sorrow.

Finally, polymorphed as Silvart, you left the

Vale to travel among elves and men. Although bound by your oath from directly interfering with the affairs of men, you were able to subtly steer a group of heroes to Foghaven Vale, where they discovered the secrets of the Dragonlances. Although your interference in this process was minimal, you have been warned not to violate your Oath again.

You dare not assume your dragon form outside of Foghaven Vale for fear of being caught violating the Oath. Of course, in elven form you do not have the use of your breath weapons or flying abilities, but you are not prohibited from using your spell abilities.

Should you again violate the Oath, the great god of good, Paladine, has made it clear that, at the very least, you would be banished to the Isle of Dragons to languish there while the forces of evil overrun the world.

Your interpretation of this warning, how-

ever, allows you to travel as the elfmaid Silvart, using her powers and abilities without violating the Oath. It is in this guise that you have made the long journey to Palanthus, where you desire to meet some of the same heroes who discovered the Dragonlances, seeking to persuade them to accompany you on a journey of the utmost importance.

As Silvart, you have the abilities listed on the back of this portfolio, as well as the hit points (70) of the silver dragon. The hit points listed on the back of the portfolio for Silvart are simply for purposes of concealing your true identity. They have no effect on play. Also, the THAC0 of 10 provided for Dargent remains with you, should you choose to use it. Be careful though, a steady stream of successful combat rolls will make the concealing of your true identity more difficult.

The Oath

The good dragons have taken a solemn oath that forbids them to enter Ansalon for the purposes of aiding the forces of good in the war against evil dragonkind. This oath was demanded by Takhisis, the Queen of Darkness herself.

The oath was taken because the Queen of Darkness stole all of the good dragon eggs: gold, silver, bronze, brass, and copper. She holds these eggs in a closely guarded, secret location.

If the good dragons abide by the terms of the oath, the Queen has promised to return all of the eggs, unharmed, after the war has run its course and evil has triumphed. If the good dragons interfere,

however, the eggs will be destroyed.

The eggs, the future of the race, are the only things that could have given the evil queen the leverage she needed to restrict the good dragons. Because of this lack of opposition, the forces of evil, led by the evil dragons, show every sign of eventually conquering and laying waste to the world of Krynn.

Dargent, very old silver dragon

Lawful Good

Armor Class -1

Hit Points 70

Hit Dice 10

Attacks 3

Damage 1-6/1-6/5-30

Movement 9"/24"

Breath Weapons:

Paralyzing gas

Cone of Frost

THAC0 10

Spells:

Level 1: *read magic, sleep*

Level 2: *invisibility, wizard lock*

Level 3: *protection from normal missiles*

Level 4: *minor globe of invulnerability*

Level 5: *magic jar*

For purposes of the *magic jar* spell, Dargent has a Wisdom and Intelligence of 17 each.

Motivations and Restrictions

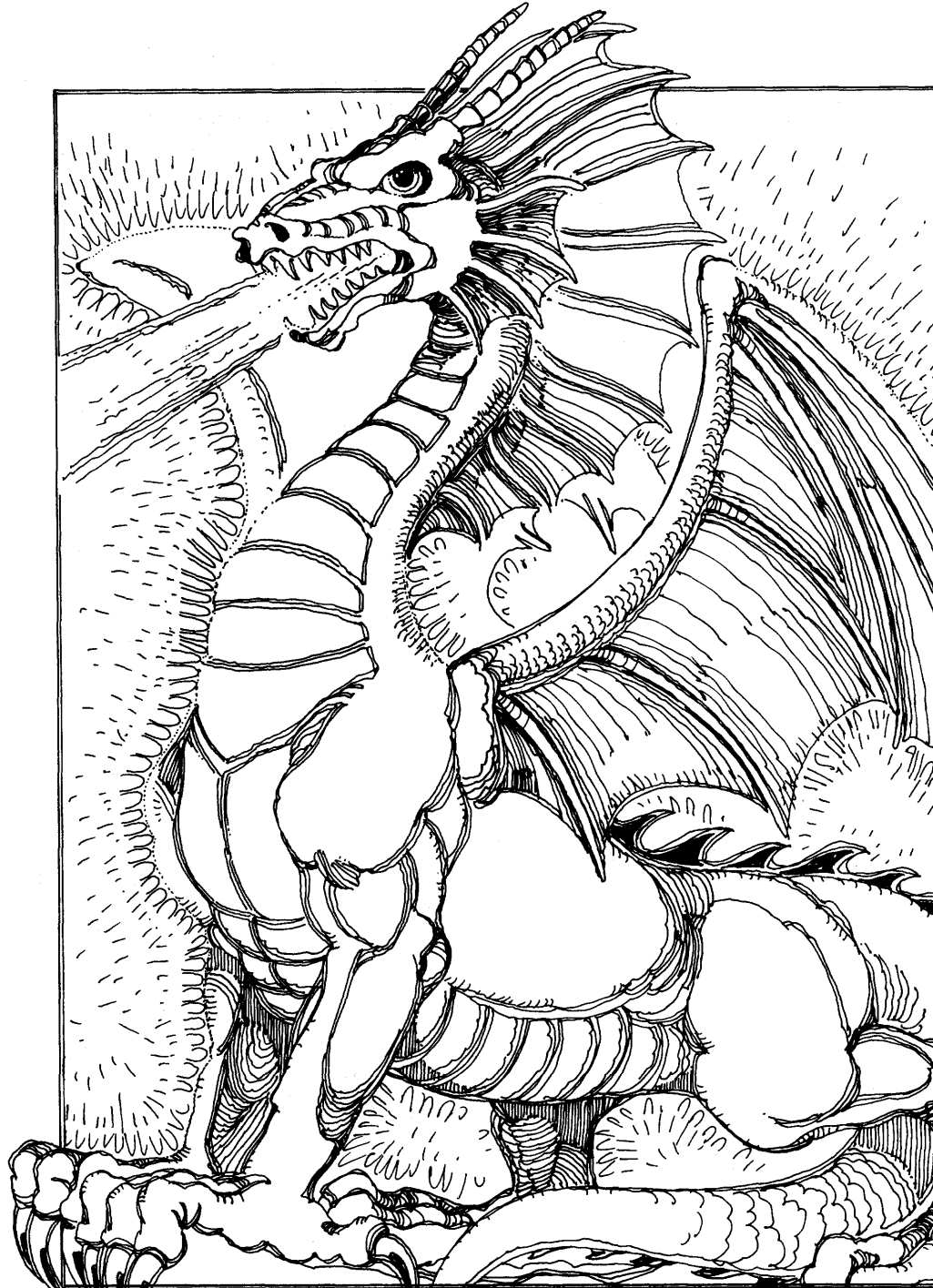
You are certain, based on a confrontation with Paladine, that the key to the Oath lies in the city of Sanction, at the very heart of the lands controlled by the Dragonarmies. Yet, in your elven form of Silvart, you would not stand a chance of entering that-foul city and penetrating the many guards to find that key. Therefore, you have turned to the help of the heroes you know and aided in the past.

You suspect that Sanction is the location of the good dragon eggs and thus your quest leads you there. If you could steal the eggs away from the Queen of Darkness, perhaps the rest of the good dragons could be persuaded to fight.

If your group has played DL7, there should be an established relationship between the heroes and Silvart, the Kagonesti elf. When meeting the rest of the PCs during this adventure, try to relate to the previous encounter. If you did not play DL7, the DM will establish your background with the other characters.

While you are not certain of the exact consequences, you know that if you shift into your dragon form while bound by the Oath, something very unpleasant is bound to happen. Paladine might not stop short of your death, should you again violate the Oath.

Thus you feel you must remain *polymorphed* in the form of Silvart until you can gain a legitimate excuse to revoke the Oath.



Without this excuse, you know that the vengeance of Paladine will be swift and terrible. The whole future of Ansalon may depend on you and your friends and you don't want to risk being caught by Paladine again!

At the same time, the god hinted that if the means to legally break the Oath were to be discovered, not only could you freely change to your dragon form, but the rest of the good dragons could return to Ansalon to aid the fight against evil. How the Oath can legally be broken, however, remains a mystery. Perhaps the answer can be found in Sanction.

The aura of the befuddled wizard Fizban, whom the humans seem to regard with tolerance and good humor, awes you. You sense

that there is much more to the man than anyone has guessed. He is a puzzle that is missing many pieces (in more ways than one, it seems!).

Depending on the previous experiences (if any) between the other PCs and Dargent, the players may or may not know that your character (Silvart) is in fact a silver dragon. Although the adventure is playable either way, if they do not already know your true identity, try to keep the information secret until the moment arrives when you can *polymorph* into your dragon form. This will heighten the suspense of the adventure and provide the other players with quite a surprise when they least expect it.

Silvart folio

Silvart, Kagonesti Elf

4th-Level Elf Fighter/10th-Level Elf Thief

Strength 13 Dexterity 17
Intelligence 15 Constitution 15
Wisdom 13 Charisma 18

THAC0 16

AL CG

Hit Points 34

AC 5 (leather armor, DEX bonus)

WEAPONS (*longsword +1*)

EQUIPMENT Medicine bag containing ingredients to cure *light wounds*, *cure serious wounds* and *cure disease* once per day; pack as selected by character 500, stl/500 gpw maximum

LANGUAGES Kagonesti Elf, Silvanesti Elf, Qualinesti Elf, Common

Silvart belongs to the elven race of the Kagonesti, a group that rejected the civilized trappings and conflicts of their cousins the Qualinesti and Silvanesti. During the adventure in DL7, "Dragons of Light," Silvart aided the escape of the heroes from imprisonment by the feuding factions of elves. She proved her loyalty and courage many times during that adventure.

A stunning beauty, Silvart has left the wilderness and learned to live in the civilized world so that she might follow her companions to Palanthus, and enlist their aid on a mission of the utmost importance.

She is accompanied by her dog, Dargo, a snow-white cooshee. Dargo's attributes are as follows:

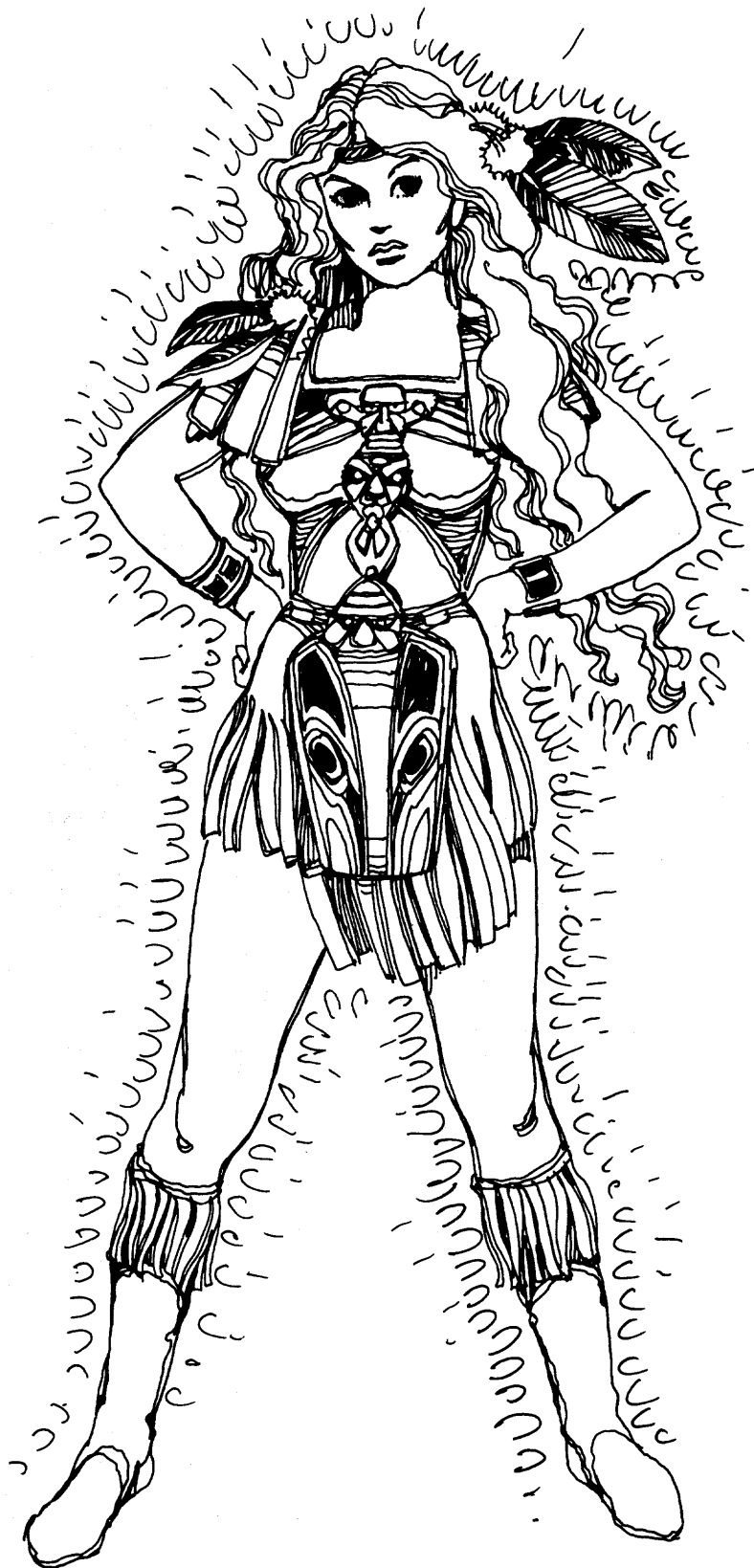
AC 5
HD 3+3
hp 27
Movement 15"
Sprint 21"
Attacks 1
Damage 7-10

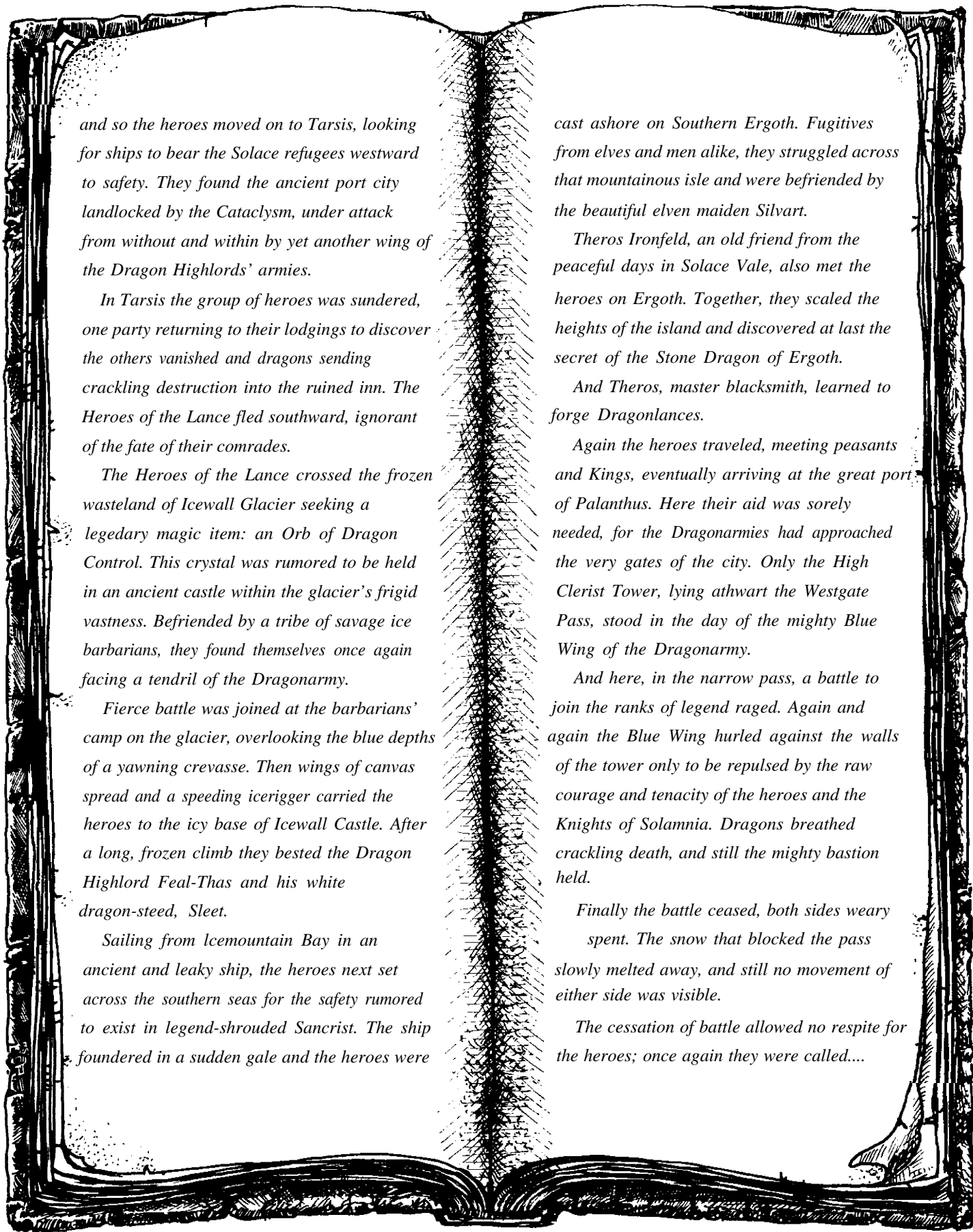
Specials

Can use sprint speed when running in a straight line

75% chance of camouflaging in brush and woodlands

Knocks two-footed opponents off their feet with successful hit





and so the heroes moved on to Tarsis, looking for ships to bear the Solace refugees westward to safety. They found the ancient port city landlocked by the Cataclysm, under attack from without and within by yet another wing of the Dragon Highlords' armies.

In Tarsis the group of heroes was sundered, one party returning to their lodgings to discover the others vanished and dragons sending crackling destruction into the ruined inn. The Heroes of the Lance fled southward, ignorant of the fate of their comrades.

The Heroes of the Lance crossed the frozen wasteland of Icewall Glacier seeking a legendary magic item: an Orb of Dragon Control. This crystal was rumored to be held in an ancient castle within the glacier's frigid vastness. Befriended by a tribe of savage ice barbarians, they found themselves once again facing a tendrill of the Dragonarmy.

Fierce battle was joined at the barbarians' camp on the glacier, overlooking the blue depths of a yawning crevasse. Then wings of canvas spread and a speeding icerigger carried the heroes to the icy base of Icewall Castle. After a long, frozen climb they bested the Dragon Highlord Feal-That and his white dragon-steed, Sleet.

Sailing from Ice Mountain Bay in an ancient and leaky ship, the heroes next set across the southern seas for the safety rumored to exist in legend-shrouded Sancrist. The ship foundered in a sudden gale and the heroes were

cast ashore on Southern Ergoth. Fugitives from elves and men alike, they struggled across that mountainous isle and were befriended by the beautiful elven maiden Silvert.

Theros Ironfeld, an old friend from the peaceful days in Solace Vale, also met the heroes on Ergoth. Together, they scaled the heights of the island and discovered at last the secret of the Stone Dragon of Ergoth.

And Theros, master blacksmith, learned to forge Dragonlances.

Again the heroes traveled, meeting peasants and Kings, eventually arriving at the great port of Palanthus. Here their aid was sorely needed, for the Dragonarmies had approached the very gates of the city. Only the High Clerist Tower, lying athwart the Westgate Pass, stood in the day of the mighty Blue Wing of the Dragonarmy.

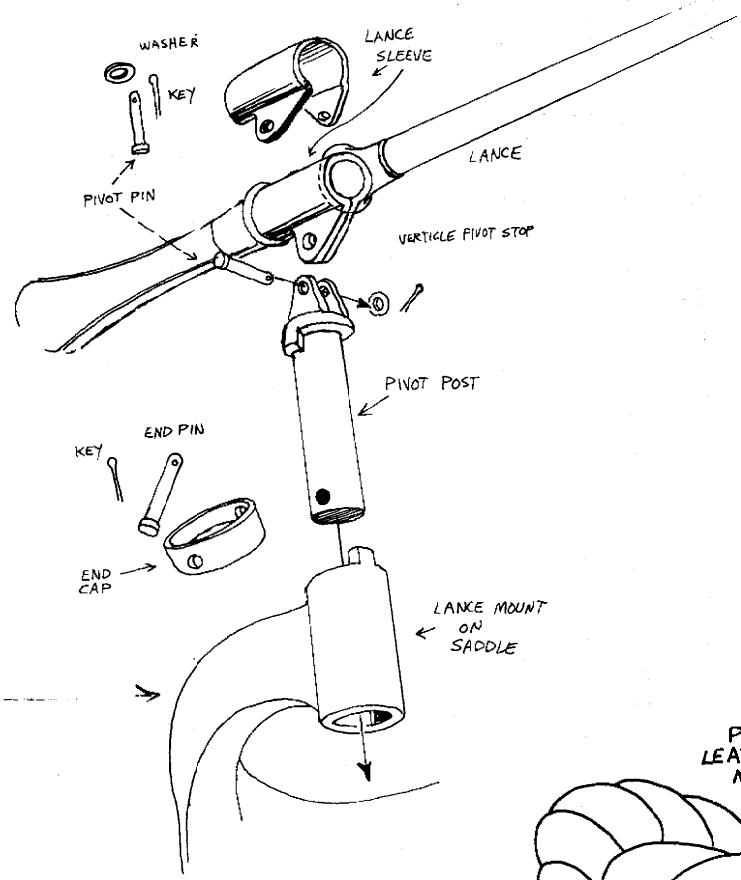
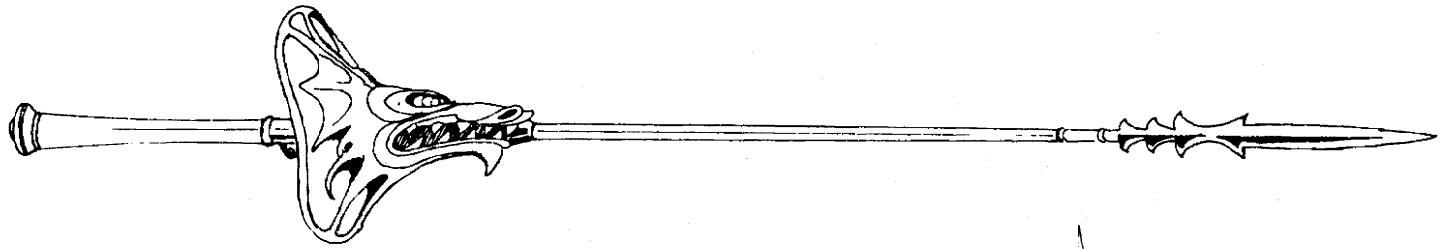
And here, in the narrow pass, a battle to join the ranks of legend raged. Again and again the Blue Wing hurled against the walls of the tower only to be repulsed by the raw courage and tenacity of the heroes and the Knights of Solamnia. Dragons breathed crackling death, and still the mighty bastion held.

Finally the battle ceased, both sides weary spent. The snow that blocked the pass slowly melted away, and still no movement of either side was visible.

The cessation of battle allowed no respite for the heroes; once again they were called....

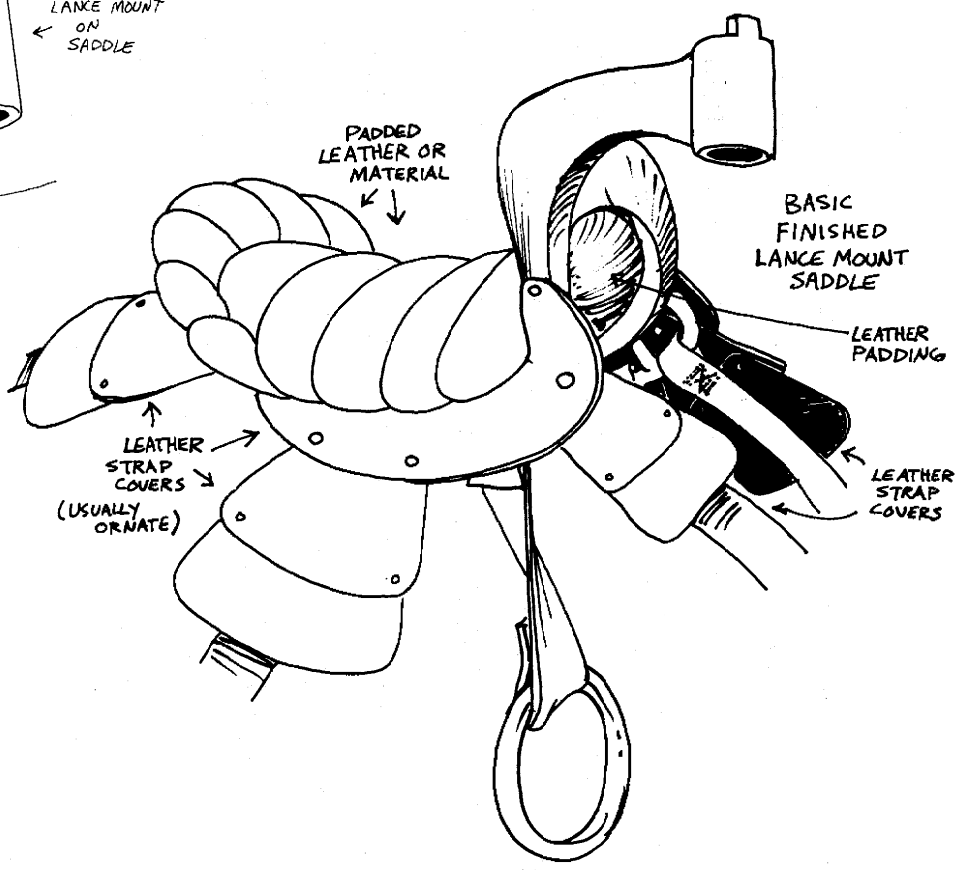
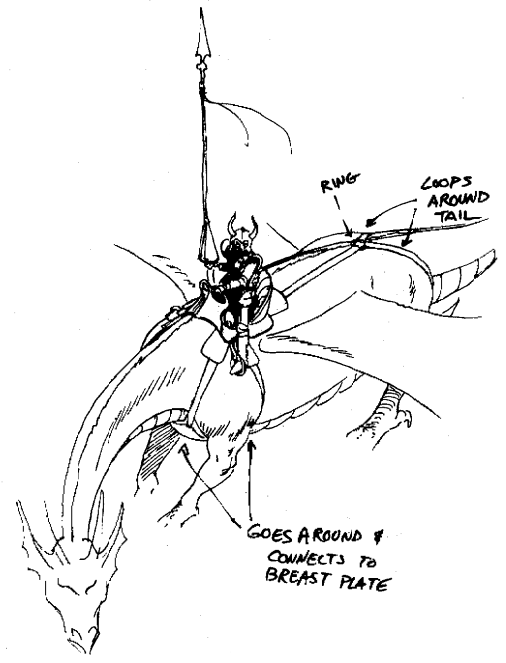


Dragonlances and Dragonsaddles

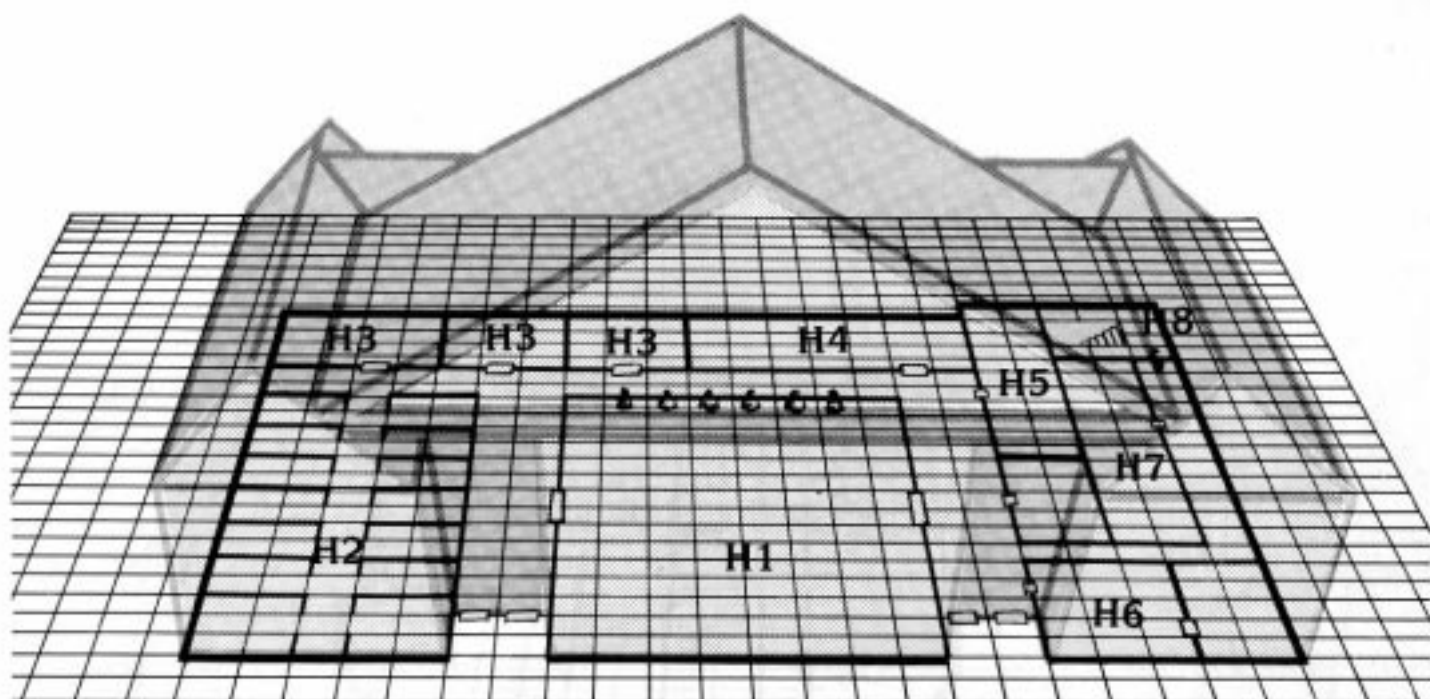


NOT TO SCALE

MOUNTING LANCE TO SADDLE

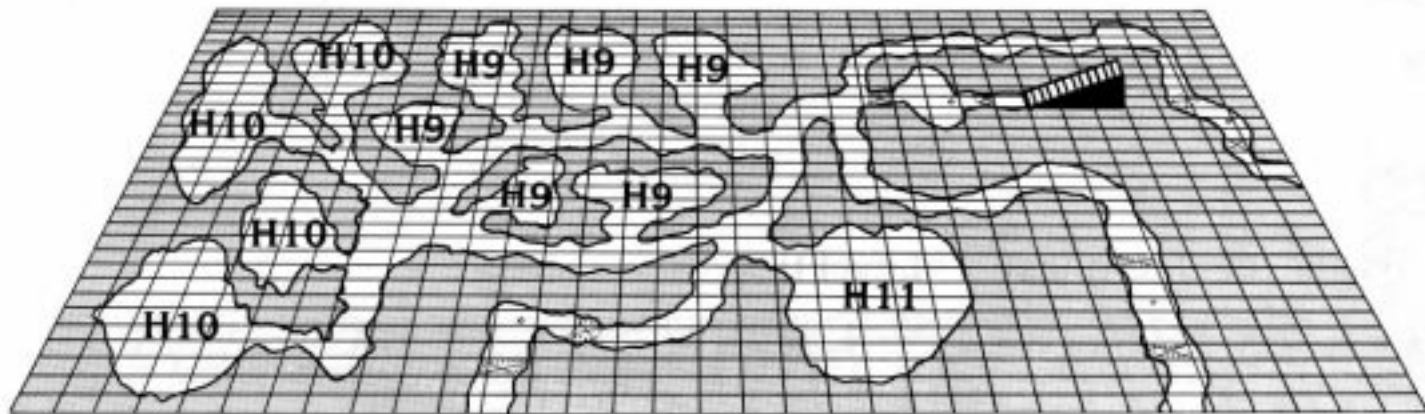


Temple of Huerzyd Level I



Scale: One Square Equals 10 Feet

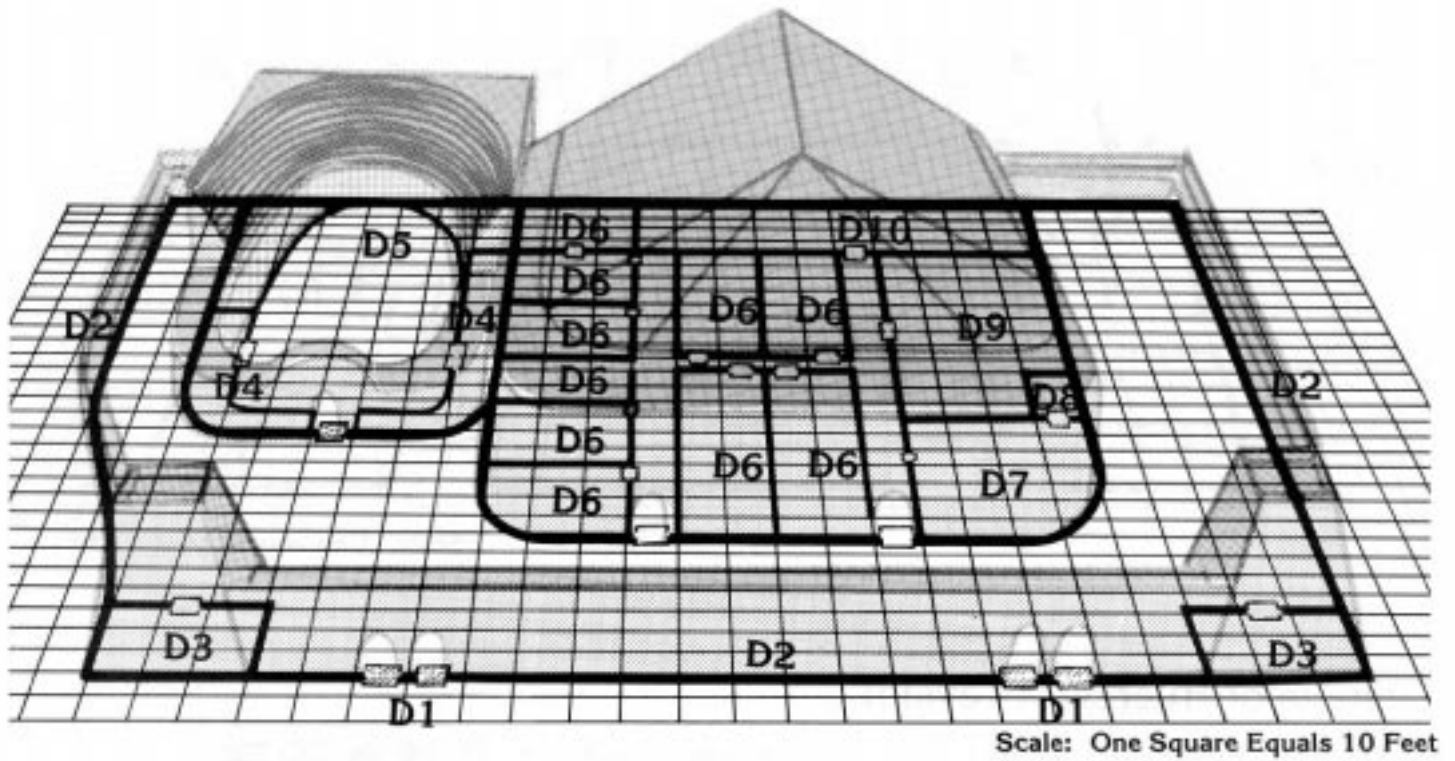
Temple of Huerzyd Level II



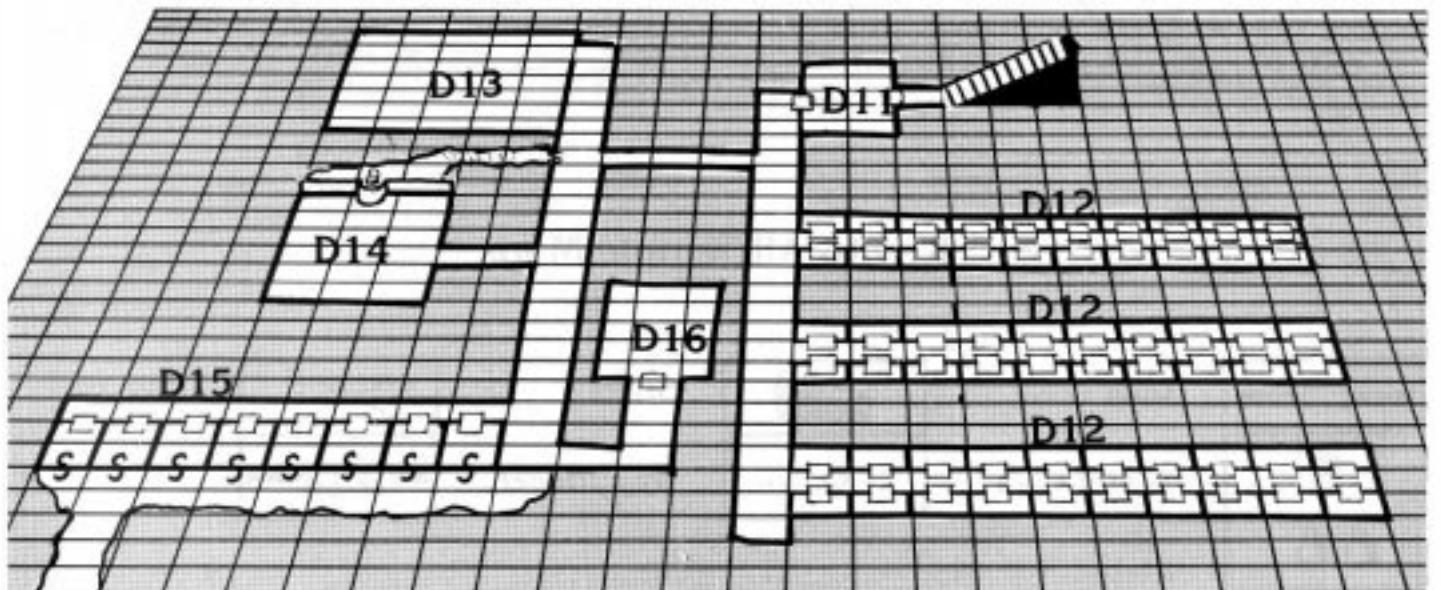
Key to All Temple Maps

	Door		Stairs		Trap Area
	Secret Door		Trap Trigger		Gate
	Statue				

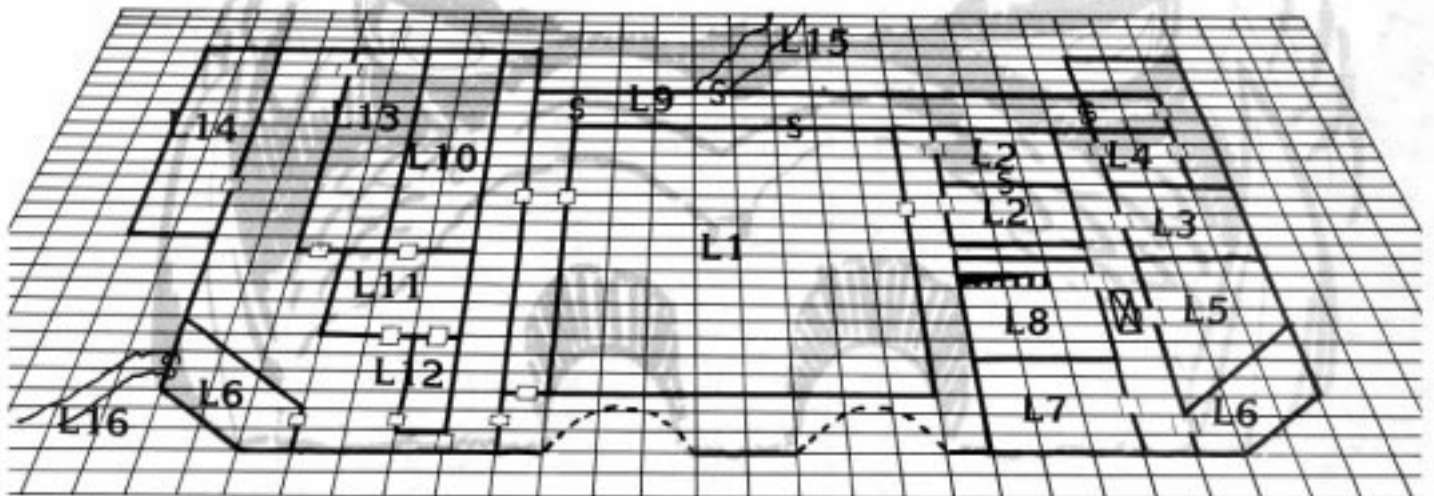
Temple of Duerghast Level I



Temple of Duerghast Level II

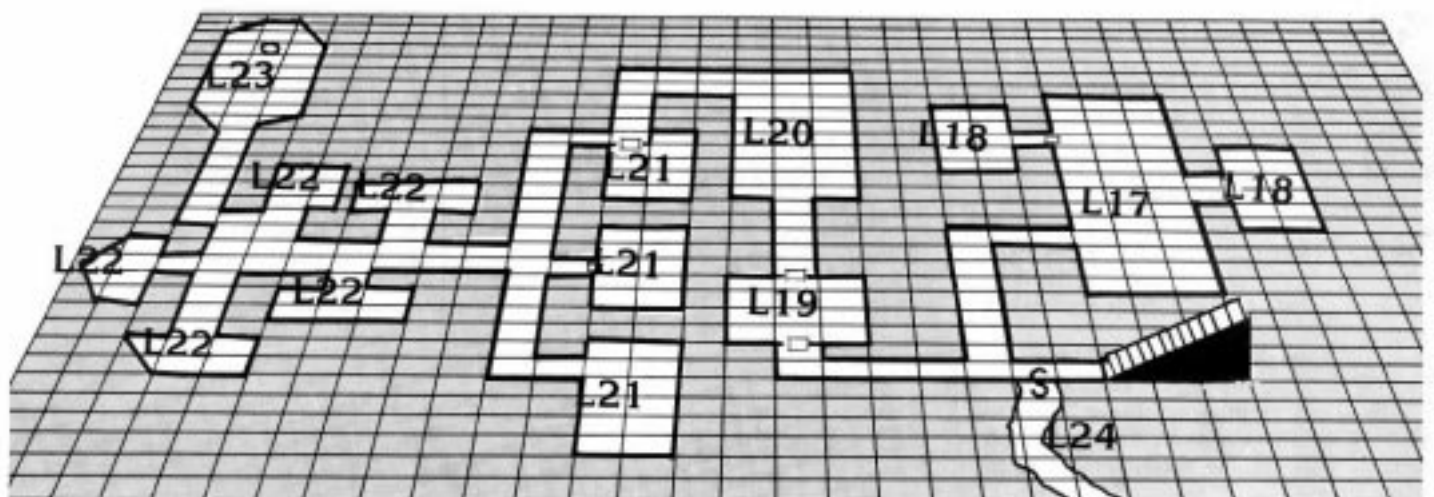


Temple of Luerkhisis Level I



Scale: one square equals 10 feet

Temple of Luerkhisis Level II



Combined Monster Statistics Chart

NAME	AC	MV	HD	hp	#AT	DMG	SA	SD	AL	THAC0	BOOK	
Banshee	0	15"	7	V	1	1-8	Yes	Yes	CE	13	M-5	abbreviations AC = Armor Class AL = Alignment #AT = Number of attacks per round CE = Chaotic Evil CG = Chaotic Good DMG = Damage F(X) = Found in Fiend Folio, page (X) HD = Hit Dice hp = hit points LE = Lawful Evil LG = Lawful Good M-(X) = Found in MONSTER MANUAL I, page (X) M2-(X) = Found in MONSTER MANUAL II, page (X) MV = Movement Rate N = Neutral N(C) = Neutral with Chaotic tendencies N (E) = Neutral with Evil tendencies N(G) = Neutral with Good tendencies NG = Neutral Good SA = Special Attacks SD = Special Defenses THAC0 = Base number to hit AC 0 (does not include racial, strength, or weapon bonuses) V = Varies
Bat, Giant	8	3"/18"	1/2	V	1	1-2	No	Yes	N	20	F-14	
Boar, Wild	7	15"	3+3	V	1	3-12	No	No	N	16	M-11	
Buffalo	7	15"	5	V	2	1-8/1-8	Yes	Yes	N	15	M-11	
Bulette (Landshark)	-2/4/6	14" (3")	9	V	3	4-48/3-18/3-18	Yes	No	N	12	M-12	
Carrion crawler	3/7	12"	3+1	V	8	special	Yes	No	N	16	M-13	
Centipede Giant	9	15"	1/4	V	1	Nil	Yes	No	N	20	M-14	
Clerics of Takhisis	10	12"	3	V	1	1-6	No	No	LE	20	DL9	
Draconian, Baaz	4	6"/[15"]/18"	2	V	1 or 2	1-8 or 1-4/1-4	No	No	LE(C)	16	DL9	
Draconian, Bozak	2	6"/[15"]/18"	4	V	1 or 2	1-8 or 1-4/1-4	Yes	Yes	LE	15	DL9	
Draconian, Kapak	4	6"/[15"]/18"	3	V	1	1-6 + poison	Yes	No	LE	16	DL9	
Draconian, Sivak	1	6"/[15"]/18"	6	V	3	1-6/1-6/2-12	Yes	No	NE	13	DL9	
Dragon, blue	2	9"/24"	9	V	3	1-6/1-6/3-24	Yes	No	LE	12	M-31	
Dragon, red	-1	9"/24"	10	V	3	1-8/1-8/3-30	Yes	No	CE	12	M-33	
Dragon, white	3	12"/30"	7	V	3	1-4/1-4/2-16	Yes	No	CE	13	M-34	
Eagle, Giant	7	3"/48"	4	V	3	1-12/1-6/1-6	Yes	Yes	N	15	M-36	
Freedom Fighters	7	12"	1	V	1	1-8	No	No	LG	20	DL9	
Giant, Hill	4	12"	8+1-2	V	1	2-16	Yes	Yes	CE	12	M-45	
Goblin	6	6"	1-1	V	1	1-6	No	No	LE	20	M-47	
Hobgoblin	5	9"	1+1	V	1	1-8	No	No	LE	18	M-52	
Minotaur	6	12"	6+3	V	2	2-8/1-8	No	Yes	CE	13	M-71	
Ogre	5	9"	4+1	V	1	1-10	No	No	CE	15	M-75	
Rat, Giant	7	12"	1/2	V	1	1-3	Yes	No	N(E)	20	M-81	
Scrag	2	3"/12"	6-12	V	3	1-4/1-4/9-16	Yes	Yes	CE	13	M-67	
Seamen	9	12"	1	V	1	1-6	No	No	N	20	DL9	
Shadow warriors	2	12"/18"	2+2	V	1	1-8	Yes	No	N(G)	16	DL9	
Spider, Giant	4	3"*12"	4+4	V	1	2-8	Yes	No	CE	15	M-90	
Spider, Huge	6	18"	2+2	V	1	1-6	Yes	No	N	16	M-90	
Stirge	8	3"/18"	1+1	V	1	1-3	Yes	No	N	18	M-92	
Tiger	6	12"	5+5	40	3	2-5/2-5/1-10	Yes	No	N	13	M-94	
Wolf, Dire	6	18"	3+3	V	1	2-8	No	No	NE	16	M-101	
Wolf, Winter	5	18"	6	V	1	2-8	Yes	No	NE	13	M-101	
Woolly Rhinoceros	5	12"	10	V	1	2-12	Yes	No	N	10	M-82	

Random Encounter Chart

In addition to the set Events and Encounters in this adventure, the following Random Encounters can occur at your discretion. You can alter the frequency if you choose, or omit them altogether if the party is seriously weakened. Properly run, Random Encounters can add flavor and excitement to the game.

Use the following tables to set up a Random Encounter. Table 1 contains a list of all the types of areas that might be explored during the adventure. The numbers under the column labeled "Check" show how often you should check to see if a Random Encounter occurs in that area. For example, "1/3 hours" means that you should make a Random Encounter check once every three game hours while in that area. To make a Random Encounter check, roll 1d10. If the result is 1, a Random Encounter takes place.

Next, look at the column labeled "Range." Roll the die listed and add the modifier beside it. Look up the resulting number on Table 2 to find the Random Encounter that takes place. The statistics for the encounter are listed above.

Table 1: Random Encounter Checks

Area	Check	Range
Mountains	1/4 hours	d8
Plains	1/3 hours	d10 + 3
Forest	1/3 hours	d8+5
Estwilde	1/4 hours	d10 + 7

Table 2: Random Encounters

- 1-6 Winter Wolves
- 2-8 Hill Giants
- 2-12 Ogres
- 4-40 Buffaloes
- 1-2 Woolly Rhinoceroses
- 3-12 Hobgoblins
- 3-34 Goblins
- 1-6 Giant Eagles
- 1-8 Giant Spiders
- 1-8 Huge Spiders
- 1-6 Dire Wolves
- 1-8 Baaz Draconians
- 1-6 Kapak Draconians
- 2-12 Wild Boars
- 3-18 Giant Bats
- 1 Bulette
- 1-8 Minotaurs

player character statistics

Gilthanas 5TH-LEVEL ELF FIGHTER/6TH-LEVEL ELF MAGIC-USER

STR 12 **WIS** 10 **CON** 12 **THACO** 16
INT 14 **DEX** 16 **CHR** 13 **AL CG HP** 25

AC -6 (PLATE MAIL +4, SHIELD +2, DEX BONUS)

WEAPONS LONGSWORD +3
LONGBOW AND QUIVER OF 20 ARROWS

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

LANGUAGES COMMON, QUALINESTI ELF,
SILVANESTI ELF

Derek Crownguard 11TH-LEVEL HUMAN FIGHTER

STR 17 **WIS** 11 **CON** 16 **THACO** 12
INT 12 **DEX** 13 **CHR** 12 **AL LG HP** 76

AC 1 (PLATE MAIL +2)

WEAPONS TWO-HANDEDSWORD +2
DAGGER

LANGUAGES: COMMON, ERGOTHIC,
QUALINESTI ELF, SOLAMNIC

flint fireforge 7TH-LEVEL DWARF FIGHTER

STR 16 **WIS** 12 **CON** 18 **THACO** 14
INT 7 **DEX** 10 **CHR** 13 **AL NG HP** 70

AC -2 (PLATE MAIL +3 AND SHIELD +1)

WEAPONS +3 DWARVEN HAMMER
2 HAND AXES +1

LANGUAGES COMMON, HILL DWARF

Tasslehoff Burrfoot 10TH-LEVEL KENDER THIEF

STR 13 **WIS** 12 **CON** 14 **THACO** 19
INT 9 **DEX** 16 **CHR** 11 **AL N HP** 41

AC 1 (LEATHER ARMOR +2, +3 RING OF
PROTECTION, DEX BONUS)

WEAPONS HOOPAK: COMBINATION BULLET
SLING AND +2 JO STICK
DAGGER

LANGUAGES COMMON, HYLO KENDER

Gilthanas is the second-born son of the Speaker of the Suns, leader of the Qualinesti people. While his older brother Porthios learned the important tasks of governing, Gilthanas acted as a messenger, spy, and adventurer for his people. He was captured, along with his contact Theros Ironfeld, by the draconians when their armies overran Solace Vale. Freed with the Innfellows, Gilthanas chose to accompany them instead of going into exile with his people.

Gilthanas is a handsome elf, ever-young, but with eyes of deep maturity. In the service of his people he learned to move silently, keen-eared and sharp-eyed. While very charming, he reserves his attention for elven ladies, as he recognizes the gulf between elf and man.

This attitude has brought him into conflict with his sister Laurana, who has fallen for the half-elf Tanis. Though Tanis was lost in a fire in Tarsis, the gulf between the sibling remains.

Derek Crownguard, Lord of the Order of the Rose is the leader of one of the three orders of the Knights of Solamnia. He has attained his position by his skill with the sword, his quick mind, and his rigid adherence to the doctrine of the knights.

Derek is dour, quiet of voice, but expects to have his opinion heard and his orders followed. He is steadfast in his belief in the order and the ultimate triumph of good over evil.

Derek feels he can improve the position of the knights (and himself) by taking an active role against the dragon highlords rather than falling back to castles and islands. To that end, he set out to locate the Dragon Orb, an artifact of great power used to defeat dragons long ago, and return it to Sancrist. His colleague Lord Gunthar of the Crown has saddled him with Aaron, a cheerful knight of Gunthar's order. Their journey took them to Tarsis and a rag-tag group of adventurers led by a pseudo-knight named Strum. Aided by the party, Derek recovered the orb.

Flint Fireforge is the eldest member of the party. His father brought in the Dwarfgate war between the Hill Dwarves and the Mountain Dwarves of Thorbardin, and Flint grew up hearing of the Mountain Dwarves' treachery. He left his native hills to seek his fortune but planned to return one day.

In his travels, Flint was captured by Gully Dwarves who held him prisoner for three years. Escaping to his own land, Flint found the Dwarves had abandoned the area. The dwarf eventually settling in Solace and living as a tinker.

The elves of Qualinost respected his work, and it was there he met Tanis the half-elven. Tanis was the leader of the Innfellows in the desperate flight from the Dragonarmies. But he is now gone, lost in a fire of Tarsis. Flint's other friend is the light-hearted Tasslehoff Burrfoot.

Flint is cynical, brave and honest. He understands the other Dwarves better now, has a new hatred—boats.

Tasslehoff Burrfoot left the homelands of the Kender as a child to accompany his parents. When he reached adulthood, he wandered off on his own, as is the Kender tradition.

Tas was hard hit by Kender wanderlust, and it was several years before he arrived in Solace Vale. He carried with him the necessities of Kender survival: a case full of out-dated maps, his hoopak sling, rope, food, and a bag of odds and ends he had "acquired" in his journeys. Tas, like most Kender, has thieving abilities, though Kender prefer to call themselves "handlers". Tas "borrows" items not out of greed, but insatiable curiosity.

Tas first encountered Flint when he "borrowed" one of the dwarf's arm bracelets without asking, and they became fast friends (in Tas's opinions). Tas is good-natured, has great energy and a quick wit, and has kept the party's spirits up during the long flight before the Dragonarmies. Tas is also immune to the emotion of fear, as are all Kender.

Lord Gunthar maintained a journal detailing the adventures encountered on his voyage from the Solamnic outpost on Ergoth to Palanthus. Show this to the player controlling Gunthar if he is a PC.

We sailed from Ergoth into a gray mass of clouds and storm. Traveling south around the elven cape, we passed up the protected channel between Ergoth and Qualinesti. It pains my heart to see that large stretches of the Qualinesti Forest have been put to the torch.

After two weeks of hard sailing, we call at Caergoth. That forbidding fortress is still held by a small band of Knights; most of its force has been sent northeast to the front.

In Caergoth, we met one Edward White-rose. Poor fellow lost both of his legs in the fighting around Thelgaard. He keeps his chin up, and had much news of the war.

He reported that Solanthus has been captured and sacked by the Dragonarmies. From his stories, it sounds like nary a stone is left standing. Even so, several Knights have fallen back into the tunnels beneath the castle and carry on the fight from there. It's only a matter of time, I'm sure, until their food runs out. Still, I rejoice at this evidence of the spirit that once made the Knights great!

Edward served with a relief force sent to Solanthus. They arrived in time to witness the sacking of the fortress, but made contact with the Knights inside. Then his force was attacked by blue dragons and many draconians. They fell back toward Thelgaard, escaping the dragons at night and knocking a few draconian heads in a midnight ambush.

This is the way the Knights are fighting in Southern Solamnia: aggressive attacks followed by swift retreats into the mountains or fortresses. Often they use diversions to draw the dragons away from the intended battlefield.

It was on such a sortie that Edward lost his legs; the dragons did not fall for the diversion and a sizeable number of Knights were slain in that attack. Even so, Edward tells of a dozen Knights standing in line at a deep ditch, holding off hundreds of draconians while their fellows made their escape. Finally, the breath of a blue dragon put an end to the stand.

We left several footman's Dragonlances with the troops at Caergoth. I gave strictest orders that they be transported immediately to the front. I hope that I will be obeyed.

From Caergoth we sailed north, still sensing the winter's ending warmth in the steady stream of storms. Three days out of Caergoth, we encountered another display of the cancerous spread of the forces of evil: A fleet of huge warships approached us from the south, making fair speed under a good wind.

We could have outsailed them easily, save for the loaded cargo ships that lumbered along with our fleet, so we turned to do battle. Five of their warships attacked, and we had but six smaller vessels to stop them. While the cargo ships made their escape, we turned into the wind and met the Highlord's fleet.

Firearrows arched overhead, and our catapults launched burning bundles of oily rags. The Highlord countered with forces of airborne draconians, launched from the high masts of their vessels. Landing amid the Knights on deck, these draconians attacked savagely. Bloody fighting raged across each of our ships. Three of the Highlord's vessels, however, were completely engulfed in flames.

The two remaining enemy ships closed with a pair of ours, and boarding parties crossed to aid the draconians already aboard. In the meantime, we succeeded in driving the draconians from the decks of our other vessels. Swiftly the little ships darted to the aid of their beleaguered comrades, but for one—the Crimson Rose—the relief was too late. The last of the Knights were put to the sword as our own vessel drew alongside; our only satisfaction came when we put the captured vessel to the torch to prevent the enemy taking her.

The ships of the Knights swarmed around the other Highlord vessel. That ship was lashed to my own vessel, Regent's Crown. The crew of the Crown put up a valiant defense, and aided by reinforcements from the rest of the fleet, we held her and broke off contact with the Highlord's ship. The cargo vessels had made good their escape, so we broke off the action and sped northward. The dragonships did not pursue.

Because of damage sustained in the battle, the Regent's Crown required immediate repairs, so we made a brief stop in the kender port of Hylo. It was here that we were treated to a most entertaining display of the ingenuity of that diminutive race.

The Highlords had somehow managed to land an army on northern Ergoth, under the command of a brutal hobgoblin—Toede, they called him. It was a weak force by Dragonarmy standards, primarily goblins and hobgoblins, but nevertheless posed a grave menace to the kender population.

Toede's force attacked the port the day after we called there, and we witnessed an unusual battle. The kender forces trooped through the city in chaotic fashion. I got the impression they thought they were attending a carnival. They drew up into a thin line on the field north of the city as the evil army came into view.

And then the kender began to taunt! My ears have never been treated to such a variety

of insults and verbal abuse. Of course, the hobgoblins and goblins went beserk, attacking wildly with no sense of order. This was all part of the plan, as the kender fell back in the center and drew the monsters into a narrow corridor of death. The kender attack was speedy and merciless and the surrounded monsters were massacred. We sailed before I could look more closely at the battlefield, but I know that the forces of evil were dealt a stunning defeat at the hands of the kender that day.

From Hylo, two weeks of clear and smooth sailing brought us at last to Palanthus with our precious cargo of Dragonlances. I can only hope that we have arrived in time.

Tasselhoff Burrfoot

10TH-LEVEL KENDER THIEF

ABILITIES


Languages: COMMON, KENDER

Thief Skills: PICK POCKETS 85%, OPEN LOCKS 77%, FIND TRAPS 70%, MOVE SILENTLY 88%, HIDE IN SHADOWS 78%, HEAR NOISE 35%, CLIMB WALLS 84%, READ LANGUAGES 45%.

Kender Talents: **Taunt:** KENDER ARE MASTERS AT ENRAGING OTHERS BY VERBAL ABUSE. ANY CREATURE A KENDER TAUNTS MUST SAVE VS. SPELLS OR ATTACK WILDLY AT ONCE FOR 1-10 ROUNDS AT A -2 PENALTY TO HIT AND A +2 PENALTY TO ARMOR CLASS.

Fearlessness: KENDER ARE IMMUNE TO FEAR, INCLUDING MAGICAL FEAR. THEY ARE CURIOUS ABOUT EVERYTHING, A TRAIT THAT OFTEN GETS THEM INTO TROUBLE.

the



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Chapter 15 Encounters

and flees, leaving the door open behind it.

If the heroes follow peacefully, the figure is joined by several others of its kind, each carrying a dully glowing torch. They lead the heroes through the underground passages shown on page 21 to the Shadowhall in the Temple of Huerzyd, described in Encounter H11 in Chapter 16.

This ends the events for characters who have been captured.

SANCTION ENCOUNTERS

Use the following encounters to describe the various parts of the city of Sanction that the heroes seek to examine.

NPC Encounters

Encounters between the heroes and residents of Sanction can have various outcomes. The members of the Dragonarmy are almost universally hostile and belligerent. As a rule the heroes are not suspected of being more than a group of human mercenaries in some army unit.

The only avenue that might generate a little conversation with the humanoids is an offer, and deposit of cash, to join one of the many gambling games common in the taverns of Sanction.

The human natives of Sanction regard the heroes with suspicion and fear. These people, who lived in Sanction before the coming of the Highlord's armies, own nearly all of the taverns, inns, and shops in the city.

The types of common businesses are listed below on the Random Business Chart. If the heroes look for a specific type of shop that is on the list, allow them to find it. If they happen to wonder what is on a particular street, roll d100 a few times to come up with some shops.

Random Business Chart

D100 Roll Type of Business

1-31	Inn
32-35	Food market
36	Blacksmith shop
37	Moneylender
38	Brewer
39	Vintner
40-41	Wainwright
42-44	Stable
45	Leather worker
46-48	Weaver/tailor
49-51	Stonemason
52-53	Sailmaker
54-59	Carpenter/Shipwright
60-63	Net/rope maker
64-65	Mapmaker/surveyor

66-70	Brothel
71-73	Embalmer
74-76	Apothecary
77	Astrologer
78-80	Pottery Shop
81-85	Armorer
86-90	Weaponsmith
91	Scribe
92	Jeweler
93-94	Physician
95-98	Tentmaker
99-00	Officer's club for the army and unit commanders

Warehouses are noted on the map and are stocked with military supplies of all kinds (food, weapons, wagons, uniforms, etc.) until Event 10. After this they are virtually empty.

The proprietors and human native customers encountered within these businesses greet the heroes with varying levels of enthusiasm, ranging from helpful to downright rude. Use the Human NPC Reaction Table to determine the type of response a native of Sanction has to the PCs.

Human NPC Reaction Table

D20 Roll Reaction

1-3	Hostile, refuses to deal with PCs
4-5	Sullen and uncommunicative
6-7	Insulting, greedy
8	Businesslike but silent
9-11	Cold but professionally polite
12	Cautiously helpful
13-14	Talkative but trite and foolish
15	Fearful but helpful
16-17	Friendly and helpful
18	Old-timer, talks about shadowpeople and "good old days"
19	Recognizes PCs as good people and offers knowledge of hidden pass to north
20	Perceptive, informs PCs that Temple of Luerkhis was the start of Sanction's corruption and is the heart of its evil

ENCOUNTERS

22. Docks

The waterfront region of Sanction is as filthy a port as can be found on Krynn. All sorts of vile characters can be found here, and the inns and streets are the settings for countless bloody fights every day.

The smell of rot is oppressive, and the humidity raised by the steamy entrance of the lava into the harbor makes it a very uncomfortable place.

23. Central Slum

These areas of small, close-packed buildings are teeming with thieves and the drunken troops of the Highlord's army. Although the inns in this area are small, they tend to be very crowded.

The ramshackle buildings are rude and temporary looking. The entire slum area is crisscrossed with a maze of winding alleys and twisting walkways; no streets cut through the slums.

If the heroes attempt to move through a slum district, use the Sanction Slum Flow Chart in the DM Folio to describe their passage. Each box on the flow chart represents an intersection where several alleys come together.

24. Northern Slum

This area is as dense as the central slum, but does not contain as many inns and brothels. Consequently, it is much less likely to be visited by the minions of the Highlord's army.

Characters traveling through this area see many more signs of actual poverty than in the other slums as there are many hungry children and unfortunate residents. This district is quite a bit quieter than any other section of Sanction.

As in the central slum, use the Sanction Slum Flow Chart to describe to the players their characters' passage through the northern slum.

If the heroes should venture into an inn or shop in this district, the crowd is primarily native humans. When checking on the NPC Reaction Table for an NPC, apply a +1 modifier to the d20 roll (treating a 21 as a 20).

25. Southern Army Camp

This camp is home to the goblin, hobgoblin, and human troops of the Highlord's army. Like the other troops, these forces represent reserve units that have not yet been committed to the war. After Event 10, the camp is

Chapter 15 Encounters

struck and the area deserted.

Until the troops move out in Event 10, this camp is a filthy and raucous place. Gambling and fighting is common among the bored troops. Commanders seldom show up here, preferring the decadent comfort of their establishments in the city.

Each tent is home to a dozen troops of one of the three races. There is only a 25% chance at any given time that any of the troops are within the tent. If the tent is occupied, d12 of its residents are present.

The tents contain the secondary weapons and clothing of the troops, but very little else. Individuals go armed through Sanction, and no soldier trusts his fellows enough to leave valuables in the tent.

Rising onto the slopes of the southern volcano, the camp is in a hot and uncomfortable location.

26. eastern Army Camp

This camp, smaller than the others, is home to the formidable heavy units of the Highlord's reserve army. Ogres, minotaurs, trolls, and hill giants make up the troops living here.

Each tent in this camp houses six of one type of humanoid monster. There is only a 20% chance that any tent is occupied (d6 monsters present if occupied). In atmosphere and culture it is very similar to the southern army camp.

Humans are bullied unmercifully in this camp, unless they prove a match for whatever creatures start the bullying (1-2 = ogres, 3-4 = minotaurs, 5 = trolls, 6 = hill giants).

27. Northern Army Camp

This camp holds the draconian troops of the reserve army. Baaz, Kapak, Bozak, and Sivak draconians live here.

The camp is noticeably cleaner and quieter than the other two. Non-draconians are regarded hostilely by cold, reptilian eyes. They are ignored if they seek information.

The tents in this camp are occupied 50% of the time by d12 draconians. If occupied, roll a d4 to determine draconian type: 1 = Baaz, 2 = Kapak, 3 = Bozak, 4 = Sivak.

28. Lava Streams and Bridges

The rivers of molten rock streaming through the City of Doom are actually moving quite slowly. They are, nonetheless, extremely hot and mean near-certain death for any non-fire resistant creature unfortunate enough to fall into one.

The lava flows along at a rate of about 1 foot per turn. The rock rivers are covered with a

semi-hard crust of superheated rock, that breaks if anything heavy (100 gpw or more) lands on it. The crust is a brownish gray, although at night a faint reddish tinge can be seen in it. Between the plates of crusted rock, brightly glowing crimson lava is visible. Any character touching the surface of the lava receives 6d6 points of fire damage. A successful saving throw versus breath weapons reduces this damage in half. A character falling onto or becoming immersed in the river receives maximum damage (36 points) each round.

Even standing next to the lava is dangerous. Each round a character remains at the edge of a lava river or lake, d6 points of fire damage are suffered. A save versus breath weapons eliminates this damage.

At several places, shown on the map of Sanction, solid stone bridges cross the lava rivers. These bridges partially protect crossers from some of the heat, but characters on the bridges must make a saving throw versus breath weapons every round or receive d4 points of damage.

29. The Lords of Doom

Each of these volcanoes rises through steep and rocky slopes to a towering summit. The summits are hollow craters that contain pits of bubbling lava. The same risks inherent in standing next to the lava rivers (Encounter 28) apply to characters at the summit of any of these mountains.

Each peak is 4,000 feet above sea level. The mountains have been compressed in scale on the map of Sanction in order to fit the summit of each peak on a map of the city. The ridges extending out from the summits are extremely steep, but they can be climbed without ropes or special skills. Any ascent up the slopes between the ridges requires a thief to lead the way and make a successful climb *sheer surfaces* roll every 200 feet (failure meaning a fall of 10-100 feet). If the thief trails a rope, other characters can climb up after him.

Area 29a, on the northeastern peak, marks the location of the secret tunnel entrance to the Temple of Luerkhis. Each character is entitled to one *find secret doors* roll while in the city of Sanction. A success means that the hero noticed the crudely disguised tunnel mouth 500 feet up the slope of the mountain.

30. Temple of Huerzyd

This temple is the smallest of the three and shows few outward signs of activity. The clerics and troops of the Highlord's forces usually ignore this temple. They feel an uncomfortable sense of danger here.

Actually, Huerzyd is the center of the Shadowpeople's culture in Sanction. From here they can reach any other part of the city through their network of tunnels, shown on page 21.

Huerzyd is described in more detail in Chapter 16.

31. Temple of Duerghast

This forbidding edifice is a tall, black structure that looks like it was designed as a fortress. High walls surround it and two solid iron gates seal the only two entrances (except for the tunnel of the Shadowpeople).

Duerghast is used by Ariakus as a prison and torture chamber. He comes here occasionally to be entertained by the suffering of some unfortunate captive.

Duerghast is described in more detail in Chapter 16.

32. Temple of Luerkhis

Luerkhis is the center of the Queen of Darkness's power on Krynn. It contains the throne of Ariakus, her most powerful servant, as well as the good dragons' eggs, the objects of the heroes' quest.

The outside of the temple is well guarded by Sivak draconians of the Red Watch. Trespassers have to fight 1-3 bands of the Red Watch, numbering 2-8 Sivaks each, before they reach the temple itself. Of course, potent magical protection such as *invisibility* or thieves successfully *moving silently*, might avoid these encounters.

Luerkhis is described in more detail in Chapter 16. The mission of the PCs should eventually bring them to this evil place.



Chapter 16: The Lords of doom

This chapter describes encounter areas in the temples of Huerzyd, Duerghast, and Luerkhis. There are no scheduled events in this chapter; the story develops from the PCs' explorations of the temples. Some of the events in Chapter 15 occur in these temples.

After the characters have reached the Altar of Corruption in Luerkhis, however, a chain of circumstances will propel the characters toward a specific destination. This chain is detailed in Passage From Darkness, the closing episode of the chapter.

Temple Maps

The Temple of Huerzyd

This is the oldest of the temples in Sanction, originally built before the Cataclysm in honor of the true gods. It is the only temple that has not been perverted to evil purposes.

The structure looks plain and unassuming from the outside, unlike its two counterparts. Its white stone walls somehow maintain a degree of cleanliness in the smoky city.

Huerzyd is the bastion of the Shadowpeople in Sanction. Although they rarely venture into the city above ground, they maintain a thriving community on the lower levels of the temple. Subterranean passages connect the temple to most other locations in Sanction.

The map on page 29 in the DM Folio section displays a cutaway view of the Temple of Huerzyd. The network of tunnels used by the Shadowpeople to move about the city is shown on page 21.

Level I

The upper level of the temple is not used by the Shadowpeople. Consequently a number of scavenging creatures have moved in. Also, a party of draconians will be on guard duty here; Ariakus has not figured out the secret of the temple, but he suspects illicit activity.

Every turn the players spend on the first level, they run a 50% chance of a random encounter. If an encounter is indicated, roll 1d6:

Die Roll Encounter

1	2-12	Giant Rats
2	1-6	Carriion Crawlers
3	2-24	Giant Centipedes
4	3-30	Stirges
5	2-12	Baaz Draconians
6	1-6	Sivak Red Watch Draconians

h1. Altar Room

This immense chamber is dedicated to six of the ancient gods of Krynn, each portrayed by

a giant granite statue. Paladine occupies a central position; immediately to his side sits the benign likeness of Mishakal.

h2. Cells

These are small meditation cells, once used by the temple's monks and clerics. Each contains some trash and rubble, but nothing of value.

h3. Storerooms

These rooms held the supplies used by the temple's inhabitants many years ago. The western and middle storerooms contain crates and barrels that at one time held food and drink. Each container has been opened and emptied by scavengers. The eastern room contains scrolls, quills, clerical robes, and other tools of scholarship.

h4. Monks Chamber

This large common room sheltered several dozen monks and clerics. The rotted remains of straw mats on the floor provide the only clues to the room's purpose.

h5. Dining Hall

This is the room where the monks took their meals. Several long wooden tables, flanked by low benches, run the length of the room. Several large clay ovens, as well as some rusted pots, line the far wall. A small cistern in the northeast corner has collected some stagnant water.

h6. High Cleric's Chambers

This formerly opulent office once quartered the high priest of the temple. Soft chairs and colorful tapestries in the outer office have faded and rotted to the point of worthlessness. A large desk in the center of the office contains some old writing instruments.

The inner chamber contains a large bed and several more chairs, also rotted. Beneath the bed is a secret compartment, located by a roll to find secret doors. It contains a scroll with 3 cure *serious wounds* spells on it.

h7. Library

This dusty and dark room was once the temple's library. Now nearly all the books and scrolls have been removed, and bare shelves, a few empty tables, and some unused candles are all that is left.

h8. Secret Door

This secret door has been constructed by the Shadowpeople to prevent the minions of the

Highlord from discovering the entrance to the temple's lower level. Because of the crude work, PCs receive a +1 to all rolls for detecting it.

Level II

The lower level of Huerzyd is the center of the Shadowpeoples' labyrinth. From here, tunnels lead to the other parts of Sanction. The only encounters on this level are with Shadowpeople; there is a 33% chance per turn of encountering 3-18 warriors.

The traps (marked with Xs) on this level are designed to confine intruders until the Shadowpeople can determine what to do with them. Each trap is connected to a trigger on the map. A footstep on the trigger releases the traps: two blocks of stone weighing several tons apiece that drop into the corridor, completely blocking passage. Unless the heroes successfully *detect traps* they do not notice the triggers and are caught in the trap.

Trapped characters are telepathically interviewed by the Shadowpeople. They are instructed to lay down their weapons and attend a Council of the Shadowpeople. The ESP powers of the Shadowpeople detect any intent of betrayal. Creatures of great patience, the Shadowpeople simply wait until the heroes are ready to agree to their terms.

When the characters are released, the traps are raised only two feet, forcing the heroes to crawl out under the watchful gaze of 20 warriors.

h9. Clan Caverns

Each of these caverns is the home of some 31-50 (d20 + 30) Shadowpeople. Despite the crowded nature of the accommodations, the rooms are clean and airy. Sophisticated vents bring fresh air through regularly, and each room has a small hole leading deep into the volcano for sanitary necessities, as well as a clean fresh-water well.

h10. Mushroom Farms

These rooms are filled with an incredible variety of thriving fungi, the source of all the Shadowpeoples' food. Warm drafts of volcanic air keep the chambers warm.

h11. Shadowhall

All of the adult Shadowpeople gather here for conferences when important matters are afoot. The arrival of the heroes warrants such a gathering. Only during a Council of the Shadowpeople can the Revered Ancient One come into existence (see NPC Capsules).

Chapter 16 Encounters

If the PCs prove themselves to be enemies of the Highlord, the Shadowpeople will provide them with all the information (secret doors in temples, locations of guardposts, etc.) and other aid they can give.

The Temple of Duerghast

Duerghast is a forbidding-looking structure of black granite. It was originally constructed as a temple to one of the false gods commonly worshiped after the Cataclysm. Since the clerics of this god decided that their deity enjoyed displays of violence and bloodshed, the temple was constructed with an arena and torture chambers included. Thus equipped, it has served very well as a prison for Ariakus's enemies.

Guard patrols are frequent throughout the temple. All random encounters are with these patrols. Check once per turn, with a 33% chance of an encounter. Roll 1d6 to determine the encounter.

Die Roll Encounter

1	1-2 Red Watch Sivaks
2	1-6 Baaz Draconians
3	1-6 Kapak Draconians
4	1-4 Bozak Draconians
5	1-4 Red Watch Sivaks
6	1-4 Ogres

Level I

δ1. Gates of Duerghast

Each of these sets of gates is made up of two heavy iron slabs, 4 inches thick, 10 feet wide, and 20 feet high. They are controlled from within the nearest tower and cannot be opened other than with the huge winches there. The gates are open during the day.

δ2. Walls

Each of these walls is made of smooth black granite (-10% to all *climb sheer surfaces* rolls and rises to a height of 40 feet. The walls are 20 feet wide at the base and 10 feet wide on top. A low 3-foot-tall battlement encloses the top of the wall. The only way onto the wall, short of climbing or flying, is through a tower.

δ3. Towers

These tall structures are made of the same stone as the walls. Each rises to 80 feet. Beginning as a 60 foot x 60 foot square at ground level, it narrows to 30 feet x 30 feet on top, where a battlement surrounds the platform.

A stairway climbs from ground level to the doors leading onto the walls, and from there

to a trapdoor leading to the top platform. The doors leading to the tower are all locked and must be picked or opened with a key carried by the leaders of every Red Watch guard patrol.

δ4. Arena Cages

The narrow corridors surrounding the arena lead into many small, bare cages. Iron bars and gates seal each of them. One of the cages is currently occupied by an immense tiger, eventually intended to die for the entertainment of Ariakus.

δ5. Arena

This open area is covered with a layer of sand. A tall grandstand rises up the slope of the mountain to the rear of the arena. Twelve rows of benches, capable of seating a total of about 600 people, surround an ornate box at the lower center of the grandstand. The entire viewing area is raised above the arena by a 12-foot-high wall.

δ6. Guard Barracks

Each of these rooms is sleeping quarters for a dozen Baaz or Kapak guards permanently stationed in the city. The rooms are plain and crude, containing nothing of value. Roll for a random encounter (with the usual 33% chance) each time the heroes examine one of these rooms.

δ7. Practice Room

This large chamber is where the guards practice with their weapons. There is a 33% chance that a group of guards are in here at any time. The room is made of black stone and unfurnished except for torch sockets in the walls.

δ8. Armory

This room is locked. The key carried by the Red Watch commanders opens this door. Within are stacked 36 spears, 24 longswords, 24 shields, 12 Red Watch uniforms, and a locked chest. The key to the chest will not be found by the PCs, but if they pick the lock they find a *longsword* +2, a *shield* +2, and a *shield*, +1.

δ9. Pagan Altar

The only room with any religious significance in the temple, this chamber contains a statue of a hideous god, looking much like a cross between an octopus and a spider. A low dais, stained brownish red, lies before the statue.

This room is not used anymore.

δ10. Entryway To Lower Level

The door to this hallway is locked (again, a Red Watch commander's key or lock picking will open it). A long stairway descends from the west end of the room.

Level II

δ11. Guardroom

This room is always guarded by four Red Watch Sivak draconians. The locked doors at either end are barred iron gates.

δ12. Mass Cells

Each of these dingy cages is a 10 foot x10 foot cube of stone and iron, not even a mat as furnishings for the inmates. There are four listless male prisoners in four separate cells (determine randomly). If freed, the prisoners will not fight for the heroes, but make every effort to get away.

δ13. Morgue

Prisoners who die from excesses of torture or lack of food are carried here and left to rot. The stench in the room is vile. In addition, five ghosts subsist on the corpses. Although they do not attack draconians, they eagerly assault any warm-blooded prey entering the room.

δ14. Torture Chamber

This room contains every type of device for inflicting pain known to the macabre imagination of Ariakus. The secret door at the far end leads to a gallery where the Dragon Highlord often comes to watch the "festivities."

A low brazier flickers with a dull, smoky fire in the center of the room, giving the entire area a nightmarish red glow.

δ15. Maximum Security Cells

These are the cells the PCs are taken to if they experience Event 13 of Chapter 15. Each is sealed from the other cells by a thick stone wall, and the doors are double locked. One key needed to open them is the key carried by Red Watch patrol leaders, but the other has only a single copy, and that is carried by the Torture Master.

The secret doors have been carved by the Shadowpeople with extreme care, although they can be located with a normal roll to find secret doors.

Chapter 16 Encounters

Ø16. Torture Master's Quarters

This opulent apartment is decorated in the most garish fashion imaginable. Bright, red and purple tapestries line the walls and a huge, canopied bed fills one end of the room. A locked chest, containing 800 stl and 2,000 stl worth of gems, sits in one corner. The Torture Master has the key.

The Torture Master is a bloated little hobgoblin, puffed up with his own importance, but actually a coward and a sneak. He will go to any lengths to save himself if his life is endangered.

The Temple of Luerkhis

Luerkhis is the largest of the temples of Sanction and is the headquarters of the Dragon Highlord Ariakus. He is constantly surrounded by members of his elite Red Watch unit of Sivaks.

Luerkhis is a center of the Queen of Darkness's power on Krynn. The lower level of the temple once held the first altars used in the unholy worship of the evil gods. Now the lower level of the Temple of Luerkhis contains the key to the good dragons' Oath and the secret of the origins of the draconian race.

Random encounters are frequent in Luerkhis. The following chart applies to all levels of the temple. There is a 33% chance every turn that a random encounter occurs.

Die Roll Encounter

- | | |
|---|-------------------------------|
| 1 | 1-6 Red Watch Sivaks |
| 2 | 1-10 Red Watch Sivaks |
| 3 | 1-3 Clerics of Takhisis |
| 4 | Small, sub-adult red dragon |
| 5 | Medium, sub-adult blue dragon |
| 6 | Large, adult white dragon |

Level I

L1. audience Hall

This vast room is flanked by smooth marble columns and is bare of any decoration. At the far end rests a huge granite throne. This is the audience hall of the Dragon Highlord Ariakus. It is illuminated by flaring torches that cast everything in a brilliant reddish light.

The secret door at the back of the hall is locked and Ariakus has the only key.

L2. Interview Rooms

These two rooms are virtually identical, except that one is decorated in blue and the other in red. Each is lushly appointed with soft carpeting, brilliant golden chandeliers, and soft

chairs and pillows. The rooms are consciously designed to put their occupants at ease.

This is where Ariakus prefers to question prisoners who show signs of cooperating when brought into the audience hall. There is always time to send them to the dungeons later. The secret door connecting the two rooms is concealed behind a tapestry and Ariakus has the only key.

L3. Conference Room

This chamber is splendidly appointed, containing a large mahogany table and 20 plush armchairs. Several silver chandeliers cast gentle illumination throughout the room. An unlocked cabinet holds 12 bottles of fine wine, two bottles of equally fine brandy, and 20 long-stemmed crystal glasses.

L4. ariakus's apartments

This three-room suite also displays the taste for luxury possessed by the Highlord. The outer room, decorated in black silk, matches the description of the interview rooms. Next, a small office contains papers and writing implements. The desk has a locked drawer, protected with a poison needle trap, containing orders for the reserve army to march to Vingaard and complete the destruction of that fortress.

Concealed in a false bottom in the desk are a *ring of protection +1*, a *ring of fire resistance*, a *wand of negation* with three charges, and a small key needed to open the nearby treasure room.

The bedroom reflects the ultimate in decadence. Mirrors line the walls and ceiling, and a huge bed spans one entire corner of the room. A white canopy hangs over the bed. A tapestry depicting a great five-headed dragon with heads of green, white, blue, red, and black hangs from one wall. Behind the tapestry is a *mirror of life trapping*.

L5. Treasure Room

This chamber contains the vast treasures assembled by Ariakus from all over Krynn. Coins of steel and platinum, in uncountable numbers, fill dozens of chests. Gems and jewelry well in excess of 10,000,000 stl fill another 10 chests. All the chests are open, revealing their contents to any visitors.

Paintings, tapestries, and sculptures adorn the walls and rest on marble pedestals that are worth a small fortune. Four chandeliers, enchanted with *continual light* spells, keep the room illuminated. One entire wall is devoted to weaponry, and displays a *longsword +4*, 10 *spears +3*, a *longbow +3*, a

dwarven thrower hammer +3, a *crossbow of speed*, and 10 *arrows +3*. Standing before the wall are two sets of human-sized *plate mail +3*, each adorned with a *shield +3*. A suit of *leather armor +1* also hangs from the wall.

Of course, there is a trap. The door is double locked, needing the key carried by Ariakus and the key kept in the secret drawer of his desk as well. All attempts to pick the lock suffer a -10% modifier due to the sophisticated mechanism.

Unless a thief finds and removes both trap releases, a failed attempt to pick either lock drops the 30 foot x 10 foot section of corridor marked on the map into a 20-foot-deep pit lined with poison spikes. Characters falling into the pit receive 3d6 of damage and must make a successful saving throw versus poison (with a +5 bonus to the roll because the poison is old and has lost some of its effectiveness) or die immediately.

L6. Observation Tower

Each of these towers is equipped with several spyholes, from which Ariakus's agents observe activity in the city below. Otherwise, the towers are identical to the two towers of Duerghast.

The tower to the west on the map contains a secret door connecting the temple to the Shadowpeoples' network of tunnels.

L7. HighLord's Library

This is another lushly furnished room, containing hundreds of books and scrolls. Many tomes on military tactics and strategy, the history of Krynn, and the geography of the world before the Cataclysm highlight the collection. None of the scrolls are magical.

L8. Gateway To evil

This chamber contains the top of the stairway leading to Luerkhis's lower level, the true center of the Dragonarmy's evil. Four Sivaks of the Red Watch are on guard here at all times.

L9. Secret Entrance

This corridor contains a secret door that leads to the tunnel (L15) from a high ridge on the peak of Luerkhis (Area 29a on the Sanction map) to the temple. The door was constructed by the Shadowpeople; the Highlord and his troops do not know of its existence.

L10. Dining Room

This large room is where troops of the Highlord stationed within the temple con-

Chapter 16 Encounters

sume their meals. Several long wooden tables and benches run the length of the chamber.

L11. Kitchen

This is a large and immaculate kitchen. Operated by draconians, it is used to prepare both the elegant meals eaten by Ariakus and his guests as well as the more mundane fare of the draconian troops. Several large ovens and a counter containing every conceivable type of cooking device are the main features of the room.

L12. Storage

This room contains the foodstuffs used in the preparation of the temple's meals. Flour, fruit, and dried vegetables, as well as all sorts of spices, are stored here in quantity. Also, a wooden icebox chills several cuts of fine meat and 24 bottles of rare wine.

L13. Red Watch Barracks

This is the barracks of the guards detailed to duty in the temple. Forty bunks line the walls of the room. The bunks are occupied by 1-10 Red Watch Sivaks if the PCs enter.

L14. Slave Quarters

This locked room holds the 30 slaves detailed to pull Ariakus's chariot. They were all freedom fighters in Estwilde prior to their capture and yearn for an opportunity to escape. They will be courageous and helpful if the heroes offer them the chance to regain their freedom.

Although not trained as a fighting unit, they look to Nathan Windsound as their leader.

L15. Luerkhis Passageway

This passageway leads to the secret door in Area 29a on the Sanction map.

L16. Shadowpeople Passageway

This passageway leads to the network of tunnels used by the Shadowpeople to travel beneath the city of Sanction.

Level II

L17. Hall of Learning

This room is the large chamber where the clerics of Takhisis perform their studies and learn the ways of their vile goddess. Three clerics will always be here, studying tomes at the table in the center of the room. If they get a chance to call an alarm, 10 more clerics from each of the two meditation cells will arrive in

two rounds (see the Random Encounter Chart for these clerics' statistics).

The near end of the room is a library, containing tables, chairs, and bookshelves. Simple lanterns, enchanted with *continual light* spells, provide illumination. The books here are texts describing a wide variety of activities, nearly all of them evil. Books on torture, sacrifice, oppression, and other sorts of cruelty are readily apparent. Each is emblazoned with Takhisis's logo of a five-headed dragon.

The north end of the room is used as a combat training facility. Staves, several maces, and a few hammers rest on a rack against the north wall.

L18. Clerical Meditation Cells

These are the plain rooms where the clerics of Takhisis eat, sleep, and ponder the ways of evil. Ten clerics occupy each, unless called forth by an alarm from room L17.

L19. Red Watch Deathguard

The door to this chamber is locked. Within the room wait eight members of the Red Watch, sworn to defend the secret of the temple to the death.

L20. Cell of Sorrow

In this room is chained the unfortunate copper dragon Cymbal (see NPC Capsules). The Highlord has convinced him that the future of his race, in the form of the good dragons' eggs, depends on Cymbal preventing intruders from gaining access to those eggs. Consequently, the dragon tries to prevent anyone except a Dragon Highlord or draconian from passing through his room.

Cymbal is not very bright, but if he can be forced to understand the realities of the situation, he will attempt to help the PCs carry their message to the Isle of Dragons.

L21. dens of The Corruptors

These large chambers are the lodgings of Wyrllish, Dracart, and Harkiel (going from north to south) the three NPCs responsible for corrupting the good dragons' eggs. See the villain cards on the module cover for descriptions of these foul characters. The rooms are currently empty, although they look lived in and recently visited. Each is a relatively plain chamber with a bed, table, chair, and a painting on the wall. The painting depicts the five-headed dragon shown in Ariakus's apartments.

A low chanting is audible as the heroes enter this area. The chanting originates in Area 22.

L22. Egg Rooms

These rooms hold the eggs of the good dragons, readily recognizable by their metallic colors. Each room contains the eggs of one type of dragon. In order (from east to west), are the rooms of the gold, silver, bronze, copper, and brass dragon eggs.

There are about 1,000 eggs of each color in these rooms.

The chant is louder as the PCs pass these rooms. Now, the word "Takhisis" is recognizable as a central ingredient of the chant.

L23. altar of Corruption

This is the chamber where the chanting is coming from. As the heroes reach the doorway, describe the scene:

Two hooded figures flank a small, slime-covered altar. They stare at an object on the altar in rapt concentration, uttering the low, droning chant. Looming over the two human-sized creatures, also staring at the object upon the altar, is a sinuous red dragon.

Craning for a better view, you see that on the altar sits a silver dragon egg.

The chanting has reached some kind of climax, for the hooded figures pause. Suddenly, a drop of saliva from the red dragon's hideous maw plops onto the egg.

Immediately, the silvery surface turns black and slimy. Like some poisonous tumor, the egg begins to grow, changing shape and writhing as if in torment.

The egg becomes huge and begins to split apart. Instead of the silver dragon that should emerge, however, many squirming, lizard-like figures spill forth.

The egg has just given birth to several dozen miniature Sivak draconians.

If the heroes interrupt this procedure at any point before the draconians emerge, the egg still goes through the birthing process (4d12 2-foot-high Sivaks emerge). The three watchers continue to stare at the egg unless distracted by a loud noise or an attack.

If the corruptors are attacked, they fight to the death. The baby Sivaks have 2 HD and cause only 1-2 points of damage with each of their three attacks. They also suffer a -2 penalty on all to hit rolls because of disorientation.

If the player controlling the silver dragon does not realize the significance of what has just happened, as a last resort you should inform him that he has just obtained enough evidence to free the good dragons from their Oath.

This process is repeated every day. The various kinds of draconians are created through the corruption of the good dragons' eggs—eggs that the Queen of Darkness has sworn to protect in return for the good dragons' pledge not to interfere with the war.

Passage from Darkness

This section allows the heroes to take a direct and magical route to the conclusion of the adventure, but only if they have discovered the secret locked within Luerkhis. Do not use this section if the PCs have made enemies of the Shadowpeople.

ENCOUNTERS

33. Pursuit

The passage is through the Shadowpeoples' secret door, marked as Encounter L24. The route leads downward, into the heart of the volcano Luerkhis. If the heroes can reach the Cavern of the Old One—Encounter Area 35—the Revered Ancient One of the Shadowpeople will see that they are safely transported to the Isle of Dragons.

The intrusion into the Altar of Corruption is sensed by Ariakus, and he immediately dispatches troops to destroy the intruders. Prisoners will not be taken by these troops. At the same time, several shadow warriors emerge from the secret door leading to L24, climb the stairs to room L8, and fight to the death in order to prevent the draconians from moving down the stairs. This delays pursuit for 10 rounds.

One of the shadow warriors races to the PCs, telepathically signaling the necessity of rapid escape. Images of hundreds of enraged draconians fill the characters' minds.

After 10 rounds, the following draconians charge down the stairs: 40 Red Watch Sivaks, 200 Kapaks, and 200 Baaz. Because of their hasty retreat, the warriors are not able to effectively close their secret door, and the draconians discover it and charge through.

The corridor behind the secret door winds downward for 3000 feet, twisting and curving back toward the heart of the volcano. The characters should hear sounds of armed pursuit as they flee with the shadow warrior. Finally, the corridor ends in the Cavern of Fire, shown on the map on page 21.

34. Cavern of Fire

The cavern is a hot, fiery chamber within the volcano. The floor is speckled with pools of lava, gouts of flaming gas, and hot but hardened rock. The bridge has no railings and is 20

feet wide. The bridge descends from 700 feet above the cavern floor at the entrance to 300 feet above the floor at the exit. A fall from the bridge will be fatal to any individual who cannot glide or float down. Even if a character glides to the bottom, he takes 3d6 points of fire damage per round (half damage if he saves versus breath weapons).

When any monster or character within 3 feet of the edge of the bridge gets hit in combat with an attack roll of 18, 19, or 20, that monster or character must make a successful Dexterity Check or be knocked off the edge. (Treat draconian Dexterity scores as 11.)

When the heroes are 1/3 of the way along the bridge, the draconians emerge into the cavern. The Red Watch Sivaks immediately launch themselves into the air, soaring to a point beyond the characters on the bridge. At the same time, from a location high up on the wall of the cavern, a flight of 40 shadow warriors glides into the air.

Some of the shadow warriors attack the Sivaks, but most strike at the pursuing draconians on the bridge. Only twelve Sivaks make it to the blocking position on the bridge. The rest of the draconians become embroiled with the shadow warriors, except for 20 Kapaks that break free to pursue the characters along the bridge.

The shadow warrior escorting the heroes sends a last message: "Please, for the sake of us all, reach the cavern of the Old One." The heroes understand that he means the small

cave at the far end of the bridge. Then he soars off the bridge to join his comrades.

Since this encounter is the major ground battle of the heroes' adventures in Sanction, it should be tough! If they seem to be handling it with little difficulty (remember, they should have a silver dragon on their side now), you can have a medium, sub-adult blue dragon emerge from the tunnel to join the draconians in the fight, or you could have some more draconians break free to pursue the PCs.

35. Cavern of The Old One

The cave at the end of the bridge is the home of the Revered Ancient One (see NPC Capsules), honored leader of the Shadowpeople. The cave mouth is protected by a barrier that allows the Revered Ancient One to decide who passes through. All of the heroes and Silvert/Dargent are allowed into the cave.

The Old One cannot be seen or touched, but it is here. The darkness in the cave cannot be dispelled by the PCs.

No light of any kind reaches into the cave, yet the atmosphere is pleasant and relaxing. A soothing touch reaches into your minds: "You have done very well, but you are not yet finished. Rest, and I shall send you where you must go."

A deep sleep falls over you, and you breathe easily. The dreams, when they come, are very pleasant.



Chapter 17: The War in The Skies

This chapter begins in a place of beauty and peace: the Isle of Dragons. If the heroes convince the good dragons to join in the war against the Dragonarmy, the heroes will ride good dragons as steeds, carrying mounted Dragonlances. The chapter climaxes with an aerial battle between the PCs and a force of evil dragons.

The Isle of Dragons lies several hundred miles to the north of the continent of Ansalon, and it is here that the powerful magic of the Revered Ancient One has sent the PCs.

EVENTS

event 15: awakening

This event occurs immediately after the heroes are teleported by the Revered Ancient One.

When the characters arrive, read the following description:

You awaken slowly, feeling well rested and refreshed. All of your wounds have been healed, and the scene surrounding you is unexpectedly pleasant.

Soft grass covers the loamy earth and towering trees of birch and pine loom on all sides. All your companions are nearby.

A glint of metallic skin in the forest catches your eye and abruptly an awesome shape emerges into the clearing. It is a dragon, the largest you have ever seen. Its bearing is not hostile so much as puzzled. Its scales are the color of burnished gold.

As the characters gradually adjust to their surroundings, more dragons enter the clearing. Any hostile acts on the part of the PCs will be dealt with by the use of the *paralyzing* gas breath of several large silver dragons. (Fizban will attempt to calm things down; the dragons seem to settle down and listen when he speaks.)

The dragons entering the clearing include all age groups except the young and very young categories. The dragons' colors are gold, silver, bronze, brass, and copper.

The first dragon to enter the clearing is Aurumnus, a huge ancient gold dragon. In the absence of Paladine, Aurumnus is the leader of the good dragons.

event 16: Confrontation

The heroes find themselves surrounded by an assortment of suspicious and angry dragons. Aurumnus selects Silvert/Dargent for particular rebuke, chastising her for bringing the PCs here. "Remember the Oath," he declares

scathingly, "We must honor our word!"

The dragons will begin to debate the fate of the heroes: should they be killed, imprisoned on the island, or returned to Ansalon with a warning? Allow all points of view to be heard, with imprisonment gradually winning out. The heroes will have to interrupt the dragons' debate in order to make their case. If the PCs mention the eggs in Sanction, the good dragons pay rapt attention. The dragons believe the story unless the PCs greatly distort the facts.

If the heroes explain the deception being wrought by the Queen of Darkness in Sanction, the good dragons are freed from their Oath and make immediate preparations to join the war against the forces of evil. If they do not explain this, the good dragons will imprison the party on the island, leaving them free to walk around, but unable to leave.

Dragon Steeds

If the good dragons join the war against evil, several of them offer themselves as steeds to the heroes. Of course, Silvert/Dargent will not ride a dragon; it is up to her player to decide if she will carry a hero on her back.

Allow each player to roll on the following table to determine what type of dragon steed is offered to each PC.

Dragon Steed Determination Table

Die Roll	Dragon Age and Color
1 - 12	Old Brass
13 - 20	Very Old Brass
21 - 27	Ancient Brass
28 - 37	Old Bronze
38 - 46	Very Old Bronze
47 - 54	Ancient Bronze
55 - 63	Old Copper
64 - 71	Very Old Copper
72 - 75	Ancient Copper
76 - 83	Old Silver
84 - 89	Very Old Silver
90 - 91	Ancient Silver
92 - 95	Old Gold
96 - 98	Very Old Gold
99 - 00	Ancient Gold

Allow the player to roll a d8 to determine the size of the dragon as follows: 1-2 = small; 3-7 = medium; 8 = huge.

It is important to remember, as DM, that each of these dragons is an intelligent and proud individual. They do not tolerate being treated as servants, or beasts of burden, by their riders.

Stored on the Isle of Dragons since the last

Dragon War are a collection of saddles, once used to carry the Knights of Solamnia into battle on dragonback. These saddles are brought out for the player characters' use.

Aurumnus informs the PCs that he is aware that a number of Dragonlances have been delivered to Palanthus. If the heroes do not have enough mounted Dragonlances to outfit all party members, Aurumnus suggests that the characters and their mounts travel there to outfit for war against the evil dragons.

Hearing of Takhisis's treachery and the horrible fate of the eggs has ignited a burning hatred in the hearts of the good dragons. They are determined to storm Sanction and recover their eggs. Most of the dragons (about 200) will head to Sanction. They ask the PCs to join them and provide air cover and reconnaissance while the riderless dragons invade the Temple of Luerkhis. The PCs may go along with the dragons or they may decide to go elsewhere with their steeds (see Event 19 if the PCs decide not to return to Sanction).

The dragons will agree to wait for two days if the PCs need to go to Palanthus to get Dragonlances, but they will accept no other delays in their quest for vengeance.

event 17: Return to Palanthus

Run this event if the heroes return to Palanthus to get the Dragonlances. Read the section of boxed text to the players to describe the heroes' first journey on dragonback.

The mighty serpents crouch expectantly, their huge wings slowly fanning, practicing for the powerful strokes that will carry you through the air. Suddenly, iron muscles flex and the dragons leap into the air!

Swiftly the ground falls away. The saddles seem secure, but the effect is still dizzying. The flight moves out over the wave-tossed ocean, soaring steadily to the south. Necks and tails extended to streamline their flight, the good dragons seem eager to join the war.

The heroes will find that riding on dragons is the easiest and most exhilarating way to travel across the face of Krynn.

In less than a day they reach Palanthus, covering an expanse of ocean that would require several weeks to cross by ship.

The landing in Palanthus is dramatic to say the least. People run screaming from the sight of the mighty serpents and their riders.

An armed force of Solamnic Knights gathers to confront the dragons and their riders as they land. They are puzzled and suspicious, but recognize that the colors of these new

Chapter 17 Events

dragons are unlike any that have been seen with the Dragon Highlords' armies. Thus they do not attack immediately.

Nonetheless, it takes significant persuasion on the part of the heroes to convince the people of Palanthus that their intentions are peaceful, and their dragons good.

Once this is accomplished, the heroes are informed that 10 mounted Dragonlances have been delivered to Palanthus aboard a ship from Ergoth. One of these is provided for each rider, mounted onto the saddle as shown in the diagrams on page 28 in the DM Folio.

EVENT 18: DRAGONS TO WAR!

This event occurs as soon as the PCs have mounted Dragonlances (after Event 17 or after Event 16 if the heroes brought mounted Dragonlances with them).

Read both sections of boxed text only if this is the PCs' first ride on dragonback. Skip the first section and read only the second boxed section if the PCs traveled to Palanthus on dragonback in Event 17.

The mighty serpents crouch expectantly, their huge wings slowly fanning, practicing for the powerful strokes that will carry them through the air. Suddenly, iron muscles flex and the dragons leap into the air.

The air around you is filled with glistening metallic colors as hundreds of dragons launch into flight. Mighty wings flap thunderously as the dragons strain upward.

Swiftly the ground falls away. The saddles seem secure, but the effect is still dizzying. The army of dragons moves out over the wave-tossed ocean, soaring steadily to the southeast. Necks and tails extended to streamline their flight, the good dragons are eager to exact their vengeance.

The flight to Sanction takes two days, with several stops for food and other necessities.

The dragons head toward the Temple of Luerkhisis. Their immediate concern is the safe return of their eggs. They will not hesitate in their attack on the temple, reasoning that delays mean more eggs perverted. They attack every creature within the temple, except Cymbal, if he is still there.

Once in Sanction, the riderless dragons dive at the temple entrance. Gold, silver, and bronze dragons *polymorph* into bats and speed through the temple toward the eggs. The other good dragons land at the entrance and lumber into the temple. Several dragons stop at the doorway and use spells, breath

weapons, and natural weaponry to prevent evil ground troops from entering the temple.

The heroes' duty is to guard the airways and warn of any approaching evil forces. Ariakus has not been idle since the PCs' intrusion into his domain. Realizing that trouble might come soon, he called in reinforcements. He now commands nine average sized old blue dragons and three average sized very old red dragons, in addition to several hundred draconians and assorted humanoid monsters. The evil dragons take flight to challenge the PCs and their mounts as the temple is being invaded. Read the following to the players.

The thrill and fear of battle grips you as you watch the good dragons invade the evil Temple of Luerkhisis far below you. Draconians, ogres, and minotaurs are dashed aside like leaves in the dragons' enraged charge through the temple doors. Several bronze dragons stop at the entrance and hold the evil hordes at bay.

The streets of Sanction are also the site of bloody battle as the trod-upon humans, emboldened by the dragons' attack, at last fight back against their oppressors. You see brave shadow warriors fighting side-by-side with the humans. More shadow warriors glide down upon bewildered draconians. The natives of Sanction are exacting their revenge!

Suddenly, you hear the roar of other dragons. Below you is a flight of blue and red dragons soaring upward. Your dragons roar challenges and a whirling, confused aerial melee is joined!

Running The aerial Battle

Consult the DMG, pages 50-53, for the rules on conducting aerial combat. Allow creatures that fly at 1/2 their maximum speed to maneuver at one class better than their listed maneuver class. A dragon flying at less than 1/2 its maximum speed stalls and drops 100-600 feet before it can recover.

Dragons on Krynn also have the ability to perform a "wingover" maneuver. This requires the dragon to climb on the round before the wingover is performed. When doing the wingover, the dragon stalls, drops 100 feet, and can turn up to 120 degrees.

Dragons maneuver normally when carrying passengers. When mounted Dragonlances are used in a charge, however, they do not inflict double damage on their victims.

The saddles the PCs are using have a few combat advantages. Each is equipped with a wide shield created out of many evil dragon scales. When a breath weapon strikes a rider

protected by this shield, the shield gives the rider a +2 to the saving throw. In addition, the character receives only half damage if he fails the saving throw and no damage if the save is successful.

The mounted Dragonlances are designed to swivel upward and away when they strike a target in the air. They cannot be used to attack a creature lower than the path of the attacking dragon (i.e., the dragon carrying the Dragonlance must pass under the target).

The heroes find themselves in a fight with all twelve evil dragons (three red, nine blue) that Ariakus has at his command. The red dragons will attack the most powerful good dragons, leaving the blues to handle the rest. There are more evil dragons than PCs on good dragons so several blue dragons will fly around the battle, waiting to take the place of a dead or defeated evil dragon. No good dragon reinforcements will appear until the 21st round of the aerial battle (it takes the good dragons that long to secure the temple and establish control over the egg rooms).

The catapult counters represent two heavy catapults (see DMG, page 108) that are located on either side of the temple. They have a range of 36". They can fire at aerial targets at an altitude of 16" (480 feet) or less. Ten Kapak draconians attend each catapult. They will fire if a good dragon defeats his opponent or breaks free of the fight.

The evil ground troops are wiped out soon after the good dragons reemerge from the Temple of Luerkhisis. Sanction is once again in the hands of its natives and the Dragonarmy has suffered a disastrous defeat with the loss of the city and the capture of the Altar of Corruption.

Ariakus did not appear during the battle, nor does a search of the city locate him.

EVENT 19: The Battle in the Air

If the PCs choose not to accompany the dragons to Sanction, they will still have an aerial combat. Let the PCs decide where they wish to fly with their newly acquired mounts. They will encounter the 12 evil dragons (described in Event 18) in the air over land. This event occurs wherever and whenever you wish.

The evil dragons are flying at 500 feet when the PCs spot them. The PCs have an advantage on the surprise roll because the evil dragons do not expect to see opponents in the air. The evil dragons will be surprised on a 1-3 on a d6. Also, each 300 feet of altitude the good dragons are above the evil dragons adds 1 to this chance of surprise.

See Event 18 for aerial combat rules.

Epilogue

The winds off the northern sea now carry the balmy promise of summer. The snow has retreated into the highest parts of the mountains, and green is once again the color of the plains.

What has proven to be one of the most terrible winters in the history of Krynn has finally passed. The destruction wrought by the war remains, and many fields will lie fallow through the new growing season, for there is no one to tend them. Yet in other places—places where the evil forces have not yet wreaked their havoc—crops will grow and food will again be plentiful.

The war goes on. Vingaard, Solanthus, Thelgaard, and all the other battlefields on the war-torn surface of Krynn continue to be watered with the blood of the wounded and dying. The might of the Dragonarmies is vast, and their numbers seemingly endless.

But, for the first time, there is a chance of meeting the Dragon Highlords on the field of battle and defeating them. The once-unstoppable force of an evil dragon and its rider has met its match with the return of the dragons of good.

Certainly the road to victory will be long and hard. But, from the lowest ranking page-boy serving the Knights of Solamnia, to the generals and heroes who hold the fate of the world in their hands, there is a growing feeling that the war might eventually end in triumph.

The long journey to victory may have finally begun.

This ends the second book of the DRAGONLANCE® adventure modules. In victory or defeat, the heroes have taken the war into the skies and have met the evil minions of the Queen of Darkness on their own terms. Certainly, the combination of good dragons and the potent Dragonlances gives the forces of good an opportunity to stem the tide of evil that has hitherto swept the face of Krynn.

If any Player Characters met an untimely demise during the playing of this adventure, the players may roll up new characters to fight with the armies of good. These characters can be Knights of Solamnia, stalwart dwarves, or perhaps even a renegade elf from the wilds of Ergoth. The campaign has grown beyond

those few heroes who started adventuring together at the Inn of the Last Home in Solace, and the party of PCs can grow to meet the needs of each individual campaign setting.

If you have TSR's BATTLESYSTEM™ Fantasy Combat Supplement, you can set up any number of battles as scenarios using the BATTLESYSTEM rules. As the war rages, sharp encounters are fought throughout Ansalon. Of course, the PCs and their dragon steeds can journey to different areas and help fight these battles, but other good dragons have returned to Ansalon, and many of the Knights of Solamnia will soon learn to ride them into war. The actions of the PCs have begun to turn the war in favor of the good forces.

Module DL10, "Dragons of Dreams," will soon be released, moving the epic story into its third and final book. If you have enjoyed this role playing of the DRAGONLANCE saga, be sure to pick up the concluding series!

The Saga Continues!

dragonlance® Modules

Module	Release Date
DL10 Dragons of Dreams	October, 1985
DL11 Dragons of Glory	January, 1986
DL12 Dragons of Faith	March, 1986
DL13 Dragons of Truth	May, 1986
DL14 Dragons of Triumph	July, 1986
DL15 Dragons of Krynn	September, 1986

Dragonlance™ Books

The dragonlance Chronicles dragonlance™ Legends

Dragons of Autumn Twilight	The Time of the Twins	January, 1986
Dragons of Winter Night	War of the Twins	June, 1986
Dragons of Spring Dawning	Test of the Twins	September, 1986

Super Endless Quest™ adventure Gamebooks

Prisoners of Pax Tharkas
The Soulforge

Draconians

BAAZ

FREQUENCY:	<i>Uncommon</i>
# APPEARING:	2-20
ARMOR CLASS:	4
MOVE:	6"/[15"/]18"
HIT DICE:	2
% IN LAIR:	5%
TREASURE TYPE:	<i>J, K, L, U</i>
# ATTACKS:	1 or 2
DAMAGE:	1-8 or 1-4/1-4
SPECIAL ATTACKS:	<i>None</i>
SPECIAL DEFENSES:	<i>None</i>
MAGIC RESISTANCE:	20%
INTELLIGENCE:	<i>Average</i>
ALIGNMENT:	<i>LE(C)</i>
SIZE:	<i>M(5 1/2 ft.)</i>
PSIONIC ABILITY:	<i>Nil</i>
Modes:	<i>Nil/Nil</i>
XP VALUE:	81 + 1/hp



BOZAK

<i>Uncommon</i>
2-20
2
6"/[15"/]18"
4
15%
<i>U</i>
1 or 2
1-8 or 1-4/1-4
<i>Spell use</i>
+2 saves
20%
<i>High</i>
<i>LE</i>
<i>M(6ft. +)</i>
<i>Nil</i>
<i>Nil /Nil</i>
175 + 4/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 or 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 spe-

ties 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.

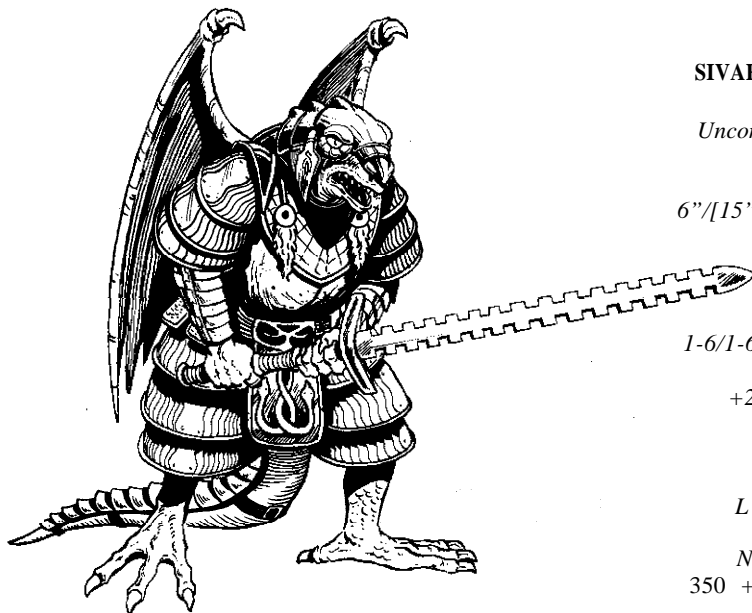
Bozak draconians are magic-users and have a higher resistance to magic than other draconians. Bozak can cast magic spells as fourth-level magic-users. They are very devoted to the purposes of the Dragon Highlords. They never show mercy once they attack. However, they will not destroy an opponent if they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

Draconians

KAPAK

FREQUENCY:	<i>Uncommon</i>
# APPEARING:	2-20
ARMOR CLASS:	4
MOVE:	6"/[15"]/18"
HIT DICE:	3
% IN LAIR:	15%
TREASURE TYPE:	<i>K, L, M</i>
# ATTACKS:	1
DAMAGE:	1-4 + <i>poison</i>
SPECIAL ATTACKS:	<i>Acid Pool</i>
SPECIAL DEFENSES:	<i>None</i>
MAGIC RESISTANCE:	20%
INTELLIGENCE:	<i>Average</i>
ALIGNMENT:	<i>LE</i>
SIZE:	<i>M (6ft.)</i>
PSIONIC ABILITY:	<i>Nil</i>
Modes:	<i>Nil/Nil</i>
XP VALUE:	105 +3/hp



SIVAK

<i>Uncommon</i>
2-20
1
6"/[15"]/18"
6
10%
Q
3
1-6/1-6/2-12
<i>None</i>
+2 <i>saves</i>
20%
<i>High</i>
<i>NE</i>
<i>L (9 ft.)</i>
<i>Nil</i>
<i>Nil/Nil</i>
350 + 6/hp

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 appear-

ance 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.



The Shadowpeople

Frequency: *Rare*
Appearing: 2-40
Armor Class: 2
Move: 12"/18"
Hit Dice: 3 + 1
% In Lair: 100
Treasure Type: *nil*
of Attacks: 1
Damage/Attack: 1-8
Special Attacks: *see below*
Special Defenses: *see below*
Magic Resistance: *Standard*
Intelligence: *Very*
Alignment: *Neutral (good)*
Size: *M*

The Shadowpeople are a race of mammals that has dwelled in Sanction since the city was founded, centuries before the Cataclysm. Their existence has always been rumored, but never proved to the satisfaction of scholars.

Shadowpeople dwell almost exclusively

underground and suffer greatly in the light of the sun. Under an overcast, such as always exists in Sanction, Shadowpeople in daylight suffer a -2 penalty to all to hit rolls. The penalty is increased to -4 under a bright sun.

A long membrane connecting their arms to their flanks is the primary distinguishing characteristic of the otherwise humanoid Shadowpeople. They are covered in dark, smooth fur. The membrane gives the Shadowpeople the ability to glide through the air. They can glide a distance equal to 10 times the altitude lost in the glide.

The Shadowpeople have a close, clannish culture. The young are cared for by whatever adults happen to be nearby. The adults are divided into two classes: warriors and councilors. The warriors patrol the underground tunnel network used by the race, and defend the clan against intrusion. The councilors meet regularly to educate the young and make the important decisions about the survival and future of the race.

Shadowpeople can communicate via a set of squeaks and growls that forms a primitive lan-

guage, but they are much more likely to use their advanced ESP abilities to send and receive messages. This ESP accounts for the Shadowpeople's low armor class: in combat they are able to anticipate the actions of an enemy and take measures to defend against it. They cannot be surprised by any sentient creature.

In combat shadow warriors employ a wickedly curved hook to both attack and restrain opponents. Once an enemy has been struck by the hook of a shadow warrior, the enemy suffers a -2 penalty on all to hit rolls and sustains an additional d8 of damage every round until one or the other combatant is dead, or the fight ends.

Although the councilors possess none of the combat abilities of the shadow warriors, they have another ability: the creation of the Revered Ancient One in its secluded cavern (see NPC Capsules). The Revered Ancient One can only function while the Council of the Shadowpeople is in session.



BRONZE DRAGON



CATAPULT



CATAPULT



SILVER DRAGON

COPPER DRAGON



COPPER DRAGON



BRASS DRAGON



BRONZE DRAGON



SILVER DRAGON



GOLD DRAGON



COPPER DRAGON



BRASS DRAGON



BRASS DRAGON



BRONZE DRAGON



SILVER DRAGON



GOLD DRAGON



RED DRAGON



BLUE DRAGON



BLUE DRAGON



BLUE DRAGON



BLUE DRAGON



BLUE DRAGON



RED DRAGON



RED DRAGON



BLUE DRAGON



BLUE DRAGON



BLUE DRAGON

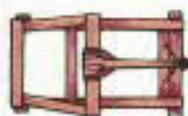


BLUE DRAGON





WOUNDED



WOUNDED



WOUNDED



WOUNDED



WOUNDED



WOUNDED



WOUNDED



WOUNDED



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WOUNDED

Dragon Lance

npc cards

Ariakus 23RD-LEVEL CLERIC/10TH-LEVEL FIGHTER

STR 15	WIS 18	CON 11
INT 13	DEX 12	CHA 15
THAC0 9	AL LE	HP 88

AC -2 (PLATE MAIL +4)

Weapon MACE +3

Spells: 11 FIRST LEVEL; 11 SECOND LEVEL;
10 THIRD LEVEL; 10 FOURTH LEVEL; 9 FIFTH
LEVEL; 7 SIXTH LEVEL; 3 SEVENTH LEVEL

INSTEAD OF ASSIGNING SPECIFIC SPELLS FOR MOST
LEVELS, ASSUME ARIAKUS CAN USE ANY DESIRED
SPELL OF FIRST THROUGH FIFTH LEVEL. HIS SIXTH-
AND SEVENTH-LEVEL SPELLS ARE AS FOLLOWS:

Sixth: AERIAL SERVANT, ANIMATE OBJECT, BLADE
BARRIER, CONJURE ANIMALS, HARM, WORD OF
RECALL

Seventh: ASTRAL SPELL, DESTRUCTION,
EARTHQUAKE



KiTiara 14TH-LEVEL HUMAN FIGHTER

STR 14	WIS 7	CON 14
INT 13	DEX 18	CHA 14
THAC0 10	AL LE	HP 65

AC -3 (DRAGONARMOR PLATE +1, DEX BONUS)

WEAPONS SHORTSWORD +2

SPEAR +3
DAGGER +1

EQUIPMENT KITIARA HAS ACCESS TO VIRTUALLY
UNLIMITED FUNDS AND SUPPLIES, SO SHE WILL
BE OUTFITTED WITH ANYTHING AND
EVERYTHING THE SITUATION CALLS FOR.



Lord Soth DEATH KNIGHT

STR 18/99	WIS 9	CON 17
INT 10	DEX 12	CHA 17
THAC0 12	AL CE	HP 59

AC 0 (PLATE ARMOR +3)

WEAPON TWO-HANDED SWORD +3

MAGIC RESISTANCE 75%
(IF PERCENTAGE ROLL IS 11 OR LESS, SPELL
REBOUNDS AGAINST CASTER)

SPECIAL ABILITIES CONTINUALLY GENERATE
FEAR (5' RADIUS); CREATE WALL OF ICE AT
WILL; INNATE DETECT MAGIC AND DETECT
INVISIBILITY; DISPEL MAGIC 2 TIMES PER DAY;
CAN USE ANY POWER WORD SPELL ONCE PER
DAY; GENERATE 20-HIT DICE FIREBALL; USE
SYMBOL OF PAIN/FEAR.

ALL MAGICAL EFFECTS AT 20TH LEVEL OF ABILITY

MOUNT NIGHTMARE



harkiel HUGE, OLD RED DRAGON

CHAOTIC EVIL	HIT POINTS 66
ARMOR CLASS -1	MOVEMENT 9"/24"
#ATTACKS 3	DAMAGE 1-8/1-8/3-30
HD 11	THAC0 10

Spells FIRST: ENLARGE, DETECT MAGIC
SECOND: INVISIBILITY, MIRROR IMAGE
THIRD: SLOW, PHANTASMAL FORCE



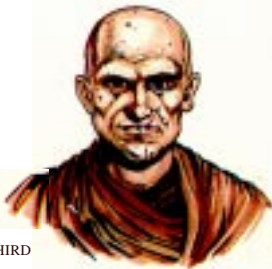
wyrlLish 10TH-LEVEL HUMAN CLERIC

STR 12	WIS 15	CON 14
INT 14	DEX 9	CHA 5
THAC0 14	AL LE	HP 38

AC 10 (NO ARMOR)

WEAPON NONE

Spells: 6 FIRST LEVEL; 5 SECOND LEVEL; 3 THIRD
LEVEL; 3 FOURTH LEVEL; 2 FIFTH LEVEL



Dracart 10TH-LEVEL HUMAN MAGIC-USER

STR 8	WIS 13	CON 11
INT 16	DEX 12	CHA 7
THAC0 19	AL LE	HP 21

AC 10 (NO ARMOR)

WEAPON NONE

Spells: 4 FIRST LEVEL; 4 SECOND LEVEL; 3 THIRD
LEVEL; 2 FOURTH LEVEL; 2 FIFTH LEVEL



KITIARA IS THE OLDER SISTER OF CARAMON AND RAISTLIN. AFTER LONG WANDERINGS, SHE HAS FOUND HER NICHE WITH THE FORCES OF EVIL IN THE DRAGON WARS. HER KEEN MILITARY ABILITY, A GIFT FROM HER WARRIOR FATHER, HAS ENABLED HER TO PROGRESS SWIFTLY THROUGH THE RANKS OF THE DARK QUEEN'S FORCES UNTIL REACHING THE RANK OF DRAGON HIGHLORD.

ALTHOUGH OBSERVERS HAVE NOTED THAT KITIARA SEEMS TO HAVE ICEWATER IN HER VEINS WHEN IT COMES TO COMBAT, SHE IS A HOT-TEMPERED WOMAN AND WREAKS HORRIBLE VENGEANCE ON THOSE WHO DISPLEASE HER.

DETERMINED TO CONTROL HER OWN DESTINY, KITIARA HAS MADE A CONSCIOUS CHOICE BETWEEN GOOD AND EVIL. SHE FEELS THAT HER SKILLS AND TALENTS WILL ENABLE HER TO CARVE A NICHE FOR HERSELF IN THE DARK QUEEN'S WORLD, AND SHE REMAINS UNTRoubLED BY MATTERS OF MORALITY.

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AN UNUSUALLY INTELLIGENT AND EVIL DRAGON. HARKIEL HAS BEEN APPOINTED BY THE DARK QUEEN TO PRESIDE OVER THE FOUL DRACONIAN CREATION PROCESS. HARKIEL BEARS A FANATICAL AND UNDYING HATRED FOR ALL THAT IS GOOD, GOOD DRAGONS IN PARTICULAR. SHE THUS TENDS TO THE CORRUPTION OF THE GOOD DRAGONS EGGS WITH ENTHUSIASM.

IF CONFRONTED WITH A SITUATION IN WHICH HER AIMS ARE FRUSTRATED, HARKIEL IS LIKELY TO GO BESERK. WHEN ENGAGING IN COMBAT, SHE IS VERY LIKELY TO FIGHT TO THE DEATH; IF THE OPPONENT IS A GOOD DRAGON, SHE IS CERTAIN TO DO SO.

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DRACART PERFORMS THE MAGICAL INCANTATIONS REQUIRED TO CORRUPT THE GOOD DRAGON EGGS. TOGETHER WITH HARKIEL AND WYRLISH, HE GOES THROUGH THE DAILY RITUAL IN THE CHAMBER UNDERNEATH THE TEMPLE OF LUERKHISIS.

DRACART DESPISES ALL THAT IS GOOD. HIS LIFE IS DEDICATED TO THE CAUSE OF EVIL AND HE SERVES ENTHUSIASTICALLY. LIKE WYRLISH, HE NEVER EMERGES FROM THE UNDERGROUND CHAMBER WHERE HE WREAKS HIS FOULNESS.

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ARIAKUS IS THE PERSONIFICATION OF AMBITIOUS EVIL. A REASONABLY COMPETENT FIGHTER IN HIS YOUNGER DAYS, HE CAST ASIDE THE STUDY OF WAR WHEN HE DISCOVERED THE PURE EVIL OF THE DARK QUEEN, TAKHISIS. HIS LIFE HAS BEEN DEDICATED TO HER SERVICE, AND HE HAS RISEN IN POWER CORRESPONDINGLY.

ARIAKUS IS NOW THE HIGHEST OF THE DRAGON HIGHLORDS, ANSWERING ONLY TO TAKHISIS HERSELF. HIS POWER IS IMMENSE AND HAS LED TO THE DEVELOPMENT OF HIS ONLY REAL WEAKNESS: ARROGANCE. ARIAKUS IS SO CONFIDANT OF HIS SUPREME ABILITIES THAT HE HAS A TENDENCY TO BE CARELESS IN ESTIMATING THE STRENGTHS OF HIS ENEMIES. HE DOES NOT GIVE THEM CREDIT FOR THEIR ABILITIES, AND CONSEQUENTLY HIS PLANS OFTEN CONTAIN WEAKNESS THAT A CLEVER OPPONENT CAN CAPITALIZE ON.

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IF ARIAKUS IS THE PERSONIFICATION OF EVIL, LORD SOTH IS THE UNDEAD VERSION OF THE SAME. A BURNING HATRED FOR ALL THINGS LIVING HAS LONG AGO WASTED ANY MEMORIES OF HUMANITY HE ONCE HELD. A KNIGHT OF THE ROSE PRIOR TO THE CATAclySM, LORD SOTH COMMITTED A LONG SERIES OF VILE CRIMES BEFORE THE END OF HIS LIFE, INCLUDING THE MURDER OF HIS WIFE AND COWARDICE AT A TIME WHEN HE MIGHT HAVE PREVENTED THE CATAclySM.

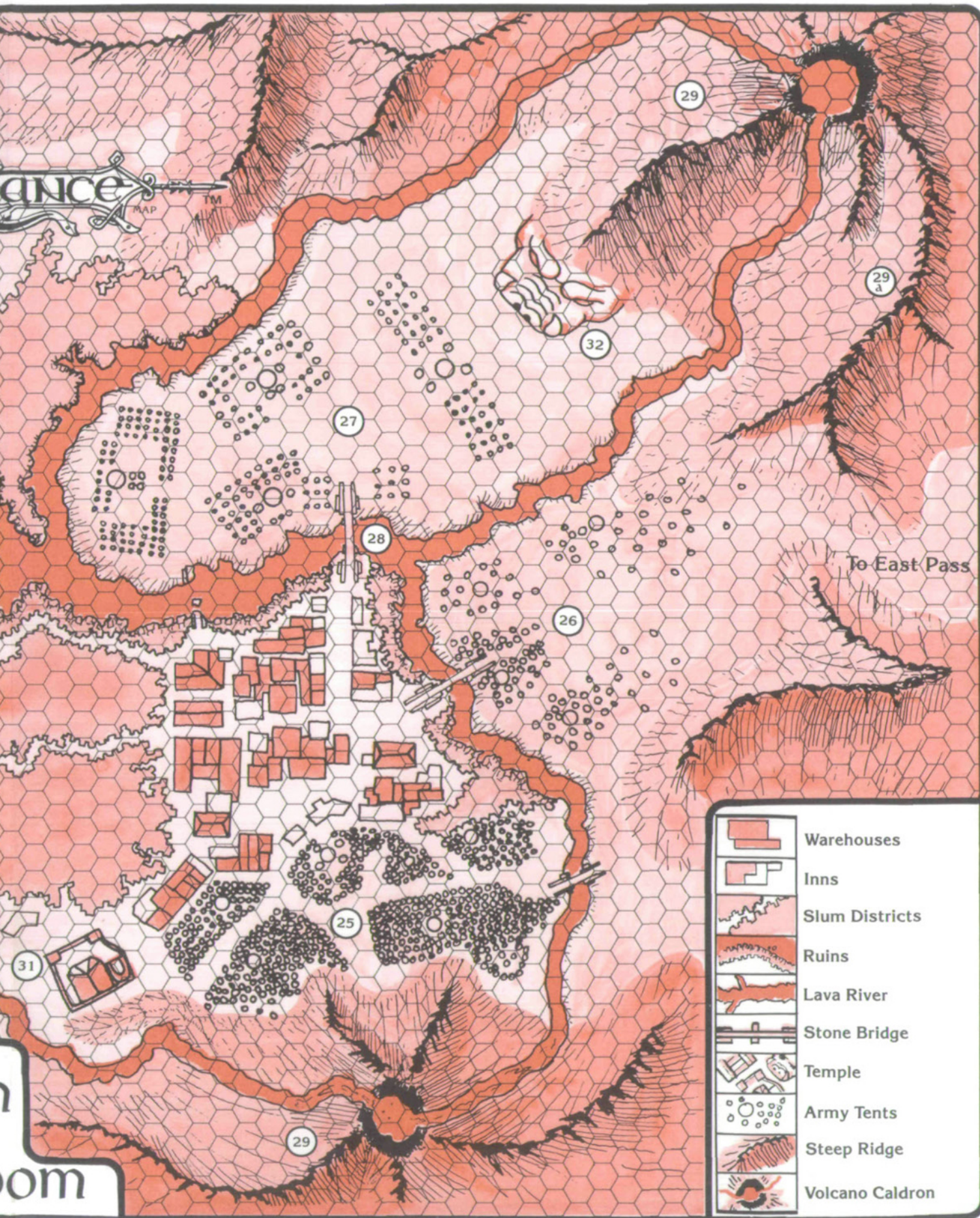
DURING THE CATAclySM, HIS SECOND WIFE AND YOUNG CHILD WERE SLAIN BY THE GODS AS PUNISHMENT FOR SOTH'S CRIMES, AND HE SANK INTO BLEAK DESPAIR. WITHERING TO A HOPELESS END, HE HAS BECOME ANIMATED IN HIS PRESENT HIDEOUS FORM.

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WYRLISH IS A DEVOUT CLERIC OF TAKHISIS. HE HAS DEDICATED HIS LIFE TO THE QUEEN OF DARKNESS AND HAS FOUND HIS NICHE AS THE CLERICAL CONTROLLER OF THE PERVERSION OF THE DRAGON EGGS IN THE DEPTHS OF LUERKHISIS.

AN UGLY AND MISSHAPEN PERSON, WYRLISH WISHED TO HAVE NOTHING TO DO WITH THE WORLD OF MEN. HE REMAINS IN HIS SUBTERRANEAN CHAMBER, EATING AND DRINKING ONLY WHAT HE NEEDS TO SURVIVE, COMPLETELY IMMERSING HIMSELF IN HIS WORK. IT IS HE WHO SETS THE PACE OF THE CHANT NEEDED TO PERFORM THE CORRUPTION OF THE EGGS.

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An adventure for Character Levels 8-10

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