



Advanced Dungeons & Dragons  
2nd Edition

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# DRAGONLANCE<sup>®</sup>

Official Game Adventure

## DRAGON KEEP

BY RICK SWAN

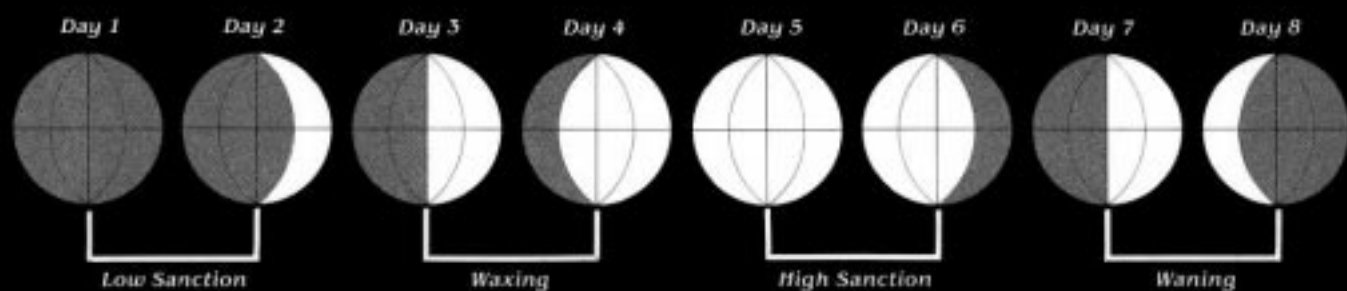
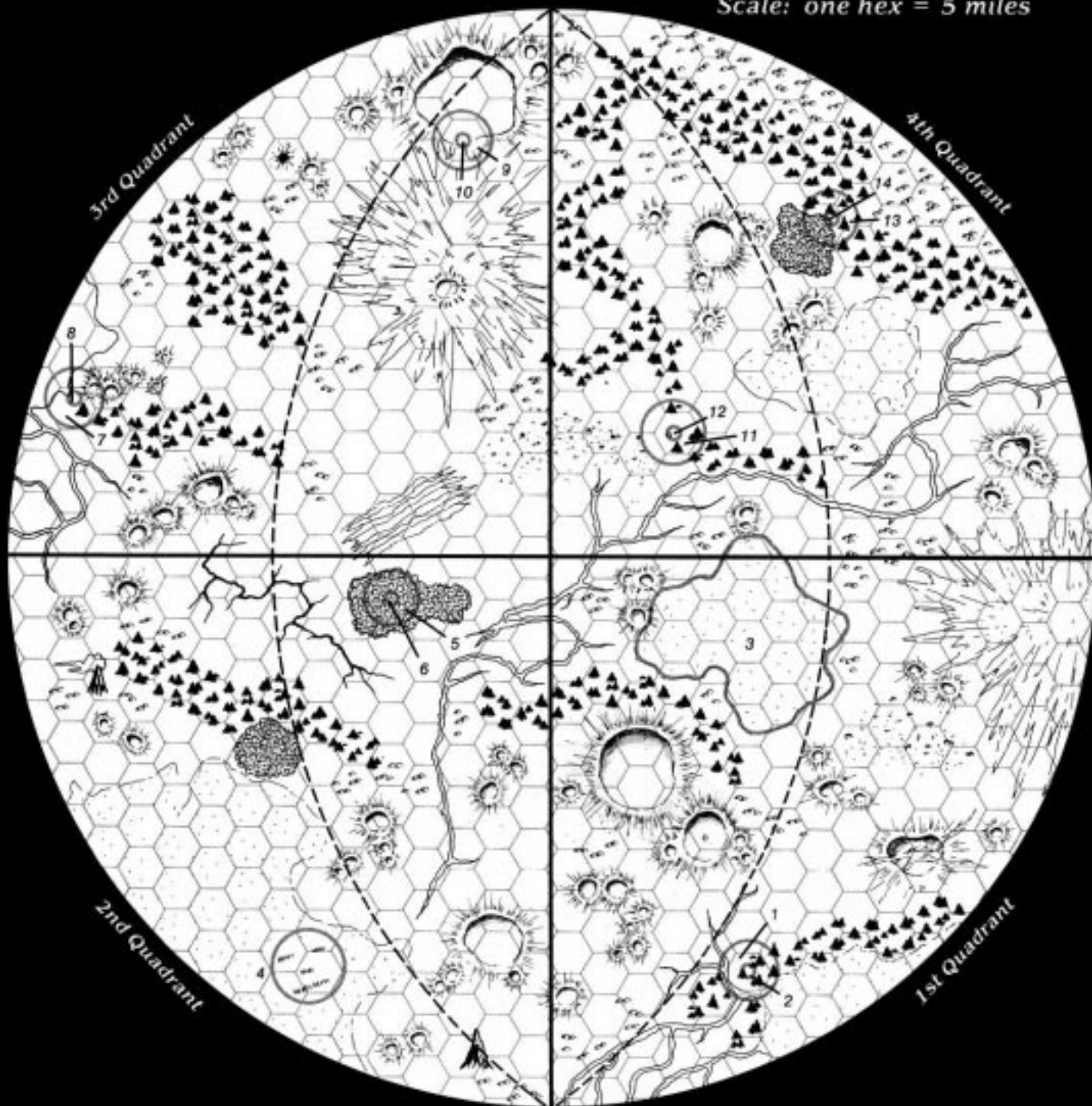


Third in the thrilling new series of adventures set in the fantastic world of the DRAGONLANCE<sup>®</sup> saga!



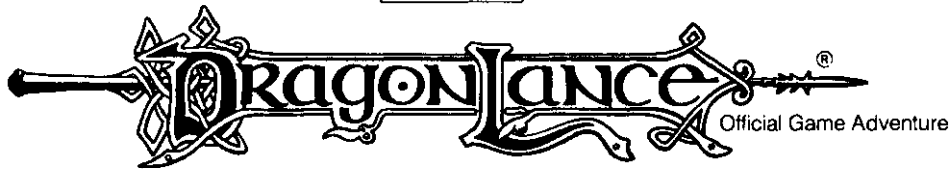
# MAP 2—DM's Reference Map of Lunitari

Scale: one hex = 5 miles



## PHASES OF THE MOON

(see Moon Tracking Chart)



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Printed in the U.S.A.  
0-88038-764-5  
9245xxx2001

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# INTRODUCTION

Dragon Keep is the third and final module in an epic DRAGONLANCE® series. The first module, *In Search of Dragons*, began with an investigation into the disappearance of the good dragons and led to the reaffirmation of an ancient, sacred bond between the good dragons and the good races of Krynn. The second module, *Dragon Magic*, continued with the discovery of a secret dragon city in the clouds, climaxing with the revelation of a portal on the moon of Lunitari leading to the plane of a mysterious entity known as the Astral Dragon. The final installment begins with the exploration of an underwater treasure citadel and concludes with a dramatic confrontation in the plane of the Astral Dragon. The fate of the good dragons of Krynn hangs in the balance.

All modules in the series are self-contained and can be played independently. However, if you plan to play the entire series, the modules should be played in order.

The following information is for the eyes of the DM only. Since the adventure is complex, the DM should familiarize himself with the entire module before beginning play.

## PLAYER CHARACTERS

Pregenerated characters are provided on the third panel of the module cover. If the players completed the previous modules in this series, they may continue with the same characters; the characters retain any equipment acquired in the previous adventures.

If a PC was killed in a previous module, the player may choose an unused character or change the name and background of the character and use the same statistics and equipment. For instance, if Blackstar was killed in the previous module, his brother, Graystar, might take over for this adventure. Graystar would use the statistics and equipment given on Blackstar's character card in this module.

With the approval of the DM, players may use their own characters. A good mix of characters is suggested, and all must be of good alignment.

## THE WORLD OF KRYNN

There are several important differences between the world of Krynn and standard AD&D® game settings. The DM should make this information available to players unfamiliar with Krynn.

**Currency.** Steel, not gold, is the most precious metal on Krynn and is the basic unit of currency. One steel piece (stl) has the equivalent purchasing power of one gold piece in a regular AD&D campaign. A gold piece is the equivalent of a silver piece.

**Priests.** Centuries ago, the gods inflicted a Cataclysm on Krynn as punishment for the arrogance of its inhabitants. The Cataclysm removed all knowledge of the true gods and also took away all priest abilities. The existence of the true gods was rediscovered during the War of the Lance.

True priests now wear a Medallion of Faith bearing the symbol of their god. All PC priests in this campaign are of the clerical subclass and must be of good alignment and follow a god of good, most likely Mishakal, the goddess of healing, or Paladine, the Father of Good and Master of the Law. All PC priests have the usual abilities, including spellcasting and turning undead.

**Kender.** The equivalent of halflings on Krynn are called kender. Kender resemble wizened 14-year-olds with bright

eyes and pointed ears. They are insatiably curious and are completely immune to all types of fear.

In addition to the standard halfling abilities, Kender have the special ability to taunt opponents into reckless attacks by verbally abusing them. Any creature taunted by a kender must roll a successful saving throw vs. spell or attack wildly for 1d10 rounds at a -2 penalty for all attack rolls and a +2 penalty to its Armor Class.

**Elves.** There are three types of elves common to Krynn. The fair-skinned and light-haired Silvanesti (High Elves) are intolerant and suspicious of all other races. The Qualinesti elves are slightly smaller and darker than the Silvanesti. Their society is less structured, and they are friendly toward other races and enjoy a generally cooperative relationship with humans. Kagonesti (Wild Elves) are muscular nomads, fierce and self-reliant.

All PC elves are Qualinesti elves and cannot be evil or neutral tending toward evil. Krynn elves have all of the normal abilities of elves given in the *Player's Handbook*.

**Dwarves.** The three most common types of dwarves on Krynn are mountain, hill, and gully dwarves. Both mountain and hill dwarves are stubborn and strong-willed, though hill dwarves are less sophisticated and somewhat gentler. Gully dwarves are considered to be stupid, filthy, and repulsive creatures, shunned by all civilized inhabitants of Krynn.

PC dwarves are hill dwarves. Krynn dwarves have all the normal abilities of dwarves given in the *Player's Handbook*.

## ADVENTURING IN KRYNN

Krynn adventures stress a different set of values than is usual in AD&D games. Rather than exploring mysterious places, accumulating treasure, and fighting powerful monsters, DRAGONLANCE modules stress a strong story line. While players do encounter their fair share of mysterious places and powerful monsters, these types of encounters should take a back seat to the story itself. A successful adventure in Krynn has the feel of an epic novel, a sweeping story in which the player characters are active participants.

These adventures also stress a value system based on strong principles. The most important of these principles are as follows:

- \* Persevering forces of good can triumph over evil.
- \* Good actions have good consequences; evil actions have evil consequences.
- \* Truth and justice must be promoted over deceit and injustice.

This adventure is based on the above principles. The DM should be sure they are observed and upheld.

## RUNNING THE ADVENTURE ORGANIZATION

The characters begin the adventure with the events in the Prologue and end with the events in the Epilogue. In between are three chapters containing the bulk of the adventure's events and encounters. Since the chapters occur chronologically, the PCs will move through them sequentially (from Chapter 1 to Chapter 2 and so on).

Each chapter begins with an overview that includes background information about the chapter's major goals and dis-

coveries. This is to help the DM monitor the party's progress. A "Troubleshooting" section ends each chapter with tips for handling unexpected problems.

Boxed text may be read directly to the players, or it may be paraphrased by the DM.

## MAPS

The enclosed color map sheet shows the surface of Lunitari and may be used as a player-aid in Chapter 2 as the DM sees fit. Other pertinent maps are included on the inside cover panels and in the center section of the module. The maps show the location of encounters keyed to the text. Additional features of Lunitari keyed to the color map are included in Appendix 3.

## ENCOUNTERS

Encounters are adventure episodes keyed to designated locations on the maps. Encounters may be keyed to outdoor areas, rooms of a building, or specific objects. When the PCs cross the border of a new area, enter a new room, or approach an object, the designated encounter occurs immediately. In many cases, the text explains what happens if the PCs make a return visit. Otherwise, either rerun the same encounter or use common sense. (For instance, if the PCs destroy a spider web the first time they approach a doorway, the web is still be destroyed if they return.)

## RETURNING NPCs

Many of the NPCs encountered in the previous two modules of this series return in this adventure. If the characters participated in the previous adventures, it is possible that some of these NPCs met with untimely deaths. There are two ways the DM can handle their return in this adventure:

1. Substitute a similar NPC, preferably a relative or close friend of the indicated NPC, and use the same statistics and equipment. (For instance, Steel-Eye, the guardian dragon of the cloud city of Cirulon, returns in Chapter 2. If he was killed in the previous adventure, *Dragon Magic*, you might substitute his sister, Goldclaw, using the same statistics.)

2. Invoke the "obscure death" rule to explain an apparent death and subsequent return. The rule states that, as in Saturday afternoon matinees, the circumstances surrounding the death of the character were confused and the body was not recovered. Later, the character reappears with a story of how he or she miraculously survived.

## THE MOONS OF KRYNN

The positions of Krynn's moons play an important part in this adventure. The Moon Tracking Chart on the inside panel of the module cover should be used to note the locations of the moons.

If you played the previous module and noted the locations of the moons at the end, you can begin this adventure with the moons in those locations. Otherwise, roll 1d8 for each moon and place a coin or marker in the indicated box along its orbit. Advance the moons one box per game day to keep track of their positions.

Each of the three Orders of High Sorcery receives its powers from one of the moons. Wizards of the White Robes get their powers from Solinari, Black Robe wizards get theirs from Nuitari, and Red Robe wizards get theirs from Lunitari. Each phase of the moon has an effect on the magic of that class of wizard.

### Moon Phase Effects Table \*

Moon Phase	Saving Throw	Additional Spells **	Effective Level
Low Sanction	-1	0	-1
Waning	Normal	0	Even
Waxing	Normal	+1	Even
High Sanction	+1	+2	+1***

\* A wizard of level 1-3 is unaffected by phases of the moon because of the low power levels involved in his spells.

\*\* Only a wizard of 6th level or higher who also has an Intelligence of 15 or above gains this benefit from the moons.

\*\*\* The additional spells can be of any level the wizard can cast.

If two or more of the moons are aligned, there are bonuses to the moon phase effects. These bonuses are cumulative with modifiers from other effects.

### Moon Alignment Effects Table

Alignment	Saving Throw	Additional Spells	Effective Level
Sol. and Lun.	+1	+1	+1
Nuit. and Lun.	+1	+1	+1
Sol. and Nuit.	+1	0	Normal
All three	+2	+2	+1

## ABILITY CHECKS

Occasionally a PC is required to make an Ability check against one of his attributes. The check is referred to as a Strength check, Intelligence check, or whatever ability is being checked.

To make an Ability check, roll 1d20 and compare the result to the character's appropriate ability score. If the roll is less than or equal to the character's ability score, the action being checked succeeds. If the roll is greater than the ability score, the action fails and the character suffers the indicated consequences.

## SETTING

The adventure begins in the summer of the year 354 in the Age of Dragons, about two years after the end of the War of the Lance and immediately after the events documented in the previous adventure, *Dragon Magic*.

Peace has come at last to Krynn, but the world is far from serene. While the forces of good have retired from warfare and are now struggling to rebuild, the forces of evil still control much of the land.

Most troubling of all has been the mysterious disappearance of the good dragons. In the months following the War of the Lance, dragon sightings dwindled to practically none. Some believed the dragons were merely hibernating. Others claimed that the dragons abandoned Krynn as they had centuries before. Still others felt that the increasingly exploitive attitude of Krynn's citizens toward good dragons had something to do with their disappearance.

In any case, there seemed to be genuine cause for concern. The fates of the good races and good dragons of Krynn have always been intertwined. The absence of good dragons, for whatever reason, does not bode well for the future.

## THE STORY THUS FAR

**Note to the DM:** The following section summarizes the events of the previous two modules. If you have played these modules, feel free to incorporate any details from your version of the story, taking care not to alter the basic plot.



## THE ASTRAL DRAGON

In the beginning, the gods created good, evil, and neutrality. Conflict among the gods resulted in the All-Saints War, resolved when the good and neutral gods combined forces to prevent evil from claiming victory. Good, evil, and neutrality persist to this day, and their balance is crucial to the harmony of all things.

As the embodiment of elemental forces, the development of good, evil, and neutral dragons paralleled this balance. Just as the neutral gods joined forces with the gods of good in the All-Saints War, the neutral dragons at one time aligned with the good dragons as a defense against the evil dragons. The relationship between good and neutral dragons remains strong to this day.

The personification of neutrality in dragons is the Astral Dragon, an entity that has existed since the beginning of time and to which all dragons can trace a common ancestry.

The Astral Dragon resides in a magnificent residence in another plane of existence. Evil dragons have been banished from this plane. Because the Astral Dragon believes neutrality must be strictly observed, good dragons are also discouraged from visiting her plane.

However, because of the honorable relationship between good and neutral, the good dragons have a special portal that gives them access to the plane of the Astral Dragon. Though the good dragons refrain from using the portal—to do so would violate the wishes of the Astral Dragon—the mere existence of the portal is a source of security and strength for the good dragons. Therefore, the location of this portal, the only known pathway to the plane of the Astral Dragon, is the good dragons' most closely guarded secret.

## THE BLACK QUEEN'S SCHEME

Since the dawn of time, there has been no entity more fearsome, more vicious, more thoroughly evil than Takhisis, the Queen of Darkness. An awesome goddess of nearly limitless power, it was Takhisis who instigated the All-Saints War and was primarily responsible for the separation of the gods. She remained utterly devoted to a single-minded obsession: the conquest of all other gods and the control of all creation.

Takhisis has long believed that the Astral Dragon held the key to her ascension. If the Astral Dragon could be disabled, Takhisis reasoned, then the alliance between good and neutral would likewise be disabled, paving the way for evil's ultimate triumph. (It was, after all, only by allying that good and neutral defeated evil in the All-Saints War.)

But disabling the Astral Dragon first meant finding her. Takhisis's best efforts were unable to locate the portal to the Astral Dragon's plane. Takhisis grew increasingly frustrated, eventually abandoning the idea.

## THE FADING MOONS

By the year 333 in the Age of the Dragons, Takhisis was engaged in a new plan that would erupt in the War of the Lance and nearly result in the destruction of Krynn. While the good dragons languished helplessly on the Isle of Dragons as a result of an Oath of Neutrality, Dragon Highlords were recruited and evil armies were assembled under the guidance of the evil dragons.

Though Takhisis would eventually lose the War of the Lance, in the year 333 her victory seemed imminent. To celebrate, Takhisis sought the companionship of her consort, Sargonnas. But he spurned her, angry that he had not been included as a partner in her plans. The furious Takhisis turned to Chemosh, Lord of the Undead, for solace.

From the brief liaison between Chemosh and Takhisis, a daughter named Artha was born. Squat, homely, and utterly

lacking in ambition, Artha quickly became an embarrassment to her parents. Chemosh disowned her, as did Takhisis when Artha showed no interest in her mother's quest for power.

The disgusted Takhisis banished Artha from her presence. Artha eventually drifted to Krynn and, while the War of the Lance raged around her, amused herself by accumulating immense caches of treasure and engaging in random acts of destruction and murder. Though Artha didn't know it, her mother was watching.

In the year 344, a renegade Black Robe wizard named Tarligor became fascinated with draconians, the lizard-like humanoids derived from corrupted eggs of the good dragons. Tarligor conducted secret experiments in a ramshackle laboratory deep in a desolate swamp in northern Estwilde. He was trying to develop an enhanced draconian that he believed would ingratiate him with the Highlords and earn him a comfortable position in their empire.

Calling on arcane black magical forces, Tarligor succeeded in transforming a captured draconian into an entirely new life form. He named his creation Khardra, a term from an ancient Black Robe dialect meaning "corrupt flesh." But before Tarligor could take advantage of his creation, Khardra killed him, then vanished into the swamp.

Three years later, Khardra met Artha. It was love at first sight, and the two became inseparable. Along with recreational destruction, they regularly enjoyed "blending" their spirits, a process that energized and revitalized them by uniting their essences. So intense was this fusion of dark souls that each blending seemed to siphon light from the stars and the moons, a phenomenon that amused them to no end.

Unknown to Artha and Khardra, the dimming moons were having a debilitating effect on the good dragons of Krynn. Many of the good dragons became disoriented, even disabled. The dragons had no idea what was causing this.

But Takhisis knew. She had been observing the antics of Artha and her boyfriend for some time and had determined that their blending rituals were draining light from the celestial bodies, which in turn was debilitating the good dragons. Takhisis contacted Artha and Khardra and encouraged them to continue their blending, promising Artha wealth beyond her wildest dreams and Khardra a share in the rule of Krynn if they cooperated. Takhisis was not certain why the debilitation was occurring—there was no connection between the moons of Krynn and the good dragons that she knew of—but the effects were clear.

## THE SACRED BOND

Takhisis was only partially correct as to the reason for the debilitation of the good dragons. Although it was true that the good dragons drew strength from the light of the heavenly bodies, another factor was affecting them as well.

A mystical bond exists between good dragons and good people, a bond based on mutual trust, respect, and cooperation. When the bond is strong, both dragons and people flourish, able to function at the peak of their talents and abilities. But when the bond is threatened by doubt, disrespect, or disharmony, both dragons and people suffer and regress. Like the vast majority of people and dragons, Takhisis was unaware of the significance of this bond.

Because of the exploitation of good dragons by the citizens of Krynn since the War of the Lance, the bond had weakened considerably. If the bond had remained strong, the good dragons would have been able to resist the debilitating effects of the fading moons.

A handful of brave companions confirmed the disappearance of the good dragons. Additionally, their investigations revealed the danger of Artha and Khardra's blending ceremonies and the existence of a mysterious disease that was

killing the silver dragons. With the help of the courageous Saramber, a beautiful silver dragon who died from the deadly disease, they also learned of the significance of the sacred bond between good dragons and good people.

Artha and Khardra held their final blending ceremony atop the Peak of Clouds, the highest point of the Astivar Range in northern Estwilde. An attack from a conclave of good dragons resulted in the destruction of Khardra, who fell victim to an explosion of his own draconian bones. Furious at Artha's failure to carry out her end of the plan, Takhisis appeared in the form of a five-headed dragon and engulfed her daughter, sweeping her away into the Abyss.

Though this ended the immediate crisis, the good dragons' problems were far from over. Silver dragons continued to die from the mysterious disease. Many good dragons were forced to leave Krynn to defend the cloud city of Cirulon, the neutral moon of Lunitari, and other strongholds from assaulting forces of evil, even though their debilitation made it difficult to resist attacks.

## ASSAULT ON CIRULON

Meanwhile, Takhisis had revived her plan to disable the Astral Dragon and was directing her efforts against the cloud city of Cirulon. A gift from the gods, the good dragons used Cirulon as a refuge and stronghold, as well as a repository for some of their most valuable treasures. The blending ceremonies of Artha and Khardra that had caused the moons and stars to fade had also weakened Cirulon's defensive aura.

Takhisis saw this as an opportunity to assault the city, which she long suspected housed the portal to the plane of the Astral Dragon. Under the direction of Artha, who was now beginning to share her mother's lust for power, evil minions attacked Cirulon, destroying much of it as they searched for the portal. Debilitated by the fading moons, the good dragons were barely able to hold their own; their casualties mounted while their city crumbled around them.

Though the secret portal was not, in fact, located in Cirulon, the Council of Cirulon, a legislative body composed of ancient dragons of each good color, became increasingly concerned that Artha might somehow find a way to the Astral Dragon's plane. The Council sent an emissary to the Astral Dragon to ask permission to send a force of good dragons into her plane to help guard against a possible assault. Permission was denied; the Astral Dragon saw no need to violate what she held as a sacred principle of neutrality. However, she sent an emissary of her own named Abriele back to Cirulon to represent her on the Council and monitor the situation.

Complicating matters, the spirit of Saramber appeared in the Council Chambers to convince the Council that the problems of the good dragons stemmed not only from the fading moons, but also from the violation of the ancient bond between good dragons and good people. Saramber explained that it had taken good dragons and good people working together in an atmosphere of trust and respect to stop Artha and Khardra on Krynn. Without the help of good people, she said, the good dragons would be unable to prevent the destruction of Cirulon.

Though some of the Council members were inclined to believe Saramber, others rejected her arguments as nonsense. What could people accomplish that dragons couldn't? And it was the people of Krynn who had rejected and exploited the dragons following the War of the Lance, not the other way around.

Abriele settled the argument by agreeing with Saramber to include good people in the defense of Cirulon; after all, there seemed to be little to lose at that point. But Abriele strongly cautioned against violating the balance of good, evil, and neutrality. "I cannot allow excessive tampering with the natural balance," she said. "There are principles more sacred than this city."

Ultimately, a group of companions from Krynn were brought to Cirulon and, working together with the good dragons, were able to drive off Artha's forces and prevent the city's destruction. Further, at the bequest of the Council, the companions returned to Krynn to discover a cure for the mysterious disease killing the silver dragons. They accomplished this by freeing the healing spirit of Talawillona from the Garden of the Dead on Schallsea Island.

The companions' accomplishments earned them the trust and respect of the Council of Cirulon, thus reaffirming and strengthening the sacred bond between good dragons and good people.

However, unknown to either the companions or the Council, Abriele had secretly assisted the companions; it was she, for instance, who had furnished clues enabling them to find the silver dragon cure. The Council was outraged when this was discovered—if she knew how to cure the dragons all along, why did she stand by and allow so many to die? Abriele had violated her neutrality by succumbing to her good tendencies and aiding the companions, but this explanation went unheard. The Council banished her from Cirulon.

## ASSAULT ON THE ISLE OF DRAGONS

Having learned that the portal was not in Cirulon, Artha turned her attention to the Isle of Dragons, a logical location for the portal, considering the island's significance to the good dragons. Like Cirulon, the Isle of Dragons had been used for centuries as a refuge and stronghold. In recent weeks, there had been much activity on the Isle of Dragons, which seemed to confirm Artha's suspicions. (Artha was wrong again. The portal was not in the Isle of Dragons. The good dragons had been moving some of their treasure to the island for temporary storage. They also hoped to lure an over-confident Artha to the island where the good dragons were certain that they could defeat her.)

Shortly after her withdrawal from Cirulon, Artha directed an army of evil dragons to assault the Isle of Dragons. Additionally, she retrieved the spirit of her destroyed consort, Khardra, for a special blending ceremony she believed would ensure the destruction of the island if the portal was not revealed to her.

## BETRAYAL

Abriele knew of Artha's plan, but since her assistance was no longer welcome by the Council, she turned to the companions. Again violating her oath of neutrality, Abriele told them about Artha's recovery of Khardra's spirit, a potentially deadly turn of events of which the good dragons were unaware. Without the companions' involvement, said Abriele, Artha's victory was imminent.

The companions agreed to accompany Abriele to the Isle of Dragons and with her help, they were able to again stop Artha. However, no sooner was Artha defeated than the companions heard her gloat that she had discovered the location of the portal. Artha was last seen racing toward the neutral moon of Lunitari, a force of good dragons in hot pursuit. What was going on?

Abriele confessed to the companions that it was she who revealed the location of the portal to Artha, a crater near a golden pillar on the moon of Lunitari. It was a choice she made, Abriele said, to restore the balance she had upset by helping the good dragons. "Many will die because of this action," she said. "It is a choice I now regret."

Abriele realized she must now face the Astral Dragon who would determine the consequences for repeatedly violating her oath of neutrality. But before doing so, Abriele asked the companions for one final favor...



# PROLOGUE: FATHER'S DAY

## GETTING STARTED

If the PCs participated in the previous adventure, *Dragon Magic*, begin this adventure with the "Introduction for Continuing Players" section. If the PCs did not participate in the previous adventure, begin with the "Introduction for New Players" section. If the party consists of both old and new PCs, incorporate information from both sections as necessary.

## INTRODUCTION FOR NEW PLAYERS

### BEDTIME AT THE SHAGGY GOAT

The adventure begins in Fair Meadows, a friendly rural village located about 30 miles northeast of Kalamian in Estwilde. The PCs have just turned in for a good night's sleep at the village's only hostelry, the Shaggy Goat Inn. The PCs are all friends of the characters who participated in the previous adventure. The PCs were asked here by their trusted friends to complete a mission vital to the future of Krynn. The PCs have only the sketchiest of details about the mission.

The PCs are snuggling under their blankets for a long night's rest. Read the following boxed text, representing the last of the day's thoughts as the PCs fall asleep.

It has been nearly three years since the end of the War of the Lance; though the recovery continues, the forces of evil still control large sections of the continent. Many feel a new war is just a sword thrust away.

Most troubling of all has been the disappearance of the good dragons. In the months following the War of the Lance, dragon sightings dwindled to practically none. Since the fates of the people and dragons of Krynn have always been intertwined, there is genuine cause for concern. Where have the dragons gone?

A few days ago, you were approached by a band of old friends who had just returned from a remarkable adventure. Urgent matters forced them to abandon their mission, and they begged you to continue in their place. Of course, you agreed. A war was brewing, they said, a nightmare war between good and evil dragons whose outcome would determine not only the continued existence of good dragons, but of Krynn as well.

Why involve people in a war between dragons? Because, said your friends, the threat to the good dragons was due in part to the negligence of Krynn's citizens. They explained that a mystical bond exists between the good dragons and good people of Krynn, a bond based on trust, respect, and cooperation. When the bond is strong, both dragons and people flourish. But when the bond is threatened by doubt or disrespect, both dragons and people suffer and regress. Once the War of the Lance ended, Krynn's citizens became increasingly exploitative in their treatment of good dragons, and the bond weakened, debilitating the good dragons and leaving them vulnerable to the forces of evil.

Though you had many questions, there was no time for

details. Your friends sent you here, explaining that tomorrow at dusk, you were to journey to a meadow of violets two miles north of Fair Meadows, bringing whatever you needed for a long trip. There you would be met by a fur-covered dragon named Abriele.

"Do not be disturbed by her appearance or manner," said your friends. "It is she who requested aid. Though we do not know exactly what she wants, we are certain of her need and are satisfied that she is trustworthy."

The PCs drift into a restless sleep, filled with vague premonitions of death and destruction, and strange dreams of fur-covered dragons.

### PREPARATION DAY

When the PCs awaken the next day, they find that the citizens of the village are too preoccupied with their own problems to offer much help or advice. No one has heard anything about an impending dragon war. Any mention of a fur-covered dragon elicits ridicule or patronizing offers of medical assistance.

The PCs are unable to recruit any citizens to accompany them to the meadow of violets, though any citizen can tell them its location; the meadow has long been a favorite spot for romantic teenagers looking for privacy. If the party is a mix of both males and females, their request for this location is met with a knowing smirk.

It is up to the PCs to decide what their friends meant by "a long trip" and prepare accordingly. All items in the basic equipment lists in the *Player's Handbook* are available for purchase in the village at the prices given (converted to the Krynn steel standard). No magical items are available.

### Meeting in the Meadow

The journey to the meadow of violets is uneventful, a pleasant trip on a seldom-used dirt road lined with wheat fields and apple groves. After traveling about two miles, the party approaches a meadow filled with purple violets and surrounded with tall oak trees.

If the PCs explore the area, they find nothing of interest. The sun sets, and time passes. There is no sign of a furry dragon. The area is soon pitch black. If the PCs thought to bring torches or lanterns, they can use them for light.

After about two hours of game time has passed, ask each player what his PC is doing. Choose one PC to experience the following encounter. This PC should be a character who has separated from the rest of the group, perhaps to explore the area or to check the road, or a character involved in some mundane activity such as polishing a weapon or preparing a meal.

A few yards away you see a strange creature hovering about six feet off the ground. The creature resembles a dragon the size of a house cat, but instead of scales, fine gray fur covers it from head to toe. It has leathery wings, a blunted snout, spindly arms and legs, and huge, bulging, black eyes. It uses a flat metal instrument to engrave intricate symbols on a thick red tablet. It rapidly glances back and forth between the party and the tablet, the engraving instrument moving deftly in its hand.



This is Abriele, the representative of the Astral Dragon who allied with the PCs' friends in the previous adventure. Abriele is creating a bas-relief portrait of the PCs to record this meeting.

Abriele (kodragon): AC 5; MV 6, FI 24; HD 5; hp 30; THAC0 15; #AT 3; Dmg 1-2/1d6/1-2; SA breath weapon (10' cloud of *shrinking gas* causes victim to shrink to 5% of normal size, or 10' cloud of *cancellation of shrinking gas* that negates the effect of the *shrinking gas* breath weapon; both breath weapons can affect inanimate objects); SD *teleport without error* and *plane shift* at will; AL N (with good tendencies)

Abriele is a kodragon, an extremely rare species of dragon that exists only in the plane of the Astral Dragon (see Appendix 2 for details). Abriele, like all kodragons, rarely uses tools or weapons, but she is a meticulous record-keeper with a remarkable aptitude for art. She creates bas-relief sculptures by carving clay-like square tablets with a special tool resembling a triangular metal pencil. All of these materials are kept in her pouch. Her art works are created as records of her observations.

Abriele always avoids combat, but attacks with her claws and bite if cornered. She also uses her *shrinking gas* breath weapon as necessary. She is more likely to use *teleport without error* and *plane shift* to escape trouble.

Abriele is of neutral alignment, but she has tendencies toward good that she struggles to repress.

### Abriele's Request

If the PCs threaten Abriele in any way, she teleports to safety, reappearing nearby a few moments later. Absorbed in her sculpture, Abriele ignores any questions from the PCs. A few minutes later, she finishes her work, replaces the tablet and the engraving instrument in her pouch, then addresses the PCs. "You are the ones sent by my friends," she says in a small voice heavy with sadness. "Thank you for coming. I am Abriele."

Abriele flutters to the ground and continues. "The actions of your friends have strengthened the bond between good dragons and good people," she says softly. "But I do not know how your bond with the dragons obligates you personally. Understand that I do not speak for the dragons but only for myself. If you are willing to give it, I need your help."

If the PCs ask what kind of creature she is, Abriele says, "I am a kodragon. The emissary—for now—of the Astral Dragon." She shows them her tablet-sculpture if asked, though she does not explain it. If a PC succeeds in a Wisdom check, he recognizes it as an abstract portrait of the party, rendered as an arrangement of geometrical symbols.

Abriele does not explain exactly what type of aid she needs, nor does she explain her own plans or where she just came from. To these and all other questions, she shakes her head sadly and says, "There is no time now. The answers must come later."

Assuming the PCs agree to help, Abriele asks them to group together. The PCs may take all the equipment they can carry, but any pack animals must remain behind. "Your mounts must stay," she says. "We cannot allow innocent animals to be endangered."

Abriele then blasts the PCs with her breath weapon, shrinking them to 5% of their normal size. She gestures for the PCs to climb onto her back and hold tightly to her fur. When the PCs are firmly seated, she uses *plane shift*, and she and the PCs disappear.

### THE NOTE

A moment later, the PCs find themselves on a circular plateau about 20 feet in diameter made of smooth white stone that has a chalky texture and smells vaguely of graphite. In the middle of the plateau is a hole about five feet in diameter.

The plateau rests atop a column made of the same white stone. The column is smooth and sheer, nearly a half-mile tall, rising from a still ocean as clear as glass. The ocean extends in all directions as far as the eye can see. There are no other columns rising from the ocean; in fact, there are no other physical features of any kind, either in the ocean or on the horizon.

The sky is a brilliant red with dark brown clouds. The air is still and cool. All is silent.

Abriele uses her *cancel shrinking* breath weapon to enlarge the PCs to their normal sizes. "This is my home," she says. She walks to the plateau's edge and stares into the ocean.

"I know you will not betray my trust," Abriele says solemnly. "Farewell." With that, she plane shifts and disappears.

Within a few minutes, the PCs hear squealing sounds coming from the hole. The hole leads to a sloping 30-foot passage that ends in a pit 20 feet in diameter, illuminated by glowing silver stones in the ceiling. The floor is filled with silver shavings.

In the corner of the pit is a tiny hairless dragon squirming in a nest of silver shavings. This is Abriele's baby, Dira. She is so young her eyes have not yet opened.

Dira (infant kodragon): AC 5; MV 1, FI 4; HD 5; hp 5; THAC0 15; #AT 3; Dmg 1-2/1d6/1-2; SA breath weapon (but inoperative due to infancy); SD *teleport* and *plane shift* at will; AL N

Beside the tiny dragon is a red tablet, similar to the tablet Abriele was sculpting when the PCs first met her. A message is etched in the tablet in neat letters:

"It was foolish of me to interfere in events I knew nothing about. Every choice I made to maintain the sacred balance between good, evil, and neutral is a choice I now regret.

"It was I who told Artha the location of the secret portal. That was a choice I made to maintain the balance. That, too, is a choice I now regret.

"Since I have repeatedly violated my obligation to maintain the sacred balance, I must accept the consequences of my choices. I am willing to face the wrath of the Astral Dragon, but I am not willing to risk the life of my child to do so. I know you will care for her.

"I will send someone for you."

Continue with the "Abriele's Plane" section.

## INTRODUCTION FOR CONTINUING PLAYERS

The adventure begins immediately after the events in the Epilogue of the previous adventure, *Dragon Magic*. After agreeing to help Abriele, the PCs have been plane shifted to Abriele's home where they have been abandoned to care for her baby, Dira. The PCs have discovered the note left by Abriele, the text of which can be found in the "The Note" section preceding this section.

Continue with the "Abriele's Plane" section.

## ABRIELE'S PLANE

Abriele's plane is one of the planes of the Abyss. Physical conditions here are identical to those of the PCs' home plane with the following exceptions:

1. Time passes more quickly here—one hour in Abriele's plane equals about six hours in the PCs' plane. Note that if you are using the Moon Tracking Chart to keep track of the positions of Krynn's moons, the moons should be advanced one box for every four game hours the PCs spend in Abriele's plane.



2. The phases of Krynn's moons have no effect on wizards in Abrielle's plane.

3. Thanks to a quirk of physics in this plane, a PC can move through the air in any direction as if he were swimming in water, provided he first rolls a successful Dexterity check. A successful check means that he has figured out how to maneuver in the air (if he fails the check, he can roll one every turn until he succeeds). A PC in the air moves at his normal movement rate. (If a PC moves to the surface of the ocean, he discovers it is an icy cold ocean of pure alcohol. Moving to the horizon is essentially impossible, as the ocean extends for thousand of miles in every direction.)

## ASSAULT FROM ABOVE

For now, the PCs can do what they wish with Dira. A PC can carry Dira in a pocket or other safe place, or she can remain in her nest. Regardless of what the PCs do with her, Dira continues to whimper.

A few minutes after the PCs have discovered Dira and Abrielle's note, a creature resembling a cross between a human and a vulture flies toward the plateau.

Vrock: AC 8; MV 12, FI 18; HD 8; hp 50; THAC0 13; #AT 5; Dmg 1d4/1d4/1d6/1d8/1d8; SA *darkness, 5' radius, detect invisible objects, telekinese 200 pounds weight, gate* in another vrock (10% chance of success), all at will; AL CE

A flock of vrocks is hiding in the clouds above the plateau, drawn here by the scent of human flesh. This vrock was sent to investigate and report back to the flock; if the PCs don't look like they are able to put up much resistance, the flock attacks.

The vrock's approach depends on the location of the PCs:

**If all of the PCs are at the bottom of the pit.** The vrock lands on the edge of the hole in the plateau and peers in. The vrock then cautiously makes its way down the passage until it can see the PCs. It silently observes the PCs until it is spotted; if the PCs don't see it, Dira catches scent of it and begins to howl.

As soon as the PCs spot it, the vrock casts *darkness, 5' radius* and flies out of the passage as fast as it can. If the PCs pursue (by magically flying or taking advantage of the physics of this plane to move through the air), the vrock zig-zags through the nearest cloud bank (about 100 yards above the plateau) and disappears. If desperate, the vrock dives into the ocean and vanishes in the murk. If the PCs manage to overtake the vrock, it fights viciously with its claws and beak, escaping at the first opportunity.

**If one or more of the PCs is on the plateau.** The vrock swoops low and casts *darkness, 5' radius*, then attempts to look into the hole; the vrock won't take the time to investigate the passage. If the PCs don't attack the vrock, it flies straight into the air and disappears into the cloud bank above after one round of peering in the hole.

If the vrock is attacked, it defends itself with its claws and beak for one round, then attempts to escape into the clouds. If desperate, the vrock dives into the ocean and vanishes in the murk. If the PCs manage to overtake the vrock, it fights viciously with its claws and beak, escaping at the first opportunity.

## BRINGING UP BABY—DIRA'S CHOICE

Shortly after the PCs have dealt with the vrock, Dira begins to coo. If the PCs examine Dira, they discover that she has opened her eyes. Twisting her head in every direction, Dira is fascinated with her surroundings, even if she's inside a PC's pocket.

Once her eyes are open, Dira chooses one PC to be her adopted parent. If a PC has been carrying Dira, this is the PC

Dira chooses. Otherwise, Dira chooses the first PC she sees. If she sees several PCs, she picks one at random (the actual selection is up to the DM). The instant Dira's eyes meet with those of her chosen PC, Dira clutches the PC and begins to purr.

Dira will rely on her chosen PC to feed her, comfort her, and attend to all of her other needs. If Dira's life is threatened, she *plane shifts* away, returning to her chosen PC when all is safe. Likewise, if her chosen PC attempts to leave her behind or otherwise abandon her, Dira merely *plane shifts* back to the chosen PC.

Dira remains with her chosen PC until the end of the adventure. If the PC is mean to her or consistently neglects her care, Dira chooses another PC to be her surrogate parent (again, the choice is up to the DM). Dira chooses only a PC to act as her parent.

Dira spends most of her time asleep, cuddled up in her chosen PC's belt pouch, shirt, or other safe place, so long as she can feel the warmth of the PC's body. Since she is only a few inches long, Dira does not interfere with the PC's normal activities.

However, if Dira is hungry, frightened, or if she is having trouble sleeping, she requires assistance from her chosen PC. It is up to the PC (or the PC's companions) to determine what each of Dira's distinctive cries means and how to soothe her. Her cries:

1. A long, unbroken whine means Dira is hungry. Kodragons consume only liquids. Any liquid will do—mercury is as nourishing to them as water. Because she is an infant, Dira requires only a few drops once per day.

Within 1d10 rounds after she finishes eating, Dira belches a cloud of sour-smelling gas; this is how she expels waste (adult kodragons learn to do this in private). Any character within a three-foot radius of Dira's mouth when she belches must roll a Constitution check. Those failing feel nauseous for the next 1-2 rounds and can take no actions during this time. They also suffer 1 point of damage.

2. A series of high-pitched shrieks means Dira is frightened. The shrieking is so loud that characters within a ten-foot radius of Dira can hear nothing but her. To soothe Dira, the chosen PC must hold her close to his chest. Dira stops shrieking in 1-2 rounds.

Dira continues to shriek until she is soothed. If she shrieks for ten consecutive rounds, any character within a ten-foot radius must roll a successful Constitution check or become completely deaf for the next 2d6 rounds after the shrieking stops. If she isn't soothed, Dira shrieks herself to sleep in 1-2 hours.

3. A series of low grunts and whimpers means that Dira is having trouble getting to sleep. To put Dira to sleep, her chosen PC must rub her belly for 1-2 rounds.

If Dira does not get her belly rubbed after ten consecutive rounds of grunting and whimpering, she angrily nips at her chosen PC to get his attention, first pulling at his clothes, then snapping at his face or any other areas of exposed flesh. The nipping inflicts no damage or penalties, but is extremely annoying.

The text indicates when Dira requires attention, but the DM is free to increase the frequency as dictated by the actions of the PCs. For instance, if the PCs are excessively noisy, Dira might become frightened and begin shrieking; it is also possible that Dira's cries could attract the attention of predators or the PCs' enemies.

### Feeding Time

After Dira chooses a PC for her surrogate parent, she begins to cry—a long, unbroken whine indicating that she needs to be fed. It is up to the PCs to determine what she wants. If they get her fed, Dira belches as explained above, then cuddles up against her chosen PC to purr herself to

sleep. If the PCs don't figure out what's wrong with Dira, she continues to whine.

## STRANGE VISITOR

About 100 yards from the plateau, a small winged creature abruptly appears in mid-air and erratically flaps its way toward the PCs. Several times he appears to be losing altitude, but with great effort he struggles back on course.

If the PCs move through the air to meet him or wait until he flies closer, they see that the creature is a dragon about the size of a house cat, covered with fur from head to toe. With his leathery wings, blunted snout, spindly arms and legs, and huge black eyes, he resembles Abriele, but clearly is much older. He has white fur, a sagging belly, and heavy jowls, and from the wheezing and coughing that accompanies nearly every flap of his wings, he is not in the best of physical condition.

The creature finally makes it to the plateau where he breathlessly collapses in a heap at the feet of the PCs. "I didn't think I was going to make it," he gasps, fanning his face with a wing. "Oh, that was awful." This is Euel, the mate of Abriele and the father of Dira.

Euel (kodragon): AC 5; MV 6, FI 24; HD 5; hp 30; THACO 15; #AT 3; Dmg 1-2/1d6/1-2; SA breath weapon (but inoperative due to advanced age); SD *teleport without error* and *plane shift* at will; AL N (with good tendencies)

Euel is a kodragon of advanced age (see Appendix 2 for details about kodragons). Because of his age, Euel no longer has the use of his breath weapon; if threatened, Euel *plane shifts* to safety, returning when the danger has passed. Though *plane shifting* and physical actions, such as flying or walking long distances, require extra effort, Euel is otherwise healthy.

Euel is of neutral alignment and has good tendencies he attempts to suppress. He is amiable, extremely intelligent, and a hypochondriac—he assumes that every ache or pain foreshadows his imminent death.

Generally, Euel is open and honest with the PCs except about the circumstances that brought him here (see Chapter 3 for details). Because of Euel's high intelligence and the nature of the kodragon mind, *ESP* a similar spell is of no help to the PCs in determining whether Euel is telling them the truth.

### Father and Child Reunion

Before the PCs can speak to Euel or take any actions, Euel clutches his chest and falls over on his back. "This is it," he gasps. "My heart's burst." He coughs, closes his eyes, and lies perfectly still. A moment later, he opens his eyes and sits up. "Maybe not," he says. "Can somebody give me a hand?" If no PC volunteers to help him up, Euel struggles to his feet by himself. "Don't worry about me. I'm fine, I'm fine," he says, massaging his sore wings.

If the PCs make any hostile actions toward Euel, he grunts loudly and *plane shifts* to safety, reappearing a moment later. Otherwise, he continues speaking to them. "I am Euel, the mate of Abriele and the father of Dira," he says. "Would it be possible to see my daughter?" If the PCs refuse, Euel shrugs and says, "Maybe later." If the PCs show Dira to him, Euel studies her passively and says, "She looks like her mother." Dira has no interest in her father.

If Dira is still whining for food, Euel says, "Sounds like she's hungry." Euel explains the diet of kodragons, suggesting the liquid from the ocean if the PCs don't have anything suitable. (If the PCs have not yet figured out that they can move through the air in this plane, Euel shows them.) However, Euel doesn't warn them about Dira's belching—the noxious gas has no effect on Euel.

Euel ignores all questions from the PCs, massaging his wings as he rambles on about how male kodragons don't

mate until late in life, about how this is the first chance he's had to see his child, about how the old place looks pretty much the same as he remembered it, and a lot about how bad his health is.

If the PCs interrupt him, Euel apologizes and agrees to answer their questions. If the PCs don't interrupt, Euel eventually winds down and says, "But I've talked long enough. You surely have questions of your own."

### Discussion with Euel

Euel gives the following responses to the PCs, assuming the PCs ask the right questions. Euel speaks matter-of-factly, his answers occasionally punctuated by coughing or moaning when Euel thinks he feels a heart spasm. To questions he can't or won't answer, Euel says thoughtfully, "Interesting that you would want to know. I'll have to think about that."

**Where's Abriele?** "She's dead." (Not true—see details in Chapter 3.) If the PCs ask what happened to her, Euel says solemnly, "Punishment, I assume." He does not elaborate.

**Where are we?** "A plane of existence other than your own." He doesn't know how else to answer this.

**Where do you come from?** "The plane of the Astral Dragon. Where all kodragons come from." (He won't elaborate.)

**Can you get us out of here?** "I don't see how."

**Why haven't you seen your child before?** "And come between Dira and her mother? What a strange idea!"

**Will you take Dira?** "I can't. She doesn't like me." (He's right, she doesn't. Dira wants to remain with her chosen PC.)

**Who's the Astral Dragon?** "The mother of us all. Not you though." He won't elaborate.

**Where's the portal?** "I don't know." (Normally, this secret is not available to kodragons, but the Astral Dragon shared the secret with Abriele when she became the Astral Dragon's special representative. If pressed, Euel explains this to the PCs.)

**if the PCs ask about the dragon war.** Euel says, "I've heard rumors. Perhaps we should see what we can find out." Continue with the "Ocean of Images" section.

**if the PCs don't ask about the dragon war.** Euel waits until they've finished with their questions, then says, "Tell me. What do you know of the dragon war? I've heard rumors that it may be getting worse." Euel listens to whatever the PCs can tell him about the war (not very much probably), then continues, "Perhaps we should see what we can find out." Continue with the "Ocean of Images" section.

## OCEAN OF IMAGES

**Note to the DM.** The purpose of this section is to bring the PCs up to date on the events of the previous adventures. If you played them, feel free to incorporate details from your version of the story.

The series of images is only a suggestion. You may add to or subtract from the list as necessary to fill in the background for the PCs; new PCs may require more detail, while returning PCs may need only a few of the images to refresh their memories.

If the PCs participated in the previous adventures, the warriors mentioned below are the PCs—make sure the PCs recognize themselves. If the PCs did not participate in the previous adventures, the warriors are the friends who got the PCs involved in this adventure.

Euel provides narration as indicated. If asked, he provides more detail. Euel knows all the information in the "The Story Thus Far" section of the Introduction. He shares this information freely, but he has nothing to say about the Astral Dragon other than, "She is the mother of us all." Nor does he explain the reasons for any of Abriele's actions.





**Scenes from the Past.** Euel totters to the edge of the plateau and stares toward the horizon. He closes his eyes and goes into a trance. A few minutes later, the ocean below ripples and glows.

The following sequence of images appears in the ocean; the end of one dissolves into the beginning of the next.

\* A band of elves robs the cave of a sleeping copper dragon; a group of hunters proudly displays the head of a gold dragon; a carnival features a shooting gallery where contestants lob spears at stuffed gold and silver dragon dolls. (These are scenes from Krynn about three years ago. "People must not have known about the bond between dragons and people on your world," says Euel. If asked, he explains the significance of the sacred bond.)

\* A sobbing female dwarf sifts through the rubble of a demolished village; a band of ogres attacks a bronze dragon who appears helpless to defend himself; flames engulf a large horse ranch; a family of silver dragons whose bodies are covered with purple splotches lies dead in a grassy meadow. ("Yes," says Euel, shaking his head sadly. "That's what can happen when the bond is not honored. Dragons and people both suffer." The splotches are symptoms of the fatal silver dragon disease.)

\* In a dark swamp, a tall humanoid creature with greenish-gray skin covered with jagged scars clutches an obese woman shrouded in dark fog and draped in shreds of black silk. Bright light streams from the moons and stars into their bodies. ("Artha and Khardra," says Euel. "Dragons draw strength from the moons and stars. When these two absorbed the light, the dragons became weak. But if the bond between dragons and people had remained strong, this would never have happened.")

\* On a mountain plateau, mighty warriors riding gold and bronze dragons battle riderless black dragons while the greenish-gray humanoid and the obese woman look on. The warriors appear to be winning. (This is Artha and Khardra's final blending ceremony at the Peak of Clouds. "People and dragons working together," says Euel. "The bond grows stronger!")

\* A gold dragon holds the humanoid creature in its jaws, and the humanoid explodes. An immense five-headed dragon appears in the clouds. The obese woman elongates, then splits into five pieces. Each piece is swept into the mouth of a dragon head. (The five-headed dragon is a manifestation of Takhisis. "And good triumphs," says Euel. "That would appear to be the end of them. Let's see.")

\* Under a starry sky, the warriors gather in a meadow of violets. A small furry dragon appears, along with a ghostly silver dragon whose skin is covered with purple splotches. The sky shimmers, and a sparkling crystal stairway appears, leading from the top of the hill to a cluster of dark clouds high in the sky. The warriors and the dragons ascend the stairs. (The meadow is the same one the PCs left behind on Krynn. The furry dragon is Abriele, the ghostly silver dragon is Saramber. Euel observes this scene in silence, although he identifies both if asked.)

\* In a magnificent city nestled on a bank of fleecy clouds, the warriors and a force of good dragons battle against an ominous black tower. The forces of good appear to be winning. (The city is Cirulon. "Evil returns," says Euel, "but good perseveres.")

\* High over an island shrouded in mist, a battle rages between armies of good and evil dragons. Abriele monitors the scene from high in the clouds while the warriors assault a second black tower. Artha and the ghostly form of Khardra hover above the tower. Again, the forces of good appear to be winning. (The island is the Isle of Dragons. The ghostly form is Khardra's spirit, resurrected by Artha to help assault the island. "As I thought, she still lives," says Euel, referring to Artha. "But even with the spirit of her consort, she cannot

win when the sacred bond is strong.")

\* The same scene, but the tower lies smoldering in the water. Artha, with the spirit of Khardra trailing behind her, races into the heavens, heading toward Lunitari. A small force of good dragons pursues her. ("Very serious," says Euel grimly. "A victory on Lunitari could pose a threat to the Astral Dragon. That could mean the end of the good dragons. And that could mean the end of your world as well." If asked, Euel explains that the only portal leading to the plane of the Astral Dragon is located on Lunitari—"at one time, the good dragons' greatest secret, but apparently no longer"—and somehow Artha has discovered it. Euel does not reveal how Artha found it.)

The final image fades, and the surface of the ocean reappears.

## PLAN OF ACTION

Euel plops down on the plateau, exhausted from the effort required to conjure the ocean images. Between gasps for breath, he answers any remaining questions from the PCs, within the parameters explained above.

The PCs must now decide what to do next. It should occur to them they must first find a way out of this plane, get to Lunitari, then locate the portal in order to help the Astral Dragon.

If all this isn't obvious to the PCs, Euel struggles to his feet after catching his breath and says, "If Artha is to be stopped, the bond between good dragons and good people must remain strong. It would require the involvement of warriors such as yourselves." If the PCs agree to help, Euel points out that this requires finding a way to Lunitari and then locating the secret portal. If the PCs decline to help, see the "Troubleshooting" section at the end of the Prologue.

"First, however," continues Euel, "we must find a way to leave this plane. Do you have any ideas?" Euel can't help them—his *plane shift* ability affects only himself and he is too old to shrink them like Abriele did. Further, Euel cautions them against using their own *plane shift* or similar spells. "It could be dangerous," he warns. (Actually, PC attempts at *plane shift* or similar spells won't function in this plane.)

After a few minutes of discussion, Euel brightens. "I know a way," he says. "Can everyone breathe underwater?" If all of the PCs have ample supplies of *potions of water breathing* or similar magical items that enable them to breathe underwater, continue with the "Ocean Portal" section. Otherwise, Euel says he has an idea. "I'll return shortly," he says. "Wait right here." Before the PCs can respond, Euel plane shifts and disappears.

## WAITING FOR EUEL

Euel is gone for ten hours (remember that ten hours here is equal to 2½ days in the PCs' home plane). During this time, the following events occur:

**Hour 3.** The sky darkens, streaks of bright lightning flash silently in the clouds, and the ocean begins to noticeably recede. In an hour, the ocean level has dropped about 50 feet, revealing that the column of stone on which the PCs are perched actually extends from an island. The island is about 30 yards across, smooth, flat, featureless, and made of the same chalky stone as the column. If the PCs investigate, they find nothing of interest.

The receding ocean level, the lightning, and the darkening sky are natural phenomena that occur every 40 hours in this plane. In another 20 hours, the sky lightens and the ocean level rises to its original level. There are no other effects.

The silent lightning flashes occur about once every five minutes, illuminating the entire sky. If the PCs happen to be



observing the sky when the lightning flashes, they notice the movement of bird-like figures in a cloud bank about 75 yards overhead. If the PCs investigate (by flying or moving through the air), immediately run the Hour 5 encounter below. Otherwise, proceed with the Hour 5 encounter when the appropriate amount of time has passed.

**Hour 5.** Lightning flashes continue to illuminate the movement of bird-like figures in the cloud bank above. A flock of four vrocks is waiting to attack the PCs.

Vrock (4): AC 8; MV 12, FI 18; HD 8; hp 60, 55, 50, 45; THAC0 13; #AT 5; Dmg 1d4/1d4/1d6/1d8/1d8; SA *darkness, 5' radius, detect invisible objects, telekinese 200 pounds weight, gate* in another vrock (10% chance of success), all at will; AL CE

If the PCs fly up to investigate, the vrocks attack. If only one or two PCs are investigating, each PC is attacked by a pair of vrocks. One vrock attacks from the front, casting *darkness, 5' radius*, while the other attacks from behind with its claws and beak. Both vrocks use claw and beak attacks in subsequent rounds. If more than two PCs are attacking, a different vrock attacks each PC, first attempting *darkness, 5' radius*, then attacking from behind with beak and claws. The vrocks not matched with a PC opponent join their companions to attack the most vulnerable PCs. If a vrock kills a PC, the vrock flies away into the clouds with the PCs' body, never to be seen again.

If the PCs remain on the plateau and don't investigate the clouds, the vrocks fly down to attack. The vrocks space themselves out and attack from all sides of the plateau, first casting *darkness, 5' radius*, then swooping in to attack with beaks and claws. If possible, the vrocks attempt to lure the PCs off the plateau and into the clouds above.

If a vrock kills a PC, the vrock flies away into the clouds with the PCs' body, never to be seen again. If all but two of the vrocks are killed, the surviving vrocks flee, vanishing into the clouds above.

**Hour 7.** Since Euel's departure, Dira has been sound asleep, even slumbering through the battle with the vrocks (if Dira was threatened in the vrock battle, she plane shifted away, returning a few moments later to go back to sleep).

When Hour 7 arrives, Dira abruptly wakes up, startled by a bad dream. She howls for five minutes, then her howls turn to a series of high-pitched shrieks, drowning out all sounds within a ten-foot radius. (See the "Caring for Dira" section earlier for the consequences of not properly attending to her.)

## RAIDERS FROM THE OCEAN

When ten hours have passed, Euel bursts through the surface of the ocean about 50 yards from the PCs' column. Euel flies toward the column, hovering about 20 feet above the ocean. Ripples beneath the surface indicate that something is following him.

Euel flutters up to the plateau, breathlessly gesturing to the ocean below. "Down there!" gasps Euel. "You'll have to destroy one if you want to get out of here!" If the PCs look down, they see several huge, fish-like monstrosities covered with glistening gray slime pulling themselves up onto the island with four ten-foot-long tentacles. The creatures have pinkish-tan bellies and three long slit-like purple eyes set in their heads, one above the other.

Aboleth (3): AC 4; MV 3, Sw 18; HD 8; hp 57, 55, 50; THAC0 13; #AT 4; Dmg 1d6 (x4); SA If victim struck by tentacles fails a saving throw vs. spell, his skin changes to a slimy membrane (in 1d4+1 rounds) that inflicts 1d12 points of damage per turn if the membrane is not kept damp with cool water (this is negated by *cure disease, cure serious wounds*, or similar spells), three times per day can create illusions to

lure a single victim up to 30 feet distant and cause the victim to become enslaved if he fails a saving throw vs. spell (the charm is broken by *remove curse, dispel magic*, the death of the enslaving aboleth, or a new saving throw once per day if the victim is separated from the aboleth by a mile); AL LE

If the PCs don't recognize the creatures, Euel identifies them, explaining that he lured them here from another plane through an underwater portal. If the PCs can destroy one of them, Euel can use their slime to create special *potions of water breathing* for the PCs.

Sensing the PCs' presence on the plateau, the aboleths slither back into the ocean, remaining just below the surface a few feet from the island. The aboleths patiently wait for the PCs to come down to them; when the opportunity presents itself, the aboleths attack with their tentacles to transform the PCs' skin, then attempt to enslave them.

The aboleths brought several slaves along with them, members of the Orughis tribe from a remote island in north of Ansalon. The Orughis resemble short, fat ogres, dull-witted but extremely aggressive.

Orughis (5): AC 5; MV 9; HD 4+1; hp 25, 23, 20, 20; THAC0 17; #AT 1; Dmg 1d6 or by weapon; AL CE

Three rounds after the aboleths slither back into the water, the five slime-covered Orughis slaves crawl onto the island. Three of the Orughis are armed with battle axes (dmg 1d8). The other two carry strange weapons resembling iron boomerangs connected to a long coil of metallic cord; these are tribal weapons called *tonkks*, used by the Orughis to capture eagles and other edible birds. The Orughis with the axes immediately begin chopping at the column supporting the PCs' plateau. The others stand on the island's edge, poised with their tonkks, staring up at the PCs. With their damp membranes, the slaves can stay out of water for an hour before drying out.

It takes 18 Orughis-rounds of chopping to fell the tower; three Orughis can do it in six, two can do it in nine. The Orughis with the axes chop continuously unless they are attacked, in which case they fight back, then resume chopping as soon as possible.

The Orughis with the tonkks try to ensnare any PC who comes within 30 yards. The skilled Orughis toss the tonkks with a +3 bonus to the attack roll. The cord of the tonkk rapidly wraps itself around a successfully attacked PC; the PC can do nothing but attempt to struggle free, though he can remain aloft. Once per round, the PC can attempt a Dexterity check with a +2 penalty. If he succeeds, he has untangled himself. If he fails, he must roll a Strength check. If the Strength check fails, the PC has been pulled ten yards closer to the Orughis who entangled him. If an entangled PC is pulled to within ten feet of the island, an aboleth emerges from the ocean, attacks the PC with its tentacles, and attempts to enslave him.

**If the Column Falls.** If the Orughis successfully chop down the column, the column splashes into the ocean. The column is as buoyant as wood and does not sink. Note also that the PCs do not fall with the column; by taking advantage of their ability to move in the air, they simply hover in place. (If the PCs find themselves fighting the aboleths in the ocean, see the drowning rules at the end of the Prologue.)

Once the column collapses, the following events occur:

1. The Orughis with the tonkks continue to attempt to ensnare PCs. The Orughis with axes do nothing but wait; aboleth slaves do not fight on their masters' behalf. However, the Orughis defend themselves to the death if attacked by the PCs.

2. Three rounds after the column falls, any surviving vrocks (from the Hour 5 encounter of the "Waiting for Euel" section) take advantage of the confusion to resume their attack. They swoop from the clouds, attacking random PCs. The vrocks attack with their beaks and claws, this time fighting to



the death. The vrocks and the aboleths have no interest in each other; nor do the vrocks and the Orughis.

3. Five rounds after the tower collapses (or after the Orughis are defeated), it occurs to the aboleths that they can also take advantage of the physics of this plane to move through the air. They emerge from the ocean and rise in the direction of the PCs.

When an aboleth moves within 30 feet of a PC, it creates the illusion that it is an angel, complete with fluffy wings and glowing golden skin, repeating to the PC, "The gods have sent me to rescue you. Come with me." The aboleth tries a tentacle attack, then tries to enslave the PC. If the aboleth fails to enslave the PC, it tries to kill him with its tentacles. The aboleths continue their attacks until each has a PC slave or all of the PCs are killed.

If an aboleth successfully enslaves a PC, it plunges into the ocean and swims away in a random direction, never to be seen again. Two of the surviving Orughis dive back into the ocean and follow.

If one of the aboleths is killed, the others withdraw, mentally ordering any surviving Orughis slaves to follow. If attacked while withdrawing, the aboleths defend themselves. Otherwise they swim away in a random direction and vanish into the ocean.

**After the Battle.** The PCs can search the bodies of any slain Orughis. Each carries a small ruby, believed to bring good fortune to its owner; the rubies have no magical properties, but each is worth 2,500 stl. The tonkks are useless except as souvenirs; it takes an Orughis warrior to teach their proper use.

If the PCs destroyed an aboleth, Euel asks the PCs to haul its body up onto the island. Euel digs a shallow hole in the chalky surface of the island. He scrapes handfuls of slime off the aboleth, puts each handful in his pouch and kneads it, then puts the slime in the hole. When he's finished, there is the equivalent of about 20 cups of slime in the hole. Each cup of slime, explains Euel, works like a *potion of water breathing* when rubbed on a PC's face. The effects last for three hours. If the PCs have flasks or other containers, they can take the extra slime with them (Euel can't carry the slime in his pouch unless it's in a container). Euel also scoops up several handfuls of the chalky substance from the hole and asks one of the PCs to carry it. Euel explains that the substance can be used to clean the slime from their faces when they no longer need to breathe water.

The slime smells awful, but has no harmful effects. Once each of the PCs has rubbed a cup on his or her face, Euel says they're ready to leave.

## OCEAN PORTAL

Before leaving, Euel explains that while the PCs are underwater, they can communicate with him by thinking. If they wish to communicate with each other, Euel will relay their thoughts.

Euel dives into the ocean, motioning for the PCs to follow; obviously, Euel can breathe underwater. The icy ocean makes the PCs' skin tingle, but the PCs are able to swim comfortably. The PCs see no fish, seaweed, or any other marine life; the ocean is clear and still.

After swimming for about a mile, the PCs approach a glowing hole about ten feet in diameter, seemingly suspended in the middle of the ocean. The PCs hear Euel's voice in their heads. "This way," he says. "Follow me." Euel swims through the hole and disappears.

## SPECIAL UNDERWATER RULES

Certain encounters in this adventure may take place underwater. The DM may find the following rules helpful, abridged from the *Player's Handbook* and the *Dungeon Master's Guide*.

**Drowning.** The base amount of time a character can hold his breath, in rounds, is equal to 1/3 of his Constitution, rounded up. This assumes that the character had the chance to take a deep breath before submerging. If the character did not have the chance to take a deep breath, the base time is cut in half (rounded up). If he engages in strenuous activity, such as combat, while submerged, the base time is also cut in half (rounded up). All penalties are cumulative. Regardless of the penalties, any character can hold his breath for at least one round.

When his base time expires, a submerged character must roll a successful Constitution check once per round to continue holding his breath, with each check after the first made with an a cumulative -2 penalty to Constitution (-2 penalty for the second round, -4 for the third round, and so on). Failing a check means the character has drowned.

**Fighting in Water.** Submerged surface dwellers suffer a +4 penalty to their initiative rolls while underwater. Penalties to attack rolls and damage when fighting in water depends on the depth:

More than waist-high, but not more than chest-high: -2

More than chest-high: -4

These penalties are cut in half if the character has a proficiency in swimming.

A character not immersed in water attempting to hit an opponent who is partially or completely immersed does so at the same penalties to its attack rolls (that is, if the target is chest-high in water, the target is attacked with a -2 penalty).

None of these penalties apply to creatures native to an aquatic environment.

## TROUBLESHOOTING

Following are suggestions to the DM for handling unexpected problems.

**If new PCs won't leave with Abrielle from the meadow of violets or are otherwise unwilling to help.** Abrielle might show the PCs images of a violent future involving the destruction of their homes and deaths of their family members if Artha is allowed to persevere. You might also consider reviewing basic principles of good creatures if they choose to idly stand by while evil is on the march.

**If the PCs don't defeat an aboleth.** The PCs need a way to breathe beneath the ocean to follow Euel through the underwater portal. If they don't defeat an aboleth, Euel might be able to scrape a lesser amount of slime from the body of a defeated Orughis. He might also find some discharged slime floating on the ocean's surface after the end of the battle.

**If the PCs question Euel's motivations or where he gets his information.** Since Euel is supposed to be neutral, the PCs might wonder why he's being so helpful. If they ask him, Euel says that the natural balance has tipped too much in favor of evil, and his actions are intended to help restore things to their natural order. (He has other reasons too—see Chapter 3.) If they ask him where he gets his information, he indignantly replies that there is little a kodragon of his advanced years doesn't know.

# CHAPTER I: PARTNERS



## DM'S OVERVIEW

This chapter begins immediately after the events in the Prologue. Use map 3 in the center section of the module for reference.

In this chapter, the PCs should accomplish the following:

- discover that the evil goddess Zeboim is angry with Artha and is conducting assaults against her treasure dome at the bottom of the Blood Sea of Istar.

- learn that Khardra is still alive and recruit him as an ally against Artha.

- acquire items that will help them travel to Lunitari and explore it.

This first part of the chapter takes place at Artha's treasure dome on the bottom of the Blood Sea of Istar, an area of red water located east of Kern and north of Goodlund. When Krynn was devastated by the Cataclysm, the entire city of Istar plunged to the bottom of the sea. The Maelstrom churning the waters where Istar once stood eroded the sunken city's reddish soil, giving the sea its gruesome name. The treasure dome featured in this chapter is located at the bottom of the southern Blood Sea just south of the Maelstrom.

## DM'S BACKGROUND

### THE BLOOD SEA TREASURE DOME

During the War of the Lance, Artha spent much of her time stealing treasure from Ansalon's ravaged cities and storing it in fortified domes at the bottom of Krynn's oceans. One was

located in the Sirrion Sea off the coast of Cristyne Island, another in the middle of Ice Mountain Bay, but her favorite was in the southern Blood Sea.

The Blood Sea is also a favorite place of the evil goddess Zeboim, the temperamental and savage Sea Queen who considers the Blood Sea to be part of her exclusive dominion. Zeboim has long wanted Artha's dome removed from the Blood Sea, but Artha has ignored her threats. Like Artha, Zeboim is also the daughter of Takhisis, but feels she is not held in as high esteem as her half-sister. Fearing her mother's wrath, Zeboim hasn't pressed the issue of the dome. Instead, Zeboim has conducted restrained but steady assaults on the dome, hoping Artha will become annoyed enough to move it somewhere else.

### THE REBIRTH OF Khardra

Although she was defeated at the Isle of Dragons, Artha learned that Lunitari was the location of the portal to the plane of the Astral Dragon. She raced to Lunitari with the spirit of Khardra in tow, only to find that a large force of good dragons was already in place and prepared to defend the portal against her attacks.

Since assaulting the portal would require more effort than she originally anticipated, Artha ordered her minions to attack the good dragons while she returned to Krynn with Khardra's spirit. In her treasure dome at the bottom of the Blood Sea, she began subjecting Khardra's spirit to magical treatments that would bring Khardra back from the dead. Artha believed that when paired with the revived Khardra, she would be able to generate a power so awesome that the good dragons on Lunitari would be helpless to stop her from



breaching the portal.

Khardra was far from cooperative. Weary of Artha's endless schemes, he longed for a peaceful afterlife. But what Khardra wanted was irrelevant to Artha. She trapped his spirit in her treasure dome and forced him to endure painful treatments that would result in his rebirth. While the treatments continued, Artha returned to Lunitari to resume the supervision of her minions, planning to fetch Khardra in a few days when his rebirth was complete.

## NOTES TO THE DM

The following information might be useful when staging the events in this chapter:

1. It is likely that the PCs will be engaging in aquatic combat, either partially or completely submerged. Review the special underwater rules at the end of the Prologue, paying particular attention to the rules for fighting in water. With the exception of Khardra, all of the creatures encountered in the Blood Sea and in the treasure dome are native to an aquatic environment and hence suffer none of the underwater combat penalties.

2. PCs using aboleth slime can breathe underwater for three hours. When out of the water, the slime stays moist for an hour, but when that hour is up, the slime must be dampened again or the PC suffers intense pain and 1d12 points of damage in each subsequent turn. A PC can remove the slime by dissolving it with wine or soap. The slime can also be cleaned off with the chalky substance from Abrielle's plane.

3. It may occur to the PCs that Euel can plane shift into the various rooms of the dome, examine the room's contents, then report back to the PCs without them having to unnecessarily risk their necks. Since plane shifting is an effort for a ko-dragon of Euel's age, Euel strongly resists doing much of the PCs' investigating for them. If the PCs insist, Euel complies, but afterward collapses in a coughing fit, begging the PCs not to ask him again. It is also possible that Euel cannot muster the strength to plane shift on command. In any case, the DM should ensure that Euel is able to plane shift whenever necessary to save himself.

As before, Euel does not participate in any battles. He also refuses to be the first character to enter a new room, saying that he is too old and too weak to defend himself against unexpected dangers. He prefers to stay in the middle of the party, hovering just over their heads.

4. Though her presence is felt, Zeboim does not personally become involved in the events of this adventure. However, for the DM's reference, her statistics follow.

Zeboim, 30th-level Cleric: AC -4; MV 16, FI 48; HD 30; hp 680; THAC0 5; #AT 4; Dmg 1d20 (x4); AL CE

## THE BOTTOM OF THE BLOOD SEA

Refer to map 3 for this part of the adventure.

Led by Euel, the PCs emerge from the portal and find themselves at the bottom of a murky ocean behind a clump of tall, brown seaweed. Blood red sand lines the ocean floor. A school of tiny black fish darts among the seaweed, whose fronds drift lazily in the gentle current.

Euel mentally tells the PCs they have arrived at the bottom of the Blood Sea, the mysterious red ocean of Krynn. Just to the northeast, says Euel, is one of Artha's treasure domes. It contains a magical device that will enable them to travel to Lunitari, as well as "someone who can help us." Euel doesn't know the identity of this benefactor nor does he know the nature of the magical device, but he is certain that both are in the dome. If the PCs ask how he knows this, Euel says it came

to him in a dream. He won't elaborate. (See Chapter 3 for details.)

If the PCs peer through the seaweed, they see that the ocean floor ahead is bathed in an eerie green glow, thanks to the fluorescent algae clinging to a massive dome located about 200 feet away. The black crystal dome is about 400 feet in diameter and about 150 feet tall. Scratches and pockmarks cover the dome, as if its surface had been chipped by hundreds of tiny pick-axes.

The only visible entrance is a circular indentation about eight feet in diameter on the west side of the dome (point A). A beast the size of a small dragon is groping at the opening. The beast has a horned head and a stubby tail. Its bones protrude from its rotting flesh, its bare, barbed ribs resembling a cage. Near the beast, also groping at the opening, are four animated corpses, shards of ragged clothing fluttering from their gray decaying bodies.

Undead beast: AC 6; MV 9, Sw 9; HD 12 + 12; hp 66; THAC0 7; #AT 3; Dmg 2d4 + 1/2d4 + 1/3d8; SA victim struck by claw must roll successful saving throw vs. death magic or be flung for an additional 1d20 points of damage; can trample victim for 3d8 hp of damage if victim fails a saving throw vs. death; trample victim must also roll successful saving throw vs. wand or be ensnared in rib cage for 1d4 points of damage from the barbs for each round the beast moves; SD unaffected by flame and suffers only minimum damage (1 point plus bonuses) from edged or pointed weapons; turned as a special undead; MR 20%; AL NE

Zombies (4): AC 8; MV 6, Sw 6; HD 2; hp 12 each; THAC0 19; #AT 1; Dmg 1d8; SD unaffected by *sleep*, *charm*, *hold*, and cold-based spells; AL N

The undead beast is an evil monster of unknown origin. The zombies are the reanimated corpses of drowned pirates. All are minions of Zeboim, ordered to claw their way into the dome. Zeboim realizes this is probably futile, but hopes that her minions will further annoy Artha. (It hasn't worked; if anything, Artha is amused by their hopeless efforts.)

Euel can't identify the monsters at the entrance (he's unaware of Zeboim's involvement). Euel volunteers to plane shift inside the dome to figure out how to open it, then return to the PCs with the information. He tells them to stay where they are. Before the PCs can respond, Euel plane shifts and vanishes.

A few seconds later, Euel reappears, telling the PCs that to enter the dome, a wheel on the outside of the entrance (point A) must be turned while a lever on the inside is held down. Euel says he will hold down the lever on the inside while the PCs turn the wheel on the outside. Again, before the PCs can respond, Euel plane shifts and vanishes to wait on the other side of the entrance for the PCs.

As soon as the PCs move inside the area bordered by dotted line B, the minions attack. The undead beast charges random PCs, attempting to trample. It alternates trampling attacks with rearing on its hind legs and attacking with its claws and horned head. The zombies attempt to strangle random PCs. If the PCs retreat beyond line B, the minions resume groping the entrance. The minions do not go beyond line B.

About 20 minutes after the PCs first arrive in the Blood Sea, the red waters above the dome begin to swirl like a whirlpool. Regardless of whether the minions are engaged in combat or are still groping the entrance, they stop what they're doing and begin to burrow in the soft sand of the ocean floor; they keep burrowing even if the PCs continue to attack them. In three rounds, the minions have completely buried themselves in the sand.

Two rounds after the minions have buried themselves, a torrent of seashells and coral pieces spills from the swirling waters and pelts the dome, knocking away chips of crystal. The shower lasts for five rounds and pelts the entire area



within line B. If any PCs are exposed to the seashell shower, they are attacked once per round as if by a 10-HD monster; each successful hit inflicts 2d6 points of damage. (Zeboim is responsible for the seashell shower. It occurs automatically every hour.)

When the seashell shower stops, the minions remain buried for an additional five rounds, then spend three more rounds digging themselves out. Once free of the sand, the minions resume groping the entrance or attacking any PCs inside line B.

It may occur to the PCs that an opportune time to attempt to open the entrance is while the minions are hiding under the sand. In the center of the entrance indentation is a ridged wheel about four feet in diameter. It takes at least two PCs with a combined Strength of 30 to rotate the wheel in a clockwise direction for two full rounds to open the entrance.

Once opened, the entire eight-foot indentation swings in, and the PCs may enter. On the other side, Euel is waiting patiently, firmly holding a crystal lever just above the entrance. When the lever is released, the entrance snaps shut. The PCs may notice that near the lever is a ridged wheel similar to that on the outside of the door; if Euel had been strong enough, he could have let the PCs in by himself.

If any of the minions are active when the entrance opens, they do nothing but stare at it dumbly; they have no orders to go inside.

## ABOUT THE TREASURE DOME

### COMMON FEATURES

The treasure dome is composed of the main building (areas 2-11) and the crystal dome that encloses it (area 1). The various areas of the dome have the following common features:

**Crystal Walls.** The walls, floors, and ceiling of the dome are solid black crystal, three feet thick. All areas except the outside of the main dome are smooth.

**Water.** Area 1 is completely filled with ocean water. All rooms and corridors in the main building have about 3½ feet of standing water; to avoid drowning, PCs shorter than this have to either breathe water, be carried by a taller PC, or find some other way to stay above the surface.

**Doorways.** Unless indicated otherwise, all doorways in the main building are unblocked, open passages about three feet high and five feet wide. All of these doorways are underwater; the top of each is just below the surface of the water.

**Illumination.** All crystal surfaces are covered with the same fluorescent algae that clings to the outside of the dome. The effect is the same as a permanent *continual light* spell.

**Random Encounters.** Each time the party passes over an area marked with an X (see map), roll 1d10 and consult the following chart.

D10 Roll	Result
1-5	Shark
6-7	Strange Voice
8-10	No encounter

**Shark.** Four large sharks roam the main building, placed here by Artha to help guard her treasures. The sharks swim continuously through the corridors and rooms with open doorways.

Sharks (4): AC 6; MV Sw 24; HD 6; hp 36 each; THACO 15; #AT 1; Dmg 3d4; AL N

When a shark attack is rolled, one of the sharks appears in 1d4 + 1 rounds, heading toward the party from a random direction. The shark will attempt to seize the nearest PC, tear off a mouthful of flesh, then swim away to swallow it. Any PC

that appears hurt is 90% likely to be attacked. A wounded PC is always attacked.

The same shark returns 1d4 + 1 rounds later if the attacked PC is still bleeding. All sharks still alive also arrive in 1d4 + 1 rounds, attracted by the scent of blood. The presence of blood causes sharks to go into a frenzy in which they attack anything even remotely resembling food; note that a frenzied shark is just as likely to attack another shark as it is a PC.

If all the sharks are killed, treat this as no encounter.

**Strange Voice.** A randomly chosen PC hears a low, guttural voice in his head, desperately gasping, "Free me...free me..." (The source of the voice is the spirit of Khardra in area 11.)

**No encounter.** Nothing happens.

**Note to the DM.** The PCs have two goals in the treasure dome: to find a way to get to Lunitari, and to find the "benefactor" who supposedly can help them. Euel reminds them periodically of these goals if the PCs become distracted.

Euel knows that Khardra is the mysterious benefactor (as to how he knows, see Chapter 3), but under no circumstances does he reveal this to the PCs. Euel does not know where to find Khardra, nor does he know which device will help them get to Lunitari.

For the DM's reference, here are the locations of the most important objects:

**Room 4** contains the *skyboat* and the *lens of activity detection*. The *skyboat* is the object that will take them to Lunitari. The *lens of activity detection* will help locate the portal.

**Room 3** contains the *skyboat* command shafts. The *skyboat* is inoperable without these.

**Room 9** contains a marked map of Lunitari (map 4) that will also help them locate the portal.

**Room 8** contains weapons that will help them with encounters on Lunitari.

### ENCOUNTER KEY

(Refer to map 3.)

#### 1. The Crystal Dome

Now inside, you can see that the dome encloses a huge rectangular building made of the same black crystal. Towering fronds of brown seaweed grow thickly around the building as well as on its roof.

The entrance, the only visible feature of the building, is on the east side. If the PCs ask Euel to *plane shift* inside to explore for the entrance, he declines (see the "Notes to the DM" earlier for Euel's reasons).

Perched on top of the building, camouflaged in the tall seaweed, is an amphidragon, a crossbreed between a green dragon and a sea dragon that looks like a giant toad with a tail and small vestigial wings.

Amphidragon: AC 5; MV 6, Sw 12; HD 7; hp 50; THACO 13; #AT 3 or 1; Dmg 1d4+1/1d4+1/3d6; SA attack with tongue at victim up to 40 feet distant (if the dragon makes a successful attack roll vs. AC 10, the victim is stuck to its tongue and is pulled into the dragon's mouth at the end of the round and suffers 3d6 points of damage each round; the tongue releases the victim in any round in which the amphidragon suffers 12 points of damage); spits acid up to six feet three times per day (damage equal to dragon's hit points, successful saving throw vs. breath weapon halves damage); SD can leap a distance of 18 feet or a height of six feet every other round; can detect hidden and invisible creatures within seven feet and has infravision (60-foot range); character must roll a successful Dexterity check each time he at-





tacks the dragon in melee or he suffers 1d6 points of damage from the acid warts covering the dragon's skin; AL NE

The amphidragon is a minion of Artha placed here to guard the building from intruders. The amphidragon waits until the party comes within 20 feet of the building, then attempts to capture a PC near the back of the party with its tongue. If successful, the dragon pulls the captured PC to the roof and eats him. If necessary, the dragon waits until the PCs approach the entrance on the east side before attacking.

If the dragon is discovered before it attacks with its tongue, it leaps in front of the party and attacks a random PC with its acid spit. It then wades into the party, attacking as many PCs as it can reach with its claws and bite, hoping to engage them in melee to take advantage of its acid warts.

When the opportunity presents itself, it attacks again with its tongue, returning to the roof if it captures a PC.

If the PCs attack the dragon while it has a PC in its mouth, the dragon spits out the PC and attacks as described above.

The dragon fights until it has lost 30 or more hit points, after which it retreats to the opposite side of the dome, attempting to keep the building between itself and the PCs. If the PCs continue to attack or if it is otherwise cornered, the dragon fights to the death.

The dragon will not communicate with the PCs. It has no treasure or anything else of value.

## 2. Entryway

The entrance to the building is marked by an eight-foot indentation. In the center of the indentation is a ridged wheel about four feet in diameter.

This entrance is similar to the entrance in area A, but this one does not require a lever on the inside to open. It takes at least two PCs with a combined Strength of 30 to rotate the wheel in a clockwise direction for two full rounds to open the entrance.

Once opened, the entire eight-foot indentation swings in, and the PCs may enter. When the PCs release the door, it swings shut. The water level in the small, featureless entry room then magically lowers to a level of about 3½ feet. Once the door is closed, the PCs may notice another ridged wheel similar to the one on the outside of the door; rotating this wheel opens the door in the other direction, back into area 1.

The PCs may continue through the open passageway in the west wall; this passageway is now just under the surface of the water.

## 3. Aquarium

A transparent crystal tank fills the entire west end of this room from wall to wall and from floor to ceiling. A giant floating eyeball with two crab-like pincers peers from the murky water within.

The creature is an eye of the deep. A few of Artha's more exotic treasures are hidden in the mud at the bottom of the tank.

Eye of the deep: AC 5; MV Sw 6; HD 10; hp 65; THAC0 11; #AT 3; Dmg 2d4/2d4/1d6; SA large central eye emits a blinding flash of light to dazzle and stun those in its ray (cone five feet at eye extending 30 feet to a 20-foot-diameter base) for 2d4 rounds unless victim rolls successful saving throw vs. poison; two smaller eyes can create an illusion or, acting independently, can cast *hold person* and *hold monster*; AL LE

The eye of the deep blasts its light ray at any PC who comes

close to its tank, otherwise it ignores the PCs. A PC cannot explore the tank unless he uses *teleport* or a similar spell to get inside, or unless the tank is smashed (it breaks if it receives 10 points of damage). If a PC enters the tank, the eye of the deep casts *hold person* and blasts its light ray, then attacks with its pincers and teeth. The eye of the deep engages in similar attacks if the tank is shattered. The eye of the deep fights to the death, pursuing through the corridors if necessary.

A three-foot-deep layer of mud covers the floor of the tank. There are items buried deep in the mud in each corner. Unless a PC knows where to look and what he's looking for, he has only a 5% chance per ten rounds of searching to discover any of the following items.

**The Amulet of Kajhun.** (Buried in the southwestern corner.) Carved from onyx and imbedded with tiny black pearls, the amulet has no magical properties but is valued at 12,000 stl. (This belonged to Crouse, the Black Robe mage who assisted Artha in the previous adventure, *Dragon Magic*. Artha promised the return of the amulet if the cloud city of Cirulon was successfully sieged.)

**Golden Circlet.** (Buried in the southeastern corner.) This is one of the thin gold bands created in Istar toward the end of the Age of Might designed to guide people into aiding the church. When worn by a priest of good alignment, it enables the wearer to *command* up to 8 Hit Dice of creatures once per turn and *control* one creature of up to 4 Hit Dice (the creature cannot be forced to hurt itself).

**Skyboat Command Shafts.** (Buried in the northwestern corner.) There are three of these black walnut shafts, each about the size of a pencil. The rods activate the *skyboat* found in area 4. (For information on operating the *skyboat*, see the "Activating the *Skyboat*" section near the end of this chapter.)

**Brooch of Imog.** (Buried in the northeastern corner.) Shaped like a circlet of mistletoe and made of gold leaf, this item was the traditional reward given to wizards who served in the elven realms of Krynn. When worn by a wizard who knows the command word ("Sister"), once a day it can create a *minor globe of invulnerability* that lasts for ten rounds.

## 4. Storeroom

This room is filled with all manner of odd objects. Some protrude from the water, others sit on black crystal shelves extending from the walls.

This is a storeroom where Artha keeps some of her miscellaneous treasure items. All of the following objects are in plain sight—it is up to the PCs to determine the usefulness (or uselessness) of each.

**Thanoi Icemugs.** A set of six of these oversized beer mugs sits on a shelf along the western wall. The mugs are made of solid ice and are permanently frozen. Ice mugs are used by the thanoi (walrus men) of Icereach; this particular set was an heirloom of a prominent thanoi family. The mugs have no magical properties and are worth about 100 stl each.

**Cloak of the Manta Ray.** Hung on a hook on the north wall, this cloak appears to be made of black leather. When worn in salt water (such as the water in this room), the *cloak of the manta ray* adheres to the wearer who becomes nearly (90%) identical to an actual manta ray. The wearer can breathe underwater, moves as a manta ray (Sw 18), has an AC of at least 6, and can make use of the cloak's tail spine to inflict 1d6 points of damage to an opponent; since the cloak leaves the wearer's arms free, this attack is an addition to any normal attacks.

**Lens of Activity Detection.** Sitting on a shelf on the northern wall, this is a one-foot-diameter lens made of translucent

blue crystal, specially made for Artha by a renegade Black Robe wizard. Artha intended to use the *lens of activity detection* to help her locate the secret portal to the plane of the Astral Dragon, but ultimately never needed it.

The *lens of activity detection* detects the presence of life or pseudo-life within an area of one square mile; the lens cannot pinpoint the source of the detected activity.

The lens is useful in determining whether or not life exists in areas that appear devoid of life, such as deserts or barren islands. When peering through the lens, areas of one square mile that contain life appear to have a bluish glow. The area being observed must be no farther than 1 mile distant for the lens to work. (See Chapter 2 for more about the lens.)

**Eyes of Petrification.** On the shelf next to the *lens of activity detection* is a pair of convex crystal lenses that fit over the user's eyes. The instant they are fitted to the user's eyes, he immediately turns to stone. The effect of these special lenses can be avoided if the user rolls a successful saving throw vs. petrification, or it can be canceled if a companion casts *dispel magic* or a similar spell. Otherwise, the petrification wears off in  $2d10 + 10$  rounds. Once the petrification is dispelled or wears off, the user's vision is blurred for the next 1d4 hours, causing his attack rolls to be made with a penalty of -2.

**Griffon Saddles.** On a shelf along the eastern wall sit three finely crafted and oversized leather saddles. These belonged to a band of griffon-riding humans Artha encountered in Northern Ergoth. She slaughtered the humans and their griffons, then took the saddles for souvenirs. The saddles have no particular value and cannot be used on any mounts other than griffons.

**Eagle Wings.** A bundle of ten pairs of giant eagle wings sits on the same shelf as the griffon saddles. Each wing has cloth straps on its underside, enabling the wings to be worn on the arms of humans. Artha discovered a primitive tribe of humans living in seclusion in the Kharolis Mountains. The humans worshiped eagles and believed the gods might someday grant them similar flying abilities. They made these wings and hurled themselves off high cliffs, only to plunge to their deaths below. Artha killed a band of tribesmen and took the wings as souvenirs. The wings have no monetary value or any magical properties.

**Giant Armor.** Propped in the southeast corner and protruding through the surface of the water are two giant sets of plate mail. The armor appears to fit humanoids who are at least 15 feet tall.

The armor belonged to a pair of cloud giants Artha killed for fun on a high mountain peak in central Estwilde. She took their armor with her.

**Skyboat.** Propped in the southwest corner and protruding through the surface of the water is what appears to be a canoe made of stone. The canoe is three feet tall, 12 feet long, and four feet wide. Inside are five evenly spaced stone planks, each capable of seating two human-sized passengers.

A plank on one end of the canoe is marked with a star symbol in the center. If the PCs carefully examine this area of the craft, they see a small hole in the floor beneath the star plank; the hole is about  $\frac{1}{4}$  of an inch in diameter and about an inch deep. At the bottom of the canoe are two sets of stone oars; the oars fit in ridges carved in the either side of the canoe. The canoe is otherwise featureless. There is nothing magical about it, and obviously it won't float.

The *skyboat* is inoperable unless one of the *skyboat* command shafts (buried in the eye of the deep's aquarium—see encounter 3) is placed in the hole under the star plank, then snapped in two. (For more information about the *skyboat*, see the "Activating the *Skyboat*" section near the end of this chapter.)

## 5. Sculpture Room

This room is filled with statues of all sizes, made of steel, gold, and other precious metals. The smaller statues sit on crystal shelves extending from the walls; the larger ones sit on the floor and protrude above the surface of the water.

This is where Artha stores some of her stolen statuary, taken during her raids throughout Krynn. Except where indicated, all of the statues are in plain sight.

**Dargonesti Sculpture.** On a shelf extending from the west wall sits a sculpture of a Dargonesti sea elf wielding a trident. The statue is made of diamond and is about three inches square. Artha stole this from a Dargonesti tribe living in a mountain cave off the shore of Enstar. It has a value of 15,000 stl.

The statue is enchanted. As soon as it comes in contact with sea water (such as the water filling this room), it instantly expands to its true size, about five feet square. If removed from the water, it instantly shrinks to its former size. *Dispel magic* or similar spells have no effect on this enchantment. (Note that in its expanded size, the statue is too big to get through the doorway.)

**Golden Hands.** Eight life-sized sculptures of human hands sit on a shelf along the east wall. They were sculpted by the artist Loralus of Sanction. She was murdered by Artha, who then stole her works. Each hand has a value of 5,000 stl.

**Dome of Shapes.** Dark lines, shadowy angles, and vague shapes, drift in and out of each other inside a transparent dome about five feet across. The dome sits on a wide shelf along the south wall. With every movement of the observer, the shapes pulsate and appear to turn inside out. The sculpture is fused to the shelf and cannot be moved.

The dome acts as a kind of *hypnotic pattern*. Any PC within three feet of the dome must roll a successful saving throw vs. spell or continue gazing at it for 2d10 rounds. The enchantment is broken if the PC is physically pulled away from the dome by a companion who shields his eyes.

Artha found this sculpture in the cave of a gold dragon on the Isle of Dragons. The sculpture is an ancient masterpiece created by Blyphian, a gold dragon philosopher and mathematician who lived eons ago. (If the PCs participated in the previous adventure, *Dragon Magic*, they may have seen a similar sculpture in the Mathematics Gallery in Cirulon. Like that statue, this one also represents the existence of multiple geometries. In ancient times, dragon mathematicians believed that mastery of these geometries would enable instantaneous travel between the various planes of existence, but the idea was never completely developed.)

**Jade City.** On a shelf extending from the north wall sits a jade sculpture of a dwarven village. The sculpture is about a foot long and is detailed with meticulously sculpted dwarven workers, children, and homes. Artha murdered a traveling salesman in Nordmaar for this. The identities of the artist and the village are not known. It has a value of 10,000 stl.

**Commemorative Statue.** A life-size statue of a human commoner stands in the southwest corner, submerged in water up to its waist. The statue is solid steel except for a right arm made of silver.

Any PC who succeeds in a Wisdom check recognizes this as a statue of Theros Ironfeld, one of the greatest heroes of the War of the Lance. The grateful residents of Solace commissioned this statue in the year after the war's end; Artha spirited it away shortly after its completion.

Though the statue is valued in excess of 40,000 stl, it weighs more than a ton, making it nearly impossible to move. The silver arm does not detach.



**Broken Statue.** Any PC walking in the southeastern quarter of this room has a 50% chance per round of stepping on one of several chunks of stone scattered on the floor. A submerged PC examining this area has a 100% chance of spotting the chunks.

In all, there are a dozen variously sized chunks of onyx on the floor, each worth 50 stl. Any PC who spends 2d4 rounds trying to reassemble the pieces and successfully rolls an Intelligence check realizes that the chunks are pieces of a bust of Takhisis. (Artha found the bust in an abandoned temple in Nordmaar. In a fit of rage over what Artha perceived as her mother's increasing efforts to control her, Artha destroyed the statue.)

## 6. Food Room

The entrance to this room is marked by a 3' x 5' indentation. In the center of the indentation is a ridged wheel about three feet in diameter.

This entrance is the same as the one to the main dome (area A), but this one does not require a lever on the inside to open. It takes at least two PCs with a combined Strength of 30 rotating the wheel in a clockwise direction for two full rounds to open it. Once opened, the entire indentation swings in, and the PCs can enter.

The room is filled with the rotten carcasses of dolphins, cows, sheep, and other animals. The carcasses are intended as food for the sharks (see the "Features of the Dome" section). Some of the carcasses hang from hooks along the walls and ceiling, others float in the water.

PCs entering this room must roll Constitution checks; those who fail suffer 1 point of damage and feel sick to their stomachs for the next 1d4 rounds.

Any surviving sharks smell the food and arrive 1d4 + 1 rounds after the door is opened. Arriving sharks immediately go into a feeding frenzy, randomly attacking the carcasses, the PCs, and each other. If the sharks aren't killed, the frenzy continues for ten rounds, after which the sharks swim away with chunks of food seized tightly in their jaws.

## 7. Jewel Room

Every inch of the ceiling, floor, and walls of this huge room is imbedded with rubies, diamonds, emeralds, sapphires, and pearls. None of the gems is smaller than an apple.

This is Artha's main treasure room, the place where she keeps the gems stolen from all corners of Krynn. To ensure that the gems stay put, she has used a magical glue (see encounter 10) to fuse them with the room's crystal surfaces. The jewels cannot be pried loose, but *dispel magic* or a similar spell could unglue a single gem. (If necessary, roll 2d6 and multiply the result by 1,000 to find the value of a random gem in stl.)

If the PCs touch any of the gems in the room, a spectre emerges from the water near the door.

Spectre: AC 2; MV 15, FI 30; HD 7 + 3; hp 45; THAC0 13; #AT 1; Dmg 1d8; touch drains 2 life levels from victim, any human totally drained of life energy becomes a half-strength spectre under the control of the spectre that drained him; SD unaffected by *sleep*, *charm*, *hold*, or cold-based spells; *raise dead* spell destroys it unless it succeeds with a saving throw vs. death; AL LE

Artha placed the spectre here to guard her jewels. The

spectre intends to destroy the PC who touched a gem, then destroy any other PCs who are still in the room. The spectre fights to the death, though it does not leave the room.

## 8. Weapon Room

The body of a Portuguese man-o-war is suspended over the doorway on the inside of this room with its tentacles hanging over the entrance like a curtain. When the gnome scientist in room 9 was still alive, he liked to snoop in this room. Artha rigged the man-o-war corpse to keep the gnome out, and left it in place after the gnome died.

There are 30 tentacles, each ten feet long, hanging over the doorway, covering it completely from top to bottom. Since the tentacles are transparent, it is 90% probable that they are undetected unless the creature encountering them is able to detect invisible objects. A PC touching the tentacles has an 80% chance of suffering 1d10 points of damage. He must also roll a successful saving throw vs. paralyzation or be paralyzed for the next 2d10 rounds.

The man-o-war is dead and cannot conduct attacks. A tentacle can be cut down if it receives 1 point of damage.

If a PC enters this room, read the following:

This room is filled with a variety of weapons, some sitting on shelves extending from the walls, some hanging on crystal hooks.

This is where Artha stores some of her stolen weaponry. Except where indicated, all of the weapons are in plain sight.

**Assorted Weapons.** The following weapons are sitting on shelves or hanging from hooks along the western wall:

- Iron club with a ruby spike (dmg 1d8, value 5,000 stl).
- Glass hammer (formerly enchanted, but the enchantment has worn off; it shatters the first time it is used).
- Solid steel long sword (dmg 1d8, value 8,000 stl).
- Quiver of 10 solid silver arrows (dmg 1d6, value 200 stl each, but -1 penalty to attack roll because of their unusual weight).
- Solid onyx dagger (dmg 1d6, value 200 stl).

**Iron trident.** Also hanging from a hook on the western wall, this solid iron trident has three triangular prongs. The trident inflicts 2d4 points of damage. The trident belongs to Khardra; any PC who participated in the first adventure, *In Search of Dragons*, recognizes the distinctive weapon.

**Miniature Weapons.** On a shelf extending from the northern wall is an iron chest about four inches square, engraved with detailed etchings of trees, birds, and other symbols of nature. The chest is unlocked.

Inside are a number of perfectly shaped miniature weapons—a sword, a spear, a battle axe, a mace, and a crossbow—each no more than an inch long. The weapons can cause no damage and individually are of negligible value. However, the entire set is worth 5,000-10,000 stl to a collector of exotic weapons. (Artha stole the weapon chest from a race of miniature elves on a tiny island hundreds of miles off the coast of Ansalon in the Courrain Ocean.)

**Exotic Weapons.** On a shelf along the north wall are two small star-shaped weapons and a bow with a small sling in the bowstring. The star-shaped weapons are throwing stars; each has five razor-edged points and inflicts 1d4 points of damage when thrown at any enemy. The bow is a pellet bow, a weapon almost identical in construction and use to a normal bow but fires small stones or pellets instead of arrows. A pouch of eight lead pellets lies near the bow. Each pellet that successfully strikes its target inflicts 1d8 points of damage. (Artha stole these weapons from a strange-looking man with small eyes and yellow skin who abruptly appeared in a pool



of shimmering light in a desolate region of the Plains of Dust. The dumbfounded man babbled to Artha in a strange language, dropping to his knees as if to pray to the sun while she robbed and killed him.)

**Wyrmsvenin.** This superbly crafted two-handed sword hangs from a hook on the southern wall. This is *Wyrmsvenin*, an artifact from the third Dragon War similar to the legendary sword *Wyrmbane* and also forged during the Age of Might. *Wyrmsvenin* acts as a *two-handed sword +2* against most creatures. When used against dragons or draconians, however, it inflicts double damage. Against black dragons and sea dragons, it inflicts triple damage.

**Broken Hook.** A hook on the southern wall appears to have snapped off. Artha hung a sword here, but its weight broke the hook. If the PCs search underwater in the area below the snapped hook, they discover a black sword (there is a 100% chance of spotting this weapon if a PC searches underwater in this area, but only a 15% chance of bumping into it if the PC is moving in the area, but doesn't submerge). The sword is a *sword +1, +4 vs. undead*. The sword becomes enveloped in cold black flames when within ten feet of an undead creature; the black flame causes no damage.

## 9. Research Room

In the center of this room is a raised crystal platform about 12 feet square that extends just above the surface of the water. The transparent image of a gnome sits behind a crystal desk in the center of the platform, intently studying a parchment covered with intricate symbols. The desk is littered with stacks of parchments and an assortment of clear crystal lenses.

A doorway can be seen just below the surface of the water on the southern wall.

This is a gnomish spectral minion named Werq. Artha kidnapped Werq from his home in Sancrist Isle after he vowed to help Artha find the portal to the plane of the Astral Dragon in exchange for the lives of his family. Artha sequestered Werq here with magical lenses and special maps. After weeks of unproductive effort, Werq was killed by Artha. Werq lives on as a spectral minion, doomed to continue the futile search.

Gnomish spectral minion: AC 2; MV 30, HD 10; hp 30; #AT nil; Dmg nil; SD + 1 or better to hit; MR 20%; AL N

Werq spends his days studying the maps piled on his desk, occasionally peering at them through one of his now-useless lenses. He does not attack, even to defend himself, and is oblivious to the PCs. Werq ignores anything the PCs say to him, unless he hears the word "portal." Werq then begins to mutter, "Need more time...need more time..." as he randomly shuffles through the map stacks. He mutters and shuffles for 2d6 rounds, then resumes studying his maps at a more leisurely pace.

The PCs are free to examine the maps, all carefully drawn on parchments specially treated to resist dampness. There are hundreds of maps, with the vast majority being unfinished sketches or simple renderings of familiar locations on Krynn (such as the Plains of Dust, the forests of Silvanesti, and the island of Mithas).

If the PCs search the stacks diligently, however, they may find the following (5% chance per round per PC to find one; choose randomly):

— A map of northern Ansalon. An island off the coast is circled. Any PC succeeding in a Wisdom check recognizes the circled area as the Isle of Dragons. (Because of the increased activity on the Isle of Dragons, Werq believed it might be the location of the portal. As shown in the previous adventure,

*Dragon Magic*, Werq was wrong.)

— A map of a city floating on a cushion of clouds. Several of the featureless buildings are circled. Any PC who participated in the *Dragon Magic* adventure recognizes this as a map of Cirulon; it is identical to the map used by the evil wizards Crouse and Kroghir when they attacked the city from their black tower. The circled areas indicate buildings Werq thought might contain the portal. (Once again, Werq was wrong.)

If none of the PCs participated in the *Dragon Magic* adventure, any PC who succeeds in a Wisdom check with a +2 penalty recognizes it as a map of one of the good dragons' magical cities, though he cannot identify it.

— A map of a moon. Several areas are circled. Any PC succeeding in a Wisdom check recognizes this as a map of Lunitari. If the PCs take this map, give the players the copy of map 4. (Because of the activity in the circled areas, Werq suspected the portal might be on Lunitari. This time, he was right.)

The map could be very helpful to the PCs if they make it to Lunitari; see the "Using the Maps" section in Chapter 2 for details.

The lenses scattered on Werq's desk were once enchanted. If the user peered at a map through the lenses in various combinations, the map areas seemed to come to life, as if the viewer were gazing down at the actual location from the sky. The enchantments have long worn off; the lenses are now useless crystal.

## 10. Laboratory

Flasks of various sizes and shapes fill the crystal shelves lining the walls of this room. While most of the flasks are empty, many contain colored liquids.

This is the laboratory where Artha keeps many of her magical potions and experimental substances. All of the flasks are in plain sight and, except where noted, are made of clear crystal. All are stoppered, but none are labeled; the PCs will have to taste them, magically analyze them, or come up with some other method to determine their contents. Except where noted, the liquids are tasteless and odorless. (The empty flasks and other insignificant cups, bowls, and containers are not described.)

**Southern Wall, Top Shelf.** This shelf contains a large flask of light blue liquid and a large flask of dark blue liquid. The liquids have the viscosity of water. Next to the flasks are several stone blocks, each with an indentation in the shape of a lens.

The blue liquids are the components of instant crystal. When mixed together, the liquids immediately harden, forming the shape of their container. A 50-50 blend forms hard crystal with the density of glass, while any other proportion results in soft crystal with the density of mud. The molds were used to create the lenses used by Werq in room 9. Neither the liquids nor the crystal they create have any special properties, magical or otherwise.

**Southern Wall, Bottom Shelf.** This shelf contains a large flask of light brown liquid and a large flask of dark brown liquid. The liquids have the viscosity of water. Next to the flasks are several stone bowls.

The brown liquids are the components of a jewelry glue. When mixed together, the liquids form a thick glue that hardens in about half an hour. A 50-50 blend forms the glue, while any other proportion results in a thin, useless paste. The stone bowls are used to mix the glue. The glue is used to secure the jewels to the walls in room 7. The glue permanently bonds gems to crystal; on any other surfaces, it is no stickier than honey.





**Western Wall, Top Shelf.** This shelf contains a flask of thick red liquid, a flask of what appears to be clear jelly, and a flask of clear liquid.

The red liquid smells and tastes like beet juice. It is actually a mild poison. A PC drinking it must roll a successful saving throw vs. poison or suffer a blinding headache for the next 1d4 hours and make all attack rolls with a -1 penalty during that time.

The clear jelly smells like fish. It is a poison derived from man-o-war tentacles. PCs tasting it must roll successful saving throws vs. paralysis or become paralyzed for 2d10 rounds and suffer 1d10 points of damage. PCs succeeding with their saving rolls suffer 1d6 points of damage.

The flask of clear liquid is warm to the touch and smells like burned wood. It contains a mild acid that dissolves the glue created by the blue liquids on the top shelf on the southern wall (see above). The acid has no effect on any other materials, though any PC foolish enough to taste it suffers 1d4 points of damage (no saving throw). There is enough of the acid to liberate eight of the jewels from the walls of room 7.

**Western Wall, Bottom Shelf.** This shelf contains three large flasks filled with murky liquid, a flask of clear liquid, a flask of light green liquid, a flask of milky liquid, and a flask of clear liquid that appears to be sparkling. All the liquids have the viscosity of water.

The flasks of murky liquid are filled with swamp water from the Shadowglades, the desolate area of northern Estwilde where Khardra was created. Artha brought the water here intending to analyze it for clues to Khardra's make-up, but she never got around to it. The water has a musky, rancid aroma. Any PC sampling it must roll a successful Constitution check or suffer 1 point of damage. The water has no special properties, magical or otherwise.

The clear liquid is a *potion of healing*. The flask contains four doses.

The light green liquid is two doses of *potion of water breathing*.

The milky liquid is a *potion of delusion*. The flask contains three doses. Any PC drinking it believes that he has consumed a *potion of invisibility*, utterly convinced that he cannot be seen, regardless of evidence to the contrary. Other PCs who sample it have a 90% chance of agreeing it is a *potion of invisibility*. The potion has no other properties.

The sparkling liquid is a special *potion of elasticity*. The flask contains four doses. A PC drinking the potion can stretch his legs, arms, neck, or any other appendage up to a distance in feet equal to twice his Constitution (that is, a PC with a Constitution of 15 can stretch up to 30 feet). Whenever he stretches, the affected PC must roll a Constitution check; if he fails, the stress of the stretch causes 1d6 points of damage.

**Eastern Wall.** The single shelf along this wall contains six identical opaque jars made of gray porcelain. Each jar has an unidentifiable greenish crust around its seal.

Artha recovered several of these jars from the Shadowglades a few weeks after the destruction of Tarligor's lab (as detailed in the first adventure, *In Search of Dragons*). The jars are filled with embalming fluid and contain transmuted organs and embryos, the unsuccessful results of Tarligor's early experiments that eventually led to the creation of Khardra.

Each time a flask is opened, the PCs are assaulted by a sharp chemical smell mixed with the aroma of decaying meat. Roll 1d6 and consult the following list to see what happens next:

1. **Shriek.** A pulsating lump of tissue leaps from the jar and screams. It falls into the water, instantly dead.

2. **Burst.** A pulsating lump of tissue leaps from the jar, swells, and explodes, covering every character in a ten-foot radius with milky fluid. Any PC struck by the fluid must roll a

successful Constitution check or suffer 1d4 points of damage.

**3. Cling.** A pulsating lump with two tiny arms splashes into the water below, then begins to climb up the nearest PC's leg. The PC can easily brush off the lump, but if he touches it with an ungloved hand, he suffers 1 point of damage from an acid burn.

**4. Attack.** A fanged lump leaps from the jar and attaches to the nearest PC. It attacks as if a 2-HD monster. Its bite causes 1d4 points of damage, and it fights until killed. It has 5 hp.

**5-6. No Effect.** The jar contains nothing but embalming fluid and scraps of lifeless tissue.

## 11. Recovery Room

The entrance to this room is marked by a 3' x 5' indentation. In the center of the indentation is a ridged wheel about three feet in diameter.

While the PCs are fiddling with the entrance, they all hear a low, guttural voice in their heads gasping, "Free me...free me..." The voice continues until they enter the room. (Any PC who experienced this phenomenon as a result of a random encounter recognizes this as the same voice.)

This entrance is the same as the one to the main dome (area A), but it does not require a lever on the inside to open. It takes at least two PCs with a combined Strength of 30 to rotate the wheel in a clockwise direction for two full rounds to open it. Once opened, the entire indentation swings in, and the PCs can enter.

If the PCs enter this room, read the following:

Unlike the other rooms in the dome, this one is dark, illuminated only by the greenish glow of a crystal hourglass nearly 15 feet tall in the center of the room. The hourglass sits on a crystal platform about 12 feet square extending just above the surface of the water.

A ghostly humanoid image is continually squeezed through the neck of the hourglass by unseen forces. No sooner does the image fill the bottom of the hourglass, than it is sucked back through the neck to fill the top. This process endlessly repeats itself. Each time the image squeezes through the neck, agonized gasps of "Free me...free me..." fill the room.

Tucked in the southwestern and southeastern corners of the ceiling are identical black crystal spheres about a foot in diameter. Streams of green light beam from the spheres to the neck of the hourglass.

The image in the hourglass is unidentifiable. Actually, it is the spirit of Khardra, which is being subjected to painful magical treatments from the spheres and hourglass to bring him back to life. Khardra is incapable of communicating with the PCs, although he is dimly aware of their presence and is begging for their help.

The spirit can be freed by either cracking the hourglass or destroying both of the black spheres. The hourglass is enchanted with a permanent *wall of force* spell, but each sphere shatters if it suffers 10 points of damage. If either the hourglass is cracked or both spheres are destroyed, the hourglass suddenly explodes, sending shards of crystal flying throughout the room. PCs in the room are affected by the flying glass as if attacked by a 4-HD monster; a PC hit by the glass suffers 1d8 points of damage.

Immediately after the explosion, the spirit begins to solidify, taking shape as a moaning humanoid sprawled on the

floor. Within seconds, the transformation is complete. Still sprawled on his back, Khardra painfully opens his eyes and stares at the party, his face expressionless.

Khardra is nearly eight feet tall and has the sleekly muscled body of an athlete. His hairless skin is greenish-gray, and he has jet black eyes with milky white pupils. His entire head is criss-crossed with jagged scars, as if his flesh had been blasted by fire. His body is covered in scraps of what appear to be simple peasant clothes.

Khardra: See Appendix 1 for statistics.

What happens next depends whether the PCs have encountered Khardra before (most likely in the first adventure, *In Search of Dragons*). If the party is a mixture of both old and new characters, Khardra ignores the new and addresses the old.

**If the PCs have met Khardra before.** Khardra staggers to his feet. If the PCs try to help him up, he motions them away. "We have met before, have we not?" he says to the PCs, his voice no more than a raspy whisper. "If you seek vengeance, then kill me now. I am defenseless to stop you."

He is unarmed and too weak to fight. (If the PCs attack Khardra, you might remind them that attacking an unarmed opponent is hardly in accordance with the principles of good beings.) If the PCs don't attack, Khardra asks that he be heard. Continue with the "Uneasy Alliance" section below.

**If the PCs haven't met Khardra before.** Khardra staggers to his feet. If the PCs try to help him up, he motions them away. He stands before them defiantly, though he is unarmed and too weak to fight.

"Who are you?" he asks, his voice no more than a raspy whisper. Regardless of their response, Khardra smiles. "Friends of the others," he says. "I can smell them on you. If you have come for vengeance, then kill me now. I am defenseless to stop you." If the PCs don't attack (they should be reminded of the principles of good-aligned beings if they attack a defenseless opponent), Khardra asks to be heard. Continue with the "Uneasy Alliance" section below.

## UNEASY ALLIANCE

**About Khardra.** Before his death at the Peak of Clouds (detailed in the climax of *In Search of Dragons*), Khardra was a vicious killer dedicated to destroying all forms of life he considered to be inferior, dragons in particular. Utterly devoted to Artha, he was an eager participant in her plans of destruction and conquest.

However, Khardra's ruminations in the afterlife led him to grow increasingly resentful of Artha as he realized that Artha cared nothing for him; to her, he was no more than an expendable pawn. Though he begged her to leave him in peace, Artha wrenched his spirit from the afterlife to fight again (detailed in the *Dragon Magic* adventure), then began subjecting him to painful treatments to revive him completely.


Khardra's resentment of Artha has now festered into blinding hatred. He now has no interest in anything other than the destruction of Artha.

Khardra is cunning, arrogant, and extremely intelligent. His apparent self-control masks a violent temper that can erupt at the slightest provocation. In spite of his arrogance, Khardra considers himself a repulsive experimental freak; this accounts for his deep resentment of all other races.

Khardra intends to cooperate with the PCs since he believes he cannot locate Artha without their help. Further, in his weakened state, he believes he will be unable to defend himself against Artha's minions or overcome any obstacles that might be encountered along the way.

Khardra reacts differently to different PCs. He generally ignores the females, regardless of their race, as he considers





them inferior in all respects. He has a grudging respect for human males and addresses most of his comments to them. He despises dwarves and kender, believing they are no more than animals. He avoids elves, a mysterious and distasteful race whom he regards with suspicion. Dragons, including Euel, are treated like vermin—foul, disgusting creatures the world would be better off without.

**Khardra's Offer.** If the PCs refrain from killing Khardra after he staggers to his feet, he speaks to them. "I presume we have a common interest," he says. "Like you, I want nothing more than to see Artha dead." If the PCs deny their interest in Artha or ask Khardra a question, he shakes his head and laughs.

"I will take you with me to the moon," he continues. "We will find her there. She is very strong. We must work together."

If the PCs unquestioningly agree to go along with Khardra, continue with the "Rechecking the Dome" section. Otherwise, continue with the "Discussion with Khardra" section.

## DISCUSSION WITH KHARDRA

If the PCs object to taking Khardra along, Khardra laughs at them. "Tell me," he says sarcastically, "how do you intend to get to the moon?" (Unless the PCs have figured out how to operate the *skyboat* in room 4, Khardra's probably got a good point.) "And how do you intend to find her once you get there?" (Another good point, unless the PCs have figured out how to work the *lens of activity detection* in room 4.)

If the PCs are still hesitant, Euel takes them aside and says that Khardra has brought up some good points. Euel claims that *teleportation* or similar spells won't get them to Lunitari, owing to the moon's magical composition (not true; *teleportation* would indeed work, but the problem of traversing the vast distances on Lunitari's surface while searching for the portal would still remain). Further, says Euel, they have no way of locating the portal even if they get to Lunitari by themselves. Euel claims that *true seeing* and similar spells won't help (he's right about this—the enchantment of the portal resists these types of spells). If the PCs are still resistant, Euel points out that Khardra is virtually defenseless—how can they fear him? (If the PCs remain adamant about not taking Khardra along, see the "Troubleshooting" section at the end of this chapter.)

The PCs may have other questions for Khardra. If they ask about a specific item in another room of the dome, Khardra insists they'll have to take him there and show him what they mean. If they have the item with them, Khardra identifies it and tells where Artha got it (see the Encounter Key for details). If Khardra is asked any questions he can't or won't answer, he says coldly, "I don't know." Following are Khardra's responses to other questions.

**What were those creatures trying to get into the dome? Who is responsible for the shower of seashells?** "Zeboim," he says between clenched teeth. He identifies her as the evil Sea Queen, a rival of Artha and a daughter of Takhisis. Khardra says that Artha has promised to deliver him to Zeboim when she's done with him; Zeboim is just growing impatient. This betrayal is yet another reason why Khardra wants to kill Artha. If the PCs ask how he knows this, Khardra says it came to him in a dream. (Khardra is wrong about Zeboim's motivations; refer to the DM's Background at the beginning of this chapter. For the source of the dream, see Chapter 3.)

**How did Artha find the portal?** "Ask your little friend about that," he sneers, referring to Euel. Euel is silent, but if pressed confirms that Abriele was responsible.

**Where's Artha now? What's she planning? What's happening on Lunitari?** Khardra confirms what the PCs already

know—Artha wants to destroy the Astral Dragon, but can only get to her through the portal on Lunitari. He has no idea what is happening now, but assumes that Artha is fighting her way in.

**Is Takhisis involved?** "Not hardly," Khardra laughs. "I believe the daughter wishes to become the mother." Khardra won't elaborate.

**Who is the Astral Dragon?** He doesn't know.

When the PCs have finished questioning Khardra, continue with the "Rechecking the Dome" section.

## RECHECKING THE DOME

There are several items in the dome the party needs for their trip to the moon: the *skyboat*, the *lens of activity detection* (both from room 4, and the *skyboat* command shafts (from room 3). The gnome's map of Lunitari (room 9) would also be helpful. If the PCs have any of these objects with them when they meet Khardra in room 11 and they show them to him (or he can see them), Khardra tells them they have found some of the items they need for their trip; he explains the functioning of the lens, but not of the *skyboat* or shafts. He verifies that the gnome's map is of Lunitari, speculating that the marked areas are possible locations of the portal.

If a PC has the iron trident (from room 8), Khardra demands its return, as it originally belonged to him. If the PC won't comply, Khardra refuses to leave room 11, saying he can afford to wait until Artha returns after she destroys the Astral Dragon.

If the PC still won't budge, Euel privately advises that it's in the party's best interests to return Khardra's trident. Khardra is absolutely adamant about this; he won't cooperate until the PCs return his trident.

Khardra leads the party through the rooms in the order described below; refer to the Encounter Key for details of each room. Unless specified otherwise, all monsters attack as described. Unless there are still some surviving sharks, it is not necessary to roll for Random Encounters. Ignore references to items the PCs have already taken or destroyed.

Khardra does not participate in combat with monsters or NPCs for more than one round. Because of his weakened state, he then falls to the ground exhausted where he remains for the duration of the battle, all the while cursing Artha for his debilitation. (Having never encountered a creature like Khardra, most monsters and NPCs will leave him alone. The DM can take advantage of this fact to keep Khardra healthy.)

As he accompanies the party, Khardra automatically takes command, leading the way and freely ordering the PCs around. If the PCs object, in the interests of cooperation (and because he is outnumbered) he defers to any human male or to the party's designated leader. Khardra never attacks a PC.

Khardra does not respond to intimidation and does not tolerate being restrained. If the PCs threaten him or attempt to restrain him, Khardra refuses to cooperate. Khardra can be very stubborn; make it clear that Khardra is perfectly content to wait in the dome for Artha to return after she has killed the Astral Dragon.

Khardra can identify all of the objects in the treasure dome and, if asked, can relate the stories behind their theft (see descriptions in the Encounter Key for details). He encourages the PCs to take anything they like. Occasionally, Khardra gleefully destroys any objects the PCs don't take to demonstrate his hatred of Artha.

Khardra leads the PCs to the following rooms. If the PCs wish to examine any other rooms, Khardra complies, but warns them that they're wasting time. Khardra does not bother to warn them of the dangers in rooms he doesn't want

to enter (such as the spectre in room 7).

Refer to the Encounter Key for details of each room.

**Room 10.** If the flasks of swamp water on the bottom shelf of the west wall are still intact, Khardra greedily drinks them down, one after the other. He suffers no ill effects, and in fact seems refreshed. He then furiously smashes any unopened jars on the east wall; roll 1d6 for each as directed in the Encounter Key. If asked what he's doing, Khardra mumbles something about the jars being "accursed memories"; Khardra won't leave the room until all of the jars have been smashed.

**Room 9.** Khardra says that somewhere in this room must be a map of Lunitari. Ignoring the gnome, Khardra impatiently pages through the stacks. The PCs are free to join the search; see the reference in the Encounter Key for this room to determine the success of the search. If the party hasn't found the Lunitari map after five rounds of searching, Khardra disgustedly gives up and stomps out of the room, heading to room 8. The PCs can follow him or continue their search.

**Room 8.** Khardra invites the PCs to take as many of the weapons as they like. If he doesn't have it already, Khardra retrieves his iron trident.

**Room 4.** If the PCs already have the *skyboat* and the *lens of activity detection*, Khardra ignores this room. Otherwise, he takes them here to fetch these items; four PCs with average Strength can carry the *skyboat* with relative ease, two PCs with average Strength can carry it with difficulty. Khardra does not agree to help carry it unless there is no more than one healthy PC available. Khardra says the rest of the items in this room are useless junk and invites the PCs to help him destroy them.

**Room 3.** If the PCs already have the *skyboat* command shafts, Khardra ignores this room. Otherwise, he tells the PCs to fetch the rods buried in one of the corners of the aquarium—he's not sure which one. If the PCs hesitate, Khardra smashes the aquarium. Water pours into the room, as does the eye of the deep, which attacks the PCs as explained in the Encounter Key. If the eye of the deep is defeated, the PCs can examine the corners of the aquarium, taking the shafts along with any other items they uncover.

## PREPARING TO LEAVE ACTIVATING THE SKYBOAT

When the party has finished Khardra's tour of the dome and gathered the *skyboat*, the *skyboat* command shafts, and the *lens of activity detection*, Khardra leads them to the corridor in front of the doorway leading to room 2 to prepare the *skyboat* for the trip to Lunitari.

The PCs may have determined that a *skyboat* command shaft fits in the hole under the *skyboat's* star plank. If the PCs distrust Khardra, they may insist on inserting the shaft themselves. If so, Khardra warns them that activating the *skyboat* is not as easy as it looks, and they risk rendering it inoperative (this is an idle threat, but there is more to activating the *skyboat* than just inserting the shaft).

If the PCs are unable to figure out how to activate the *skyboat*, Khardra asks for all of the shafts; if the PCs don't give them to him, Khardra says he can't activate the craft (not true). However, Khardra is not adamant about the PCs giving him all three shafts; if they resist, he settles for just one of the shafts.

If the shaft is inserted in the hole, then snapped off at the base, the *skyboat* begins to glow. It remains functional for the next 48 hours. The *skyboat* responds to the commands of whoever snapped the shaft; it does not respond to the command of anyone else.

If Khardra activated the *skyboat* and has the other two command shafts, he immediately breaks them in half, rendering them useless.

## HOW THE SKYBOAT WORKS

If Khardra is with the PCs, he explains the operation of the *skyboat*. Otherwise, the PCs have to rely on their own resources to figure it out.

The *skyboat* responds to the mental orders of its commander. It can move in any direction, including through water and airless space, at any speed up to a maximum of 500 miles per hour. However, the *skyboat* can only move if it is being rowed with at least one set of the stone oars. If only one set is used, the craft has a maximum speed of 250 miles per hour; if both sets are used, the craft has maximum speed of 500 miles per hour. A single character can operate two oars, or two characters can sit side by side on the same plank, each operating an oar.

To operate at maximum speed, the rowers must complete a stroke every two seconds; if the stroking rate is less than this, the maximum speed decreases proportionately (that is, one set of oars stroking once every four seconds gives the craft a maximum speed of 125 miles per hour).

The commander must be seated on the star plank. He can do nothing but command the craft; if he attempts to operate the oars, the *skyboat* stops moving.

The aura of light enveloping the *skyboat* enables all of its passengers to breathe normally, even when traveling through water or airless space. The aura surrounds the craft to a distance of ten feet.

## LEAVING THE DOME

Once the party has familiarized themselves with the *skyboat*, they are ready to leave. They may ride in the *skyboat* or carry it with them until they exit the dome; characters riding in the *skyboat* won't have to worry about breathing underwater, thanks to the craft's aura.

Once in area 1, the party may have to contend with the amphidragon if it's still alive (although they can probably outrun it in the *skyboat*). They may also have to contend with the evil minions groping at the entrance at point A.

When the party is clear of the dome, Khardra (or whoever is acting as commander), can order the *skyboat* to take them out of the Blood Sea at full speed ahead to Lunitari.

## TRIP TO THE MOON NOTES FOR THE DM

If Lunitari is in the first day of low sanction, it may be too dark for the PCs to see where it is in the sky. If so, the PCs may want to wait a day until part of it is visible. If Khardra is with them, this will not be a factor, as he knows exactly where Lunitari is located in the sky.

Lunitari is about 5,000 miles from Krynn. The trip is relatively uneventful, a silent journey through black space. Except as noted below, the party sees nothing but distant stars and the blue orb of Krynn receding behind them. If the PCs stay in the *skyboat*, they feel no discomfort other than a slight chill, but if they move beyond the *skyboat's* protective aura, they are unable to breathe.

The party can hear each other speak as long as they stay within the craft's aura.

Euel sits quietly on the floor during the trip, lost in thought. Except where noted, Dira stays asleep. Khardra also stays silent, but gets angry if he thinks the PC rowers are slowing down, whacking them with his trident if necessary.





After two consecutive hours of rowing, any PC manning the oars must roll a Constitution check. After four hours of consecutive rowing, a Constitution check must be rolled with a +1 penalty. After six consecutive hours, and every two additional hours beyond six, a Constitution check must be rolled with a +2 penalty. With every failed Constitution check, the affected PC suffers 1 point of damage.

If Khardra is the commander, he orders the *skyboat* to move at its maximum speed in a straight line toward Lunitari. A PC commander can set his own pace.

## ENCOUNTERS

The following encounters occur when the *skyboat* has traveled the indicated distances. Certain encounters require a penalty in hours, indicating a delay in the journey. The encounters also assume that Khardra is the commander. If a PC is the commander or if Khardra is not present, adjust the encounter accordingly.

**1,000 Miles.** A PC manning the oars (choose randomly) sees a ghostly image of a dragon hovering alongside the *skyboat*. The dragon appears to be speaking, but the words are indistinct; if the PC succeeds in a Wisdom check, he makes out the words "Astral Dragon" and "betray." The image lasts only for a few seconds, then disappears. No one else in the *skyboat* experiences this.

**1,500 Miles.** Far in the distance off the starboard side of the *skyboat* is a gigantic figure resembling a translucent brown cloud. Flashes of intense white light emanate from an object inside the cloud.

Khardra demands that the party ignore the cloud and keep going. If the PCs wish to investigate, Khardra agrees only if they threaten mutiny (for instance, if they refuse to row). If the *skyboat* steers starboard to investigate, assume a delay of two hours.

No sooner does the *skyboat* veer toward the cloud than the cloud begins to move toward the *skyboat*. The instant the cloud moves, it releases a huge steel sphere, the source of the light streams, which immediately darts toward Lunitari. In a moment, the sphere has disappeared.

(The magical sphere is taking a wizard to Lunitari. See Chapter 2 for details.)

The cloud blinks out of existence, then reappears around the *skyboat*, completely enveloping it. The *skyboat* stops dead; the commander is powerless to move it. Every character's head begins to tingle; all PCs must roll successful Constitution checks or lapse into unconsciousness for the next 2d4 rounds.

The cloud is a strange entity of unknown origin, gradually making the transformation from inanimate matter to intelligent creature. It is mindlessly catching and probing all animate objects it encounters, teleporting from place to place at will. It does not attack, has no hit points, and does no damage other than that described. It is 100% resistant to magic and oblivious to all forms of communication.

The cloud-thing holds the *skyboat* for five rounds, then teleports away. The party is free to continue.

**2,000 Miles.** Khardra abruptly peers behind the *skyboat*, alarmed at something he sees in the distance. All the PCs can see is a distant spot of blue that appears to be swirling. If the PCs ask him what's wrong, Khardra says only, "Zeboim." He won't elaborate. If the PCs pursue it (Khardra won't suggest pursuit, but reluctantly agrees if the party insists) they are unable to get any closer; the spot always stays the same distance behind them. (Khardra is right about Zeboim—see Chapter 2 for details.)

**3,000 Miles.** Ahead looms a vast, stormy area, dense with spinning chunks of rock. The party must decide whether to attempt to pass through the storm or veer around it; it ap-

pears that it would take several hours to bypass the storm.

If Khardra is in command, he insists that they head straight through the storm. If the PCs threaten mutiny, Khardra calls them cowards. "Are you warriors or worms?" he asks contemptuously. If the party insists, Khardra agrees to steer away from the storm. Avoiding the storm causes a delay of four hours.

If the *skyboat* forges ahead through the storm, it is pelted by the debris, although this does not slow it. Assume that the *skyboat* must travel through 100 miles of the storm; therefore, it takes the *skyboat* 60 rounds to get through if moving at 100 miles per hour.

For every five rounds the *skyboat* is exposed to the storm, each passenger is struck by debris as if attacked by a 5-HD monster; each successful hit inflicts 1d4 points of damage. (As always, Euel and Dira plane shift to safety as necessary, suffering no damage.)

Two rounds after the *skyboat* enters the storm, Dira wakes up frightened, emitting a series of high pitched shrieks. When the shrieking begins, Khardra is distracted and the *skyboat* suddenly stops (assuming Khardra is the commander). Khardra is unable to command the *skyboat* to move until Dira is comforted and her shrieking stops.

**4,000 Miles.** The same PC who saw the dragon image previously (at 1,000 miles) sees the image again. This time, the image is more distinct; it is a ghostly silver dragon whose skin is covered with purple splotches.

The PC recognizes this as an image of Saramber (the deceased silver dragon who helped in the previous adventures). She speaks distinctly to the PC in soft, urgent tones. "In the plane of the Astral Dragon," she says, "one will betray you." The image then vanishes.

No one else in the *skyboat* experiences this. If the PC shares this information with Khardra or Euel, Khardra scoffs, dismissing the image as a figment of the PC's imagination, while Euel says the warning is all the more reason for the party to stay together. (More about this in Chapter 3.)

**5,000 Miles.** Lunitari looms ahead. Proceed to Chapter 2.

## TROUBLESHOOTING

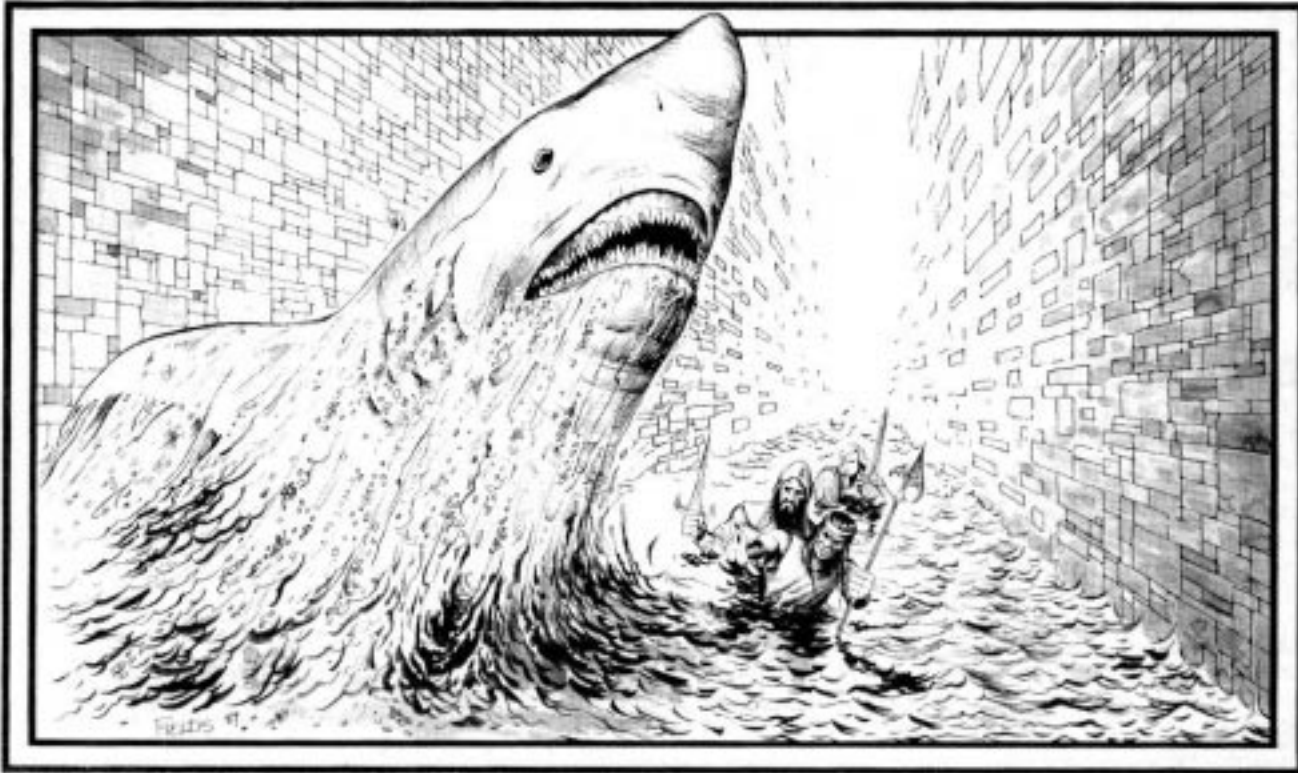
Here are some tips for handling unexpected problems in this chapter.

**If the PCs don't free Khardra and take him along.** It's not absolutely necessary that the PCs take Khardra with them, although he will come in handy in the rest of the adventure. As will be seen in Chapter 3, Euel has a vested interest in getting Khardra to the plane of the Astral Dragon; if the PCs seem reluctant to take Khardra, Euel strongly urges them to do so. Euel might pretend that he's had a premonition of death and destruction if the PCs leave Khardra in the treasure dome.

**If the PCs don't use the *skyboat*.** It is conceivable that the PCs could get to Lunitari by teleporting or by some other method. Again, Euel could discourage this, warning them by fabricating premonitions or by pointing out the practical problems they'll face on Lunitari without transportation—how, for instance, will they get from place to place?

**If the PCs don't take the *lens of activity deflection* or the *skyboat* command shafts.** Without the lens, the PCs will have problems finding the portal. Without the shafts, the *skyboat* won't work. It is possible that Euel *plane shifted* away when no one was looking, found these items, and is keeping them safe in his pouch until needed.

# CHAPTER 2: LUNITARI



## DM'S OVERVIEW

This chapter begins after the events in Chapter 1. Refer to the large color fold-out map of Lunitari, the DM's reference map of Lunitari on the inside cover panel, the gnome's map of Lunitari (map 4), and the various detail maps of Lunitari (maps 5-11), all in the center section of this module.

In this chapter, the PCs should:

- explore several areas of Lunitari and meet some potential allies.
- locate and enter the portal leading to the plane of the Astral Dragon.

Begin the adventure with the "Getting Started" section.

## DM'S BACKGROUND

The portal to the plane of the Astral Dragon is located in an underground cavern near a golden pillar in Lunitari's fourth quadrant.

After the battle at the Isle of Dragons, Abrielle told Artha the location of this passageway. Artha and her minions sped to Lunitari and fought their way to the passageway, only to find the portal blocked by a barrier of enchanted crystal. Artha had no idea where the barrier came from (neither did the good dragons, for that matter).

Undeterred, Artha ordered some of her minions to begin breaking down the crystal barrier while others engaged a force of good dragons in a bloody battle in the portal cavern. The battle has raged for days, with Artha's forces gradually gaining the upper hand.

But a recent development has left everyone puzzled. Less

than two days ago, the passageway leading to the portal cavern mysteriously sealed shut, trapping both good dragons and evil minions alike. The battle for the portal has since been confined to the opponents already there.

The confinement has worked in Artha's favor. Her minions are on the verge of eliminating the last of the good dragons trapped in the cavern, and the sealed passageway makes reinforcements impossible. Artha has more than enough minions already in the cavern to demolish the crystal barrier and finish off the remaining good dragons. Whether the sealed passageway was a gift from the gods (her mother, perhaps?) or just a fortunate accident is of no concern to Artha.

## ABOUT LUNITARI

### GENERAL DESCRIPTION

At 5,000 miles away, Lunitari is the closest of Krynn's three moons. Lunitari is about 150 miles in diameter and makes one complete orbit every eight days, with the same side always facing Krynn.

The moon appears to be a natural satellite, but it is actually a personification of Lunitari, the god of neutral magic. As a neutral god, Lunitari has little interest in the affairs of dragons and men and is generally indifferent to their conflicts and problems.

### PHYSICAL FEATURES

Though Lunitari's atmosphere and gravity are similar to that of Krynn, it is for the most part a barren, lifeless sphere





devoid of animals and vegetation. Krynn astronomers theorize that Lunitari's desolation is a natural expression of her neutrality, just as the good moon of Solinari is thought to be lush and inviting while the evil moon of Nuitari is thought to be a violent, nightmarish place.

Lunitari's surface is made of a red, crunchy substance similar in texture to frozen snow. The surface is covered with rocks of all sizes and shapes, most of them as dense as granite. Craters, some of them miles wide, and mountains of jagged stone are the most common physical features. Though there are a few small bodies of water, the large "seas" that stretch across Lunitari are actually plains of dry, yellow sand. Networks of rays that look like beams of light are actually streaks of chalky powder.

## MOON PHASES

Lunitari does not have days and nights like Krynn, but experiences an eight-day sequence of phases ranging from the total darkness of low sanction (day 1) to the total illumination of high sanction (day 8). The DM can determine which areas of Lunitari are currently experiencing darkness and light by referring to the Moon Tracking Chart and the DM's Reference Map (map 2) on the inside cover panels. (For instance, if the Moon Tracking Chart indicates it is currently day 3, Lunitari is waxing; her left half is dark, her right half is light.) Note that if the PCs spend more than 24 hours on Lunitari, the phase will change.

For sighting and similar considerations, assume the dark areas are the same as night on Krynn; the light areas are the same as day. Temperatures average 90 degrees F. in the light areas and 35 degrees F. in the dark areas.

## EFFECTS ON MAGIC

When on Lunitari or within 100 miles of its surface, wizards of the Black Robe and wizards of the White Robe are not affected by the phases of Solinari and Nuitari (their saving throws are normal, they receive no additional spells, and their effective level is their actual level). Neutral Wizards receive the benefit of high sanction, regardless of Lunitari's actual phase. While on Lunitari (or within 100 miles of its surface), none of the wizards are affected by the alignments of the moons.

## RANDOM ENCOUNTERS

For every two game hours the PCs are on Lunitari, roll 1d8 and run the indicated encounter. You are free to alter the frequency or choose specific encounters.

D8 Roll	Encounter
1	Eyewings
2	Blue Swirl
3	Baby Crisis
4	Random Portal
5	Battle Aftermath
6	Beckoning Ghost
7-8	No Encounter

**Eyewings.** Four hideous creatures soar through the air about 100 feet overhead. Their bodies are oval balls of matted black fur about five feet wide dominated by a single, bulging four-foot-wide eyeball. The eyeball is black with a blood-red pupil that continually leaks bluish fluid. Leathery bat wings, each five feet long, extend from their bodies. Each wing ends in three razor-sharp talons. An eight-foot rat's tail hangs limply below.

These are eyewings, evil servitors of Artha, scouting the

moon for victims. (See Appendix 2 for more about eyewings.)

**Eyewings (4):** AC 4; MV Fl 24; HD 3; hp 23, 18, 18; THACO 17; #AT 3 or 1; Dmg 1d6/1d6/1d4 or *eyewing tears*; SA blinks *eyewing tears* (same chance to hit as normal attack at target within 100 feet) that splash in ten-foot radius, target must roll a saving throw vs. poison and suffer 2d6 points of damage if roll fails and 1d6 points if roll succeeds (splashed victims suffer 2d4 points of damage if roll fails and 1d4 if roll succeeds); SD immune to all cold-based attacks; AL LE

When the eyewings appear, roll 1d6. On a roll of 1-3, the eyewings make a sweeping circle, then fly away as fast as they can straight into the air. If the PCs pursue and catch up with them, the eyewings attack as described below. If the PCs don't pursue, the eyewings vanish into the distance.

On a roll of 4-6, the eyewings attack. One eyewing hovers overhead, attempting to drip tears on random PCs. The others swoop low, attacking random PCs with their claws and tails. The eyewings fight to the death, pursuing if necessary. If the PCs manage to conceal themselves in a safe place, such as inside a cavern with the entrance sealed shut, the eyewings wait outside for 2d10 rounds, then fly away.

**Blue Swirl.** High overhead, the party sees a swirling spot of blue, similar to the blue spot seen on their journey to Lunitari (the encounter at 2,000 miles in the "Trip to the Moon" section of Chapter 1). The spot appears to be orbiting Lunitari. If asked to identify it, Khardra once again says only, "Zeboim." If the party tries to pursue it, the spot disappears. (For details about the blue spot, see the "Battle Events" section later in this chapter.)

**Baby Crisis.** Dira begins to stir. Roll 1d4 to determine the nature of her problem: 1 = a long, unbroken wailing (she's hungry), 2 = a series of high-pitched shrieks (she's frightened), 3 = a series of low grunts and whimpers (she's having trouble sleeping), 4 = moans and yawns (false alarm; she moans for 1d4 rounds, then drifts back to sleep). Refer to the "Caring for Dira" section in the Prologue for details.

**Random Portal.** This encounter occurs only if the PCs are in the air, using the *skyboat* or some other means to fly. Otherwise, choose another encounter or treat this as no encounter.

A shimmering circle of light about ten feet in diameter suddenly appears in the air near the PCs. The light portal, a naturally occurring phenomenon on Lunitari, lasts for 1d10 rounds, then blinks away.

If the party enters the light circle, they immediately emerge from a second light circle in a random area of Lunitari. Determine the location of this second circle as follows:

Direction from the first circle—roll 1d8 (1 = N, 2 = NE, 3 = E, etc.)

Distance from the first circle—roll 1d20 and multiply the result by 4 for the distance in miles (if this roll places the second circle off the map, roll again).

Distance of the second circle from the surface of Lunitari—roll 1d20 and multiply the result by 20 for the distance in yards (if this roll places them inside a mountain or some other solid surface, roll again).

Once the PCs exit the second circle, it lasts for 1d10 rounds, then blinks away. If the PCs re-enter the second circle before it vanishes, it does not return them to the first circle, but rather sends them to yet another circle (determine its location as outlined above).

**Battle Aftermath.** Sprawled on the ground ahead, the party sees the bloody remains of a dragon skirmish. Such is the extent of their wounds that reviving the dead dragons by *resurrection* or similar spells is impossible. There are no weapons, treasure, or any other items of interest on the bodies. Roll 1d6 for the type of remains discovered. (Each is discovered only once.)

D6 Roll	Result
1	Old gold dragon (broken neck)
2	Adult bronze dragon (deep slashes from claws and teeth)
3	Young brass dragon and young green dragon (both with deep slashes)
4	Adult bronze and young red (many broken bones, deep slashes)
5	Two young black, two young gold (tangle of bloody bodies)
6	Three adult gold, two young brass, three old bronze, four young red, three adult blue (tangle of bloody bodies)

**Beckoning Ghost.** The shimmering image of a silver dragon covered with purple bruises appears before the party, beckoning them to follow. This is the ghost of Saramber, who stays just ahead of the party, leading them toward the best path (of the DM's choice). The party is unable to communicate with Saramber, and she disappears in 1d4 rounds.

## STAGING

### USING THE MAPS

The large color map of Lunitari (map 1) may be used by the players as the DM sees fit. This map shows most of the moon's major physical features and the names given to them by Krynn astronomers. **Note that the features are not keyed to the Encounter Key in this chapter; instead, they are keyed to the Lunitari Map Key in Appendix 3 and on the map sheet.**

The DM's Reference Map of Lunitari (map 2) is for the use of the DM only. When the PCs enter an area indicated on this map refer to the corresponding text in the Encounter Key. Some of these areas are detailed in the Lunitari Detail Maps (maps 5-11).

The Gnome's Map of Lunitari (map 4) is for the use of the players (assuming it was discovered in the previous chapter). This map is a crude sketch of Lunitari; areas that the gnome suspected might contain the portal are circled. The DM should note that these areas roughly correspond to several areas on the DM's Reference Map (map 2).

### EXPLORING LUNITARI

The PCs must explore the surface of Lunitari to locate the portal. They may refer to the large color map (map 1) to look for interesting areas that might contain the portal. The gnome's map (map 4) might also help narrow down their choices.

When the PCs enter an area indicated on the DM's Reference Map (map 2), the DM should refer to the indicated section in the Encounter Key and proceed as directed. If the PCs are exploring an area that does not correspond to an indicated section of the Encounter Key, the DM may refer to the Lunitari Map Key in Appendix 3 for descriptions of the various physical features.

### ADDITIONAL NOTES

Here are a few other points to keep in mind when the PCs are exploring Lunitari:

**Exploring the Far Side.** The encounters in this chapter pertain to the side of Lunitari that always faces Krynn. The PCs

should be discouraged from exploring the opposite side of the moon. If they insist, they discover that the far side is a wasteland. If he wishes, the DM may create encounters to discourage exploration of the dark side.

**Khadrá and Euel on Lunitari.** The events of this chapter presume that Khadrá is accompanying the party. If he isn't, adjust the text accordingly, making sure that the PCs lose any benefits of having him along. (If Khadrá isn't with them, for instance, the PCs do not receive the reflection clue in the "Getting Started" section.)

While exploring Lunitari, Khadrá tends to be reckless, headstrong, and impatient. In combat situations, he insists the PCs fight to the death. Khadrá always tries to take charge of the group, but defers to the PCs if they present a united front. As always, he is contemptuous of dwarves, females, kender, and Euel.

Euel seems worried and pre-occupied while on Lunitari. He seldom offers his opinion, but when pressed, he always opts for caution. He keeps plenty of distance between himself and Khadrá, but never strays far from the PCs.

**Using the Skyboat.** The party is free to use the *skyboat* to explore Lunitari. Remember that they must be within one mile of the surface to use the *lens of activity detection*. If Khadrá is the commander, he cruises along Lunitari's surface about 50 miles an hour at an altitude of about 100 yards. When the *skyboat* enters an area suspected of containing the portal (or some other object or landmark of significance), he slows the *skyboat* to 1-2 miles per hour and, if the terrain allows, moves within 10-50 yards of the surface.

The text indicates certain areas that are unsuitable for the *skyboat*, but in general the PCs can take it anywhere. However, the PCs should keep in mind that exploring on foot enables them to spot details they might otherwise miss. Remember too that operating the *skyboat* requires at least one PC to do nothing but work the oars, which could present problems if the party is ambushed (assume that it takes one round for a PC to put down his oars and ready himself to fight). If Khadrá is the commander, he usually orders the party land the *skyboat* and explore areas of suspected significance on foot.

**Using the Lens of Activity Detection.** Khadrá insists that he take charge of using the *lens of activity detection*. In Khadrá's absence, any PC can use it (Euel can study the lens, then explain its use to the PC who wants to use it). As indicated in the Encounter Key, the lens begins to glow when the party is within about five miles of a one-mile-diameter area containing life (or life-like) activity; it glows brighter as the party nears the area. When the party is within the one-mile-diameter area, the lens glows bright blue. (See room 4 in the Chapter 1 Encounter Key for more about the lens.)

**Geological Features.** Lunitari's craters are bowl-shaped indentations with rocky, pitted floors. A rim of rock surrounds each crater's circumference. Assume that the height of a crater's rim is 1/10 of its diameter (for instance, a 100-yard-diameter crater is surrounded by a rim ten yards high).

Unless they take precautions, such as holding the hand of a companion, characters within five feet of a crevasse or sinkhole have a 5% chance of slipping and falling in. Sinkholes on Lunitari average about 20 feet deep; characters falling in suffer 2d6 points of damage. Crevasses are hundreds of feet deep; characters plummeting to the bottom should be considered lost forever.

### GETTING STARTED

Lunitari appears before the party as a beautiful red sphere, its edges softened by a luminous halo of amber light. All of the physical features shown on the large color map (map 1) are visible, but note that, depending on the moon's current



phase, some of the surface may be shrouded in darkness (see the diagram on map 2).

As the party nears the moon, Khardra is suddenly startled—the sight of Lunitari triggers memories he can't quite recall. "When Artha brought me here as a spirit," he says, "my perceptions were vague. But I remember seeing my own image as we approached the portal. I saw my reflection." Khardra can't remember the size or location of the portal, but is convinced the portal has a reflective surface.

The PCs can study Lunitari's surface, consult the gnome's map if they have it, then decide what area of Lunitari to explore first. Continue with the appropriate section of the Encounter Key.

## ENCOUNTER KEY

Refer to the DM's Reference Map (map 2) and the corresponding Lunitari Detail Maps (maps 5-11) as directed in the text.

### 1. Sea of Dust

This area of rocky hills borders a vast, gray sea blanketed by wisps of dark fog.

The *lens of activity detection* begins to glow, increasing in intensity as the party approaches area 2.

### 2. Deadly Shores

The *lens of activity detection* glows bright blue in this area. Refer to Lunitari Detail Map 5.

A still, gray river snakes through dark hills of solid granite, emptying into the misty sea. Two pits surrounded by mounds of ash lie north of a bend in the river.

As soon as you enter this area, you hear a desperate feminine voice in your head crying for help. There is no apparent source for the voice.

All party members, Euel and Khardra included, hear the mysterious voice. The voice repeats every 10-15 minutes as long as the party remains in this area (the source of the voice is the silver dragon in the cove at area F).

Even if this part of the moon is not dark (because of the current phase), little light penetrates the fog, making this area as dark as night. The rocky terrain makes it difficult to steer the *skyboat* close to the surface. Khardra suggests they land the *skyboat* and explore the area on foot.

Once the party enters the encounter 2 area, roll 1d20 and multiply the result by 3. This indicates the number of minutes before the next eruption of the dust geysers (see area E).

**A. Clear Areas.** These pitted plains of lunar crust are the only land areas free of the rocky hills. Either would make a good place to land the *skyboat*.

**B. Gray Sea.** The sea contains nothing but gray dust. The dust is only a few inches deep along the shore, but the sea itself is nearly 100 yards deep. It is impossible to swim in the dust, but characters could suffocate in it the same as they would drown in water (see the drowning rules in the Prologue).

**C. Gray River.** The same gray dust fills the river, but only to a depth of a few feet.

**D. Granite Hills.** Hills of solid black granite densely line the shore of the sea and fill most of the rest of the area. The hills average about 50-100 yards high. Characters can tra-

verse the hills at half their normal movement rate.

**E. Dust Pits.** These 50-foot-diameter pits are surrounded by mounds of the same gray dust that fills the sea. The mounds extend about 100 feet around each pit and are only a few feet deep; walking through them is like wading through snow.

The pits are actually dust geysers that simultaneously erupt showers of dust once every hour. The geysers erupt without warning. All characters within 100 feet of a geyser when it erupts (as determined above by the die roll above) must roll a Constitution check. Those who fail their rolls suffer 1d4 points of damage from choking in the thick dust.

Those within ten feet who succeed in their rolls suffer 1d8 points of damage. Those within ten feet who fail their rolls suffer 2d6 points of damage and they also choke and gasp for the next 1-2 hours, making all attack rolls with a -1 penalty.

If the geysers don't erupt, a character within five feet of the geyser has a 5% chance of slipping and falling in, suffering 1d4 points of damage from landing in the packed dust 40 feet below.

**F. Cove.** When the party is within 1,000 feet of this cove, they hear the same feminine cries for help in their heads as they heard before. This time, however, they can tell that the cries are coming from the direction of area F. The cries increase in intensity as they approach the cove.

The circular cove, about 200 feet in diameter, is on the shore of the dust sea and is surrounded by granite hills about 100 yards high. At the base of one of the hills in the back of the cove is what looks like the entrance to a passageway. The entrance is about 30 feet across and is completely blocked with stones; it appears to have been blocked from the inside. The cries for help originate inside the passageway.

Two huge dragon skeletons grope at the passageway, shrieking and hissing as they claw at the stones. With their horned heads and stubby tails, the creatures resemble those encountered at the entrance to Artha's underwater dome (see Chapter 1), but these creatures are completely comprised of glowing green bones.

The creatures are undead beast skeletons, reanimated to this bizarre state by Artha.

Reanimated undead beasts (2): AC 6; MV 9; HD 12 + 12; hp 72, 65; THAC0 7; #AT 3; Dmg 2d4 + 1/2d4 + 1/3d8 or breath weapon (see below); SA victim struck by claw must roll successful saving throw vs. death magic or be flung for an additional 1d20 points of damage, can trample victim for 3d8 points of damage if victim fails a saving throw vs. death magic and trampled victim must also roll successful saving throw vs. wand or be ensnared in rib cage for 1d4 points of damage from the barbs for each round the beast moves, burning bones (see below); SD unaffected by flame and suffer only minimum damage (1 point plus bonuses) from edged or pointed weapons; turned as special undead; MR 20%; AL NE

The beasts are furiously attempting to clear away the passageway, but aren't making much progress. If the PCs enter the cove, the beasts attack, fighting to the death if necessary. If the PCs leave the cove, the beasts do not follow, instead remaining to continue clawing at the passageway.

The beasts first attempt to trample and ensnare random PCs, then attack with their teeth and claws. Their bones are molten hot; any PC touching a skeleton with his bare hands suffers 1 point of damage. If the skeleton is touched with any inflammable object, such as a wooden staff, the object bursts into flames. *Dispel magic* or similar spells have no effect on the skeleton.

The beasts can also attack with their breath weapon, an ice-cold cone of green fire 70 feet long with a base diameter of 25 feet. The beasts use their breath weapons as soon and as often as possible, attacking any PCs within range. A PC struck by the green fire must roll a saving throw vs. spell. If he succeeds, he suffers 1d6 points of damage. If he fails, he suf-



fers 1d6 points of damage and his bones throb inside his body for the next five rounds—his AC is increased by +1 and all attacks are made with a -1 penalty for that period. These effects can be negated by *dispel magic* or a similar spell, though the PC still suffers the indicated damage.

If the PCs destroy the reanimated undead beasts, they may clear away the entrance. As the PCs clear away rocks, they hear sounds from inside the entrance; whoever is inside is also helping to clear away the rocks. Assume that with the help of whoever is on the other side of the entrance, three PCs with average or higher Strength can clear the entrance in 15 rounds. (This goes more quickly if more PCs are clearing rocks, or if they use magical or other special techniques.)

When the rocks have been cleared, the PCs may enter. The passageway leads to a chilly cave about 80 feet in diameter. Huddled against the wall are two young silver dragons, one female, the other male. The male is emaciated and his breathing is labored. His skin is covered with purple blotches and bruises. The female looks healthy but frightened.

The dragons are from the cloud city of Cirulon. The female is Terrilyn. The male is her older brother, Kerrija.

Terrilyn (young silver dragon): AC -1; MV 9, Fl 24; HD 10; hp 20; THAC0 11; #AT 3; Dmg 1d6/5d6/1d6; SA breath weapon (cone of frost 80 feet long with a 30-foot base or cloud of paralyzing gas [50' x 40' x 20'] taking immediate effect unless target rolls successful saving throw vs. breath weapon); AL LG

Kerrija (young silver dragon, statistics reflect his diseased state): AC -1; MV nil (too weak); HD 10; hp 8; #AT nil; AL LG; Spells: *detect evil*, *cure light wounds*

What happens next depends whether the party met the dragon siblings in the previous adventure, *Dragon Magic*, or are meeting them now for the first time.

#### The PCs are meeting them for the first time.

"The gods answered my prayers," says the female joyfully. "Thank you for coming to help us. I am Terrilyn. This is my brother, Kerrija. We are the grandchildren of Tertullian of Cirulon."

Terrilyn sniffs the air. "You smell familiar. But I don't recognize your faces." Her face suddenly brightens. "You must know our friends from Krynn! The ones who helped save our city! Have they sent you to help us?" The PCs may share as much about themselves as they wish.

Terrilyn explains their predicament to the party. As the only living descendants of Tertullian, the ancient silver dragon who sits on the governing Council of Cirulon, she and her brother had been in training to eventually take their grandmother's place on the Council. When the evil goddess Artha recently attacked Cirulon, she and Kerrija joined with their friends from Krynn to defend the city, later returning with them to Krynn to help find a cure for the mysterious disease that was taking the lives of silver dragons. Though Kerrija contracted the disease himself, their Krynn friends found a cure, and Kerrija began to recover.

When word reached Cirulon that Artha was attacking Lunitari and the portal to the plane of the Astral Dragon was in jeopardy, Terrilyn and Kerrija defied their grandmother's wishes and flew to Lunitari to join the defense. It was a bad decision. Kerrija's condition worsened almost immediately. "Now there is nothing that can be done," Terrilyn says hopelessly. "I have brought my brother here to die."

Continue with the "Legacy of Kerrija" section below.

**If the PCs met them in *Dragon Magic*.** "I can't believe what I'm seeing," says Terrilyn, her eyes brightening. "The gods have answered my prayers—it's actually you!" She greets her old friends each by name, thanking them profusely for coming to help.

When the greetings are complete, Terrilyn saddens. "After our return from Schallsea," she says, "Kerrija was much better, thanks to you." He would have recovered completely,

she explains, had they not defied their grandmother's wishes and flown to Lunitari to help in the defense of the portal. The strain was too much; Kerrija's condition worsened almost immediately.

"Now there is nothing that can be done," Terrilyn says hopelessly. "I have brought my brother here to die."

Continue with the "Legacy of Kerrija" section.

#### The Legacy of Kerrija

Terrilyn explains that the Sea of Dust is actually a graveyard for silver dragons. Good dragons are born with an instinctive knowledge of these graveyards; when death is near, they seek such a place to assure an afterlife of peace. Though some graveyards are known to all good dragons, some such as this are known only to dragons of a certain color. (Those who participated in the first adventure, *In Search of Dragons*, may recall a similar graveyard on the northern coast of Estwilde.)

Terrilyn brought her brother to the cove, only to be trapped in this cavern by Artha's evil minions. "But now that the danger has passed, we can continue the ceremony," she says. "Will you help me?" Terrilyn won't answer any of the PCs' questions until this ceremony has completed.

If the PCs agree to help, Terrilyn asks them to help guide Kerrija to the edge of the sea. As they help him to his feet, a glimmer of recognition crosses Kerrija's face as he looks in the PCs' eyes. He is too weak to speak; *cure disease* or similar spells have no effect on his condition.

When Kerrija reaches the edge of the sea, Terrilyn whispers for the PCs to join her in the cove and to keep quiet.

Once Terrilyn and the party are safely in the cove, Kerrija lifts his head to the sky and begins to sing an eerie, wordless melody. As he sings, the waves of dust part before him, revealing a shimmering pathway leading 100 yards into the sea. The pathway sparkles like a road of diamonds.

Kerrija completes his song, then turns his head toward the cove and smiles affectionately at his sister and the party. He begins a slow journey down the sparkling path into the sea. Silent tears stream down Terrilyn's face as she watches the waves of dust close behind her brother.

Two rounds after Kerrija disappears into the ocean, the ground before the PCs shimmers, and a crystal chest appears. "The legacy of my brother," says Terrilyn. "When a silver dragon departs this life, he may leave his secrets behind."

The only item in the chest is an ordinary iron chain link, about two inches across. The rusty link has a small gap, as if it has been forcibly snapped. If the link is taken from the chest, the chest vanishes.

Terrilyn looks puzzled. She can't identify the chain link, but says that Kerrija wouldn't have left it if it was wasn't important. "Take it," she says to the party. "He must want you to have it."

Terrilyn then excuses herself, saying she must pray to the gods to care for her brother in the afterlife. She will not answer any of the party's questions until her prayers are complete. "Return in three hours," she says. "I will speak to you then and help you if I can." Terrilyn then retires to the cove, tucks her legs beneath her, and closes her eyes.

If the PCs wish to speak with Terrilyn again, they may wait here for three hours, or continue their exploration of Lunitari and return here when three hours have passed. At that time, continue with the "Dragon Guide" section.

#### Dragon Guide

After praying for three hours, Terrilyn rouses herself and prepares to return to her companions (see encounter 14). If the PCs are waiting for her, she says that it would be better if her companions answered their questions and that the party



should follow her. If the party agrees, Terrilyn leads them to the Azurite Mountains. (Go directly to the "Dragon Infirmary" section.)

### 3. Sea of Stars

Stretching for miles in every direction, this barren expanse of sparkling yellow sand has the appearance of an ocean filled with twinkling stars.

There is no Lunitari Detail Map for this area.

The *lens of activity detection* does not glow anywhere within this area. The Sea of Stars contains nothing but sand. This area is indicated on the gnome's map of Lunitari (map 4) because Werq mistakenly believed that the shifting sands might in some way indicate the presence of the portal.

There are no wind currents in this area. The sand contains flecks of iron and a shifting magnetic field beneath the Sea of Stars twists the sand into swirling dunes. If the party comes within 20 yards of the surface, all metallic objects in their possession begin to hum softly, a reaction to the sea's strange magnetic field.

If a PC explores the area on foot, there is a chance he sinks in a soft spot that has the density of quicksand. For every ten yards of surface explored, a PC has a 20% chance of sinking in a soft spot about 3-5 feet in diameter, at the rate of one foot per round. If the PC succeeds in a Dexterity check, he finds a solid surface to grab. If he succeeds in a Strength check, he pulls himself free.

Any PC can pull a sinking PC free if he rolls a successful Strength check with a -2 penalty. Any two PCs working together can pull him out with no check required. If the PC sinks below the surface, he can still be rescued as long as his companions can feel around and find him. However, the PC continues to sink at a rate of one foot per round. If he isn't rescued before he sinks out of reach, he is never seen again.

### 4. Face in the Sand

The *lens of activity detection* glows bright blue in this entire area. Refer to Lunitari Detail Map 6.

Several huge sand dunes in this still sea of brown sand form the shape of a face.

This area of the moon contains the consciousness of the goddess Lunitari. She spends all her time gazing at Krynn, contemplating the activities of its inhabitants. Though passive by nature, she has little patience for anyone brazen enough to block her view.

If the party comes within a mile of this area, the northernmost dunes (area A) suddenly transform into blazing golden eyes. Steam rolls from the central dune (B), while the southernmost dune (C) forms a mouth to blast a stream of wind at the party. The wind blows them about 100 yards clear of the area (and sets them down on a gentle puff of air if they were on foot). The dunes then change back to sand.

If the PCs return, the dunes transform again, this time blasting the PCs with a stream of pebbles until they voluntarily leave the area. Each round, the PCs are attacked as if by a 3-HD monster; each hit inflicts 1d4 points of damage. If the PCs return a third time, they are blasted by fire until they voluntarily leave the area. The fire hits automatically; each round, the PCs must roll saving throws vs. breath weapon with a -2 penalty or suffer 2d6 points of damage. If the PCs keep returning, the sequence of wind, pebbles, and fire is repeated until they get the message.

The party cannot communicate with the dunes. There is nothing in the area but sand.

### 5. Lunar Meadow

The moon's red crust encircles a green area that appears to be a lush meadow of tall grass. A warm breeze carries the scents of violets, roses, and honeysuckle.

The *lens of activity detection* begins to glow, increasing in intensity as the party approaches area 6.

### 6. Forest of Rainbows

The *lens of activity detection* glows bright blue in this area. Refer to Lunitari Detail Map 7.

The meadow surrounds a beautiful forest filled with leafy trees and colorful wild flowers. Six bright rainbows arc into the forest.

The meadow and forest were created by Sirrion, the neutral god of nature. Sirrion brings his mistresses from Krynn to this place for romantic encounters, safe from the prying eyes of Shinare, the goddess of wealth who mistakenly believes she is his sole companion.

The *skyboat* cannot travel through the densely forested areas (C, D, and E); the party has to explore these areas on foot. The party can park the *skyboat* anywhere in the meadow (area A).

**A. Meadow.** The meadow is filled with tall grasses that sway in the warm breeze, all courtesy of Sirrion.

**B. Rainbows.** The rainbows lead directly to Sirrion's love nest (area E), a special touch to impress his lovers.

**C. Forest.** The forest is comprised of trees and wild flowers of all varieties. The songs of bluebirds and robins fill the air, though no birds can be seen.

**D. Paradise.** The forest continues. The sweet air from the flower blossoms is intoxicating. Soft lute music floats through the trees, though no musicians can be seen.

**E. Love Nest.** The rainbows end in a gentle valley about 50 feet in diameter that glows in a soft light. A man and a woman locked in a passionate embrace lie in the center of the valley on a bed of rose petals and honeysuckle blossoms. The man has fiery red hair and wears a tunic of palm leaves. Cascades of shimmering blonde hair tumble across the woman's shoulders. With full red lips, dazzling blue eyes, and a clinging silk robe, she is startlingly beautiful.

As soon as the party approaches, regardless of how quiet they are, the man leaps to his feet and stares in their direction.

"Who sent you?" he demands sharply. "Step forward and answer!"

**Sirrion**, fighter/priest (35th level in each): AC -8; MV 18, FI 38; HD 35; hp 530; THAC0 1; #AT 4; Dmg 2d10 (x2)/2d20 (x2); AL N

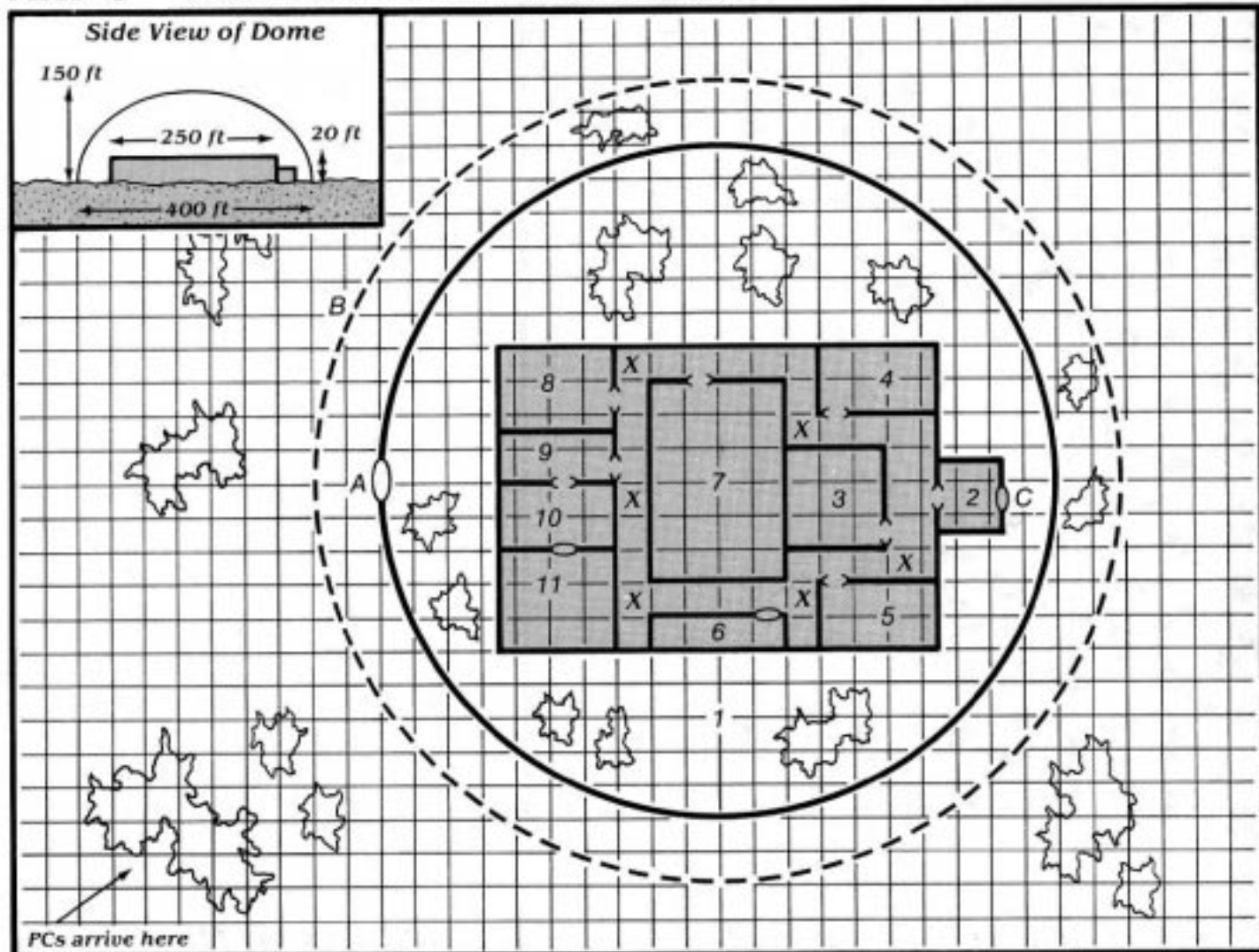
**Tiffi** (human female): AC 10; MV 12; FI; hp 5; THAC0 20; #AT 1; Dmg by weapon; AL NG

Any PC who succeeds with a Wisdom check recognizes that this is Sirrion in human form, a god of almost limitless power. If the PCs don't recognize him, Euel fills them in under his breath. He also advises them to cooperate.

If the party turns and flees, Sirrion won't pursue, but if they return, he and Tiffi are gone. Likewise, if the party attacks Sirrion, he and Tiffi disappear to continue their rendezvous in his love nest on Solinari.

If the party answers Sirrion's question, Sirrion listens carefully. Regardless of their answer, Sirrion is noticeably relieved—his only concern is that Shinare didn't send them as spies.

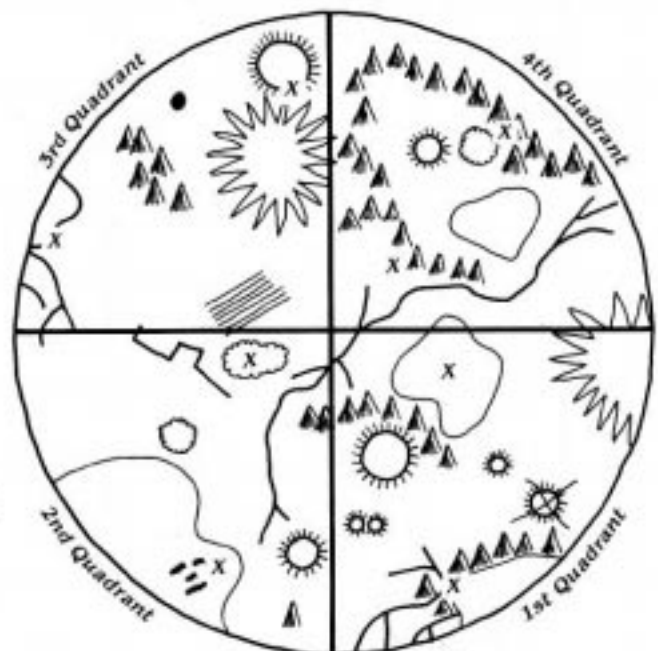
# MAP 3—Underwater Treasure Dome



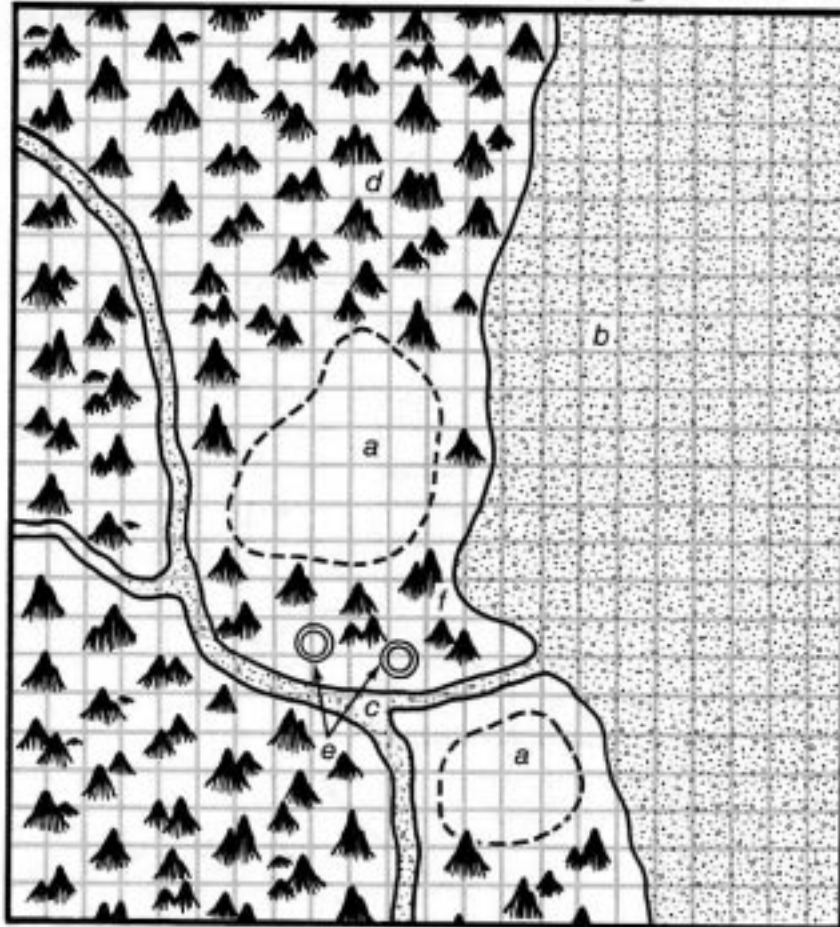
- X Possible random encounter
  - > Open passageway
  - Closed passageway
  - Seaweed
- One square = 20 feet







## MAP 4—Gnome's Map of Lunitari



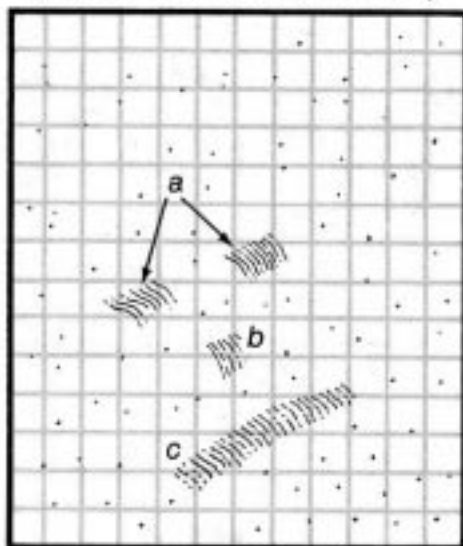
**MAP 5 – Lunitari Detail Map (see encounter 2)**





-  Mountains
  -  Dust river
  -  Dust pit
  -  Dust sea
- One square = 1,000 feet



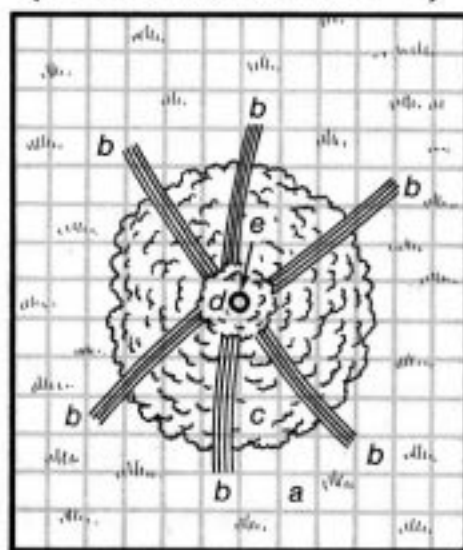
**MAP 6 –  
Lunitari Detail Map  
(see encounter 4)**






One square = 3 1/2 miles

-  Sand
-  Dunes

**MAP 7 –  
Lunitari Detail Map  
(see encounter 6)**



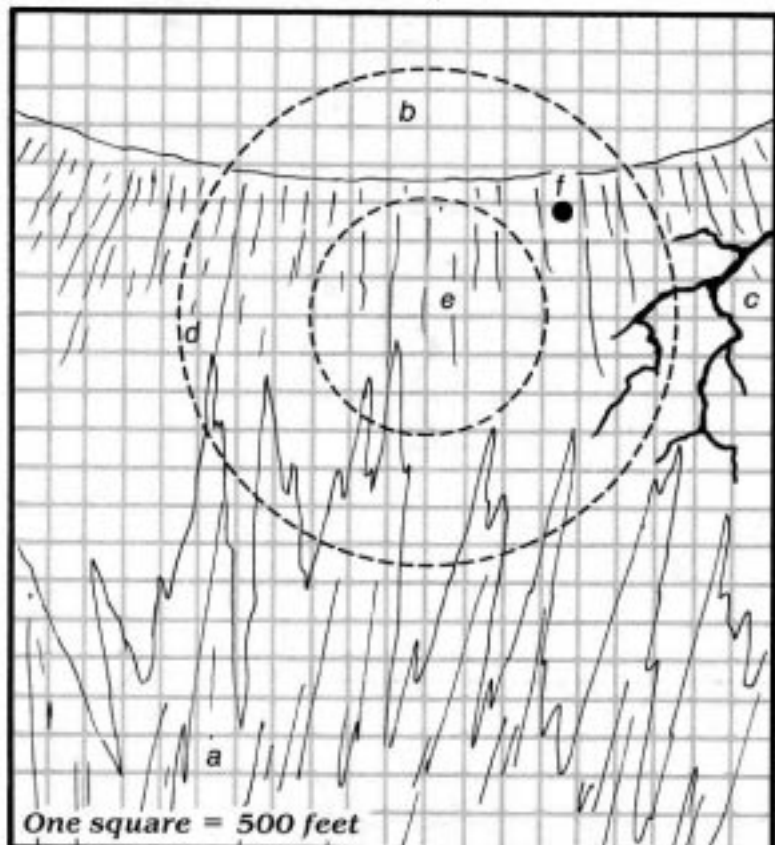
One square = 1,000 feet

-  Meadow
-  Forest
-  Rainbow

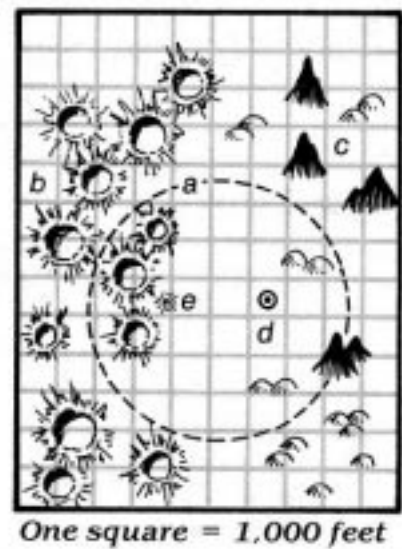
**MAP 8—Lunitari Detail Map**  
(see encounter 8)



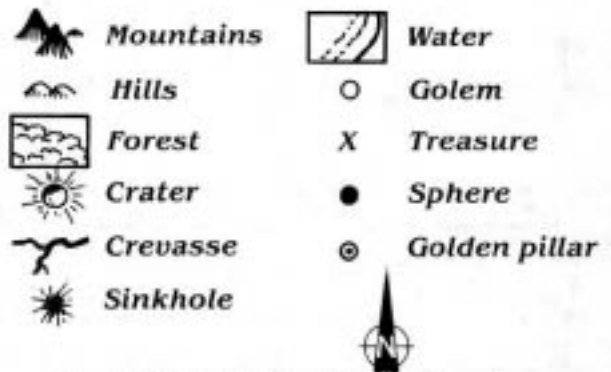
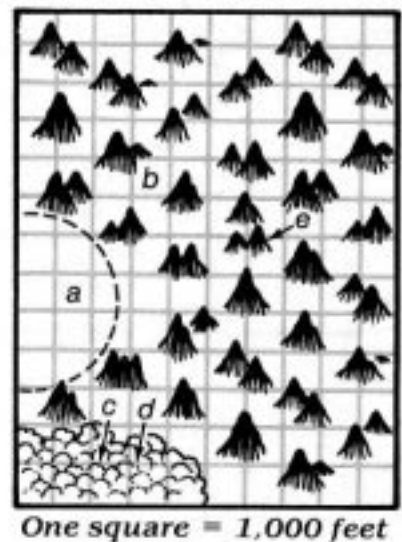
**Map 9 - Lunitari Detail Map**  
(see encounter 10)



**MAP 10—**  
**Lunitari Detail Map**  
(see encounter 12)



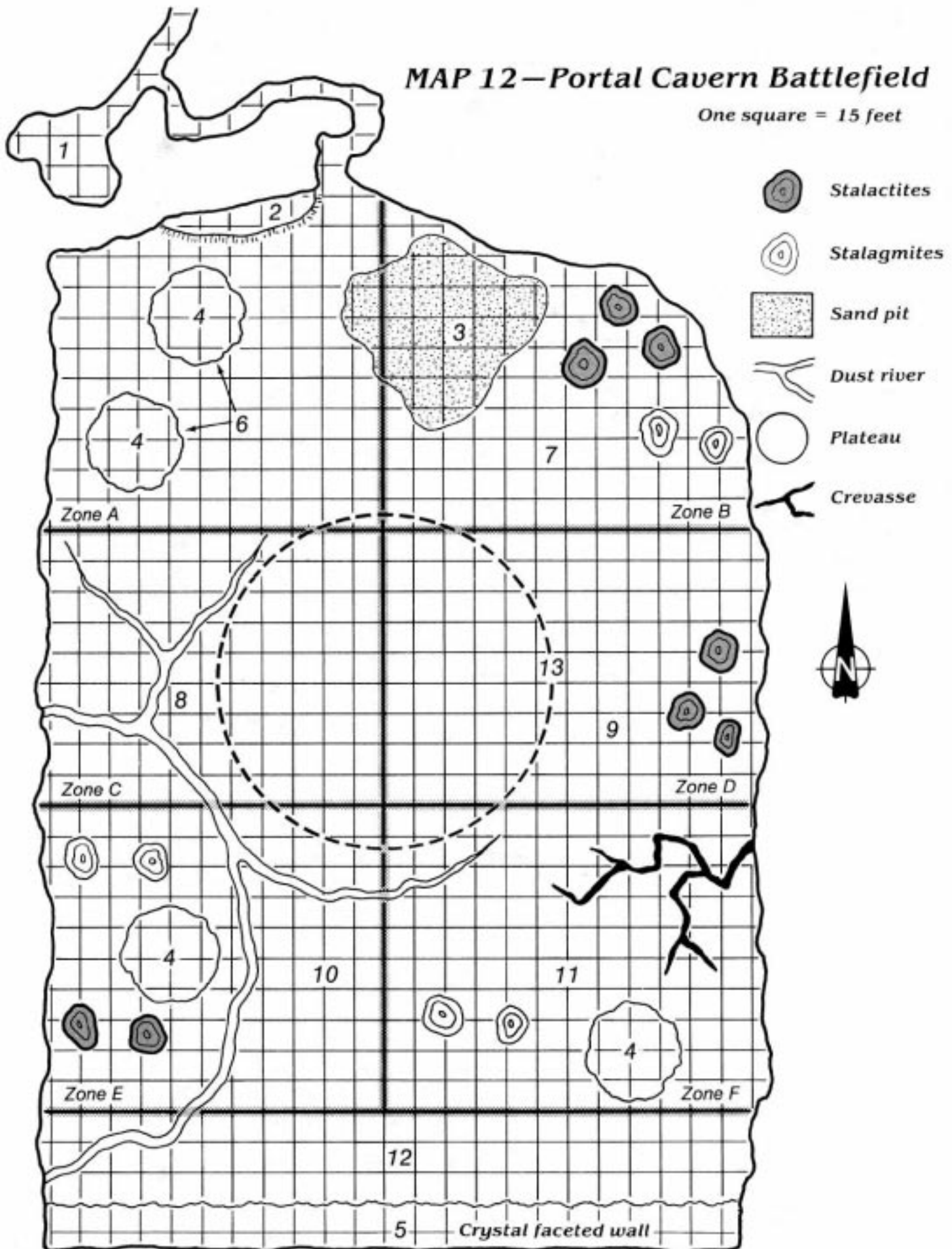
**MAP 11—**  
**Lunitari Detail Map**  
(see encounter 14)





# MAP 12—Portal Cavern Battlefield

One square = 15 feet



Once SIRRION is reassured of the party's intentions, he smiles at them. "On your way now," he says. "You have business elsewhere, do you not?" Before the PCs can respond, Tiffi bounces to SIRRION's side. "They look lost," she says. "The least we can do is help them." The couple argues briefly, but it's clear that unless SIRRION cooperates with the party, Tiffi has no intention of cooperating with SIRRION.

Exasperated, SIRRION demands that the party promises they'll tell no one what they've seen here and that they'll not return. If the party agrees, he asks the PCs how he can help them. "And make it brief."

SIRRION knows nothing about the dragon war, the plans or whereabouts of ARTHA or Khardra, or the location of any of the good dragons. However, if asked, he tells them the location of the portal to the plane of the Astral Dragon, directing them to "a pillar of gold with a red sphere buried at the top." He tells them the gold pillar is in the southwestern corner of Lunitari's fourth quadrant (SIRRION points them in the general direction of encounter 12).

If asked about the Astral Dragon, SIRRION thinks briefly, then says, "Ah, the constellation. You will not find it in these skies." He will not elaborate.

If the PCs continue to press for information, SIRRION becomes angry, then says, "There's someone who needs your aid. Why don't you run along and help him?" SIRRION won't give specifics, but will offer general directions. (If the party has not yet experienced encounter 2, SIRRION points them toward the southern corner of the first quadrant. If the party has already experienced encounter 2, SIRRION points them toward the northern corner of the third quadrant—see encounter 10. If the party has already experienced both of these encounters, SIRRION sends them on a wild goose chase; tell them SIRRION is indicating the sparkling sea in the northern part of the first quadrant—see encounter 3.)

If the PCs pester him after this, SIRRION's temper flares, and he threatens to kill them if they don't leave. Euel whispers to the PCs that SIRRION means what he says. (If the PCs don't go, Tiffi and the frustrated SIRRION simply disappear.)

If the party returns here later, there is no sign of SIRRION or Tiffi.

## 7. Clear lake

To the east is an area filled with craters, rocky hills, and rubble. To the west is an expansive lake of clear water.

The *lens of activity detection* begins to glow, increasing in intensity as the party approaches area 8.

## 8. Reflecting Pool

The *lens of activity detection* glows bright blue in this area. Refer to Lunitari Detail Map 8.

Most of the surface is covered with red rubble, jagged black mountains and wide craters. A stream flows from the lake to a small pool surrounded by high peaks in the southwest.

Within 1d4 + 1 rounds after the PCs enter this area and are moving at ten miles per hour or less, four loathsome monsters resembling a cross between a fly and a human with chitinous pincer fingers and blue-black hairy bodies suddenly appear before the party. Each pair of the creatures holds a large rope net.

Chasme (4): AC -1; MV 6, FI 21; HD 7 + 2; hp 45, 40, 40,

32; THACO 13; #AT 3; Dmg 2d4/2d4/1d4; SA *teleport, darkness, 5' radius, detect good, detect invisible, telekinese*, all at will; touch causes *fear* (as a wand); their drone has a chance (equal to 100% minus 10% per level or Hit Dice of victim) of causing victim to fall into comatose sleep for 2d4 hours if victim is not splashed in the face with water or otherwise vigorously stimulated; SD unaffected by poison; 15% chance of gating in another chasme; MR 40%; AL CE

Artha brought the chasme to Lunitari to assist her, but the chasme grew weary of the battle and retreated to this area. The hungry chasme are looking for food.

The nets are special *nets of entrapment*, each 25 feet square. If the party is in the *skyboat*, the chasme attempt to ensnare the entire craft; each pair has a 70% chance per round of ensnaring and immobilizing the *skyboat* (no saving throw allowed). If the *skyboat* is ensnared, the chasme drag it down to the ground. (If the party is not in the *skyboat*, the chasme don't bother with the nets, instead proceeding with their drone attacks as outlined below.) If necessary, the chasme will pursue by teleporting, but will not leave this area. If the PCs leave the area and return, the chasme attack again.

When the *skyboat* has been forced to the ground, the chasme release it from their nets (a necessary step, since the magic of the nets negates the chasme's drone attack). Two chasme begin to drone, attempting to put the characters to sleep. The other two stand guard, attacking any characters who try to escape. When all the PCs are asleep, the chasme intend to drain their blood (causing 1d4 points of damage per round).

If the PCs attempt to escape or initiate combat, the guardian chasme cast *darkness, 5' radius*, then attack with their sharp noses and claws while the other two continue to drone. If the guardian chasme are killed or retreat, the droning chasme stop droning and attack in the same manner as the others. Any chasme losing half or more of its hit points makes one attempt to gate in another chasme, then teleports to a safer place, never to be seen again.

**A. Clear Area.** This plain of lunar crust is free of hostile terrain and would make a good place to land the *skyboat*.

**B. Clear lake.** This lake of clear water is about 100 feet deep. The bottom is lined with red rubble.

**C. Granite Hills.** The hills are solid black granite. They average about 50-100 yards high. Characters can traverse the hills at half their normal movement rate.

**D. Sinkhole.** The sinkhole is about 1,000 feet in diameter (see the "Additional Notes" at the beginning of this chapter for details).

**E. Craters.** The craters average 1,000 feet in diameter. Their rims are about 100 feet high.

**F. Reflecting Pool.** This is a pool of clear water about 50 feet deep. The pool is fed by a stream from the lake (B) and is completely surrounded by high hills. Six nine-foot-tall, man-shaped stone statues with stone wings sit on ten-foot-high stone pedestals evenly spaced around the shore of the pool (see the inset map). The statues appear to be studying their reflections in the lake. Three glowing golden objects can be seen in the rubble at the bottom of the pool about 25 feet from the shore (each is indicated by an X on the inset map).

**Flying stone golems (6):** AC 5; MV 6, FI 6, Sw 6; HD 60 hit points each; THACO 7; #AT 1; Dmg 3d8; SA can cast *slow* spell at any victim within 10 yards of its front facing every other round; SD can only be hit by +2 or greater magical weapons; immune to all spells except *rock to mud* (slows it by 50% for 2d6 rounds) and *stone to flesh* (makes it vulnerable to normal attacks for the following round only); *mud to rock* restores all damage; AL N

The statues are winged stone golems placed here by a bizarre religious cult from another plane of existence. The cult established this pool centuries ago as a holy shrine, but aban-



done it after the placement of their holy symbols on the bottom of the pool elicited no reaction from their gods. The cult hasn't returned since.

Each stone golem guards its own section of the pool, as indicated on the inset map. The golems do nothing but admire their reflections in the pool and have no interest in anything else; they even ignore attacks on themselves as long as the pool is not disturbed. If the party disturbs the pool and causes ripples on the surface, the golem guarding that particular section attacks whoever caused the disturbance, pursuing into the water or air if necessary.

A golem fights only as long as his water surface continues to ripple, after which he returns to his pedestal. For convenience, assume that each disturbance lasts 1d6 + 5 rounds, making adjustments as you see fit (tossing a pebble in the pool, for instance, might cause ripples for only 1d4 rounds, while tossing in a large boulder might cause ripples for 3d6 rounds). Note that if the golem is fighting a PC in the water, the rippling is continuous. The PC must leave the water in order for the golem to follow; the rippling stops 1d6 + 5 rounds after all characters have left the water.

If the PCs manage to recover the objects from the bottom of the pool, they find that each is a solid gold sculpture of a head with three eyes, long rabbit-like ears, and a mouthful of tiny teeth. Each sculpture has a value of 15,000 stl and once per day acts as a *potion of flying* if grasped by the ears and held for ten consecutive rounds.

## 9. Ray System

To the north is an immense crater, several miles in diameter. To the south is a vast network of white rays. Strong winds blow from all directions, stirring up spirals of red dust and sending red rubble bouncing across the lunar surface. It is hard to hear anything above the roar of the winds.

The *lens of activity detection* begins to glow, increasing in intensity as the party approaches area 10.

## 10. Steel Sphere

The *lens of activity detection* glows bright blue in this area. Refer to Lunitari Detail Map 9.

The howling winds remain strong. Except for the towering rim of the crater to the north, this area is little more than a flat, pitted plain. A huge crevasse slices the surface to the east, while the network of white rays covers most of the south. Just to the south of the crater is a huge steel sphere, enveloped by a halo of soft white light.

The winds are caused by a lunar storm, a natural phenomenon of Lunitari that resembles a stationary tornado, though not as destructive. A storm usually persists for several days.

**A. Rays.** The rays are streams of chalky, white powder a few inches thick. The rays have no special properties.

**B. Crater.** This crater is 15 miles in diameter and has a rim more than a mile high.

**C. Crevasse.** The jagged crevasse is about 50 feet wide (see the "Additional Notes" at the beginning of this chapter for details). About ten feet down, the inside walls of the crevasse are lined with a strange blue fungus. If a handful of the fungus is consumed, the character must roll a Constitution check and suffer 1d4 points of damage if he succeeds and 2d4 points of damage if he fails. If the character survives this damage, then 1d4 hours after he has eaten it, the fungus acts as a

*potion of extra healing*. Though a character can eat as much of the fungus as he likes, suffering the consequences each time, he receives the healing benefits only once per day.

**D. Severe Storm.** The winds are stronger inside this boundary, inflicting penalties to missile fire (-1 at point blank range, -2 at short range, -3 at medium range, and long range is impossible), melee combat (-1 to both attack rolls and damage rolls), and movement (reduced to ¾ of the normal rate).

Within 1d4 rounds after the PCs first enter this area, an animated gust of wind rapidly circles around them. If the PCs are in the *skyboat*, the craft stops dead and rocks back and forth; if the party is on foot, they are knocked to the ground (no damage, no saving throw). The gust lasts for one round, then the normal storm conditions resume.

If the party lingers in this area, the gust returns 1d4 rounds later with the same effects. After one round of rocking the craft (or one round after the party has been knocked down), the gust stops and the dim outline of a ghostly man-shaped figure hovers before the party, studying them intently.

The figure is an aerial servant, the source of the strange gusts.

Aerial servant: AC 3; MV FI 24; HD 16; hp 80; THAC0 5; #AT 1; Dmg 8d4; SA +4 penalty to opponents' surprise rolls; SD can be hit only by magical weapons; AL N

The aerial servant has no hostile intentions. Slipping into Lunitari through a portal from its home in the Ethereal plane, the curious aerial servant was drawn to the lunar storm and has been frolicking in the strong winds for more than a day. It has been curiously studying the steel sphere (F) and now is interested in the party. The aerial servant carries no treasure items, and it does not communicate with the party. It does not suffer the movement or combat penalties caused by the storm.

If the party doesn't attack the aerial servant, it hovers for one round, then vanishes. If the party attacks it, the aerial servant responds violently, pummeling random members of the party for 1d4 rounds before vanishing.

For every round the PCs are in this area, there is a 15% chance the aerial servant shows up again. It then repeats the same sequence of actions as when the party first encountered it (gusting, vanishing, then gusting again, returning to attack only if the PCs are violent toward it).

**E. Eye of the Storm.** The winds are even stronger inside this boundary, inflicting more severe penalties to missile fire (-4 at point blank range, -6 at short range, and medium and long ranges are impossible), melee combat (-4 to both attack rolls and damage rolls), and movement (reduced to ½ of the normal rate). No sounds can be heard above the raging winds. Additionally, each PC has a 50% chance per round of being struck by blown debris as if attacked by a 5-HD monster; each successful hit inflicts 1d4 points of damage.

While the party is in this area, there is a 30% chance per round that the aerial servant shows up again. It then repeats the sequence of actions outlined above.

**F. Sphere.** The featureless steel sphere is about 50 feet in diameter. The party may recall seeing it in the brown cloud on their way from Krynn (see the 1,500 miles encounter in the "Trip to the Moon" section at the end of Chapter 1.) The sphere is enchanted with a permanent *wall of force*, making it virtually invulnerable.

If the party knocks on the sphere, or otherwise makes their presence known, the sphere shimmers, and an oversized image of a human male face appears on the side. He has shoulder-length brown hair, small gray eyes, and thin lips. He studies the party carefully.

This is the face of Amm-Burraj, the occupant of the sphere.

Amm-Burraj, 1st Order Red Robe Wizard (human 14th-level mage): AC 10; MV 12; hp 40; THAC0 16; #AT 1; Dmg by weapon or spells; Str 11; Int 18; Wis 18; Dex 16; Con 12; Cha 12; AL NG

Spells: *magic missile* (x 3), *identify*, *protection from evil*, *ESP* (x 3), *strength*, *detect evil*, *fireball* (x 3), *lightning bolt* (x 2), *wall of ice*, *wizard eye*, *dimension door*, *polymorph other*, *telekinesis* (x 2), *teleport* (x 2), *disintegrate*, *project image*, *phase door*, *vanish*, *permanency*

Amm-Burraj is on sabbatical from his Order, located on the island of Nostar on Krynn. He came to Lunitari in the sphere, (enchanted with a special *temporal stasis* spell) for a month of reflection and study and to look for unusual minerals and other interesting objects to take back home.

Amm-Burraj is introspective, arrogant, and a man of few words. He has no interest in the party's mission, but is very interested in any unusual objects they have that he could add to his collection.

The face on the sphere fades away. A moment later, the party finds themselves inside the sphere, magically transported by Amm-Burraj. If the party had the *skyboat*, it remains outside the sphere.

**The Wizard's Sphere.** The inside of the sphere is warm and cozy, illuminated by thick candles in brass holders mounted on the walls. A thick wool rug covers the floor. Oak bookcases hold neat piles of parchment manuscripts and samples of the red lunar stones. In the center of the room is a set of brass scales, similar to those used by chemists to measure medicines. These scales, however, are nearly four feet high.

Next to the scales is a tall, thin man in a red robe sitting in an oaken rocking chair. The party recognizes his face is the same as the one on the sphere. "Why are you here?" he asks, his voice barely a whisper. If the party says they were sent here because they heard he was in danger (as Sirrion may have told them in encounter 6), he cuts them off in the middle of a sentence, saying, "I am in no danger. The creature outside is a nuisance, nothing more."

If the party attempts to explain their mission on the moon, Amm-Burraj listens to a few words, then cuts them off. "That's enough." If the party keeps talking, he snaps, "Quiet!" (Amm-Burraj does not tolerate being spoken to unless he gives permission first.) If the party is violent toward Amm-Burraj at any point, he laughs at them, then disappears, sphere and all, leaving the party standing in the lunar dust.

Amm-Burraj rises from his chair, then approaches the wall behind him. He moves his hand in broad circles over the wall's surface, and an image appears of a brown cloud in the depths of space; the PCs recognize this cloud as the same one they passed on their way to Lunitari (from the "Trip to the Moon" section at the end of Chapter 1). The scene plays out in the image exactly as party experienced it—if the party investigated the cloud, the image replays their struggle; if not, the image shows them passing it by.

When Amm-Burraj finishes studying the image, it vanishes and the wall returns to normal. He sits back in the rocking chair.

"I am Amm-Burraj," he says softly, "a wizard of the Order of the Red Robe. Like you, I am from Krynn. I am here to reflect and to study. Your business is of no concern to me."

"However," he continues. "I have some information you would find useful. I am willing to trade for it. I collect many things. You may offer me whatever you wish."

If the PCs did not cause the brown cloud to move away from Amm-Burraj's sphere on their way to the moon, continue with the "Bargaining with Amm-Burraj" section below. If the PCs caused the brown cloud to move away from Amm-Burraj's sphere, Amm-Burraj speaks before the bargaining begins. "Your actions rescued me from the cloud creature," he says. "I will pay my debt by giving you one piece of information before the bargaining begins." To repay his debt, Amm-Burraj tells the party one of the pieces of information listed below (choose randomly).

## Bargaining with Amm-Burraj

Amm-Burraj tells the PCs to offer him an object of value—"something unusual, whatever you wish." If the PCs offer him an object, he places it on his brass balance. Multi-colored sparks spray from the balance, which Amm-Burraj studies intently. If he accepts the object, he tells the PCs one of the pieces of information below (choose randomly). If he rejects the object, he gives it back to them, saying matter-of-factly, "Unacceptable." He will not specify what kind of objects he considers acceptable; to do so would violate his rigid interpretation of neutrality.

Acceptable objects to Amm-Burraj include any unusual magical or nonmagical items, as decided by the DM. Unacceptable objects would include steel pieces, moon rocks, nonmagical weapons, and other relatively common items. Acceptable objects would include a sample of aboleth slime (from the Prologue), the *brooch of Imog* (or any of the other unusual treasures from the underwater dome in Chapter 1), or a golden head from the reflecting pool (encounter 8 above).

In exchange for each acceptable object, Amm-Burraj gives the PCs one of the following pieces of information (choose randomly by rolling 1d4). He does not elaborate.

1. "About 1,000 feet to the east is a crevasse. If you can tolerate the blue mold, it may be of help." (See area C above.)
2. "A good creature is in trouble in a cove in the Sea of Dust in the first quadrant." (See encounter 2; if the party has already been there, choose a difference piece of information.)
3. "The portal you seek is in the southwestern corner of the fourth quadrant, marked by a pillar of gold with a red sphere buried at the top." (See encounter 12; if the party has already been there, choose a difference piece of information.)
4. "The Astral Dragon is both a constellation and a mated pair." (See Chapter 3.)

The bargaining continues until the party wants to quit, Amm-Burraj has rejected three of the party's objects in a row, or Amm-Burraj has given out all four pieces of information. When the bargaining is over, Amm-Burraj and the sphere disappear, leaving the PCs standing in the lunar dust.

### 11. Sea of Craters

A range of low black hills borders a sea of craters. A glistening golden column can be seen in the distance.

The *lens of activity detection* begins to glow, increasing in intensity as the party approaches area 12.

### 12. Pillar of Gold

The *lens of activity detection* glows bright blue in this area. Refer to Lunitari Detail Map 10.

The red plains to the west are pocked with craters of all sizes. To the east, a column of gold rises from the black granite hills.

Two black dragons continually patrol the area enclosed by dotted line A. One is always in flight while the other rests in the hills. They have been ordered by Artha to guard the portal entrance (area E). Unless the area is dark because of the moon's current phase, the party can see the flying dragon as



a black speck in the distance.

Young adult black dragons (2): AC 3; MV 12, FI 24; MD 8; hp 30, 24; THAC0 13; #AT 3; Dmg 1d4/3d6/1d4; SA breath weapon (spit acid in a 5-yard-wide stream for 60 yards in a straight line for 2d4 points of damage); AL CE

Within 1d4 rounds after the party enters the area bounded by line A, the flying black dragon swoops in to attack. This dragon is joined by the second dragon 1d4 rounds later. The dragons first attack with their breath weapons, then swoop to attack with their claws and teeth. This is followed by a second breath weapon attack. All subsequent attacks are with claws and teeth, with their third breath weapon attack reserved for an emergency attack later in the battle.

The dragons fight to the death, but do not pursue beyond the area bordered by line A. If the party moves beyond this line, any surviving dragons retreat to the hills near the golden pillar to wait for the party's next move. If the party returns, the dragons continue attacking as outlined above.

**A. Border.** This line encloses the area the black dragons have been ordered to guard.

**B. Craters.** The largest craters are over 1,000 feet wide with rims exceeding 100 feet high. Except for the crater noted on the map (E), there is nothing remarkable about them.

**C. Granite Hills.** The black granite hills average 100-500 feet high.

**D. Golden Pillar.** This is a smooth pillar of solid gold, about 100 feet in diameter, rising about 1,500 feet from the moon's surface. The pillar narrows into a bowl-shaped, concave apex about 50 feet across.

If the party examines the pillar's apex, they find it is covered with a layer of yellow sand about a foot deep. A small pit, about a yard across, has been dug in the center. In the pit is a red crystal cord resembling the root of a plant; the cord apparently extends deep inside the pillar. The end of the cord has been snapped or cut by a sharp object.

The sand around the pit is indented with small footprints. Any PC succeeding in a Wisdom check identifies them as belonging to an elf; a PC elf identifies them automatically. A non-elf PC succeeding in a second Wisdom check with a +2 penalty or any elf PC succeeding in an unmodified Wisdom check identifies them as Kagonesti (wild elf) footprints. (The crystal root was connected to the red sphere that kept the portal open. The footprints belong to the wild elf Linsilee who stole the sphere. See the "Dragon Infirmary" section.)

**E. Portal Passage.** This 50-foot-wide crater appears to be no different from the other craters in the area. However, if the PCs examine it, they discover its surface is as hard as steel, even though it looks like normal red moon crust.

This is the passageway to the portal leading to the plane of the Astral Dragon. The theft of the red sphere from the golden pillar has sealed it shut, the seal acting as a special wall of force that is impervious even to *disintegrate* spells. (To open the passageway, the party will have to replace the sphere—see the "Dragon Infirmary" section for details.)

### 13. Blue Range

This towering mountain range is made of dark blue stone. The mountains twinkle and sparkle, emitting a soft bluish light.

The *lens of activity detection* begins to glow, increasing in intensity as the party approaches area 14.

### 14. Azurite Mountains

The *lens of activity detection* glows blue in this area, though not as brightly as it has in other areas where life has

been detected. (This is because the lens is detecting the presence of the dragons in the mountain cavern at area E. Because the dragons are beneath the surface of the mountains, the lens's glow is somewhat dimmed. Neither Euel nor Khadra can give a reason for the lens's dim light.)

Refer to Lunitari Detail Map 11.

Most of this area is filled with tall mountains made of solid azurite. To the south is a jungle-like area filled with orange fungi.

The rocky terrain makes it difficult to steer the *skyboat* close to the surface. Khadra suggests they land the *skyboat* and explore the area on foot.

**A. Clear Area.** This plain of lunar crust is the only area relatively free of rocky terrain. It would make good a good place to land the *skyboat*.

**B. Mountains.** This area is filled with mountains and rubble, all made of sparkling azurite. The mountains average 2,000-3,000 feet high; characters can traverse the mountains at ¼ their normal movement rate.

The mountains and rubble glow with a soft blue light, as the azurite in this area is all naturally enchanted with a form of permanent *continual light*. Most of the azurite is laced with granite, quartz, and other impurities, making it worthless as treasure. However, for every ten rounds a character searches the mountains or rubble, there is a 20% chance of finding a chunk of pure azurite with a value of 10-60 stl.

If the party explores the base of the mountains, they find patches of white fibrous plants resembling cotton bolls growing in tangles of tough vines. These plants grow naturally in this area and have no special properties or monetary value.

**C. Fungi.** This area is densely filled with orange mushrooms, ranging in height from a few inches to over 100 feet. The mushrooms smell vaguely of cinnamon. The floor is a solid carpet of spherical orange spore balls, each about the size of a grapefruit.

It is impossible to move through this jungle of mushrooms without touching a spore ball. The slightest touch causes a spore ball to burst, spraying orange spore dust in a five-foot-radius area. The dust smells of cinnamon and is slightly greasy to the touch. The mushrooms, the spore balls, and the spore dust are edible; characters who eat them suffer no ill effects.

**D. Dead Dragon.** About 30 yards inside the mushroom jungle is the corpse of an adult red dragon. To characters viewing it from the perimeter of the jungle, the corpse is visible as a huge reddish mound.

If the characters investigate, they see several areas on the dragon's body covered with the orange spore dust. The dust has eaten gaping holes in the dragon's body. On the dragon's underside, the dust has eaten deep into its belly, dissolving most of its internal organs.

The dust inflicts damage only on red dragons; to all other species, including other types of dragons, it is harmless. This red dragon came here two days ago looking for something to eat when the bursting spore balls debilitated and eventually killed it.

If the characters deduce the nature of the spore dust, they may take some to use against red dragons. The dust can be packed into balls, much as soft snow can be packed into snowballs. A red dragon struck with a ball of dust suffers 1d4 points of damage per round; unless the dust is cleaned off with alcohol, the dragon continues to suffer 1d4 points of damage per round until dead. The effects are cumulative; that is, a red dragon struck by four balls of dust suffers 4d4 points of damage per round.

**E. Secret Entrance.** This is a 50-foot-diameter entrance to a



passage leading to the secret infirmary of the good dragons (see the "Dragon infirmary" section). The entrance is half-way up the eastern side of a 3,000-foot mountain and is enchanted by a permanent hallucinatory terrain spell to make it appear to be solid azurite.

If the party enters this passageway, continue with the "Dragon Infirmary" section.

**Note to the DM.** Presumably the party is led to this passageway by Terrilyn (see encounter 2). It is extremely unlikely that the characters can locate the passageway themselves; not only is it hidden deep in the mountain range, the *continual light* of the azurite will likely make *detect magic* and similar spells difficult to interpret.

## Dragon Infirmary

This section begins once the party has entered the secret passageway in the Azurite Mountains (area E in encounter 14).

**Note to the DM.** The following assumes that Terrilyn (from encounter 2) has led the party to the passageway and stays with them. If Terrilyn has been killed, see the "Troubleshooting" section at the end of this chapter for suggestions on how the party might locate the infirmary without her and what changes might be necessary in the text. Also consult the "Troubleshooting" section if the party has not yet located Terrilyn and has somehow managed to locate this passageway on their own.

**Golden Guardian.** Terrilyn leads the party through the hallucinatory terrain disguising the entrance to the passageway on the side of a peak in the Azurite Mountains (area E in encounter 14). If necessary, Terrilyn carries the party two at a time on her back to reach the entrance.

The entrance is a 50-foot-diameter cavern carved into the mountain side. Like the rest of this area, the cavern glows and sparkles with a dim blue light. A passage in the back of the cavern winds deep inside the mountain. If the party has the *skyboat*, Terrilyn tells them to leave it here. "It will be safe," she says. "We can go the rest of the way on foot."

Terrilyn leads the party down the winding passage for about 100 yards. As the party rounds a bend, a huge gold dragon steps out of a shadowy alcove and stands defiantly before them. One of the dragon's arms hangs limply at his side. The arm and part of his tail have been carefully wrapped in a crude bandage of white vines and fibers.

The gold dragon sees Terrilyn and smiles. "Terrilyn," he says gently. "It is good to see you again. Your mission, I take it, was successful. And who is this with you?"

Aric (ancient gold dragon): AC -2; MV 12, FI 30; HD 10; hp 80; THAC0 11; #AT 3; Dmg 1d8/6d6/1d8; SA breath weapon (fire in a 90 yard x 30 yard cone or chlorine gas in a 50 yard x 40 yard x 30 yard cloud), *polymorph* three times per day, spells; AL LG; Spells: *detect good*, *magic missile*, *invisibility*, *speak with animals*, *fireball*, *lightning bolt*, *fire shield*, *ice storm*, *cone of cold*, *passwall*, *part water*, *anti-magic shell*

A majestic 50-foot-long dragon, Aric is guarding the passageway from intruders. He left his home on Krynn several weeks ago to help defend the portal from Artha and her minions, injuring his arm and tail in a recent skirmish with them.

Aric is proud, extremely intelligent, and even-tempered. A fearless warrior, he would willingly sacrifice his life for the cause of the good dragons. (Those participating in the first adventure, *In Search of Dragons*, will likely remember Aric from the battle at the Peak of Clouds.)

If the party met Aric before, they recognize him immediately. "Hold," Aric says to Terrilyn. "I know these people." He steps forward to confirm their identities. His eyes brighten. "Fate has brought us together again, my friends," he says. "It is good to see you are well."

If the party hasn't met Aric before, Terrilyn introduces

them and explains how they have assisted her. "You are very brave," Aric says, then introduces himself. "I knew others like you on Krynn. Without their courage, I might have died at the hands of Artha and her minions. I am grateful to the gods that you have come."

After speaking with the PCs, Aric eyes Khadra and Euel suspiciously. "I know this draconian," he says, his anger rising. "And a kodragon, like the one who betrayed us." Aric turns to the PCs. "Why are they with you?" he demands. "Explain!"

Aric listens patiently to the PCs' explanations; if the PCs offer no explanations, Aric insists that Euel and Khadra stay behind in the entrance cavern, and the party can retrieve them later. If the PCs explain how Khadra and Euel have been helpful, Aric says they may come with them, but that the PCs are responsible for their actions. (If Khadra and Euel are allowed to come, they cooperate and stay quiet.)

**Infirmary Cavern.** Aric leads Terrilyn and the party through the passageway deep into the mountain. If the PCs ask questions along the way, Aric asks for their patience. "All will be explained in time."

Eventually, the passageway opens into a vast cavern nearly 100 yards in diameter with a ceiling 50 yards high. Thick stalagmites and stalactites grow from the floor and ceiling, all made of glowing azurite that bathes the cavern in soft blue light. The dim outlines of dragons can be seen in the shadows, some of them thrashing in pain, others lying deathly still. The sounds of labored breathing and gasps of agony echo in the darkness. The scent of blood and decay hangs heavy in the air.

"This is the infirmary where we bring our wounded," says Aric. "The battles have been brutal. Few will survive."

As the PCs' eyes adjust to the dim light, they see the extent of the devastation. In one alcove, a young brass dragon, his skin shredded to flaps of tissue, huddles against the motionless, bloody body of a young bronze dragon. In another alcove, a huge copper dragon lies wheezing in a nest of white vines, her face completely wrapped in crude bandages. An adult gold dragon with a missing back leg takes a few hobbling steps, then collapses shrieking against a stalagmite.

In all, there are perhaps two dozen dragons with bloody flesh and twisted limbs crowding against the cavern walls, some shivering uncontrollably, some gasping for breath, others not moving at all.

"Only a handful of the good dragons who came to Lunitari are still alive," says Aric. "Our losses have been staggering. But we are determined to fight to the last."

Aric turns to the party. "You know of the bond that binds good dragons and good people," he says to them. "You have seen it work. With your help, we might still have a chance."

"Will you fight with us? Look around before you answer—understand the consequences of your decision."

If the PCs hesitate to help, see the "Troubleshooting" section at the end of this chapter. If they agree, Aric thanks them, then says they must begin making plans.

Aric turns to the darkness of the cavern. "Karlox! Steel-Eye! Prashah!" he booms. "Come!" A moment later, three huge dragons—one gold, one bronze, and one copper—stride from the shadows.

Continue with the "Discussion with the Dragons" section.

**About the Dragons.** Following are descriptions, personality notes, and statistics for the dragons Aric has summoned. Some of these dragons may be familiar to the PCs.

Karlox, young adult bronze dragon: AC 0; MV 9, FI 24; HD 9; hp 36; THAC0 11; #AT 3; Dmg 1d6/4d6/1d6; SA breath weapon (100 yard x 5 yard bolt of lightning or 20 yard x 30 yard x 30 yard gas cloud that repulses affected creatures for six rounds if they fail a saving throw vs. dragon breath), spells; AL LG; Spells: *magic missile*, *comprehend languages*, *continual light*, *detect invisibility*



A born warrior, Karlox is an impulsive, aggressive, and hot-tempered bronze dragon who prefers action to discussion. Karlox respects the courage of people, though he hardly accepts them as equals. (Those who participated in the first adventure, *In Search of Dragons*, should remember Karlox from the battle at the Peak of Clouds.)

Steel-Eye, ancient gold dragon: AC -2; MV 12, FI 30; HD 10; hp 80; THAC0 11; #AT 3; Dmg 1d8/6d6/1d8; SA breath weapon (fire in a 90 yard x 30 yard cone or chlorine gas in a 50 yard x 40 yard x 30 yard cloud), *polymorph* three times per day, spells; AL LG; Spells: *detect good, magic missile, invisibility, detect invisibility, fireball, lightning bolt, fire shield, ice storm, cone of cold, passwall, disintegrate, project image*

Steel-Eye has served as a guardian of the cloud city of Cirulon for centuries. A shrewd and fearless fighter with a nasty sense of humor, he is a veteran of countless military operations, losing an eye and a leg in the process. Both the eye and the leg have been replaced by steel substitutes. (Those who participated in the second adventure, *Dragon Magic*, may remember Steel-Eye from their experiences in Cirulon.)

Prashah, very old copper dragon: AC 1; MV 9, FI 24; HD 8; hp 56; THAC0 13; #AT 3; Dmg 1d4/5d4/1d4; SA breath weapon (70 yard x 5 yard acid discharge or 30 yard x 20 yard x 20 yard cloud causing *slow* on any creature failing a saving throw vs. dragon breath), spells; AL CG; *light, magic missile, read magic, invisibility, mirror image, stinking cloud, fireball*

Prashah is from a mountain cave in a remote area of Sanctis. Her contacts with the races of Krynn have been minimal; she regards people with a mixture of curiosity and suspicion. She is more comfortable with smaller physical types such as elves, than, for instance, male human warriors. Though soft-spoken and hesitant to offer her opinion, she is a fierce fighter, virtually without fear.

### Discussion with the Dragons

"There are only a few of us healthy enough to fight," says Aric to the party as Steel-Eye, Karlox, and Prashah approach. "There are two others occupied elsewhere who will join us shortly."

If the PCs have met Steel-Eye, he recognizes them immediately. "My old comrades!" he snorts. "You've come back for more!" He sticks his snout in the party's faces and opens his jaws wide; the PCs feel his hot, moist breath on their skin. "See there?" he says, tilting his head so the party can see an empty tooth socket. "Healing nicely, don't you think?" (Steel-Eye is referring to the sore tooth he asked the PCs to pull when they first met in Cirulon in the *Dragon Magic* adventure.)

If the PCs have not met Steel-Eye previously, Aric introduces him. Steel-Eye sticks his snout in their faces and sniffs them. "Ah," he says, "People from Krynn! I had some of you for dinner once. Very tasty. Nice and tender." Steel-Eye waits for the party's reaction, then snorts a laugh. "A joke, my friends!" he says. "It's good to have you with us."

If the PCs have met Karlox, he settles down beside them. "You are still alive," he says, both surprised and impressed. "Admirable. I never expected to be in the company of people from Krynn by choice, let alone fight beside them. Life holds many surprises." If the PCs respond, Karlox ignores them.

If the PCs have not met Karlox, Aric introduces him. "I have fought with others of your kind before," he says. "Considering their species, they did reasonably well. We'll see how you measure up."

Aric then introduces the party to Prashah. Prashah nods, but says nothing. She keeps her distance from the party, eyeing them curiously.

If Khadra and Euel are with the party, Karlox demands to know what they're doing here. "Do you know who this is?"

Karlox snarls incredulously to Aric. "The foul lizard we destroyed on Krynn! Why is it here?"

"And the kodragon," says Steel-Eye. "A kodragon betrayed us on Cirulon. You'd better explain."

Aric defers to the PCs, explaining that they have agreed to be responsible for the actions of Khadra and Euel. The PCs must convince a skeptical Steel-Eye and Karlox that Khadra and Euel intend no harm. If the PCs offer no explanations, Karlox insists they leave the infirmary (Euel and Khadra must wait in the entrance and the party can retrieve them later). If the PCs explain how Khadra and Euel have been helpful, Karlox and Steel-Eye reluctantly agree that they can stay if the PCs keep their eyes on them.

Following the introductions, Aric suggests they bring the party up to date. Aric asks the PCs what they know of the crisis facing the good dragons. Though by now the PCs should have a fairly good understanding of the crisis, Aric fills them in as necessary, telling them about the origin of Artha, her relationship to Takhisis, her search for the portal to the plane of the Astral Dragon, her discovery of the portal on Lunitari, and the potential threat to all good dragons if Artha succeeds in defeating the Astral Dragon.

Aric says that the portal to the plane of the Astral Dragon is located in a cavern deep beneath the surface of Lunitari. The battle has been raging there for days, and it has not been going well for the good dragons. However, one factor in their favor was the mysterious appearance of a barrier of enchanted crystal that blocked Artha's access to the portal. Aric doesn't know where the crystal barrier came from—the gods, perhaps—but is thankful for its appearance. "It has forced Artha to divide her forces," he says. "While half of her minions have engaged us in combat on one side of the battlefield, the rest have been occupied trying to break the crystal barrier on the other side." Aric says the minions' assaults on the barrier have so far been minimally effective, but that the crystal was beginning to crack and would not last indefinitely.

"Of late," continues Aric, "our efforts to defend the portal have been thwarted by a blockage of the entrance to..."

Karlox interrupts. "You are revealing a secret we have guarded for eons," he says.

"If we can't trust them, then what is the purpose of this union?" says Prashah, speaking for the first time. "Besides, the portal is hardly a secret now. Continue, Aric."

Aric continues. The entrance to the underground cavern of the portal, he explains, is a small crater marked by a golden pillar, located in a plain of craters southwest of the infirmary (see encounter 12). Buried in the sand at the top of the golden pillar is a red ruby sphere connected to a cord that runs the length of the pillar. The red sphere keeps the entrance open. Like the portal itself, the red sphere was put in place by the Astral Dragon.

"But as of a day ago, the entrance has sealed," says Aric. "This can only mean that the sphere has been stolen. We have no idea how this could have happened. We are certain that Artha and her minions are unaware of the existence of the sphere. No good dragon would have taken it."

Without the sphere in place, says Aric, they have no way of returning underground to the site of the portal battle. "None of us have yet investigated the pillar or the crater entrance," he says. "Once we leave here, that will be our first order of business."

If the PCs have been to the area described by Aric (encounter 12), they may wish to share their observations about the black dragons, the broken cord, and the footprints in the sand. Aric and the dragons listen to the PCs carefully, but say nothing.

**Additional Discussion.** During the discussion with the dragons about the portal and the missing sphere, the PCs may question the dragons about other topics. Following are

their responses. Unless specified otherwise, Aric speaks for the dragons.

**What are the white plants at the base of the Azurite Mountains?** The PCs may have noticed these plants in encounter 14. Aric explains they grow naturally on Lunitari and are similar to cotton plants on Krynn. The dragons have made bandages from these plants.

**What is the red fungi?** The PCs may have seen the red fungi in area D of encounter 14. Aric says the fungi are edible. If the PCs tell them about the dead red dragon (area E of encounter 14), Aric looks interested. If the PCs have a sample of the spore dust, Aric examines it, then passes it to Prashah. Prashah says it is possible that red dragons have an extreme allergic reaction to the dust. If so, it could be used as a weapon against them. (She's right.)

If the PCs don't have a sample of the dust but did see the dead red dragon, Prashah asks for a PC volunteer to take her there. If the PCs agree, Prashah takes one or two PC volunteers on her back to the fungus jungle (area E of encounter 14), studies the red dragon body, and comes to the same conclusion about the allergic reaction. She encourages the PCs to gather balls of spore dust to use as weapons against any red dragons they may encounter later. She and the PCs then return to the infirmary to tell the others of her conclusions.

**What is the blue fungi?** The PCs may have seen the blue fungi in area C of encounter 10. Aric says it acts as both a poison and healing medicine for people, but has no effect on dragons. He is not certain about its effects.

**What is the steel sphere? What do you know about the wizard in the sphere? Who are the man and the woman in the rainbow garden?** The dragons know nothing about the other encounter areas. If asked, the dragons decline to investigate these areas, saying there is no time to waste.

**What is the blue spot circling Lunitari? Is Zeboim here?** The PCs may have seen the blue spot as a result of a random encounter (the same spot Khardra identified as "Zeboim" on their way to the moon). Aric dismisses the spot as a harmless natural phenomenon. As far as he knows, Zeboim is not involved.

**What exactly is the Astral Dragon?** Aric hesitates. "We have sworn an oath of honor not to reveal this information," says Prashah. She will not elaborate.

## Meeting Linsilee

The discussion with the dragons is interrupted by the approach of a female elf and a huge gold dragon following obediently behind her. The elf is trim and muscular and has light blond hair and hazel eyes. She wears a short leather smock and has a birch bow and quiver of birch arrows slung over her shoulder. The gold dragon's underside is criss-crossed with deep scars.

"The others of our group approach," says Aric to the party. "Perhaps you know them?"

Linsilee: See Appendix 1 for statistics.

Crey (adult gold dragon): AC -2; MV 12, FI 30; HD 12; hp 60; THACO 9; #AT 3; Dmg 1d8/6d6/1d8; SA breath weapon (fire in a 90 yard x 30 yard cone or chlorine gas in a 50 yard x 40 yard x 30 yard cloud), *polymorph* three times per day, spells; AL LG; *magic missile, shield, ray of enfeeblement, stinking cloud, fireball (x 2), ice storm, minor globe of invulnerability*

Linsilee is a wild elf from Dovestone, who renounced her people for their exploitation of animals and has since devoted herself to defending and protecting all creatures of nature. She is brave, quick-witted, and a strict vegetarian, referring to all others as "meat-crunchers." Crey is her dragon companion, rescued and nursed back to health after Linsilee saved her from an ambush of ogre dragon hunters. Crey is trusting, friendly, and fond of all of Krynn's races, es-

pecially humans and elves. (Those participating in the first adventure, *In Search of Dragons*, might have met Linsilee in the forests of Estwide.)

Linsilee looks grim. "I couldn't save your friend," she says to Aric. "His neck was cracked. They did a good job on him."

"Thank you for trying," says Aric. He motions to the party. "Help has arrived. Perhaps our fortunes will change."

If the PCs have met Linsilee, she looks them over and her face brightens. "The meat-crunchers!" she exclaims. "Why aren't you home with a big bloody steak?"

If the PCs haven't met Linsilee, she extends her hand in friendship. "I'd been hoping to get some help from home," she says. "It's good to see a face without scales on it."

After Linsilee introduces Crey to the party, Aric explains that Linsilee had assisted the good dragons in the battle at the Peak of Clouds (which the PCs will recall if they participated in *In Search of Dragons*).

Recognizing Linsilee's skills as a caregiver, Aric brought her and Crey to Lunitari to assist in the infirmary. "She has been a tireless and selfless worker for us," he says.

Aric tells Linsilee that the party has been brought up to date regarding the battle for the portal. "They've been told about the missing red sphere," he says to her. "Do you have any thoughts?"

"No," replies Linsilee bluntly.

The dragons say nothing. What happens next depends whether the PCs confront Linsilee with evidence about the elf footprints on top of the golden pillar.

**If the PCs confront her.** Continue with the "Confrontation" section.

**If the PCs say nothing.** After a few moments of uneasy silence, Crey asks to see the party in private. Crey confesses to the party that it was Linsilee who took the red sphere just over a day ago when she and Crey slipped out of the infirmary, allegedly to get more of the cotton plants. "I knew it was wrong," says Crey. "But she insisted, and said she had good reasons. I was afraid to say anything. But you've got to tell them." Crey has nothing else to add.

If the PCs confront Linsilee when they rejoin the group, continue with the "Confrontation" section below. If the PCs drag their feet or beat around the bush, Crey abruptly confesses that it was Linsilee who took the sphere. Continue with the "Confrontation" section.

## Confrontation

When confronted with the evidence of the footprints or a suggestion that an elf might have taken the sphere, Linsilee flatly admits, "I did it. And I'd do it again."

The dragons are shocked. Karlox moves toward Linsilee, growling, "I should kill you for this."

"Then do it now," Linsilee says defiantly. "You'll never find the sphere."

"Tell us why you did this," says Aric.

"There's been enough killing already," says Linsilee. "There will be no more."


Karlox moves closer, but Aric restrains him. "No violence!" he commands. "Back away." Karlox stares angrily at Aric, but does what he's told.

"Speak to her," Aric says to the PCs. "She is one of your kind. Make her listen." Aric asks the other dragons to allow the party to speak privately with Linsilee. The dragons reluctantly withdraw, leaving Linsilee alone with the party.

It is up to the DM to determine whether or not the PCs convince Linsilee to cooperate. Threats or physical violence won't work, but certain spells, such as *ESP* could come in handy.

If asked to defend her actions, Linsilee stubbornly insists that all life is sacred and she will not be a party to more killing by allowing access to the battlefield. However, if the PCs are





sincere and reasonably eloquent, Linsilee softens; she is particularly affected if the PCs argue that (1) by not cooperating, she is allowing evil to flourish, (2) sacrificing a few lives now may save many more later, or (3) there may be consequences of enormous magnitude if the Astral Dragon is threatened. (If the PCs do a poor job or are otherwise unable to convince Linsilee to cooperate, see the "Troubleshooting" section at the end of this chapter.)

Assuming Linsilee agrees to cooperate, she recovers the red sphere from a crevasse near the entrance to the infirmary and hands it to Aric. "We shall speak no more of this," says Aric. "We have things to do."

### Aric's Plan

Aric calls the party and the dragons together. "Our strategy is simple," he says. "We will fight with our friends from Krynns as teams, each team consisting of a dragon and one or two riders. We will decide the teams now and leave as soon as possible." Aric answers any of the PCs' questions, then proceeds with the battle preparations.

### Battle Preparations

The following preparations must be made before the PCs and good dragons leave for the crater leading to the portal cavern (encounter 12).

**Selection of Riders.** This is largely up to the PCs. The following restrictions apply:

1. Dragons available for riding include Steel-Eye, Aric, Crey, Prashah, and Karlox. If Terrilyn came to the infirmary with the party, she is also available (her statistics are given in encounter 2). To help the PCs make their decisions, the dragons reveal their spells and special abilities. Steel-Eye says he has an injury that somewhat restricts his vision and may affect his ability to accurately attack. Aric reveals that his injuries might restrict his ability to stay airborne, particularly in combat situations.

2. If there are enough PCs, all dragons have at least one rider. If there are more PCs than dragons, no more than two PCs can ride the same dragon. If there are more dragons than PCs, the extra dragons fly solo.

Khadrha counts as a rider, but the dragons do not allow him to ride by himself; he must ride with one of the PCs. If the PCs resist taking Khadrha, he says that only he has the power to stop Artha (not exactly true, but Khadrha believes it, and Euel says he believes it as well).

Linsilee also wants to go. She counts as a rider, and can ride solo if necessary.

3. Steel-Eye, Terrilyn, and Aric prefer PC riders with whom they have fought before (in either the *In Search of Dragons* adventure or the *Dragon Magic* adventure), but they allow any PC to ride them. Karlox insists on picking his own rider; he prefers a human male fighter or the best PC fighter (the DM's choice). Prashah prefers a female elf, but allows anyone to ride her. Crey has no preference.

4. Ordinarily, dragons are reluctant to allow dwarves or kender to ride them, but they make an exception in this situation. Karlox allows a kender or dwarf rider only if there is no other choice.

5. Linsilee brought four of the saddles she constructed from woven vines (these were made for the Peak of Clouds combat in the *In Search of Dragons* adventure). Two of the saddles have stirrups, two don't. Additionally, Steel-Eye brought a special leather harness from a Cirulon museum (one was also used in the *Dragon Magic* adventure). The harness adjusts to strap two characters on the same dragon. Each vine saddle seats one character. The PCs can distribute the saddles as they see fit.

**Determining Chance of Falling.** In the heat of battle, a PC

has a chance of falling off his dragon. The base chance of a PC falling from his dragon is 70%; this presumes that the mount is participating in combat and that the PC's hands are free to use a weapon. The base chance is modified as follows:

- 50% if rider has a proficiency in airborne riding (in the appropriate category).

- 10% if the rider has ridden this particular dragon before (in a previous adventure).

- 10% if riding Aric, Karlox, or Steel-Eye.

- 10% if rider is using a vine saddle.

- 20% if rider is using a vine saddle with stirrups.

- 02% per each point of rider's Dexterity and Strength above 12 (considering 18 as maximum Strength).

- +02% per each point of rider's Dexterity and Strength below 12.

- + 10% if riding Terrilyn or Prashah.

All modifiers are cumulative. A PC's chance of falling cannot be more than 90% or less than 10%. PCs using the leather harness have no chance of falling and can ignore these rules.

### Special Rules

The following rules are in effect when the PCs and the good dragons are engaged in combat.

1. To coordinate their efforts, Aric has ordered the dragons to obey all commands given to them by their riders; the dragons move, attack, and cast spells as ordered by the PCs. Both the riders and the dragons may attack in the same round, not necessarily at the same targets. PCs attack with their regular weapons.

Khadrha fights in the same round as his co-riding PC and their dragon. Khadrha always attacks with his trident (or other weapon supplied by the PCs). If Khadrha is not within range, he does not attack. He always attacks the PC's opponent and will never attack a PC or a good dragon.

Euel never engages in combat. He flies alongside the group, but stays out of range, plane shifting to safety if necessary.

2. Once the fighting begins, a PC's chance of falling is checked every six rounds. The DM may increase or decrease the frequency of these checks as he sees fit. For instance, checks might occur less often if a grounded dragon is not under attack. Checks might occur more often if an airborne dragon is fighting several opponents.

If the dragon is on the ground when the PC falls, there is a 50% chance the PC suffers 1d4 points of damage. The dragon remains stationary if it loses its rider, but continues to defend itself with its claws or breath weapon at targets within reach. It takes the PC one round to remount.

Falling PCs generally land in the moon crust, which somewhat reduces the impact. If landing in the moon crust, the PC suffers 1d4 points of damage for every ten feet he has fallen. If landing on a harder surface, such as granite, the PC suffers 1d6 points of damage for every ten feet he has fallen.

An airborne riderless dragon immediately descends to the ground, defending himself if necessary as described above. It takes a PC one round to remount.

4. There is a chance that Karlox ignores any given command from his rider. Every round, roll 1d6; on a roll of 1, Karlox ignores his rider and attacks with his breath weapon or claws at a target directly in front of him, or he charges forward for his full movement allowance. The DM chooses Karlox's action.

5. Because of an injury to his good eye, Steel-Eye makes all his attacks with a penalty of -1 to the attack roll. Because of his arm and tail injuries, Aric cannot remain airborne for more than five consecutive rounds while engaged in combat. After this period, he must rest for one round on the ground.

## Leaving the Infirmary

When the teams have been determined, Aric instructs the PCs to secure their saddles and mount up while Linsilee makes a final check of the wounded dragons.

Aric leads the group back to the entrance cavern of the infirmary (area F of encounter 14). If Euel and Khardra were left here, the dragons pick them up; the PCs can fill them in on the way. The dragons then take to the sky, heading southwest to the golden pillar.

## Replacing the Sphere

Refer to Lunitari Detail Map 10.

The dragons approach the golden pillar (D) from the north-eastern corner of the map. If the black dragons are still present, they attack as explained in encounter 12. The black dragons direct their attacks against the good dragons, not their riders.

Assuming the black dragons are defeated, Aric, his riders, and the dragon carrying Linsilee land in the plateau at the top of the golden pillar. Aric asks a PC to touch the red sphere to the broken cord. The sphere immediately re-attaches. Aric asks the PCs to cover the hole with sand.

Aric then leads the group to a small crater west of the pillar (E). The interior of the crater appears to be a flat surface of lunar crust, but is actually hallucinatory terrain caused by the replaced ruby sphere.

Before the group enters the crater, Aric gives them a final briefing. "The cavern containing the portal is about a mile beneath the surface," he says. "We have no idea what will be waiting for us, so I suggest we move as silently as possible." Aric says there is an area at the end of the passageway from which they can observe the battlefield in a concealed position. From there, they can formulate their plan of attack.

Steel-Eye asks Aric about the current status of the battle. "A few days ago, there were about two dozen good dragons on the battlefield, and perhaps half again as many evil dragons," replies Aric. "Of course, that was before the entrance was sealed. That's the last information we have."

If there are no questions from the PCs, Aric leads the group through the hallucinatory terrain of the crater. The passageway is circular, about 50 feet in diameter, and winds deep below the moon's surface. It is dark and silent.

## Fallen Comrade

Refer to Map 12 for this part of the adventure.

After the group has traveled about  $\frac{3}{4}$  mile, Aric stops and cocks his head, sniffing the air. "Blood," he whispers. "Just ahead."

Aric cautiously continues down the passageway. There are no sounds or any other signs of life ahead. Aric stops again when he reaches a branch in the passageway. "That smell," he whispers. "I recognize it. We must hurry!"

Aric leads the group through the west branch of the passageway to a large cavern (area 1). Sprawled on the floor is the bloody body of a huge gold dragon. Lying beside him are the battered remains of a muscular human male with flowing gray hair, dressed in elaborate golden armor. He still clutches a golden shield in one hand and a long silvery lance in the other. The armor and the shield bear the designations of the Solamnic Knights of the Rose.

The dragons all seem to recognize the bodies. If the PCs ask about them, Aric says the man is Lorin Starrose, and the dragon's name is Dusk. "They arrived unannounced to help us weeks ago," says Aric. "They were magnificent warriors." If any of the PCs succeeds in a Wisdom check, he recognizes the name of Lorin Starrose, a fearless Knight of the Rose from Solace and self-proclaimed champion of dragons who disap-

peared from Krynn nearly two decades ago.

Aric points out that the bodies are covered with teeth and claw marks. The bodies have been ravaged to such an extent that *resurrection* or similar spells are useless. "Artha's dragons did this," Aric says.

"If Lorin and Dusk fell to them..." Aric doesn't finish his sentence.

Aric turns to the PCs. "We must avenge their deaths," he says. "Take their equipment."

The PCs can distribute the knight's equipment among themselves as they see fit. The armor is battered and useless, but they may take the 16-foot-long silvery lance, the harness that secures the lance to the dragon, and the golden shield. In his belt is an eight-foot-long flail, also made of silvery metal.

The lance is a 16-foot *dragonlance*. The head is sharpened to a fine edge with small barbs protruding from the sides. This particular lance inflicts 2d4 + 1 points of damage to man-sized foes and 3d6 points of damage against larger targets. If the wielder is mounted on a dragon and is using the weapon against a dragon, it inflicts damage equal to the hit points of the wielder plus those of his mount. If the wielder is not mounted on a dragon, it causes normal lance damage. It has an additional +2 bonus to the attack roll when mounted on a dragon. The mounted *dragonlance* is ineffective on mounts smaller than dragons because of its weight.

The adjustable harness enables the *dragonlance* to be mounted on a dragon of young age or older. The harness secures two riders and may be used instead of Linsilee's vine saddles. Characters secured in the harness have no chance of falling.

The flail is a *dragonflail* made from the same silvery metal as the *dragonlance*. It causes 2d4 points of damage against opponents other than dragons. Against dragons, it inflicts damage equal to half the hit points of the wielder plus those of his mount, rounded up (for instance, a 15 hit point fighter on a 40-hit point dragon inflicts 28 points of damage when the *dragonflail* strikes a dragon). The *dragonflail* has a +1 bonus to its attack roll against dragons.

The shield is similar to the legendary Shield of Huma. It is considered a medium *shield* +2, +3 vs. *dragons*. It magically protects its wielder so that a successful saving throw vs. breath weapon causes no damage and a failed saving throw results in only half damage.

## THE PORTAL CAVERN

### The Approach

The passageway eventually opens into a vast cavern. Aric leads the group to a ledge about 100 feet from the cavern floor (area 2). The ledge is concealed in the shadows so the group can observe the cavern unseen.

The cavern is about 500 feet long with a ceiling 250 feet high. The walls are sheer stone; the group's vantage point is the only ledge. The floor is mostly red lunar dust, with a gray dust river to the southwest and a sea of yellow sand to the north. Stalactites and stalagmites of black stone extend from the ceiling and floor.

The air is heavy with the odor of death. Ripped and broken dragon bodies of every color litter the floor. A few evil dragons are still standing in the cavern. There are no living good dragons.

The southern wall is solid blue crystal, glowing with a blue light that bathes the entire cavern. Dozens of skeletons with pick-axes are chopping at the wall, but they aren't making much progress. The ghostly image of an obese toad-like woman shrouded in dark fog and dressed in tatters of black silk floats restlessly over the heads of the skeletons. The



ghostly woman is Artha.

Artha: See statistics in Appendix I.

As the group studies the cavern, use the information in the following "Battlefield Features" and "Evil Minions" sections to describe what they see. When the PCs are ready to attack, proceed to the "Battle for the Portal" section.

### Battlefield Features

Be sure to use indoor movement rates and dimensions for dragon breath weapons.

Only the major stalactites and stalagmites are indicated on the map; they are solid granite, about 25 feet in diameter, and about 100 feet long. The crevasse is about 20 feet wide; the sinkhole is about 50 feet across. The dust river is only a few inches deep and has no special properties. Assume that dragon corpses of all colors are everywhere; none of the dead dragons can be resurrected and none have treasure.

Other features keyed to the map:

**3. Sand Pit.** This pit contains several feet of yellow sand. Characters won't sink in the sand, but their movement rate is cut in half when moving through it.

**4. Granite Plateaus.** These are plateaus of solid black granite. They have sheer walls and are about 50 feet in diameter and about 50 feet high.

**5. Crystal Barrier.** This wall of solid crystal blocks the portal to the plane of the Astral Dragon. The wall is nearly 50 feet thick and is enchanted by a special permanent **wall of force** spell. The wall is vulnerable to magical weapons; each hit by a magical weapon chips away a small sliver of crystal. Each chip magically regenerates and "heals" in 1d4 days' time. (Aric tells the PCs that the portal to the plane of the Astral Dragon is behind this barrier.)

### Evil Minions

Following are descriptions, statistics, and battle tactics for the evil minions in the cavern. The numbers indicate their locations on the map. Aside from the PCs' group and Artha, these are the only surviving creatures in the cavern. From their vantage point (area 2), the PCs can see all of the minions, but obviously won't be able to determine their abilities or tactics until combat begins.

**6. Arachok and Kizmi.** Sub-adult blue dragons: AC 2; MV 9, FI 24; HD 10; hp 30 each; THAC0 11; #AT 3; Dmg 1d6/3d8/1d6; SA breath weapon (bolt of lightning in a straight line, 5 feet wide by 100 feet long); AL LE

The brothers Arachok and Kizmi begin atop two plateaus as indicated on the map. They work as a team, attempting to attack an enemy from opposite sides. They first attempt two breath weapon attacks from the plateau, then swoop to attack with their claws and bite. If one is killed, the other becomes so upset that all of his subsequent attacks are made with a -2 penalty to the attack roll. If the survivor is reduced to half or less of his hit points, he begs for mercy from his attacker. If mercy is granted, the survivor flies out the passageway, never to be seen again. Otherwise, he fights to the death.

**7. Skorch.** Adult red dragon: AC -1; MV 9, FI 24 but see below; HD 9; hp 40 (reduced from wound); THAC0 11; #AT 3; Dmg 1d8/3d10/1d8; SA breath weapon (cone of fire 90 feet long with 30-foot-diameter base), spells; AL CE; Spells: *magic missile* (x 2), *detect invisibility* (x 2), *fireball*

Skorch has a badly wounded wing, making flight painful. She refrains from flying except when absolutely necessary, and can then remain airborne for no more than three consecutive rounds; when in flight, all of her attack rolls suffer a -3 penalty. She alternates breath weapon attacks with spells (*magic missile* and *fireball*) as long as possible to avoid melee combat.

**8. Greenfang.** Sub-adult green dragon: AC 2; MV 9, FI 24; HD 8; hp 24; THAC0 13; #AT 3; Dmg 1d6/2d10/1d6; SA breath weapon (poisonous chlorine gas cloud 50 feet long by 40 feet wide by 30 feet high); AL LE

**Lt. Goz.** Bozak draconian: AC 2; MV 6 (15 when running on all fours and flapping his wings), FI 18; HD 4; hp 18; THAC0 17; #AT 2 or 1; Dmg 1d4/1d4 or 1d6 (short sword); SA spells; SD +2 bonus to saving throws, at 0 hp his bones explode, causing 1d6 points of damage to all within ten feet (no saving throw); MR 20%; AL LE; Spells: *magic missile* (x 3), *levitate* (x 2)

Lt. Goz is Greenfang's draconian rider. They begin their attacks with a *magic missile* spell and a breath weapon, then charge forward to engage in fierce melee combat. If Greenfang is killed, Lt. Goz attempts to escape; if he reaches the exit, he flees out the passageway, never to be seen again. If Lt. Goz is killed, the PCs may search his body to find a short sword, a *dagger +1*, and a bag containing 50 stl and a black diamond worth 2,000 stl.

**9. Bloodwrack.** Adult green dragon: AC 2; MV 9, FI 24; HD 7; hp 35; THAC0 13; #AT 3 or 1; Dmg 1d6/2d10/1d6 or 1d10 (from tailrazor—see following); SA breath weapon (poisonous chlorine gas cloud 50 feet long by 40 feet wide by 30 feet high); AL LE

Bloodwrack's dead Dragon Highlord rider is still strapped to his back, flopping in his saddle. The death of his longtime companion has driven Bloodwrack into a frenzy. He attacks by charging, then engages in vicious melee with his teeth and fangs.

Bloodwrack has a razor-edged steel whip attached to his tail, called a tailrazor, that effectively extends the length of his tail by ten feet. He uses the tailrazor at every opportunity. If the PCs get the chance to search the dead Highlord's body, they find a flask containing two doses of *potion of extra healing* and a pouch with four emeralds worth 1,000 stl each.

**10. Undead Beast.** Reanimated undead beast: AC 6; MV 9; HD 12 + 12; hp 58; THAC0 7; #AT 3; Dmg 2d4+1/2d4 + 1/3d8 or breath weapon (see below); SA victim struck by claw must roll successful saving throw vs. death magic or be flung for an additional 1d20 points of damage, or can trample victim for 3d8 points of damage if victim fails a saving throw vs. death magic—trampled victim must also roll successful saving throw vs. wand or be ensnared in rib cage for 1d4 points of damage from the barbs for each round the beast moves, burning bones (see following); SD unaffected by flame and suffers only minimum damage (1 point plus bonuses) from edged or pointed weapons; turned as a special undead; MR 20%; AL NE

This is identical to the beasts at the cove at the Shores of Death (encounter 2). The beast first attempts to trample and ensnare, then attacks with its teeth and claws. Its bones are molten hot; any character touching a skeleton with his bare hands suffers 1 point of damage. If the skeleton is touched with any inflammable object, such as a wooden staff, the object bursts into flames. *Dispel magic* or similar spells have no effect on the skeleton.

The beast can also attack with its breath weapon, an ice-cold cone of green fire 70 feet long with a base diameter of 25 feet. The beast uses its breath weapon as soon and as often as possible. A character struck by the green fire must roll a saving throw vs. spell. If he succeeds, he suffers 1d6 points of damage. If he fails, he suffers 1d6 points of damage and his bones throb inside his body for the next five rounds; his AC is increased by +1 and all attacks are made with a -1 penalty to the attack roll for that period. These effects can be negated by *dispel magic* or a similar spell, though the PC still suffers the indicated damage.

**11. Curaxa.** Old black dragon: AC 3; MV 12, FI 24; HD 8; hp 40 (reduced due to wound); THAC0 13; #AT 3; Dmg 1d4/3d6/1d4; SA breath weapon (spit acid in a five-foot-wide



stream for 60 feet in a straight line for 2d4 points of damage, but see following); AL CE

Guraxa has severe throat wounds that prevent him from using his breath weapon. Guraxa attempts to engage his opponents in melee combat near the crevasse (see map), hoping his opponents fall in. Guraxa knows the safe places to stand near the crevasse; unless he is pushed, there is no chance that Guraxa falls into the crevasse.

**12. Chopping Skeletons.** Skeletons (75): AC 7; MV 12; HD 1; hp 5 each; THACO 20; #AT 1; Dmg 1d6 or 1d6 +1 (*pick-axe +1*); SD suffer half damage from sharp or edged weapons; unaffected by *sleep*, *charm*, *hold*, and cold-based spells; AL N

These skeletons continue chopping at the crystal barrier (5) throughout the battle. They defend themselves if attacked, then return to their chopping.

## BATTLE FOR THE PORTAL

### Choosing Opponents

After the party has sized up the battlefield, they must plan their attack strategy. Aric points out that Artha never participates in combat, and the skeletons (12) are occupied with chopping the wall; therefore, neither Artha nor the skeletons are of immediate concern.

Aric says they must attack and defeat the six opponents spaced around the battlefield (counting the blue dragons at 6 as a single opponent and the green dragon and his rider at 9 as a single opponent). "When and if we defeat all of the opponents," says Aric, "we can then figure out a way to get through the portal."

Aric suggests that each good team (consisting of a good dragon and its rider or riders) choose one opponent to attack. All teams are to attack their opponents at the same time. When a team has defeated its opponent, that team can assist another team.

"No retreats," says Aric. "We fight to the last."

All of the dragons agree with Aric's plan. Aric listens if the PCs offer an alternative plan, but unless they are extremely convincing, Aric insists they follow his plan as presented.

Since the PCs are giving the orders for their teams, Aric asks them to choose the opponents. Linsilee does not go onto the battlefield; she remains behind on the ledge (area 2). Khardra says he'd like to be on the team facing the draconian (opponent 8). The good dragons have no preference.

There are several factors the PCs might want to consider when choosing opponents. It is up to the DM (speaking through Euel) whether to bring these factors to the party's attention if they don't think of them themselves.

1. As suggested, the team with Khardra might want to tackle opponent 8. (If they do, Lt. Goz is so intimidated by the presence of Khardra that his attack rolls suffer a -1 penalty. Further, if Lt. Goz loses half or more of his hit points, he unstraps himself from Greenfang and attempts to flee out the passageway.)

2. If it was taken from the treasure dome (in Chapter I), the PC with *Wyrmsvenin* might want to tackle the black dragon (opponent 11).

3. Likewise, the PC with the *sword +1, +4 vs. undead* from the treasure dome might want to face the undead beast (opponent 10).

4. A PC armed with balls of orange spore dust (from the fungus jungle in encounter 14 earlier in this chapter) might want to engage the red dragon (opponent 7).

When the opponents have been chosen, the PCs can ready their weapons. At Aric's signal, the teams charge onto the battlefield.

### Battlefield Rules

The following rules are in effect during the battle for the portal (these are in addition to the Special Rules earlier in this chapter):

1. An opponent is considered to be engaged in combat when attacked by a good team. Except for circumstances described in the "Evil Minions" section, the opponents fight to the death.

2. Each opponent has been ordered to protect a specific zone, as indicated by the dotted lines on map 12 (opponent 6 protects zone A, opponent 7 protects zone B, and so on). An opponent will not leave its zone unless engaged in combat. (For instance, assume there are five good dragon teams entering the battlefield who attack opponents 6-10 in zones A-E. This means that opponent 11 has no team to fight. Opponent 11 stays in zone F; it does not join a fight in an adjacent zone, unless the fight spills over into its zone.)

If an opponent destroys the good team that attacked it, the opponent does not assist another opponent. Instead, it stays in its zone until a new good team engages it in combat.

3. An opponent's attack on a good team is always directed against the dragon first; if the dragon is killed, the opponent then attacks the riders. (The evil minions do not intentionally attack Khardra, fearing Artha's wrath if they kill her old boyfriend.)

4. If there are a low number of PCs involved in the battle, it is possible that some of the good dragons are fighting without riders. The DM may either determine the actions of these solo dragons himself, or allow one or more of the players to decide them.

### Battle Events

The following events occur during the rounds specified. The DM is free to have them occur sooner or later if he wishes, but note that the Round 15 event should occur before the battle is over.

**Round 1.** As soon as the good teams enter the battlefield, Artha disappears to let her minions fend for themselves.

**Round 3.** While hiding on the ledge, Linsilee begins shooting blunt birch arrows at the opponent in zone A; if the zone A opponent is dead or concealed, she shoots the opponent in zone B. The arrow attacks cause no damage, but they serve to distract the opponent; the arrows cause the opponent to attack with a -1 penalty.

Linsilee has eight rounds worth of arrows. Because of her elven ability to blend in with her surroundings, opponents cannot determine the source of the arrows.

**Round 5.** A cylinder of solid black granite about 150 feet across begins to rise from floor of the battlefield (in the area bounded by dotted line 13 on the map). The cylinder rises at a rate of 20 feet per round and continues to rise in the following four rounds until it reaches its full height of 100 feet. The cylinder has no apparent magical or special properties; the characters can stand on it just as they would a stone plateau. The evil minions seem surprised by the cylinder's appearance. The powerful magic causing the cylinder to rise cannot be negated by any means available to the characters.

**Round 12.** A roar of thunder can be heard from the passageway leading to the cavern, growing louder with every passing second. Suddenly, an enormous wave of ocean water bursts through the passageway, instantly filling the cavern to a depth of 30 feet. The water smells of decay and rot.

The churning waves sweep any standing characters and minions off their feet; they can take no actions this round. Characters or minions who happen to be airborne or perched on the stone cylinder (13) or on one of the natural plateaus (4) are not affected. All of the skeletons (12) are swept into the water, and bob helplessly on the surface, un-



able to continue their chipping.

All characters swept away by the water have a 20% chance of being smashed against a hard surface and suffering 1d6 points of damage. PCs swept away by the water must also roll successful Constitution checks or suffer 1-2 points of damage from choking on the foul water (dragons are not affected).

The 30 feet of water remains for all subsequent rounds of the battle.

Zeboim is the source of the water, which she sent from Krynn to Lunitari for revenge against Artha, Khardra, the PCs, and anyone else who might have trespassed in her ocean territory. (The water was the spot of blue the party saw following them on their way to Lunitari; they may have also seen the blue spot in orbit around the moon.) The temperamental Zeboim has already lost interest in the affairs of Artha and the others; her involvement ends with this water attack.

**Round 15.** The top of the cylinder (13) begins to glow; dozens of furry kodragons spill out and began soaring wildly throughout the cavern. Simultaneously, the crystal barrier (5) disappears, revealing a glowing, mirror-like portal about four feet in diameter in the center of the wall near the ceiling. This is the portal leading to the plane of the Astral Dragon.

Kodragons (100): AC 5; MV 6, Fl 24; HD 5; hp 30 each; THAC0 15; #AT 3; Dmg 1-2/1d6/1-2; SA breath weapon (10-foot cloud of shrinking gas causes victim to shrink to 5% of normal size, or 10-foot cloud of cancellation of *shrinking gas* that negates the effect of the *shrinking gas* breath weapon; both breath weapons can affect inanimate objects); SD *teleport without error and plane shift* at will; AL N

Unlike Euel, these kodragons are young, healthy, and strong. If the kodragons are attacked, they *plane shift* to safety, then reappear a moment later.

The kodragons seek out the PCs, Euel, Linsilee, and Khardra, ignoring the good dragons and the evil minions. As soon as a kodragon approaches one of these characters, he blasts the character with his breath weapon, shrinking the character to 5% of his normal size.

The kodragon then swoops toward the character, motioning to the fur on his back. "Grab hold!" the kodragon yells to the shrunken character. "Hurry!" If the character grabs hold, the kodragon flies as fast as he can through the shining portal. As soon as he enters the portal, the character loses consciousness. (If a shrunken PC hesitates to go with the kodragon, the nearest good dragon hollers, "Do as he says! He's taking you through the portal!" If necessary, the kodragon picks up the PC in his jaws, *plane shifts* to the portal, then swoops through before the PC can stop him.)

Before the last character is taken through the portal, the cavern fills with the odor of rotten meat. Artha reappears in a shroud of dark fog near the cavern's ceiling. Her body elongates, then sweeps through the portal in a trail of black mist.

The kodragons continue shrinking and carrying characters until Khardra, Euel, Linsilee, and all of the PCs have been taken through the portal. The crystal barrier then reappears to block the portal, and the stone cylinder begins to recede into the ground.

## TROUBLESHOOTING

Here are some tips for handling unexpected problems in this chapter.

**If the party doesn't recover the iron chain link from the crystal chest.** The party has the chance to get this link in the "Legacy of Kerrija" section of encounter 2. Without it, they'll be in for a rough time in Chapter 3. If the party never gets to encounter 2 (meaning that Terrilyn is killed by the undead beasts), consider having the spirit of Kerrija show up at the infirmary (encounter 14), present the chest to the party, and tell them what happened to him and his sister. If the PCs won't open the chest, Euel will do it, pocketing the link if the PCs won't take it.

**If the party doesn't locate Terrilyn.** If the party doesn't make it to the cove in encounter 2, they not only miss the chest with the iron link, they also end up one dragon short when they conduct the assault on the portal cavern. Consider having the spirit of Saramber lead them there.

**If Terrilyn dies.** If Terrilyn dies in the cove battle with the undead beasts (encounter 2), the party will have trouble finding the infirmary (encounter 14). Again, consider having the spirit of Saramber lead them there.

**If Terrilyn brings the party to the infirmary early.** It's possible that the party won't get around to visiting other areas of the moon if they happen to go to the cove (encounter 2), wait there for Terrilyn to finish her prayers, then immediately go to the infirmary (encounter 14). Consider having Linsilee send the party on a couple of errands; for instance, she could ask them to fetch some fruit from the forest in the encounter 6 area, or she could ask them to bring her some water from the pool in the encounter 8 area. This will give the PCs an excuse to do a little more exploring.

**If the PCs find the infirmary without first finding Terrilyn.** This is unlikely, but possible. If so, Aric might send the PCs in the direction of the cove in encounter 2 to see if they can find Terrilyn (the dragons can't go with them as they have patients to care for).

**If the PCs are reluctant to fight with the good dragons.** If the PCs want to attack the minions at the cavern without the dragons, Aric reminds them of the bond between dragons and people, making it clear that if they don't work together, the chances of success are slim.

# CHAPTER 3: THE ASTRAL DRAGON



## DM'S OVERVIEW

This chapter begins immediately after the events in Chapter 2. All events in this chapter take place in the plane of the Astral Dragon.

In this chapter, the PCs should:

- learn the origin of the Astral Dragon and the fates of Artha and Khardra.
- attempt to thwart the plan of Takhisis that threatens the dragons' future.

The adventure continues with the "Awakening" section.

## DM'S BACKGROUND

### BIRTH OF THE ASTRAL DRAGON

The first dragons were Deion and Procene, a mated pair given immortality by the gods. Deion, the male, had evil tendencies, and Procene, the female, had good tendencies. Together they were a perfect balance, the personification of neutrality.

Deion and Procene were directed to give birth to a race of dragons that the gods would adopt as their own. Thus were created early archetypes of black, red, and other dragons of evil alignment, along with gold, silver, and other dragons of good alignment. In spite of their differences, the dragons lived in relative peace under the watchful eye of Deion and Procene, the natural parents they held in common. Deion and Procene remained neutral; in exchange for their offspring, the gods pledged to leave them alone.

The pledge was upheld for several centuries until Takhisis, the Dark Queen, lured Deion away from Procene by promising to show him a great treasure cache with which he could surprise his mate.


There was no such treasure; instead, Takhisis trapped Deion in a subterranean prison where she began to encourage and nurture his evil tendencies. Without the balancing influence of Procene, Deion gradually succumbed, eventually renouncing both his mate and their oath of neutrality, and finally agreeing to join Takhisis in leading the evil dragons in an assault on the good. Thus began the All-Dragons War.

The long and brutal war resulted in heavy casualties for all sides. It took the union of good dragons and neutral dragons to bring it to an end. Takhisis was banished and Deion and Procene were reunited, with Deion reaffirming his commitment to neutrality.

Weary of life on Krynn, Deion and Procene pleaded to be relieved of their obligation to provide offspring for the gods. The good and neutral gods decided to grant their request. Deion and Procene had served faithfully for eons; they deserved a reward in appreciation of their service, and also to compensate for the gods' negligence that resulted in the All-Dragons War.

The gods' reward consisted of three parts. First, the gods fashioned a magical necklace made of glowing iron links. Each end locked around the necks of Deion and Procene, thus preventing them from ever being separated again.

Next, Deion and Procene were relocated to a plane of existence all their own. The sole access to this plane was a portal located in the moon of Lunitari. Because of the relationship between good and neutral dragons established in the All-Dragons War, the existence of this portal was made



known to the good dragons. Its location became the good dragons' most closely guarded secret.

Finally, the gods constructed a magnificent residence for Deion and Procene in their new plane. The delighted couple vowed never to leave. To maintain contact with the outside, Deion and Procene manifested their essences in a constellation, poised to shine eternally in the sky above their plane. Eventually, Deion and Procene were no longer referred to as individuals, but as a single entity as represented by their constellation, the "Astral Dragon."

In time, Deion and Procene gave birth to new generations of dragons, all of whom grew and had families of their own to populate the plane. Like their parents, they led lives of strict neutrality.

## REVENGE OF TAKHISIS

Takhisis remained convinced that Deion and Procene held the key to her triumph over the forces of good. If she could somehow regain control of Deion and again exploit his evil tendencies, Takhisis believed she could bring the neutral dragons under her control, thus initiating an alliance of evil and neutral. As she so bitterly remembered, it took an alliance of good and neutral to defeat evil in both the All-Dragons War and the All-Saints War. If neutral aligned with evil, the defeat of good was all but ensured.

Takhisis sensed an opportunity approaching when the "blending" of her daughter, Artha, and her daughter's consort, Khardra, caused the dimming of the moons and stars, which in turn caused the weakening of the good dragons' defenses. Realizing that Artha was desperate to win her mother's approval, Takhisis encouraged her to take advantage of the good dragons' debilitation and search for the portal to the plane of the Astral Dragon. Artha eagerly cooperated. Takhisis waited and watched.

When the kodragon Abriele told Artha the location of the portal after the battle at the Isle of Dragons, Takhisis instantly journeyed to Lunitari. She slipped past the good dragons' defenses, entered the portal, then secretly sealed the portal with a magical crystal barrier to prevent anyone else from entering.

Takhisis quickly located the residence of Deion and Procene. Much to her delight, Takhisis found the couple debilitated from the blending ceremonies, capable of no more than token resistance. Like the constellation, the magical necklace that bound them had also dimmed. Takhisis snapped the necklace, discarded the center link, then separated Deion from Procene. While Procene was locked safely away in one section of the residence, Takhisis began to nurture and encourage Deion's evil tendencies. She would not make the same mistake she made before. Once she had won Deion over, she would use him to rally the neutral dragons to the side of evil. The alliance of neutral and evil dragons would be the first step in the conquest of good.

The conversion of Deion would take time, but with the crystal barrier in place, Takhisis had time to spare. Meanwhile, there were questions to ponder. What, for instance, would she do with Artha? Artha had proven to be a worthy ally, but Takhisis was no longer sure she could trust her—a taste of power often leads to betrayal. And what about Khardra? Would he ally with Artha against Takhisis? Finally, there was an annoying band of warriors from Krynn to consider. The warriors had demonstrated a remarkable aptitude for working with dragons. Could they be indoctrinated as the first of a new breed of Highlords to lead her neutral dragon armies?

While the seduction of Deion proceeded, Takhisis explored the rest of the vast residence and discovered that Abriele was ensconced in one of the many libraries. (Abriele had recently confessed to Deion and Procene the violations

of her oath of neutrality. The couple commanded her to do penance in the library by reviewing the extensive history of neutrality and its importance.) Takhisis was not interested in Abriele's story; she disabled Abriele and locked her away for safekeeping. Shortly thereafter, Abriele's mate, Euel, came after her.

Takhisis ordered Euel to find the Krynn warriors and convince them to come to Lunitari. Additionally, Euel was to convince them to liberate Khardra from Artha's Blood Sea treasure dome and bring him with them. Once on Lunitari, it would be up to the warriors to find the location of the portal. This would test both their resourcefulness and their facility with dragons, enabling Takhisis to assess their potential as future Highlords.

Takhisis told Euel that the treasure dome contained items that would allow the party a reasonable chance of getting to Lunitari and locating the portal. Further, she had sown the seeds of discord between Khardra and Artha by sending anonymous dreams to Khardra, falsely implying that Artha was going to sell him out to Zeboim when Artha was through with him. If the party managed to locate the portal, Takhisis would send an army of kodragons (who had already submitted to her control) to fetch the party to the Astral Dragon's plane. Euel had no choice but to comply. He sadly left the residence to begin his mission.

With Euel gone, Takhisis resumed her seduction of Deion. All of the pieces of her plan were now in place.

## FATE OF ARTHA

Artha had been occupied supervising the efforts of her evil minions in the portal cavern. She had no idea her mother was monitoring her actions so closely, let alone that her mother had initiated such an intricate plan involving Euel, Khardra, and the Krynn companions.

Artha was as surprised as anyone when the cylinder rose from the cavern floor to release an army of kodragons. When the crystal barrier mysteriously disappeared to reveal the portal, she abandoned her minions and raced through the portal before it closed again.

At last in the plane of the Astral Dragon, Artha located the Astral Dragon's residence, only to find the listless Deion and Procene locked in cages in the entryway. Were these helpless creatures the beings that Takhisis had sought for so long? She could not believe her good fortune. Artha had beaten her mother to the Astral Dragon.

## ABOUT THE PLANE

The plane of the Astral Dragon is one of the infinite planes of the Abyss. The physical features are similar to those of the Prime Material plane, the original home of Deion and Procene.

While in this plane, wizards of the Black Robe and wizards of the White Robe are unaffected by the phases of Solinari and Nunitari (their saving throws are unmodified, they receive no additional spells, and their effective level is "Even"). Neutral wizards receive the same benefits as if Lunitari were in high sanction. None of the wizards is affected by the alignments of the moons.

## NOTE TO THE DM

This chapter assumes that Khardra made the trip with the party. If they didn't rescue Khardra from the treasure dome or lost him somewhere along the way, ignore references to him in the text.

## AWAKENING

When the PCs regain consciousness, they find themselves lying in a foot of snow. The sky is dark, and all is silent. A gentle breeze wafts through the crisp, cool air and chills their skin. They feel refreshed, as if awakening from a long nap. (They actually have been unconscious for several hours, but have recovered hit points as if they had rested for a week.) The PCs have all of the equipment they originally carried with them to Lunitari (this would not include the *dragonlance*, the *skyboat*, or any other items too heavy for a single PC to carry).

As the PCs get their bearings, they discover they are resting in a field of rolling hills covered with crystal flakes. The field is empty except for a few immense, dark crystal trees stretching hundreds of yards into the sky. Their trunks are nearly 100 feet across, and their thick, black limbs are barren. A range of shadowy mountains can be seen on the horizon to the east. About two dozen dim stars are clustered in the center of the sky.

All of the PCs are present (except, of course, any who were killed in the portal battle in the previous chapter), as are Khardra and Euel. Elven footprints in the snow lead away from the party to a hill about 50 yards to the west; the footprints belong to Linsilee.

If the PCs wish to follow the footprints, continue with the "Report from Linsilee" section. Otherwise, they may have some questions for Euel. The following are some likely questions and his answers.

**How did we get here?** "The kodragons brought us, presumably sent by the Astral Dragon." (Euel knows more than he's saying, but won't elaborate.)

**Why did they bring us here?** "I don't know." (Again, he knows more than he's saying, but won't elaborate.)

**Is there a portal leading back to Lunitari?** "Yes, but I don't know where it is." (He's telling the truth—remember that he didn't know the location of the Lunitari portal, either. Knowledge of these locations is available only to a few, including good dragons and kodragons in privileged positions, such as Abriele.)

**What happened to the good dragons?** "I don't know." (If pressed, Euel speculates that the dragons are still in the portal cavern on Lunitari [he's right].)

**Is the Astral Dragon a constellation?** Euel points to the cluster of stars, then reproduces them as points in the snow. He joins the points with a few lines, demonstrating that the stars do indeed form the shape of a dragon. "The constellation is the Astral Dragon as we know her." (Actually, the constellation is a manifestation of the essences of Deion and Procene, who together are the Astral Dragon. Euel does not reveal this.)

Whether or not the PCs ask, Euel says their next step should be investigating the residence of the Astral Dragon. "She is vulnerable there," he says, though he does not elaborate. Euel says he will lead the party to a hill a few miles away where they can gain access to the Astral Dragon's residence; again, he does not elaborate.

## REPORT FROM LINSILEE

If the party decided to follow the footsteps in the snow, as soon as they get to the top of the hill they see Linsilee heading in their direction.

If the party has not followed the footsteps, but instead has been talking to Euel or has been otherwise occupied, they see Linsilee coming up over the hill heading in their direction.

Linsilee seems relieved to see the party on their feet again. She breathlessly explains that she regained consciousness a

few hours ago and was unable to revive any of the party. She decided to explore the area.

"It's all like this," she says, motioning to the emptiness around them. "But I found some of the natives. Dragons. Gray dragons. Great big ones, and not particularly friendly." If asked, Euel confirms that the gray dragons are neutral dragons native to this plane.

Linsilee explained that she used her special rapport with animals to get them to speak with her. "It was very difficult," she says. "Their eyes look dead. Their minds are cloudy." Euel has no explanation. (The gray dragons are slowly succumbing to the influence of Takhisis; their thinking is muddy and confused.)

"But I was able to find out a few things," she continues. Linsilee says that Artha is somewhere in the plane, having arrived about the same time they did, "but apparently she wasn't knocked out like we were. No one will say where she is, but I assume she's looking for the Astral Dragon. Speaking of which, see those stars? See the constellation they make? The gray dragons think of that constellation as the Astral Dragon. But there's more to the Astral Dragon than a bunch of stars." Linsilee didn't learn any details.

Linsilee turns to Euel. "Maybe you can explain." Euel says nothing.

"You're a traitor!" snarls Khardra. If he knows about it, Khardra makes reference to the warning of Saramber (see the encounter at 4,000 miles in the "Trip to the Moon" section of Chapter 1). "You've brought us here to get us killed."

"Am I a likely candidate for a traitor?" Euel says to the PCs. "More so than Khardra, who killed your countrymen? More so than Linsilee, who stole the ruby sphere?"

"That's enough!" Khardra screams, and lunges for Euel's neck; Euel is too startled to *plane shift*. If the PCs don't interfere, Khardra begins pounding Euel's head against the ground. Two rounds later, Linsilee throws herself between Khardra and Euel.

"Stop this!" she shrieks. Euel plane shifts and vanishes.

With Euel gone, Khardra and Linsilee turn to the PCs. "Speak!" demands Khardra. "Has the kodragon brought us here to betray us? Do you believe what he says?"

"Please," says Linsilee. "Share your thoughts. If you believe I'm a traitor, I want to know."

Khardra and Linsilee both press the PCs for their opinions of Euel. Did he arrange to bring them here? Do the PCs believe what he's told them? Khardra and Linsilee also want reassurances that the PCs don't believe they will betray them, in spite of their past indiscretions.

## EUEL RETURNS

A few minutes after he vanished, Euel reappears. He breathlessly collapses in a heap at the feet of the PCs. "If the violence is over," he wheezes, "I wish to speak. You must understand," he says pleadingly, "there is a limit on how much I can reveal about the Astral Dragon. Yes, she is a constellation, and yes, there is more to her than the stars in the sky. But I have taken a sacred vow to reveal no more." (This isn't exactly true, but Euel fears for Abriele's life if he says anything else.) Euel says that Artha is probably here—he thought he saw her swept through the portal along with the party—but doesn't know her whereabouts. (True.) He says he has no idea what's wrong with the gray dragons. (Not true.)

"As far as we know, Artha has already found the Astral Dragon's residence," he says. "Does it matter so much how we got here or why the gray dragons' behavior is strange? Aren't we wasting precious time?" Euel suggests the party put their questions aside for the time being and investigate the Astral Dragon's residence. If the PCs agree, continue with the "Stone Temple" section following. If the PCs have further



questions, Euel answers them within the parameters described above. If the PCs refuse to go with him, see the "Troubleshooting" section at the end of this chapter.

## STONE TEMPLE

Euel leads the party west, through miles of snowy hills and forests of crystal trees. The trip is relatively uneventful, but occasionally the party catches glimpses of bulky dragons fluttering high overhead. Linsilee says the bulky dragons resemble the gray dragons she spoke to earlier. Euel confirms this. If the PCs attempt to contact or approach them, the gray dragons soar away, disappearing into the black sky.

After traveling about ten miles, Euel leads the party to the top of a high hill. In the valley below is a building of solid granite, featureless except for a square doorway on the west side. The building is about 60 feet square and about 30 feet high. Euel explains that the building is a meditation temple of the neutral dragons and that the Astral Dragon can be contacted inside the temple. (The building is indeed a meditation temple, but it is not used for contacting the Astral Dragon.)

The PCs may explore the area if they wish; there is nothing of interest. Euel explains the temple is normally accessible only to neutral dragons; he demonstrates by placing his hand in the center of the 15-foot-square doorway, which then swings open. (He's telling the truth—the solid granite door opens only to the touch of a neutral dragon.)

Euel says they all must go inside to wait. "Except for Khadra," says Euel. "He must wait outside for the time being." If the PCs are skeptical, Euel says the Astral Dragon is just being cautious and that he's merely carrying out her orders. (Actually, he's carrying out Takhisis's orders.) If the PCs insist, Euel agrees to allow one or two PCs to stay outside with Khadra.

If the PCs don't cooperate, see the "Troubleshooting" section at the end of this chapter. If the PCs agree to enter, continue with the "Ambush" section below.

## AMBUSH

After the PCs and Linsilee enter the temple with Euel, Euel touches the wall. The wall begins to glow, bathing the room in soft light. Euel closes the door behind them.

As soon as the door closes, three kodragons suddenly *plane shift* into view near the east wall.

Kodragons (3): AC 5; MV 6, FI 24; HD 5; hp 30 each; THACO 15; #AT 3; Dmg 1-2/1d6/1-2; SA breath weapon (10-foot cloud of *shrinking gas* causes victim to shrink to 5% of normal size, or 10-foot cloud of *cancellation of shrinking gas* that negates the effect of the *shrinking gas* breath weapon; both breath weapons can affect inanimate objects); SD *teleport without error* and *plane shift* at will; AL N

Three small figures leap from the kodragons' backs to the floor. The kodragons blast the figures with *cancellation of shrinking gas*, and the figures resume their normal size. One resembles a six-foot-diameter sphere with a chitinous shell, a large central eyeball, and a large mouth filled with pointed teeth. Ten eye stalks grow from the top of the sphere. The other two figures resemble six-foot clouds of swirling mist, each with four tentacles ending in razor-sharp talons.

Beholder: AC 0 (body)/2 (eye stalks)/7 (eyes); MV 3; HD 60 hp; THACO 9; #AT 1; Dmg 2d4; SA spells (see below); AL LE

Mihstu (2): AC -2; MV 6, FI 6; HD 8 + 2; hp 35 each; THACO 13; #AT 4; Dmg 1d6 + 1 each; SA envelopes a victim to drain 1 Constitution point per round, victim dies if his Constitution reaches 0 (a victim can regain 1 point of Constitution per day of rest, but during this time wounds can be healed only by magic); SD harmed only by +2 or better weapons,

immune to electrical and missile attacks (including *magic missile* spell), cold-based attacks only stun them for 2d6 rounds; MR 10%; AL NE

The monsters are minions of Takhisis. The beholder has been ordered to charm the party and weaken their wills. The mihstu are ordered to defend the beholder.

When the monsters have regained their normal sizes, the kodragons who brought them here *plane shift* and vanish. Euel also *plane shifts* away, leaving the party trapped in the temple.

This beholder is somewhat different from beholders the PCs may have encountered in the past. The central eye and four of the eye stalks all cast *charm person* spells. Functions of the other stalks are *sleep* (as the spell), *disintegrate* ray (20-foot range), *fear* (as a wand), *slow* (as the spell), *cause serious wound* (as the spell), and *death ray* (40-foot range). Because of the length of its eye stalks, all of its eyes are able to function, regardless of the location of the target. The beholder can attack only once per round, and it can attack with one of its *charm person* spells only every other round.

The body of the beholder can withstand 40 points of damage before being killed; the central eye can withstand 15 points of damage before ceasing to function. Eye stalks can withstand 10 points of damage each before being lost (because of the beholder's peculiar nature, the eye stalk hit points are in addition to its hit point total given earlier). The body represents 75% of potential hit area, the central eye and the eye stalks 10% each, and the 10 small eyes 5%.

The beholder tries to charm all of the party one by one (a PC can resist the charm with a successful saving throw vs. spell). If a party member is charmed, the beholder suggests that the affected character is extremely weary and should lie down on the floor and rest. When the entire party is charmed, the beholder summons the kodragons to take them to Takhisis. The beholder does not listen to negotiations.

The mihstu stay near the beholder and attack only to defend it. Likewise, the beholder attacks only to defend itself.

Five rounds after the monsters appear, the party hears a pounding at the door and desperate cries for help. Khadra, obviously in trouble, is the source of the pounding and the cries. The pounding and crying continues, becoming weaker with each successive round.

## CHANGE OF HEART

Ten rounds after the monsters appear (or sooner if the party is having an especially tough time), Euel reappears inside the temple. "This is wrong," he says, his voice trembling. Euel touches the door and it swings open. "Hurry!" he says. "Get out!" The monsters seem confused. They will not follow the party if they leave the temple.

Once out of the temple, Euel shuts the door behind them. A few yards in front of the temple, Khadra lies sprawled in the snow, weakly attempting to hold off two huge gray dragons that are pawing at him. "Help him!" urges Euel.

Adult gray dragons (2): AC 3; MV 12, FI 24; HD 7; hp 35 each; THACO 13; #AT 3; Dmg 1d4/4d4/1d4; SA breath weapon (cloud of sparkling *light* 40 feet wide by 50 feet deep by 20 feet high); AL N

The gray dragons have long necks, bony plates along their spines, and thick folds of skin over their golden eyes. Takhisis has ordered them to bring Khadra to her, but in their muddled state (also thanks to Takhisis) they are having a hard time. If the PCs attack, both dragons attack with their breath weapons, then attack for one round with their claws and bite before fleeing. If the PCs don't attack, the dragons attack with their breath weapons, then fly away.

Euel urges the PCs to let the dragons escape. "They don't know what they're doing," he says. (If the PCs pursue the



dragons anyway, the dragons desperately try to escape. They do not attack to defend themselves, nor do they communicate. The compassionate Linsilee urges the PCs to leave them alone.)

Khardra is exhausted, but otherwise unharmed. He says the dragons appeared out of nowhere and were trying to carry him away. He demands an explanation from Euel.

"I have much explaining to do," says Euel. "I cannot allow this to continue."

## EUEL'S CONFESSION

If the PCs took the link from the crystal chest (from encounter 2 of the previous chapter), Euel asks them if they still have it. If Euel has the link, he frantically searches his pouch to make sure it's still there. Once reassured that they still have the link, he continues with his explanation.

Euel confesses that he has withheld the truth from them all along, that he is a dupe of Takhisis, forced by her to bring them all to this plane. He says he would never have interfered except that "Takhisis holds Abriele hostage. If I did not cooperate, Takhisis said she would kill her. My mate's life is more precious than my own. But the deaths must stop here."

Euel explains that the constellation of the Astral Dragon is actually a manifestation of two immortal dragons named Deion and Procene, "the parents of us all." When the stars grew weak, so did the bond that joined them. Takhisis separated them, then began taking control of the neutral dragons in this plane. Euel does not know how Artha fits in, but assumes she's involved.

"Our only hope is this link," says Euel, referring to the link from Kerrija's chest. "Takhisis has no way of knowing we recovered it. If we can rejoin Deion and Procene, there may still be a chance for us. And for Abriele."

If the PCs have questions, Euel asks them to wait. "Please," he says. "There will be time for talk later."

Euel leads the PCs to an open area near the temple. He raises his head and begins to roar, quietly at first, then loud enough to make the earth shake. The sky shimmers, and a sparkling crystal stairway appears, winding from the snow field to the constellation of the Astral Dragon.

"This will take us to the residence of the Astral Dragon," says Euel. "Follow me."

Each step the PCs take advances them a great distance up the stairway—whether it is a hundred yards or several miles is difficult to determine. The stairway vanishes behind them as they walk.

If the PCs ask questions while ascending the stairs, Euel answers honestly. He knows all of the information in the "Birth of the Astral Dragon" section of the DM's Background at the beginning of this chapter; he is uncertain of the information in the "Revenge of Takhisis" section, but he is willing to speculate (all of his speculations are correct). He does not, however, know anything about Artha's involvement.

## KEEP OF THE ASTRAL DRAGON

### ENTERING THE KEEP

After the PCs have traveled up the stairway for about two hours, they see an immense building looming ahead, a black crystal keep of breathtaking splendor. The keep is nearly a mile high and hundreds of yards in diameter. It has no windows or any other obvious openings.

Euel explains that most of the keep is used to store the red tablets created by the kodragons. "The tablets contain obser-

ventions from throughout the multiverse, collected since the dawn of time," says Euel.

The stairway ends at a doorway in the west side, the only entrance to the keep. The entrance is about 50 feet square and made of black crystal. However, there is a gaping hole in the doorway, as if someone or something has broken through. The jagged hole is about 20 feet in diameter.

Euel seems shocked by the damage, but cannot account for it. "This leads to a reception area," says Euel. "We should all go in together. Be as quiet as you can." If the entire party enters the keep with Euel, continue with the "Reception" section following. If some or all of the party balks, see the "Troubleshooting" section at the end of this chapter.

## THE RECEPTION

The shattered entrance opens into a reception area, a rectangular room about 250 feet long and 100 feet wide. The ceiling is about 100 feet high, imbedded with clear pearls about five feet in diameter, which are enchanted with permanent *continual light* spells that cast pools of white light on the floor.

The floor is solid silver, the ceiling is solid gold, and the walls are black crystal. On the eastern wall, opposite the entrance, is another doorway, a circular indentation about 50 feet in diameter. In the middle of the floor is a large object illuminated in a pool of light from a pearl imbedded in the ceiling directly above. The object is completely covered by a black cloth and is about the size of an elephant. There is no movement beneath the cloth.

If the PCs don't examine the figure under the cloth, Linsilee does (and if she isn't available, then either Khardra or Euel examines it). As soon as the cloth is moved away from the figure, the room fills with the odor of rotten meat.

The figure is an obese, toad-like woman nearly ten feet tall, shrouded in scraps of black silk. Her twisted and broken body lies in a pool of black blood. This is what's left of Artha. *Resurrection* or similar spells have no effect. If the PCs wonder aloud what happened to her, Euel speculates that Takhisis is responsible. (He's right. When Artha discovered the keep, she gloated that she'd beaten her mother to the Astral Dragon, not realizing that Takhisis was already there and listening. When Takhisis appeared, Artha demanded that her mother begin treating her like an equal. Takhisis then brutally killed her daughter.)

One round after Artha is uncovered, Dira smells the rotten meat odor and begins to shriek in fear.

## TAKHISIS TRIUMPHANT

Five rounds after Dira begins to shriek, regardless of whether she is comforted, a rumbling is heard overhead, softly at first, then quickly becoming a deafening roar. All of the walls are instantly covered in thick crystal, completely blocking the doorways on the east and west walls. Dark clouds form at the ceiling, pulsating and swirling. A crack of lightning illuminates the huge image of a woman's face in the clouds. Her features are indistinct except for a pair of blazing red eyes that seem to burn holes in the clouds. This is an image of Takhisis.

If Dira hasn't been comforted, the sight of Takhisis scares her so much that her shrieks become soft whimpers.

The rumbling dies down, then Takhisis speaks to the party. "More visitors," she says, her voice a distant, echoed hiss. "Why have you come? These affairs of the dragons do not concern you. Why have you risked your life for them?"

If the party says nothing, Takhisis waits a few moments, then continues. If the party answers, she ignores whatever they say. "I am fair-minded," she says. "And benevolent. I





grant my visitors exactly what they wish."

"As for you," she says to Euel, "you wish to ally yourself with these people? Very well. I will inform your mate of your choice."

"As for you," she says to the party, "you seek the Astral Dragon? Very well. Here is part of her."

The wrinkled, lifeless body of a dull-yellow dragon drops from the clouds and crashes to the floor just in front of the eastern wall. The dragon is about five feet long with human hands and long slim fingers. Her scales are covered with fine blonde fur. About two feet of rusty iron chain dangles from an iron collar around her neck. This is Procene, who exists in this form when separated from Deion.

**Procene** (when separated from Deion): AC 5; MV 6, FI 18; HD 3; hp 20; THAC0 17; #AT 3; Dmg 1d4/2d6/1d4; SD immortal (instantly recovers all lost hit points); AL N

"And here," says Takhisis, "is the rest." A second yellow dragon drops from the clouds and lands near the western wall. This dragon is conscious, but his golden eyes are glassy. He seems groggy, barely able to stand. About two feet of rusty iron chain dangles from an iron collar around his neck. This is Deion, who exists in this form when separated from Procene.

**Deion** (when separated from Procene): AC 5; MV 6, FI 18; HD 3; hp 20; THAC0 17; #AT 3; Dmg 1d4/2d6/1d4; SD immortal (instantly recovers all lost hit points); AL N

"And as for my daughter," says Takhisis, addressing the lifeless body of Artha, "she wished to be me. Very well." A bolt of lightning blasts from the clouds and strikes Artha's body. The body begins to smoulder and sizzle. The clouds and the image of Takhisis disappear.

## TAKHISIS'S PLAN

Takhisis has concluded that the party members are unsuitable for her new armies and has decided to have them killed. She has convinced Deion to authorize her as the new ruler of the neutral dragons; she has no immediate use for him or his mate. Since the missing chain link is gone (so she believes), there is no danger of them rejoining.

Takhisis has ordered the reborn Artha to destroy the party, then attack Deion and Procene. Since Deion and Procene are immortal and Artha's curse is such that she can't be killed (at least by normal methods), Artha and the couple will be locked in eternal combat after the party is killed. If Takhisis has any future need for Deion, Procene, or Artha, she knows where to find them. Meanwhile, she intends to resume her perusal of the keep's library of red tablets.

## THE BATTLE

With Takhisis gone, the party is trapped in the room with the smoldering body of Artha, the lifeless Procene, and the groggy Deion. The crystal covering the walls is similar to the barrier that covered the portal in the Lunitari cavern. Only magical weapons can damage the crystal; each successful hit inflicts a single point of damage, but the damage heals in 1d4 days. Assume that a wall must suffer 500 points of damage to uncover a passageway. To his horror, Euel also discovers that the enchanted crystal negates his *plane shift* ability; he is trapped in the room with the rest of the party.

To attain victory, the PCs must bring Deion and Procene together and re-connect their chains with the rusty link from Kerrija's treasure chest. The following conditions are in effect once Takhisis leaves:

1. Artha's corpse smolders for five rounds, gradually reshaping into a large scaly lump with five snake-like appendages. During this time, attacks on the lifeless body inflict no damage. *Dispel magic* or similar spells have no effect.

After five rounds, the corpse instantly completes its transformation. Standing in place of the body is a 60-foot dragon with five heads, each a different color.

Artha (dragon form): AC 0; MV 6, FI 18; HD 16; hp 128; THAC0 5; #AT 3; Dmg see below; SA see below; SD see below; AL CE

Artha has been transformed into a monster resembling a chromatic dragon. Each head is capable of a breath weapon attack or bite as follows:

White: 28 points of frost (cold) damage (cone, 70 feet long with a base diameter of 25 feet); bite for 2d8

Black: 32 points of acid damage (stream, five feet wide in a 60-foot line); bite for 3d6

Green: 36 points of gas (chlorine) damage (cloud, 50' x 40' x 30'); bite for 2d10

Blue: 40 points of electrical damage (lightning bolt, five feet wide by 100 feet long); bite for 3d8

Red: 44 points of fire damage (cone, 90 feet long with base diameter of 30 feet); bite 3d10

Artha cannot speak or use magic. She is also sluggish; all attacks are made with a -4 penalty to the attack roll. She is limited to three melee attacks per round (a bite from a random head, plus two claw attacks for 1d6 points of damage each) or one breath weapon attack per round; each breath weapon can be used only once.

If Artha suffers more than 48 points of damage, she collapses on the floor. One round later, she completely regenerates all lost hit points and resumes fighting. She can also use all of her breath weapons again.

In this form, Artha is not a particularly crafty fighter. She attacks any opponents within range; if there is more than one opponent, she attacks them at random. As long as she is engaged in combat, she stays in the same place; she moves only if all her opponents flee, or if she kills her last opponent and needs another.

Artha alternates melee attacks with random breath weapon attacks. She has been ordered to kill all of the PCs first, then Khardra, then Euel, and then Deion and Procene.

2. Five rounds after the dragon form of Artha appears, Khardra (assuming he's still with the party) lunges at her. The jaws of one of Artha's heads closes around Khardra and lifts him off the ground. As the helpless Khardra screams in agony, the jaws squeeze shut. Khardra's draconian bones detonate in a shattering explosion of fire and smoke. All characters within ten feet of the explosion suffer 2d6 points of damage; those within 11-50 feet receive 1d6 points of damage.

When the smoke clears, no trace remains of Khardra. Artha is a smoldering corpse. One round later, she rises again, fully recovered, to resume her attacks.

3. To rejoin the chains, the PCs must either bring Deion to Procene, or Procene to Deion. The PCs cannot revive Procene by magical or other means. Two or more PCs with a total Strength in excess of 30 may carry or drag her across the room at half their normal movement rate. The PCs are unable to communicate with Deion, but he does not attack them. They can lead him at a movement rate of 6.

4. The broken link from Kerrija's treasure chest must be linked through the ends of the chains around the necks of Deion and Procene to rejoin them. No amount of force, magical or otherwise, can close the broken ring. However, if the chain is held by both a person and a healthy dragon (most likely a PC and Euel), the chain begins to glow and automatically close. The chain must be held by the person and dragon for seven consecutive rounds. (If it doesn't occur to the PCs to hold the chain with a dragon, Euel has a sudden inspiration. "The bond!" he exclaims to the nearest PC. "Dragons and people working together! Perhaps if you and I both held the chain....")

If the chain fuses (after being held for seven consecutive

rounds), proceed to the "Victory" section. If all but one of the PCs is killed and he cannot rejoin Deion and Procene, proceed to the "Defeat" section.

## DEFEAT

Before the last PC dies, Takhisis reappears. She mocks the party's ineptitude. "When I have completed my conquest of the good dragons, Krynn is next," she says. "Go back and tell your countrymen to prepare."

The PC blacks out. When he regains consciousness, he finds himself at home in his bedroom.

In the months that follow, good dragons disappear from Krynn (they're scattered throughout the multiverse, attempting to stop the onslaught of Takhisis and her armies of evil and neutral dragons). With the help of the gods, the good dragons eventually rally to defeat Takhisis, but not without the loss of many lives. As for repairing the bond between good people and good dragons, that will have to wait for some other time and some other heroes.

## VICTORY

If the chain fuses, Deion and Procene are suddenly enveloped in an aura of brilliant yellow light and begin to expand. A round later, each has grown to a length of 50 feet. The chain that links them sparkles like diamonds.

Astral Dragon (this is the name given to Deion and Procene when linked by their chain; the following statistics apply to them as a unit, not as individuals), 35th-level Cleric: AC -5; MV 16, FI 48; HD 35; hp 700; THAC0 5; #AT 6; Dmg 3d20 (x4), 1d100 (x2); AL N

Procene and Deion stride toward Artha, who regards them with terror and stops her attacks. Procene extends a paw and touches Artha, who collapses to the floor. A moment later, Artha resumes the form of an obese woman. Her curse removed, Artha at last dies in peace.

"Takhisis!" shouts Procene.

A moment later, dark clouds swirl near the ceiling, and Takhisis's red eyes peer through the murk. She says nothing.

"Leave this plane," says Deion. "You are in violation of the gods' agreement with the Astral Dragon."

"I am not bound by that agreement," says Takhisis. "I do as I wish. I claim this plane for my own."

"So be it," says Procene. "That is no less than a declaration of war, not only against the dragons, but against the gods as well. I presume you have rallied sufficient forces to defend your claim. Shall I inform the gods?"

Takhisis is silent.

"Speak!" says Deion.

"This is not an affair of the gods," says Takhisis.

"Then go!" says Procene.

Takhisis laughs. The clouds swell, enveloping the blazing eyes in darkness. "I can wait," she says, then vanishes.

## THE WAY HOME

After Takhisis withdraws, Deion and Procene turn their attention to Euel. "You have repeatedly violated your oath of neutrality," says Procene, "a trait that apparently runs in your family."

A beam of light flashes from Deion's hand to the floor next to Euel. A fat, furry kodragon appears beside him.

"Abriele!" exclaims Euel.

Euel and Abriele tenderly embrace each other. Dira *plane shifts* from her chosen PC to the neck of her mother.

Abriele and Euel approach the PCs. "Thank you for caring for Dira," says Abriele. Euel reaches in his pouch and produces a handful of red tablets. "A memento," he says, handing one to each PC. The tablets are engraved with portraits of the PCs created by Euel. "Perhaps we will meet again." Abriele says good-bye, then she and her mate and their child *plane shift* away.

Deion and Procene then turn to the PCs. "Your actions have prevented a war," says Procene. "You have our thanks." Deion offers to answer any questions they might have; he shares any of the information in the DM's Background at the beginning of this chapter.

Deion and Procene lead the PCs to the west doorway. The sky is now as bright as day; if the PCs search for the Astral Dragon constellation, they see that the stars now shine as brightly as suns.

A few moments later, a flock of kodragons lands at the entrance. They look to Deion and Procene for instructions.

"Deion and I are devoted to the ideals of neutrality," Procene says to the PCs. "Still, we would like to offer you a suggestion before you go. The bond that joins us," she says, indicating the shining chain linking her with Deion, "is no different from the bond between good dragons and good people. It is a bond of trust—the bond that joins parent to child, mate to mate, and friend to friend. Share this with your world."

With that, the kodragons blast the PCs with shrinking gas, then motion for the PCs to grab the fur on their backs. Once the PCs are aboard, the kodragons launch themselves into the sky. When the kodragons are about a mile from the keep, they *plane shift* and disappear. The PCs lapse into unconsciousness.

Proceed to the Epilogue.

## TROUBLESHOOTING

Here are some tips for handling unexpected problems in this chapter.

**If the PCs investigate the mountains.** To discourage the PCs from investigating the shadowy mountains, make sure they know (from Euel) that the mountains are hundreds of miles away. The mountains are nothing but solid black quartz shrouded in gray fog. Deep in the mountains are the lairs of the gray dragons, but most are abandoned. None have treasure.

**If the PCs won't listen to Euel.** The PCs may not want to cooperate with Euel, especially after he betrays them in the temple with the beholder. If the PCs won't do what he suggests, consider having the spirit of Saramber confirm that what Euel tells them is the truth.

**If the PCs explore the rest of the keep.** There is no other entrance to the keep except the one Euel shows them. If they somehow manage to get through the closed door in the eastern wall in the reception area, they find nothing but long corridors of mile-high shelves, all stacked with red tablets created by the kodragons. The tablets are meaningful only to kodragons.



# EPILOGUE

## A GOOD NIGHT'S SLEEP

When the PCs regain consciousness, they find themselves lying in comfortable feather beds covered with down quilts. They feel rested and refreshed, as if awakening from a good night's sleep. The surroundings are familiar—this is the Shaggy Goat inn in Fair Meadows, a friendly rural village located about 30 miles northeast of Kalaman in Estwilde. The only other occupants of the inn are the other party members.

Before anyone can speak, the door bursts open and in steps a middle-aged man wearing a white apron and a big smile. He carries a wooden tray with a silver tea pot and several ceramic cups. This is Frohm Mrick, the mayor of Fair Meadows and the owner of the Shaggy Goat. (If the PCs participated in the first adventure, *In Search of Dragons*, they will remember Frohm as the man who originally told them about the problems of the good dragons and started them on their quest.)

"Good morning!" Frohm says brightly. "I was beginning to wonder if you'd ever wake up. Long night?" Frohm sets the tray down on a table near the PCs' beds and begins pouring tea, introducing himself if necessary. If the PCs ask how long they've been asleep, Frohm says it's been a least a day. "We've been shut down for a couple of days so I could do some remodeling. I came in yesterday afternoon to get things started and I found all of you fast asleep. I just figured you let yourself in. You know you're always welcome here."

Whether the PCs wish to share their experiences with Frohm is up to them. After they each get a cup of tea, Frohm asks about the trunks at the foot of their beds. "How'd you get those in here, anyway? They look like solid steel."

If the PCs look on the floor in front of their beds, they indeed find solid steel trunks, one for each of them. (The trunks have a value of 10,000 stl each.)

As soon as a PC opens one of the trunks, a ghostly image of a huge gold dragon fills the room. This is an image of Alcuin, one of the five ruling members of the Council of Cirulon. (If the PCs participated in the previous adventure, *Dragon Magic*, they recognize Alcuin.)

If the PCs haven't met Alcuin before, he identifies himself as an ancient dragon ruler of Cirulon, a dragon stronghold in the sky that was defended against the onslaught of Artha with the help of the PC's friends.

"On behalf of Cirulon, I congratulate you on your triumph in the plane of the Astral Dragon," says Alcuin. "The bond between good dragons and good people has grown strong again. We will be contacting select citizens of Krynn to offer our assistance in the rebuilding of your cities. We hope to maintain communication with your people so the problems that kept us apart will never occur again."

"The Astral Dragon is safe. The threat to the dragons is no more. Accept these gifts as a tribute to your courage. When we meet again, it shall be as equals." The image fades away.

The contents of each trunk:

- a silk bag full of gems, each the size of an apple—a ruby (value: 15,000 stl), a blue diamond (value: 13,000 stl), a star sapphire (value: 11,000 stl), a black opal (value: 10,000 stl), and a golden pearl (value: 9,000 stl)

- a sword +2 made of solid steel

- a staff of Cirulon. The staff contains 25 charges, and can be recharged at a rate of three charges per day when in sunlight, to a maximum of 50 charges. The staff can perform all of the following functions once per day as per the various spells, each function requiring one charge: *detect evil*, *detect*

*magic*, *cure light wounds*, *cure disease*, *neutralize poison*, and *purify food and drink*

- a ring of Cirulon. This is similar to *Dalamar's ring of healing*, but can be worn by wizards and non-wizards alike. It cures light wounds (less than 6 points of damage) completely and can heal a mortal wound sufficiently to prevent death (it brings the character up to 1 hp). It is activated by touch, and can be used only once.

## FINAL REQUEST

After the PCs have examined their trunks, Frohm clears his throat to get their attention.

"As long as you're here," he says, "perhaps you would consider one last request—a special favor just for me."

"You see," he continues, "things have been difficult here for a long time. I haven't been home in—well, it's been nearly three years, hasn't it?"

"So I was wondering—would you consider staying here for a little while and keeping an eye on the place? I won't be gone for more than a day or so. Please?" If the PCs are reluctant, Frohm grovels and pleads, reducing the time he'll be gone to one day, then half a day, then finally a few hours. If the PCs still refuse, Frohm hangs his head and sighs, then leaves them in peace.

If the PCs agree to watch the inn, Frohm is overjoyed. "Oh, thank you my friends," he says. "It will be such a thrill to go home. I can finally be myself again."

Without another word, Frohm hurries outside. A moment later, the PCs hear a roaring sound coming from behind the inn.

If the PCs look out the back window or otherwise investigate, they see Frohm shouting into the sky. The air shimmers, and a crystal stairway appears that winds into the heavens, ending in a shining city nestled in bank of clouds. Frohm polymorphs to his true form. His silver scales sparkling in the sun, Frohm hurries up the stairs and disappears.

## UNANSWERED QUESTIONS

Though the events of the Epilogue bring the trilogy to an end, there a few loose ends you may wish to consider.

- What items are contained in Artha's other treasure domes?

- What's on the dark side of Lunitari?

- Who exactly is the mysterious Lorin Starrose? How did he become involved with the dragons?

- Are there more evil minions lurking on Lunitari?

- What's next for Linsilee? Euel and Abriele? The good dragons of Cirulon?

- Are Khardra and Artha really dead?

These and other questions may be answered in adventures of your own design. The mysteries of Krynn are many; your journey may be just beginning.

# APPENDIX I: SELECTED NPCs

## KHARDRA

9th-Level Fighter

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

Alignment: Chaotic Evil  
THACO: 12  
AC: 0  
Hit Points: 81  
SA: See below  
SD: Bones explode  
Equipment: iron staff (dmg 2d4)

Tarligor, a renegade wizard of the Order of Black Robes, believed that by developing an enhanced draconian, he would find favor with the Highlords and earn a comfortable position in their empire. Calling on dark spirits and tapping into arcane black magical forces, Tarligor transformed a Bozak draconian into an entirely new life form. He named his creation Khardra, a term from an ancient Black Robe dialect meaning "corrupt flesh." Khardra brutally killed his creator within hours of his "birth," then spent the next two years on a spree of destruction and murder before meeting Artha.

Khardra is nearly eight feet tall and has the sleekly muscled body of an athlete. He is hairless, and his skin is greenish-gray. He has jet black eyes with milky white pupils. His head is criss-crossed with jagged scars, as if his flesh had been blasted by fire. He wears simple peasant clothes and carries an iron staff with three sharp prongs.

Khardra has a fierce temper and especially hates dragons. He is a shrewd strategist and a vicious fighter.

Khardra's tough, scaly skin accounts for his low Armor Class. In combat, he uses his three-pronged iron staff, but he prefers to destroy his enemies with his bare hands whenever possible.

## LINSILEE

9th-Level Kagonesti Elf Fighter, female

Strength 15  
Dexterity 14  
Constitution 15  
Intelligence 12  
Wisdom 17  
Charisma 13

Alignment: Lawful Good  
THACO: 12  
AC: 5  
Hit points: 42  
Equipment: White birch bow and blunt arrows (no dmg), dagger (dmg 1d4)

Linsilee is a Kagonesti (wild) elf formerly from the village of Dovestone located in the forests near the Dargaard Mountains. Like all Wild Elves, she was brought up to respect the harmony of nature. When she became an adult, Linsilee de-

nounced her own people for violating their principles by riding, eating, and otherwise exploiting animals. The disgusted Linsilee and a group of like-minded followers left Dovestone and retired to the wilderness to spend their days as advocates of nature, defending all animals from exploitation and harm.

Linsilee is trim and muscular. She has light blond hair and hazel eyes and wears a short leather smock. She is usually in the company of one or more of her disabled and homeless pets. A crippled rabbit, a blind kitten, and a hairless bear cub are among her menagerie.

Linsilee is utterly devoted to her cause. A strict vegetarian, she refers to all others as "meat-crunchers." She is loyal, brave, and quick-witted.

Linsilee uses her blunt arrows to break up fights when she feels an animal's life is at stake. She prefers retreating to fighting, but keeps a dagger in her boot for emergencies. She has all of the standard elven abilities and an uncanny rapport with animals; this natural ability duplicates the effects of *animal summoning* and *speak with animals*.

## ARTHA

Cleric/Black Robe Wizard (25th level in each)

Alignment: Chaotic Evil  
Movement: 9, Fl 48  
AC: -7  
Hit Dice: 25  
Hit Points: 450  
# of Attacks: 3  
Damage/Attack: 2d20 (x 3)  
Follower's Abilities:  
Spheres: Astral, Combat, Necromancy  
Specials: None  
Additional: VI: *Animate Object*

Artha is the daughter of Takhisis, the Queen of Darkness, and Chemosh, Lord of the Undead, the result of a brief liaison following a quarrel between Takhisis and her consort, Sargonnas. Though Chemosh disowned her, Takhisis hoped Artha would eventually assist her in the conquest of Krynn. But Artha showed no interest in Takhisis's quest for power. Much to the annoyance of her mother, Artha's sole passion was wealth and treasure.

Disgusted with Artha's uselessness, Takhisis banished her. Artha eventually drifted to Krynn where she quietly accumulated immense caches of treasure and engaged in random acts of destruction and violence before linking up with Khardra.

Artha normally appears as a hazy image of an obese woman shrouded in dark fog and draped in shreds of black silk. Her lumpy body is pocked with open wounds that ooze clear liquid and black mist. She also reeks of decaying meat, an aroma that permeates the air for 100 yards.

Thanks to the rejection by her mother, Artha is cold and unemotional. She continued her relationship with Khardra because of their mutual love of death and destruction, and because she needed him for the blending ceremonies that energized and refreshed her. She has no deep feelings for him otherwise.

Artha is sluggish and lazy. She refrains from combat, not out of fear, but because of the effort required. Artha maintains a battery of loyal minions to do her fighting for her.



# APPENDIX 2: NEW MONSTERS

## EYEWING

<b>CLIMATE/TERRAIN:</b>	The Abyss (preferred)
<b>FREQUENCY:</b>	Rare
<b>ORGANIZATION:</b>	Band
<b>ACTIVITY CYCLE:</b>	Any
<b>DIET:</b>	None known
<b>INTELLIGENCE:</b>	Low (5-7)
<b>TREASURE:</b>	Nil
<b>ALIGNMENT:</b>	Lawful Evil

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<b>NO. APPEARING:</b>	1d20
<b>ARMOR CLASS:</b>	4
<b>MOVEMENT:</b>	Fl 24
<b>HIT DICE:</b>	3
<b>THACO:</b>	17
<b>NO. OF ATTACKS:</b>	# Attacks: 3 or 1
<b>DAMAGE/ATTACK:</b>	1d6/1d6/1d4 or <i>eyewing tears</i>
<b>SPECIAL ATTACKS:</b>	<i>Tears</i> (see below)
<b>SPECIAL DEFENSES:</b>	See below
<b>MAGIC RESISTANCE:</b>	Nil
<b>SIZE:</b>	L (15' wingspan)
<b>MORALE:</b>	Steady (12)
<b>XP VALUE:</b>	650

Eyewings are loathsome inhabitants of the Abyss. They are obedient, loyal, and dumb—perfect servitors for demons and dark gods. Eyewings often appear in groups of three; typical hit points of a group are 22, 18, 18.

An eyewing's body is an oval ball of matted black fur about five feet wide. The body is dominated by a single, bulging four-foot-wide eyeball. The eyeball is black with a blood-red pupil that continually leaks bluish fluid. Leathery bat wings, each five feet long, extend from the body. Each wing ends in three razor-sharp talons. An eight-foot rat's tail hangs limply below.

**Combat:** Eyewings fight by swooping down on a target, attacking with their claws and tail. An eyewing can also hover and blink *eyewing tears* on a target 100 feet or less beneath them (the same chance to hit as a normal attack). Those struck directly by an eyewing tear must roll saving throws vs. poison. Those succeeding suffer 1d6 points of damage. Those failing suffer 2d6 points of damage. The tears also splash in a ten-foot radius. Those splashed by an eyewing tear must also roll saving throws vs. poison. Those succeeding suffer 1d4 points of damage; those failing suffer 2d4 points of damage.

**Other Notes:** Eyewing tears harden into rubbery lumps 2d6 hours after an eyewing releases them. Those coming in contact with this substance must roll successful saving throws vs. poison or suffer 1 point of damage from a burn.

Eyewings have infravision and can see with perfect accuracy for distances up to 25 miles. They are immune to all cold-based attacks.

If an eyewing is killed, its eye darkens, then turns black.

While on the Prime Material plane, eyewings fly constantly—there is no record of one ever having landed. It is assumed that they maintain this practice while in the Abyss and other planes. Similarly, there is no indication that they require food, water, or air.



# KODRAGON

**CLIMATE/TERRAIN:** Plane of the Astral Dragon  
**FREQUENCY:** Very rare  
**ORGANIZATION:** Solitary  
**ACTIVITY CYCLE:** Any  
**DIET:** Any liquid  
**INTELLIGENCE:** Exceptional (15-16)  
**TREASURE TYPE:** Nil  
**ALIGNMENT:** Neutral (good tendencies)

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**NO. APPEARING:** 1  
**ARMOR CLASS:** 5  
**MOVEMENT:** 6, Fl 24  
**HIT DICE:** 5  
**THACO:** 15  
**NO. OF ATTACKS:** 3  
**DAMAGE/ATTACK:** 1-2/1-2/1d6  
**SPECIAL ATTACKS:** Breath weapon  
**SPECIAL DEFENSES:** *Teleport and plane shift*  
**MAGIC RESISTANCE:** Nil  
**SIZE:** S (3' wingspan)  
**MORALE:** Elite (13)  
**XP VALUE:** 2,000

The kodragon is an extremely rare species of dragon that exists only in the plane of the Astral Dragon. It resembles a dragon about the size of a house cat, but instead of scales, fine gray fur covers it from head to toe. It has leathery wings, a blunted snout, spindly arms and legs, and huge bulging, black eyes.

In addition to fur, the kodragon has other characteristics similar to those of higher mammals. Instead of laying eggs, the kodragon gives live birth and keeps its infant in a magical pouch on the lower part of its body. The pouch also functions as a *bag of holding* for the storage of items useful to the kodragon. Additionally, the kodragon has opposable thumbs that enable it to manipulate tools.

**Combat:** Kodragons avoid combat, but if cornered, they attack with their claws and bite. They have two breath weapons; one is a ten-foot cloud of *shrinking gas* (shrinks the victim to 5% of normal size), the other is a ten-foot cloud of *cancellation of shrinking gas*, which negates the effects of the *shrinking gas* and restores the victim to normal size. Kodragons can also teleport without error and plane shift at will.

**Habitat/Society:** Kodragons are of neutral alignment, but some have tendencies toward good that they struggle to repress. They are patient, introspective, and deep thinkers. They make their lairs in remote areas of their plane and avoid contact with other creatures. The ideal lair for a kodragon is a small, empty island thousands of miles from all other life forms, including other kodragons.

Kodragons rarely use tools or weapons, but they are meticulous record-keepers. Many have a remarkable aptitude for art. Their records and art works are carved on clay-like square tablets, made from a special plant that grows only in their plane. Symbols are carved into the tablets with special tools resembling triangular metal pencils. All of these materials are stored in their pouches.

**Ecology:** Kodragons consume only liquids. Any liquid will do—mercury is as nourishing to them as water. They have no natural enemies; any creature that depended on a diet of these very rare and difficult-to-catch dragons would soon be extinct.



# APPENDIX 3: LUNITARI MAP KEY

Following are the major physical features of Lunitari, keyed to the large color map (map 1). Included are the names given to the features by Krynn astronomers, along with some of their observations and speculations.

Refer to the indicated encounters in Chapter 2 for additional details. For general information about Lunitari's craters, seas, and other common features, see the "Physical Features" section at the beginning of Chapter 2.

## 1ST QUADRANT

1. **Sea of Dust.** It is actually filled with gray dust—see encounter 2.
2. **Gray River.** The Gray River contains only dust, never deeper than a few feet—see encounter 2.
3. **Dakkmann's Mountains.** The mountains are actually solid black granite—see encounter 2.
4. **Grago's Eyes.** They have no special properties.
5. **Harmony Crater.** Beneath three feet of lunar dust, the bottom is lined with chunks of amber and turquoise.
6. **Carystium Crater.** A column of red quartz about 50 yards high and 20 yards in diameter rises from the center of this crater. The column is warm to the touch, apparently a natural condition of the quartz.
7. **Onyx Mountains.** The mountains are actually solid black granite. They have no special properties.
8. **Sea of Stars.** This is actually made of sparkling yellow sand—see encounter 3.
9. **Shining Crater.** The rim of the crater acts as if enchanted with a permanent *continual light* spell, apparently a natural feature of the crater.
10. **Field of Holes.** This is a field of craters, shallow pits, sinkholes, and crevasses. The field has no special properties.
11. **Spider's Web.** The rays are actually streaks of powdered black quartz. The powder is only a few inches deep. There is no evidence of a spider or any other creature.
12. **Crater of the Shattered Heart.** The streaks are powdered silver. The interior of the crater is made of loose sand; the entire crater acts as an immense sinkhole.

## 2ND QUADRANT

13. **Ice Mountain.** This is actually made of white moonstone. The mountain is cool to the touch, apparently a natural condition of the moonstone.
14. **Sea of Sand.** There are no special properties.
15. **Hul's Bride.** See encounter 4.
16. **Weeping Crater.** The crater is filled with about ten feet of standing water—it has no special properties.
17. **Gold River.** The river is actually dry; flakes of iron pyrite—fool's gold—line the bottom. The river has no special properties.
18. **Grago's Crater.** This has no special properties.
19. **Chimney Mountain.** The mountain is the largest active volcano on Lunitari.
20. **Amber Mountains.** The mountains are actually made of solid amber. They have no special properties.

21. **Blue Forest.** This is actually a forest of towering blue mushrooms and other blue fungi. All of the fungi is similar to that in area C of encounter 10.

22. **Misty Crater.** The haze is harmless fog, a naturally occurring condition of this crater.

23. **Grago's Canal.** This is actually a deep crevasse, nearly 100 yards wide.

24. **Green Forest.** See encounters 5 and 6.

## 3RD QUADRANT

25. **Diamond Crater.** The rim is actually made of zircon; it has no special properties.

26. **Grago's Rainbow.** Each streak is a vein of gems or minerals ten miles long. There is one streak each of gold, silver, ruby, emerald, azurite, amber, and onyx. The streaks have no special properties.

27. **Clear Lake.** See encounters 8 and 9.

28. **Blue River.** The river is filled with water. Its width ranges from ten to 100 feet, its depth ranges from a few inches to several yards.

29. **Raven Mountains.** The mountains are actually solid black granite—they have no special properties.

30. **Apeckne's Crater.** This has no special properties.

31. **Crystal Mountains.** The mountains are made of crystal quartz of all colors; the peaks sparkle like rainbows. They have no special properties.

32. **Grago's Pit.** The pit leads to a network of underground caverns. The contents of the caverns are unknown.

33. **Sea of Sleep.** The rays are streaks of chalky powder. The streaks are only a few inches thick. They have no special properties.

34. **Mouth of the Gods.** This has no special properties.

35. **Three Sisters.** All have dark, steely floors. A closer inspection reveals that the floors are made of solid iron, apparently a natural condition of the craters. They have no special properties.

## 4TH QUADRANT

36. **Azurite Mountains.** The mountains are indeed made of azurite—see encounters 13 and 14.

37. **Crimson Mountains.** The mountains are made of ruby. They have no special properties.

38. **Orange Forest.** See encounter 14.

39. **Raxel's Crater.** This has no special properties.

40. **Crater of Teeth.** The crater is filled with granite columns of various sizes; the crater has no special properties.

41. **Golden Temple.** See encounter 12.

42. **Sea of Craters.** The craters vary in size from a few feet to nearly a mile in diameter. They have no special properties.

43. **Grago's Mountains.** The hills are actually solid black granite. They have no special properties.

44. **Gray Crater.** This is actually a dust geyser, not a crater. It functions as does the dust crater in area E of encounter 2.

45. **Sea of Ice.** The sea is made of ice-blue quartz crystals as fine as sand. The area above the sea is always 25 degrees colder than the areas bordering it.

# APPENDIX 4: DRAGON MISCELLANY

## DRAGON ANATOMY AND PHYSIOLOGY

(Following are excerpts from *Speculations on Dragon Anatomy and Physiology* by Abworth Kanard of the Institute of Dragonology at Belleria.)

### PHYSIOLOGY OF FLIGHT

"...The precise nature of dragon flight has puzzled scholars for centuries, but examination of the dragon's skeletal and respiratory systems reveals some tantalizing insights into this most remarkable phenomenon.

"Not only does air enter through the dragon's nostrils, but apparently through small apertures near the exterior of the body as well. Air from these *scalar spiracles* mingles with air drawn through the nostrils, which is then circulated throughout the body to inflate small pockets in the bones called *air cells*. Every bone in the body is perforated with these air cells, with a surprisingly large number in the skull. I surmise that the cells of the skull not only protect the brain with an envelope of air, but also provide massive supplies of fresh oxygen. This may account for the dragon's unusual perception and intelligence.

"Air cells not only perforate the skeleton, but also line the body cavity, appearing as a membrane of bubbles. Each individual bubble is smaller than the eye can see. Apparently, the bubbles remain inflated while the dragon is airborne, accounting for the dragon's seemingly effortless ability to fly, despite its massive bulk.

"Like the lungs of a bird, the dragon's lungs are firmly attached to the inner sides of the body cavity and are held in place by thick ribs. The lungs consist of branching tubes and cells, extending into long bladders that run the length of its body. It is interesting to note that air not only travels in and out of these structures, but also through them. This allows the respiratory system, including the network of air cells, to fill with air instantly, accounting for the dragon's ability to take flight at a moment's notice..."

### BRAIN

"...The dragon's brain is completely encased in a thin shell of cartilage, not unlike the brain of certain fishes. The function of the cartilage shell is unclear; it certainly does not provide significant protection. I surmise the cartilage layer has something to do with the transmission and reception of dreams and other forms of mental communication. I have so far been unable to substantiate this theory.

"In appearance, the dragon's brain resembles that of a human, with well-developed cerebral hemispheres and an oblong extension from the bottom of the brain to the spinal cord. But if brain size is a function of intelligence—a theory most scholars accept—the dragon presents a problem. In spite of the brain's size (weighing 50 pounds or more in some of the larger carcasses I have examined), it still is relatively small in proportion to the rest of the body. (By way of comparison, a human's body weighs about 50 times as much as his brain.)

"Examination of the brain tissue may offer a clue. Whereas a human's brain consists mostly of bundles of gray matter and white matter, a dragon's brain also includes tissue bundles in

a startling variety of colors—I have seen evidence of gold, silver, black, and red matter. Determining the functions of the colored brain matter is beyond the scope of current scientific technique, but I surmise it relates to the dragon's high intelligence and aptitude for magic..."

### BLOOD TEMPERATURE

"...Some scholars divide species into what I consider to be arbitrary categories of cold-bloodedness and warm-bloodedness. The uselessness of these terms is evident when studying specific examples in nature. Many fish, such as the giant mackerel, have blood as warm as mammals. Certain tropical birds have warmer blood than their cousins from more temperate climates, while some species of flying fish have warmer blood than fish usually have.

"It is my contention that blood temperature is more a function of physical activity than innate physiology. This would account for the warm blood temperature of dragons, in spite of their obvious kinship with other reptiles whose average blood temperatures are much lower. The dragon's sophisticated circulatory system is quite efficient at moving blood through the body and maintaining a relatively high and stable temperature. Further, I surmise that one (or more?) of the as-yet-to-be-understood areas of the dragon's brain regulates blood temperature by increasing circulation during times of relative inactivity..."

### TEETH

"...Though dragon teeth vary somewhat from species to species, in general the teeth are all elongated and razor-sharp, without clear divisions into molars, canines, and incisors as evidenced in mammals (although the back teeth are somewhat blunted like a mammal's molars). In the front of the jaw are the longest teeth, while farther back, particularly in the lower jaw, the teeth are smaller and angled toward the throat.

"The dragon's larger teeth seem better designed for killing prey than tearing it into edible pieces. Likewise, the smaller teeth in the back of the jaw are not particularly adapted to grinding. This suggests that consuming a meal is a leisurely procedure, which may account for why dragons prefer to isolate themselves when eating..."

### SKIN

"...Much has been made of the thick, plate-like scales covering the dragon's body from head to tail. But what lies beneath the dragon's scales? Careful dissection reveals a fascinating discovery—the dragon's body is covered with a layer of skin, remarkably similar to the skin of a human. The dragon's skin is covered with tiny ridges that at first glance might be mistaken for a layer of fine hair. Closer examination shows these ridges to be minuscule, porous wrinkles. Though the skin is hairless, it certainly looks like it was designed to grow hair.

"Of what use could this skin layer be to the dragon? As protection, it is useless. As insulation against heat loss, it is also useless since the dragon's body temperature is essentially self-regulating. I surmise that the skin is a vestigial organ, a remnant of the dragon's ancestors who may indeed have been covered with fur or hair..."



# NEW RULES

## COMPREHENDING DRAGON ART

Dragons have an oral rather than a written history, but they do not rely entirely on their oral tradition to preserve their culture: much of their heritage is preserved in art. The art works serve as permanent records of important ideas and events and enrich the dragons' lives with their sheer beauty.

The subject of an art work is not always readily apparent to the observer; in fact, comprehending the precise meaning of a work is difficult even for scholarly dragons. Through intense study, it is possible to glean the artist's complete interpretation of the event or concept represented in his art. However, this process can be time-consuming and extremely difficult. It is a skill mastered by only the very oldest and very wisest of dragons. For non-dragons, dragon art is often incomprehensible.

Except in special circumstances (such as magical enhancement or assistance from a knowledgeable dragon), PCs can only attempt to comprehend the simplest of dragon art works. To attempt comprehension, the PC must first study the work for a minimum of 3d10 rounds, then succeed in both a Wisdom check and an Intelligence check, each with a +2 penalty. If successful, he comprehends the meaning of the work. Each PC can attempt to comprehend a given work only once.

(Example: A PC exploring a cave discovers two unusual art objects. The first is a pyramid-shaped silver sculpture engraved with intricate geometric patterns. The DM has determined that this sculpture is too complex for the PC to understand. The second object is a small crystal dome containing shadowy angles and colored circles. The DM has determined that the meaning of this sculpture might be comprehensible to insightful PCs. The PC studies it for 3d10 rounds, then rolls both a Wisdom check and an Intelligence check, each with a +2 penalty to the roll. The checks succeed. The DM reveals that the sculpture represents the necessity of neutrality in the balance of the universe.)

Determining the complexity of a given work of art is up to the DM. The most crucial factor in determining this is the age of the artist. In general, very young, young, sub-adult, and young adult dragons are only capable of creating art that can be understood by PCs. Adults, old, very old, and ancient dragons can create works of art that are totally incomprehensible to PCs (and the older the dragon artist, the less likely that even another dragon can interpret the art work).

## REACTIONS OF GOOD DRAGONS

Dragons are notoriously aloof. Just because a good dragon is approached by a friendly character does not mean that the dragon will automatically help or even converse with the character.

Following are some guidelines for determining the reaction of a good dragon to a PC he is meeting for the first time. These guidelines assume that the PC is of good alignment and is approaching the dragon in a non-hostile manner. Inherent in these guidelines are the assumptions that certain colors of dragons are more interested in the affairs of humans than others, and that younger dragons tend to be more curious and open, while older dragons tend to be more guarded.

To determine a dragon's reaction to a character, first determine the reaction modifier by totalling the following factors. The first table should be used if the PC is making a request that doesn't require the dragon to risk his life (such as asking for directions or other information). The second table should be used if the PC is making a request that requires the dragon

to risk his life (such as helping to fight an enemy or accompanying him through dangerous territory.)

**Table 1: Risk-Free Requests**

- Each point of the PC's Charisma score less than 8: -5%
- Each point of the PC's Charisma score greater than 12: +5%
- The dragon is gold: -5%
- The dragon is brass or bronze: +5%
- The dragon is silver: +15%
- The dragon is very young or young: +5%
- The dragon is old or very old: -5%
- The dragon is ancient: -10%
- The PC is a dwarf or kender: -10%

**Table 2: Dangerous Requests**

- Each point of the PC's Charisma score less than 10: -5%
- Each point of the PC's Charisma score greater than 14: +5%
- The dragon is gold or copper: -5%
- The dragon is bronze or silver: +5%
- The dragon is sub-adult or young adult: -5%
- The dragon is adult or old: -10%
- The dragon is very old or ancient: -15%
- The PC is a dwarf or kender: -10%

Add together all the applicable reaction modifiers and roll percentile dice, adjusting the roll by the combined reaction modifier, and consult the following table:

**Table 3: Reaction of Dragon to Request**

Adjusted Die Roll	Reaction of Dragon
01-10	Hostile, attacks immediately
11-20	Hostile, flees
21-40	Uninterested, suspicious
41-70	Uncertain but curious
71-90	Friendly and helpful
91-00	Enthusiastic, eager to help

(Example: A human PC with a Charisma score of 16 approaches an ancient gold dragon to ask for directions. His reaction modifier is +20% for his Charisma, -5% for the gold dragon, and -10% because the dragon is ancient, for a total of +5%. His roll is 40, modified to 45. The gold dragon is uncertain, but curious. Say that the same human asked the same dragon to give him a lift through a haunted swamp filled with monsters. His reaction modifier is +10% for his Charisma, -5% for the gold dragon, and -15% because the dragon is ancient, for a total of -10%. His roll is 40, modified to 30. The gold dragon is uninterested and suspicious.)

Note that flattery or an offering of treasure or other gifts can influence a dragon's opinion of a PC. Additionally, a dragon may be more or less likely to cooperate with a PC depending on the dragon's past experiences (a dragon recently attacked by human hunters, for instance, is less receptive to a PC's request for a favor.)

## PHILOSOPHIES OF THE GOOD DRAGONS

In ancient times, each species of good dragon—brass, bronze, silver, gold, and copper—independently developed its own system of beliefs under which all experiences could be explained and understood.

The dragons used their philosophies to shape their lives, as

well as to guide them in decisions of ethics, logic, aesthetics, and other areas of thought. Though modern dragons no longer strictly adhere to these ancient precepts, they are encouraged to study and respect them.

## ANCIENT BRASS PHILOSOPHY

The fundamental precept of the ancient brass philosophy is intuitionism. This is the belief that all knowledge comes from within. Concepts such as good and evil can be understood intuitively through meditation and reflection. Reasoning and independent testing is not necessary; logic can actually impair understanding, since the universe is not a logical place.

A disciple of brass philosophy can get in touch with the spirit within himself and intuitively understand all that can be known. This is a life-long process, requiring years of strict discipline and solitary meditation.

A dragon that adheres to this philosophy is compassionate, thoughtful, and trustworthy. It is not swayed by the opinions of others, believing that all that is worth knowing can only be known with the heart.

## ANCIENT SILVER PHILOSOPHY

The fundamental precept of the ancient silver philosophy is spiritualism. This is the belief that all knowledge comes directly from the gods. Only the gods give knowledge; truth can come from no other source. The flow of history is directed by the gods who establish the fate of all beings. It is not appropriate for mortals—be they dragon or human—to question their judgment.

Good and evil cannot be known directly by dragons. Like all knowledge, the principles of goodness are gifts from the gods of good. The purpose of a dragon's life is to devote itself to the standards of good established by the gods. Dragons that live up the gods' standards are rewarded in the afterlife.

A dragon that adheres to this philosophy seeks guidance in all matters from the gods. If the gods are silent, the dragon refrains from action. It believes in the sanctity of life and that all creatures are equal in the eyes of the gods—a dragon is no better than a human or an elf, a human is no better than the birds in the air or the fish in the sea. The disciple of this philosophy is an extremely reluctant warrior, going to war only if directly ordered to do so by the gods.

## ANCIENT COPPER PHILOSOPHY

The fundamental precept of the ancient copper philosophy is pragmatism. This is the belief that a philosophy must change as times and situations change. Through the ages, disciples of this philosophy have adopted principles of the gold, silver, brass, and bronze philosophies, discarding one and adopting another as determined to be practical at the time.

In order to determine the correctness of a philosophy, one must first consider the practical consequences of adopting it. In times of war, for instance, the pacifism of the ancient silver philosophy might be deemed impractical. In times of peace, pacifism might again be embraced.

A dragon that adheres to this philosophy is passive and conservative, unlikely to make decisions of consequence without first consulting other dragons. It tends to be distrustful of those who hold different beliefs.

## ANCIENT GOLD PHILOSOPHY

The fundamental precept of the ancient gold philosophy is rationalism. This is the belief that all knowledge comes from

the intellect. The gods do not furnish knowledge directly; knowledge is acquired from observation, experience, and reason.

While the ancient philosophies of silver, bronze, and copper dragons were developed collectively, the ancient gold dragon philosophy was almost entirely the work of two gold dragons named Ana and Blyphian. Ana, whose concepts grew from his study of history, believed that fulfillment could not be achieved without mastering passions and emotions. The wise dragon, said Ana, should order its life through logic, not emotion. The spirit of Ana is said to sometimes appear on the battlefield to guide gold dragon warriors.

Blyphian's contributions to ancient gold philosophy grew from his study of mathematics. All systems of knowledge must be consistent, said Blyphian. An idea cannot be true if it involves a contradiction. Further, a valid idea must be based on logical principles. No idea should be accepted unless its truth can be determined clearly and distinctly. A wise dragon should be skeptical of anything it cannot confirm with its own experience. Just as the spirit of Ana is said to guide gold dragon warriors, the spirit of Blyphian is said to guide gold dragon scholars.

A dragon that adheres to this philosophy is interested only in facts and is unmoved by all emotional pleas. It believes that intellect is a much more admirable quality than strength. It has great respect for intelligent creatures, regardless of their species.

## ANCIENT BRONZE PHILOSOPHY

The fundamental precept of the ancient bronze philosophy is individualism. This is the belief that some members of every group—including gods, dragons, and humans—are naturally superior to the others. The superior members should be allowed to flourish, even if at the expense of the inferior.

Life is a series of tests and struggles, designed to weed out the weak from the strong. The ancient bronze philosophy respects and promotes strength; it is less concerned with an overall system of beliefs than it is developing strategies to deal with the unavoidable agonies of existence. (This philosophy is generally considered to be the least sophisticated of all ancient dragon philosophies.)

A dragon that adheres to this philosophy believes the individual is more important than the society. Adherents tend to be pessimistic, cynical, and cold. That all non-dragons are inferior is accepted as an indisputable fact.


## SPECIAL ITEMS AND WEAPONS

### DREAM STONES

These are magical golden pebbles created by the neutral gods Chislev and Zivilyn; they reveal actual or possible future events. The *dream stones* are given to selected worshipers on Krynn, most notably the Lor-Tai, a primitive tribe in northern Estwilde related to the Plainsmen of Que-shu. Lor-Tai leaders use the stones to predict disasters and to forecast the year's harvest.

Each *dream stone* is etched with from one to three symbols of a moon at high sanction. When the number of symbols on the *dream stone* is the same as the number of high sanction moons in the sky, the owner experiences a dream of an actual or possible future event if he sleeps through the night for at least six uninterrupted hours with the *dream stone* under his head. The dreams are experienced as a series of vague, flickering images; the end of one image dissolves into the beginning of the next.





The event forecast by the dream may take place anywhere from a few hours to several months in the future. The dreams are not necessarily accurate. (The accuracy of the dream is up to the DM, but assume the dream has a 70% chance of portraying an actual future event and a 30% chance of portraying an event that will never happen.)

Each *dream stone* can be used only once before it needs recharging. It can be recharged if buried in an area of open terrain where the moonlight can shine on it. A *dream stone* recharges in ten years.

## DRAGON WINGS

Just prior to the Age of Might, a band of magic-using silver dragons created *dragon wings* to share the gift of flight with their human friends. *Dragon wings* look like miniature silver dragon wings about two inches long.

To activate the *dragon wings*, the owner must be in close physical contact with a silver dragon of the same sex (traditionally, the dragon embraces the owner while pressing the *wings* against the owner's back.) The owner feels a burning sensation that spreads from his neck through his shoulders and down his spine as the *dragon wings* are absorbed into his body.

The burning sensation continues for a full minute, then a wracking pain shoots through the owner's body. He must roll a Constitution check. If the check fails, he suffers 1d6 points of damage. If the check succeeds, he receives 1 point of damage.

The pain subsides in 1d4 minutes, after which a pair of glittering silver dragon wings blossom from the owner's shoulders, spanning 12 feet when extended. The wings are fully functional; with them, the owner can fly at the same speed as a silver dragon. The wings remain in place for 24 hours. They can be used only once.

## TREASURES OF CIRULON

Following are several of the magical treasure items created by the dragons who live in the cloud city of Cirulon. These items are presented to selected residents of Krynn in acknowledgement of their exceptional service to dragonkind.

**Globe of Cirulon.** This is a clear crystal sphere about four inches in diameter, imbedded with chips of gold, copper, silver, brass, and bronze. Each globe rests on a small pillow of clouds. Once per day, the owner can touch the globe and be affected as if he consumed a *potion of healing*. A *globe of Cirulon* functions only for the owner.

**Staff of Cirulon.** This is a staff of clear crystal, six feet in length. It holds a maximum of 50 charges and can be recharged at a rate of three charges per day if exposed to sunlight. The staff can perform all of the following functions once per day as per the various spells, each function requiring one charge: *detect evil*, *detect magic*, *cure light wounds*, *cure disease*, *neutralize poison*, and *purify food and drink*.

**Ring of Cirulon.** This is a ring of clear crystal containing flecks of the same color as the dragon that presented it. The ring must be worn on the right hand. It cures a light wound (less than 6 points of damage) completely and heals a mortal wound sufficiently to prevent death (bringing the character up to 1 hp). The ring is activated by touch. It can be used only once.

**Helm of Cirulon.** The helm is the same color as the dragon that presented it and only functions for its owner. The helm enables the wearer to communicate by telepathy with the dragon that gave it to him. The telepathy has an unlimited range, but does not function if the wearer and the dragon are in different planes of existence.

**Pedestal of Blyphian.** This magical platform was created

by the gold dragon philosopher Blyphian as a learning aid for his young students. It is a circular pedestal of solid gold, about two feet high and about three feet across. By placing a paw or one of his feet on it, a dragon can temporarily enhance his comprehension of complex art works by tapping into the collective consciousness of the spirits of dead dragon scholars.

Though intended to be used only by dragons, non-dragons can use the pedestal as well. A character who steps on the pedestal feels a tingle ripple through his body. If he remains on the pedestal for two rounds, he must roll a Constitution check. If he fails, he suffers 1d4 points of damage. If he remains on the platform for an additional two rounds, he rolls a second Constitution check, receiving another 1d4 points of damage if he fails.

If the character remains on the pedestal for the full four rounds, he then rolls an Intelligence check. If he succeeds, he is able to comprehend works of art created by dragons of up to (and including) old age. This ability lasts for the next 1d6 turns.

*Pedestals of Blyphian* made of solid diamond also exist. A character using a diamond pedestal goes through the same procedure as he does when using a gold pedestal. Failed Constitution checks inflict 2d6 points of damage, however, and successful checks require the loss of 1d4 points of damage. If the character succeeds in an Intelligence check after four full rounds on the pedestal, he is able to comprehend works of art created by any dragon of less than ancient age. This ability lasts for the next 1d6 hours.

## TONKK

This is a hunting weapon developed by the ogre-like Orughi tribe that resides on a remote island north of Ansalon. Resembling an iron boomerang connected to a long coil of metallic cord, it is used to capture eagles and other large birds of prey.

The cord of the tonkk rapidly wraps itself around a successfully attacked victim, completely immobilizing him. If the victim is a character, he can untangle himself if he succeeds in a Dexterity check with a +2 penalty; he may attempt the check once per round. If the victim does not have a Dexterity score, assume the victim has a base chance of 10% per round of struggling free (at the DM's discretion, this base chance may be increased by 3% for every 1 of the victim's Hit Dice in excess of 5).

It is extremely difficult for anyone but an Orughi to master the tonkk. If a character is instructed by an Orughi for 2d4 weeks, he can learn to use it. Otherwise, learning to use a tonkk requires 2d4 months of practice. Once learned, a character attacks with a tonkk at a penalty of -1 for every point of Dexterity below 16 (for instance, a character with a Dexterity of 13 attacks with a tonkk at a -3 penalty.)

## WYRMSVENIN

This superbly crafted two-handed ivory blade was forged in the Age of Might and was used by the human hero Belmonth in the third Dragon War. It acts as a *two-handed sword* +2 against most creatures. When used against dragons or draconians, it inflicts double damage. Against black dragons and sea dragons, it inflicts triple damage.

## DRAGONFLAIL

Like the *dragonlances* after which they are modeled, *dragonflails* were created near the end of the early Dragon Wars to be used against evil dragons. Only a few are thought to exist.



A *dragonflail* is a two-foot-diameter sphere attached to an eight-foot-long chain. The sphere is studded with fine barbs sharpened to razor-sharp points. The *dragonflail* is made of the same silvery metal as a *dragonlance* and gives off a strong silvery glow. It inflicts 2d4 points of damage against opponents other than dragons. Against dragons, it inflicts damage equal to half the sum of the hit points of the wielder plus those of his mount, rounded up. The *dragonflail* gains a +1 bonus to attack rolls against dragons.

## SHIELD OF LORIN

This is the personal shield of the human warrior Lorin Starrose, a Solamnic Knight of the Rose. The gold shield is edged in steel and bears the emblem of the Knights of Rose. It is considered a medium *shield +2, +3 vs. dragons*. It magically protects its wielder so that a successful saving throw vs. breath weapon means no damage and a failed save results in only half damage.

## TAILRAZOR AND CLAWRAZOR

These vicious weapons were designed by the Dragon Highlords of Nordmaar in the closing weeks of the War of the Lance. They were used only occasionally on the battlefield.

The tailrazor is a razor-edged steel whip that attaches to a dragon's tail, effectively extending the length of the tail by ten feet. In combat, the dragon can snap the tailrazor like a whip to inflict 1d10 points of damage.

Clawrazors resemble steel gloves that fit over a dragon's front claws, effectively extending the length of the claws by two feet. A slash from a clawrazor inflicts 1d8 points of damage, plus the dragon's normal claw damage.

Both clawrazors and tailrazors can be fitted with poison needles to inflict additional damage. These weapons were primarily used by black and green dragons.

## LORE, RUMORS, AND LEGENDS

Following is a collection of legends and rumors about the dragons of Krynn. Whether they are true or not is unknown. The DM is free to use them as springboards for adventures of his own design.

## MIDNIGHT WISH

Hundreds of years ago, a sea dragon named Bloodtide completely destroyed the town of Riggirock, a small elven village on the east coast of Silvanesti, mistakenly believing the elves had killed her children. As punishment for her cruelty, the gods decreed that Bloodtide would compensate the elves by granting them favors for the rest of eternity.

Precisely at midnight on the first day of each new year, Bloodtide surfaces on the coast near the ruins of Riggirock to grant a *wish* to the first elf she sees. The *wish* is virtually without limitations, since Bloodtide channels the powers of the gods to fulfill it. At least one of Krynn's moons must be in high sanction on the first day of the year for Bloodtide to appear.

## PODD'S CLAIM

An old man named Podd makes a living as a beggar on the streets of Tarsis. To anyone who will listen, Podd babbles that he used to be a wizard of the Black Robe, but was cast from his Order for pursuing forbidden experiments involving travel between alternate planes of existence. Podd claims

that in his travels through other planes, he discovered a world inhabited only by dragons.

The dragons in this plane are totally unlike the dragons commonly seen on Krynn, claims Podd. Some were bulky gray creatures who breathed clouds of sparkling light. Others resembled enormous yellow serpents, hundreds of yards in length, whose eyes glowed like fiery coals. Still others were as transparent as ghosts, entirely made of clear crystal. Podd says he can construct a magical device to travel to this plane if someone would supply the 200,000 stl he needs to purchase the components.

## LUCKY DRAGONS

Can dragons bring good luck? Opinions differ, though it is generally agreed that certain signs can be interpreted as omens of good or bad fortune. Fishermen, for instance, believe that the shell of a dragon egg washed ashore is an omen of a good harvest. Conversely, a shell discovered in a fishing net foretells disaster.

The number of scales on a dragon is also thought to be significant. Dragons with scales in multiples of nine (such as 6,561) are believed to be lucky, while dragons with scales in multiples of 13 (such as 2,197) are supposed to be unlucky. Unfortunately, seers have been unable to come up with an accurate method of counting the scales on a still-living dragon.

Observing the eating habits of a dragon is also helpful in determining whether he foretells good luck or bad. A dragon seen eating sparrows or other small birds brings good fortune. A dragon seen eating centipedes and worms brings bad fortune.

## GRAVEYARD OF FIRE

A tiny, unnamed island 100 miles off the western coast of Enstar consists of a single, active volcano. The volcano is nearly a half-mile tall and spews molten gold instead of lava.

The volcano is thought to be a secret graveyard of gold dragons. When a gold dragon believes his death is imminent, he flies to the island and immerses himself in the fiery mouth of the volcano, never to be seen again. Priceless treasure items belonging to the deceased gold dragons are said to line the bottom of the volcano.

## DRAGON HEARTS

Rumors abound concerning the nature of a good dragon's heart. While most scholars believe the heart of a good dragon is made of muscle tissue not unlike that of other creatures, some believe that the heart has natural enchantments that cause it to change under certain conditions.

If a dragon dies a violent death, for instance, his heart is said to turn to stone. If a dragon dies while sacrificing its life for another, his stone heart permanently radiates *protection from evil* and chips from this stone heart can be made into protective amulets.

If a good dragon dies a natural death and is left undisturbed, his heart gradually changes to a metal identical to the color of his species; that is, the heart of a gold dragon changes to solid gold. This process takes a full thousand years to complete.

## ARMORED DRAGON

As the War of the Lance wound down, Stanyre Mogkk, one of Nordmaar's most notorious Dragon Highlords, got the idea to create an unstoppable opponent by outfitting an evil dragon in armor. He enlisted an ancient black dragon named



Krach to be the prototype. Krach was clad in iron armor from head to snout, and further embellished with a deadly tailrazor on his tail and poison clawrazors on his front claws.

Unknown to Krach, Mogkk enlisted the aid of a renegade wizard to enchant the armor so it could not be removed. Enraged, Krach responded by killing Mogkk, then fleeing into the wilderness. The armored Krach is said to still roam the Great Moors of Nordmaar.

## STRANGE BREEDS

A number of bizarre dragons are said to occupy the various isles north of Ansalon. Among the most unusual are the following:

**Mosquito Dragons.** Native to the Isle of Dragons, these dragons are less than an inch long. Because of the buzzing sounds made while in flight, they are easily mistaken for mosquitos.

Mosquito dragons come in gold, black, silver, and red varieties. Their breath weapons are similar to those of their large cousins, though the damage they inflict is significantly smaller. They travel in swarms of 20 or more, and live together in communal nests located in hollow trees or cracks in the earth. They are said to accumulate enormous caches of treasure.

**Cannibal Dragons.** An extremely vicious variety of red dragon, cannibal dragons eat nothing but other dragons. All colors are considered equally suitable for consumption. Cannibal dragons live on an island of their own, and make annual raids into Ansalon in search of the next year's food supply.

**Plague Dragon.** This ancient gold dragon lives in solitude on a rocky island north of the Isle of Dragons. As punishment for blasphemy against the gods, the plague dragon has been cursed to bring death to all living things. Humans, animals, and vegetation all wither and die in the presence of the plague dragon. There is no known cure for the diseases she inflicts.

**Healing Dragon.** The healing dragon is an ancient gold dragon and is the sister of the plague dragon. The two are identical in appearance. The healing dragon lives on the same island as the plague dragon and is the only known life form not affected by her.

The touch of the healing dragon is capable of curing any disease and can even resurrect the dead. She was given this ability by Gilean, the patriarch of the neutral gods, to balance the condition of her sister. Like the plague dragon, the healing dragon never leaves their island.

## CHANGE IN THE WEATHER

Many believe that the first cries of hatchling dragons of certain colors can affect the weather. The first cries of a brass dragon, for instance, are said to change the wind to the opposite direction. The first cries of a bronze dragon brings clouds on a sunny day, while the first cries of a copper dragon dissipates clouds on a gloomy day.

If hatched during a storm, the cries of a red dragon stops the rain and creates a drought that can last for months. Conversely, the cries of a blue dragon hatched during a drought brings a season of rain. Desperate farmers have been known to steal an egg from a blue dragon's nest and induce it to hatch, hoping its cries will bring much-needed moisture. Needless to say, the theft of her egg does not endear the farmers to the mother dragon.

## SLUMBERING THUNDER

In ancient times, the rivalry of two adult male dragons for the affections of a single female exploded into a violent battle

that threatened to sink the island of Cristyne. The angry gods banished the dragons to a sealed cavern deep beneath the island, denying them a peaceful afterlife by cursing them to sleep there forever. It is believed that if these dragons are disturbed—whether accidentally or intentionally—they would resume their battle with such ferocity that Cristyne would be shaken apart.

## SCALES OF REVELATION

The scale patterns on certain ancient gold dragons form geometrical arrangements that can be interpreted as formulas for magical spells. Interpreting these formulas is extremely difficult; it is thought that only a small band of renegade wizards living in a secret tower in the Plains of Dust have the necessary skills. The wizards call these scale arrangements "kyrygrams." The wizards summarize the spells divined from the kyrygrams in triangular-shaped books bound in dragon hide.

## ART GALLERY

Certain good dragons are quite proficient at creating elaborate art works of staggering monetary value. The dragons are thought to keep their most valued art objects in special galleries hidden in strongholds in the clouds and in other planes of existence. However, one of their largest galleries is suspected to exist on the Isle of Dragons just north of Ansalon. The gallery has been constructed in a cavern miles beneath the surface of the island, accessible only through a passageway in the heart of a treacherous jungle. The gallery is said to be guarded by awesome monsters that have pledged their lives to serve the dragons.

## DRAGON TEARS

The teardrops of various dragons are believed to have special magical properties.

**Bronze Tears.** The tears of a bronze dragon are able to purify large bodies of water, ridding them of poisons, contaminants, and other impurities, much like a *purify water* spell. A single tear can purify a small pond. However, the teardrops must fall directly from the dragon's eyes into the water to be effective.

**Sea Dragon Tears.** The golden teardrops of a sea dragon can sometimes be found floating on the surface of the ocean. If the tears are allowed to bake and harden in the sun, they create sweet-smelling perfumes. Sea dragon perfumes are among the most pleasing fragrances known to Krynn and are highly sought by affluent citizens.

**Silver Dragon Tears.** Teardrops of silver dragons can be mixed with a black herb that grows only in Schallsea to make a rich black ink. If exposed to rain, violets and other wild flowers grow from the words written in this ink.

## SECRET DRAGONS

Following the War of the Lance, dragons found Krynn a less hospitable world than it was before. While some responded by going into seclusion or leaving Krynn altogether, others polymorphed into human forms and integrated themselves into human societies. Many of these polymorphed dragons became prominent members of their new societies, taking the roles of traders, teachers, and even government officials. It is thought that some of the dragons came to prefer their polymorphed forms and to this day remain disguised as some of Krynn's most eminent citizens.



# 3rd Quadrant











# 2nd Quadrant





# LUMINA

Scale: one hex =

## 1st Quadrant

1. Sea of Dust. The surface of this vast, gray sea ripples like water, though no waves have been observed.
2. Gray River. The Gray River snakes through most of the southern section of this quadrant and feeds into the Sea of Dust.
3. Daskmann's Mountains. A range of black mountains, possibly made of graphite or diamond. The peaks range from 50-100 yards high.
4. Grago's Eyes. Twin craters, each about two miles across, discovered by the astronomer Grago of Solamnia.
5. Harmony Crater. The largest crater in this quadrant. Harmony Crater's nearly ten miles in diameter.
6. Carystium Crater. A five-mile-diameter crater discovered by the astronomer Carystium of Ergoth.
7. Onyx Mountains. A range of black mountains, thought to be made of onyx. The peaks range from 50-100 yards high.
8. Sea of Stars. This yellow sea sparkles like diamonds—it may be made of diamond mixed with gold flakes.
9. Shining Crater. This crater glows with its own light, visible even during dark phases of the moon.
10. Field of Holes. A pock-marked field of variously sized craters.
11. Spider's Web. This fanciful name was given to this area of dark rays. The streaks are thought to be made of obsidian or onyx.
12. Crater of the Shattered Heart. A heart-shaped crater with streaks of silver through it.

## 2nd Quadrant

13. Ice Mountain. At nearly a mile in height, this is one of the highest peaks on Lunitari. It is white in color, and is thought to be made of ice.
14. Sea of Sand. This vast sea is made entirely of brown sand. Many high dunes ripple across its surface.
15. Hui's Bride. This never-changing arrangement of sand dunes resembles a face. It was given its name by the bachelor astronomer Hui Genopole of Sanctisl.
16. Weeping Crater. Light sparkling from this crater's reflective surface gives the appearance of glistening teardrops.
17. Gold River. This river is thought to be filled with liquid gold.
18. Grago's Crater. Discovered by Grago of Solamnia, this ten-mile-diameter crater is the largest in this quadrant.
19. Chimney Mountain. Smoke continually rises from the top of this 4,000-foot amber mountain.
20. Amber Mountains. A range of golden mountains, possibly made of amber or gold. The peaks range from 2,000-4,000 feet high.
21. Blue Forest. This appears to be a forest of blue vegetation.
22. Misty Crater. A gray haze constantly hangs over this large crater.
23. Grago's Canal. Discovered by Grago of Solamnia, this jagged black streak resembles a network of canals.
24. Green Forest. This appears to be a forest of green vegetation.

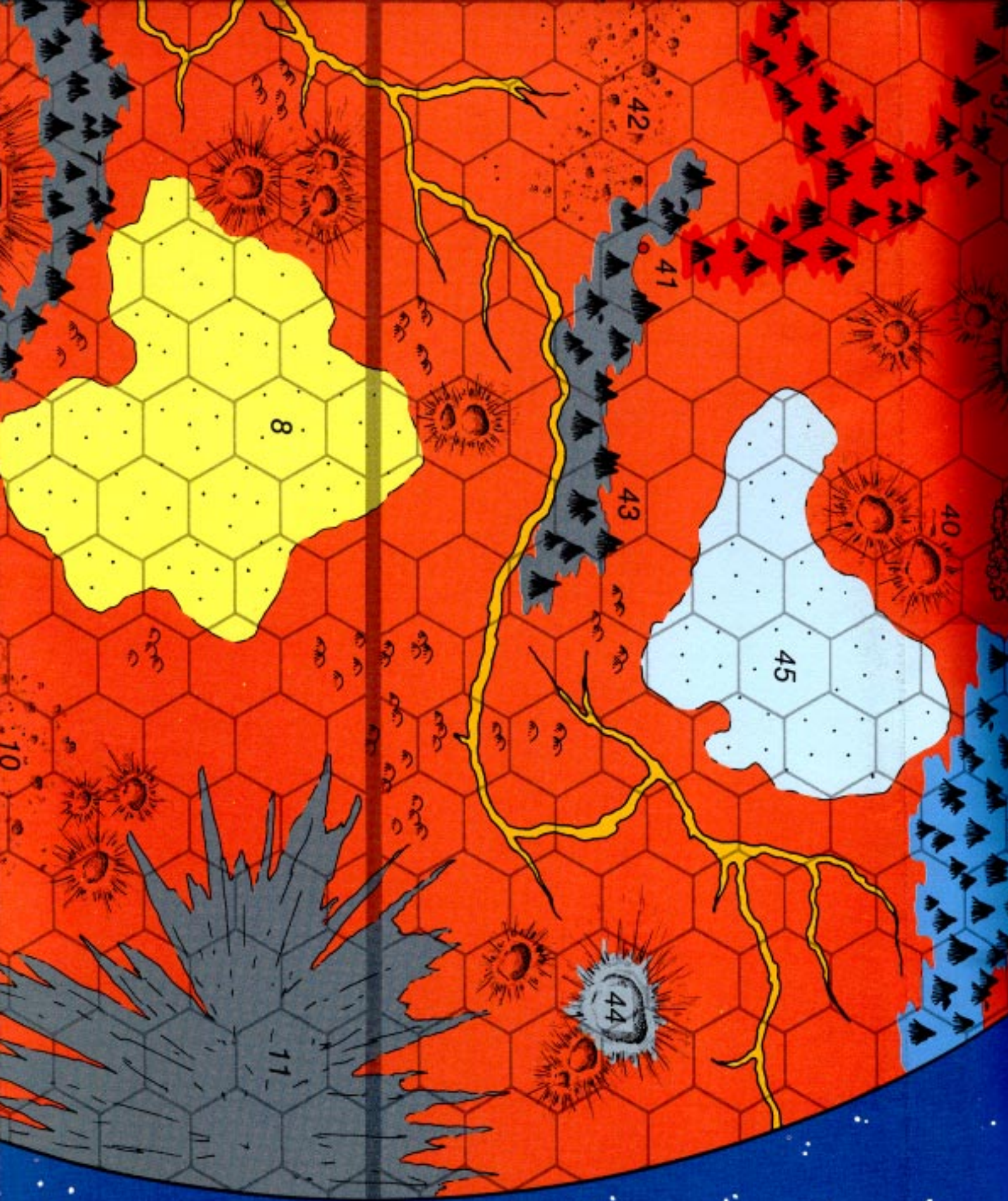




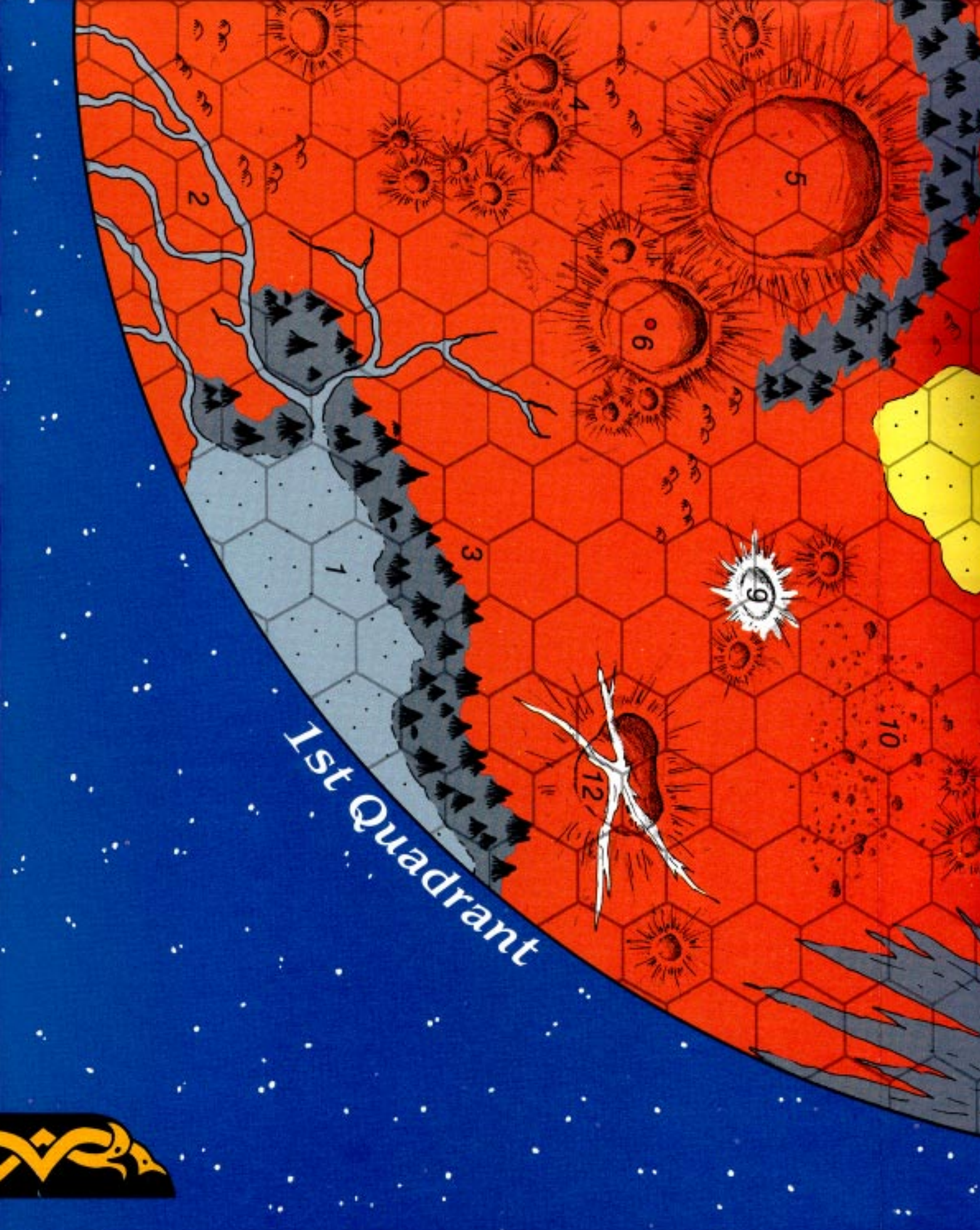
4th Quadrant











1st Quadrant





# TARI

Size = 5 miles

## 3rd Quadrant

25. Diamond Crater. This crater sparkles like a diamond. It is thought to be made of diamond or some other valuable gem.
26. Grago's Rainbow. Discovered by Grago of Solamnia, this is a series of parallel streaks of various colors, each thought to be a different substance.
27. Clear Lake. This appears to be a lake of clear water.
28. Blue River. This winding river snakes through the western section of this quadrant and feeds into Clear Lake.
29. Raven Mountains. A range of black mountains, possibly made of graphite or diamond. The peaks range from 50-100 yards high.
30. Apeckne's Crater. This is a very conspicuous crater, the largest in the Sea of Sleep. It was discovered by the astronomer Ruud Apeckne of Enstar.
31. Crystal Mountains. This range of low mountains appears to be made of crystal. The peaks range from 100-500 feet high.
32. Grago's Pit. Discovered by Grago of Solamnia, this is a black pit in the moon's surface nearly two miles wide.
33. Sea of Sleep. This sea is actually a dense network of white rays that look like beams of light.
34. Mouth of the Gods. With a diameter of nearly 15 miles, this is largest crater on Lunitari.
35. Three Sisters. So named for their proximity to the Mouth of the Gods, these are three identical craters.

## 4th Quadrant

36. Azurite Mountains. This the largest mountain range on Lunitari. It appears to be made of azurite or sapphire. Its peaks are 2,000-3,000 feet high.
37. Crimson Mountains. This mountain range appears to be made of ruby, garnet, or some other red gemstone. The peaks are 1,000-2,000 feet high.
38. Orange Forest. This appears to be a forest of orange vegetation.
39. Raxel's Crater. With a diameter of nearly five miles, this is the largest crater in this quadrant. It was discovered by the astronomer Raxel of Solamnia.
40. Crater of Teeth. Large stony projections extend from this crater.
41. Golden Temple. This appears to be a pillar of solid gold; astronomers have speculated that it is the spire of an underground temple.
42. Sea of Craters. This sea is actually a field of craters, densely packed together.
43. Grago's Mountains. Discovered by Grago of Solamnia, this range of low, dark hills is thought to be made of ash or black crystal. The peaks range from 100-500 feet high.
44. Gray Crater. This crater is gray in color and appears to be surrounded by mounds of dust.
45. Sea of Ice. This vast sea appears to be made of solid ice.

**Iryl** is slight-framed and fair-skinned. She is very shy, seldom looking into the eyes of the person to whom she's speaking. She is especially tongue-tied around handsome males.

Iryl has a star-shaped birthmark in the center of her forehead. She is very self-conscious about the birthmark, believing that in some way it violates the Silvanesti philosophy of racial purity. She keeps her hair long to hide the birthmark as well as most of her face.

Iryl has an unflappable, almost naive confidence that good will inevitably triumph over evil. She is a tireless fighter, ready and willing to sacrifice her life in the pursuit of justice.

Weapon Proficiencies: Long sword, short bow, long bow, crossbow, lance

Nonweapon Proficiencies: Riding (land-based), endurance, swimming

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As a young woman in Qualinost, **Grenden** was accused of a crime she didn't commit. Although eventually pronounced innocent, Grenden was still regarded with suspicion by many. Life in Qualinost became intolerable and Grenden left, never to return.

Grenden has been a nomad since then. She keeps others at arm's length and tends to see conspiracy where none exists. Sullen, distant, and moody, a smile on Grenden's face is as rare as a rose blossom in winter.

Grenden relishes battle, the bloodier the better. Although devoted to the cause of good, Grenden seldom shows mercy to enemies, including those she only assumes to be enemies.

Weapon Proficiencies: Long sword, short sword, staff, javelin, crossbow

Nonweapon Proficiencies: Direction sense, fire building, fishing, herbalism, endurance

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The handsome **Tarr** is a master bowman, an inveterate gambler, and a compulsive ladies' man. He flirts with Grenden incessantly, which infuriates Grenden as much as it delights Tarr.

Tarr relishes the life of an adventurer, openly mocking those who devote themselves to farming, commerce, and other mundane occupations. Some find Tarr's' opinions hard to take, and more than once he's found himself on the receiving end of a peasant's fist.

Weapon Proficiencies: Long bow (specialty), long sword, short sword, axe, short bow

Nonweapon Proficiencies: Dancing, bowyer/fletcher, gaming, hunting, running

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**Benny** is a member of the Creat clan, born on the eastern coast of Nordmaar. Benny idolized his grandfather, a renowned explorer and prospector who claimed to have once discovered a mine of pure silver. Benny longed to follow in his grandfather's footsteps and ran away from home to do some prospecting of his own. He hasn't returned since. His journeys have taken him as far away as the forests of Ergoth and the minotaur caverns of Mithas.

Like most Kender, Benny has an insatiable curiosity and an utter lack of fear, a combination that repeatedly gets him into trouble.

Weapon Proficiencies: Short sword, dagger, thrown dagger, short bow

Nonweapon Proficiencies: Disguise, mining, reading lips

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**Blackstar** was raised by his father to become a warrior, as had been the family tradition for centuries. But after witnessing the devastation resulting from the War of the Lance, Blackstar abandoned his military training to become a cleric, believing Krynn already had more than enough soldiers. Blackstar was disowned by his family when he told them his decision.

Nevertheless, Blackstar has remained faithful to the true gods. He is a man of few words and seldom socializes. He is thoughtful and patient, intensely loyal to his friends and fair-minded with his enemies.

Weapon Proficiencies: Spear, axe, thrown axe, blowgun

Nonweapon Proficiencies: Armor, astrology, leatherworking, reading/writing

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**Pike** is an amiable, easy-going hill dwarf who is meticulous about his personal appearance. He can spend hours trimming and combing his curly brown hair and lengthy beard. He dislikes animals—they're too dirty—but is fond of his friends, particularly the ones who are free with their compliments.

Though not a coward, Pike prefers negotiation and retreat to direct combat, opting to fight only when there is no other choice. He always manages to hold up his end in a battle, though he never stops complaining about the damage to his fine clothes.

Weapon Proficiencies: Mace, flail, morning star, dagger, spear, sling

Nonweapon Proficiencies: Etiquette, gaming, heraldry, mountaineering, tailor

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**Shalindra** is a boisterous, fun-loving hunter, unfailingly cheerful and optimistic. Her confidence masks a secret sorrow: as a child, Shalindra was the only survivor of a Red Dragonarmy ambush. She watched helplessly as her family was slaughtered before her eyes. Even now, Shalindra is prone to shattering nightmares, but she refuses to confide the reason to her friends.

Over six feet in height with flowing blonde hair, Shalindra has no shortage of male admirers, but her heart belongs to Blackstar. So far, however, she has kept her feelings to herself.

Weapon Proficiencies: Sling (specialty), staff sling, long sword, thrown dagger, long bow, lance

Nonweapon Proficiencies: Animal handling, animal lore, dancing, hunting, riding (land-based), tracking

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**Trapian's** father was a Solamnic Knight and his mother was a cleric of the Order of Solinari. When his father failed to return from the War of Lance, Trapian's mother encouraged him to use his intellectual gifts to study magic. Trapian has devoted himself to the rebuilding of Krynn in honor of his father.

Trapian enjoys the company of people. He likes nothing better than to spend the night around a campfire exchanging stories. He is a compulsive talker; many feel that Trapian would converse with the trees if there was no one else around to listen.

A sturdy man in his mid-30s, Trapian is a worthy ally on the battlefield. He is quick, clever, and fearless. If angered, he can be quite brutal.

Weapon Proficiencies: Staff, sling

Nonweapon Proficiencies: Ancient history, ancient languages, artistic ability, reading/writing, religion, spellcraft

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**BLACKSTAR** *9th-Level Human Cleric, male*

**STR** 13 **DEX** 14 **CON** 13 **THACO** 16  
**INT** 14 **WIS** 16 **CHR** 16 **AL LG** **HP** 52

**AC** 8 (Leather Armor)

**WEAPONS** *Spear +2*

**EQUIPMENT** Medallion of Faith, as selected by player

**ABILITIES** Spell use (6 1st level, 6 2nd level, 3 3rd level, 2 4th level, 1 5th level)

**LANGUAGES** Common, Plainsman



See back of card for more information.

**PIKE OAKBONE** *8th-Level Dwarf Fighter, male*

**STR** 16 **DEX** 11 **CON** 17 **THACO** 13  
**INT** 9 **WIS** 12 **CHR** 12 **AL LG** **HP** 76

**AC** 1 (*Plate Mail +1* and Small Shield)

**WEAPONS** *Mace +1*, Dagger

**EQUIPMENT** As selected by player

**LANGUAGES** Common, Hill Dwarf



See back of card for more information.

**SHALINDRA** *10th-Level Human Ranger*

**STR** 18/35 **DEX** 16 **CON** 14 **THACO** 11  
**INT** 14 **WIS** 14 **CHR** 17 **AL LG** **HP** 63

**AC** 3 (*Leather Armor +2*, Small Shield, Dex bonus)

**WEAPONS** *Long Sword +2*, *Sling +1* and 20 Bullets

**EQUIPMENT** As selected by player

**ABILITIES** Spell use (2 1st level, 1 2nd level)

**LANGUAGES** Common, Plainsman, Qualinesti



See back of card for more information.

**TRAPIAN** *8th-Level Human Mage, male*

**STR** 11 **DEX** 14 **CON** 13 **THACO** 18  
**INT** 17 **WIS** 15 **CHR** 13 **AL LG** **HP** 27

**AC** 5 (*Staff of Power*)

**EQUIPMENT** *Staff of Power* (20 charges); as selected by player

**ABILITIES** Spell use (4 1st level, 3 2nd level, 3 3rd level, 2 4th level)

**LANGUAGES** Common, Solamnic, Plainsman, Hill Dwarf



See back of card for more information.

**IRYL SONGBROOK**  
*7th-Level High Elven Fighter, female*

**STR** 10 **DEX** 13 **CON** 11 **THACO** 14  
**INT** 15 **WIS** 14 **CHR** 13 **AL LG** **HP** 51

**AC** -2 (*Plate Mail +3*, *Shield +1*)

**WEAPONS** Short Bow and Quiver of 20 Arrows

**EQUIPMENT** As selected by player

**LANGUAGES** Common, Silvanesti, Qualinesti, Plainsman



See back of card for more information.

**GRENDEN** *7th-Level Elf Fighter/8th-Level Elf Mage, female*

**STR** 13 **DEX** 16 **CON** 12 **THACO** 14  
**INT** 14 **WIS** 11 **CHR** 14 **AL LN** **HP** 43

**AC** 2 (*Chain Mail and Shield*, *Dex Bonus*)

**WEAPONS** *Long Sword +1*

**EQUIPMENT** As selected by player

**ABILITIES** Spell use (4 1st level, 3 2nd level, 3 3rd level, 2 4th level per day)

**LANGUAGES** Common, Qualinesti, Silvanesti, Plainsman



See back of card for more information.

**TARR RAVENSEYE** *9th-Level Human Fighter, male*

**STR** 15 **DEX** 18 **CON** 15 **THACO** 12  
**INT** 13 **WIS** 13 **CHR** 16 **AL LG** **HP** 58

**AC** -1 (*Chain Mail Armor*, *Shield +1*, *Dex bonus*)

**WEAPONS** *Long Bow* with 12 *arrows +1* and 20 normal arrows

**EQUIPMENT** As selected by player

**LANGUAGES** Common, Qualinesti, Solamnic, Hill Dwarf



See back of card for more information.

**BENNYBECK CLOUDBERRY**

*10th-Level Kender Thief, male*

**STR** 10 **DEX** 17 **CON** 14 **THACO** 16  
**INT** 10 **WIS** 9 **CHR** 11 **AL N** **HP** 45

**AC** 5 (*Leather Armor*)

**WEAPONS** Short Sword, Dagger

**EQUIPMENT** As selected by player, plus thieves tools

**LANGUAGES** Kender, Common



See back of card for more information.

## TIME TRACKING CHART

Use the chart below to keep track of events in chapter one and chapter two, checking off every half-hour as it occurs. Remember to check for Random Events every half hour until Hour 15.

HOUR	EVENT
1	R.E. 17-20 = no enc. *
1.5	
2	
2.5	
3	First Strafing**
3.5	
4	
4.5	
5	
5.5	
6	
6.5	
7	Second Strafing**
7.5	Thunderstorm**
8	
8.5	
9	Rainbow**
9.5	
10	

HOUR	EVENT
10.5	
11	Third Strafing**
11.5	Thunderstorm**
12	
12.5	
13	R.E. 17-20 must occur*
13.5	
14	
14.5	
15	Tower appears***
15.5	
16	First heat effect****
16.5	
17	Second heat effect****
17.5	
18	Third heat effect****
18.5	
19	Explosion commences*****
19.5	Tower explodes*****

\* Random Event 17-20 can't occur before Hour 9, but must occur before Hour 13.

\*\* See Assault Schedule section (chapter one)

\*\*\* See Hour 15 section (chapter one)

\*\*\*\* See The Black Tower section (chapter two)

\*\*\*\*\* See Hour 19 section (chapter two)



Advanced Dungeons & Dragons<sup>®</sup>  
2nd Edition



## DRAGON KEEP

The good dragons of Krynn need help. Recruited by the silver dragon Saramber, the player characters have joined ranks with the dragons and sought to solve the mystery behind the deaths of many silver and bronze dragons. They have performed many services for the dragons and passed the tests set out for them, earning the trust of these ancient creatures.

But now, Saramber fears evil dragons have discovered the portal that could lead them to the dragons' homeland. If this is true, they must be stopped before they can launch an attack that could destroy this fabled dimension. The adventure leads player characters from the plains of Lunitari to the depths of the ocean and the abode of monstrous Artha, banished daughter of Takhisis.

This third module brings to a climax the epic tale begun in DLE1, *In Search of Dragons*, and continued in DLE2, *Dragon Magic*. On success or failure hangs the fate of one of the noblest races on Krynn.



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\$8.95 U.S.

9245X931401  
ISBN 0-88038-780-5



TSR, Inc.  
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WI 53147 U.S.A.

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120 Church End, Cherry Hinton  
Cambridge CB1 3LB  
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