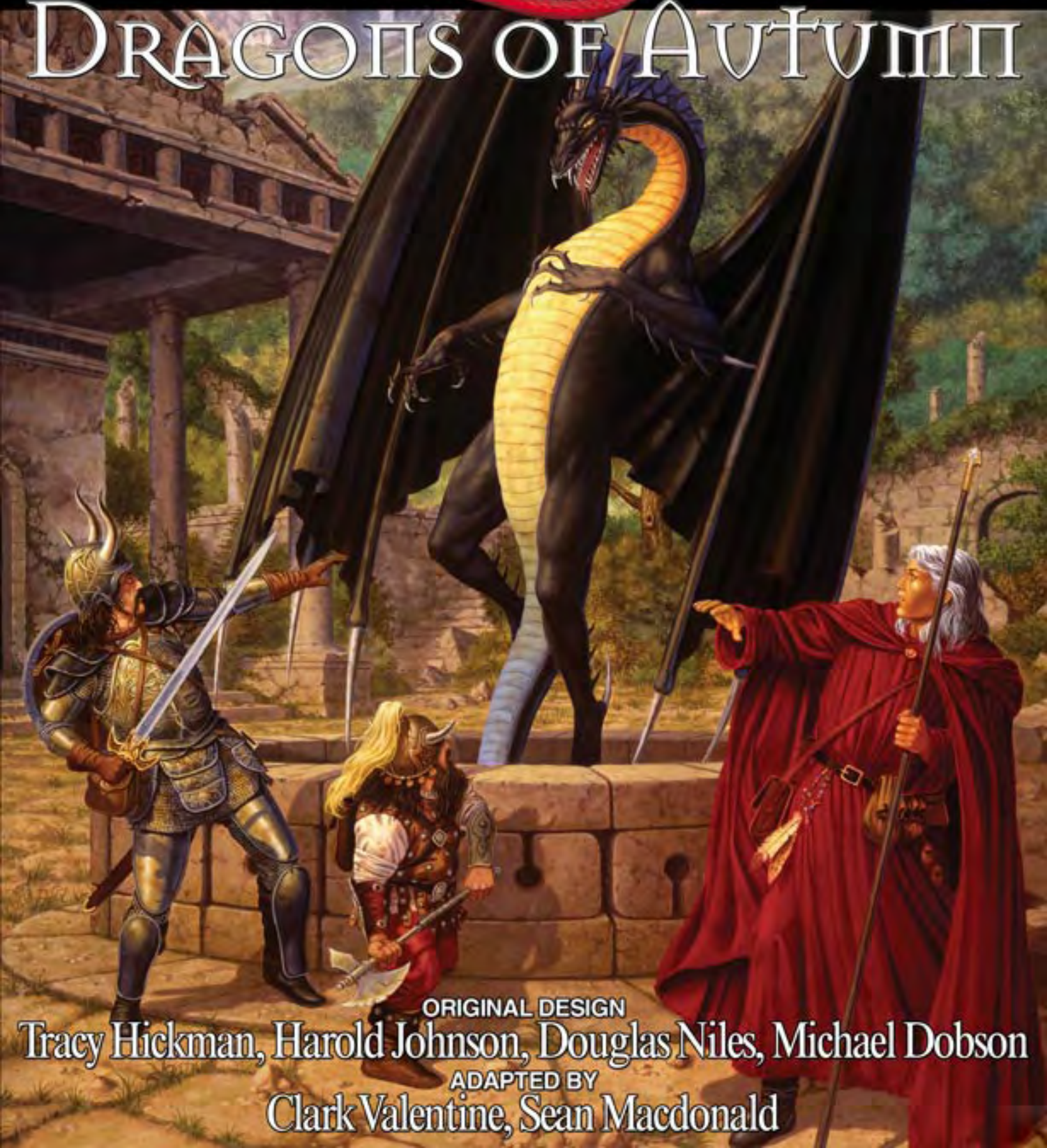




DRAGONS OF AUTUMN



ORIGINAL DESIGN

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DRAGONS OF AUTUMN

War of the Lance Campaign, Volume One

Autumn settles on the plains of Abanasinia as rumors of war and strange creatures travel from northern lands. Friends meet in the tree-town of Solace after many years spent apart, hoping to reminisce about old times and adventures past. But the people of Ansalon need heroes, as the ancient gods have returned to the world, and brought creatures of myth and legend to fight in their battles. Dragons—ancient, deadly, and powerful—have returned to Krynn. An adventure like no other calls the heroes to re-discover the greatest gift given to the mortal races, to find a safe haven for hundreds of desperate refugees, and unearth the first secrets that might lead to the power of the dragonlance.

Dragons of Autumn is a DRAGONLANCE® adventure for the d20 System set in the War of the Lance era. It can be played as the starting point of a new campaign or continue adventures set in the Age of Despair. The adventure is designed for characters of 5th–7th level and requires the use of the *War of the Lance* sourcebook from Sovereign Press, the *DRAGONLANCE Campaign Setting*, and d20 System core rulebooks from Wizards of the Coast.

This adventure product is a new presentation of the classic DRAGONLANCE adventures first published over twenty years ago. The text incorporates two decades of information and updates from DRAGONLANCE novels and games, including *Dragons of Autumn Twilight* and *Dragons of the Dwarven Depths* written by Margaret Weis and Tracy Hickman.

Cover by Larry Elmore



SOVEREIGN PRESS
253 Center Street #126
Lake Geneva, WI 53147-1982
Stock #: SVP-4204



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DRAGONS OF AUTUMN

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Portions of *Dragons of Autumn* were inspired by characters and situations drawn from *Dragons of Autumn Twilight* and *Dragons of the Dwarven Depths* by Margaret Weis and Tracy Hickman.

This d20 System® game accessory utilizes mechanics developed for the new DUNGEONS & DRAGONS® game by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Additional information and content available at
www.dragonlance.com.



Written & Published by

Sovereign Press, Inc.
253 Center Street #126
Lake Geneva, WI 53147-1982
United States
www.sovpress.com



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INTRODUCTION

Bring the chairs. That's a good girl. And I want one, right here," the old man gestured at a spot in front of the firepit. "For me."

"Are you giving a party, Old One?" Tika asked as she carried over the most comfortable, well-worn chair in the Inn.

"A party?" The thought seemed to strike the old man as funny. He chuckled. "Yes, girl. It will be a party such as the world of Krynn has not seen since before the Cataclysm! Be ready, Tika Waylan. Be ready!"

He patted her shoulder, tousled her hair, then turned and lowered himself, bones creaking, into the chair.

Tika went to pour the ale. It wasn't until she had brought the old man his drink and gone back to her sweeping that she stopped, wondering how he knew her name.

Dragons of Autumn Twilight

By Margaret Weis and Tracy Hickman

Welcome back to where it all started.

In 1984, players of DUNGEONS & DRAGONS were introduced to a world they had never seen before, one which would not only challenge their views of epic fantasy, but usher in a whole era of adventure rich in plot and characterization. Dungeon crawls and wilderness treks were now painted upon a canvas of war, discovery, romance, and betrayal. The heroes became household names for fantasy fans: Raistlin & Caramon, Tanis & Sturm, Flint & Tasslehoff, Goldmoon & Riverwind. The novels became *New York Times* bestsellers and launched the careers of many creative writers, designers, and artists whose work graced the pages of adventure modules, art calendars, and books. And it all began here.

Dragons of Autumn combines the classic DRAGONLANCE adventure modules *Dragons of Despair*, *Dragons of Flame*, *Dragons of Hope*, and *Dragons of Desolation*, revised and repackaged to represent more than twenty years of one of fantasy's most enduring sagas. You will need the DUNGEONS & DRAGONS *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, the DRAGONLANCE *Campaign Setting*, and the *War of the Lance Campaign Setting Companion* to get the most out of this adventure. Although this adventure makes use of the *Towers of High Sorcery* sourcebook, *Holy Orders of the Stars* sourcebook, and the *Bestiary of Krynn* sourcebook, these books are optional and all necessary information is provided.

If you are the Dungeon Master, it is strongly suggested that you read this adventure from start to finish, making notes as necessary and paying particular attention to the pacing, themes, and major encounters of each chapter. If you are one of the players, congratulations! Whether you play as one of the original Innfellows or a hero of your own creation, now is the time to stop reading, grab your dice and pencils, and get ready to play the adventure that started it all!

ADVENTURE BACKGROUND

Five years ago, a band of good friends frequented the Inn of the Last Home, the most popular tavern and inn in the treetop city of Solace. They made a pact to go off on their own in search of some sign of the true gods, agreeing to meet back at the Inn of the Last Home on that day five years later. Each taking a different path, they set out for the far corners of Ansalon. Now the heroes, known as the Innfellows, return to their hometown after finding only futility—the true gods seem to be well and truly gone. However, at the very least, they can look forward to a warm fire, a good meal, and the companionship of their dearest friends upon their return.

Unfortunately, they find that Solace has changed in their absence. The Seekers, a misguided religious sect of questionable sincerity, have become the temporal rulers of Solace, governing the region from the nearby Lordcity of Haven. Rumors of war and whispers of monsters and death circulate among the farmers and townfolk in hushed voices. Solace has changed, and that change promises to become even more drastic.

CHARACTERS IN THE ADVENTURE

This adventure is designed to support the players taking on the roles of the classic Innfellows, the Heroes of the Lance. However, it is flexible enough that it can also be played using characters of the players' own design, as long as certain vital character archetypes are represented. This section explains how to go about using the classic characters or facilitating the creation of original characters that fit into these archetypes.

PLAYING THE INNFELLOWS

If you and your players elect to play this adventure with the original Heroes of the Lance, you'll find stat blocks for them in Appendix Two on page 173. Feel free to make adjustments to them as you see fit; however, before making a major change, examine the adventure carefully to be certain you're not removing a vital aspect of the character. Each pregenerated character has starting equipment packages assigned from the sample packages available to all original characters.

The Heroes of the Lance begin at 5th level. At the start of the adventure, the following are available as player characters: Tanis Half-Elven, Sturm Brightblade, Raistlin Majere, Caramon Majere, Tasslehoff Burrfoot, Goldmoon, Riverwind, and Flint Fireforge. Gilthanas-Kanan and Tika Waylan begin the adventure as NPCs; they become available for use as player characters later, or they may remain NPCs.

PLAYING OTHER HEROES

You and your players may instead decide to play your own heroes or to replace certain members of the classic lineup. If you choose to go this route, one of the first things to

do is to decide at what level the characters should start the adventure. The adventure itself was designed for eight 5th level player characters (the original Heroes of the Lance). This translates to 7th level in terms of the classic four-member balanced party of a fighter, cleric, wizard, and rogue. If your game group decides to use their own characters (or a smaller subset of the original heroes), be sure to keep this in mind.

When designing your own player characters, be certain to cover all the Major Archetypes (discussed below). A character may fulfill more than one archetype.

APPROPRIATE RACES

Most standard player character races can be used without difficulty. Humans, making up the majority of the residents of Abanasinia, are the obvious choice. Half-elves, kender, and half-kender are almost as easy to work in. Neidar (hill) dwarves are very appropriate, but any of the mountain dwarf clans need an explanation of why the character isn't in Thorbardin. Similarly, a full-blooded elf (of any of the nations) or a gnome needs a backstory explaining why he's not at home with his people.

More exotic and monstrous races are more difficult to explain but certainly not impossible. Because the adventure begins at a higher level, it presents a good opportunity for a player who wants to try a race with a level adjustment, such as a centaur. Half-ogres have potential. Full-blooded ogres, minotaurs, and sea elves are extremely unusual in this part of Ansalon at this point in time. A goblin is a playable, if weak, character. A hobgoblin would make an interesting foil for one of the villains in the story.

Only a few races are completely inappropriate. Tarmak are unknown on Ansalon at this time. Draconians are the enemy and could not possibly be a hero at this point in history.

APPROPRIATE CLASSES

Almost any class appropriate for *DRAGONLANCE* in general would be appropriate in this adventure. However, keep in mind that this adventure occurs in the Age of Despair. Two important conditions of the universe exist that restrict appropriate classes.

First, the gods are absent at the start of the adventure. Characters may have levels of cleric, but unless they serve an Evil god, they gain no god-granted class features (supernatural and spell-like abilities or spellcasting) from this class. Clerics of the Good and Neutral pantheons do

not have these abilities until after the *Disks of Mishakal* are found, and the Prophet and Elistan bring news of the gods to the people. Similarly, other divine spellcasters (ranger, druid, and paladin) do not have their god-granted abilities. If a player chooses to take a level of one of these classes, the character must read the *Disks of Mishakal* or be ministered to by either the Prophet or Elistan (after his conversion),

and then devote himself to a god in order to gain the benefits of the class.

Additionally, the Summer of Chaos that will re-introduce ambient magic to mortals is still many decades away; mystic is therefore an unavailable class. The bard class may not cast spells. Levels of sorcerer may only be taken by those creatures that have access to ambient magic to begin with: dragons (including

bozak draconians), fey, and other natural spellcasters.

Ordinary mortals (such as the heroes) will not have access to this class.

MAJOR ARCHETYPES

These are the major archetypes that should be fulfilled in the adventure. If your players create their own characters, be certain that these four archetypes are represented. Having the players talk over their various concepts and ideas, and letting them decide among themselves which archetypes they would like to play, allows them to agree on these roles and work toward a complementary group similar to the original Innfellows.

THE PROPHET

THIS ARCHETYPE'S ROLE IN THE ADVENTURE

The Prophet is chosen by the gods of Light to hear Mishakal's calling. She obtains the *Blue Crystal Staff* and, using it, retrieves the *Disks of Mishakal*—the holy scripture that will return knowledge of the gods to the people.

THE CLASSIC CHARACTER

The plainswoman Goldmoon was chosen by the goddess Mishakal to bear the ancient artifact known as the *Blue Crystal Staff*. As the Prophet, Goldmoon is fated to bring the knowledge of the true gods back into the world. While she does not fully comprehend how to accomplish this, she has accepted the responsibility of this task. Although her possession of the *Blue Crystal Staff* places her in great danger from those who desire or fear its powers, Goldmoon stands resolute and bold in the face of that



threat. Raised as royalty among her people, Goldmoon is not afraid to take a commanding role when one is needed, but she also has the wisdom to allow others to lead when necessary. She is soft-spoken but always maintains an air of confidence and dependability.

WHAT COULD REPLACE THE CHARACTER

This adventure requires a cleric, for healing during and after combat if nothing else. If Goldmoon is not used, another character with a spiritual outlook (whose player is willing to take at least one level of cleric after retrieving the *Disks of Mishakal* from Xak Tsaroth) should be created. The NPC Elistan is intended to become the shepherd of the people, so the player taking on the role of Prophet need not be purely devoted to taking levels of cleric. This character must be of good moral alignment.

THE LEADER

THIS ARCHETYPE'S ROLE IN THE ADVENTURE

The Leader is the face of the group. He does the talking in delicate social situations; he negotiates with friends and enemies when appropriate. He is trusted to make many decisions on behalf of the entire party.

THE CLASSIC CHARACTER

Among the original Innfellows, Tanis Half-Elven reluctantly takes on the role of the Leader archetype. Although he often doubts himself, his companions frequently look to him for guidance and direction. Being a half-elf, Tanis has a unique outlook on life. He understands being a victim of prejudice and is never quick to judge or underestimate a person he meets. His long life and wanderings have made him one of the more worldly and experienced of the companions. Tanis often broods over internal conflicts, but he is careful to conceal his true emotions. He doubts his leadership abilities. He struggles over his love for both the human Kitiara and the elf maid Laurana, and he is at odds with his mixed heritage. In his leadership role, Tanis understands the strengths and weaknesses of his companions; he works to bring out their best in any situation. If there is a diplomatic solution to a situation, Tanis will usually be the first to take advantage of it.

WHAT COULD REPLACE THE CHARACTER

Any charismatic character with a sense of responsibility can fill this role. The other characters should like and trust him, even if he doesn't trust himself. It's unlikely a wizard can fill this role, but many other classes can; a noble or a charismatic fighter would be ideal.

THE ROGUE

THIS ARCHETYPE'S ROLE IN THE ADVENTURE

The Rogue is usually the jack-of-all-trades. This archetype has a wide array of skills at his disposal. He regularly uses these skills to his own advantage, but he also often uses them to assist the other members of his party.

THE CLASSIC CHARACTER

The irrepressible kender Tasslehoff Burrfoot plays the Rogue archetype among the Innfellows. Being a kender, Tasslehoff grew up perfecting a number of skills that come naturally to those of his race; moving silently, hiding in shadows, and picking locks and pockets are all second nature to him. Tasslehoff's role as the Rogue presents him with challenges that other party members rely on him to overcome. He is employed as a scout to range ahead and find enemies before they find him or his companions. He is also known for acquiring items the party may need (and more than a few they don't). When the party is trapped, it is often Tasslehoff who finds a way out. Tasslehoff is energetic, intensely curious, and entirely fearless.

WHAT COULD REPLACE THE CHARACTER

There are certainly times when a character who knows how to sneak, pick locks, and get into places he's not supposed to be can be very handy. Rogues (of course) and rangers can fit role very well; a mariner might also work, or even a master with suitable specializations.

THE SAGE

THIS ARCHETYPE'S ROLE IN THE ADVENTURE

The Sage is a central character in many fantasy tales. In this adventure, most of the heroes are ignorant of Ansalon's history, but it is through uncovering and understanding the past that the heroes prevail in particular tasks. The Sage is extremely important to the group's success throughout the adventure.

THE CLASSIC CHARACTER

The red-robed mage Raistlin Majere fills the role of the Sage archetype for the Innfellows. He is highly intelligent and has a thirst for knowledge. Raistlin is physically weak, his body broken by the Test of High Sorcery; therefore, Raistlin draws strength from his knowledge. He jealously guards it, doling it out in small portions. Raistlin has an air of mystery about him, and when he speaks, he is often biting and sarcastic. He keeps many things to himself and only reveals his knowledge if he believes it will further his own goals or will prove to others he is not as weak and helpless as they believe. He gains a measure of satisfaction in seeing others put his knowledge to use, especially when he uses knowledge to manipulate them to do his bidding.

WHAT COULD REPLACE THE CHARACTER

A wizard, though not required for *Dragons of Autumn*, is certainly useful. Spell support for the party is always extremely helpful, but the role of a Sage could be filled by a master with the sage focus or a rogue with a number of skill points dedicated to various knowledge checks. However, selecting those classes over wizard will lessen the overall combat effectiveness of the group.

ADDITIONAL ARCHETYPES

These are some additional archetypes that can be included in the adventure. Although they are not necessary, you may find that you have a more balanced party if the players in your group select one of each kind instead of doubling up.

THE RANGER

THIS ARCHETYPE'S ROLE IN THE ADVENTURE

The Ranger is often seen as a dark and stoic warrior. The party relies on the Ranger for his combat abilities and his knowledge of wilderness and nature when traveling to distant lands. The Ranger archetype is not usually suited to take a leadership role as most rangers prefer not to deal with people in general.

THE CLASSIC CHARACTER

Riverwind fills the archetype of the Ranger for the Innfellows. He rarely speaks; when he does, it is short and to the point. Riverwind is content to follow Goldmoon on whatever path she may take, and he will serve and protect her with his dying breath. He will do the same for any of the companions he feels he can trust. The rest of the Innfellows depend on Riverwind for his skills in battle and wilderness survival. Since he is more of a follower than a leader, he is uncomfortable with giving orders and would prefer to perform missions on his own (or with Goldmoon) rather than take on any kind of leadership position.

WHAT COULD REPLACE THE CHARACTER

Any character with good fighting abilities and survival skills could fill this role. Player characters with the barbarian, fighter, or ranger classes are the most likely candidates to fill this archetype. Monks or nobles with skill points in survival would also make an interesting choice.

THE MENTOR

THIS ARCHETYPE'S ROLE IN THE ADVENTURE

The Mentor archetype is a character who teaches by example, is a steadfast friend, and counsels the others using his life experience.

THE CLASSIC CHARACTER

The dwarven blacksmith Flint Fireforge plays the role of the Mentor for the Innfellows. He is not the strongest, most intelligent, or most skilled of the heroes, but Flint's wisdom and levelheaded outlook helps prevent the companions from making rash decisions. He works to keep the more chaotic members of the party in line and gives his council to the Leader when he feels it's necessary. Flint tends to grumble and complain, but he does it in a good-natured manner. When Flint perceives an injustice, he speaks up and doesn't dance around the subject. He speaks plainly and directly to the point. A Mentor must prove he is reliable, and there is no other character more reliable and loyal than Flint Fireforge.

WHAT COULD REPLACE THE CHARACTER

The most important aspects of filling this role are loyalty and friendship. Wisdom and old age would also seem to be a requirement, but they are not entirely necessary. Since these are roleplaying attributes, it does not matter what class a person plays. Any player who is willing to support the party as a whole, rather than looking out only for himself, would do well in this role.

THE PROTECTOR

THIS ARCHETYPE'S ROLE IN THE ADVENTURE

The Protector is the archetype who is always willing to put himself in harm's way for the good of the party. He will step into any fight to shield the ones he loves.

THE CLASSIC CHARACTER

Among the Innfellows, Caramon Majere fills the role of the Protector. Caramon is a good-looking, strapping young man with a big heart. He cares deeply for all the companions and is always willing to place himself between them and any threat that may come their way. Caramon is protective of anyone who is physically weaker than himself, which is just about everyone. This is especially so for his twin brother Raistlin who is often sick. Caramon and Raistlin often fight back to back, combining their strengths and ensuring that Caramon can defend the wizard.

Riverwind, companion and defender of Goldmoon, also qualifies as a Protector.

WHAT COULD REPLACE THE CHARACTER

The role of the Protector will most likely be served best by a skilled warrior who can stand at the front of the party in any battle and is able to take a beating. Knights and fighters make the best protectors, although a barbarian could also fill the role.

THE IDEALIST

THIS ARCHETYPE'S ROLE IN THE ADVENTURE

The Idealist archetype is that of the beautiful, gifted, and doomed. This character in the story is fated to fulfill some destiny during the adventure and is willing to give up his life to accomplish this task.

THE CLASSIC CHARACTER

Sturm Brightblade has chosen to dedicate his life to the tenets of the Knights of Solamnia. In all aspects of his life, he tries to embody the ideals and principles of his knightly training. He would not willingly do anything to mar that image. As the Idealist archetype, Sturm is fated to a tragic end in order to pull together the crumbling organization of the Knights of Solamnia. He is a skilled warrior, willing to defend his friends at any cost.

Among the Innfellows, Sturm is not always understood. The rules by which he governs his life sometimes are at odds with the rest of the party. Tanis seems to have an uncanny ability to make Sturm realize that sometimes even the most rigid rules can be interpreted in different ways. As

the story progresses, Sturm grows to realize that the world is not as black and white as he once thought.

WHAT COULD REPLACE THE CHARACTER

The character who takes this role should have some affinity with the noble ideals of the Knights of Solamnia. It will take a huge sacrifice to bring the Knights back together and rally them against the invading Dragonarmies. A knight or warrior affiliated with the Knights would be the most likely candidate for this role, though even a non-knightly character may prove to have the commitment and conviction to rise above the darkness and inspire others at great risk to himself.

THE INGÉNUÉ

THIS ARCHETYPE'S ROLE IN THE ADVENTURE

The Ingénue archetype is that of a sweet and beautiful maiden in distress. This character in the story shows a progression from an innocent girl to a strong, worldly woman.

THE CLASSIC CHARACTER

Tika Waylan serves as the Ingénue archetype in the story. She begins as an acquaintance of the Innfellows who knew her as a small child. But since that time, she has grown into a young woman. The invasion of the Red Dragonarmy forces her to flee Solace with the Innfellows; her love for Caramon keeps her with them. Tika is a freckled-faced redhead who is as beautiful as she is fiery. While she seems to maintain an air of confidence, she is the least experienced of the companions. As the damsel in distress, the companions always have to keep an eye out for her in any dangerous situation.

Laurana, Princess of Qualinost, also begins as an Ingénue, but later develops into a strong and inspirational leader of the Solamnic armies.

WHAT COULD REPLACE THE CHARACTER

The Ingénue archetype has no ties to any particular character class; rogues, nobles, and even monks could take this part in the story. Tika and Laurana begin as NPCs because the innocent and vulnerable character is often not as interesting to play until character growth begins. While both characters later become available as PCs (Tika in Chapter 2: Flame, Laurana in *Dragons of Winter*), any player who wants to assume this role for her character should be afforded the opportunity.

THE HAWK

THIS ARCHETYPE'S ROLE IN THE ADVENTURE

The Hawk archetype is related to aggressive impulses. Driven by frustration or despair, this character often seeks a foe upon which to focus his aggression, although as the story

develops he may begin to understand the need for peace and stability.

THE CLASSIC CHARACTER

Gilthanas-Kanan fills this niche in the story. For an elf, he is quick to anger and quick to react against the threat of the Dragonarmies. The fate of his people weighs heavily on his shoulders, and Gilthanas lets his concern for his people fuel his anger. This weight is lifted somewhat once the elves flee into the west, but Gilthanas continues to struggle until the threat of the Dragonarmies is eliminated.

WHAT COULD REPLACE THE CHARACTER

Any warrior character with levels in fighter, barbarian, or ranger could fill the role of Hawk. Nobles, especially among the nonhuman races, are likely to possess the required emotional drive. Gilthanas begins as an NPC because, in addition to coming from a different set of circumstances than the rest of the Innfellows, his initial aggression and suspicion can be disruptive to the party. Although Gilthanas later becomes available as a PC (after Laurana is kidnapped in Chapter 2: Flame), any player who wishes to assume this role for his character should be given the opportunity to do so.

RUNNING THE ADVENTURE

Dragons of Autumn has been designed to capture the spirit of the classic modules while re-imagining some of the original game play to enhance your experience of the *DRAGONLANCE* saga. Notable elements, options, and features of this adventure are discussed below.

THE TIMELINE

You should pay careful attention to the passage of time in this adventure. The Dragonarmies are on the march, slowly conquering Abanasinia. Locations the heroes visit early in their travels may not be there when they return, and a route to a key destination that the heroes took at the start of the adventure may later be behind enemy lines.

ENCOUNTER NUMBERING

THE following abbreviations will help you correlate encounters and locations to the corresponding maps:

AB	Abanasinia	See map, page 18
DT	Duncan's Tomb	See map, page 140
H	Haven	See map, page 27
LXT	Xak Tsaroth Lower Caverns	See map, page 47
PT	Pax Tharkas	See map, page 84
S	Solace	See map, page 14
SC	Skullcap	See map, page 115
SM	Sla-Mori	See map, page 79
TM	Tharkadan Mountains	See map, page 103
UXT	Xak Tsaroth Upper Caverns	See map, page 38
XT	Xak Tsaroth	See map, page 33

Day	Event
Autumn Harvest 13th (Day 1)	PCs are discovered with the <i>Blue Crystal Staff</i> at the Inn of the Last Home and are forced to flee.
Autumn Harvest 15th (Day 3)	Plainsmen and civilized folk from northern villages head south telling tales of the invading dragon armies.
Autumn Harvest 17th (Day 5)	The Dragonarmies begin their march from the north. Ships bearing Dragonarmy soldiers set sail from Crossing toward New Ports (AB7).
Autumn Harvest 18th (Day 6)	Jakanth Vale (AB14), Sentinel Gap (AB15), Twin Peaks (AB16) and Twin Flat (AB12) are occupied by the Dragonarmies.
Autumn Harvest 19th (Day 7)	Solace (AB1), Qué-Kiri (AB3), Qué-Shu (AB4) fall to the might of the Dragonarmies. Dragonarmy ships arrive in New Ports (AB7) and take the city by force.
Autumn Harvest 20th (Day 8)	Shadow Canyon (AB17), Seeker Reaches (AB18), and Haven Vale (AB19) are overrun.
Autumn Harvest 21st (Day 9)	Summer's End, the autumnal equinox. The Lordcity of Haven (AB20) and Gateway (AB6) are attacked and occupied. The village of Qué-Teh (AB5) is destroyed. Pax Tharkas (TM1) is taken by the Dragonarmies; the slaves rounded up in conquered cities begin the journey there.
Autumn Harvest 22nd (Day 10)	The Dragonarmies send legions east to the Cursed Lands (AB26) through the Eastwall Mountains (AB8) and the Forsaken Pass (AB25).
Autumn Harvest 23rd (Day 11)	Occupying forces begin moving along the northern shore of the White-Rage River (AB22) from Haven (AB20) toward the Oldroad Bridge (AB24).
Autumn Harvest 24th (Day 12)	Dragonarmy forces arrive in Xak-Tsaroath (AB27) and secure the Oldroad Bridge to New Ports. The Dragonarmies continue to build up large forces in Haven, Solace, and Pax Tharkas to make preparations for invading Qualinesti.
Autumn Harvest 25th (Day 13)	The elves begin to flee Qualinesti. The first elven ship sets sail from Porlinost in Qualinesti for lands in the West.
Autumn Harvest 27th (Day 15)	The Qualinesti princess Laurana is kidnapped.
Autumn Twilight 1st (Day 17)	The armies march from Haven, Solace, and Pax Tharkas to invade Qualinesti.
Autumn Twilight 2nd (Day 18)	Refugees escape Pax Tharkas and Qualinesti elves flee the elven capital of Qualinost.
Autumn Twilight 4th (Day 20)*	Dragonarmies reoccupy Pax Tharkas. Refugees have a two day head start.
Autumn Twilight 5th (Day 21)*	Dragonarmies occupy Ice Passages (TM2), Canyon Trail (TM4), Fallen Forest (TM22), and Southern Road (TM3).
Autumn Twilight 6th (Day 22)*	Dragonarmies occupy the lands around the Spire (TM5), the Neidar Trails (TM6), High Valley (TM17), the Blackened Wood (TM23), and the Winterfruit Grove (TM27).
Autumn Twilight 7th (Day 23)*	The Dragonarmies invade the hill dwarf kingdom in the Lake Valley (TM7). They also occupy the regions of the Mountain Bowls (TM16), Honey Cliffs (TM10), Road of Kith-Kanan (TM24), and the Eye of Elar (TM25).
Autumn Twilight 8th (Day 24)*	To the east, the Dragonarmies occupy the regions of Way of the Warrior (TM26) and the Trampled Plain (TM28). To the west, they have moved into the Valley of the Clouds (TM8), the Southern Exit (TM9), and the northern Snow Passage (TM18).
Autumn Twilight 9th (Day 25)*	The Dragonarmies travel down the Derkin Canyon (TM13) in the west, through the areas of TM11 through TM15.
Autumn Twilight 10th (Day 26)*	The Dragonarmies head from the Eye of Elar (TM25) into the Hills of Blood (TM29) and the Plains of Dergoth (TM30)
Autumn Twilight 11th (Day 27)*	To the west, the Dragonarmies occupy the Southern Bowl (TM19), the Southern Moors (TM21), and the southern Snow Passage (TM18).
Autumn Twilight 14th (Day 30)*	The Dragonarmies move into the mountains around Thorbardin and into the Valley of the Thanés.
Autumn Twilight 15th (Day 31)*	Night of the Eye. Dragonarmy force attack Northgate.
Autumn Twilight 17th (Day 33)*	The Dragonarmies discover the Hopeful Vale (TM20). If the refugees are still camped here, the Dragonarmies slaughter them ruthlessly.

* Add two days to this if the PCs managed to block the gates of Pax Tharkas.

Therefore, the timeline is useful, not only to mark the passage of time, but to chart the progression of events that occur whether the heroes take part in them or not.

Chapter One: Despair covers Days One through Nine.

Chapter Two: Flame covers Days Ten through Seventeen.

Chapter Three: Hope covers Days Eighteen through Twenty-Four.

Chapter Four: Desolation covers Days Twenty-Five through Thirty.

Because the heroes have the potential to change or alter the timeline based on their actions, especially around Autumn Twilight 4th (day 20) in **Chapter Two: Flame**, the above timeline can be adjusted to suit. For the most part, the events listed under each date will occur, whether the heroes witness it or not, which allows you to impart the feeling to the players that the world is moving around them as they race to accomplish their goals.

THE MOONS OF MAGIC

The Wizards of High Sorcery are influenced by the phases of the three moons: Solinari, Lunitari, and Nuitari. Because this can have a dramatic effect on the spellcasting and capabilities of wizard heroes, the table to the right lists all of the phases of the moons according to the 33 day timeline. Of some note is the Night of the Eye on Autumn Twilight 15th (day 31). For more information on moon magic and the effects of the phases on Wizard of High Sorcery characters, see the *DRAGONLANCE Campaign Setting* or the *Towers of High Sorcery* sourcebook.

Each line on the following table uses abbreviated notation for the phase of the moon: X-YY-ZZ, where X is the number of days the moon has been in the phase; YY is LS (Low Sanction), HS (High Sanction), WN (Waning), or WX (Waxing); and ZZ is FM (Full Moon), 1Q (First Quarter), LQ (Last Quarter), NM (New Moon), NC (Waning Crescent), XC (Waxing Crescent), NG (Waning Gibbous), or XG (Waxing Gibbous). Thus, 2-WX-XG is 2nd day of Waxing, Waxing Gibbous. An asterisk indicates that the moon is in conjunction with another.

A NOTE ABOUT DRAGONS

Dragons are a staple in most fantasy games, and *DRAGONLANCE* is no exception. However, keep in mind that, when the adventure begins, the world has not seen a dragon since the end of the Third Dragon War, when Huma Dragonbane and his companion Heart defeated Takhisis—over 1300 years ago. Since then dragons have become legends, little more than characters in childrens' stories and religious mythology. Some believe they never existed at all. This is the mindset that the heroes will have when they first see draconians and when they confront Khisanth in Xak Tsaroth. At this point in the history of Krynn, a fully-grown dragon will inspire immense awe and fear in all who look up on it for the first time.

ADVENTURE SITES AND SCENES

Throughout this adventure, key locations are often broken down into adventure sites, which summarize important

Day	Solinari	Lunitari	Nuitari
1	2-WN-NG	2-HS-XG	1-WN-LQ
2	3-WN-NG	3-HS-FM	2-WN-NC
3	4-WN-LQ	4-HS-FM	1-LS-NM
4	5-WN-LQ	5-HS-FM	2-LS-XC
5	6-WN-LQ	6-HS-NG	1-WX-1Q
6	7-WN-NC	7-HS-NG	2-WX-XG
7	8-WN-NC	1-WN-NG	1-HS-FM
8	9-WN-NC	2-WN-NG	2-HS-NG
9	1-LS-NC	3-WN-LQ *	1-WN-LQ *
10	2-LS-NC	4-WN-LQ	2-WN-NC
11	3-LS-NC	5-WN-LQ	1-LS-NM
12	4-LS-NM	6-WN-NC	2-LS-XC
13	5-LS-NM	7-WN-NC	1-WX-1Q
14	6-LS-NM	1-LS-NC	2-WX-XG
15	7-LS-XC	2-LS-NC	1-HS-FM
16	8-LS-XC	3-LS-NM	2-HS-NG
17	9-LS-XC	4-LS-NM	1-WN-LQ
18	1-WX-XC	5-LS-NM	2-WN-NC
19	2-WX-XC	6-LS-XC	1-LS-NM
20	3-WX-XC	7-LS-XC *	2-LS-XC *
21	4-WX-1Q *	1-WX-XC	1-WX-1Q *
22	5-WX-1Q	2-WX-XC	2-WX-XG
23	6-WX-1Q *	3-WX-1Q *	1-HS-FM
24	7-WX-XG	4-WX-1Q	2-HS-NG
25	8-WX-XG	5-WX-1Q	1-WN-LQ
26	9-WX-XG *	6-WX-XG *	2-WN-NC
27	1-HS-XG	7-WX-XG	1-LS-NM
28	2-HS-XG *	1-HS-XG *	2-LS-XC
29	3-HS-XG *	2-HS-XG *	1-WX-1Q
30	4-HS-FM *	3-HS-FM *	2-WX-XG
31	5-HS-FM *	4-HS-FM *	1-HS-FM *
32	6-HS-FM *	5-HS-FM *	2-HS-NG
33	7-HS-NG *	6-HS-NG *	1-WN-LQ

information and characters in those locations, and encounters, which describe action events such as battles, negotiations, or chases. Each adventure site typically includes people to meet, places to visit, and things that happen in that location. Each encounter describes the situation, any creatures or characters present, what tactics they use, and so forth. Together, these elements are designed to move the story along while providing the Dungeon Master with a number of easily expanded hooks into further adventure.

A WORD ABOUT BOXED TEXT

This adventure provides boxed text for the benefit of those Dungeon Masters who like to have a summary of a scene or location. The use of boxed text is by no means required; many excellent Dungeon Masters eschew the use of boxed text and instead feel more comfortable describing the action in their own words. You should consider what works best for you and your group. If you choose not to read aloud any of the text provided, you should at least paraphrase the information to keep the players aware of their environment.

CHARACTER ADVANCEMENT AND EXPERIENCE POINTS

Player characters advance much faster in 3rd edition *Dungeons & Dragons* than in older editions and, if allowed to accrue XP in the normal way, the heroes may quickly outpace the power levels of the adventure. To closely approximate the character advancement rate of the classic *DRAGONLANCE* modules, *Dragons of Autumn* handles character advancement and experience points differently than standard *Dungeons & Dragons* and *DRAGONLANCE* games. All heroes are assumed to have a number of XP equal to the “halfway point” between the character’s current level and the next one. In order to keep the power level of the player characters consistent with their challenges, the heroes will gain one new level at the end of each major story arc:

- Obtaining the Disks of Mishakal from Xak Tsaroth
- Escaping from Pax Tharkas
- Exploring Skullcap and finding the secrets of Thorbardin
- Securing the safety of the Abanasinian refugees in Thorbardin

MAGIC ITEM CREATION DURING THE ADVENTURE

When using the advancement rules for *Dragons of Autumn*, the creation of magic items by heroes with Craft Item feats requires some adjustment. The heroes won’t have much time to make use of Craft

Item feats; however, if the players want to create scrolls or potions, assume they have a “pool” of XP available to them based on their current character level. After each story arc is complete and the heroes advance a level, a new pool is made available. Unused XP from previous levels are carried over at a 5 to 1 ratio, so if 500 XP are left unused from a level once a character advances, only 100 XP are carried over.

Level	Craft Item XP Pool
5th	2500
6th	3000
7th	3500
8th	4000
9th	4500
10th	5000



CHAPTER ONE: DESPAIR

What did I see? These armies, Tanis, armies of draconians, will overrun Solace and Haven and all the lands of your fathers. That is the reason we must reach Xak Tsaroth. What we find there will prove this army's undoing."

"But why are there armies?" Tanis asked. "What would anyone want with control of Solace and Haven and the Plains to the east? Is it the Seekers?"

"Seekers! Hah!" Raistlin snorted. "Open your eyes, Half-Elf. Someone or something powerful created these creatures—these draconians. Not the idiot Seekers. And no one goes to all that trouble to take over two farm cities or even to look for a Blue Crystal Staff. This is a war of conquest, Tanis. Someone seeks to conquer Ansalon! Within two days' time, life on Krynn as we know it will come to an end. This is the portent of the fallen stars. The Queen of Darkness has returned. We face a foe who seeks—at the very least—to enslave us, or perhaps destroy us completely."

Dragons of Autumn Twilight

By Margaret Weis and Tracy Hickman

SYNOPSIS

In this chapter, the heroes are introduced, and the stage is set for the rest of the adventure. The *Blue Crystal Staff* is revealed, and the heroes' task is laid out before them—take the *Staff* to Xak Tsaroth before it falls into the hands of warlike invaders from the north. With the help of the mysterious Forestmaster in Darken Wood and with the White Stag to guide them when they lose their way, the heroes arrive in Xak Tsaroth to discover that the legends of dragons are not just stories told to children.

THEMES

The first chapter opens in a time of great despair. While the pastoral community of Solace affords a brief respite for the weary Innfellows, no sign of the true gods has been found, and the Seeker faith does little to quell growing feelings of doom and apprehension. Fear and panic dominate the chapter as the heroes find themselves racing against time to return the *Blue Crystal Staff* to Xak Tsaroth. Even with the gift of healing in their hands, the heroes are surrounded by forces that almost seem too great to overcome.

ADVENTURE START

This adventure assumes the heroes are heading back to Solace after spending a number of years apart. The heroes arrive in small groups, each planning to assemble at the Inn of the Last Home. However, as the heroes trickle into town, they see that Solace is almost crawling with militia loyal to the Seekers; these warriors search for news of a *Blue Crystal Staff*. If the players are playing the Innfellows or are playing a large party (more than 4 PCs, including the Prophet), the DM should ask the players to break up

into groups of 2 or 3 traveling companions who come to Solace at different times from different directions. Each group of PCs should experience one of the following encounters; assign them randomly or in the way that would be most interesting. If your party is small (3 or fewer PCs), simply assume that they're all together and are headed to the Inn of the Last Home in Solace to catch up on old times; run them through the Fewmaster Toede encounter before they get to town.

ENTER FEWMASTER TOEDE [EL 4]

As the heroes approach Solace, they are met on the road by Fewmaster Toede and his hobgoblin gang. The Fewmaster and his troops have been operating in Solace, employed by the Seeker government as mercenaries ostensibly protecting the town. In reality, they're working only for Toede, who is serving as an advance scout for the Dragonarmies. Begin the encounter by reading or paraphrasing the following:

The bushes off to your left rustle. Suddenly, dark shapes scurry from the woods on both sides of the road. Their yellow-green skin pales against their heavy black armor; their twisted faces glare from the evening darkness. They crouch in a large circle around you, well beyond sword range.

A stout pony climbs up onto the road, ridden by a flabby figure who appears similar to, though larger than, those that surround you. The rider turns his head toward you and yells, "Onyx demands the *Blue Crystal Staff*! Forfeit the *Staff* now or die!"

The Situation: Eight hobgoblin warriors are advancing on the heroes, determined to kill them. Encounter distance is 30 feet and initiative should be rolled immediately.

Creatures: Fewmaster Toede (LE male hobgoblin fighter 4) and his troop of eight hobgoblin scouts attack the characters.

☞ **Hobgoblins (8):** hp 6, see *Monster Manual*.

☞ **Fewmaster Toede:** hp 32, see page 150.

Tactics: Toede, mounted on a war pony, is assumed to roll a 20 for initiative; on his round, he orders his troops to kill the heroes before he withdraws at top speed. The hobgoblins attack carefully, attempting to screen Toede's retreat; then they work in pairs to flank their targets. It's important that Toede survive the encounter.

Development: Any hobgoblins who are captured reveal only that they were hired by Toede to pose as mercenaries protecting Solace, but their true mission is to search for the *Blue Crystal Staff*. They know of no other such advance scouts, nor do they know of the Dragonarmies themselves—they work for Toede.

SOLDIERS OF THE HIGHSEEKER [EL 4]

The Seekers of Haven are in charge of much of Abanasinia, and rumors of the *Blue Crystal Staff* have reached their ears. Their militia has been ordered to seek it out at all costs. This encounter emphasizes social skills, clever use of enchantment spells, or, alternatively, skills of woodcraft and stealth if the heroes wish to avoid the guards altogether. If they resort to force, things could go very badly for them rather quickly. Read or paraphrase the following:

As you approach Solace, the end of your long journey, your anticipation of rest and reunion with your fellows grows. Just as you see the first of the treetop houses peeking from among the fall foliage, you notice that the road is blocked; just around the bend ahead of you is a group of guards, the Highseeker's militia. A farmer's oxcart is stopped on the road, and two soldiers are searching its contents while the driver and passenger stand by. Two additional soldiers watch from a short distance away; one of the soldiers holds a chain restraining a ferocious-looking dog.

The Situation: The guards are searching the oxcart for the *Blue Crystal Staff*. Every major road into town has such a checkpoint with two interrogators, a sergeant, and a dog handler. Thirty seconds after the heroes first spot them (200 feet away), they'll wave the farmers through the checkpoint into the town.

If the heroes retreat off the road during these thirty seconds, they have a chance to bypass the checkpoint unnoticed. The road is surrounded by an apple orchard, providing some cover for stealthy characters. The sergeant makes his Spot check vs. the heroes' Hide checks. If the sergeant fails his Spot check, the guards are none the wiser as the heroes slip by. If the sergeant succeeds in his Spot check, he orders his troops to give chase and blows two blasts on a warning horn. This alerts the rest of the Seeker militia in Solace, and the heroes will need to avoid

several patrols to get into town. Have the heroes make an additional Hide check vs. the sergeant's Spot; if they succeed, they can slip into town unnoticed, although the Seekers will know someone got past the checkpoints and will be more vigilant in town.

If the heroes go straight into the checkpoint, two of



the guards call for the heroes to stop and begin asking questions. "Where are you coming from? What business do you have in Solace? Have you heard anything about a *Blue Crystal Staff*? Open your backpack, we need to search it. I might have to confiscate this... What is this, bat guano?" The guards are arrogant, swaggering bullies. As the two questioners interrogate the heroes, the other two soldiers stand twenty feet away, at the edge of the orchard, one restraining a fierce dog on a chain. The sergeant's warning horn is conspicuous;

it doesn't take a skill check for the heroes to realize that it would be very difficult to dispatch these soldiers quietly.

Creatures: Three militiamen (LN human warrior 1, armed with longswords and wearing scale mail), one of them holding back an attack dog (use stats for a wolf to represent the dog), and a sergeant (LN human warrior 3, armed with a longsword and wearing scale mail; he holds a large horn) oppose the heroes here.

☞ Seeker militiamen (3): hp 5, see page 156.

☞ Attack dog: hp 13, see *Monster Manual* (wolf).

☞ Seeker sergeant: hp 17, see page 156.

Tactics: The guards begin the encounter with the attitude Unfriendly. If the heroes can bluff, negotiate, bribe, enchant, or otherwise alter their attitudes to at least Indifferent, the soldiers let them pass. If not, the soldiers turn them away from town. If they botch their efforts and the soldiers' attitudes become Hostile, the soldiers attempt to arrest the heroes. In the event of a fight, the dog handler orders his dog to attack, then he also attacks along with the other two militiamen. The sergeant spends his first round blowing three sharp blasts on his warning horn, then attacks. The warning will bring six additional militiamen in one minute. Expecting reinforcements to arrive, the Seekers will fight to the death.

Development: If the heroes get past peacefully, no further complications should arise because of the

encounter. If the heroes fight and win, they will be able to get into town, but the Seeker militia will be extremely vigilant—subjecting random people to searches and harassment, etc. If the heroes fight and lose, they will be imprisoned in Solace (any hero on death's door as a result of the fight will be stabilized by one of the Seekers with first aid experience). It's likely their comrades will hear of their capture once they arrive at the Inn and will organize a rescue.

GOBLIN DESERTERS [EL 4]

Abused by their “lizardmen” masters, this troop of goblins grew tired of inadequate food, hard work, and being expected to fight and give their lives in battle. They deserted the Red Dragonarmy, only to discover that food to satisfy goblins was no easier to find on the plains of Abanasinia than in the camps of the Dragonarmies. They've been reduced to banditry to get enough to fill their bellies; they have staked out a good ambush position and are waiting to attack any travelers that seem likely to have food or coin.

Still a few miles from Solace, the bushes rustle alongside the road you are traveling. With little warning, eight filthy, shabbily-clad but heavily armed wretches scramble out of the underbrush and rush at you, screaming desperate war cries.

The Situation: Allow the heroes a Spot check vs. the goblins' Hide (grant the goblins a +2 circumstance bonus due to effective preparation) to see just how much warning the heroes get; the encounter distance is 40 feet if the heroes make their Spot check, 15 if they fail. The terrain is moderately wooded with large amounts of underbrush.

Creatures: Eight goblin warriors attack the heroes.

☞ **Goblins (8):** hp 5, see *Monster Manual*.

Tactics: Terrified and hungry beyond words, the goblins attack with the frenzy of wretched creatures with little to lose, so they display little tactical subtlety. Once six goblins have fallen, the survivors turn tail and run.

Development: If any goblins are captured,



the heroes find them half-mad with starvation and fear. They know that capture by anyone—Dragonarmy or human—likely means death, so any captives whimper and blubber incoherently. They don't speak Common, and any hero who understands Goblin can only make out “Don't take me to the lizardmen!” They know nothing of the Red Dragonarmy's plans, so even magical coercion reveals little about the draconian armies poised to strike Abanasinia.

SOLACE

On a major crossroads in a wide, fertile valley in the heart of Abanasinia sits the town of Solace—perhaps the most unique town on the continent of Ansalon. With only a few exceptions, all the businesses and dwelling places of Solace are built among the branches of mighty vallenwood trees. The people of Solace are hale, hearty, and trustworthy folk who are generally open and polite to strangers, even in these strange times. In the shaded branches of the giant vallenwood trees, the townsfolk live in relative peace. That peace is about to be shattered forever.

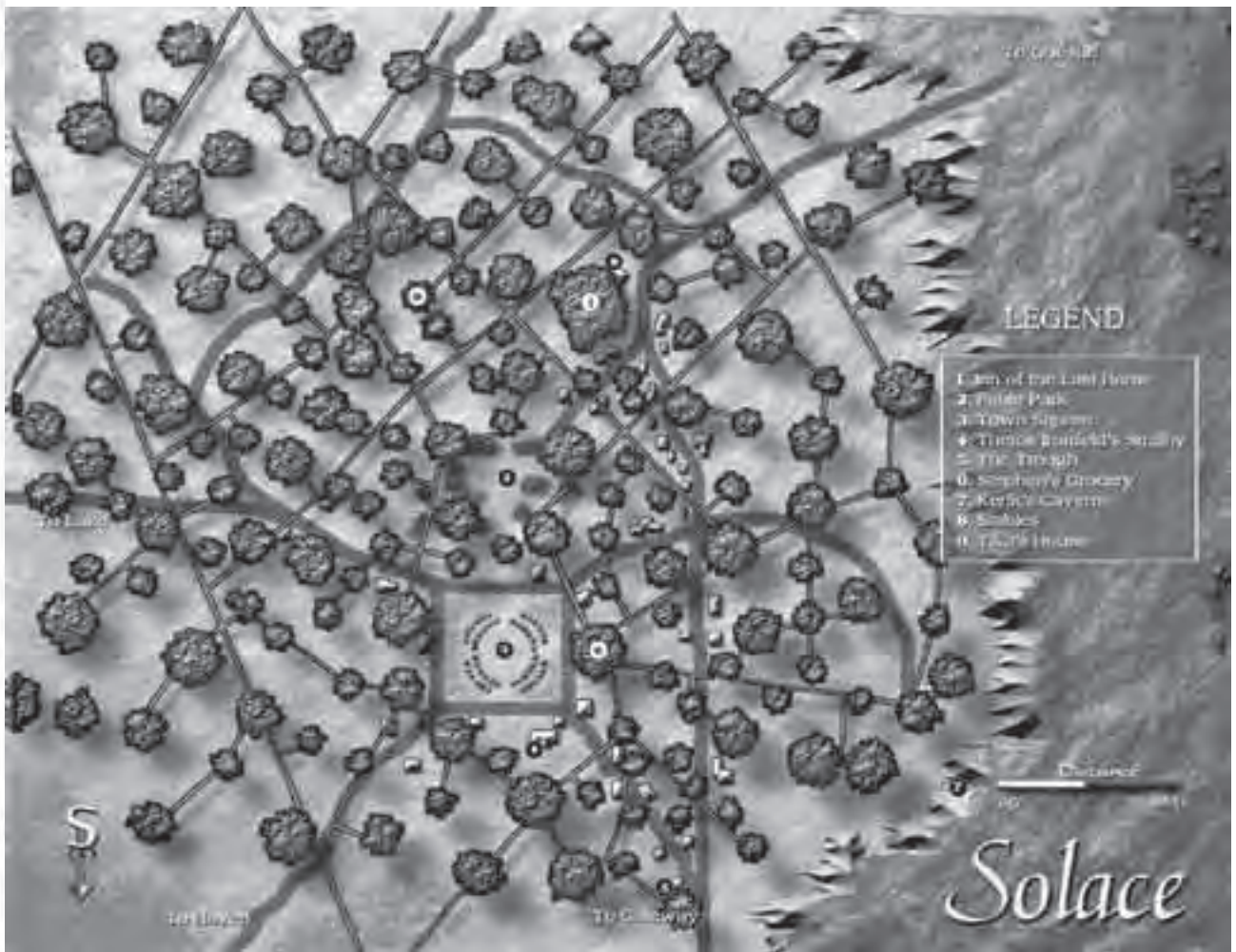
Solace is ostensibly under the control of High Theocrat Hederick of the Seekers religious sect. Behind the scenes, however, Fewmaster Toede pulls Hederick's strings; Hederick apparently believes Toede and his hobgoblins are mercenaries protecting the town. In reality, they're advance scouts for the Dragonarmies. At Toede's request, Hederick is searching for the *Blue Crystal Staff*; if he found it, however, it's unclear whether he'd give it to Toede or report it to his religious superiors in the Lordcity of Haven.

ATTITUDES IN SOLACE

Situated at a crossroads, most people traveling through Abanasinia end up passing through Solace; it's been good for business for the residents of Solace to be accepting of strangers. Lately, however, travelers have been bringing odd tales from the hinterlands: strange beasts, missing farmers and villagers, travelers vanishing without a trace. As a result, Solace's fabled friendliness has been tainted by a trace of suspicion in recent weeks.

PEOPLE TO MEET IN SOLACE

The following characters are the town's significant residents who play their parts in the scenes in Solace.



Otik Sandath (LG male civilized human master 5): A middle-aged man, short and rotund, with pudgy hands and a cheerful smile, Otik Sandath is the owner of the famous Inn of the Last Home. Otik is well-known for his ale, with a reputation for excellence spread far and wide, but he is perhaps even better known for his secret recipe for spiced potatoes.

Theros Ironfeld (NG male civilized human master 11; see page 160): Theros, a master blacksmith, carpenter, and builder, runs Solace's smithy. He hasn't been in town for long, having just finished a large job for the elves of Qualinesti before setting up shop in Solace. Theros is a large, powerfully built man with a gruff, no-nonsense

demeanor; he doesn't easily suffer fools, kender, or people who waste his time.

Tika Waylan (NG female civilized human rogue 3/fighter 3; see page 176): Tika is the barmaid at the Inn of the Last Home. Her mother died when she was very young and her father was abusive and neglectful; at the age of ten, she ran away. Four years later, she was taken in by Otik (whom she was trying to rob), who raised her as his own. She is a strong, lovely, and friendly young woman, but if any customer gets too friendly with her, she does not hesitate to show him the business end of a cast-iron skillet.

High Theocrat Hederick (LN male civilized human heathen cleric 3/master 3; see page 152): Seeker Hederick

SOLACE

☛ Solace (Hamlet): Nonstandard; AL NG; 100 stl limit; Assets 1,900 stl; Population 388; Isolated (91% human, 3% dwarf, 3% half-elf, 2% goblin, 1% other).

Authority Figures: Seeker Hederick (LN male civilized human heathen cleric 3/master 3), High Theocrat of Solace; Toede (LE male hobgoblin fighter 4), Fewmaster of Solace and Haven.

Important Characters: Otik Sandath (LG male civilized human master 5), proprietor of the Inn of the Last Home; Tika Waylan (NG female civilized

human rogue 3/fighter 3), barmaid of the Inn of the Last Home; Theros Ironfeld (NG male civilized human master 11), master blacksmith.

Seeker Militia—25 Seeker militiamen, commanded by Seeker Hederick: civilized human fighter 4 (1), civilized human warrior 4 (3), civilized human warrior 1 (21). Fewmaster Toede commands 8 hobgoblin mercenaries (see the *Monster Manual*) who work in conjunction with the Seeker Militia.

WHAT THE INN'S PATRONS KNOW

If questioned about the *Blue Crystal Staff*, the tales of monsters and disappearances, or other unusual goings-on, the Inn's patrons will say (provided their attitudes have been adjusted to Friendly or better):

Otik: "A magical staff! I bet it was forged by something from that terrible Darken Wood." His eyes take a dark tone as he quietly adds, "Cursed place, that forest is."

Tika: "I just serve the ale; I don't want anything to do with the affairs of Seekers and mages."

Man at a table: "Yeah, I saw some strange men wearing hoods asking about a crystal staff just the other day, over by the town square. Queer folk. Didn't seem to be from around here, guessing by their manner of speech."

Man seated near the Storyteller: "Now that you mention it, a Holy Guard—one of them stuffed-shirt Seeker types from Haven—rode through town two days ago, hassling people about some crystal staff or some such thing. He said that anyone who knew anything should get to Haven, posthaste, and tell...uh...Seeker High-and-mighty about it. Let me tell you, Hederick seemed none to happy about that guy being here. Bah! Politics! Don't get involved, that's what I say."

is the ruler of Solace. He has been told both by Fewmaster Toede (whom he believes to be a mercenary captain helping to protect the town) and his own religious superiors in Haven that the *Blue Crystal Staff* has been seen in the region and that it is possibly an artifact of the most terrible evil. Hederick is an arrogant and, at heart, desperate man; his religious convictions are wavering, and he exhibits an outward fanaticism to compensate for his internal doubt.

Fewmaster Toede (LE male hobgoblin fighter 4; see page 150): A hobgoblin leading a troop of advance scouts for the Red Dragonarmy, Toede poses as a mercenary captain in the employ of Seeker Hederick. He's carrying out his Dragonarmy masters' orders to seek the *Blue Crystal Staff*, and he has duped the gullible Hederick into helping him. Toede is a bully and a craven, but somehow he succeeds despite these shortcomings.

PLACES TO VISIT IN SOLACE

Houses and businesses are connected by a series of suspended rope walkways and swinging bridges. These can be reached only by a few staircases that lead up into the trees, stairs that can quickly be scuttled should the town be attacked. The following locations match to the Solace map on page 14.

S 1: INN OF THE LAST HOME

The largest building in Solace, the Inn is about forty feet off the ground and can be reached by a staircase that winds around the trunk of the vallenwood in which it is built. Readily visible from the main road, the Inn has

Another man: "Well, some folk might not like the Seekers much, but there's one of them that's not all bad. That Elistan fellow, the High Seeker. He's down there in Haven, on the council. He's a decent man, was kind to my family when we went down there last spring. Wise, too. He'll know what to do."

Old Storyteller: The old man takes on a wild-eyed expression. "I foresee a great and terrible destiny in your eyes. There is a *Blue Crystal Staff* which you must return to Xak Tsaroth! There, a few days hence, you shall face your greatest peril in contest for the greatest gift given to man." The heroes notice that a brief but awkward silence falls over the Inn as the other patrons look askance at the old man's strange declaration.

A girl at a table: "It was probably from Darken Wood. I hear the ruins there are full of gems and steel pieces... 'Course, I never heard of anyone coming out of there alive, so who knows?"

A young boy by the fire: "I saw the White Stag up on Prayer's Eye Peak just a few days ago! My Nana used to say that anyone who could catch the White Stag would be blessed by the old gods. When I was little I used to believe her."

two stories—common room and kitchen on the main floor, sleeping rooms above. It is a lovely building with gabled roofs and stained glass windows. Stables are located beneath the Inn for the convenience of the guests. The Inn is run by Otik Sandath; Tika Waylan is one of the barmaids.

S 3: TOWN SQUARE

Not so much a true town square as a large cleared area located between the intersections of several roads, this patch of land serves as a meeting place for the inhabitants of Solace. Here itinerant merchants set up market-stalls or park their wagons, traveling troupes of players give performances, and children and adults play at sports like goblin ball and kender keep-away. Celebrations such as Spring Dawning are also held here.

S 4: THEROS IRONFELD'S SMITHY

Built of stone and located just off the Town Square, the smithy is one of the few buildings on ground level. The great bellows roar as the forge fire burns hot; the sounds of hammering and clanging can be heard throughout Solace.

S 5: THE TROUGH

The Trough is a disreputable watering hole that caters to those who have nefarious business to conduct, those who would rather not show their faces in public, or those addicted to dwarf spirits. The Trough is built on the ground—since no one who has been drinking dwarf spirits should be climbing trees. Its signboard features a pig wallowing in swill. The tavern itself is a gray, V-



shaped building wedged between the boles of two large vallenwoods. Visitors can reach the Trough without going through Solace proper. It is said of the Trough that “the barmaids are deaf, the tavernkeeper mute, and all of them are blind,” to better ensure the privacy of its patrons.

SCENES IN SOLACE

Important Rules: Diplomacy, Gather Information, other social skills (see Chapter 4: Skills in the *Player’s Handbook*).

The major scene in Solace proper is at the Inn of the Last Home, where the heroes have promised to meet. In this scene, they will be nudged along their way by a mysterious old man...

HERE’S TO OLD FRIENDS AND MYSTERIOUS STRANGERS

The heroes finally arrive at the Inn of the Last Home. Perhaps some arrive with Seekers on their heels (they can count on Otik to provide some misdirection to a patrol looking for them), perhaps some arrive with battle wounds from having confronted Toede, others have encountered little trouble. Either way, read or paraphrase the following:

The Inn of the Last Home rests cradled high in the boughs of a vallenwood tree, its worn steps winding around the heavy trunk up to the familiar, carved door. Warm laughter and cooking smells drift down to entice travelers to leave the road and rest from their journey.

For returning patrons, the Inn seems timeless, unchanging. The wooden bar weaves

around living branches of the tree, its burnished glow deepening with each year. The delicate windows of stained glass behind the bar are being polished by Otik Sandath, the barkeeper. He turns and waves, smiling at you, and motions the barmaid in your direction.

The low murmur of voices fills the inn. An old man weaves stories in the corner by the hearth, to the delight of the crowd gathered about him. At a far table, near the storyteller, a man and a woman sit together and speak quietly. Another man stands



near the storyteller, but he doesn't engage with him or his listeners; a small boy stares thoughtfully into the fire a few paces away.

Having delivered the last drinks on her tray, the barmaid steps toward you with a smile and shows you to a table. Something about her seems familiar. The hair? The intelligent glint of her eyes? Could this be Tika, the little girl who swept the tavern floors a short five years ago? The Inn never changes, but surely its people do...

Otik Sandath, Tika Waylan, and a variety of townspeople are here. The people in the Inn all speak in low, hushed voices. Any NPCs the heroes approach initially have an attitude of Indifferent. Social skills can be used to improve their attitudes, but Otik will look disapprovingly on any wizard casting enchantment spells. "Hey hey, none of that here," he'll scold with the confidence of a man accustomed to being obeyed in his own Inn. "Take it outside, if you please."

If the Prophet is not already with the party, they will meet her at the Inn of the Last Home. They should discover that she's carrying the *Blue Crystal Staff* and that she's in need of help. The heroes should be motivated to do something—either take it to Xak Tsaroth, like the old man advises, or take it to Elistan and the Seekers in Haven, who may or may not be trustworthy.

LEAVING SOLACE

Once the characters are ready to leave Solace, the heroes have probably decided to do one of two things: take the *Blue Crystal Staff* to Xak Tsaroth or take the staff to Haven and speak to the Highseekers about it. It's also possible that they have decided to do something completely unanticipated or have no firm plans at all.

If the heroes are traveling to Haven, see the "Haven" section, page 26. If they're taking the road east toward Xak Tsaroth, it's likely they'll first pass through the Plains (see "The Plains" below). If they go elsewhere, you may need to improvise; see the entries for Abanasinia in *War of the Lance*. Remember that vast Red Dragonarmy hosts lie miles to the north and southeast.

THE PLAINS

The Plains of Abanasinia are not the largest on Ansalon (not by a long shot), but to the provincial people of Solace and Haven, they seem to stretch on forever. The bulk of the Plains stretch north from Solace to the sea and an arm reach to Solace's east. The Abanasinian Plains are the home of semi-nomadic tribal humans. The Qué-Teh, Qué-Kiri, and Qué-Shu peoples settle in villages in the wide valley east of Solace for at least part of the year; the sites of these towns are well-established, determined by mutual agreement reached hundreds of years earlier in an attempt to end the nearly constant low-intensity warfare among the tribes. With that fighting in the past, the Plainsmen live in relative security, though they are much more at the mercy of wind and weather than their distant cousins in

the hamlets and farms around Solace, Gateway, and other Abanasinian towns.

That said, the Plainsmen continue to maintain a proud warrior tradition. They are descendants of the barbarian tribes who joined with Fistantantilus during the Dwarfgate War; martial skills (especially riding, archery, and wilderness survival) are still highly valued. The Plains are an untamed and dangerous place; wild beasts, bandits preying on travelers, and stranger things still are known to roam the grasslands.

TRAVELING THROUGH THE PLAINS

Important Rules: Overland movement (see Chapter 9: *Adventuring in the Player's Handbook*); Survival skill (see Chapter 4: *Skills in the Player's Handbook*).

The Abanasinian Plains are grasslands, stretching from the hills around Solace north and east to the sea. The land isn't mirror-flat; the plains are gently rolling, broken by the occasional stream or rain gully.

Two thousand years ago, the ancient Ergothians constructed a system of stone-paved roads across the Abanasinian Plains. Though now reduced to rough trails, bits and pieces of this network are still useable. The Plainsmen call it the Sageway, and it's still used by travelers and nomads alike. The East Road, part of this ancient system, leads out of Solace, through the Kiri Valley, over the northernmost ridge of the Kharolis Mountains, and down into the village of Qué-Kiri. Trails run from Qué-Kiri to Qué-Shu and Qué-Teh, from Qué-Teh to Gateway, and east from Qué-Shu into the Eastwall Mountains. A road runs north from Solace toward the far-off coastal towns of Crossing and North Keep.

WEATHER

The temperate Abanasinian Plains have warm summers and cool, dry winters. In autumn, the time of year in which this adventure occurs, the weather turns somewhat unpredictable; the warm, wet winds coming from Southern Ergoth and Southlund are beginning to be replaced by the colder breezes coming from the towering Kharolis Mountains to the south. Thunderstorms can roll across the plains from any direction, depending on the whim of the winds. The morning's reassuring northerly breeze can be replaced in the afternoon by the chill from the south, a reminder that winter's night must fall soon.

FLORA AND FAUNA

Tall grasses dominate, occasionally reaching up to four feet high; they average one to two feet high in most places, providing excellent grazing for large herbivores and good cover for stalking predators. Small copses and groves of windblown trees cluster in stream gullies, washouts, and other protected spots. The heroes spot small herds of wild oxen, bison, and (especially in the higher steppes close to the mountains) antelope, and some of the streams are large enough to support trout. In the region between Solace and the Eastwall Mountains, the herds aren't large enough to support vast numbers of predators, but the Plainsmen have learned to avoid those that do exist.



PLACES TO VISIT IN THE PLAINS

The following locations correspond to keyed areas on the regional map of Abanasinia.

AB 3: QUÉ-KIRI

The structures of this town don't seem completely permanent. The village consists of about 150 family huts and primitive cottages, plus a small handful of permanent common buildings. Most of the family dwellings are made from wood, bark, and tanned hides, augmented with mud and adobe; the common buildings are made from logs, adobe, and even some stone with thatched roofs. Qué-Kiri's population is very tense and suspicious of outsiders, such as the heroes. Only simple provisions and equipment can be obtained here and then only for barter; the Plainsmen know something terrible is coming, and items with as little practical value as metal coin carry far less worth in such times. See "Qué-Kiri" below.

AB 4: QUÉ-SHU

Qué-Shu will be in ruins by the time the heroes reach it; see "Qué-Shu" below.

AB 5: QUÉ-TEH

Like the other Plainsmen villages, the structures of this town don't seem completely permanent. The village consists of about one hundred family huts and primitive cottages, plus a small handful of permanent common buildings. The family dwellings are made from wood, bark, and tanned hides, augmented with mud and adobe; the common buildings are made from logs, adobe, and

even some stone with thatched roofs. Qué-Teh will be abandoned by the time the heroes get there; see "Qué-Teh" below.

AB 6: GATEWAY

A town of about 300, Gateway resembles Solace in many respects, from its size to the attitudes of its people. The major difference is that it has none of the mighty vallenwood trees, so the town is constructed on the ground. It also has no smith skilled in working iron or steel. The town is surrounded by farms and pastureland. Residents of Gateway scoff at tales of dragonmen or evil armies, calling them "kender tales." A lightly-used trail leads north into the hills, through Gateway Pass, back to Solace, but it passes dangerously close to Darken Wood. Residents of Gateway don't much like taking that road.

AB 7: NEW PORTS

New Ports, until recently a town of over 3,000 residents, is fractured in its organization. There are a number of different guilds in the city that each claim to have a "captain" and a "crew." There is no central authority, and each guild maintains a number of homes within its section of the city. Each guild barter with the others for its needs. This makes it difficult for New Ports to respond as a city to any outside threats, as each guild is primarily concerned with its own welfare.

If the heroes arrive here before Autumn Harvest 19th (day 7), they may be able to book passage on a ship to take them to Xak Tsaroth (or elsewhere, if they decided against going there). After Autumn Harvest 19th (day 7), the town

is occupied by the Red Dragonarmy. Many of its residents have been rounded up and shipped south to work as slaves in the mines of Pax Tharkas. Others remain in the ruined town, forced to work the port as it becomes an important supply center for the invaders.

AB 8: EASTWALL MOUNTAINS

Representing the eastern border of the Plains, these hills and ridges separate the Plains from the coastal strip. This region is discussed in the section entitled “AB 25: Forsaken Pass, Qué-Teh” see page 31.

d%	Encounter	Average EL
01-10	1d6+3 baaz draconians, (DLCS)	7
11-20	1d4+1 cockatrices, (MM)	6
21-35	1d4+1 ankhegs, (MM)	6
36-50	1d8+4 bugbears, (MM)	4
51-65	2d6+6 human warrior skeletons, (MM)	4
66-80	1 wyvern, (MM)	6
81-90	1 bulette, (MM)	7
91-00	1d6+2 dire wolves, (MM)	8

RANDOM ENCOUNTERS IN THE PLAINS

The Plains have not yet been fully overrun by the Dragonarmies, but it’s still a very dangerous place. Make a roll every 6 hours—there is a 30% chance of an encounter with any given roll. All encounters are standard; encounter distance is 6d6 x 40 feet.

THINGS THAT HAPPEN IN THE PLAINS

The following scenes can take place in the Plains of Abanasinia. Each is dependent upon the heroes to some

extent, but you may introduce one whenever the situation seems appropriate.

QUÉ-KIRI [EL VARIES]

When the heroes come out of the Kiri Valley, they are met by several Plainsmen warriors, guards from Qué-Kiri keeping watch over the road: one leader (N female nomadic human ranger 2/barbarian 2) and five warriors (N male nomadic human barbarian 2). They are armed with longbows, spears, and handaxes and are lightly armored.

The Plainsmen are suspicious, starting with an attitude of Unfriendly; they insist the heroes skirt the nearby village of Qué-Kiri rather than pass through it. If the heroes can change their attitudes to Indifferent, they’ll offer to give the heroes food and water, but they will continue to insist the heroes avoid the village.

If the heroes succeed at changing the Plainsmen’s attitudes to Friendly with Diplomacy, they divulge that their tribal shaman has had a dream about the *Blue Crystal Staff* that is somehow related to a city underground. They also warn the heroes that their tribal scouts have reported mysterious fires far to the north. A Survival or Knowledge (nature) check (DC 10) informs the heroes that natural wildfires would be unlikely, given the recent rains in the area. However, the Plainsmen will still not allow the heroes to go through the village.

If the heroes manage to change the Plainsmen’s attitudes to Helpful using peaceful means, the Plainsmen divulge the information in the paragraph above, as well as allowing them through the village (albeit with an escort). The heroes may have a chance to stop and barter with the nomads here and be able to establish a positive relationship that could be useful later. In this event, asking to meet the tribe’s shaman (N male nomadic human barbarian 2/master 5) and showing him the *Blue Crystal Staff* earns the heroes the advice to take it east to Xak Tsaroth as quickly as possible (which they likely already knew, but it’s nice to have confirmation).

DISTANCES IN THE PLAINS

TRAVEL times for journeys between various settlements in the Abanasinian Plains (assuming travelers use the roads and trails available) are listed below. If the heroes go off-road, estimate the distance they travel and consult Chapter 9: Adventuring in the *Player’s Handbook* to determine travel times. Alternatively, you can declare that the heroes travel “at the speed of plot” and rule that their journey requires as long as it takes to make the game interesting and fun.

Qué-Kiri to or from Solace, Qué-Shu, or Qué-Teh (15 miles)*:

- Walking (20’): 6 hours
- Walking (30’): 4 hours
- Horseback: 3 hours

Qué-Teh to Qué-Shu (26 miles):

- Walking (20’): 7 hours
- Walking (30’): 5 hours
- Horseback: 3 hours

Gateway to Qué-Teh (10 miles):

- Walking (20’): 3 hours
- Walking (30’): 2 hours
- Horseback: 1 hour

Qué-Teh to New Ports (32 miles):

- Walking (20’): 12 hours
- Walking (30’): 8 hours
- Horseback: 6 hours

*The village of the Qué-Kiri is roughly equidistant from Solace, Qué-Teh, and Qué-Shu—about 15 miles for each journey.

Under no circumstances will the Plainsmen provide horses for the heroes; they're far too valuable.

TRACKS

This scene is not essential, but it can help to build the sense of impending doom and foreshadows the coming invasion. Include it when appropriate in your game.

As the heroes progress across the plains, either along the trails or not, they come across an odd swath in the waving grass of the Plains. As they draw nearer, they see a broad path has been trampled, as though hundreds of beings had recently marched across the Plains in a north-south direction.

A Survival check (DC 15) will allow a hero to determine that the tracks were made in part by strange, non-human feet and that there were several wagons among the horde. In truth, the tracks were made by a company of draconian and human mercenary soldiers scouting for the *Blue Crystal Staff*.

A hero with the Track feat can make a Survival check (DC 10) to follow the tracks if he wishes. If followed south, the tracks eventually lead toward the southern end of the Eastwall Mountains and around north again toward Xak Tsaroth. If followed north, they lead across the plains for two dozen miles, eventually to a Red Dragonarmy encampment. At that point, if the heroes are foolish enough not to withdraw before they're noticed, they will likely be swarmed by hundreds of draconians with predictable results.

NIGHTSHADE [EL 5]

Run this encounter when the heroes are three or four miles east of Qué-Kiri or coming north or east from Qué-Teh. Read or paraphrase the following:

A single figure in the garb of a Plainsman scurries over a gentle rise. It is a man, and a dozen yards behind him come four other figures loping in pursuit. The pursuers wear long hooded cloaks, flowing in the stiff autumn breeze, and brandish swords menacingly. Even from this distance you can hear their taunting laughter; they seem to be toying with the clearly exhausted man they're chasing.

The figures are still 500 feet away; however the running man is stumbling toward the heroes with all his strength, and he manages to cry out for help. A Listen check (DC 20) will allow the heroes to hear the laughter and taunts more clearly. If they have encountered draconians before, they'll recognize the voices; if not, tell the heroes that the pursuers' laughter isn't quite like any voices they've ever heard before.

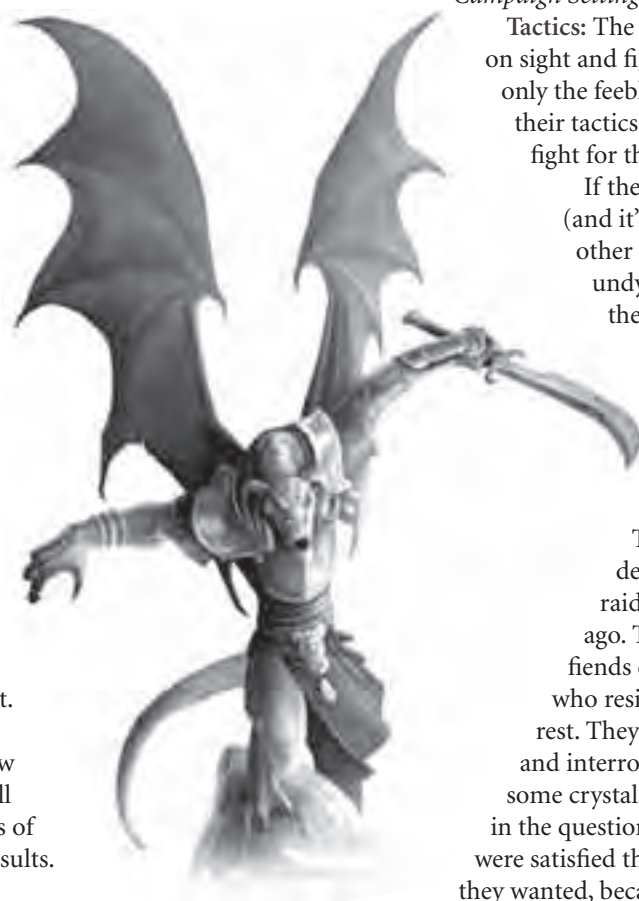
The Situation: The draconians will attack the heroes on sight, so roll for initiative immediately. Encounter distance is fairly long here on the Plains (120 feet), so the heroes should be able to prepare themselves for the fight.

Creatures: Four baaz draconians.

☞ **Baaz draconians (4):** hp 18, see *DRAGONLANCE Campaign Setting*.

Tactics: The draconians rush at the heroes on sight and fight to the death. They make only the feeblest of attempts to coordinate their tactics; this should not be a difficult fight for the heroes.

If the heroes defeat the draconians (and it's difficult to imagine any other outcome), they will receive the undying gratitude of Nightshade, the Plainsman refugee.



Gasping, the exhausted Plainsman croaks a greeting. "I am Nightshade of the Qué-Teh, and I am in your debt. The dragonmen raided our village a few days ago. They came upon us like fiends of the Abyss, killing any who resisted and capturing the rest. They ransacked the village and interrogated us, asking about some crystal staff. Many more died in the questioning. Apparently they were satisfied that we had no idea what they wanted, because they're taking the people south; they say we are to be put to work as slaves. The elders of the tribe held a secret council, chained as they were; I was chosen to attempt to escape and go to Qué-Shu to seek aid. Those four"—he points to the remains of the draconians—"intercepted me. Wherever you are headed, you must be careful. A great evil lies to the south, and in their idle chatter, they mentioned another host of fiends in the north poised to strike against the Seeker lands. They hold back only for fear of this crystal staff they're looking for."

Nightshade (LG male nomadic human ranger 3) insists on continuing to Qué-Shu, with or without the heroes.

If pressed about his debt to the heroes, he says he will repay them when he is able, but his obligation to his tribe must come first. He will require an hour or two of rest before he's able to continue on (unless healed by the *Blue Crystal Staff*), and he will gratefully accept any assistance the heroes offer to provide. If they show him or tell him about the *Blue Crystal Staff*, he warns them to not allow it to fall into the hands of the dragonmen; keep it safe, at any cost, he insists. If they tell him of their mission to Xak Tsaroth, he approves heartily. Surely that's where the *Staff's* secret lies, for that place is full of the ghosts of the past, he advises them. If the heroes offer to try to rescue his people, he politely declines, saying that so few could not possibly hope to fight against so many of the dragonmen. He must summon his people's cousins of the Qué-Shu tribe, who are great in number and fierce in battle.

☞ **Nightshade of the Qué-Teh:** hp 17, see page 152.

DRACONIANS [EL 7]

This is a great encounter to pick up the pace if your players are craving some action. It's a straight-up fight against an armed and ready section of draconians; it will be a tough challenge.

The Situation: A section of eight draconians has set up an ambush, hoping to kill any travelers they encounter and search the corpses for any sign of the *Blue Crystal Staff*. The draconians are hiding in the grass along the road. The heroes should all make Hide and Spot checks vs. the draconians' Spot (+4) and Hide (-2, but they can take 20 as they've had plenty of time to set the ambush).

If they fail to see each other, wait until they close to melee range (30 feet) and simply roll for initiative as each side realizes at roughly the same time that the other is there.

If they both spot each other, roll for initiative immediately and resolve the fight at an encounter distance of 70 ft.

If one side spots the other but remains hidden, assume this occurs at 70 ft. and allow the spotting side a surprise round (which they can spend remaining hidden, if they'd like to delay the fight a round or two).

Creatures: Eight baaz draconians.

☞ **Baaz draconians (8):** hp 18, see *DRAGONLANCE Campaign Setting*.

Tactics: These draconians are much more clever about their business than the ones chasing after Nightshade. They'll prefer to lie in ambush until the heroes walk within 30 ft. They attack savagely, fighting to the death, and using effective flanking and swarming tactics. Stress the strangeness of these enemies and don't forget that the baaz death throes might render the first hero or two to take one down weaponless.

QUÉ-SHU

If the heroes skirt Qué-Shu, within three miles of the village, they see a great deal of black smoke rising from its direction. They see large swaths of trampled grass, signs that they've seen before—a great host passed this way. As they approach the village, they notice a handful of crows

circling the town. Once they get within a hundred yards of the village's outskirts, the heroes feel chill winds dispersing the smoke from dying fires in the midst of the village. Buzzards and carrion crows wheel over the motionless settlement, descending slowly among the huts. Everything is still and eerily quiet but for the occasional "Caw!" of a crow.

If the heroes enter the village itself, read or paraphrase the following:

They are gone. The tents, huts, and common buildings of the Qué-Shu are abandoned, and many are burning. A strange creaking sound comes from the center of town.

Birds perch atop a wooden gallows hastily cobbled together in the center of the village. Two stout posts have been driven into the ground, their bases nearly splintered by the impact. Ten feet above the ground, a crosspiece is lashed to the posts. All the posts are charred and flash-burned. Three iron chains, each now cold but clearly once partially softened by heat, creak in the wind. Suspended from each chain, apparently by the feet, is a corpse. Though blackened and seared, the bodies are clearly not human. Atop the structure, a shield has been nailed into the crossbeam with a broken sword blade. A message is roughly carved onto the shield as if by a huge but expertly wielded blade.

The scavenger birds crow and caw at their good fortune.

The sign is written in Nerakese. A Decipher Script check (DC 25) interprets the meaning. The sign says, "Be it known, servants of Highlord Verminaard, the fate of ye who disobey his commands or show cowardice." An Appraise, Craft (blacksmith), or Knowledge (nature) check (DC 15) determines that the gouges in the metal shield to create the sign appear to have been made by a claw—a very, very large claw. (Ember, Verminaard's red dragon cohort, scribed the sign.)

The heroes find signs that the villagers left their homes in a terrified rush. Any hero with Track can find the tracks with a Search check (DC 15) and follow them with a Survival check (DC 10). They lead off into the nearby Eastwall Mountains.

QUÉ-TEH

This is the village of which Nightshade spoke. The heroes find it abandoned. Many buildings are burned, and evidence of a brief and violent struggle is obvious; several human skeletons have been picked clean by scavengers, with broken swords and bows discarded nearby. Any hero with Track can find the tracks of many lizardlike feet among the human footprints with a Search check (DC 15) and follow them with a Survival check (DC 10). They lead to the south, along with the tracks of many heavy wheeled carts.

THE SEEKER LANDS

The lands the Seekers hold sway over include the entire stretch of Abanasinia, from the edge of the Plains to the borders of Qualinesti. Darken Wood and Haven have their own sections, while the rest are handled below. The Seeker Lands are a mixture of mountains and wooded valleys, with pleasant streams and pastures at the base of steep white cliffs and windswept crags. If the heroes are from Solace originally, all of this will be very familiar terrain to them; you might allow them a +2 bonus to Survival and Knowledge (nature) checks here.

The following entries correspond to numbered locations on the regional map of Abanasinia.

AB 12: TWIN FLAT [EL 9]

As the heroes travel through the section of the New Haven Road known as Twin Flat, they encounter a section of draconians in disguise. This is a great chance for a hero good at bluff or smooth talk to work his magic.

A clear mountain valley sprawls in every direction around you. To the northwest and southeast, thick vallenwood forests flash their yellow and scarlet finery. To the east shimmers the cool blue of the Crystal Lake, two shades lighter than the bright autumn sky. Westward, the valley enters a canyon rimmed by granite cliffs. Only in the northeast does the valley floor continue unobstructed.

Some distance away, a group of huddled men pulls a large cart slowly west down the New Haven Road. They sway rhythmically. Coarse, heavy robes completely conceal their features.

The Situation: A section of baaz draconians is traveling the New Haven Road, disguised as hooded religious pilgrims. Two are pulling a large, two-wheeled cart. The section of scouts is searching for the *Blue Crystal Staff*; they stop the heroes on the road and ask them about it.

Creatures: One baaz spy (LE male baaz draconian rogue 3) and his section of ten baaz scouts. Hoods and black cloth masks cover their faces; heavy gloves wrap their hands and thick leggings cover their legs and feet.

☞ Baaz draconian spy: hp 34, see page 154.

☞ Baaz draconians (10): hp 18, see *DRAGONLANCE Campaign Setting*.

Tactics: The baaz spy knows his business—he is skilled at disguise and smooth talk. Assume the spy disguised his comrades and himself, taking 20 on the skill check. He'll parley with the heroes, trying to get information out of them without risking his life and mission. "Good day to you, travelers," he says in a slightly raspy voice. "Please pardon this old cleric's ramblings, but some days ago our healing staff was stolen from Xak Tsaroth. Now, one of our flock is dying—he's lying yonder in the cart—and we desperately need that staff to restore him to health. Have you heard any word of a *Blue Crystal Staff*?" Make a Bluff check for this interaction, if the players request Sense Motive checks. If the heroes lie in response, have any that

speaking make Bluff checks vs. the spy's Sense Motive. If the heroes manage to convince the spy that they don't know anything about the *Staff*, the draconians let them pass. If the heroes admit they've seen it, or know something about it but don't have it, have any speakers also make a Bluff check; however, even if they succeed, the spy begins to fire additional questions at them, sounding increasingly agitated: Where did they see it? Who had it? Which way did they go? How many were there?

If the heroes fail to convince the spy that they're harmless, he orders his scouts to move in and kill them. Roll initiative and resolve the melee. This will be a very tough fight. Play up the enemies' strangeness, their tactical savvy (the spy will take every opportunity to flank and use sneak attack), and don't forget that the baaz death throes might render weaponless the first hero or two to kill one.

AB 13: PRAYER'S EYE PEAK

Important Rules: Spot, Survival skills (see Chapter 4: Skills in the *Player's Handbook*).

The White Stag stands at the edge of the woods on the lower slopes of Prayer's Eye Peak and tries to lure the heroes into the Darken Wood. If it succeeds, they'll likely never get to Haven, as the Forestmaster has other ideas for them. This scene is a chance for the Ranger to demonstrate his abilities.

An autumn breeze carries the sharp, fresh scents of fallen leaves and cooling air. To the southwest, the white-capped outline of Prayer's Eye Peak soars in the distance. Barely visible from here, a sharp crack splits the peak, the two halves pressed together like two hands in a worshipful pose.

Have any of the heroes who have said they're being especially alert make Spot checks (DC 20). Any who succeed see the White Stag. The Stag, 300 ft. away, will walk into the trees to the south of the road. If the heroes pursue, it leads them on a merry chase through the woods, always a few steps ahead, through the crack in Prayer's Eye Peak, and straight into Darken Wood, where it loses the heroes. Go to "Spirit Forest" in "Darken Wood."

If any hero nocks an arrow or prepares to cast a spell against the Stag, the woods around them suddenly seems very menacing, as if the trees were leaning in toward them, groaning and threatening; the *Blue Crystal Staff* vibrates alarmingly. Nothing will actually stop the heroes from taking a shot at the Stag if they wish, but they should definitely get the feeling that it is probably a bad idea.

☞ White Stag: hp 26, see page 153.

AB 14: JAKANTH VALE

Important Rules: Spot, Survival skills (see Chapter 4: Skills in the *Player's Handbook*).

The heroes find the remains of a Plainsman who died at the hands of people dressed like the draconians in "Twin Flat." The Ranger will be able to exercise his tracking

ability, and any heroes who are Plainsmen have a chance to find a personal stake in the coming war.

While traveling along the road, have any hero with the Track feat make a Survival check (DC 15). If any succeed, they notice tracks leading away from the road, tracks that seem to have been made by feet wrapped in linens similar to the “clerics” in the “Twin Flat” encounter. The tracks lead away from the road for a bit more than a mile into the Jakanth Vale, but even at the edge of the woods, an unnatural stillness has settled on the place, a heaviness presses on the air. Even the insects are silent. The tracks lead to a campsite.

The campsite smells like burned hair. Charred bones lie in the ashes of the fire pit. The grass has been stamped down around the area.

Searching the area uncovers a bright silver bracer fitted with four gems. Inside the band is engraved: “Firehawk, warrior of the Qué-Shu.” Qué-Shu Plainsmen can identify this as the bracer of one of the warriors whose task it is to defend the tribe. These bands are forged around the warriors’ arms; death alone removes them.

AB 15: SENTINEL GAP

Walls of granite soar on either side of the narrow canyon floor. A chilly breeze whistles between the cliffs.

AB 16: TWIN PEAKS VALE

The twin peaks, Tasin and Fasin, stand to either side of the Shadow Canyon and overlook the north road to the capital city of Haven. In front of them, a lush mountain valley echoes with the sweet sounds of the forest.

AB 17: SHADOW CANYON

Solid granite cliffs vault high overhead, forming walls that seem to scrape the clouds, casting shadows into the crevasse which are broken only for one hour each day at noon. The canyon floor is narrow, well-traveled, and clear.

AB 18: REFUGEES OF NORTH SEEKER REACHES

While still in the northern part of the valley leading to the Lordcity, the heroes will meet many refugees on the road to Haven. The people flee south, intent on nothing else. Their eyes fixed to the road ahead of them, these refugees are reluctant stop to talk with the heroes. If they do stop, however, they have an interesting story: “See the smoke rising from the valley yonder? Devils from the Cataclysm, they were, that started the fires! Came down from the north, only three days ago, and ever since they’ve plundered and killed. Now we’re fleeing south to the capital, to Haven. Surely from there we can get to happier and safer country.”

AB 19: REFUGEES OF HAVEN’S VALE

Farther south, the scene seems bleaker. Dust cloaks the highway which stretches down the center of the plain. A stream of refugees shuffles and limps southward toward the glistening, distant spires of Haven.

Every cultivated field in this area stands abandoned, the harvest left to rot. Refugees flee down the road, staggering

and occasionally engaging in petty squabbles. All of them are too worried or too busy foraging in the abandoned fields to speak with the heroes, other than to beg for food or money. Now and then, a contingent of Holy Guards rides up and down the lines of refugees trying to keep order (and looking for the *Blue Crystal Staff*). All of these people have but a single thought: get to the city of Haven as fast as they can. There they believe the Highseekers can guide them and grant them the protection of the new gods. There they hope to be safe from the invaders.

DARKEN WOOD

Darken Wood is an ancient forest that covers nearly all the land between Haven and Solace, from the White-Rage Cut north to Haven Road. The woods are bordered by mountains, except for the open maw of the south, and comprised mostly of aspens and oaks. The moment anyone steps into the forest, they become aware of an awe-inspiring power that seems neither good nor evil. There is anger and despair, and there is hope. Most living creatures avoid the area or, if they must enter, do so with caution. Darken Wood has a reputation in the surrounding lands for being haunted.

FEATURES OF DARKEN WOOD

No light source, not even a magical one, can cast light in Darken Wood farther than 40 ft. (20 ft. at night); the air hangs thick and heavy, seeming to diffuse even the brightest illumination. Neither elvinsight nor darkvision work inside these woods, so even elves and dwarves entering must rely on ordinary vision. All Spot checks are made with a -5 penalty, even within the radius of illumination of a light source.

The forest is blanketed by a *confusion* effect (CL 20th). While in the forest, all attempts at tracking, including retracing the path by which one has arrived, suffer a -5 penalty due to the mysteriously shifting trees. Attempts to tell exact time usually fail. This is a mind-affecting enchantment effect.

CREATURES IN DARKEN WOOD

SPECTRAL MINIONS

Darken Wood is defended by a host of spectral minions, all that remains of an ancient army; they ceaselessly patrol the forest in search of intruders. The minions attempt to frighten any good or neutral creature into leaving the woods, but they will attempt to kill any evil creature they encounter. Intelligent creatures that harm any animal or plant in the Darken Wood, or attempt to build a fire, will also draw their wrath.

CENTAURS

Centaurs patrol the woods, searching for those who manage to elude the spectral minions. All intruders are interrogated and, if they have evil intent, killed. Those with good hearts may be brought into the presence of the Forestmaster but, more often than not, they are escorted outside the forest.

PLACES IN DARKEN WOOD

The following locations correspond to the appropriate numbered locations on the regional map of Abanasinia.

AB 9: STARLIGHT CANYON

At the north end of the wood, near the Twin Peaks that guard the New Haven Road, lies the Starlight Canyon, home to the largest population of pegasi in Krynn. Most of these magnificent winged horses make their lairs in the network of caves that dot the canyon, though some live in ground camps or elsewhere. The canyon takes its name

from the soft haze of starlight that blankets it. As a result, this part of the wood has better illumination than the rest, and light sources cast light up to 80 ft.

☞ Pegasi (36): hp 34, see *Monster Manual*.

AB 10: DRYAD FORESTS

The east of Darken Wood is comprised of the Dryad Forests and oak trees instead of aspens. The dryads are non-confrontational, leaving their safety in the hands of the centaurs or the spectral minions, but they are not above charming one of the heroes to help them

protect their groves—or to serve as their slave labor.

☞ Dryads (14): hp 14, see *Monster Manual*.

AB 11: UNICORN'S GROVE

The central part of the wood is named Unicorn's Grove and is considered the domain of the Forestmaster. Very few creatures enter the Grove, and few stay very long. An atmosphere of awe permeates the Grove, which contains a clearing and a ledge, aptly named the Forestmaster's Ledge, on which the unicorn prefers to lounge.

THINGS THAT HAPPEN IN DARKEN WOOD

Important Rules: Diplomacy, Knowledge (arcana), Knowledge (religion), Sense Motive, and Spot skills (see Chapter 4: Skills in the *Player's Handbook*).

The following scenes occur at specific points as the heroes explore Darken Wood.

SPIRIT FOREST [EL 7]

As the heroes enter the forest, they travel for only a few hundred feet before they're suddenly aware that they're not alone. Unless the heroes take steps to conceal themselves (such as moving silently or spells), a troop of spectral minions, consisting of one captain and ten soldiers, has crept upon them and is surrounding them.

The Situation: The spectral minions are defending the forest and attempt to frighten the heroes into leaving. They are obsessed with defending the borders of the woods and will stop at (almost) nothing to accomplish their goal. Remind the players that (except for the Sage) this is probably the first time their characters have encountered spirits of any kind, and the terror they'd probably feel would be almost overpowering.

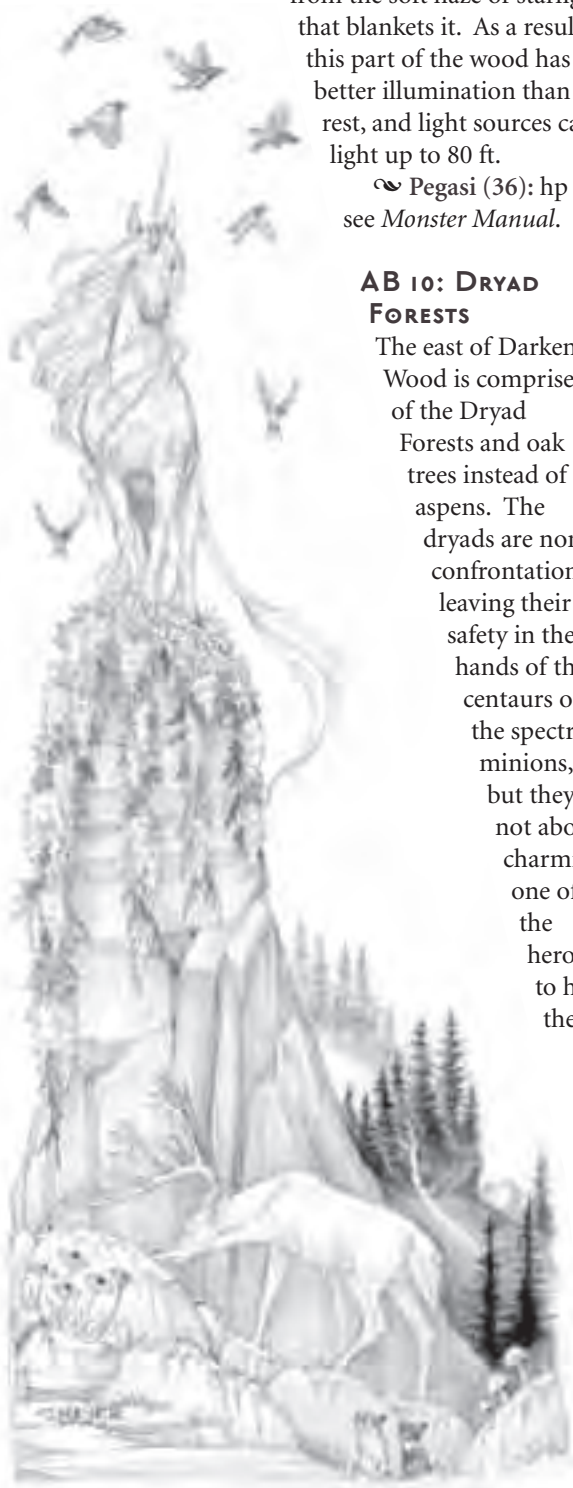
Creatures: Eleven spectral minions, wearing the garb of heavily armored warriors: one captain (LN male civilized human spectral minion fighter 5) and ten soldiers (LN male civilized human spectral minion fighter 3). All are armed with longswords, carry heavy steel shields, and appear to wear scale mail armor.

☞ Spectral minion captain: hp 38, see page 156.

☞ Spectral minion warriors (10): hp 25, see page 157.

Tactics: If the heroes speak with the spectral minions, their captain demands to know the heroes' business in the woods. If they say they were chasing the White Stag, the captain immediately sends three of his warriors after it in the direction the heroes indicate—the spectral minions of Darken Wood are doomed to forever hunt, but never catch, the White Stag. If they speak of the *Blue Crystal Staff*, the captain demands to see it. If the heroes refuse to show the spectral minions the *Blue Crystal Staff*, the captain threatens them with death unless they leave the woods immediately. If they don't, it will come to a fight. If the Prophet produces the *Staff*, the spectral minions gasp and seem to take a step back in shock. After only a few seconds, the captain demands that the heroes follow him: "Come with us, the Master has need of you. You will not be harmed." He leads the heroes to the centaurs.

If the heroes don't attempt to parley, the only thing that prevents a fight is for the Prophet to present the *Blue*



Crystal Staff. If she does, the captain and his warriors seem shocked, but the captain sheathes his sword and gestures that he is to be followed. He leads the heroes to the centaurs.

If it comes to a fight, the spectral minions fight hard. However, their primary goal is to drive the heroes from Darken Wood, not to kill them (this is why the EL for this encounter is lower than it might be otherwise). If the Prophet uses the *Blue Crystal Staff*, the fight abruptly comes to an end as the spectral minions are awed by its power, and the captain attempts to lead the heroes to the centaurs.

CENTAUR REACHES [EL VARIES]

If the heroes manage to avoid the spectral minions or parley peacefully with them, they will either encounter or be led to the centaurs. Eight centaur warriors step out of the foliage and surround the heroes. They dismiss the spectral minions, if the heroes are being escorted by them, and then address the heroes. Read or paraphrase the following:

Eight giant horse-men seem to materialize from the very forest itself. They are enormous, eight feet tall at the head, with amazingly muscular torsos and shoulders that seem able to rip one of the forest's trees right from the ground. Their horse bodies seem equally powerful; their skill at woodland stealth seems incongruous with the raw strength they seem to exude. It takes you a moment to realize that they are flesh and blood, not figments of your imagination; these must be the centaurs you've heard about from children's tales and old myths. All are armed, some with great bows, others

with swords. "Halt, prisoners," the leader says in archaically accented Common. "Ye be trapped. Ye will be taken to the Master to be judged. Ye will not be harmed unless ye attempt to escape, so cometh peacefully."

The Situation: These centaurs have been tasked with taking the heroes to see the Forestmaster. If the heroes try to escape, the centaurs will hunt them down, aided by spectral minions.

Creatures: Eight heavily armed centaurs.

☞ **Centaurs (8):** hp 26, see *Monster Manual*.

Tactics: Wise heroes would avoid a fight here—the centaurs are not their enemies. If it comes to a fight, the centaurs will fight to the death, but not before one blows a long blast on a horn which will sound the alarm for other centaur and spectral minion patrols. Eight more centaurs will arrive in ten rounds, and ten rounds after that, a troop of spectral minions (see "Spectral Minions" above). The heroes will need to fight a running battle to escape from the woods, for they do not stand a chance against the dozens of centaurs and spectral minions that will come to drive them away. They will never be able to enter Darken Wood peacefully again.

If the heroes remain peaceful, they will encounter the Forestmaster; proceed to "Forestmaster" below. For a light-hearted interlude before they reach the Forestmaster, you may wish to have the centaurs lead the heroes through the Dryad Forests, where one or two of the lovely tree-spirits may attempt to charm one of the heroes.

THE FORESTMASTER (EL 7)

Read or paraphrase the following:

WHAT THE FORESTMASTER KNOWS

USE the following questions and answers as a guide for determining what the heroes might learn from the Forestmaster.

Why do you want to see us?

"Some days ago, a great and glorious being came among us. He held great wisdom and power rare in the land today. He foretold your coming and left you a message: 'You must fly straight away across the Eastwall Mountains. Within two days, you must be within Xak Tsaroth. There, if you prove worthy, you shall receive the greatest gift given to the world.' Those were his very words — 'the greatest gift given to the world!'"

What do you know of the Blue Crystal Staff?

"It is an item of great power, a relic of days most have long forgotten. Its secrets can be found in Xak Tsaroth and within the hearts of those who remember."

Why do you carry such sadness?

"Shortly, a terrible evil will descend upon us and destroy my domain. I have seen it."

Do you know anything about dragonmen or the evil that people say is approaching?

"I know very little about what goes on beyond my forest's borders. I have seen that a great evil is coming, but I do not know its nature."

Can you help us get to Xak Tsaroth?

"Yes. My friends"—he nods toward a group of pegasi that entered the glade without you noticing—"have extended an offer to transport you to the region nearby Xak Tsaroth."

The dense oak forest suddenly opens into a forest glade. Soft green grasses carpet the ground up a hillside. At the top of the hillside, an outcropping of granite has been pushed through the topsoil by forces even more ancient than the forest itself. Atop this majestic natural dais stands a magnificent unicorn, its head raised high and proud but with a strange sadness in its eyes. The centaurs bow reverently and motion for the heroes to approach the hill.

The Forestmaster speaks when they come closer. "I am the Forestmaster. You have entered my Great Forest, and I grant you safe passage and the aid of all creatures while you remain within our borders." The heroes will not be attacked by any creature until they leave Darken Wood, unless the heroes attack first.

☞ **The Forestmaster:** hp 100, see page 151.

If the heroes request aid, enough pegasi arrive for each hero. The flying horses will carry them to the mountains outside Xak Tsaroth. If the heroes do not request aid, they'll be escorted out of Darken Wood in the direction of their choice.

LEAVING DARKEN WOOD

If the heroes have spoken to the Forestmaster and secured the aid of the pegasi, they'll be leaving Darken Wood airborne, headed toward Xak Tsaroth (see "Eastern Abanasinia"). If they spoke to the Forestmaster but don't have the pegasi, they can be escorted to whichever border they wish. Otherwise, they're probably being chased out by centaurs, spectral minions, or both and will likely head for the nearest border; be certain to apply the *confusion* effects to the heroes.

HAVEN

The largest city in Abanasinia, the Lordcity of Haven is a farming community centrally located between Solace and Gateway. Haven has been declared a Lordcity by its inhabitants, who naively believe their city rivals the great Lordcities of Solamnia. Still, Haven is an important hub of activity in Abanasinia. Its fertile farmlands yield many crops that help sustain the local people. In the past, even the Qualinesti elves purchased their grapes from Haven vineyards, making a wine that became famous throughout Ansalon. Because of its central location, Haven has long attracted false religions seeking to gain influence and power. The Seeker Theocracy has currently developed Haven as a stronghold, working to gain both religious and political dominance in the lands of Abanasinia.

GETTING TO HAVEN

The New Haven Road is the primary route into the so-called Lordcity. The only other route is through Darken Wood; if the heroes have managed to brave that sylvan realm and won the trust of the Forestmaster, they might be able to avoid the refugee-choked road. Haven may also be reached from Qualinesti, but the White-Rage River is a formidable barrier.

FEATURES OF HAVEN

Although Haven is geographically large, its population has been relatively small in the past, numbering around five thousand people. However, with refugees flooding the city, the population has swollen to just under fifteen thousand. With such a massive influx, thieves and other people of dubious profession walk the streets. Holy Guards are stationed throughout the city, viewing everyone with suspicion.

The city is surrounded by a low marble wall that was originally constructed to keep out wildlife. A guardhouse stands at the city gates, which until recently were left open during the day, welcoming people from across the land. The gates are now closed to bar the entry of more refugees.

HAVEN

☛ **Haven (large city):** Nonstandard; AL LN; 40,000 stl limit; Assets 29,778,000 stl; Population 14,889; Mixed (82% humans, 8% kender, 3% draconians, 2% elves, 2% dwarves, 2% goblins, 1% hobgoblins).

Authority Figures: Elistan (LG male civilized human heathen cleric 7), Highseeker of Haven; Orin Woodwind (LG male civilized human fighter 7), Holy Guard captain.

Important Characters: Seeker Locar (LN male civilized human master 3/heathen cleric 3), deputy Highseeker.

Highseekers Council—The governing body in Haven, the Highseekers Council are religious zealots who claim to seek religious truths. They label as heretics

anyone who does not follow their beliefs, creating an atmosphere of secrecy and paranoia among the local population. Some of the Highseekers have lately fallen under the influence of the Dragon Highlord Verminaard and are increasingly surrounded by strangely-cloaked clerics. Seekers: heathen cleric 5 (2), heathen cleric 4 (4), heathen cleric 3 (8), heathen cleric 2 (15), heathen cleric 1 (15), master 3 (2), master 2 (6), master 1 (12).

Holy Guard—Dressed in red and white tunics over chain shirts, these city guards are under the direct orders of the Council of Highseekers. They are typically armed with longswords and heavy shields. Holy Guards: fighter 6 (1), fighter 5 (2), fighter 4 (6), fighter 3 (10).



Six tall marble towers stand at even intervals along the wall. The town boasts a grain mill, street markets, and a blacksmith.

PLACES TO VISIT IN HAVEN

The following entries correspond to keyed locations on the map of Haven and represent the most significant places to visit for the purposes of this adventure. For more details about other city locations, refer to the *War of the Lance Campaign Setting Companion*.

H 10: STEEL TANKARD TAVERN

Calling the Steel Tankard a dive would be charitable. They serve lousy ale and watery dwarf spirits at prices that don't encourage moderation; they have a loyal clientele of drunkards and ne'er-do-wells. Unfortunately, it's also the only inn in town with any rooms remaining—the Ivy Inn and High Hand Tavern are both full, and almost every private house has rented out space to refugees. The Steel Tankard will rent space on the floor of the common room for a copper a night; after last call, those who've paid up can bunk down on the beer-stained floor and try to catch some sleep. "It beats sleeping outside," the barman will admonish the heroes if they balk at the offer. "With all these refugees in town, the Holy Guards are having a hard time keeping the peace. Sleep outside only if you want your pockets picked and maybe your throat cut."

H 12: THE COUNCIL HALL OF THE HIGHSEEKERS

This structure is a large hall supported by six towers, representing the six towers that surround the city. From the Council Hall, the Council of Highseekers spread the word of their new gods of truth. Currently, refugees flock to the temple, begging the Seekers to demonstrate the power of their gods and protect them from the evils of the north. Here, Seeker leaders meet to discuss plans for dealing with the city's problems; levying decrees they hope will keep their streets safe. Anyone with news of the *Blue Crystal Staff* is brought to this location for questioning.

PEOPLE TO MEET IN HAVEN

Elistan (LG male civilized human heathen cleric 7; see page 157): Elistan is that rarest of people among the Seekers, one who is genuinely seeking the truth. A thin, sickly man in his forties, Elistan has lived in Haven his entire life. Now one of the Highseekers, he has begun to see the corruption in the movement; with each passing day, the hope he clings to becomes more elusive.

Refugees (male and female human commoner 1): People have fled to Haven from across Abanasinia. Most are desperate and fearful, but some are willing to chat. Only a few will admit to having seen a draconian, but everyone will talk about rumors of evil creatures, terrible fires on the horizon, and a looming evil that's about to swoop down from the north.

THINGS THAT HAPPEN IN HAVEN

Important Rules: Bluff, Diplomacy, Disguise, Knowledge (religion), Sense Motive, and Spot skills (see Chapter 4:

Skills in the *Player's Handbook*), striking for nonlethal damage (see Chapter 8: Combat in the *Player's Handbook*).

The following scenes occur at the specified points as the heroes explore the Lordcity of Haven.

ENTERING HAVEN [EL 5]

When the heroes approach Haven, read or paraphrase the following:

Six white towers rise from the foothills of the eastern mountains. Glistening with gold, they encircle the delicate architecture of Haven. A long file of refugees chokes the road leading to the city's main gate.

The city overflows with refugees. The heroes finally enter Haven only after enduring the long and chaotic wait outside the city. Once they've cleared the guardpost at the gates, they'll enter into a city overcrowded with far more people than it was ever intended to host. Squabbling refugees, crying children, and impatient and overworked city guards are everywhere. Pickpockets work the crowd mercilessly. Just a few feet away, a fight breaks out among several refugees; the heroes see a troop of guards, armored and wielding long clubs instead of swords, come running and lash out indiscriminately to break up the altercation. Once the fight breaks out, if the heroes don't actively move away from it, they may have several of the guards single them out.

The Situation: In a scene of utter chaos, overzealous riot guards are trying to break up a fight among several refugees on a crowded street. The street is 30 ft. wide and choked with dozens of refugees.

Creatures: Refugees (male and female human commoner 1) are everywhere, many of whom are fighting with each other and with guards. The guards (male and female civilized human warrior 1) have been ordered to break up the fight, and they don't much care whose skulls they crack to accomplish that end.

☞ Riot guards (15): hp 5, see page 156.

Tactics: It will be obvious to the heroes that the guards are not using lethal force. They're not cruel people, but they are exhausted, overworked, and under tremendous pressure to restore order at any cost. They simply rush toward the fighting refugees, clubbing anyone within reach, whether they were part of the fight or not. Their objective is to break up the fight and clear the street, so if the heroes withdraw, they won't pursue. They certainly won't arrest anyone. If the heroes use lethal force in response, the guards will withdraw to get reinforcements. The scene is chaotic enough that, unless the heroes really make a spectacle of themselves, there won't be future consequences from this altercation with the authorities.

OVERHEARD AT THE STEEL TANKARD

At some point, the heroes are bound to ask around about lodging. They'll be told: "Every inn in the city is full up, except, I've heard, for the Steel Tankard, but I wouldn't stay

there myself." Of course, this will likely make the heroes want to take a look.

This scene can be a fun roleplaying exercise, as many players like a good old-fashioned tavern scene. Additionally, if the players are, for whatever reason, running a small party and could use some extra muscle, this is a golden opportunity to recruit some new blood. Three NPCs are introduced here: Jaymes Green (N male civilized human ranger 5, a woodsman from western Abanasinia), "Bear" (CG male nomadic human barbarian 5, an iron prospector from the Kharolis Mountains), and Fiona Wainwright (NG female civilized human rogue 5, an out-of-work bodyguard from Haven). All three are competent and would certainly be sympathetic to the heroes' cause. Otherwise, if the party is already large enough and well balanced, there's no need for it. The scene is optional but has some fun roleplaying value, especially if the heroes are looking for lodging for the night.

The tavern is packed shoulder-to-shoulder with men and women trying to forget the reasons they have come to the city. The heat inside is stifling despite the bitter late summer weather outside. The crowd is eerily quiet, each person withdrawn into himself and his own thoughts and sorrow. Three people—a man in a fur cloak, a tall man dressed in the greens and browns of a forester, and a woman in leather armor and wearing an eye patch—are less brooding than the others. The hunter and warrior woman seem to be busying themselves with helping older people find places to sit and clearing places for women and children. The man in the fur cloak seems agitated.

If the heroes sit quietly near the man in the fur cloak, they'll hear him ranting. The heroes quickly realize he's had more than his share of ale and is speaking more boldly than he otherwise might. "To the Abyss with this town," he says to nobody in particular. "The Highseekers say we're safe. Ha! What do they know?" The man grows louder and more obnoxious with each word. "We should all get out of here. They can't protect us! They have no real power! Where are their miracles? Eh? You tell me!" He points to one of the heroes. "Where is their magic? Eh? Don't know, do you? No, I didn't think so! Eh! How can they claim to geek for the spods... er, speak for the gods..." At this point, the barman grabs him by the collar and begins escorting him outside. The heroes can hear him continue his drunken rant as he's ejected, "... when they don't even have any powers? The old gods used to..."

The forester is more conversational but no more optimistic. "The Holy Guards are searching high and low for some artifact—a crystal staff, or so I hear. Why do they bother? As if a single staff could protect a city from armies..."

The woman reminds the heroes of the realities

of geography. “The way south is blocked. The cursed elves—present company excluded, of course, begging your pardon—have closed their borders and won’t let any refugees flee that direction. That leaves the White-Rage River or the Darken Wood as the two choices for escape, and I don’t know which choice seems more unpleasant. I have no idea how the very young, or the very old, will survive.”

THE COUNCIL OF THE HIGHSEEKERS

The heroes will almost certainly seek an audience with the Highseekers to find out more about the *Blue Crystal Staff* and why everyone seems to want it.

In the center of the city, a shouting crowd has gathered around a large hall. Holy Guards encircle the six supporting towers, barring all entrance to the towering structures that still glisten despite the dust raised by the anxious groups clumped at their bases.

For the heroes to enter the Council Hall, the Holy Guards must first be convinced to allow them entry. Showing them the *Staff* is the easiest way to accomplish this, but a Bluff or Diplomacy check, or enchantment spell, that moves the head guard’s attitude from Indifferent to Friendly will convince him to allow the party into the Hall, escorted by two Holy Guards. Once inside the building, the heroes wait for several minutes then are met by a minor functionary who dismisses the guards and shows the heroes into the Council Hall.

The vaulted ceiling in the spacious chamber is supported by pillars on either side. At the far end, nine chairs sit in a semi-circle on the polished granite floor. Upon each chair sits a man in clean white robes trimmed in gold. A steel girdle bands each man’s waist.

The Council Hall is large and elegant—50 ft. by 30 ft., the vaulted ceilings rising 30 ft. in the air. The chairs are occupied by middle-aged and old men; these are Elistan and the other Highseekers (LN male civilized human heathen cleric 4). The functionary escorting the heroes motions them to remain in the middle of the room while he approaches Elistan. He whispers something to him, then withdraws to the side of the room.

Elistan speaks. “We’re told that you have news of the *Blue Crystal Staff*. Please, enlighten us, for we are very eager to hear what you have to say.” What Elistan will not, under any circumstances, tell them is that the Highseekers have been advised that returning the *Blue Crystal Staff* to Xak Tsaroth would appease the armies poised to strike against the Seekers’ lands, thus guaranteeing their safety.

If the heroes produce the *Blue Crystal Staff*, the council will gasp in unison, all except for Elistan, who simply stares in wonder. A Highseeker by the name of Locar rises

and demands that the heroes turn the *Blue Crystal Staff* over to them. If they refuse, he approaches them angrily, intent on physically taking it. Elistan weakly protests that Locar should sit down, but he refuses to listen to reason. Before anyone can react, the *Staff* grows very warm in the Prophet’s hand and a bolt of blue energy leaps out and strikes Locar’s hand.

As he retreats, yelping in pain, the Highseekers all stand and begin shouting: “Evil! Evil!” “Remove this abomination from the house of the new gods!” “Blasphemy!” “How dare you!” Just as chaos is about to reign supreme, Elistan, the only Highseeker still seated, raises his hand; silence falls over the room immediately. The Highseekers look to Elistan, hopeful that his wisdom will show the way; Locar, still rubbing his sore hand, stares at Elistan with daggers in his eyes.

“Please, I beg you,” he says, maintaining intense but not unkind eye contact with the Prophet. “Take this...artifact to Xak Tsaroth. Restore it to its rightful resting place.” A successful Sense Motive check (DC 20) will reveal that Elistan doesn’t really understand what is happening, but for some reason the heroes’ visit has kindled the spark of hope in his soul, and this shows on his face. He finally rises from his seat. “I wish the blessings of the gods upon you, and I hope that we shall meet again.” The Prophet sees that he is speaking directly to her. If the Sage passes a Knowledge (religion) check (DC 15), he’ll notice that Elistan simply said “gods,” not “new gods” as is the traditional blessing of the Seekers. As the heroes file out, Elistan keeps his gaze upon the Prophet.

LEAVING HAVEN

Important Rules: Balance, Hide, Spot, Swim skills (see Chapter 4: Skills in the *Player’s Handbook*); rules for flowing water (see Chapter 3: Adventures in the *Dungeon Master’s Guide*), rules for falling damage (see Chapter 8: Glossary in the *Dungeon Master’s Guide*).

There are several ways out of Haven. One is to go back the way the party came toward Solace. Another is to risk taking the straight course through Darken Wood (see “Darken Wood,” page 23). They could try their hand at navigating the White-Rage River or even attempt to gain passage through Qualinesti.

AB 21: QUALINESTI ELFLANDS [EL 11]

If the heroes cross the White-Rage River—there is a ford just downstream from Haven where the heroes can cross without difficulty—they’ll be in the forest of Qualinesti.

The Situation: After one hour in the forest, which grows more dense as the heroes travel, they encounter a patrol of Qualinesti scouts (LN elf ranger 3 and LN elf ranger 5). The elves have been tracking the heroes since they entered the woods, but only make themselves known now. Allow the heroes to make a Spot check (vs. the elves’ Hide; allow the heroes to take 10 to save time on rolling); if they succeed, the elves do not surround the heroes. If they fail, the patrol has formed a loose ring around the heroes.

Creatures: Fifteen elven scouts face the heroes. Ten of the scouts are armed with great ash composite bows, four

with longswords and handaxes. A fifteenth steps forward, confident and obviously in charge. A gracefully curved sword rests in the crook of his arm, a wicked long knife at his belt, and a longbow strung across his back. All the elves wear rugged leathers and brown-grey elven cloaks.

☞ Qualinesti elite scouts (14): hp 17, see page 155.

☞ Qualinesti scout captain: hp 31, see page 156.

Tactics: The captain of the elf patrol demands the heroes' surrender. He says he has been ordered to take them to Darken Wood. If the heroes fight instead, the elves fight savagely and to the death. If the heroes survive this, an hour later another patrol attacks, this time without the benefit of parley first. This will be an almost overwhelming challenge to the heroes; Qualinesti rangers fighting in their homeland are fearsome opponents.

Development: If the heroes surrender, they are allowed to keep their weapons and equipment. If the heroes ask why they must go to Darken Wood, the captain assures them that they will not be harmed. "We have seen signs of unspeakable evil in the land. Haven and all the Seeker lands will fall unless a miracle takes place. A glorious being passed through our land and said you were coming. We have orders to take you to Darken Wood and assurances that you would not be harmed. Which is lucky for you, for we are not typically so merciful with those who come into our land uninvited." If the heroes have not yet been to Darken Wood, the elves will escort the heroes and deliver them to the centaurs—go to "Centaur Reaches" in "Darken Wood," page 25. If the heroes have already been to Darken Wood, the captain demands, "What are you doing here? Why do you delay in carrying out the wishes of the Forestmaster?" and immediately escorts them back across the border of Qualinesti.

AB 22: WHITE-RAGE RIVER [EL 5]

Read or paraphrase the following:

The rivers of the Haven Vale, the Darkwater River flowing from Darken Wood, and the clear waters of the Elfstream have joined in this region to form the frothing, powerful White-Rage River. The water crashes swiftly, and sometimes violently, between the cliffs that its current has cut into the plain. To the north, the Darkwater River pours gently from the deep shade of the Darken Wood trees, a path leading from its banks back into the shadowed forest. To the south, the tall, straight trunks of the Qualinesti forests march into the unseeable distance.

The heroes may easily cross the river at fords (see map), but anywhere else it is very difficult without some kind of raft. Constructing a crude raft requires 1d4 hours for each creature it will carry (half that for small creatures). Passing a Craft (carpentry) check (DC 15) will cut the total time in half (may not take 20 on this check); if the check succeeds against a DC of 25, the time is cut to one third. Rafts

large enough to hold four medium-sized creatures can be improvised in this manner. Alternatively, a sufficiently large tree could be felled across the river at a narrow point; Balance checks (DC 10-15) would be necessary to cross the river atop a felled tree.

The river cuts through some very rugged terrain, and walking along the riverbank will be very slow going. The route should be considered trackless, halving the heroes' movement rate. If the heroes decide to attempt to float downriver, they'll need to construct rafts (see the previous paragraph) and fashion poles or oars to steer. Any character may steer a raft on calm water. To stay on course, Survival checks (DC 10) must be made in rough water (which includes much of the White-Rage River) to stay on course.

AB 23: THE WHITE-RAGE CUT [EL 7]

Here the frothing torrent of the White-Rage River spills between tall cliffs and funnels loudly down its course, crashing between two soaring bluffs.

If the heroes are traveling the river on rafts, the raft pilot must make three Reflex saves (DC 10) through these rapids. If any of them fail, the raft hits a rock and is shattered, its riders swept away in the current. The water is flowing at 70 ft. per round, and the rapids are 300 ft. long.

If the heroes are walking along the riverside, they are faced with extremely difficult terrain. The heroes see that the only way through is a goat path worn into the bluff on the north bank of the river. Simply getting to the trail requires scaling a 15 ft. rock wall with some handholds (Climb DC 15). The ledge is only 4 inches wide, and while this is plenty for mountain goats, the heroes may find themselves with sweaty palms as they balance thirty feet above the river. The ledge leads along the bluff for 40 ft. before the path widens to a much safer 3 ft. The water below the ledge is only 15 ft. deep, so falling will not be pleasant.

AB 24: OLDRoad BRIDGE [EL 7]

The Oldroad Bridge is a strategically vital structure, linking the Sageway's northern and southern sections and providing the only uninterrupted access across the White-Rage River for road traffic east of Qualinesti. Therefore, on Autumn Harvest 24th (day 12) and after, it is heavily guarded by the occupying Dragonarmies as part of the garrison of New Ports only a few short miles downstream. Prior to this date, the bridge is unguarded.

The Situation: The bridge is held by a section of draconian troops, re-enforced by ogre mercenaries. They will attack anyone attempting to cross or pass by.

Creatures: Six baaz draconians, plus one ogre.

☞ Baaz draconians (6): hp 18, see *DRAGONLANCE Campaign Setting*.

☞ Ogre: hp 29, see *Monster Manual*.

Tactics: If the heroes are on foot, the draconians and ogre will attack until the heroes are driven away or the bridge defenders are killed. If the heroes are rafting the river, the guards will watch them pass under the bridge, assuming the trap (see below) will ensnare them.

Trap: Under the bridge, a tripwire has been strung a few feet above the water level in case anyone tries navigating the river by raft.

⇨ **Tripwire Trap:** CR 2; mechanical; location trigger; manual reset; Atk +5 melee (see note); Search DC 20; Disable Device DC 25.

Note: Characters in a 10-ft. square are grappled by a net (Str 18) if they fail a Reflex save (DC 14). The net is attached to the bridge superstructure on the southern bank; if the heroes are ensnared, the ogre will haul them to shore where they are immediately attacked.

FAR EASTERN ABANASINIA

The lands surrounding Xak Tsaroth are widely varied. Bordered on the west by the Eastwall Mountains and the east by the New Sea, this narrow strip of land contains mountains, swamps, and windswept coastal plains.

There are a number of ways the heroes could arrive here. If they are flying on the pegasi from Darken Wood, the pegasi will land and drop the heroes off at the western end of the Forsaken Pass. If the heroes are traveling the Sageway eastward, they will also enter the Forsaken Pass. If they walk the plains to the coast south of the Eastwall Mountains then turn north, they'll enter the region through the Dire Wood and Cursed Lands of New Sea.

PLACES TO VISIT IN EASTERN ABANASINIA

The following entries correspond to locations on the regional map of Abanasinia.

AB 25: FORSAKEN PASS

The Forsaken Pass rises from a pleasant meadow in the foothills of the Eastwall Mountains. The mountains are rugged but not as high as in the Kharolis range; only a few peaks lie above the tree line. The pass winds through seven miles of heavily wooded terrain; aspen and conifers line the trail through the pass. Large wildlife includes mule deer, mountain goats, bighorn sheep, and elk. Predators the heroes will need to watch out for are mountain lions and wolves; Plainsmen who have ventured up into the mountains have also reported owlbears.

The only structure in the pass is an ancient fortification that once defended the pass' eastern approach. Most of its walls have long since collapsed to rubble, but characters searching the ruins will find unmistakable dwarven runes carved into the rock, runes of blessing and protection. Any magic they once might have had has long since dissipated.

The pass has rarely been traveled since Xak Tsaroth fell. The trail is widely overgrown and almost vanishes in places. Staying on the trail requires a Survival check (DC 10) every mile. The trail through the pass is 7 miles long and comes down from the mountains into the Swamp.

AB 26: DIRE WOOD AND CURSED LANDS OF NEW SEA

Inundated by a towering wave of seawater in the wake of the Cataclysm, this strip of land between the Eastwall Mountains and the coast was ruined. The once rich topsoil washed into the sea; now it is covered in forests of

ironclaw trees. The New Sea coastal woods are devoid of settlements, and few large animals make it home. Birds, snakes, insects, and small mammals make up the majority of the fauna in the region.

This is difficult land to traverse. No roads survived the Cataclysm, and no trails have been made through it. The mossy ground is almost perpetually saturated with ponds and streams dotting the landscape.

AB 27: THE SWAMP

Close to the ruins of Xak Tsaroth, the wet, mossy ground of the ironclaw forest gives way to marshes and swamp. The ironwoods grow thinner, broken up by fetid bogs and stagnant, algae-covered ponds. The foliage of the ironclaw trees blocks out the sun, casting the land in permanent twilight; at night, it is nearly pitch black as not even Solinari's brilliant light can penetrate the tenebrous canopy. Even in this dank, terrible place, vines grown thick; travel is difficult through the swamp of Xak Tsaroth. Still black waters encircle islands of soggy ground. Narrow land bridges or slimy fallen logs connect the islands. Occasional ripples on the scum-laden ponds indicate that something lives beneath the surface.

Refer to the information in "Xak Tsaroth: The Cursed Swamp" later in this chapter.

THINGS THAT HAPPEN IN EASTERN ABANASINIA

Important Rules: Knowledge (nature), Hide, Listen, Move Silently, Spot, and Survival skills (see Chapter 4: Skills in the *Player's Handbook*); Track feat (see Chapter 5: Feats in the *Player's Handbook*).

The following scenes occur at specific points as the heroes travel through Eastern Abanasinia.

TRACKS

Less than a mile from the eastern end of the Forsaken Pass, a hero with the Track feat can make a Survival check (DC 15). If he succeeds, he will notice a series of tracks. If they have seen draconian tracks before, they will recognize these. It's clear that many such creatures passed this way; if the Survival check succeeds against DC 20, the tracker will be able to tell that it was approximately 5 days previously. The tracks lead to Xak Tsaroth.

DWARVEN FORTRESS [EL 7]

Near the eastern end of Forsaken Pass, the heroes find the ruins of the dwarven fortifications that once defended the pass. Once the heroes are thirty feet away from the rubble, they'll hear the sounds of grunts and growls coming from behind a fallen wall.

The Situation: A pair of owlbears were feasting on an elk in the shelter of the rubble when a third appeared to challenge them for the kill. Currently, each is preoccupied with attempting to intimidate the others and claim the carcass for itself. Unless the heroes have been taking steps to travel quietly, the owlbears will hear them one round after the heroes first hear the monsters.

Creatures: Three owlbears.

☞ **Owlbears (3):** hp 52, see *Monster Manual*.

Tactics: The owlbears lack any subtle tactics; they will attack the heroes on sight and fight to the death.

MONSTROUS SPIDERS [EL 7]

If the heroes bypass the Forsaken Pass and instead travel through the Dire Woods from the south, they will face this encounter.

The Situation: As the heroes are traveling through the forest, they are ambushed by a colony of large monstrous spiders.

Creatures: Five large monstrous spiders. These are the hunting variety, rather than webcasting.

☞ **Large monstrous spiders (5):** hp 22, see *Monster Manual*.

Tactics: The spiders will wait in ambush until the heroes are directly under them. The heroes must make a Spot check (DC 15) to avoid being surprised. The spiders will drop onto the heroes and attack. They will fight to the death.

XAK TSAROTH: THE CURSED SWAMP

Important Rules: Disease (see Chapter 8: Glossary in the *Dungeon Master's Guide*); Balance, Climb, Decipher Script, Hide, Spot, Survival, and Swim skills (see Chapter 4: Skills in the *Player's Handbook*).

The Cursed Swamp around the sunken city of Xak Tsaroth has festered here on the shores of the New Sea for over three hundred years; in that time it has become home to all manner of monstrous vermin. Its most recent resident, based in the Xak Tsaroth ruins, is the black dragon Khisanth, or Onyx. In some ways, she has only made the fetid waters worse for her presence.

RANDOM ENCOUNTERS IN THE CURSED SWAMP

d%	Encounter	Average EL
01-10	1 chuul, (MM)	7
11-30	1d4+1 crocodiles, (MM)	5
31-50	1 ochre jelly, (MM)	5
51-70	1 wraith, (MM)	5
71-90	1 tiny viper swarm, (see page 157)	5
91-00	1 six-headed hydra, (MM)	7

At any given point, the water is 3d10 feet deep. If someone enters the water for any reason, there is a 50% chance that he will disturb and be attacked by one of the following creatures (all encounters are standard):

GETTING TO XAK TSAROTH

Xak Tsaroth is occupied by a unit of draconian warriors, various attached mercenaries (mostly ogres), and some

slaves and conscripts (Aghar or “gully” dwarves, prisoners taken from the free lands, and a few trolls); the slaves and conscripts are treated little better than pack animals. The unit is led by officers known as priests. These are not priests of the true gods; they lead the draconians in the worship of their idols—dragons. The priests ultimately report to the black dragon Khisanth, known as Onyx, who makes her lair in Xak Tsaroth.

The swamp is traversable overland across a series of islands in the marsh. The islands are scattered throughout the swamp; however, workers from the occupying dragonarmy unit have constructed a series of improvised bridges, connecting islands together to create a serpentine but navigable path through the swamp. This path leads in a generally southwesterly direction from Xak Tsaroth itself. Some of these bridges are made from vines, some from fallen trunks of ironclaw trees, and some from a combination of both. Traversing the swamp will require the heroes to pick their way through these island chains, either following the draconians’ bridges or building rafts and attempting to cross the waters themselves.

Crossing one of the three rope or vine bridges along the trail requires a Balance or Climb check (DC 15, allow each hero to choose which skill to check). Failure means the hero falls into the water.

HISTORY OF XAK TSAROTH

Once a testament to the magnificence of the ancient gods and their love for their creation, Xak Tsaroth long stood as a bastion of peace, worship, and trade. Prior to the Cataclysm, Xak Tsaroth was the largest inland trade city of Abanasinia. Here, various races met to exchange their wares, all for the further glory of the people, their land, and their gods. Even the great city of Istar, famed for its abundant wealth, depended on the goods that changed hands in the city’s eclectic street markets. In appreciation for their many blessings, the people of Xak Tsaroth erected great temples to worship the ancient gods.

As the city’s wealth and fame grew, so too did the ambitions of its dependents. Warped by gluttony, the people of Xak Tsaroth abandoned the generosity that had made them so beloved of the ancient gods and became consumed with worldly indulgences. So it was that, when the gods punished the inhabitants of Krynn for their vanity and arrogance, Xak Tsaroth did not escape the gods’ wrath. When the fiery mountain struck, it shook the great city, perched high atop the Eastwall Mountains, to its very foundations. The mountains cleaved, and the once-opulent temples, markets, and halls crumbled into a vast cavern over one thousand feet deep. Remnants of the lost way of life in Xak Tsaroth now cling to the cavern walls. Many people died in this great destruction, including several apprentices of the great wizard, Fistandantilus.

At the moment of its destruction, as the earth split and the New Sea rushed in, the former Lord Marshal of the Knights of the Divine Hammer, Cathan MarSevrin, threw the *Disks of Mishakal* into the yawning chasm. The *Disks*, and a volume from the spellbook library of Fistandantilus, had been carried all the way from doomed Istar. After the

Cataclysm's violence calmed, the *Disks* lay at the bottom of the sunken Xak Tsaroth. Cathan died, but his deed enabled the *Disks* to escape the debauchery and devastation of the rest of Ansalon at the time. Hundreds of years later, as the city of Xak Tsaroth became home to a horde of draconians and their black dragon mistress, a Plainsman ventured into the Temple of Mishakal and escaped the city with the *Blue Crystal Staff*...or so the story goes.

FEATURES OF XAK TSAROTH

After being hurled into the depths, the city of Xak Tsaroth was nearly consumed by the creation of the New Sea. The waters of the Turbidus Ocean surged over its shores when the Cataclysm struck. As the land cracked asunder, the waters rushed in to fill the void, creating the New Sea. Most believed that Xak Tsaroth had been entirely submerged and destroyed. Although the sea did claim many parts of the city—and continues to erode what is left—there are ruins that are still habitable, forming an unstable maze of broken streets, with rivers, whirlpools, and waterfalls scattered among various levels of the doomed city's giant cavern, which can be reached through an improvised lift.

PLACES TO VISIT IN THE CURSED SWAMP

The following entries correspond to keyed locations on the Xak Tsaroth map.

XT 1: SWAMP RUINS

The exposed roots of ironclaw trees twist through the mud and swamp water. Vines, trees, and ferns block vision beyond a few feet. The ground is soaked and spongy. All is in shadow; the sun only briefly glimmers through the jungle overhead. Ruined infrastructure juts from the underbrush: broken foundation stones, shattered columns, ancient carvings.

Many creatures passed through this area within the last three or four hours. The tracks look faintly reptilian—if the heroes have met draconians before, they'll recognize them.

XT 2: WATERS OF THE SWAMP

Green scum covers the dark swamp water. Sour, metallic smells float on the air. Any hero or NPC who drinks any swamp water will be exposed to Blinding Sickness (Fortitude DC 16 negates). A hero or NPC who falls into the water has a 25% chance of accidentally ingesting swamp water.

XT 3: VINE BRIDGES

Thick vines, woven into strong ropes, stretch like a long spider web between two sections of land. Each end is knotted around several ironclaw trees. Slimy mosses cover the ropes.

XT 4: BATTLE OF THE FALLEN IRONCLAW [EL 12]

The soaked ground slopes into the stagnant pools of the swamp. Here, a giant ironclaw tree has fallen, spanning the waters to another section of ground. Thick, slick green



moss drapes the log.

The Situation: Behind the trees and bushes, only 15-20 ft. away, lurk six bozak draconians. Four are on the heroes' side of the water, two on the far side. Those heroes who fail a Spot check (DC 12) will be surprised for the first round of combat.

Creatures: Six bozak draconian elite guards (LE male bozak draconian sorcerer 2).

☞ **Bozak draconian elite guards (6):** hp 43, see page 154.

Tactics: The draconians' goal is to capture, not kill, the heroes. They first attempt to *web* the heroes, then cast *deep slumber* on as many as possible. Any heroes remaining conscious should be easily dispatched; the bozak will attack to cause nonlethal damage. If the bozak are victorious, they'll take their captives to the Temple of Baaz. The bozak will fight to the death; if the heroes manage to fend them off, they can continue on.

XT 5: BROKEN BRIDGE [EL 4]

Amid drooping vines and mosses, a bridge spans two sections of ground. Its ornate wooden latticework, carved to resemble vines, is broken in many places. This bridge is guarded; two hooded figures stand on the north side.

The Situation: The heroes approach from the south. Two baaz draconians, guarding the north side of the bridge, charge and attack the heroes. Fighting on the bridge isn't easy, as sections of the wooden substructure have rotted away. At the start of each combat round, there is a 10% chance that any character on the bridge will put a foot through the floor. If this occurs, a Reflex save (DC 12) must be made, or else the character is effectively *entangled* for the round as he yanks his foot free.

☞ **Baaz draconians (2):** hp 18, see *DRAGONLANCE Campaign Setting*.

Tactics: The baaz charge at the heroes, using no subtlety whatsoever. The bridge is 15 ft. wide, and the draconians won't be shy about attempting to bull rush

people off the bridge, or even off the island, into the water.

XT 6: TEMPLE OF BAAZ [EL 10]

Massive ruins rise from the jungle undergrowth. Small broken towers pierce the cover of trees with their jagged



points. Ferns and bushes sprout through the flagstones in a plaza surrounded by small shacks and lean-tos. A huge bonfire blazes at the far north side of the open square. Beyond the fire, set in the remaining half-shell of a crumbled dome, a huge black dragon stands, its wings outstretched to blot out any sunlight which fought its way through the thick jungle canopy.

Keep in mind that no dragon has been seen in well over a thousand years, draconians notwithstanding, so this sight might startle the heroes. However, the black dragon is only a wicker idol. The draconians nearby attack any unescorted intruders. If the heroes are prisoners, their

by the bearer of the *Blue Crystal Staff*. Several pieces of discarded armor and weapons lie on the floor. Two more sets of golden doors at the north and south ends of the main chamber lead to adjacent worship rooms. The walls are decorated with decaying paintings and frescoes. A deep sense of peacefulness fills those who enter here. At the rear of the temple is another statue of Mishakal, standing with her eyes closed and her arms crossed over her chest. This statue marks the entrance to the Paths of the Dead (refer to “Xak Tsaroth: Upper Caverns”).

XAK TSAROTH: UPPER CAVERNS

Important Rules: Balance, Climb, Decipher Script, Knowledge (arcana), Knowledge (religion), Swim skills (see Chapter 4: Skills in the *Player’s Handbook*); falling damage (see Chapter 8: Combat in the *Player’s Handbook*).

Swallowed by a great chasm in the Eastwall Mountains, the ruined city of Xak Tsaroth rests precariously in the steep caverns carved out by the Cataclysm. Once a bastion of peace, this place is now corrupted and dominated by evil things. Here, at the order of Lord Verminaard, draconians aid the venomous black dragon, Khisanth, in guarding a great secret for the Dark Queen. Within this accursed place lies the key to restoring the faith of the ancient gods of Light.

KEY TO THE UPPER CAVERNS

On the north side of the courtyard from the Plaza of Death stands a small, domed temple, a structure left surprisingly untouched by the Cataclysm. Two large, golden doors mark it as the Temple of Mishakal. Of all the buildings in Xak Tsaroth, this was one of the only ones to survive the Cataclysm largely intact. The temple is an impressive reminder of the achievements of the ancient Ergothian culture that built it. Much of the stonework throughout the temple is marble and granite. Mortar and plaster surfaces are covered by frescoes and murals, barely touched by the centuries. The swamp has begun to slowly attack the temple, however; mildew and mold grow in the cracks and crevasses and a greenish sheen tints the floor in places.

UXT 1: TEMPLE ENTRANCE

The entryway—the only one accessible from the surface—has high vaulted ceilings adorned with an engraved pattern of starbursts; a Knowledge (religion) check (DC 15) will reveal that the pattern in the stone is Mishakal’s constellation. Double golden doors identical to the external ones are mounted in the eastern wall, allowing entry to the great temple’s main sanctuary.

UXT 2: MISHAKAL’S FORM

This sanctuary is the central area of the temple, the chamber where high rituals and public services were held. A tremendous dome rises above the delicate tile floor. The room is dominated by a huge polished statue on a pedestal in the center of the chamber; the statue is of a woman of singular grace and beauty, a delicate yet strong form draped in flowing robes. Her hair cascades about her shoulders and neck. A detailed amulet adorns her neck.



The look on her face is a mixture of hope and sadness. The statue is a likeness of Mishakal, the ancient goddess of healing.

Heroes entering the room feel an indistinct presence, one of strong warmth and love. Through the statue, Mishakal will reveal the destiny of the adventurers and the purpose of their quest. The statue also has the ability to recharge the *Blue Crystal Staff*. If the Prophet brings the *Blue Crystal Staff* into this room, the statue comes to life and speaks to her:

“Beloved disciple, the gods have not turned away from man. Man turned away from

equipment is placed randomly in one of the six shacks; the heroes themselves are held in a bamboo cage.

☞ **Bozak draconian priest:** hp 58, see page 155.

☞ **Baaz draconians (7):** hp 18, see *D LCS*.

The bozak priest (LE male bozak draconian sorcerer 4) runs the camp and conducts worship rituals before the great idol. If the heroes are prisoners, he orders them held three days until Khisanth, the priest's commander, will come to claim them. If the heroes have the *Staff*, the priest gleefully exclaims, "The greatest danger to our masters is now safely in our hands!" He cruelly adds, "We only hope that you do not die so easily as those of Qué-Shu did at our hands."

The wicker dragon is a draconian idol woven of vines and branches. There is an opening at the base of the figure. The main braces for the wings are tied together just below the dragon's mouth. The mouth itself forms a funnel. If a hero gets up inside the wicker dragon unnoticed and makes it appear to come to life (such as leaping up and down on the main brace and shouting through the mouth), the draconians will panic. They will run off screaming; they won't return for 1d6 minutes.

However, the hero doing this has a 50% chance of falling face-first into the bonfire (after, of course, the draconians run off). The hero must make a Reflex save (DC 15) to leap to safety. If he fails, he's trapped in the burning idol and takes 11d6 points of fire damage per round until he escapes (Escape Artist check of DC 13).

The cage that holds the heroes is made of weak bamboo; it can be broken with a Strength check (DC 18). A baaz draconian guards it night and day. There is a 10% chance each daylight hour that the guard will fall asleep next to the cage; this chance increases to 30% each hour of night.

XT 7: TOWER OF TRUTH

A graceful tower, beautiful even in crumbling decay, rises from the waters of the swamp. Finely carved and polished stonework walls still glint beneath the encroaching mosses and undergrowth. Although the wooden floors and rafters have long since rotted away, a carved stone staircase circles up the interior of this tower to a stone floor at the top. The tower provides a view of all the surrounding swamplands; a cluster of ruins lies to the northeast—this is the Plaza of Death.

XT 8: BREEDING POOL [EL 8]

A pool of black water stands amid the towering jungle trees. Not even the mighty ironclaws grow in this water. Five leathery egg shells lie on the shore, in a nest made of dead grasses. All of them are cracked; each egg shell is about 2 ft. long.

The Situation: Dragon hatchlings lurk beneath the water and rise suddenly to attack if the heroes disturb the surface of the water or the nest.

Creatures: Five black dragon wyrmlings.

☞ **Black dragon wyrmling (5):** hp 30, see page 154.

Tactics: The hatchlings instinctively seek food; they will attack the heroes mercilessly.

XT 9: SWAMP FALLS

The soggy jungle floor suddenly ends in a 1,000-ft. cliff. Water from the swamp trickles down the stone bluff to a turbulent coast. The New Sea spreads to the eastern horizon, covering what was once a fertile plain.

XT 10: FALLEN OBELISK

Read or paraphrase the following:

A massive stone obelisk lies beside its broken pedestal base. Unfamiliar spidery script covers the face the spire. Though it would have clearly reached a staggering height when standing, now the obelisk spans a broad pool of swamp water, a bridge between two sections of ground.

The letters are Kharolian, but the language is Istarian.
*The Great City of Xak Tsaroth
Whose beauty surrounds you
Speaks to the good of its people
And their generous deeds.
The gods reward us
In the grace of our home.*

XT 11: PLAZA OF DEATH [EL 11]

When the heroes arrive at the Plaza, not far from the Great Well and Temple of Mishakal, everything is silent. A Listen check (DC 10) reveals that the only sounds come from the heroes themselves—there are no insect sounds, no birdcalls, no animal life of any kind. Any hero that makes a subsequent Knowledge (nature) check (DC 15) should be able to tell that they were all scared away by something.

Read or paraphrase the following:

Emerging from the dense jungle, a broad cobblestone street runs south to north among the ruins. A roadway branches to the west, where the fluted columns and relief carvings of ruined buildings list wearily. A large cobblestone courtyard lies to the east amid crumbling structures. Beyond the courtyard are four tall free-standing columns: no trace remains of the building they once supported. In front of these pillars, a huge well plunges into the earth. Vapors rise from the well. To the north of the well, a single building stands whole, although time and weather have worn its outer walls.

The Situation: The building to the north is the Temple of Mishakal, the heroes' destination. Before they can reach the Temple, however, they will have to deal with what's at the bottom of the Great Well. Aware of intruders in her swamp above, the mistress of Xak Tsaroth—Khisanth, known to mortals as Onyx—decides to scare them.

Call for Listen checks (DC 18). Any heroes that succeed will be afforded a chance to roll for initiative as they hear a rush of cold wind from the well, followed by the sprawling, lean figure of the dragon launching like a rocket from the well. Others cannot act on the surprise round.

Creature: Onyx, female adult black dragon.

☞ **Onyx:** hp 199, see page 152.

Tactics: Onyx makes this battle brief and to the point. She flies up out of the well, using the first round (a surprise round unless the heroes managed to hear the noise) to get to an altitude of approximately 60 ft. On her way up, she uses her frightful presence (Will DC 20 negates). On the second round, she hovers in place and blankets a 60-ft. radius area around the well with her *darkness* spell-like ability, continuing to ensure that she is not a melee target. On round three, she uses her breath weapon (12d4 acid, 80-ft. line, Reflex DC 23 half). On round four, she plummets back into the well, folding her wings and dropping like a stone out of sight.

If there is no surprise round (i.e. all heroes passed their Listen checks), Onyx uses her *darkness* on round one and casts *magic missile* on round two. While not a particularly skilled spellcaster, Onyx knows when to use her sorcerous talents and when to rely on intimidation. This battle is an ideal point to seriously wound or kill one of the heroes, just as Riverwind was killed in the novels, because it allows for the demonstration of the power of the true gods later.

XT 12: THE GREAT WELL

Read or paraphrase the following:

The well plunges into darkness, from which a fowl air rises. Steam and the heavy odor of rot make it hard to see the bottom.

The masonry shaft of the well drops 100 ft. before it opens into the ceiling of a vast cavern beneath the swamp. On the floor of the cavern, some 800 ft. below, lie the shattered remains of Xak Tsaroth. Much of the city slid into this cavern at the time of the Cataclysm. It is the best preserved part of the ruined ancient capital. The well sits directly over the central plaza of the ruins. See “Area XT 11: The Plaza of Death” for details of Onyx’s use of the well and “Area LXT 16: The Great Plaza” for details of the central plaza.

It’s possible that one or more heroes may try to descend into Xak Tsaroth via the well. A Knowledge (engineering) check (DC 10) will quickly inform the heroes that this is an exceedingly dangerous route, though if they want to make an attempt, they can. The Climb DC to climb down the slippery walls of the well is 30, which should be beyond most of the heroes.

XT 13: TEMPLE OF MISHAKAL

This small domed temple stands intact above the cavern of Xak Tsaroth. Through the golden doors is a floor made of beautiful mosaic tile. Inside stands a statue of Mishakal, the goddess of healing. Her face is sad, yet hopeful. Her arms are posed to mark where the *Blue Crystal Staff* rested before she gave it to Riverwind. She wears an amulet. The statue will glow with radiant blue light when approached



Xak Tsaroth Upper Caverns

1. Temple Entrance
2. Mishaka's Form
3. South Worship Room
4. North Worship Room
5. Southern Holy Circle
6. Northern Holy Circle
7. Paths of the Dead
8. Hall of Ancestors
9. Southern Crypts
10. Going Down
11. Northern Crypts
12. Floorless Room
13. Watch Room
14. Tomb of the Faithful
15. South Temple
16. Temple of the Dead
17. North Temple
18. Sewer Entrance
19. Sewer Junction
20. Sewer Branch
21. Cellar Above
22. Tipped Hallway
23. Ceiling Cooks
24. Bottoms Down
25. Sleeping Inn
26. Chimney Down
27. Bakery
28. Side Street
29. Sage's Library
30. Sage's Court
31. Treasury Court
32. View from the Falls
33. Outer Treasury
34. Vault
35. North Cavern
36. Drain
37. Down the Sink
38. Windows Below
39. Dance on the Wall



1 square = 5ft

Temple of Mishaka
0 ft.



Chains, Disentangle
070 ft. to 97 A

Hall of Ancestors
000 ft.



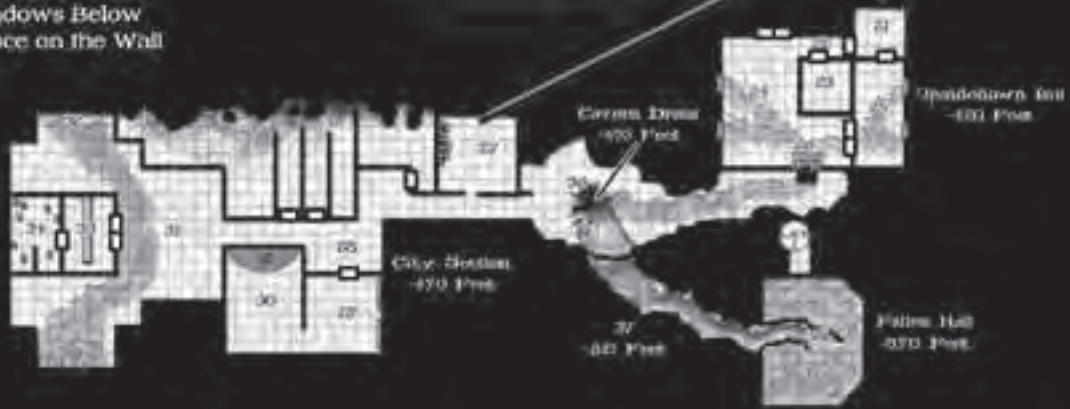
Perch 1 ft. to 000 ft.

File Downside 010 ft. to 000 ft. (Hatched)

File Downside 010 ft. to 000 ft. (To the Outer Wall)

File Downside 010 ft. to 000 ft. (To the Outer Wall)

Updown 000 ft. to 000 ft.



Cavern Drain
070 ft.

City Drain
070 ft.

37
000 ft.

Falls Hall
070 ft.

the true gods and now seeks gods who do not truly exist. But the end of darkness nears. Krynn is about to face its greatest test. Men will need truth more than ever. You must return the truth and restore the balance.

“To gain the power, you shall need the truth of the gods. Far below this temple lie the *Disks of Mishakal*, circular plates of platinum that are all you need to call upon my power. You must recover these *Disks*.

“But your way will not be easy. The *Disks* now lie in the lair of the dragon. Therefore I bless your staff; if you present it boldly, never wavering, you shall prevail. Even then, your journey is not complete; you must leave here and search for a true Leader of the People.”

The arms of the statue are curved as if they had once held a long, thin pole. If any hero places the *Blue Crystal Staff* in the statue’s arms, it grows brightly and fully recharges. The statue will perform this function once per day.

UXT 3: SOUTH WORSHIP ROOM

The sanctuary’s north-south transept leads to a pair of side chapels. In years past, worshippers may have made offerings to other gods of Light or offered private devotions to the Blue Lady here, while the sanctuary was the appropriate place for high ritual and public worship of Mishakal. These chapels have long since been looted of any religious relics. The southern chapel is empty, save for marble benches facing a raised dais upon which an altar rested centuries ago.

UXT 4: NORTH WORSHIP ROOM [EL 5]

Like the southern chapel, the northern side chapel is empty of any decoration or furnishings except for marble benches and a dais. It does, however, contain three draconians who are startled by the heroes’ entrance.

The Situation: Baaz draconians had been inspecting an item on the dais. When the heroes enter, they drop the item and attack.

Creatures: Three baaz draconians.

☞ Baaz draconians (3): hp 18, see *DRAGONLANCE Campaign Setting*.

Tactics: The baaz are completely outclassed, yet foolishly they still attack. If any of them is killed, the survivors realize their tactical error and offer to surrender. If questioned, they will reveal that they know two ways to enter the cavern of Xak Tsaroth: one through the well (useful only to flying creatures) and the other through the elevator system in “UXT 10: Going Down.” They’ll also offer the location of the dragon’s lair (“LXT 44: Court of the Balance”) and a very general description of the geography of Xak Tsaroth.

The item they were inspecting on the dais is a scroll of *lightning bolt* (CL 10).

UXT 5: SOUTHERN HOLY CIRCLE

Next to the side chapels are circular rooms that served as private worship space for the clergy of Mishakal that staffed the temple. A high domed ceiling caps the room, and the plaster walls are decorated with frescoes depicting great deeds done in Mishakal’s name. The heroes will see five squat figures on the western side of the room. They are clawing at the wall with their stubby fingers, scraping the frescoes into a heap of wet plaster on the floor. The Aghar—commonly referred to as gully dwarves (N male and female gully dwarf commoner 1)—are too busy scratching and scraping to notice the heroes. In the Common tongue, one exhorts the others to greater efforts: “Claw, mates, claw! We gots to get through this picture. I just know that the hoomans used to keep their pretties behind pictures like this.” The others grunt and grumble, clearly not convinced, but they scrape on. With a start, they suddenly realize that the heroes are in the room. “Jumpin’ dragonmen, mates, it’s the lords!” The Aghar drop to their knees, burying their faces in the slimy floor. They beg and grovel piteously for mercy.

☞ Gully dwarf commoners (5): hp 4, see page 155.

If the heroes treat them with any sort of kindness, the Aghar will eagerly tell them everything they know.

Once the heroes have asked all their questions of the gully dwarves, they’ll advise the heroes, “Go visit our king, the great Phudge Highbulp!” They all snap a salute, in unison. “He’ll help you right straight!”

It’s possible the heroes will attempt to convince the Aghar to accompany them into Xak Tsaroth. They’ll insist that they can’t return to the Highbulp without pretties and really would rather not go with the heroes. If the heroes are insistent, use your judgment about whether it would enhance the game to have five devices of comic relief along for the next few encounters—some players love it, some don’t.

UXT 6: NORTHERN HOLY CIRCLE

This room is very similar to “UXT 5: Southern Holy Circle,” but without the gully dwarves.

UXT 7: PATHS OF THE DEAD

Read or paraphrase the following:

A domed ceiling arches sixty feet over the floor of this tall circular room. Vines and mosses dangle from great cracks in the ceiling; a collection of slimy molds clings to the walls. In the center of the room stands an empty pedestal, the top of which cannot be seen from the floor. On the west side of the room—just in front of the doors—a circular staircase, its flagstones slick with green film, descends into darkness.

The Paths of the Dead are so named for their use in the ancient funeral rites of the city. Funeral marchers walked their dead down this staircase to the tombs deep within

WHAT THE GULLY DWARVES KNOW

USE the following questions and answers as a guide for determining what the heroes might learn from the gully dwarves of Xak Tsaroth.

“Who are you?”

The dwarves will answer in turn. “Shorty!” “Fizz!” “Pefopp!” “Goop! I mean Scrapper! Goop was my name yesterday.” “Tunket! We’re all of Clan Glup!”

“What are you doing?”

“Looking for pretties!” Tunket answers.

“Where do you live?”

“We live in the city below the ground. It’s very nice there.”

“Nice? Isn’t there a dragon down there?”

“Oh, that’s right. Forgot about her. The dragon is very disagreeable.” Tunket seems very proud to have used such a long word in a sentence. That’s about all he knows about the dragon—the Aghar are quite terrified of her and stay away from her at almost all costs.

“Who’s in charge of you?”

“The thane! The great Phudge Highbulp!” All the dwarves snap a salute in unison.

“How many draconians are there?”

“Dragonmen?” The dwarves huddle up and consult each other for several seconds in low whispers. It seems that several are counting on their hands and toes. Finally they break the huddle and turn back to the heroes. “No more than two,” Tunket announces with absolute certainty.

“Two? Wait. How many of you dwarves are there?”

“Standing here?” Pefopp asks. “Um...” He seems to struggle, pointing at each of his comrades in turn (and notably never pointing at himself). “No more than two!” he finally answers, again with absolute certainty. Aghar dwarves seem incapable of recognizing the existence of any number greater than two.

“Do you work for the draconians?”

“Sometimes. We work for dragonmen when dragonmen want us. Otherwise the great Phudge Highbulp”—all the dwarves snap a quick salute — “keeps us safe from them.”

“Can you tell us about the cavern of Xak Tsaroth?”

“Of course we can!” For several minutes the dwarves draw a diagram in the mildew on the floor. There are frequent arguments about details, but with some gentle nudging the heroes should be able to keep them on task and get a decent idea of the lay of the land in the caverns.

the Hall of Ancestors. To the east, through the rear set of doors in the Temple of Mishakal, lies the entrance to a steep, spiral staircase. Broken, rotted, covered with fungus and other dank plant life, the Paths of the Dead lead to the second level of the cavern and the sacred burial chambers of the nobility who once resided here. The entrance to the stairway is very dark but becomes lighter as it descends.

If any of the heroes decide to climb the pedestal, it is twenty feet high and requires a Climb check (DC 20) to scale. At the top of the pillar, the hero will find a neatly stacked pile of 15 steel coins.

UXT 8: HALL OF THE ANCESTORS

The resting place of the city’s lost inhabitants, the Hall of Ancestors houses the ancient tombs and sarcophagi of long dead priests and kings. The tombs are in a state of disorder, having been looted by intruders. The eastern floor has fallen away, leaving a large hole from which a thick white mist rises. The stone floor is buckled. The air here is cold and damp. The walls drip with condensation. Broken streets branch out from this area, leading to various parts of the city.

Read or paraphrase the following:

Dim light shines up through the floor. A vast hall stretches to the east. The ceiling, heavily reinforced, stands solidly

above, but below, the floor has fallen away in several places. Hot mists, carrying the odor of decay, rise through the holes in the floor.

Any hero with ranks in Craft (stonemasonry), or any dwarf, can tell that this floor is unstable. The holes open up to a 700-ft. drop into the ruins of the city. Any Medium or larger creature coming within 5 ft. of the hole’s edge stands a 50% chance to break through the floor. This will take two rounds; the first round, a Listen check (DC 10) reveals the sounds of creaking and groaning wood and stone. During the second round, the floor near the edge collapses; anyone within 5 ft. of the edge must make a Reflex save (DC 13) to leap to safety. Failure means they are clinging to the remains of the edge by their fingertips.

If a hero makes it safely to the edge of the hole, all he can see is a foul mist; however, subtle cues of sound give the impression of an immense empty space beneath the floor.

UXT 9: SOUTHERN CRYPTS

Once part of a set of catacombs, this corridor is lined with crypts. The graves have long since been looted. However, the corridors and nooks in the walls now serve as lodging for dozens of Aghar dwarves who are used as living ballast in the dragonarmy’s elevator mechanism that lifts troops

into and out of Xak Tsaroth. The southern corridor leading to the east is the main holding area for these dwarves.

Thirty gully dwarves (CN male and female gully dwarf commoner 1) mill about in the corridor. When their murmuring and whispered chatter grows too loud, a whip cracks and a draconian voice calls out “Quiet, you maggots!” Periodically, the whip cracks and the same voice calls “All right, into the pot! You...you...you...” Many of them pass through the eastern entrance to the corridor; a few moments later, they are replaced by more who enter from the same direction and shuffle to the back of the line. The heroes then hear the sounds of metal clanking against metal, as if a system of wheels were being turned. If the heroes observe long enough, this will be repeated four or five times an hour, and they will realize that the same dwarves they see leave eventually reappear in the room.

If the heroes make themselves known, the dwarves look at them strangely and emphatically shush them if they're too loud—too much disorder among the gully dwarves will bring their taskmasters with their whips. One dwarf, a young woman, stands near the back of the group, looking the heroes up and down. “I don't think da big bosses are gonna let you ride the pot,” she says skeptically.

This young dwarf is Bupu (see sidebar). If the heroes make friendly conversation, she'll return in kind. She'll take a liking to one of the heroes (either the Sage or any dwarf hero); have that hero make a Diplomacy check (DC 20). Success will change Bupu's attitude from Friendly to Helpful and will lead her to offer to show the heroes the “secret way” down to the city. If the heroes accept Bupu's offer, she'll lead them safely around the elevator mechanism to “UXT18: Sewer Entrance.”

UXT 10: Going Down [EL 8]

Invented by the fabled gully dwarf engineer, Glunggu Bulp, the Lift carries draconians, goblins, and gully dwarves up and down the broken levels of the city. When the city collapsed, some structures remained virtually unscathed. Among them were many businesses in different parts of the city. When the gully dwarves claimed the city, they set about looting its many treasures. Among these treasures were two large lard-rendering pots.

Glunggu came up with the idea of attaching an enormous length of chain to each pot and wrapping the chain around a simple cogwheel device. One pot, weighted with gully dwarves, travels down, allowing the other pot to travel up. The cogwheel, manned by several gully dwarves,

controls its descent. For his great invention, Glunggu will be forever known as a hero among the Bulp clan, cementing their dominance over the Sluds and the Glups. (Although the other two clans maintain that Glunggu was part gnome.)

Read or paraphrase the following:

Hot mist rises from the two large holes in the floor, one on the north and one on the south. A tremendous black iron pot hangs from a large chain over the northern hole. The chain runs into a mass of gears, pulleys, and clockwork devices, then drops through the center of the southern hole. A huge ogre stands ready at a crank extending from the ceiling, and two large figures crouch beside the pot.

The Situation: The holes, each ten feet in diameter, break through the ceiling of the cavern below, dropping 700 ft. to “LXT 15: Court of Reception” in Lower Xak Tsaroth. The gully dwarves are herded into whichever pot is present (the northern one at the moment) and used as a counterweight for the elevator. The mechanism mounted in the ceiling on huge oaken timbers is an ingenious device, utilizing springs and counterweights (such as the dwarves) to counteract the tremendous weight of seven hundred feet of iron chain. The whole apparatus can be cranked by minimal musclepower, which is provided by the ogre. If enough energy is stored in the springs, it can even crank itself through several trips there and back before winding down.

When a load is to be raised, the crew at the base rings a gong several times. Depending on the size of the load to be raised (indicated by the number of gong rings), the correct number of dwarves are placed in the pot to balance the load (usually in a chaotic jumble of arms, legs, and scraggly beards), and the spring-loaded mechanism will start to raise (or lower) the cargo or passengers. The ogre adds his effort only occasionally. It takes five minutes to make the journey in either direction.

Creatures: Two baaz draconians and Crank the ogre. Crank the ogre, clad in torn leather and grimy linen, stands ready at a crank extending from the ceiling.

☞ Baaz draconians (2): hp 18, see *DRAGONLANCE Campaign Setting*.

☞ Crank the Ogre: hp 29, see *Monster Manual*.

BUPU

Bupu (NG female gully dwarf heathen cleric 1, see page 150) A member of the Bulp clan, Bupu is highly revered as a shaman and a wise woman; she also knows every nook and cranny in Xak Tsaroth and the locations of all its valuable treasures. Bupu adores the Highbulp and will obey any command he gives her. Deeply suspicious of strangers, she will not be inclined

to help them unless they give her a good reason to do so. She is fascinated by magic and might be bribed by the offer of any magical item (or one she believes to be magical). Bupu will be devastated by anyone who laughs at her or makes fun of her. She responds well to kindness. (See the *War of the Lance Campaign Setting Companion*, p. 245, for more details.)

☞ More than two gully dwarves: hp 4, see page 155.

Tactics: Under no circumstances will Crank join the draconians to fight the heroes. Crank is a particularly stupid ogre, and he'll watch any fight that unfolds with puzzlement. If the heroes attack him, he will run away. He will be unable to answer any questions about Xak Tsaroth. "I'm Crank. Dragonmen whip, I crank," is about the most complex thinking he can muster.

The half of the operation that takes place in this room is overseen by two baaz draconians, armed with whips as well as their usual swords. If the heroes attack, the draconians panic and leap into the bucket, atop a pile of four gully dwarves. It begins slowly descending.

Development: If the heroes demand that Crank stop the mechanism, he shrugs and asks "How?" There is no obvious way to stop it once it begins its journey. If the heroes try to disable the mechanism, remind them that it's intended to carry huge iron pots, hundreds of pounds of iron chain, and large cargos—it's very, very strong; a Disable Device check (DC 30) is required to stop it.

If any heroes wish to pursue the draconians, they may leap into the bucket after them. This will lead to a very close-range melee among two draconians, four terrified gully dwarves, and whatever heroes leap into the bucket. The bucket is only 10 ft. in diameter and swings wildly during the fight. Halfway to the bottom, the bucket will pass the other bucket on its way up—it contains six baaz draconian soldiers, who stare at the heroes in great surprise. The buckets are 10 ft. apart, and the draconians will wait until they're a few feet above the heroes, then spread their wings and glide over to fight them—unless the heroes beat them to it and leap the other direction first.

☞ Baaz draconians (6): hp 18, see *DLCS*.

Keep track of roughly how many creatures there are in each bucket (including corpses; the dust that baaz draconians become still has weight). If the distribution of weight gets too far off balance, the weight will overwhelm the spring mechanism at the top, and the buckets will slow and reverse direction. Don't count every single pound, as the spring mechanism can overcome quite a large weight disparity. Use your best judgment; have the directions shift when it makes the scene the most cinematic and fun.

If the heroes remain at the top of the elevator, they'll have to fight those six draconians as they get to the top. The draconians fight to the death.

UXT 11: NORTHERN CRYPTS

Row upon row of dark and musty crypts line either side of this hall. The crypts are empty.

UXT 12: FLOORLESS ROOM

Four archways open into a square room which is well-preserved but for one exception: there is no floor. Mist billows from the gaping hole where the floor once was. Only about a square yard of floor remains in the northeast corner. A small box sits at the edge of this floor section.

Treasure: The box, a gilded wooden jewelry box only a few inches square, contains a small fortune in diamonds—five flawless, beautifully cut stones, each worth 1,000 stl.

UXT 13: WATCH ROOM

The room has remained untouched for centuries. A green film blankets everything; corroded metal fittings lie where a banded table once stood. The fittings crumble at the touch. The floor is slippery from mold and mildew and requires a Balance check (DC 10) to run or charge across it.

UXT 14: TREASURE/TOMB OF THE FAITHFUL

This is a tomb of priests of Mishakal from long before the Cataclysm. Six stone sarcophagi lie in the room. Thick fungus and slime cover everything in sight.

The Situation: The spectral minion guard is the spiritual remains of a young guard who died on duty here; he is loyal but weary, as he has been waiting since the Cataclysm for his relief. He will not allow any hero to disturb any sarcophagus.

Creatures: The spectral minion of a guard who died during the cataclysm. He wears banded mail and carries a halberd.

☞ Spectral minion guard: hp 23, see page 157.

Tactics: If any heroes attempt to disturb a sarcophagus, the spectral minion will first warn them to stop. If they persist, he attacks. If the heroes speak kindly to him, he will tell them his purpose: he is charged with guarding the tomb of the esteemed priests of Mishakal, and his watch is not complete until his relief arrives. If the heroes claim to be his relief, he salutes (taps his right hand to his left shoulder), saying "Thank you, captain. By your leave, I will rest now..." As his voice trails off, he gradually vanishes.

Treasure: Each sarcophagus contains the remains of a priest (or priestess) of Mishakal. The only valuables contained within the sarcophagi are two +1 *quarterstaves*, two +1 *longswords*, and a +1 *mace*.

UXT 15: SOUTH TEMPLE

The 30-ft. square room rises to a flat ceiling 20 ft. overhead. Wall carvings, coated in slimy green mildew, adorn the walls.

UXT 16: TEMPLE OF THE DEAD

The 30-ft.-wide octagonal room rises 60 ft. to a domed ceiling. The back wall bears a relief statue of the goddess Mishakal. The arms of the statue reach down as if to receive something. However, this statue—unlike the one in "UXT 2: Mishakal's Form"—does nothing if the *Staff* is given to it.

UXT 17: NORTH TEMPLE

The ceiling in this chamber has partially collapsed; a sewer, roughly 4 ft. in diameter and constructed of fitted stone, apparently fell through the roof, its length crashing through the northeast corner of the room's floor. Now, the jagged edge of the broken sewer tunnel juts through the rubble-strewn floor. It looks as though a man could follow the tunnel downward into the dark quite some way, but there would be no room to swing a sword.

If the hero who originally obtained the *Blue Crystal Staff* is with the party—probably the Prophet or her

Protector—he remembers having been here before. The sewer entrance in this room is detailed in UXT 18 below.

UXT 18: SEWER ENTRANCE

The walls of this 4-ft. diameter tube are extremely smooth and slick from the slimy green film that seems to cover almost everything, and the sewer is very steep. Unless a hero has both hands free, he must make a Balance check (DC 15) every 30 ft. traveled, or he loses his footing and slides down the entire shaft to “UXT 19: Sewer Junction.” If any heroes are in front of him, they must each immediately make a Reflex save (DC 13) or join him as he bowls them over (note that anyone in front of both of them would need to make two saves, etc.) Someone can stop a sliding hero by making a successful grapple check against him in addition to the required Reflex save—if he passes both, he stops the sliding hero. If he fails the Reflex save, he joins the hero in his rapid descent regardless of the result of the grapple check. The spell *feather fall*, the monk’s slow fall class ability, or any similar spell or ability can prevent sliding out of control.

It is 120 ft. from the sewer entrance to “UXT 19: Sewer Junction.”

UXT 19: SEWER JUNCTION

The slick sewer tunnel suddenly flattens and branches to the right. The corridor continues steeply, but the branch is even steeper. Any hero arriving here by sliding from UXT 18 will take no falling damage.

UXT 20: SEWER BRANCH

Moss and slimy green muck coat the four foot diameter tube. Water trickles slowly down the shaft. This section of pipe is 80 ft. long and 4 ft. in diameter; it leads to “UXT 21: Cellar Above.”

KEY TO THE MID-LEVEL RUINS

The Mid-Level Ruins are a series of rooms and buildings that collapsed along with the lower city but did not fall quite as far. Some of them (UXT 21-26 and UXT 39) ended up inverted.

UXT 21: CELLAR ABOVE [EL 6]

A sewer pipe breaks through the cavern ceiling only 10 ft. above the floor. What is left of the room appears to be upside down. Ceiling rafters span the floor, and the doors hang 3 ft. above the rafters.

The Situation: A huge spider waits for prey in this room. Marching order (or perhaps sliding order) is important for this encounter, so be sure to have your heroes declare who is where.

Creatures: A huge monstrous webcasting spider.

☞ **Huge monstrous spider** (webcasting variety): hp 52, see *Monster Manual*).

Tactics: The spider will be hidden; have the first hero into the room make a Spot check vs. the spider’s

Hide (DC 17) from its web on the ceiling. If he fails, the spider gains a surprise round. It will web the first hero to enter, then attack using its poison. It will fight savagely and without mercy, attempting to kill everyone who enters. This will be a tough fight, as the heroes will likely arrive only one per round.

UXT 22: TIPPED HALLWAY

What once was polished plank flooring covers the ceiling.

UXT 23: CEILING COOKS

Cooking utensils are scattered about the room. A large wooden table hangs from the floor above.

Three cooks, spectral minions of workers long dead, stand on the ceiling, behaving as if nothing is wrong. If they see the heroes, they scream at them to leave but do not attack. If they are attacked, they disappear.

UXT 24: BOTTOMS DOWN

Broken tables and chairs sprawl about the room. Swamp water seeps in through the shuttered windows and collects in pools among the ceiling beams below. A huge fireplace against the far eastern wall receives the overflow, which drains down the chimney. Thin music and hollow laughter float through the hall. Overhead, spirits float upside down as if sitting at tables, laughing and joking over their long-finished meal.

Unless they are attacked, the spectral minions go about their business and ignore the heroes. If the heroes attack them, they scatter and vanish.

UXT 25: SLEEPING INN

Rotted cots lie in a jumble all about the room. Water drips from the shuttered windows, collecting in depressions on the floor. The overflow drains through the southern door.

UXT 26: CHIMNEY DOWN

Water trickles down the chimney which descends from the fireplace. A medium-sized creature can easily climb down, and there are plenty of handholds in the loosened bricks to help him descend. The chimney ends abruptly in mid-air, fifteen feet above the sloping floor of a small cavern.

UXT 27: BAKERY

A 4-ft.-wide sewer tube of fitted stone breaks through the ceiling of this shop. Water trickles from the tube onto the floor and streams out the door to the east. This shop was once a bakery. The windows in its east wall overlook the ruins of a city street. The roar of rushing water comes from that direction.

On the floor directly south of the slanting sewer tube sits a pile of empty flour sacks. If any hero slides down it into this room, he launches into the rotting sacks. The sacks disintegrate in a sudden explosion



of dust, coating the hero(es) in bits of decaying sackcloth; a family of mice scolds them angrily for crashing onto their once-cozy nest.

UXT 28: SIDE STREET

The buildings that once lined this street have toppled against one another, forming a rough arch of marble over the cobblestone street. The place is still but tense, like the nave of a haunted cathedral. Doors and shutters of the shops yawn into the street, as though the buildings had exploded from inside.

UXT 29: SAGE'S LIBRARY

Books line the north wall of the room, their spines stained with green fungus. The rich, musty smell of rotting paper fills the room.

The shelves contain books such as *The Life and Death of Huma Dragonbane*, *Causes and Course of the Graystone Wars* (by the renowned historian Sirvius Agomi), *Collected Lectures on Advanced Planar Cosmology and Conjuraton Theory*, *The Rise of Ergoth*, *Holy Orders of the Stars—A History*, two copies of the *Chronicle of Kith-Kanan*, and



what claim to be several different volumes of the *Iconochronos*. The books are mildewed and rotted beyond use—if any hero attempts to remove one from the shelf, it crumbles.

UXT 30: SAGE'S COURT

Read or paraphrase the following:

A large golden chair rests atop a platform at the west end of the room. The remainder of the room is dusty and stale; it has been a very, very long time since a living creature has been in this room. A ghostly figure sits in the golden

chair, seemingly engrossed in a book. He is an elderly human in the robes of a scholar.

The spectral minion doesn't notice the heroes at first. If the heroes don't immediately depart, he'll look up, startled. "Oh, my!" He holds up his index finger. "Wait! Before you speak, listen to what I have to say."

WHAT OSSAMIS KNOWS

USE the following questions and answers as a guide for determining what the heroes might learn from Ossamis. Remember, he will only answer a single question and won't let the heroes cheat by making a compound query.

"How do we retrieve the Disks of Mishakal?"

"Down the hall, you will find a waterfall. There are vines that lead downward; it is a difficult climb, so you must be cautious. At the bottom, you will be in a corridor that leads straight to a large hall. Follow that down the steps, and you'll find the Disks, but you'll have to fight for them."

"How do we defeat the dragon?"

"One of you carries a weapon that can slay the dragon." He looks squarely at the Prophet (assuming the Prophet is present and possesses the *Blue Crystal Staff*.)

"Where is the dragon's lair?"

"The dragon sleeps in a large circular hall in the ruined city below."

"Where is the secret path to the dragon's lair?"

"You're assuming there is one. I have heard rumors, but I do not know for certain. Look for its entrance among the Aghar."

If Ossamis is allowed to speak uninterrupted, he'll continue. "Visitors! I haven't had a visitor since... Well, it's been a very, very long time." He sighs. "My name is Ossamis. I am bound by vow to remain here until I answer a single question from a mortal. So, discuss among yourselves what the question should be. I've been here a very long time, and I know a great deal about Xak Tsaroth; choose your question wisely. And please, do not discuss long, for I am very eager to move on."

If the heroes foolishly ask something frivolous—"Who are you?" or the like—Ossamis will shake his head, answer the question, and vanish. If for some reason the heroes attack him, Ossamis will dodge away and retreat out of reach; he will suggest, "Perhaps you should come back when you aren't feeling so belligerent." He will not return the attack, preferring to simply float up out of reach.

UXT 31: TREASURY COURT

The street emerges from arched buildings into a plaza. Massive pillars, now cracked and crumbling, strain beneath the weight of the rock ceiling. Water from the street rushes into a river flowing west from the east wall toward a steady roar of water. Across the plaza river, blackened steel doors stand in the face of a solid, square structure.

Wading across the river requires a Strength check (DC 10 or DC 15 for Small characters). Failure means the hero travels 10 ft. down the hall towards the falls at UXT 32, taking 1d6 points of nonlethal damage. The hero must continue to check until he either succeeds or goes over the falls.

The doors are massive but well balanced; they will open with a deliberate push.

UXT 32: VIEW FROM THE FALLS

Water rushes around columns and plunges from hanging steps into a vast cavern. Overhead, mist thickens beneath the fading ceiling. A single, dim shaft of light spreads into the vast underground area. Over 500 ft. below, ruins litter the dim floor of the cavern. The ancient city of Xak Tsaroth is in many states of decay: some buildings are almost intact; many are nothing but rubble. Several waterfalls pour into the cavern, and many of the streets are rivers, all of which flow into a single abyss to the north. A huge chain extends from the mists overhead down into a small courtyard below.

A mass of ancient vines, ivy, and other climbing plants has grown up the cavern wall here. It extends to the floor 500 ft. below. It's damp and a little slippery, but it will easily hold the weight of the entire party.

If the heroes decide to climb down to the city below, have them each make two Climb checks (DC 10). Typically the Climb skill requires a check every round, but that would require over sixty dice rolls—it's probably better to simplify things. Still, describe the climb as exhausting and lengthy—it takes over six minutes to complete. If a hero falls on the first climb check, they suffer 20d6 falling damage. If they fail the second, it's 10d6 falling damage. In either case, between the involuntary yell and the loud thud at the bottom, falling will create quite a racket that will

alert the defenders of the fortress.

Partway down (before the second Climb check), the heroes will hear something climbing up toward them. It's a troop of approximately twenty gully dwarves, grumbling that the heroes are violating their right-of-way; still, they move out of the way to let the heroes pass. The Aghar's initial attitude is Indifferent. If any hero is polite and kind to them, have the hero make a Diplomacy check; if he can improve the attitude of the Aghar to at least Friendly, the dwarves will offer advice about the climb which grants all the heroes a +2 bonus to their second Climb checks as if it were an aid another action.

UXT 33: OUTER TREASURY [EL 7]

A long counter of chipped, dusty marble bisects the room from east to west. Against the south wall, four ghostly forms stand at attention, their halberds ready. Just behind the counter stands another long-faced ghostly form.

He speaks as the heroes enter. "Kathal! It's about time. Everyone else paid their taxes on time; you're the last one to settle up accounts. You're now well over three centuries past due. Are you familiar with the term 'compound interest'? Well, you will be before you leave here. Including interest and penalties, you owe, by my calculations..." The clerk checks a ledger book on the counter. "One million, three hundred twenty thousand, four hundred seventy culli. That's Tsarothian culli, don't try to pass off any of that Istaran gold on us again. There's no future for gold! May I remind you that you're late enough that I have the legal authority to compel payment." He glances at the armed specters standing nearby.

The Situation: The spectral minions present here are compelled to stay until a man by the name of Kathal, or someone they think is Kathal, settles his tax debt. If, by some strange miracle, the heroes happen to have enough Tsarothian culli in their possession to pay the debt, the clerk thanks them politely, asks them to sign the ethereal ledger, stamps the ethereal ledger "PAID IN FULL," gives them an ethereal receipt, and all the spectral minions will vanish, their mission fulfilled. In the more likely event that the heroes find themselves a little short of Tsarothian coin, the clerk wags his head in a "shame-on-you" sort of way. He turns to the guards and says "Do your duty," at which point the guards move in to attack. If the heroes protest that they are not Kathal, the clerk will raise an eyebrow and demand, "Then why did you come in here? Guards! Take them."

Creatures: Four spectral minion guards. The spectral minion clerk (LN spectral minion civilized human expert 4) is armed with a financial ledger but is not a combatant.

☞ Spectral minion guards (4): hp 23, see page 157.

Tactics: The guards will advance and attack with lethal force; they will fight to the death. The clerk will not join in the fighting. If the heroes defeat the guards, the clerk will grab the ledger book and vanish as well.

UXT 34: VAULT

Hundreds of rotting sacks lie within the room. Clay tokens spill from their split sides. Three skeletons, two holding shovels, sprawl half-buried in the clay tokens. Their faces grin hideously. Two alcoves sit in the east wall; the moss-covered inscriptions above them are difficult to make out.

The inscriptions are in Kharolian script but Istarian words. The northern inscription reads “Treasury,” the southern one “Taxes.” The alcoves are both permanent *dimension doors* to the ruins of the Treasury Tower area (see “LXT 3: Treasury Tower”).

UXT 35: NORTH CAVERN

The fragments of a chimney hang down 5 ft. from the cavern ceiling. Water trickles from the chimney and from fissures in the surrounding cavern walls. 15 ft. below the chimney, the cavern floor slants sharply toward the southwest.

UXT 36: DRAIN

The steepening floor of the cavern suddenly narrows into a smooth, yard-wide vertical drain. Water, collected from all the fissures in the cavern, swirls steadily down the sides of the shaft.

UXT 37: DOWN THE SINK

Water splashes down the slick sides of the vertical shaft. The tunnel is chilly; the noise of the water is deafening.

UXT 38: WINDOWS BELOW

A natural shaft of smooth rock carries a spray of water into the cramped cave. The ceiling of the small area is filled with water. The floor, however, is made of solid masonry stonework. Indeed, the water falls through what appears to be a 30-ft.-high window laid into the stone floor. The glass is gone, but the ironwork of the window frame remains.

These are the remains of part of a building that ended up sideways and partially buried. Curtains of woven metal strands still hang from the tops of the windows, extending down into the room below. They appear to be strong enough to hold a Medium or smaller creature and can be easily climbed (DC 5 Climb check).

UXT 39: DANCE ON THE WALL [EL 7]

This vast hall lies on its side; its northern wall is beamed like the ceiling it once was, its southern wall is a great tiled floor. Now the ceiling and floor of the room are windowed. Water pours into the room from the upper windows and out through the broken lower ones. Mosses and fungus cover the hall. The fungus on the floor appears to be moving. From the north end of the overhead windows, curtains made of some corroded, woven metal hang limply toward the wall below. Each of the four upper windows has these drapes, but those from the westernmost window have been pulled over to an arched opening in the west wall, where they have been fastened. This opening, 30 ft. up the west wall, leads to a dark corridor.

Curtains of woven metal strands still hang from the tops of the windows, extending down into the room below. They appear to be strong enough to hold a Medium or smaller creature and can be easily climbed (DC 5 Climb check). The westernmost curtain can be used to reach the archway in the western wall. Moving from one curtain to another requires a Climb check (DC 13). A carpet of poisonous snakes waits on the floor of the chamber, requiring a Spot check (DC 22) to notice. If any hero falls from a curtain, he suffers 3d6 points of damage from the fall, and of course, must deal with the snakes.

☞ Viper swarms (4): hp 27, see page 157.

XAK TSAROTH: LOWER CAVERNS

Important Rules: Balance, Climb, Decipher Script, Knowledge (arcana), Search, Swim skills (see **Chapter 4: Skills in the *Player's Handbook***).

Lower Xak Tsaroth is broken up into three distinct areas: the Draconian Quarter, the Gully Dwarf District, and the Palace. Throughout the Lower Caverns, the thundering sound of falling water drowns out sound before it travels very far. All Listen checks are at a –4 penalty, and all spellcasting requires a Concentration check (DC 5).

The gully dwarves make their home in what was the poorest section of the city even during its prime—the Highbulp’s living quarters are at its center. Reached by a variety of secret passages (including the abandoned sewer system), the Highbulp’s throne room is the pride of the Bulp clan, who have decorated it with finery stolen from all parts of the city.

Once the site of the city’s Royal Palace, Onyx’s lair still reveals some of its former glory. The remnants of the great marble columns that once supported the tall stone roof of the palace proper can still be seen. Cracked by the force of its fall, the roof sags to one side. A flagstone-paved courtyard is surrounded by other teetering structures. Hidden in the swirling mists created by the turbulent waterways, Onyx’s lair can be reached by several means. Winged draconians on the ground level fly down through the well in the courtyard above. The Lift carries troops and slaves. Niches in the walls and the broken sewer system hide the great treasure of gold, magical items (including an ancient spellbook of Fistantilus), and “pretty rocks” amassed by Khisanth and coveted by the Highbulp. Most precious of all the hidden treasure are the *Disks of Mishakal*. All these are well guarded by the irascible black dragon, Onyx, who receives her orders directly from Queen Takhisis.

KEY TO THE LOWER CAVERNS

LXT 1: ENTRANCE TO THE LOWER CAVERNS

Only a dim light from above chases the darkness in the cavern, shining faintly on the ruins that cover the cavern floor. The air is heavy with moisture and heat. The façade of an ancient building leans sideways from the cavern wall. Its roof lies half buried in the rubble of the cavern floor to the north, its steps now rising to the south. The


Xak Tsaroth Lower Caverns



1 square = 5ft



- | | | | |
|-----------------------|------------------------|-------------------------|--------------------------|
| 1. Entrance | 12. Mess Hall | 23. Welcome Room | 34. Hall of Justice |
| 2. North Cavern Falls | 13. Larder Office | 24. Guards Post | 35. Honored Dead |
| 3. Treasury Tower | 14. Larder | 25. Waiting Place | 36. First Hall |
| 4. North Mail | 15. Court of Reception | 26. Treasury | 37. Palace Treasury |
| 5. Palace Guard Hall | 16. Great Plaza | 27. Messy Mess | 38. Bozak Quarters |
| 6. North Cell | 17. East Falls | 28. Bulp Clan Barracks | 39. Bozak Captain |
| 7. North Armory | 18. West Falls | 29. Highbulp Quarters | 40. Prisoner Cell |
| 8. Assembly | 19. Alley | 30. Secret Exit | 41. High Priest's Office |
| 9. South Cell | 20. Scum Entrance | 31. Court of the Agghar | 42. Long Hall |
| 10. South Armory | 21. Slud Clan Barracks | 32. DeJvers Welcome | 43. Hall of Sound |
| 11. Quarters | 22. Gulp Ckin Barracks | 33. The Secret Way | 44. Court of the Balance |



delicately carved pillars that stood proudly in front of the building now lie broken amid rubble that slopes west to a cobblestone street. Further west, a ring of broken stones marks the foundation of a once-majestic tower. The tower itself lies next to the foundation, its top buried in the cavern wall. Water pours into the cavern from several places high up the walls.

LXT 2: NORTH CAVERN FALLS

Water thunders down from an opening high on the cavern wall. Gleaming only faintly in the gloomy light, it tumbles over the rubble, rushing out of sight.

This room is an alternate setting for the encounter found in “LXT 8: Assembly.”

LXT 3: TREASURY TOWER

A broken foundation circles the area where a tremendous tower once stood. Two 10-ft. cubes of heavy stone stand within the circle, apparently untouched by the catastrophe that destroyed the city. Each cube has an arched opening in its side. The openings face each other, 20 ft. apart. To one side, the fallen tower lies on its side, its top buried in the cavern wall to the north. Inside the hollow cylinder of the tower is only darkness.

The cubes are permanent *dimension doors*, both of which lead to “LXT 34: Vault” in the upper city. These warp space, so they appear to be normal arched entrances into the vault.

LXT 4: NORTH MALL

The catastrophe has marred once-beautiful buildings. Moss-covered rubble hides the carefully laid cobblestones of the street. Rushing through the rubble and cobblestones, an icy river surges northwest. There the street ends abruptly in a chasm; mist billows from the hole, and falling water crashes somewhere below.

The crevasse in this chamber is the point of outflow for all the water flowing into the cavern, which is a considerable amount. The sound of rushing water in this area nearly drowns out all other sounds; to speak to each other, characters need to either be standing very close together or shouting to make themselves heard.

Wading across the water within 50 ft. of the chasm requires a Swim check (DC 10) and a Balance check (DC 10). For Small-sized characters, the DC is 15. Failing either check means the hero travels 10 ft. towards the twisting whirlpool, taking 1d6 nonlethal damage. The hero must continue to check until he succeeds or disappears into the chasm, where he or she will likely drown (or, in the case of characters that have a spell, potion, or device of *water breathing*, find themselves washed from an underground river into the New Sea at a point on the coastline with dizzyingly high cliffs along the shore.)

This area is an alternate location for the encounter with Sunstar described in “LXT 18: West Falls.”

LXT 5: PALACE GUARD HALL

The shattered walls of the city loom darkly above the street. Moss and fungus do their slow, steady work to drag down the brave walls which survived the initial destruction. In the middle of the street that runs among the ruins, a river flows swiftly north. A dim shaft of light overhead centers on a great plaza to the south. To the east, one building seems to have survived better than the others. Dark growth obscures the lettering above its double doors. The script read “Guardians of Justice” in Kharolian.

LXT 5A: ENTRYWAY

Dark stains spot the walls. The 10-ft.-wide hall curves before a set of bronze double doors. In front of the doors, mosses cover an ancient, faded mural.

The heroes must clean off the mural before they have any idea that it is a map of a city. Even if they discover this, they must pass a Knowledge (geography) or Intelligence check (DC 15) to find their own location on it. If the heroes figure out which part of the mural is the cavern area, they will discover the way to the Great Plaza (LXT 16), the Hall of Justice (LXT 34), and the Treasury Tower (LXT 3).

LXT 6: NORTH CELL

Dark stains streak the walls of this empty, spare room; it’s nearly identical to “LXT 9: South Cell.” The air is musty and heavy with the scent of mildew and rotten wood. This room is an alternate setting for the encounter with the drunken bozak (“LXT 8: Assembly”).

LXT 7: NORTH ARMORY [EL 7]

Ancient, corroded bronze weapons dangle from rotten and broken racks along the walls. A low ceiling strains on sagging beams. (“LXT 10: South Armory” is very similar.) The room is occupied by baaz draconians.

The Situation: In the center of the room, two baaz are arguing about a bronze sword—one apparently wants to take it, the other is trying to tell him that it’s actually the iron sword he’s been issued or else it would have been looted by now and besides Khisanth has claim on all loot in the ruins, and on and on. The other three draconians are standing around, growing more impatient by the minute.

Creatures: Five baaz draconians.

☞ Baaz draconian (5): hp 18, see *DRAGONLANCE Campaign Setting*.

Tactics: As soon as they notice the heroes, they drop their argument and attack. They fight to the death.

LXT 8: ASSEMBLY [EL 2]

The room is dark, but the echoing footsteps of the heroes suggest that it is large and mostly empty. This encounter is very flexible and could be easily set in “LXT 6: North Cell” or “LXT 9: South Cell.” It could even be moved to “LXT 2: North Cavern Falls” or “LXT 14: Larder.”

Creature: The sound of hiccups echoes through the room; they come from a drunken bozak draconian (LE male bozak draconian sorcerer 2) sitting in the northwest

corner of the room, surrounded by three empty bottles of dwarf spirits.

☞ **Bozak draconian elite guard:** hp 43, see page 154.

Development: The wretched creature is well and truly drunk; he'll think the heroes are his comrades, and they'll have no trouble getting him to chatter away in Common. He's very concerned about the safety of his captain. If the heroes get him to speak, read or paraphrase the following:

"The Cap'n and me, we was havin' *hic* havin' a little celebration. I think we gots a little too celebrated." He furrows his brow, as much as a draconian can. "I think I saw a bunch of them little rat dwarves... They came along and carried him off. I thought *hic* I was seein' things..." He gets a hint of a knowing grin. "I see things when I get celebrated, know what I mean, eh? Heh heh heh. I didn't pay it no mind 'cause I figured it was me seein' *hic* things." His expression turns more grim. "Now maybe I'm not so sure about that. And we was talking, too. About the plan." He looks truly worried now. "If those rat dwarves blab about what we was blabbin' about, we could all be in trouble. Dark *hic* Dark Queen's damnation, I bet those little rats drug him off to their king. Over thataways," he points off toward the west. Then he grabs one of the heroes by the shirt. "As soon as I sleep this *hic* off, we need to go and find..." A wave of realization seems to overcome him. "Hey, you're not ... a ... draconian... I's seein' stuff again..." He passes out.

LXT 9: SOUTH CELL

Dark stains streak the walls of this empty, spare room; it's nearly identical to "LXT 6: North Cell." The air is musty and heavy with the scent of mildew and rotten wood. This room is an alternate setting for the encounter described in "LXT 8: Assembly."

LXT 10: SOUTH ARMORY

This room is nearly identical to "LXT 7: North Armory" and is an alternate location for the encounter with the draconian looters.

LXT 11: QUARTERS [EL 10]

Mosses drape the darkened corridor. Inky alcoves branch from both sides of the hall. A putrid smell hangs in the air.

The Situation: A section of draconians are snoozing away in this room. The draconians do not sleep soundly; any hero moving through this room needs to make a Move Silently check (DC 10) or 1d4 of the warriors will awaken.

Creatures: There are fifteen baaz draconians in all.

☞ **Baaz draconians (15):** hp 18, see *DLCS*.

Tactics: If any draconians are awakened, they'll shout "Intruders!" and awaken the others. Once awakened, a

draconian will require one round to arm itself and stand before it can fight. Fifteen baaz draconians will be a very, very difficult fight for the heroes to win. The heroes would be well advised to turn around and leave immediately if they encounter this room.

LXT 12: MESS HALL [EL 5]

Smoky torches light this large room. Broken tables lie scattered about, and a fireplace, cold with disuse, is built into the east wall. Three unbroken tables stand upright in the center of the room. Three baaz draconians sit around one of the tables. They're griping and complaining about their orders, their strategy, and the war's seeming lack of progress; a Sense Motive check (DC 15) will notice that these draconians are much less reverent toward Khisanth than others the heroes have seen—perhaps morale among the enemy isn't quite ironclad. Like most draconians the heroes have encountered, they speak in accented Common.

"I'll tell ya what we're waiting for! The Highlord needs that *Crystal Staff*. Something magical about it, and if the enemy gets it they'll clean our noses."

"Bah," a second draconian dismisses. "If old Verminaard is so worried about it, let him go fetch it himself. We shouldn't be wasted here eggsitting a dragonhorde. That's Khisanth's job."

"The Seekers have the bloomin' thing, I'll tell ya," a third opines. "They'll hand it over; they haven't the spine to stand up to us. As soon as they do we'll crush 'em."

"Then what are we doin' here? Shouldn't we be up preparing for the attack?" the second draconian shoots back.

"What if the Seekers pull a fast one and send an army here with the *Staff* to get those holy *Disks* sitting in the Old Lady's lair, and it's just her watching the place? Eh? What then? Tell me that. Khisanth is tough but she can't defeat a whole army by her lonesome, not if they have the *Blue Staff*. That's our job. There's no army on Krynn that can get the *Disks* out of here, not as long as we're helping the Old Lady defend it."

The Situation: These three draconians are spoiling for a fight and will notice the heroes if they try to leave.

Creatures: Three baaz draconian warriors.

☞ **Baaz draconian (3):** hp 18, see *DRAGONLANCE Campaign Setting*.

Tactics: As soon as they notice the heroes, they will attack and fight to the death.

LXT 13: LARDER OFFICE [EL 7]

This room was once a small supply office, where officers distributed and kept inventory of the supplies in "LXT 14: Larder." The remains of a desk lie in pieces in the corner.

Three figures squat in the center of the room, their wings folded flat against their backs. They seem to be tossing something on the floor. In the northwest corner, a single short figure lays bound head to toe. His eyes glitter with suppressed energy above the gag binding his mouth.

The three large figures are bozak draconian warriors, who have found a kender snooping around. "All right boys, let's see who gets a change of diet tonight," one of the

bozak says with a laugh, and they crouch down and begin throwing dice against the wall.

The Situation: The bozak are distracted and looking away from the heroes. The bound kender sees the heroes, but he contains his enthusiasm enough not to give them away. Because they're distracted, the heroes have a chance to move around the room with *Move Silently* checks opposed by the draconians' *Listen* checks; grant the heroes a +2 circumstance bonus due to the draconians' enthusiastic dicing. The heroes' advantageous position results in a lower EL than would otherwise be appropriate.

Creatures: Three bozak draconians and a kender, Hugon Barker (CG male kender rogue 3).

☞ **Bozak draconian (3):** hp 26, see *DRAGONLANCE Campaign Setting*.

☞ **Hugon Barker:** hp 16, see page 151.

Tactics: The bozaks will fight to the death. If the kender is freed, he will do his best to help.

Development: Hugon Barker is a young kender caught up in wanderlust, the urge most young kender feel to explore the world. He felt an overwhelming compulsion to find out what was at the bottom of the cavern. If asked how he got down here, he'll say he climbed down a huge chain and was apprehended at the bottom. He'll tag along if the heroes ask him to, otherwise he'll say that now that he's been to the bottom of the cavern he's not found it to be pleasant in the slightest so he'd like to climb back up the chain and continue on his way. If there is a kender in the party, Hugon will first offer to show the kender hero what his pouches contain, as is tradition.

LXT 14: LARDER

This room has no natural light source. Wicker baskets are stacked against the walls. Anyone who spends a few minutes searching this room and succeeds in a *Search* check (DC 10) will find several weapons hidden behind the baskets.

Treasure: Three masterwork longswords, a Qualinesti-made +1 *composite longbow* (+1 Str bonus), and a quiver of 12 arrows.

This room is an alternate setting for the encounter found in "LXT 8: Assembly."

LXT 15: COURT OF RECEPTION

Read or paraphrase the following:

A thin shaft of light overhead dimly outlines a dismal courtyard forty feet in diameter. Broken cobblestone streets run east, west, and south from the courtyard; ruined walls sag threateningly toward the streets. Against the northern wall of the courtyard, a ten-foot-high wicker dragon stands, bearing a large round metal plate suspended in a hole in its chest. A robed figure stands next to the effigy. A huge black metal pot sits in the center of the courtyard, a chain rising from the pot into the mists above.

This room is the lower end of the elevator described in "UXT 10: Going Down" in Upper Xak Tsaroth. If the heroes arrive here via the elevator, the robed bozak standing next to the statue—the metal plate is a gong, used to communicate with the elevator operators above—will gape in shock as the heroes pile out of the bucket, giving the heroes a surprise round before he can react. The section of baaz warriors will arrive two rounds later. Otherwise, if the heroes stop and observe from a hiding place, a section of eight baaz warriors will arrive soon after the heroes. The robed bozak does a quick head-count, withdraws a mallet from his robes, and strikes the gong as the baaz file into the bucket. A moment later, the bucket lurches from the ground and begins a slow ascent.

Five minutes later (if the heroes are still watching), the heroes will see a second bucket arrive, loaded with two dozen Aghar dwarves (N male and female gully dwarf commoner 1). The robed bozak yells, threatens, and cajoles them out of the bucket, and they go scurrying off toward the west.

☞ **Bozak draconian:** hp 26, see *DRAGONLANCE Campaign Setting*.

☞ **Baaz draconian (8):** hp 18, see *DRAGONLANCE Campaign Setting*.

☞ **Male and female gully dwarf commoners (24):** hp 4, see page 155.

LXT 16: GREAT PLAZA

This is the dragon Onyx's favored location to give her orders to the draconian servants she has been assigned to Xak Tsaroth. When the heroes arrive, read or paraphrase the following:

A single column of light pierces the overhead mists and spreads onto a vast plaza at least 120 feet across. Steady streams of water from the east and west streets flow into a large pool, which in turn empties into a river channeled down the north street. The roar of waterfalls fades in your perception, the moss-covered ruins that surround the plaza seeming to recede into the darkness, when a low, throaty noise rumbles from the entrance of one of the southern buildings.

The dragon—it could only be a dragon—stands on the steps to the building, its serpentine neck and body arched like a cobra. The plaza stills; it seems as though light and air flee the spot on which the creature stands.

A winged draconian kneels before it, the contrast between the two creatures giving truth to the impossible sight. The dragon speaks in a low, hissing language. Behind the draconian, several dirty forms grovel in the moss, turning their eyes from the glossy black scales.

Creatures: The dragon is Onyx (CE female adult black dragon) and the draconian is a bozak officer (LE male bozak draconian sorcerer 2).

☞ Onyx: hp 199, see page 152.

☞ Bozak draconian elite guard: hp 43, see page 154.

☞ Male and female gully dwarf commoners (7): hp 4, see page 155.

Development: Onyx speaks to the bozak in Nerakese. The officer then yells at the gully dwarves (N male and female gully dwarf commoner 1) in Common: “Find the prisoner! The Lady says that if she escapes, she’ll make a meal of all of you! I want her, and I want her now!!!” The gully dwarves scurry off, led by the officer. Onyx remains for a moment. She cocks her head quizzically and sniffs the air. She looks around, and then retreats toward her lair (“LXT 44: Court of the Balance”). They are looking for a prisoner who escaped from her cell—a Qué-Shu tribeswoman named Sunstar.

LXT 17: EAST FALLS

Read or paraphrase the following:

Torrents of water batter the rubble, hurling mists into the air, then settle into a stream running west down the street. Vines twist and wind their way up the side of the cavern beside the waterfall.

This is where the vine wall from “UXT 32: View from the Falls” in Upper Xak Tsaroth leads to. Climbing up from this section requires the same Climb checks that climbing down does (see “UXT 32: View from the Falls”), but the heroes won’t meet the Aghar on the way up. If the heroes have made the climb before (in either direction), they receive a +2 circumstance bonus to their checks.

This area is an alternate location for the encounter with Sunstar described in “LXT 18: West Falls.”

LXT 18: WEST FALLS

Read or paraphrase the following:

A wall of water arches downward from an opening in the west cavern; it spills into the street, white and foamy from the impact of tumbling from such a height, then settles into a rapid, east-running stream.

A young woman, a Qué-Shu tribeswoman named Sunstar (LN female nomadic human warrior 2), is hiding in this area. She escaped from her cell in “LXT 40: Prisoner Cell.” The heroes may spot her in the rubble in the corner of the room, far away from the water, with a Spot check (DC 13). If the heroes clearly show that they mean no harm, Sunstar will tell the heroes her story. Her brother, Raven-eye, is still held in the dungeon; she won’t tell the heroes about him until she’s certain she can trust them, or unless it appears that they will leave without rescuing him. She will ask to travel with the heroes.

If the heroes fight her, she’ll fight to the death with unarmed attacks and thrown stones.

LXT 19: ALLEY

A narrow passage, framed by crumbling walls, winds through the vine covered ruins and ends at a door.

LXT 20: SCUM ENTRANCE

The room is damp and almost unnaturally chilly. The silence is deafening; the constant roar of the waterfalls cannot penetrate here. An odd feeling creeps into your psyche—you can’t explain why, but you are aware that some unspeakable horror occurred here long ago.

LXT 21: SLUD CLAN BARRACKS

Brown and drying mold covers every wall, and a dull stench arises from beneath the lumpy woven mats piled about the floor. A rattling, rustling sound belies the faint movements beneath the mats.

The room is an Aghar barracks, filled with fifteen snoring gully dwarves of clan Slud. A Move Silently check (DC 15) is required for a hero to move through this room without awakening the dwarves. If they awake, they will retreat to the corner of the room and grovel for their lives. If questioned, they will talk about the elevator (see “LXT 15: Court of Reception” and “UXT 10: Going Down” for details) but nothing else.

These dwarves are of the Slud clan, who have a peaceful but rocky relationship with the Bulp clan, but are loyal to the Highbulp.

LXT 22: GLUP CLAN BARRACKS

Fungus stains and water streak the wall. Four vertical slits in the north wall admit a faint, flickering light into the room.

The room is filled with cots and straw sleeping mats, all of which are empty—the Glup clan is on duty right now, some of them working as ballast in the elevator, some in the service of the Highbulp. Heroes looking through the slits in the north wall can see into “LXT 23: Welcome Room.”

LXT 23: WELCOME ROOM

Read or paraphrase the following:

Torches sputter and smoke in sconces mounted to the east wall. Darker than the smoke are the slits in the south and west walls, each two inches wide, but four feet long.

The southern slits look into “LXT 22: Glup Clan Barracks.” The sound of hearty and boisterous snoring rumbles through the western wall arrow slits. This room might have been a death trap if the guards (in “LXT 24: Guard Post”) were a bit more alert. They will not be awakened by any noise short of a major explosion coming from this room.



LXT 24: GUARD POST

This room is featureless but for the arrow slits into “LXT 23: Welcome Room.” Their backs to the slits in the eastern wall of the room, three gully dwarves lean against each other, sound asleep. The huge round nose of the largest bobs up and down with every rolling snore. His arms are folded across his chest; his notched short sword and crossbow both rest on the floor well out of his reach. He leans against a second dwarf, whose unstrung crossbow lies uselessly four feet away. The feet of a third, small dwarf stick out from beneath his friends, wearing comically huge (and unmatched) boots with worn soles. The guards’ snoring could wake the dead.

Creatures: The three guards (N male gully dwarf warrior 1) will only wake up through some deliberate attempt to do so.

☞ Gully dwarf guards (3): hp 6, see page 155.

Tactics: If the dwarves wake up, they’ll attempt to bully and intimidate a single hero. If more than one hero is present, they’ll retreat to the Highbulp’s throne room (“LXT 31: Court of the Aghar”) and report that “An army has broken in! What are your orders?”

LXT 25: WAITING ROOM

Tapestries and decorations cloak the streaked walls of the room in colors and textures almost too gaudy to be believed. The tapestries hang everywhere, some upside-down or sideways. Fraying gold cloth drapes between statues of every shape and kind. It is the Aghar idea of the good life.

Secret Door: A secret door in the north end of the east wall leads to “LXT 26: Secret Treasury.” Anyone passing near this door (within a few feet) will hear thumping sounds against the door, followed by muffled growls and yells.

LXT 26: SECRET TREASURY

This room was once used to store valuables; the remains of several hundred clay Tsarothian culli coins lie on the floor. A single draconian glares from the darkness. His hands and feet are bound tightly, his wings tied securely against his body. On either side of him, two small gully dwarves stand, bearing makeshift wooden spears. They prod the draconian with their sticks and then jump back, as though horrified by their own audacity. Each time they jump, their oversized horned helmets slide around atop their heads, sometimes falling over their eyes.

The Situation: The gully dwarves have captured a draconian officer and have been having fun taunting him, teasing him, and otherwise making his life miserable.

Creatures: Two gully dwarf guards (N male gully dwarf warrior 1), one bozak draconian priest (LE male bozak draconian sorcerer 4). The bozak is the “Captain” of the drunken warrior from “LXT 8: Assembly”—actually one of the highest ranking officers among the draconian garrison.

☞ Gully dwarf guards (2): hp 6, see page 155.

☞ Bozak draconian priest: hp 58, see page 155.

Tactics: The dwarves only notice the heroes after two rounds; they flee the room. The draconian realizes that

Khisanth will probably kill him for his incompetence at getting drunk and allowing himself to be captured by gully dwarves, so he has little to lose and does not fear the heroes. In spite of his poor judgment in allowing himself to be captured by the gully dwarves, he is brave and intelligent. If the heroes untie the captain, he will immediately attack, relying on magic in preference to his natural weapons—he’s been stripped of all his weapons, armor, and equipment.

Development: If the heroes attempt to interrogate him, he will spit his defiance—no mundane means of coercion will convince him to talk. If charmed, his hatred will still be evident as he struggles against the spell, but he’ll divulge the following in his eerie lizardlike voice: “Dragon Highlord Verminaard will be victorious! He is a true representative of the Queen, and as her instrument, he will crush all who resist her new order. The invincible Khisanth defends the only hope of their enemies... Yes, I’ve seen the *Disks*. You are fools to place your trust in the gods they speak of. You have no hope! Her Majesty’s enemies are weaklings, unwilling to act with decisiveness and finality. So cast your magic while you can, wizard, for Verminaard will soon throw your feeble spellbooks onto the funeral pyre of your chaotic and decadent civilization.” He will say no more, not even to save his own life. The heroes might believe the Queen he speaks of is Onyx, but he’s actually speaking of Takhisis.

LXT 27: MESSY MESS HALL

This room serves as the mess hall for the local Aghar population, and it’s living up to its name. Lukewarm, stinking glop flies about the room. Bowls shatter against the walls; knives clatter on the floor. Gully dwarves are settling a wild argument over (actually with) their dinner.

Creatures: Eight gully dwarves of clan Bulp (N male and female gully dwarf commoner 1) are engaged in a food fight.

☞ Male and female gully dwarf commoners (8): hp 4, see page 155.

Development: The terrible stench of the food is nearly overpowering; it’s Aghar stew, a dish with an ingredient list that would make a hungry troll hesitate. Unless the heroes make themselves obvious, the dwarves won’t notice them for a full thirty seconds. Once they notice the heroes, some of the dwarves add them to their target list. Pick one hero at random to be the target of a bowl or handful of glop each round; make an attack roll at +1 vs. the hero’s touch AC. If the hero is hit, he must pass a Fortitude save (DC 10) or be nauseated by the rancid stew. The nausea lasts one minute.

If the heroes attack (or even threaten to attack) the gully dwarves, they will run, leaving through whichever door is closest.

LXT 28: BULP CLAN BARRACKS

Grinding snores and whistles echo from dirty cells off the hallway.

Creatures: Eight more clan Bulp dwarves snooze away in these barracks.

♣ Male and female gully dwarf commoners (8): hp 4, see page 155.

Development: A Move Silently check (DC 15) is required for a hero to move through this room without awakening the dwarves. If they awake, they will attempt to retreat from the room. If any are cornered or captured, they will reveal something valuable: the location of a secret passageway to Onyx's lair in "LXT 33: Secret Corridor."

LXT 29: HIGHBULP'S QUARTERS

A huge bed—carved, rotting posts at each corner—sags in the middle of the room. Tattered hats, some of which sport shredded or soiled feathers, hang on racks lining the west wall. Garish clothing of all kinds is piled about.

This is the bedchamber of Highbulp Phudge, King of the Aghar (at least king of those in Xak Tsaroth). If the heroes search through the piles of clothing, they will find an old, stained map handwritten on leather. The map shows the location of the sewer access ("LXT 33: Secret Corridor") and tunnel that leads to the dragon's lair in "LXT 44: Court of the Balance." Crude notes in the margins observe: "Big treasure, many goods," and "Must enforce tribute from Onyx to Highbulp!"

Secret Door: The Highbulp's quarters were once a thieves' guild safehouse. A quick-escape secret passageway was built into the wall in case an occupant needed to make a hasty retreat. The door only goes one way—from the room into the street. Finding it requires a Search check (DC 30 from the street side or DC 20 from the room side). Highbulp Phudge has no idea this door exists. If the heroes enter the passage behind the secret door, they'll find the air dank and stale—the door hasn't been opened in centuries.

LXT 31: COURT OF THE AGHAR

This is the court of Phudge Highbulp I, who might be able to assist the heroes with the black dragon if they conduct themselves with the appropriate decorum—or what passes for that among the Aghar.

Read or paraphrase the following:

Heavy, frayed gold cloth adorns the hall. Statues line the walls, and carpets of every color and description form a patchwork covering the floor. At the west end, a huge throne sits, its gold leaf flaking badly from its carved frame. A shriveled figure, nodding beneath a tarnished crown three sizes too big for him, sits buried in robes on the throne. Four armed dwarves, their heads rattling inside their helmets, stand beside their king.

Creatures: Phudge Highbulp (N male gully dwarf noble 4) is guarded by four clan Bulp guards (N male gully dwarf warrior 1).

♣ Highbulp Phudge I: hp 34, see page 151.

♣ Gully dwarf guards (4): hp 6, see page 155.

Development: Phudge will receive the heroes with as much dignity and nobility as he can muster, but he is

smart enough to be suspicious of anyone who comes into his court; lately he's been growing suspicious that Khisanth and her worshippers have been taking unfair advantage of him and his people. Of course, this is manifestly obvious to the heroes, but if they try to point it out to him, he'll deny it; he doesn't like the Big People coming into his court and telling him how to run his affairs.

However, in spite of his insecurities, he hates the draconians and wishes they would just leave—the Aghar lived much better before they came. If the heroes treat Phudge with proper deference and respect ("I'm a king, and I will be treated like one!"—the heroes have to wonder who he's trying to convince), he will tell them that Khisanth has the *Disks of Mishakal* ("pretty silver disks," Phudge calls them) and that there is a secret entrance to the dragon's lair. If they ask where it is, he will assign one of his guards to guide the heroes to its entrance ("LXT 33: Secret Corridor").

LXT 32: DELVERS WELCOME

Water seeps down the walls in the room, gathers into pools, and flows out the south door. A long stone counter bisects the room from east to west. Behind it, another doorway leads north. This is a former storeroom that has long since been looted of anything useful by the gully dwarves.

LXT 33: SECRET CORRIDOR [EL 4]

Rivulets of water trickle down the walls of the room and across the floor to a pool of standing water 8 ft. wide in the center of the room. The standing water is filled with silt and grime, but any hero who examines it closely will find a rusted iron door, 4-ft. square, in the floor. If several of the heroes cooperate, they can heave it open with great effort, grinding the hinges through the corrosion of centuries. The puddle will immediately drain into the hole; it's dark in the tunnel, but it sounds as if it's no more than 20 ft. deep. Masonry handholds and footholds are carved into the wall, making descent into the tunnel a simple matter. The walls of the tunnel are masonry.

If the heroes explore the tunnel, they'll see that the leaky trap door clearly isn't the only source of water in the tunnel; the tunnel is only about six feet high, but it holds standing water more than 2 ft. deep—over 3 ft. in some places. The water is very cold; the heroes will need to make a Fortitude save (DC 15) or take 1d6 points of nonlethal damage and become fatigued if they spend more than thirty minutes in the frigid water. An *endure elements* spell or similar effect will negate this.

The tunnel runs north from the access shaft 30 feet to a cave-in. South from the access shaft, it runs 200 ft. then turns east and runs another 340 ft. At this point, the tunnel ends, and 30 ft. above their heads, they see the faint glow of light coming through an iron grate. Like the first access shaft, this shaft has masonry handholds and footholds and is easily climbed. It opens in Onyx's lair ("LXT 44: Court of the Balance").

The Situation: Khisanth is well aware of this tunnel and has released a colony of fiendish monstrous centipedes

into the tunnel to keep the gully dwarves away. The centipedes live on the bugs, spiders, rats, and other vermin that find their way here through cracks in the masonry. Have the heroes encounter them at some point in the tunnel; the junction between the 200-ft. and 340-ft. sections is recommended.

Creatures: A colony of five medium fiendish monstrous centipedes.

☞ **Medium fiendish monstrous centipedes (5):** hp 4, see *Monster Manual*.

Tactics: The centipedes will lie in hiding, partially in the water (+4 to Hide checks), and try to catch the heroes flat-footed. They'll attack and fight to the death, climbing along the sides of the tunnel, using their poison as often as possible.

LXT 34: HALL OF JUSTICE

Broad steps lead from the great plaza to a pillared courtyard. All of the pillars are cracked; some are shattered. The pillars left upright support a sagging stone roof. A large archway leads into a huge dark room to the east. At the back of the courtyard, a set of steel doors, streaked with mildew and rust, stand closed. These also lead east. If Sunstar is with the party, she will indicate that they're close to where she escaped from ("LXT 40: Prisoner Cell").

LXT 35: HONORED DEAD

Read or paraphrase the following:

Tremendous, forty-foot high statues of humans, dwarves, and elves wearing opulent clothing and jewelry stand along the north and south walls of this corridor. They are ancient rulers and nobility of the city of Xak Tsaroth, from its glory years before the fiery mountain fell and brought all to ruin. Their deeply carved features are masked in shadows, but their gaze seems to follow the heroes.

Actually, they aren't watching the heroes at all; it's just a trick of the light. Even if the heroes determine that no *scry* spell or any other sort of divination is occurring, they'll still find the statues a little creepy.

LXT 36: FIRST HALL [EL 7]

Grimy walls rise 30 ft. to an arched ceiling. Moss and an off-white fungus line the hall. Ancient statues, 5- to 7-ft. tall, stand throughout the chamber. If Sunstar is with the party, she'll quietly warn the heroes that this hall is probably guarded.

The Situation: Two bozak guards stand watch at the north end of the chamber. When the heroes approach within 50 ft., the bozaks will shout a challenge: "Who approaches the great Khisanth's chambers? Advance and state your business!"

Creatures: Two bozak draconian warriors.

☞ **Bozak draconian (2):** hp 26, see *DRAGONLANCE Campaign Setting*.

Tactics: As soon as the heroes get within 40 ft., the bozaks will recognize that the heroes are not fellow draconians but intruders; their eyes go wide in surprise, but they immediately begin casting spells, fighting to the death to defend Khisanth.

LXT 37: PALACE TREASURY

Huge chests, their wood rotted and split, spill their contents into the room. There are over 30,000 clay Tsarothian culli coins here; even more, if you count the innumerable coins that have shattered to dust over the centuries. The coins are worthless, even to collectors and archaeologists; Abanasinian farmers regularly find Tsarothian coins as they plow their fields. If a hero searches through the culli, have him attempt a Search check (DC 15) to find a package wrapped in burlap at the bottom of the pile.

The package contains: two +3 *daggers* (balanced for throwing; one is Small sized, one Medium); a pair of *gloves of swimming and climbing* that are in surprisingly good condition; Fistantilus's spellbook in night-blue binding containing the spells *arcane lock*, *chill touch*, *invisibility*, *knock*, and *lightning bolt*; and a +1 *heavy steel shield*.

LXT 38: EMPTY BOZAK QUARTERS

Cells branch north from a long hallway that runs to the east. The hall is silent. If Sunstar is with the party, she will point out the cell she escaped from and where she last saw her brother.

LXT 39: BOZAK CAPTAINS' QUARTERS

This room is obviously used as living quarters; several bedrolls lie on the floor, and a table and chair are along the side of the room.

Treasure: The table contains an unlit oil lamp, a tray of dishes, and a rolled scroll. The scroll is not magic; it is a diagram of the exact layout of the palace area in the city (LXT 34-LXT 44). A pack contains dried meats and a potion of *cure light wounds*. The potion is a precious commodity; potions of divine spells have not been known to exist on Krynn for over three hundred years. This was one of many brewed recently by clerics of Takhisis for use by the Dragonarmies as they go into battle.

LXT 40: PRISONER CELL

This is a prison cell, its walls constructed of unforgiving granite blocks.

The door creaks open to reveal a man hanging limply by his wrists from manacles driven into the walls. His torso is bare and distended by his awkward position; he shows signs of torture. The man's name is Raven-eye (LN male nomadic human warrior 2); he is very grateful to the heroes. He is held by locked manacles (Open Lock DC 20). If Sunstar is with the party, she will rush to him. If not, Raven-eye will ask the heroes if they've seen her.

He will describe the sacking of Qué-Shu, a horrible scene of slaughter and cruelty, and how he was captured.

He is not well (he only has half his total hit points and is fatigued), but he asks to go with the heroes anyway, especially if Sunstar is with them. If the heroes insist on him staying behind, Sunstar will volunteer to stay with him while the heroes confront Khisanth. In either case, he knows the way to Khisanth's lair and will describe it in detail to the heroes if asked.

LXT 41: HIGH PRIEST'S OFFICE [EL 10]

The room is lit by a smoky torch. An ancient but useable desk is in the middle of the room. A scaly, winged draconian sits behind the desk. Clearly startled by the heroes' entry, he looks up from his work and hisses. The draconian is the commandant of the garrison, the high priest of the draconians' cult of the dragon. He takes his orders directly from Khisanth.

The Situation: The heroes have caught the high priest at a disadvantage. He has his magic but, unless the heroes have split up, he is badly outnumbered.

Creature: The bozak draconian high priest (LE male bozak sorcerer 5)

☞ **Bozak draconian high priest:** hp 63, see page 154.

Tactics: The high priest is a clever and wily opponent. If the heroes storm in and make it clear that he hasn't a chance, he will surrender. He will then try to convince the heroes to follow him through the west doors of "LXT 43: Hall of Sound," telling them that it's the only safe way to enter the dragon's lair. In reality, Khisanth will be ready for the heroes as soon as he leads them into her lair.

LXT 42: LONG HALL

Water seeps down the arching walls of the 10-ft.-wide hall. A cold, musty smell thickens the air. The hall runs south into the rubble of a collapsed ceiling. Double steel doors stand closed on the right side of the corridor.

LXT 43: HALL OF SOUND

A 30-ft. ceiling arches above the 20-ft.-wide hall. Mosaic patterns cover the floor with geometric designs.

Trap: The floor of this hallway is rigged 35 ft. from each end with 15-ft.-by-10-ft.-wide pressure plates that alert Onyx to any intruders.

☞ **Pressure Plate Trap:** CR 5; mechanical; location trigger; automatic reset; loud gong (alerts Onyx); frightful

presence (Will DC 20 negates, one round delay); breath weapon (12d4 acid, 80-foot line, Reflex DC 23 half, one round delay); Search DC 20; Disable Device DC 20.

Once found, it's easy to bypass the pressure plates by simply walking around them. If a hero steps on a plate, a loud gong will resound through the entire palace area (LXT 34-LXT 44). One round later, the double doors leading to "LXT 44: Court of the Balance" will open. Khisanth is standing menacingly behind them. She lets out a mighty roar, activating her frightful presence, and attacks the heroes with her breath weapon. If the heroes retreat, she will pursue them. If they do not, she will withdraw into her lair and, once out of their sight, take to the air.

LXT 44: COURT OF THE BALANCE [EL 11]

In the glory days of Xak Tsaroth, this place of judgment was blessed by Shinare, the goddess of mercantile trade and fair enterprise. Following the Cataclysm, it has become a sundered altar to corruption and despair, no longer holy to any god. Onyx has chosen it as her lair for it is the largest and best defended location in the sunken city. Depending on how the heroes have approached this chamber, it may either be in complete *darkness* (thanks to Onyx's magical talents) or dimly lit by gray light filtering through from above. Assuming the latter, when the heroes arrive in this chamber, you should read or paraphrase the following:

A vast chamber stretches before you, 100 ft. in diameter. The circular room rises four stories to a cracked and broken translucent dome. Dim light filters through the mists above, spreading onto the center of the rotunda. There, a glossy black dragon straddles a pile of jewels, steel weapons, and intricate items.

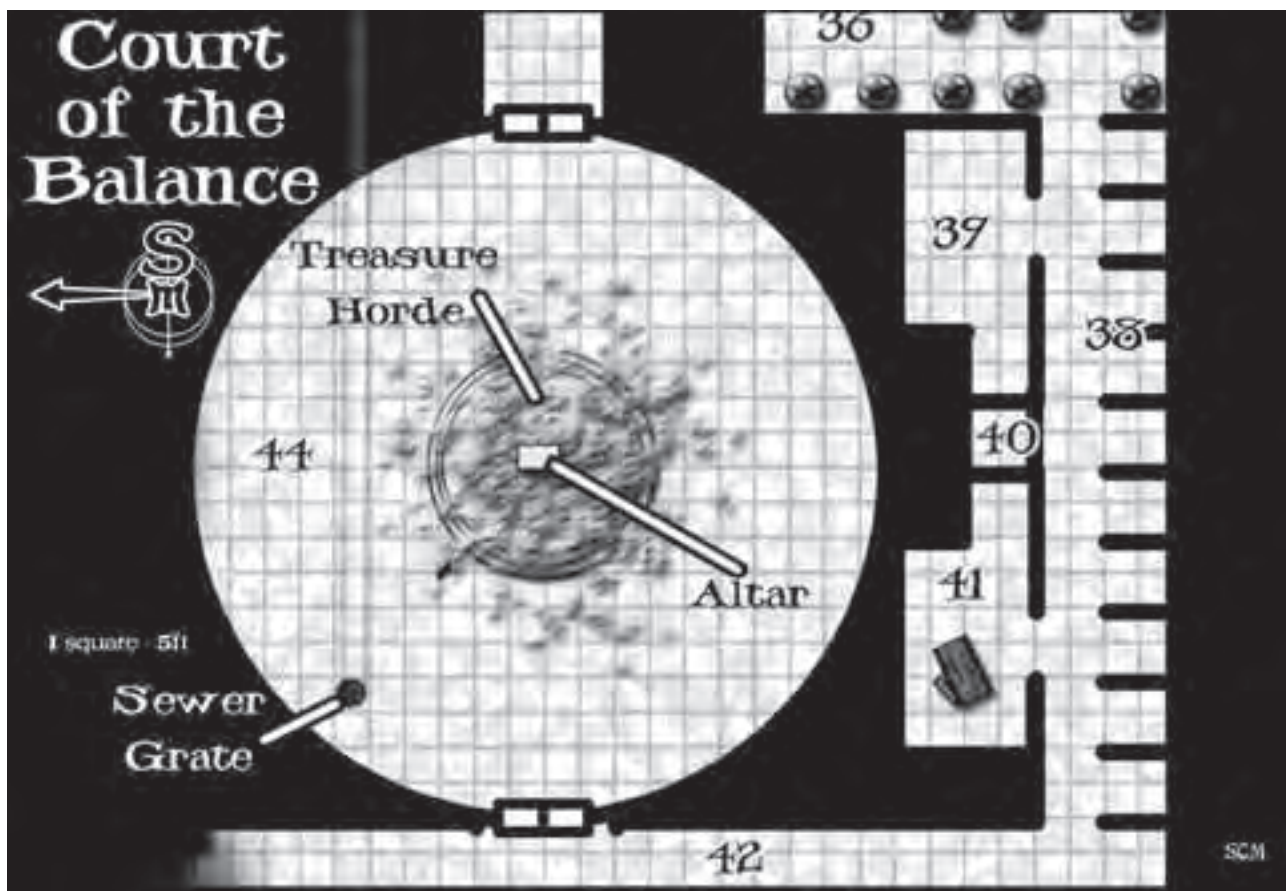
A Spot check (DC 15) will reveal what appears to be a stack of hundreds of thin engraved platinum disks, held together by a single rod, lying in Onyx's hoard 10 ft. from the dragon. These are the *Disks of Mishakal*, the recorded word of the true gods, missing since the last days of Istar. The Prophet will hear a female voice within her mind, the

PRESENT THE STAFF BOLDLY

FOR this encounter, if the Prophet strikes Onyx with the *Blue Crystal Staff* (a melee touch attack against Onyx's touch AC of 9), all of the *Staff's* remaining charges will be expended at once, dealing 1d8 points of damage to both the dragon and the Prophet for each charge expended, doubled if the touch attack was a critical hit. If the damage dealt to Onyx is at least 50 points, she automatically fails her massive damage saving throw and is consumed by the brilliant blue radiance. It is very likely that this will also kill the

Prophet, but if this occurs, she will be found alive and undamaged, completely restored, when the heroes reach the surface and return to the Temple of Mishakal. See the "Epilogue" for more details.

As an alternative to the above, you can simply rule that, if the Prophet scores a melee touch attack with the *Staff*, she and the dragon are instantly destroyed. This eliminates the need to worry about how many charges are left, but it can potentially leave the heroes thinking that it was far too easy.



same voice that she heard the statue speak in the Temple of Mishakal: “Have courage. Present the staff boldly, strike the dragon, and all will be well.”

The Situation: Onyx prefers to parley with the heroes before she attacks. She will ask them to hand over the *Blue Crystal Staff*, saying that they are returning “that which was taken from me.” A sly and cunning dragon, Onyx has no intention of letting the heroes leave Xak Tsaroth alive, but she first seeks to satisfy her own interests before eliminating these intruders.

Creature: Onyx (CE female adult black dragon) is the only creature here; she loathes draconians and would never think to share her lair with them or any other creature.

☞ **Onyx:** hp 199, see page 152.

Tactics: When conversation fails or if the heroes decide to attack the dragon, Onyx will not hold back. Although she has not had need of her true strength in recent months, she is an experienced and dangerous creature. Use the following round-by-round notes as a guide for this battle, but refer to the sidebar “Present the Staff Boldly” for more details about how this battle can end without the deaths of all the heroes.

Round One: Onyx takes to the air and uses her breath weapon (12d4 acid, 80-ft. line, Reflex DC 23 half), which also triggers her frightful presence (Will save DC 20 negates). She targets armored foes before any others, theorizing that they are the greater threat. If any of the heroes close with the dragon, she will gain an attack of opportunity as they move through her threatened area (she is 10 ft. up), unless they manage a successful Tumble check.

Round Two: Onyx engages any targets in reach with her bite and claws, hovering in place. Alternately, she charges and uses her bite, taking care to end somewhere that will benefit her next round with attacks of opportunity or positioning her for multiple attacks with her greater reach.

Round Three: If she can breathe again, Onyx will do so. Otherwise, she continues to use her natural weapons, making 5-ft. steps if necessary to retain a full attack.

Round Four: Repeat of Round Three until either she or the heroes are dead.

Treasure: Onyx has quite a substantial hoard, but the heroes may not have long to gather it all. As well as the *Disks of Mishakal*, Onyx has 785 platinum pieces, 6775 steel pieces, 4 violet garnets (400 stl each), 2 golden yellow topazes (300 stl each), 30 tourmalines (60 stl each), a *wand of invisibility* (30 charges), a *cloak of Charisma +2*, and 2 *potions of protection from fire* (CL 8th).

EPILOGUE

Even if the heroes slay Onyx and recover the *Disks of Mishakal*, they’ll still need to escape Xak Tsaroth. If the *Blue Crystal Staff* was used to defeat Onyx, its detonation not only drew attention to the battle with Onyx (spreading rumors of her death through the Dragonarmy troops), but caused the caverns of Xak Tsaroth to begin to collapse. Thousands of gallons of water start to flood the ruins; every ten minutes, the water level in the ruins rises by a foot. Chunks of rock fall from the walls of the cavern, crushing draconians and breaking through already ruined buildings. The Dragonarmy troops are leaderless, directionless, and in a mild panic; none will bother the

heroes if they do nothing but head for one of the several ways out. They could take the elevator, use the *dimension doors* into the treasury, or climb up the vines again, followed by a climb up the sewer pipe. If worst comes to worst, they can leap into the raging currents of the water and head out through the underground river to the New Sea, although this will cause 6d6 points of nonlethal damage and require a Fortitude save (DC 18) to avoid slipping into unconsciousness and drowning.

Once they make it back to the Temple of Mishakal, read or paraphrase the following:

The beautiful statue of the goddess towers above you in the hall. In her hands is a perfect likeness of the *Blue Crystal Staff*; at her feet, a lone figure stirs.

The lone figure is the Prophet. She lies here, fully healed of all wounds and damage. The *Staff* is now part of the statue, but a silver *medallion of faith* bearing Mishakal's unmistakable infinity symbol hangs on a chain around the Prophet's neck. The Prophet is now a proper cleric, and her cleric class levels bestow full spellcasting, domain, and other clerical abilities.

If the heroes somehow overcame Onyx without the use of the *Blue Crystal Staff*, the *medallion* is hanging around

the neck of the statue. The voice of Mishakal directs the Prophet to take it, thereby achieving her full clerical powers.

Once the heroes escape the ruins and swamp (again, this will be much easier this time around) and journey back through the Forsaken Pass (assuming they go that way, although it shouldn't be difficult to improvise if they take some other route), read or paraphrase the following:

The day ends as you and your fellow heroes trudge back over the Eastwall Mountains. The wide valley stretches out before you. Dark clouds flash in the West. But are they clouds? Even from this great distance, ten or fifteen miles away, the billowing darkness across the plains is clearly something else; smoke climbs into the western sky, rising from the forests of the Kharolis Ridge and beyond, from Solace.

WHAT NEXT?

Now that the heroes have secured the *Disks of Mishakal* and have received their mission, they need to decide how they will respond to Solace's fiery peril.



CHAPTER TWO: FLAME

Raistlin stood up, glancing out to the west, to his homeland, where the sky was brightening with the early morning sun. Suddenly he stiffened. Then, dropping his pack, he ran across the camp and knelt down beside the half-elf.

“Tanis!” Raistlin whispered. “Wake up!”

Tanis woke and grabbed his dagger. “What—”

Raistlin pointed to the west.

Tanis blinked, trying to focus his sleep-scummed eyes. The view from the top of the mountain where they were camped was magnificent. He could see the tall trees give way to the grassy Plains. And beyond the Plains, snaking up into the sky—

“No!” Tanis choked. He gripped the mage. “No, it can’t be!”

“Yes,” Raistlin whispered. “Solace is burning.”

Dragons of Autumn Twilight

by Margaret Weis & Tracy Hickman

SYNOPSIS

The knowledge of the true gods is now in the heroes’ hands. In this chapter, they have been tasked with finding a “Leader of the People” who can bring news of the true gods back to the masses. They must determine where to take the *Disks of Mishakal* while keeping them out of the hands of Dragon Highlord Verminaard and his minions. They will see the true scope of their quest for the first time, as they witness the elves of Qualinesti in retreat. Finally, in the slave pens of Pax Tharkas, they will confront the evil that the Dragonarmies seek to bring upon Ansalon.

THEMES

Flames and fire, literal and symbolic, play an important role in this chapter, based on *Dragons of Flame*, the second of the original *DRAGONLANCE* modules. Real fires burn across Abanasinia, especially in Solace. The fires soon reach Qualinesti, forcing the elves to abandon their forest to the enemy.

Metaphorical fire is also important. The fires of anger and vengeance are stoked in the hearts of the Innfellows as they see their beloved Solace burn. Similar emotions drive Gilthanas, Porthios, and other elves as they are driven from their ancestral home. In contrast, the fires of rediscovered faith burn intensely in the soul of the Prophet, and she seeks to spread those flames.

LEAVING XAK TSAROTH

As the heroes leave Xak Tsaroth, there are a number of places they could decide to set out for.

SOLACE, HAVEN, GATEWAY, NEW PORTS, OR WESTERN ABANASINIA

No matter how the heroes choose to travel—through the Forsaken Pass or skirting the Eastwall Mountains to the south—they must cross the Plains to reach any of these

cities. “Occupied Plains” covers that central part of their journey, describing what the heroes find in the wake of the Red Dragonarmies’ sweep across the Plains. Some specific locations in the Plains have scenes describing what happens when the heroes arrive there; Solace, the most likely destination, is described in “Occupied Solace,” page 64. For any other locations, consult your *War of the Lance Campaign Setting Companion* to guide you in deciding what happens as the heroes journey forth.

QUALINESTI

If the heroes attempt to go straight to Qualinesti, they must first cross the Plains. Once they reach the elven woods, see “Forest of Qualinesti,” page 62.

NORTH

If the heroes head north, they’ll quickly enter Dragonarmy-controlled lands; allow them to travel for a short time, then proceed to “Dragon Patrol,” page 61. If they are neither captured nor turn around, they’ll venture deeper and deeper into enemy-held territory. Consult the geography section of the *War of the Lance Campaign Setting Companion* to guide you in deciding what happens next.

SOUTH

If the heroes head south toward Pax Tharkas, Thorbardin, or the Tharkadan Mountains, they’ll still pass through the Plains to get there. If the heroes manage to make it that far, see “Nearing Pax Tharkas,” page 62.

OCCUPIED PLAINS

The landscape of the Plains has been scarred by thousands of marching feet and hundreds of two-wheeled wagons. The grasses, which normally would be tall and ready to seed this time of year, are trampled to dust. In much of the region, the only living things are the insects and carrion birds feasting on the slain—the heroes cannot travel half a mile without seeing the corpse of a Plainsman. Their livestock and horses are nowhere to be found; presumably, the passing army took them as food or beasts of burden.

Important Rules: Spot, Survival skills (see Chapter 4: Skills in the *Player’s Handbook*).

RANDOM ENCOUNTERS ON THE OCCUPIED PLAINS

If the heroes tarry too long on the Plains, they may encounter some of the creatures that tend to follow the Dragonarmies. Begin rolling for random encounters the first night they spend in the wilderness after entering the Plains. Make a roll every 6 hours—there is a 25% chance of an encounter with any given roll. Most encounters are standard, except those listed below; encounter distance is 6d6 x 40 feet.

d%	Encounter	Average EL
01-10	1d6+3 baaz draconians, (DLCS)	7
11-20	1 wyvern, (MM)	6
21-35	2 hobgoblins & 12 goblins, (MM)	6
36-50	Coyote pack, (see below)	—
51-65	1d4+1 wights, (MM)	6
66-80	1d3 griffons, (MM)	6
81-90	1d3 trolls, (MM)	7
91-00	1d4+3 dire wolves, (MM)	8

COYOTE PACK [EL —]

The Situation: A pack of hungry coyotes approaches the party.

Creatures: A pack containing twelve coyotes.

☞ **Coyotes** (12, use stats for small dog): hp 6, see *Monster Manual*.

Tactics: The heroes realize that the coyotes pose no serious danger; however, their whimpering, barking, and howling is piteous and mournful. Under no circumstances will they fight the heroes; if the heroes attack, the pack will flee.

Development: If the heroes chase them off, they'll continue to stalk the party, but out of sight; when the heroes stop for the night, the coyotes will stealthily approach the camp and attempt to steal food. If instead, the heroes toss them some food, they'll yip joyfully and run off with their prize.

If the Ranger hero does not have an animal companion, this is a fine opportunity to allow him to recruit one. If the heroes feed the coyotes, one of them returns a few minutes later, approaches the Ranger, and licks his hand; he'll continue to follow the Ranger around, unless the Ranger chases him off. If the Ranger accepts him, he'll find the coyote a clever and quick study; allow the Ranger to choose 2 tricks (from the Handle Animal skill description) after only a day with the animal.

THINGS THAT HAPPEN ON THE OCCUPIED PLAINS

The following scenes take place at specific points as the heroes move through the occupied Plains.

SMOKE RISES IN THE WEST

Play this scene out when the heroes come within sight of the Sentinel Peaks—the mountain ridge that separates Solace from the wide valley to the east.

The Situation: The heroes see smoke rising into the sky, several miles away if they enter the Plains at the southern edge of the Eastwall Mountains. If the heroes take the Forsaken Pass directly through the Eastwall Mountains, they'll see the smoke as they're just coming out of the pass, about to descend to the plains.

Read or paraphrase the following:

Great pillars of smoke rise from beyond the Sentinel Peaks—a grim sign that there is trouble in Solace. How much of the once-mighty forest of vallenwood trees has fallen to fire? The grasslands that stretch toward Qué-Kiri—a town at the gap in the mountains—are hot and dry. The smoke adds an eerie touch of darkness to the autumn afternoon.

“Your journey is not complete; you must leave here and search for a true Leader of the People.” This strange message, spoken through the statue of the goddess Mishakal, suggests that your mission is far from over. Where in the vast world of Krynn will this search lead?

Here on the barren Plains of Abanasinia, the early autumn wind bites sharply. The yellow-brown grass withers in the rushing cold, but the feeling is much more disturbing than that of a normal change of seasons.

In many places, the Plains are marked by the tracks of crude, two-wheeled carts and many clawed footprints. Thousands must have passed this way. Nothing is alive here—neither the wild animals that normally inhabit these areas nor the occasional settler scratching a living from the harsh land.

Most ominous of all these signs are the great black scars stretching for hundreds of yards along the ground, often through the charred remains of farmhouses. Fire has gutted and collapsed these dwellings. The thick smell of death and decay fills the air; even the wind is silent.

THE WITNESS

This scene should occur in Qué-Kiri anytime after it has been destroyed. If the heroes don't go into Qué-Kiri, the scene can be dropped.

The Situation: The heroes will hear a faint moan from a pile of rubble that used to be a common building, one of the few sturdy permanent buildings in the village. If they search the rubble, they'll quickly find a dying old man.

Read or paraphrase the following:

The village of Qué-Kiri is burned to cinders. The skeletons of a few tents still stand, the charred wood frames barely supporting their own weight. The remains of people lay scattered about; some lie as they fell, sword wounds and arrows obvious, others are as burned as the village they died defending. Clearly some terrible struggle occurred here.

Development: The old man's wounds are beyond help unless a cleric casts a *cure* spell on him, but before he passes, he will tell his story to the heroes. Read or paraphrase the following:

Didn't you see it? You must have seen it! From the north...they came from the north! From between the mountains. First the terrors that rode the great wyrms...they came into our town and fear filled our breasts. We fought, though. Yes! We fought long and hard, but still more of them came on leather wings...straight out of the old legends they came, fire splashing like waves over our homes.

"Many fled...many died. Those who ran fell among the small demons—man-sized but looking like their larger masters. I don't know where they took my people...I was too clever for them. I hid! Yes, I hid!

"When shall my people return? What shall become of my garden?"

KAPAK DRACONIANS [EL 10]

Play out this encounter after "The Witness," page 60.

The Situation: A unit of draconians skulks in the ruins of Qué-Kiri and confronts the heroes as they attempt to leave the village.

Creatures: Nine kapak draconians, a unit of soldiers dawdling over the site of their recent victory.

♣ Male kapak draconians (9): hp 17, see

DRAGONLANCE Campaign Setting.

Tactics: The kapaks are overconfident from their recent victories. They stride out into plain sight, blocking the heroes' path, 80 ft. away. They spend a round licking their short swords, envenoming the blades. They'll fight to the death, attempting to flank the heroes to take full advantage of their sneak attack.

DRAGON PATROL [EL 13]

Run this if the heroes spend more than 24 hours on the Plains or seem to need motivation to get moving.

The Situation: A young adult red dragon patrols the skies of the Plains, carrying a pair of kapak scouts. The dragon and his kapak riders are charged with hunting down survivors of the Plainsmen and townsfolk of Abanasinia who might be attempting to escape. In this encounter, the dragon comes within sight of the heroes. Flying against the clear autumn sky to the north, the heroes have a chance to spot him before he spots them—have the heroes make a Spot check (DC 12) to notice the dragon (give them a +2 circumstance bonus if they've declared that they're keeping watch on the sky). He is a quarter mile (1320 feet) away at this point.

Creatures: A young adult red dragon and his kapak riders.

♣ Young adult red dragon: hp 218, see page 162.

♣ Kapak draconians (2): hp 17, see *DRAGONLANCE Campaign Setting*.

Tactics: The dragon is approaching the heroes at a speed of 300 ft. per round. After three rounds, he will be only 420 ft. away and will make a Spot check vs. the heroes' Hide checks. The next round he will be 120 ft. away and will make another Spot check. If any checks succeed against any of the heroes, the dragon will land nearby.

Development: If the dragon fails to spot the heroes, he will fly overhead. Read or paraphrase the following:

The red wyrm flies toward you as you huddle under what cover you can find on the barren, trampled plain. He lets out a screech that sends shivers down your spine. He turns, passing only a few dozen feet above you, both dragon and his two draconian riders searching the plain intently. After a few heart-stopping seconds, they turn and continue on their flight.

The heroes have narrowly avoided capture, or worse. Allow them to continue on their journey.

However, if the dragon spots the heroes, his kapak riders will have him land. Read or paraphrase the following:



The dragon lands less than one hundred feet away. From the one of the riders, a hollow, metallic voice rings: “Drop your weapons and surrender!” An unnatural fear washes over you as the dragon bellows menacingly, his howl reverberating in your head for long seconds after the sound stops.

The heroes have the choice to fight or surrender; if they fight, they face a very tough opponent—with his mighty howl, the dragon has activated his frightful presence ability. Where Khisanth was frightening in her corruption and vile toxicity, this red’s presence is based on strength and raw power. Fighting would be a very bad idea. Even so, the kapaks will attempt to restrain the dragon from killing the heroes outright; they would prefer live prisoners.

If the heroes surrender or are captured, another dragon with a pair of riders comes along in a few moments and takes a message off to a nearby draconian garrison. Two hours later, a wheeled cage arrives with a troop of 12 baaz draconians; the heroes are disarmed and taken to Solace, where Tika Waylan, Theros Ironfeld, Gilthanas, and several other prisoners are thrown into their cage. They become part of the slave caravan; skip ahead to “The Slave Caravan” page 66.

SACKED GATEWAY

If the heroes venture into Gateway, run this scene. Read or paraphrase the following:

The town is in ruins. Smoldering wreckage, pulverized rubble, and dead bodies line the streets of the once-picturesque town. Not a single structure remains intact; the town has been razed to the ground. The crops and livestock in the nearby fields have been pillaged; anything left was burned.

The town is utterly destroyed; nothing remains for the heroes to do, see, or take.

OCCUPIED NEW PORTS [EL VARIES]

The Situation: If the heroes attempt to get to New Ports to find a ship to carry them to safety, they’ll find most of the town in a similar state to sacked Gateway. The main difference is that New Ports is still occupied; the port itself, with its dock facilities and warehouses, is an ideal supply depot for the armies, and these facilities have escaped most damage. They now serve the Dragonarmies, and the entire town is heavily guarded with troops of draconians to protect this strategic location.

Creatures: Sections of 12 baaz draconians, or gangs of 20 goblin mercenaries led by 4 hobgoblin sergeants.

☞ **Baaz draconians** (12): hp 18, see *DRAGONLANCE Campaign Setting*.

☞ **Goblin mercenaries** (20): hp 5, see *Monster Manual*.

☞ **Hobgoblin mercenaries** (4): hp 6, see *Monster Manual*.

Tactics: A large unit of dragonarmy troops, baaz draconians and goblin mercenaries, occupies the town. If the heroes attempt to enter, they’ll face almost innumerable opponents. Capture is almost inevitable, especially in light of the fact that no private ships remain in the port, so finding passage away from town will be nearly impossible. Short of stealing a ship themselves or bribing a corsair or dragonarmy crew, the sea is closed to them. The draconians prefer live captives, but they will not hesitate to kill the heroes if they feel they must.

Development: If captured, the heroes will be loaded onto cage wagons traveling from Solace and sent to Pax Tharkas—skip ahead to “The Slave Caravan” page 66.

PEERING PAX THARKAS [EL 9]

If the heroes head south, continue running random encounters, including the “Dragon Patrol” encounter, until they get near the fortress of Pax Tharkas.

The Situation: As the heroes approach, they find Gilthanas (see “The Slave Caravan,” page 66) fighting a running battle to escape the fortress. He is in full retreat with three scouts, having led a failed attempt to rescue the prisoners there. The heroes come upon them in the forest as they are fighting off a group of pursuing trolls.

Read or paraphrase the following:

As you pick your way through the woods, you hear the sounds of battle over the next hill. Peering over the ridge, you see four elves fighting for their lives against four trolls.

Creatures: Four trolls in frenzied pursuit of the elves.

☞ **Trolls** (4): hp 63, see *Monster Manual*.

☞ **Gilthanas:** hp 26, see page 175.

☞ **Qualinesti scouts** (3): hp 17, see page 155.

Tactics: Start the heroes 40 ft. away from the melee between the elves and trolls. The trolls are frenzied and will fight to the death.

Development: Gilthanas is extremely grateful to the heroes and begs them to return to Solace with him—he must report the failed mission to his comrades there, who are keeping watch on the town. If they decline, he warns them that the way south is suicide, as things currently stand. If they agree, skip ahead to “Occupied Solace,” page 64. You will need to adjust some of the occurrences there; read Gilthanas’ report to Solostaran in “Qualinesti,” page 72; perhaps the heroes can witness this sight along with him.

FOREST OF QUALINESTI [EL VARIES]

Run this scene if the heroes reach the forests of Qualinesti. Read or paraphrase the following:

You enter the fabled forest of Qualinesti. Aspen and pine provide a pleasant, dappled shade as you push

deeper into the loam-scented woods. You are soon aware, however, that not all is well; you are being stalked.

The Situation: A group of Qualinesti scouts led by Porthios (see “The Slave Caravan,” page 66) is stalking the heroes. Allow the heroes Listen checks vs. the elves’ Move Silently to avoid being surprised.

Creatures: Porthios and fifteen Qualinesti scouts.

☞ Porthios: hp 61, see page 159.

☞ Qualinesti scouts (15): hp 17, see page 155.

Tactics: As much as he might like to shoot the heroes on sight for trespassing, Porthios is not a murderer; he will attempt to parley peacefully.

Development: If the heroes are surprised, read or paraphrase the following:

Without warning, a dozen Qualinesti elves step out of the forest around you, seeming to materialize out of thin air, arrows nocked and swords drawn. A strong, noble voice calls out, “You are surrounded. Take no steps, reach not for your weapons, and you will live.”

If the heroes are not surprised, they see the elves attempting to envelop them through the forest. Read or paraphrase the following:

You hear the sounds of dozens of footsteps all around you. A dozen Qualinesti elves, many armed with bows, some with swords, are running through the woods, trying to cut off any avenue of your escape. The leader, once he realizes you’ve seen them, stops and calls for his scouts to halt. He is armed, but his weapons are sheathed. He raises a hand and calls out to you. “Halt! You trespass in Qualinesti! Let us speak before it comes to bloodshed!”

Porthios demands to know what the heroes are doing in Qualinesti. If they explain their plight truthfully, Porthios will nod with understanding. “We, too, are enemies of the dragonmen. We have seen them on our borders in growing numbers. In fact, they have taken a great many prisoners in your towns north of our forest; a

caravan carries many to slavery even as we speak. If you are truly of goodwill, you will aid us in our mission to rescue these prisoners. Another score of my warriors awaits us to join with them; they lie in ambush.”

If the heroes agree to aid Porthios and his scouts, proceed to “Fight for Freedom,” page 69, but the heroes will be with the Qualinesti ambush rather than prisoners in the caravan. If they refuse, Porthios will escort them out of Qualinesti—they’re on their own.

⊙ OCCUPIED HAVEN

If the heroes manage to get to Haven, use this description to guide what occurs:

The Lordcity of Haven has been taken by the Dragonarmies. Its once mighty walls have been pulverized; many of its once proud spires are collapsed. Half the town lies in ruin, burned to the ground.

In the remaining part of town, hundreds, maybe thousands of dragonmen, goblin and hobgoblin mercenaries, and armed ogres mill around, performing all manner of labor. Supply wagons are everywhere. Many humans, obviously enslaved, assist the draconian soldiers with their work. An equal number sit in large cage-carts, awaiting transport to Pax Tharkas.

PEOPLE ⊙ MEET IN ⊙ OCCUPIED HAVEN

The following individuals represent the significant NPCs in occupied Haven:

Tethys (LE male bozak sorcerer 6): Flight Marshal of the First Red Flight. His flight, composed of several dragons, thousands of draconian and goblin troops, with an attached unit of ogre berserkers, is based here, waiting for orders to attack Qualinesti.

Inferno (CE male mature adult red dragon): The personal mount of Tethys.

THINGS THAT HAPPEN IN ⊙ OCCUPIED HAVEN

The following scenes occur at specified points as the heroes explore occupied Haven:

CONFRONTATION AT THE GATE [EL VARIES]

The Situation: Humans and other enemies of the Dark Queen are forbidden to carry weapons in Haven. If the heroes try to enter town armed, they’ll be challenged at the edge of town by a pair of baaz draconian guards.

☞ Baaz draconians (2): hp 18, see *DRAGONLANCE Campaign Setting*.

Tactics: The baaz will want to know which work gang the heroes have been assigned to and where their

⊙ OCCUPIED HAVEN

☛ **Occupied Haven (City):** Nonstandard; AL LE; stl limit special; Assets special; Population 5,240 plus occupation force of roughly 8,000; Isolated (91% human, 3% dwarf, 3% half-elf, 2% goblin, 1% other)

plus occupation force (50% draconian, 40% goblin, 7% hobgoblin, 3% ogre).

Authority Figures: Tethys (LE male bozak sorcerer 6), Flight Marshal.

taskmaster is. The heroes can try to Bluff, but it's an exceedingly difficult one to pull off (+10 to opposing Sense Motive check).

Development: If the heroes do not dispatch the guards in a single round, they'll sound the alarm, bringing a troop of soldiers down on them in three rounds.

☞ Baaz draconians (12): hp 18, see *DRAGONLANCE*

Campaign Setting.

☞ Goblin mercenaries (20): hp 5, see *Monster Manual.*

☞ Hobgoblin mercenaries (4): hp 6, see *Monster Manual.*

If captured, the heroes will be loaded onto cage wagons traveling to Pax Tharkas; Elistan and a pair of Holy Guards are along with them. The caravan will move out for Solace, where Gilthanas, Tika, and the rest are added to the cage—skip ahead to “The Slave Caravan,” page 66.

If they are not captured, they will find the town a very difficult one to stay alive in. Patrols similar to the one listed above are common; the city is an armed camp, the current bivouac of the First Red Flight who, after their defeat of the Seekers, are preparing to launch an assault on Qualinesti when Verminaard gives the order.

⊙ OCCUPIED SOLACE

Solace bears no resemblance to the lofty forest that was here only a week ago. The beautiful and legendary vallenwood trees have been hacked, uprooted, and burned. Only a few of the mighty trees still stand among a vast ruin of blackened branches and low, thick stumps.

The elegant tree-city of Solace is now only a few ramshackle huts on the ground amidst the wreckage. South of the city, strange creatures are building a tall pole fence. Apparently they intend to fence in the ravaged community.

In a central square cleared of scorched branches and smashed homes, many blackened stakes have been driven into the ground, like a dark parody of some ancient temple of the true gods.

Unlike Qué-Kiri, however, Solace is not a ghost town. A few lights twinkle in the windows of some of the buildings, and humans, dwarves, and elves can all be seen aiding in the construction of the fence. They seem to be taking orders from a number of whip-wielding dragonmen who report to Fewmaster Toede; he is now in charge of Solace, appointed military governor by Verminaard. His troops are visible poking through the brush of the fallen trees. These bands are heavily armed and seem to be organized patrols.

THINGS THAT HAPPEN IN ⊙ OCCUPIED SOLACE

APPROACHING SOLACE...AGAIN

As darkness falls, lights begin to flicker in a number of buildings in town. The guard patrols seem casual and somewhat disorganized. In fact, the heroes can get into town and to the Inn of the Last Home without incident, unless they are downright belligerent toward the draconian guards (“Town Confrontation,” page 64). Read or paraphrase the following:

The remains of the Inn of the Last Home, once high in the branches of a proud vallenwood, now sit awkwardly on the ground. Only half of the building remains intact, but makeshift walls around the kitchen allow it to be open for business. Many other buildings that were once in the trees now sprawl on the ground, most of them smashed beyond recognition. Fires smolder here and there amid the wreckage, and survivors scratch through the rubble hoping to salvage a few of their possessions. Moans of sorrow and the cries of children carry through the town.

Very few healthy men or women of fighting age remain in town; those who survived the invasion now work in the mines of Pax Tharkas. Most who remain are the very young, the very old, and those who know a trade or can perform a skill useful to the occupiers. The only business that has survived other than the Inn is Theros Ironfeld's smithy. He and his apprentices have been pressed into service repairing and maintaining the draconians' arms and armor.

Frequent patrols of draconians, mostly kapaks, wander Solace, but military discipline has begun to break down among the garrison. They drink, carouse, and bully the locals. If the heroes hide their weapons and act with sufficient meekness and humility, the draconians leave them alone. If the heroes openly carry weapons or stand up to kapak bullying, a fight will break out.

TOWN CONFRONTATION [AVERAGE EL 9]

Run this encounter if the heroes get into a fight with kapak guards in the streets of Solace.

The Situation: Several draconians, staggering and belligerent with drink, wander the streets, spoiling for a fight.

Creatures: A handful of drunk kapak draconians. Roll 2d4 to determine the number encountered.

☞ Kapak draconians (2-8): hp 17, see *DRAGONLANCE Campaign Setting.*

Tactics: The kapaks are aghast that anyone would dare oppose them. They attack and fight to the death.

Development: If the heroes win the fight, they'll look up to find themselves surrounded by no fewer than 100 kapak, goblin, and hobgoblin soldiers. They are disarmed and thrown into a wheeled cage. Moments later, Tika Waylan, Theros Ironfeld, and Gilthanas are thrown into the cage as well. Skip ahead to “The Slave Caravan,” page 66.

UNDER NEW MANAGEMENT?

Run this scene if the heroes return to the Inn of the Last Home, which they almost certainly will. Read or paraphrase the following:

A smoky fire struggles in the blackened stove, feebly challenging the gloom

WHAT TIKA KNOWS

USE this as a guide for when the heroes talk with Tika. Remember that she has no idea what the heroes were up to in Xak Tsaroth.

What happened here?

“You’re going to think I’m cracked, but it was dragons. Yeah, as in big lizards from children’s stories. They flew in and burned the town. What buildings they didn’t burn, they knocked down out of the trees. I wouldn’t believe it unless I’d seen it with my own eyes, but this big red monster actually lifted the Inn out of the tree, set it down, then torched the tree with its breath.”

Was there a battle?

“Not a long one. A bunch of the Seeker soldiers were incinerated by the dragons, and anyone else who resisted was killed by the dragonmen. It was over before the local muster could even form up good’n’proper. We never stood a chance. So many dead...”

Where is everyone?

in the town. In sharp contrast to the usual lively crowd, the few patrons present are lost in their own thoughts. No one smiles, nor does anyone seem interested in the arrival of a few more customers.

A thin, cloaked figure sits alone at a table near the door, an untouched glass of ale before him. Three old men crouch around a table in the back of the inn, staring silently at the dirty tabletop. The usually bustling inn is otherwise empty.

One familiar note carries good cheer with it, however; the aroma drifting from the kitchen—a mixture of onions, chives, garlic, and mysterious herbs—shows that Otik Sandath still rules the realm of cooking. The cheery sizzling can only mean that his famous spiced potatoes are heating even now over glowing coals.

Suddenly the door of the makeshift kitchen bursts open, and the spill of torchlight outlines the figure of Tika the barmaid. She holds a steaming pan in her right hand, a foaming pitcher in her left. “Sit down!” she orders, her loud voice out of place in the somber town. “Git somethin’ to eat—you look like a pack of starved rats.” Her voice falls as she approaches: “And then we’ve got to talk.”

Tika guides the heroes to a table in the back, away from the few customers. She pretends to take their orders, then (no matter what they actually ordered) brings them a pan of spicy potatoes, still sizzling in a heavy cast iron skillet.

“The dragonmen took the surviving warriors off in wagons with big cages on them; they headed south a day or two ago. They also took all the healthy young men and women who didn’t have a trade or a skill useful here in town. Theros is still working the smithy; they haven’t sent him south because he can fix their armor and keep their swords sharp. He’s a grouchy old bear, though; it’s only a matter of time before he says something stupid and gets himself killed.”

How many dragonmen are there?

“Dozens. Hundreds. I don’t know. There are a lot of goblins and hobgoblins, too. They’re led by that creepy hobgoblin that was Hederick’s right hand before the battle. Froggy? Whatever his name is.”

What happens now?

“We need to get out of here. Otik and I have about two days’ worth of potatoes and ale left. Once that’s gone, and the dragonmen don’t get to come in here and tie one on anymore, we’re as good as dead.”

She serves them almost excruciatingly slowly, spooning them into the heroes’ bowls one or two bits at a time.

As she does, she’ll keep glancing at the door and the other customers. “I want to leave with you,” she whispers to the heroes. She continues to serve up the potatoes, as slowly as she can, while they converse.

Once Tika has had a chance to talk with the heroes for a moment, go immediately to “Kapak Bullies,” page 65.

KAPAK BULLIES [EL 9]

Run this encounter after Tika has had a moment to speak quietly with the heroes. Alternately, if the heroes opt to go to Theros’ smithy rather than the Inn, this encounter can be adapted to that locale instead.

The Situation: Half a dozen kapak draconians burst into the Inn, sit down at a table near the heroes, and loudly demand service. If Tika is an NPC, she grimaces, gets a new skillet of potatoes from the kitchen, and begins serving them to the rowdy draconians.

While she spoons the potatoes none too gently into the draconians’ bowls, the cloaked figure (mentioned in “Under New Management?” page 64) who was seated near the door rises and begins to approach the heroes. The robe still covers his head and most of his face, but as soon as he walks near the draconians, one of them pulls the garment off to reveal a handsome elf. At once, the draconians begin to shove the unfortunate man around, gleefully bullying him.

This is Tika’s breaking point. Sending hot potatoes flying, she slams the hot skillet into a kapak’s head, cracking him for 10 points of damage.

☞ **Kapak draconians (6, one with a skillet wound):** hp 17, see *DRAGONLANCE Campaign Setting*.

Tactics: The kapaks attempt to subdue Tika with nonlethal damage, using the hilts of their short swords. The elf—Gilthanas in disguise—defends her. If the heroes come to Tika’s aid, let them fight the kapaks—this won’t be a walkover, but they should be able to handle it.

Development: However the fight ends, either with Tika arrested alone or with the kapaks dead on the floor, upon its conclusion proceed to “Fewmaster Toede,” page 66. If the encounter instead takes place in Theros’ smithy, have the kapaks barge in demanding the new short swords they ordered; when they notice the elf, they attempt to arrest the whole lot of them. “Fewmaster Toede,” page 66, still follows this alternate setting.

FEWMASTER TOEDE [EL 10]

This encounter ideally follows “Kapak Bullies,” page 65.

The Situation: Heavy feet clatter outside, and eerie torchlight flickers through chinks in the doorway and wall. Suddenly the door splinters inward, and a crowd of draconians bursts into the room.

Leading the band is a swaggering ugly hobgoblin, the stench of his unwashed body preceding him by several feet. He sneers as he advances across the room, flanked by four solid draconians to either side. Beyond, dozens more of the creatures stand in the sinister light of their own torches.

Toede will announce that the heroes, including Tika and the elf, are under arrest for brawling and assaulting soldiers of Highlord Verminaard.

☞ Fewmaster Toede: hp 32, see page 150.

☞ Kapak draconians (8): hp 17, see *DRAGONLANCE Campaign Setting*.

Tactics: If the heroes resist, Toede will bravely order his draconians to take them, while boldly staying out of harm’s way himself. If the heroes gain the upper hand, Toede will valorously order more and more of the company of forty kapak troops he has waiting outside to join the fight. He will courageously avoid personally engaging in melee combat. The draconians will fight to subdue, not kill, the heroes; Tika and the elf will also be taken.

Development: When the heroes are overcome, proceed to “The Slave Caravan” page 66.

SLAVE CARAVAN

The heroes have been captured. They are disarmed, their hands are bound behind their backs, and then they are finally tossed unceremoniously into a great wheeled cage. Their gear will be stowed in a nearby cart. The road to Pax Tharkas is long and rutted. Fewmaster Toede has decided to personally escort the caravan from Solace in an attempt to impress Lord Verminaard. Twenty goblin warriors lead the caravan and sixteen hobgoblin soldiers follow it.

The heroes have a chance to interact with numerous NPCs such as Gilthanas, Theros Ironfeld, and possibly Elistan. This will be the first time that the befuddled wizard Fizban is introduced to the heroes.

It should take three days to travel from Solace to the location just south of New Ports where “Fight for Freedom,” page 69, occurs.

PEOPLE TO MEET ON THE ROAD

The following individuals are significant NPCs in this part of the adventure:



Gilthanas, Prince of Qualinesti (CG male Qualinesti elf noble 2/wizard 3/fighter 1; see page 175): Gilthanas is a young, handsome elf lord. He has left his homeland to spy on the Dragonarmies. He believes that humans are to blame for the invasion, but he is willing to work with them as long as they are fighting the forces of evil. Gilthanas is the second son of Solostaran, the Speaker of the Sun in Qualinost.

Theros Ironfeld (NG male civilized human master 11; see page 160): Theros, a master blacksmith, carpenter, and builder, runs Solace's smithy. He is sympathetic to the Qualinesti elves and has been aiding them. Theros is a large, powerfully built man, with a gruff, no-nonsense demeanor; he doesn't easily suffer fools, kender, or people who waste his time.

Elistan (LG male civilized human heathen cleric 7; see page 157): Elistan is that rarest of people among the Seekers of Haven—one who is genuinely seeking the truth. A thin, sickly man in his forties, Elistan was once the Highseeker of Haven but has recently been taken as a slave along with other Highseekers.

Fizban the Fabulous (LG male civilized human wizard 12?): Fizban seems like a befuddled old wizard, but his true nature is yet unrevealed. In the novels, Fizban is an aspect of Paladine; in these adventures, it is possible that he is an aspect of Paladine, a shapeshifted dragon, or simply a foolish (if occasionally lucky) wizard—his true nature will be determined later. For the purposes of this adventure, use Fizban as a plot device—don't worry too much about what he is capable of and use a 12th-level wizard as a rough guide to his capabilities. More will be revealed about Fizban in *Dragons of Winter* and *Dragons of Spring*.

Sestun (N male gully dwarf rogue 2/fighter 1): Sestun is Fewmaster Toede's errand boy and is regularly beaten and berated by the hobgoblin for even the smallest offense. Since he was given permission to wear an old helmet and carry a rusty battle axe, the gully dwarf has felt like a true warrior and takes the hobgoblin's harassment in stride. Recently, however, his patience has been wearing thin.

THE ELVEN STRANGER

The events in this scene occur shortly after the heroes have been captured. Read or paraphrase the following:

Gritty smoke drifts from a few lingering fires through the clearing, adding a ghostly thickness to the air. Many hobgoblins and a few dragonmen scramble around, loading things onto several large wagons. Beyond these wagons, the smoke lifts briefly around three large cages. Each is mounted on a sturdy four-wheeled carriage.

The hobgoblin commander screams his orders above the bustle and chattering, and all of the monsters leap to obey Fewmaster Toede. Another group of prisoners—mostly women and children—are dragged into the clearing and roughly loaded into one of the cages.

At the same time, Fewmaster Toede unlocks the door of the heaviest cage. His escort prods the heroes (including Tika; from here on, it's assumed that "the heroes" includes her, even if she's an NPC) forward at swordpoint and thrusts them behind the solid iron bars (hardness 10, 10 hp, Break DC 25). They are soon joined by the hooded elf. The cage door shuts with a heavy clang, and Toede locks both of its locks himself (Open Lock DC 35).

The heroes' gear is stowed in a nearby cart. The draconians won't know what they have when they take the *Disks of Mishakal* and any spellbooks from the Prophet and the Sage; they simply stuff them into the baggage cart along with everyone else's mundane equipment. Toede is assembling a caravan to carry prisoners to Pax Tharkas, where they will work the iron mines. The huge cages carry captives, while several additional wagons carry supplies.

The heroes' cage also contains the aforementioned hooded elf, Gilthanas. Additionally, two Seeker militiamen and Elistan, the Highseeker from Haven, occupy the cage. The heroes will recognize Elistan if they visited the council in Haven before going to Xak Tsaroth; if not, he will not reveal his identity. The other captive humans are sullen and depressed. If prodded, they'll divulge that their families are being held hostage; if they resist in any way, their families will be killed.

Although he provides no details, Gilthanas counsels that things are not always as they seem. He is friendly to the heroes and makes an effort to cheer them up.

The caravan does not move, and the captives are left overnight without food, water, or shelter against the night's chill. Many goblins, hobgoblins, and kapak draconians walk among the wagons, waiting for orders to move out. Some carry bows and occasionally remind the heroes that anyone doing anything suspicious will be shot.

If the heroes start to hatch any sort of escape plan, Gilthanas will caution them, suggesting that their chances may be better if they wait for more favorable circumstances. If asked for more details, he simply grins and winks. He knows of the rescue plan that his brother Porthios has ready.

A CHILLY SUNRISE

This event occurs the morning after the heroes are captured.

The Situation: The heroes spend a cold night out in the elements. As they awake, a party of humans from Solace leads a frustrated, futile raid against their monstrous attackers.

Read or paraphrase the following:

As dawn colors the sky, the autumn chill makes another onslaught. Heavy mists obscure the nearby ruins of Solace, and ghostly figures flit among the wagons. Several of these figures approach, and it becomes clear that they are draconians. They pour a foul-smelling slop into buckets in the nearby wagons.

A fierce clatter of swords disrupts the morning calm. Dry screams and yelps of

the dragonmen rise above the crash of metal. Somewhere a deep human voice rings out in challenge, and the sounds of fighting move toward the voice.

Gilthanas starts at the sound of the voice. A look of alarm clouds his face. “That is Theros Ironfeld, elf-friend. The evil ones must have learned of the aid he has given my people. I fear he will pay with his life.

“The dragonmen would have taken me days ago had it not been for the courage of that smith. He has smuggled elves out of Solace since the city fell, with no regard for his own safety.”

The sounds of combat cease. A large band of dragonmen hobbles from the mist, carrying the bleeding figure of a huge man. Under the watchful eyes of 30 archers, the cage door is opened, and the man is thrown inside.

Blood from the stump of his right arm pools on the dirty floor. Moaning softly, but apparently unconscious, Theros Ironfeld slips toward death.

Theros is at –1 hp, and he will bleed to death in about half a minute unless one of the heroes intervenes. If none of the heroes try to save him, Gilthanas will try to bind his wound, but he will fail. Once the guards realize that he’s dead, they’ll drag his body back out of the cage and throw him on a pile of rubble.

If any of the heroes use magical healing to save Theros, Gilthanas looks on with slightly raised eyebrows. Elistan is wide-eyed with astonishment, but he remains silent. The two Seeker militiamen start to murmur about a “miracle,” but Elistan calms them, quietly telling them to keep it to themselves for now.

THE WAGONS ROLL

Play this scene out once Theros’ fate is decided; the remainder of this adventure assumes he survived, but change what you need to if he does not. You may even make it a “mysterious death,” one which appears to be final but which proves later to be mistaken. This is a common cinematic trick. Read or paraphrase the following:

A long day passes underneath a surprisingly warm sun. Draconian and hobgoblin guards remain on watch throughout the day, but no new prisoners are added to the cages. An air of tense anticipation lurks in the wrecked town square.

As the sun drops behind the stumps of the vallenwood forest, the waiting comes to an end. The square suddenly swarms with hobgoblins, goblins, and draconians, all following the orders of the repulsive Fewmaster Toede. Huge elk are brought forward from the village pens, and four of the beasts are attached to each wagon.

Darkness falls as the guards form ranks before and after the column, which consists of five wagons—three cage and two supply. A driver and a guard climb into the front of each and urge the elk forward. The reddish glow of twilight provides one last look at the ruins of Solace as the caravan slips away to the south.

Toede rides a small, shaggy pony along the column, shouting orders to his soldiers. He taunts the prisoners as he passes with tales of the dungeons of Pax Tharkas and of the Dragon Highlord waiting to meet them there. His servant, a young, unkempt gully dwarf named Sestun, follows his master as best he can. Sestun is constantly falling down or getting splashed by mud from the passing wagons, and he finds it impossible to keep up. The heroes see him jog past their wagon often, his new metal helmet askew over a face dominated by a massive red nose. A battle axe of doubtful quality swings from the dwarf’s side.

At the front of the column marches a troop of 45 kapak draconians, preceding the goblins by about a quarter mile. 100 goblins follow the draconians in a long line ending just before the first supply wagon. The three cages are next (the heroes are in the first cage) and another supply wagon follows. Last in line is a force of 100 hobgoblins.

Two hobgoblins man each wagon. The front supply wagon contains the heroes’ equipment, as well as a load of swords and shields. The last wagon is filled with grain.

Through the long night, the wagons roll steadily southward. The towering summits of the Twin Peaks Pass soon fall to the rear. Winding out of the mountains, the caravan passes through the dark and silent ruins of a town—the formerly bustling community of Gateway. Obviously the Dragonarmies have been at work here.

South of Gateway, the Plains of Abanasinia spread to all sides. For several hours, the caravan makes good time across the dull flatlands until the sound of flowing water whispers far to the south. Shortly, the caravan trundles over the only bridge to cross the mighty White-Rage River.

Now the land rises. More trees line the ascending trail. The Elvenhome of Qualinesti lies somewhere to the west.

“Pax Tharkas,” Gilthanas says quietly. “That is our destination. It is bitter indeed that a monument to peace has been perverted to the evil purposes of slavery.”

FIZBAN IS FOUND

This occurs sometime in the three day journey before the “Fight for Freedom,” page 69. You can run this scene whenever a dose of comic relief would be appropriate and only, of course, if Fizban is not already with the party.

Read or paraphrase the following:

The caravan comes upon a strange, ragged old man. He wears a long beard and a floppy hat. He seems to be deeply

involved in conversation with a large tree. The tree does not seem to be responding. As the heroes watch, this fact grows increasingly frustrating to the old man.

Fewmaster Toede orders the old man to be captured and thrown into the same cage as the heroes.

If the heroes speak to the old man, he'll introduce himself as Fizban the Fabulous, itinerant wizard. "I wield immense arcane power! Would you like to see?" If the heroes don't say no, Gilthanas will—the last thing he wants is someone to jeopardize Porthios' rescue mission.

FIGHT FOR FREEDOM [EL 9]

Run this encounter on the third morning of captivity after the caravan has passed south of the White-Rage River and is passing the forests of Qualinesti. Although somewhat scripted, it represents a pivotal scene in which the heroes have a chance to break free of their captivity. Hopefully, Gilthanas has made a favorable impression on the heroes and convinced them to wait for rescue. This is especially important if he's to later become a player character.

A bird call sounds from the woods off to the west. Gilthanas stiffens; a perceptive hero might see his hand instinctively go to his sword belt, even though he's been without his weapon for more than a day. Another call floats in from the east; Gilthanas whistles a complex reply.

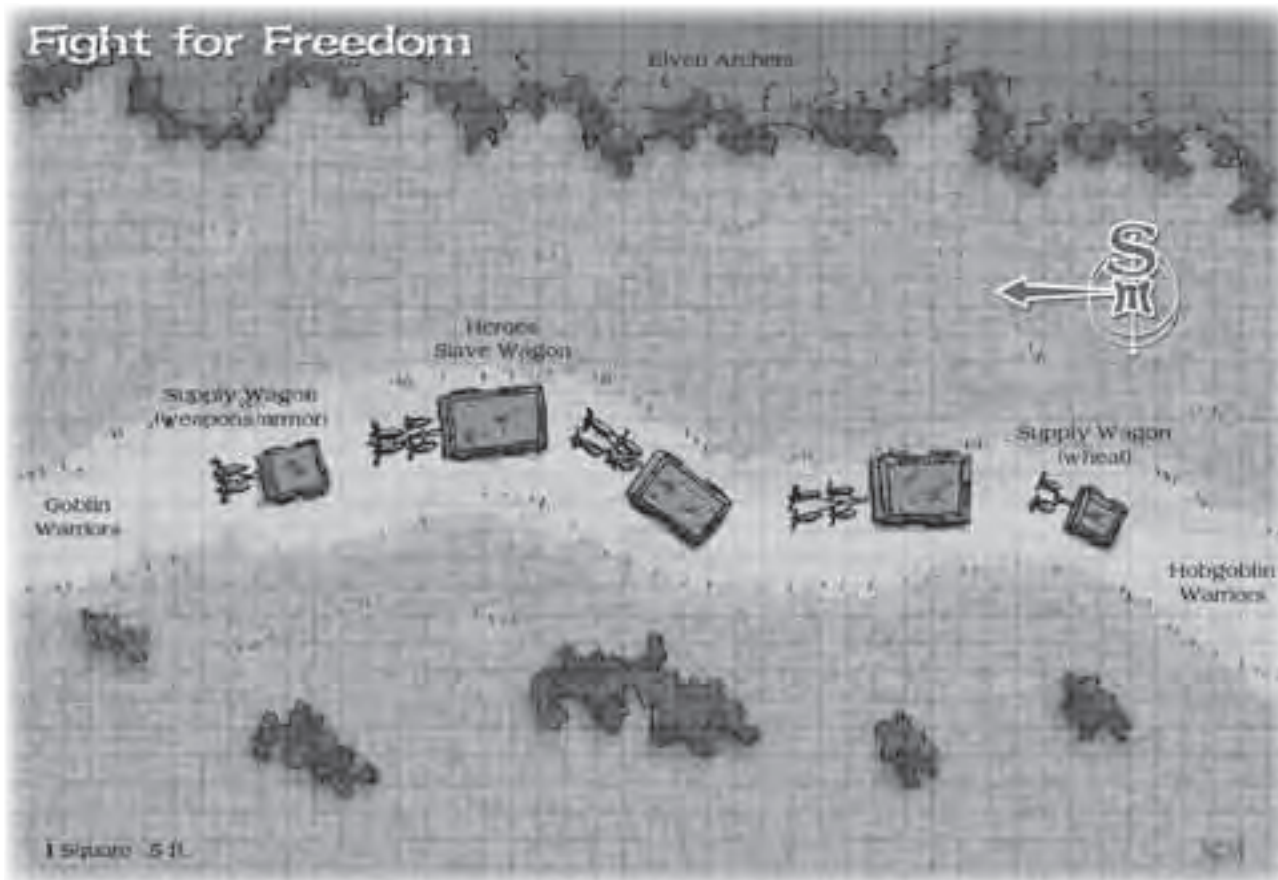
Read or paraphrase the following:

With a whoosh and a dull thud, the driver of the cage wagon slumps forward, an arrow in his back. The guard at the driver's side picks up a battleaxe and leaps to the ground, only to be slain by a pair of arrows.

Fewmaster Toede gallops from the rear of the column, urging his troops to fight. Summoning all his bravery, Toede wheels on his mount and barrels toward his slave, strategically berating the gully dwarf rather than taking arms against the elves: "Do not let these prisoners escape, worm!" Toede then heroically rides toward the front of the column, away from the fighting. Several arrows whistle in his direction, but somehow miss his jiggling bulk.

Sestun climbs back to his feet and shouts at Toede, "Yes, milord!" He turns toward the heroes and rolls his eyes. "Worm, eh? Worm. That isn't new. Me get called worm all day." He hefts his battleaxe. "Y'know, me is sick of being called worm." He swings the axe and bashes the lock from the cage door in one blow. As the door swings open, he hefts the axe over his shoulder. "Ha! Let's see real worm break lock with axe! Hmph." With an impish grin, he then runs off into the ensuing chaos.

Gilthanas immediately leaps from the cage and encourages you to follow, shouting, "My brethren are here! Let's go!" Theros moves to leave the cage, but Elistan and the Seeker





militiamen, afraid for the safety of their families, refuse to follow. Fizban glances at Elistan and then says to you, “I think it’s best that I stay with him, don’t you agree?” Gilthanas shrugs and wades into the fight with a sword taken from a fallen hobgoblin.

The Situation: Porthios (LG male Qualinesti elf noble 3/fighter 4), the Qualinesti elven scouts (male and female LN ranger 3), and a number of other escaped prisoners from other cage wagons engage with dozens of goblins and hobgoblins in vicious hand-to-hand combat. Gilthanas is already out of the cage; the other heroes can exit at a rate of two per round. Once out of the cage, a move action may be spent to retrieve a weapon from a fallen guard; most are short swords, but a Search check (DC 20) as a full round action uncovers a long sword.

Creatures: Twenty goblin warriors advance to confront the heroes, while sixteen hobgoblins guard the supply wagon that contains the heroes’ gear. Although there are many more goblins in the area, they are purely background at this point and being taken care of by the elven scouts.

- ☞ Goblin warriors (20): hp 5, see *Monster Manual*.
 - ☞ Hobgoblin warriors (16): hp 6, see *Monster Manual*.
 - ☞ Gilthanas: hp 26, see page 175.
 - ☞ Porthios: hp 61, see page 159.
 - ☞ Theros Ironfeld: hp 47 (currently 28), see page 160.
- Tactics:** The fight is tremendously chaotic. The clashing

of steel, the shouts of warriors, and the screams of the wounded fill the air. Arrows from elves yet out of sight continue to pick off goblins. The goblins that confront the heroes swarm them with cries of murder and blood. The Qualinesti scouts attacking the column provide no help; they are engaged in a fierce fight of their own. If the heroes, Gilthanas, and Theros defeat the goblins, they will probably want to find their gear; it’s located in the supply wagon ahead of the cage cart. These hobgoblins are tough and eager for a fight; several have Qualinesti arrows stuck in their shields, but they have the discipline to stay at their appointed post, guarding the wagon. They welcome the chance to engage the heroes.

Development: Once the heroes recover their gear (especially important are the *Disks of Mishakal*), Gilthanas will insist they follow him into the woods, where elven scouts lead them to safety in the forests of Qualinesti—the elven scouts know their craft, and the heroes are not pursued. Fizban has disappeared in the chaos and will not be seen again until Chapter 3: Hope.

QUALINESTI

This forest has been home to the elves of the kingdom of Qualinesti for thousands of years. Since the Cataclysm, this land has been jealously guarded by the elves, and few non-elves have dared to pass the boundaries of the Elvenhome. Those who have soon found themselves faced with death at the hands of elven archers. The woods are both seductive and mysterious; densely clustered pines, aspen, and elvewien grow to immense sizes, untouched for centuries. The wildlife is abundant, and the sounds of nature are always present.

The elves of Qualinesti are a beautiful and insular folk, many of them spending centuries never leaving their homeland. Blind to the world beyond their borders, most elves are willfully ignorant of the customs and cultures of other races, a viewpoint coming events will disabuse them of.

PEOPLE TO MEET IN QUALINESTI

The following individuals are significant NPCs in this part of the adventure:

Solostaran, Speaker of the Sun (LG male Qualinesti elf noble 11): Solostaran is a tall elf of noble bearing with green eyes and silver-touched golden hair. He has wisely ruled his people for centuries, understanding their particular needs and view on the world. To many outsiders, he seems callous when it comes to non-elves; however, his views are not as blatant as those of his oldest son, Porthios.

Porthios, Crown Prince of Qualinesti (LG male Qualinesti elf noble 3/fighter 4): Porthios is a tall, handsome warrior elf. He is brash, haughty, and arrogant. He does not trust humans and is opposed to working with them in any fashion, but as always, he will bow to the wisdom of his father’s rulings. Porthios is the eldest son of Solostaran, the Speaker of the Sun in Qualinost.

Lauralanthalasa (Laurana), Princess of Qualinesti (NG female Qualinesti elf noble 6): Laurana is Solostaran’s youngest child and only daughter. She is a hauntingly

beautiful elf-maiden with honey blonde hair and hazel eyes. She often appears to be spoiled and acts somewhat childish, but she has an inner wisdom that aids her in any crisis.

GETTING TO QUALINESTI

Important Rules: Social skills, Knowledge (nobility and royalty), Listen, Spot, Survival skills (see Chapter 4: Skills in the *Player's Handbook*).

PORTHIOS AND THE SCOUTS

Run this scene immediately after the heroes' escape from the slave caravan.

The elven scouts who led the attack guide Gilthanas, the heroes, and several dozen prisoners who escaped from other wagons into the woods. After many minutes of hurried travel into the deepening woods, the tall elf in charge calls a halt; the rescued sit down and take a moment to rest in a clearing bright with morning dew and striped by the shadows of tall pines. Several scouts keep watch for any pursuers, arrows nocked in their great curved bows.

Gilthanas speaks with the scout captain in Elven. Their discussion grows animated; the two seem to be strenuously disagreeing about something. Any hero who understands the Elven language can tell that Gilthanas wants all the refugees to be granted sanctuary, but the scout captain will have none of it. A successful Knowledge (nobility and royalty) check (DC 20) will reveal that the scout captain is none other than Gilthanas' older brother: Porthios, Crown Prince of Qualinesti.

In the end, they seem to settle on a compromise. Read or paraphrase the following:

The scout captain addresses the refugees. "People of Solace, I am Porthios. The Dragon Highlord hold you no longer; you are free to go where you please. Where that is I cannot say, for the land is wracked by their evil. We cannot offer you sanctuary in Qualinesti, for our land is under as much danger as yours. However, we can offer you safe passage through our forest; you may find safety in lands south of Pax Tharkas. Those who so desire, go with my scouts—they will guide you swiftly and safely."

He turns to the heroes. "I would ask that you please accompany my brother Gilthanas and me back to Qualinost. He has told me something of your story; it would please our father, the Speaker of the Sun, to learn more of your tale. The full hospitality of the people of Qualinesti is yours."

If the heroes refuse, Gilthanas will try to change their minds; the Qualinesti should be their allies, they need a safe place to rest, recover their strength, and so on. If the heroes continue to refuse, Porthios will escort them to the borders of the forest. At this point, you may need to improvise a great deal; depending on the heroes'

intentions, you may need to find a way to get them back on track. Gilthanas and Theros will remain with them. Alternatively, you can take them on any number of side quests; Abanasinia is a very dangerous place at this point in time, and the heroes will have little difficulty in finding trouble, especially if they go looking for it.

If the heroes agree, Porthios reluctantly welcomes them to Qualinesti, and he and Gilthanas lead the group deeper into the forest.

THE SECRET WAYS

Run this scene the afternoon following the heroes escape from the slave caravan.

This scene is pure exposition; it shows how secluded the Qualinesti are and may demonstrate to perceptive players how powerful the enemy truly is if they frighten the people of such a well-defended land as this. It can also serve as an opportunity for in-character talk and discussion of the events they've witnessed and deeds they've done. Elf heroes may get a chance to speak with Gilthanas and Porthios to learn more of what's transpiring in Qualinesti. The Prophet may get a chance to discuss her new faith with any interested heroes.

Read or paraphrase the following:

The tall elf called Porthios leads the way through the pine forest. As dawn creeps to daylight, a deep roaring sound thunders in the far distance. After several hours, it becomes apparent that the source of the sound is a huge waterfall, plummeting from an unimaginable height.

The path westward is blocked by a massive gray cliff of dark granite. The pines march right to the cliff base; from there, smooth stone ascends for nearly a mile. A fringe of green at the summit suggests that more forest lies beyond.

Porthios leads the way through a babbling stream to the base of the falls, where a deep, clear pool collects the outflow of the towering spume. Stepping nimbly from rock to rock, the elf crosses the pool and enters a darkened hollow that gapes behind the waterfall.

Here, a steep stairway, cut from the living rock of the cliff-face, begins to ascend. A curtain of silvery water reflects light onto the secret way. The path is strangely easy, turning beneath the waterfall until it finally emerges under a clear autumn sun atop the high plateau of Qualinesti.

Aspen forests shiver in the noon brightness, the trunks gleaming in ivory whiteness. The fresh, earthy scent of moss rides the air. A soft trail spread with evergreen needles seems to appear magically before Porthios as he leads the way further into the wood.

QUALINOST

☛ **Qualinost (large city):** Conventional; AL LG, CG, NG; 40,000 stl limit; Assets 38,426,000 stl; Population 20,159; Isolated (elven 99%, half-elf 1%).

Authority Figures: Solostaran (LG male elf noble 11), Speaker of the Sun; Porthios (LG male elf noble 3/fighter 4), Heir to the Speaker.

Important Characters: Senator Rashes (LN male elf noble 4), Member of the Thalass-Enthia; Lauralanthalasa (NG female elf noble 6), Princess.

Wildrunners—Elven soldiers in defense of the city, armed with mwk longbows, mwk longswords, and mwk chain shirts: fighter 7 (1), fighter 3 (3), fighter 5 (4), fighter 4 (10), fighter 3 (25), fighter 2 (45), fighter 1 (66), fighter 2/wizard 2 (6), fighter 1/wizard 2 (9), fighter 1/wizard 1 (17), warrior 5 (2), warrior 4 (5), warrior 3 (10), warrior 2 (20), warrior 1 (210).

THINGS THAT HAPPEN IN QUALINOST

QUALINOST

This can be played out as the heroes enter the capital city of Qualinost. Read or paraphrase the following:

After several more hours of providing a smooth path through the woods, the needle-strewn forest floor ends abruptly in front of a deep chasm. Rolling blankets of moss coat both sides of the hundred-foot-wide gap; billowing mist far below suggests that rapid waters cut along the chasm bottom. A narrow footbridge, suspended from sturdy aspens, spans the chasm.

Gilthanas speaks: "Qualinost is protected on all sides by such barriers. Yet I fear that even these will be of little aid against the Dragonarmies."

Across the bridge, a few slim towers appear through the aspens ahead. Now Porthios walks with a bouncing step, like a traveler who sees his home on the horizon.

The dense aspen forest thins out in front of the spires and arches of Qualinost. The city is small by human standards; by the same token, no humans could ever build a city like this. Four slender towers lined with silver mark the four corners of the roughly square city. Between each of these towers, strings of slender arches, also silver, stretch in an elegant chain.

A high tower of burnished gold dominates the city, throwing off sunlight in a whirling, sparkling pattern that gives the impression of movement. Of course, the tower is quite still, but the illusion is very realistic indeed.

Beyond the arches, the wide, quartz-lined avenues of the city lie dappled in the strange green forest light. Many of the city buildings are made of quartz as well, and aspen beams inlaid with silver and gold. The buildings are tall and slender, blending gracefully with the many aspens that fill the city.

And everywhere, in stark contrast with the serene timelessness of the structures and

forest, there is frantic activity. Female elves and elf-children either rush about carrying large bundles toward the central tower or scamper in and out of houses, empty-handed. The adult males bristle with graceful weapons and prickly alertness, ready to meet any foe.

Any elves in the party will immediately realize that the level of activity in Qualinost is wildly out of place. The other heroes—those without elf blood, especially dwarves or any hero with a beard—will find themselves the subject of a great deal of pointing and murmuring among the locals.

Porthios and Gilthanas will ask the heroes' permission for the whole party to go straight to the Tower of the Sun for an audience with the Speaker of the Sun, rather than stop and refresh themselves first. The elf princes believe the heroes are bearing news of urgent importance and don't want to spare a moment in getting word to the leader of the elves that there may yet be hope.

THE SPEAKER OF THE SUN

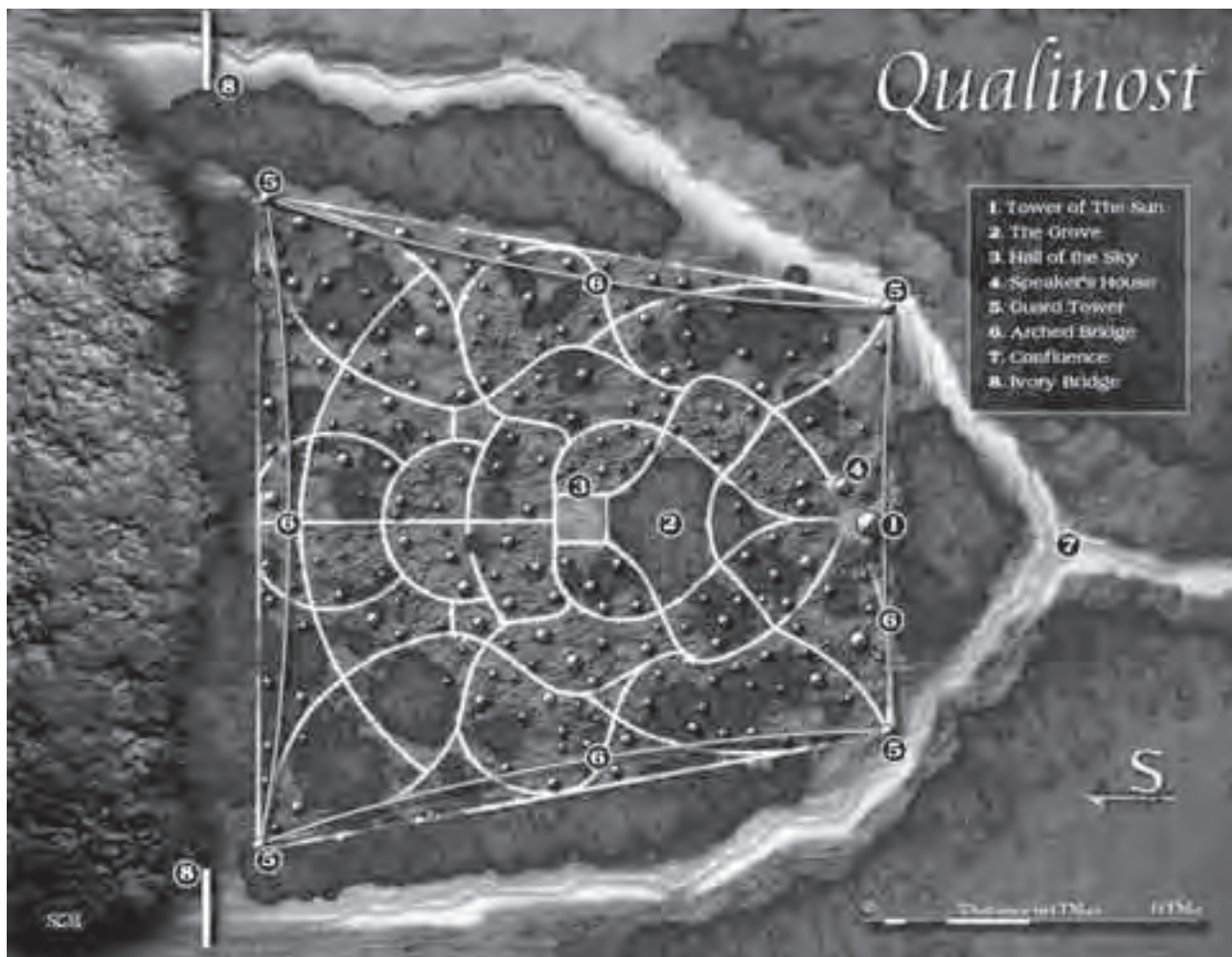
Play this scene out when the heroes meet the Speaker. He is aloof toward all but elves. If the heroes have made him wait, rather than go directly to see him as Porthios and Gilthanas suggested, he is even cooler. However, he will not be insulting or inhospitable; Porthios has extended the hospitality of the elves to the heroes, and the Speaker of the Sun takes that seriously.

Read or paraphrase the following:

A pair of gilded doors swing silently open to a chamber that looks much bigger than the outside of the tower. The huge room has white marble flooring and walls. Many windows admit the sunlight and fresh air. Many elves stand here expectantly.

The tallest elf here is dressed in a resplendent yellow robe, and his hair is tinged with silver. Solostaran, Speaker of the Sun, steps forward eagerly, opening his arms to embrace Gilthanas and Porthios.

"My sons! I thought I would never meet you in this world again." For a moment, joy rises in his voice, and then his manner becomes serious. "Gilthanas, what of your raid?"



“Lord Speaker, my father,” says Gilthanas solemnly, “I have failed. We traveled with all stealth southward as was planned; yet fate had us meet a northbound army of the Dragon Highlord. I was struck upon my head and fell into a ravine, thinking that to be the end of my days upon the face of Krynn.

“Some time later I awoke and found tracks leading northward to Solace. Thinking to free my warriors who may have been taken prisoner, I followed. I found that Solace has been taken and its vallenwood forest razed.”


A gasp rings through the council chamber at the thought of the mighty forest leveled. Gilthanas lowers his eyes and speaks his next words with difficulty. “I found my companions in the square, tied to stakes made from the fallen trees. A large red dragon soared above them. I watched the people of Solace forced into a large circle around the captives.

“A great and evil leader, hidden by a beastlike mask, rode the red dragon downward beside the stakes in the square. He spoke as the serpent landed: ‘I am Verminaard, Dragon Highlord of this realm. I have need of all mortal beings in the great work of the Dragon Highlords. Those who obey shall serve me. Those who do not shall feel my wrath!’

“Then the dragon breathed flame upon my fellows...” Gilthanas’ voice trails off, and he gestures toward Theros Ironfeld. “A kind of madness came over me, and had not this man restrained me, I too would have been burned into nothingness. He risked his life for me, and indeed, suffered the loss of his arm for the crime of protecting a frightened elf.”

The Speaker will soften noticeably as the tragic tale is told. Gilthanas will then relate his experiences with the heroes. The Speaker is particularly interested in hearing any details of divine magic used by the heroes. If pressed, he’ll reveal that the elves lost their true clerics at the time of the Cataclysm, the same as all the other races. He motions for his court poet to come forward and asks him to recite the “Canticle of the Dragon,” which the poet does from memory.

If you’d like a bit more tension in the scene, you can have Solostaran grow furious when he notices that the Prophet wears her *medallion of faith* of Mishakal openly. Livid that anyone dare defile the memory of Quen Illumini (Mishakal’s Qualinesti name), much less a non-elf (if the Prophet is non-elf), Solostaran tries to take the *medallion of faith* from her. As he reaches for it, a blinding flash of light reaches out from the *medallion*, shocking him. The incident is more humbling than injurious; he apologizes to the Prophet for his presumptuousness and expresses



his sincere hope that her faith is true and the gods have returned. Allowing the Leader or the Sage a Diplomacy roll to improve the Speaker's attitude (from Indifferent to Friendly for the purposes of his attitude about the heroes' perceived blasphemy) may make the Speaker more open to the notion that the Prophet is a true cleric.

The Speaker extends the hospitality of the elves to the heroes. Read or paraphrase the following:

“Travellers, I shall have a place prepared for you while you are among us.

Follow my daughter, and she shall see you comfortably tended. After you have had a chance to wash, eat, and sleep, I shall send for you. Time is indeed short.”

An exceptionally beautiful elf maiden moves forward from the onlookers. She curtsies slightly toward the Speaker before blessing the weary travelers with a smile like a spring sunrise. Her beauty seems greater as she moves closer; yet a childlike air about her belies the wisdom in her eyes.

She glides toward the gilded doors and they part for her, almost as if a gentle gust of wind persuaded them to open. She leads the way into the sun and leaf-speckled streets of Qualinost.

After their audience, Laurana, sister of Gilthanas and Porthios, appears. An exceptionally beautiful young woman, even among elves, all heads in the room turn to her as she enters. She curtsies to the Speaker then motions to the heroes to follow her out through the doors of the hall. Laurana leads them through the beautiful autumn foliage blanketing the city to a secluded grove of aspens and fruit trees. Pears and apples are in abundance; a cold, clear spring provides as much refreshment as the heroes care to take, and a carafe of sweet white wine is available. Servants deliver trays of fresh breads and delicious cheeses. Nearby are private areas appropriate for bathing and sleeping. Laurana encourages the heroes to rest, saying the Speaker will wish to see them again that evening.

Theros stays with the heroes; Gilthanas stays with his family.

A HIGH COUNCIL

Run this scene in the evening after the heroes' escape from the slave caravan.

Several hours later, as dusk is falling over Qualinost, the heroes are roused by servants arriving with clean clothing, fine silken clothes of Qualinesti craft. The servants ask the heroes to give them any armor, weapons, or equipment that needs to be mended or repaired, and they will see to it that they are restored. Laurana accompanies them and invites the heroes to the council with the Speaker. Ask the players what their characters intend to wear and take with them; it doesn't take a Knowledge (nobility and royalty) check to know that one does not go to a formal council with the Speaker in full battle dress. Rich clothing (such

as that brought to the heroes by the servants) and a single weapon is usually considered acceptable.

The Speaker hosts the heroes at the central square of Qualinost, just as the first stars are appearing in the sky. Read or paraphrase the following:

The entire population of Qualinesti seems to be gathered around the wide square. The warriors are in the center ring, around the Speaker and several of his chief officers and lieutenants; the other men, women, and children are more distant, but they still observe the proceedings attentively.

A path opens through the crowd to the center of the circle, and the Speaker looks up with a cool stare as the heroes of Xak Tsaroth enter his sight. “Forgive our somber air,” he says slowly. “These are heavy times, and we face the beginning of a long and lonely road.

“Look, if you will, upon our situation.” Solostaran gestures to a detailed mosaic on the ground. The colors and shapes seem to represent a map. As the circle of elves draws back, the land of Qualinesti and its surroundings are displayed entirely. “We have learned from captives that the Dragon Highlord would like to see the race of elves driven from Ansalon; they have nearly succeeded with respect to our Silvanesti kin. And they mean to do the same to us.

“Here and here,” the Speaker says, tapping the end of his staff against the northern communities of Solace and Haven. “Two huge armies of the Dragon Highlord Verminaard have gathered. Even now they prepare to invade the ancient Elvenhome of Qualinesti. Now, we might be able to stand against them, if it is but those two armies that we face. But it is not. Still a third army poises against us here.” Now the Speaker's staff strikes sharply on the narrow pass of Pax Tharkas, south of Qualinesti. “They have us outflanked, outnumbered, and without allies.”

Solostaran breaks eye contact, as if he is ashamed to admit the truth. “We cannot defeat such a force. Our only choice is to flee Qualinesti to the west and hope to bring our people safely to some land in that unknown region.”

The Speaker pauses to let his remark sink in; it is indeed stunning to think of the elves of this fabled wood—a people who have lived here since the Age of Dreams—forced from their ancestral home by the cruel might of the Dragonarmies.

Of course, allow the heroes to interrupt with questions. Solostaran does not dare reveal how he knows about the Silvanesti situation (they have been driven from their

homes as well); he has his methods, and they must remain secret.

Read or paraphrase the following:

In now come to how you can help. Here, in the depths of Pax Tharkas, work the warriors of Solace, Haven, and the other northern lands. Why would they slave in the mines, gaining iron for the forges of the evil Dragon Highlords?

“Because also here,” and the Speaker’s staff strikes Pax Tharkas with a vengeance, “are

their women and children—hostages, lest the warriors display the rage and hatred that they must feel against their villainous masters. This was the reason for Gilthanas’ mission only a few short days ago. He and his band were to enter Pax Tharkas by a hidden route—the Sla-Mori—known only to the elves. They would free the hostages and lead the slaves in a revolt, escaping to the south and drawing the Dragonarmy in pursuit. They failed—but Gilthanas believes a second attempt may succeed.

CANTICLE OF THE DRAGON

Out of the darkness of dragons,
Out of our cries for light
In the blank face of the black moon soaring,
A banked light flared in Solamnia,
A knight of truth and of power,
Who called down the gods themselves
And forged the mighty Dragonlance, piercing the soul
Of dragonkind, driving the shade of their wings
From the brightening shores of Krynn.

Paladine, the Great God of Good
Shone at the side of Huma,
Strengthening the lance of his strong right arm,
And Huma, ablaze in a thousand moons,
Banished the Queen of Darkness,
Banished the swarm of her shrieking hosts
Back to the senseless kingdom of death, where their
curses
Swooped upon nothing and nothing
Deep below the brightening land.

Thus ended in thunder the Age of Dreams
And began the Age of Might,
When Istar, kingdom of light and truth, arose in the
east,
Where minarets of white and gold
Spired to the sun and to the sun’s glory,
Announcing the passing of evil,
And Istar, who mothered and cradled the long summers
of good,
Shone like a meteor
In the white skies of the just.

Yet in the fullness of sunlight
The Kingpriest of Istar saw shadows:
At night he saw the trees as things with daggers, the
streams
Blackened and thickened under the silent moon.
He searched books for the paths of Huma
For scrolls, signs, and spells
So that he, too, might summon the gods, might find
Their aid in his holy aims,

Might purge the world of sin.

Then came the time of dark and death
As the gods turned from the world.
A mountain of fire crashed like a comet through Istar,
The city split like a skull in the flames,
Mountains burst from once-fertile valleys,
Seas poured into the graves of mountains,
The deserts sighed on abandoned floors of the seas,
The highways of Krynn erupted
And became the paths of the dead.

Thus began the Age of Despair.
The roads were tangled.
The winds and the sandstorms dwelt in the husks of
cities,
The plains and mountains became our home.
As the old gods lost their power,
We called to the blank sky
Into the cold, dividing gray to the ears of new gods.
The sky is calm, silent, unmoving.
We had yet to hear their answer.

Then to the east, to the Sunken City
Scarred in its loss of blue light,
Came the Heroes, the Innfellows, heirs to the burdens,
Out of their tunnels and their arching forests,
Out of the lowness of plains, the lowness
Of huts in the valleys,
The stunned farms under the warlords and darkness.
They came serving the light,
The covered flames of healing and grace.

From there, pursued by the armies,
The cold and glittering legions, they came
Bearing the staff to the arms of the shattered city,
Where below the weeds and the birdcall,
Below the vallenwood, below forever,
Below the riding darkness itself,
A hole in the darkness called to the source of the light,
Drawing all light to the core of light,
To the first fullness of its godly dazzle.

“The humans can reach safety and elude the dragonmen, for the mountainous route contains many secluded valleys where they can hide. Far to the south may yet lie free lands where safety could be found.

“We ask you to accept this heavy task. Gilthanas has offered to accompany your party and show you the ways of the Sla-Mori, even the room of the Great Chain—the quickest entrance to the fortress itself. If you accept this opportunity, you not only offer freedom to those of your kin trapped within the walls of the fortress, but you offer our beleaguered folk a chance to escape Qualinesti alive, for the army in Pax Tharkas, which even now prepares to crush our spirit, will think twice about marching if the slaves rebel and escape. Verminaard will never rest while a potential enemy lurks behind his advance. This distraction will give our shipwrights time to build a fleet capable of evacuating our people.

“This chance before you is one that none of ours were given when your people caused the Cataclysm, the turning away of the gods. This is a chance to hand the Dragonarmies their first significant defeat, earn the friendship of the elves, and save countless lives—both elf and human.”

If the heroes accept the quest, Gilthanas recommends they leave the following morning, so that they can reach the secret mouth of Sla-Mori after a day’s hard travel. As the heroes leave the council meeting, some of the elves are singing an ancient, haunting song they have sung for a thousand years—Elvenhome.

If the heroes refuse, the elves will ask the heroes to leave Qualinesti the next morning. Gilthanas and a band of scouts will set off for Pax Tharkas. Laurana’s kidnapping in “Raid,” page 76, may change the heroes’ minds, or it might not. If not, you’ll need to improvise for a while—let the heroes go toward whatever destination they choose. A good way to get them back on track is for them to meet Eben Shatterstone at some point, whose job it is to try to

lure the heroes to Pax Tharkas so that Verminaard can kill them and take the *Disks of Mishakal*.

In either case, Theros will be individually invited to stay with the elves—his skill at a variety of crafts will help them tremendously, and he’s eager to help anyone opposing the Dragonarmies.

RAID [EL 9]

Run this encounter immediately after “A High Council,” whether or not the heroes accept the quest.

Laurana leads the heroes back to their quarters in the aspen grove. The heroes find that all the equipment and armor they asked to have repaired is returned good as new, and their clothing is mended and washed. Their blades have been sharpened, their bows restrung, and quivers have been filled with masterwork Qualinesti arrows. Read or paraphrase the following:

Laurana bids the heroes good night and departs. A moment later, the stillness of the night is shattered as a sharp scream echoes through the trees. Suddenly, three kapak draconians land among you, swords drawn.

The Situation: Fewmaster Toede has commandeered a wyvern and several draconians for a mission to try to redeem himself for the loss of Gilthanas. The wyvern held the draconians in its talons and released them just before it landed. Three draconians will try to keep the heroes distracted, and three more will keep them away from the location where Toede lands. He hopes to recapture Gilthanas.

Creatures: Fewmaster Toede, six kapak draconians, and a wyvern.

☞ Fewmaster Toede: hp 32, see page 150.

☞ Wyvern: hp 59, see *Monster Manual*.

☞ Kapak draconians (6): hp 17, see *DRAGONLANCE Campaign Setting*.

Tactics: Three kapaks appear in the midst of the heroes, and three more guard the path out of the grove, the direction Laurana has gone. They will fight to kill the heroes. Toede, mounted on the wyvern, is 60 ft. down the

ELVENHOME

The sun, the splendid eye of all our heavens, dives from the day
And leaves the dozing sun dappled with fireflies,
deep’ning in gray.
Now sleep, our oldest friend, lies on the deepwood trees
and calls us in.
The leaves are fiery cold; they blaze into ash at end of
year.
The birds caress the wind; they wheel to the north when
autumn ends.
The day grows dark with sunset’s pyre; so we await the

sun’s green fire upon the trees.
The wind blows through the days, by season, by moon;
great kingdoms rise.
The breath of fire flies; the trees of mankind fade in a
word.
Now sleep, our oldest friend, lies on the deepwood trees
and calls us in.
The age! The thousand lives of men and their tales go to
their graves;
But we, the people long in poem and story, fade from
the song.

SENSE MOTIVE: EBEN'S DECEPTION

E BEN is a skilled con man, well-chosen by Verminaard for this mission. If a hero requests a Sense Motive check against Eben, consult the following:

DC 24 and below: The hero doesn't believe there to be any intentional deception.

DC 25: Eben doesn't seem all that injured, but

maybe the bruise on his head rattled him.

DC 28: Eben is not being entirely forthright, but the hero can't quite put his finger on how or why.

DC 33: Something is very, very wrong. Eben is being downright dishonest about something—something tells the hero not to trust him.

path, having landed directly in front of Laurana. On the first round of combat, choose one hero to make a Spot check (DC 20)—success means he has spotted the wyvern, carrying a single rider, landing on the other side of the aspens.

Development: Toede intended to capture Gilthanas but, when he finds Laurana instead, he figures that she's better than nothing and plans to leave with her instead. One look from the wyvern convinces Laurana to cooperate. In the second round of combat, the heroes will see the wyvern take flight again, this time with two riders. It's too dark to identify them, but they'll hear Toede's laughter as they fly off.

The kapaks are clearly disturbed by this; apparently, they expected to leave with Toede. In their fury, they fight to the death, trying to kill as many heroes as possible before they're brought down. A dozen elven guards (male and female NG Qualinesti elf warrior 1) will arrive to help the heroes in four rounds.

If the heroes ask about Laurana, the guards organize a search and rapidly determine that she's missing. Otherwise, her servants will report her missing in the morning. While the elves are shocked, they know the heroes must continue their mission; in fact, it's the best chance to save the princess.

SLA-MORI

The immense fortress of Pax Tharkas is situated across the largest pass through the Tharkadan Mountains to the south of Qualinesti. It was once a great monument of peace among the humans, dwarves, and elves of this region, but it has fallen into the hands of the Highlord Verminaard and the Red Dragonarmy. The remains of the legendary elven king Kith-Kanan, who helped create Pax Tharkas, rest in ancient halls deep beneath the fortress. The elven royalty of Qualinesti know of a valley near the fortress that leads to a secret passage into those chambers. Gilthanas intends to take the heroes through this passage into the Tharkadan Towers of the fortress.

GETTING TO SLA-MORI

Important Rules: Knowledge (dungeoneering), Sense Motive, Spot, Survival skills (see Chapter 4: Skills in the *Player's Handbook*); Track feat (see Chapter 5: Feats in the *Player's Handbook*).

LEAVING QUALINESTI [EL 8]

This encounter should occur on the first day after the heroes leave Qualinesti for Pax Tharkas led by Gilthanas.

From this point on, Gilthanas will be counted among "the heroes." It will take two days of travel to reach Pax Tharkas.

Read or paraphrase the following:

The Qualinesti provide you with whatever rations and mundane gear you will need—ropes, flint and steel, etc.—and send you on your way. Gilthanas knows the way and can lead you skillfully through the Qualinesti forest without difficulty. The trail leads along a rushing brook. The terrain gets steeper as the heroes go south, and the brook becomes a raging mountain river. Evergreen trees loom across the trail.

The trail turns to the west and opens out into a flat, open clearing about 150 ft. across. The grass has been churned into mud by a ferocious combat, and corpses of humans and hobgoblins litter the ground.

The Situation: A groan sounds from the center of the carnage, and a battered human warrior rises from a pile of hobgoblins about 100 ft. away. This is Eben Shatterstone (male CN civilized human noble 1/fighter 4), a mercenary and opportunist caught up in the war. He seems to shake the cobwebs from his head and focuses on the heroes. Barely able to stand, he raises a hand as if to wave, but it quickly turns into a pointing finger. "Look out!" he manages to shout as a section of baaz draconians rush from the woods to attack the heroes. Thanks to Eben's warning, the baaz do not get a surprise round, and the heroes roll initiative as normal.

Creatures: Eight baaz draconians armed with typical weapons and equipment.

☞ Baaz draconians (8): hp 18, see *DRAGONLANCE Campaign Setting*.

☞ Eben Shatterstone: hp 32, see page 157.

Tactics: The baaz will attack savagely and fight to the death.

Development: If the battle goes in the heroes' favor, Eben drags himself to his feet and enters the fray on the heroes' side. The heroes will see that Eben has a great deal of blood on his clothing; however, he graciously declines offers of magical healing, saying that it should be saved for a later time. He is, in fact, not injured at all, beyond a self-administered bruise on the head; he has staged the entire encounter so that he might win the heroes' favor.

Eben thanks the heroes repeatedly for coming along when they did and offers to accompany them wherever

they're bound; after all, he says, an extra sword is useful in times like these. If Gilthanas is still an NPC, he'll be in favor of asking Eben to come along. Eben plays a pivotal role in the end of this adventure. If he dies, you will need to invent a replacement or adapt the plot accordingly.

Eben is bold, charismatic, handsome, and manipulative. He will always keep an eye out for any opportunity to ingratiate himself to the group of heroes, but not so much that he is overbearing.

THE HIDDEN VALLEY

This should occur on the evening of the second day out from Qualinesti.

The heroes are passive in this scene, as they simply watch what happens; its purpose is to introduce a feeling of hopelessness for the heroes to fight against, or perhaps to increase their sense of urgency. Read or paraphrase the following:

The sun has almost disappeared in the west; the imposing fortress of Pax Tharkas is nearer still. The tops of its two mighty towers rival the mountain peaks for control of the sky. Between the towers, a massive wall closes off all passage through the mountain gap. A single gate, thirty feet tall and twenty feet wide, seems to be the only entrance.

Suddenly, the massive gate swings open. Even before it finishes moving, column after column of armed troops march out. Rising clouds of dust soon obscure their exact numbers, but surely several thousand pass from the fortress onto the Plains. The road they follow leads to Qualinesti.

"The Dragon Highlord's power," says Gilthanas grimly. "They march on Qualinesti. We haven't much time." The elven warrior points to a narrow vale leading into the mountains just east of Pax Tharkas. "Here lies the approach of the Sla-Mori. We must move carefully; this valley is sometimes not a safe place."

TROLL GUARDS [EL 8]

Play this encounter in the Hidden Valley just as the heroes leave the trail and start toward the gate of Sla-Mori.

The Situation: The valley is inhabited by trolls who have been tasked by the Dragonarmies to serve as guards, driving away or killing anyone who shouldn't be there. A troll notices the party, summons two others, and attacks.

Creatures: A trio of trolls.

☞ **Trolls (3):** hp 63, see *Monster Manual*.

Tactics: The trolls attack the party from the rear. Allow the hero on rear guard to make a Spot check (DC 10) to avoid being surprised. The trolls attempt to kill the heroes, but if two are killed, the third attempts to retreat to its lair.

Treasure: The trolls have the following loot in their lair (which can be found only if they track a retreating

troll back to it): A +1 heavy steel shield and a broken strongbox containing 257 steel pieces, a 150 stl diamond, a 110 stl pearl, a pair of *gloves of dexterity* +2, and a set of masterwork lock picks.

RANDOM ENCOUNTERS IN SLA-MORI

The Sla-Mori is an ancient catacomb plagued from time to time with vermin and worse. Every hour the heroes spend in the dungeon, there is a 10% chance of encountering one of these wandering inhabitants. Check also whenever the heroes make a lot of noise; more than three rounds of combat, for instance, could attract other denizens to the scene. Encounter distance will typically be no more than 2d4x10 feet.

d%	Encounter	Average EL
01-15	1d3 cloaklers, (MM)	7
16-35	1d4+1 gricks, (MM)	6
36-50	2 rust monsters, (MM)	5
51-70	1 ethereal filcher, (MM)	3
71-85	1 centipede swarm, (MM)	4
86-00	2d4 horaxes, (see page 165)	6

KEY TO SLA-MORI

This section refers to the map of Sla-Mori.

SM 1: THE GATE

This occurs the night (or the morning after) the Dragonarmies leave Pax Tharkas, Haven, and Solace to invade Qualinesti.

The gate into Sla-Mori is carved into the base of a sheer granite cliff face. To open the gate, a person must stand before the gate and present the "key" (a small, glowing gem, enchanted during the time period immediately after Pax Tharkas was built) while reciting the words of an ancient spell (this does not require the use of a spell slot). Gilthanas has this gem and knows the spell, so he can open the gate.

SM 2: THE WAYS OF THE SLA-MORI

This winding corridor is filled with humid, musty air—it seems as though the passage has been rarely used, if at all, for many years.

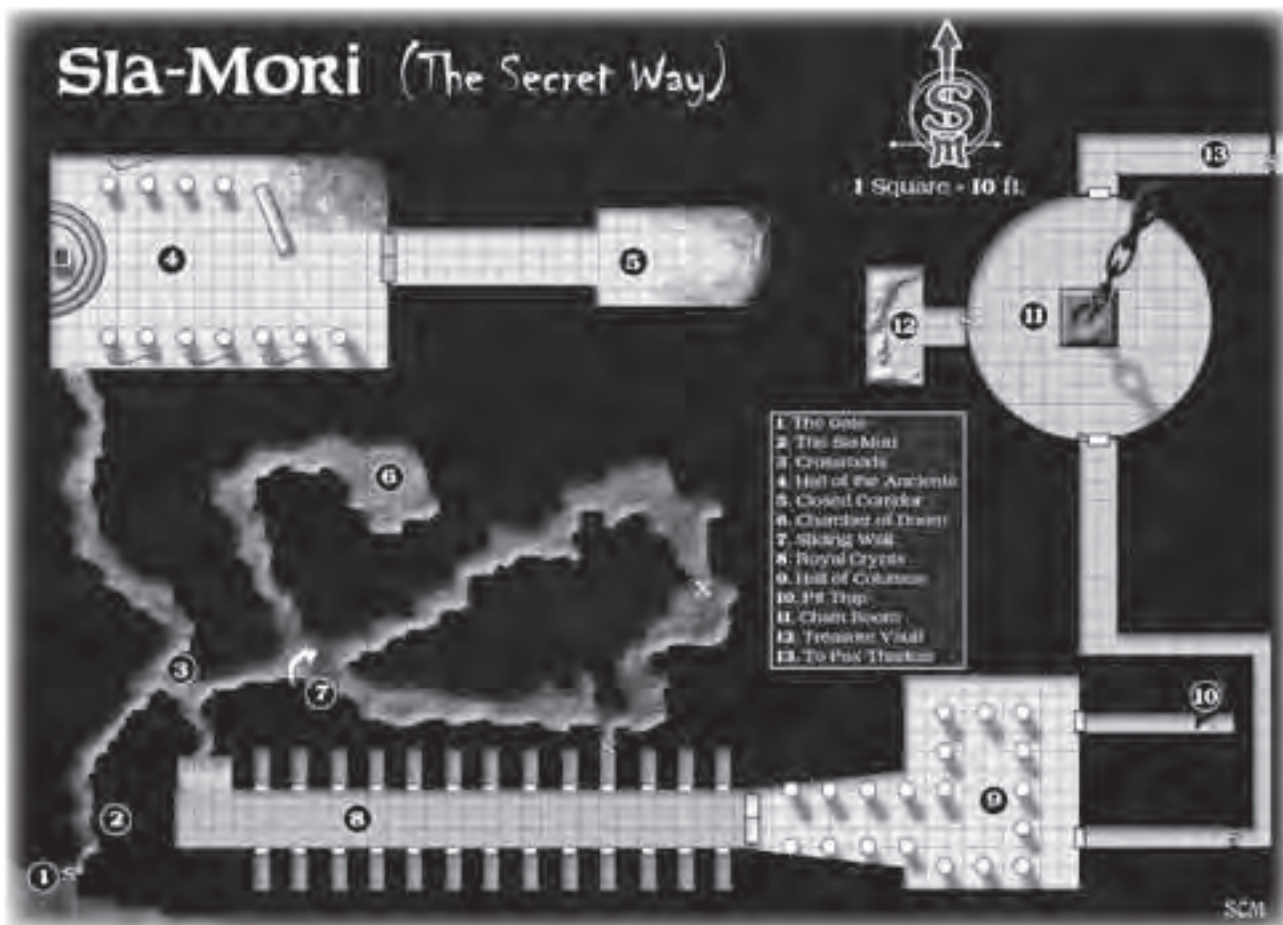
SM 3: CROSSROADS

Here the corridor forks to the left and the right.

SM 4: HALL OF THE ANCIENTS

Read or paraphrase the following:

The gigantic hall has fallen into decay, the echoing space eerily still. Many tall columns rise to a lofty ceiling; others have



fallen over and litter the center of the room like the felled vallenwood trees in Solace.

A huge granite throne sits against the left wall, flanked by two large statues. The stone guardians are warriors three times the height of a man, each armed with a giant granite broadsword.

Dwarfed by these images, the decayed remains of a humanoid sit atop the throne. Gaunt, empty sockets and bared teeth stare from an ancient skull. A worn, once-regal cloak covers his body; a sheathed sword lies across his lap.

The wall opposite the tunnel entrance has collapsed, apparently triggering the fall of several of the columns. The huge pile of rubble provides shelter for dozens of rats and mice. From behind the rubble comes a chittering and scratching sound. The double doors on the western wall

are closed but will open easily. They are engraved with a drawing of Pax Tharkas.

This chamber is the tomb of Kith-Kanan, founder of the Qualinesti nation; the skeleton on the throne is his remains. The sword on his lap is *Wyrmslayer*, ancient sword of elven princes.

SM 5: THE CLOSED CORRIDOR [EL 7]

Read or paraphrase the following:

Like the others, the air in this room is musty and stale. There is a great deal of debris scattered about. The floor is wet and slippery in places.

The Situation: A monstrous slug makes its lair in this room, living on rats, mice, mold, and whatever other organic material it comes across in this dank chamber.

WYRMSLAYER

Wyrmslayer was already an ancient sword when it came to Kith-Kanan, prince of Silvanesti, in the Age of Dreams before the founding of Qualinesti. It served him well for many years and was entombed with him when he died as Speaker of the Sun of Qualinesti.

Wyrmslayer is a +3 *dragonbane longsword*. It grants

the wielder a +3 resistance bonus to saves against the breath weapons, spells, and spell-like abilities of all dragons. When it passes within 30 ft. of a true dragon, it emits a loud hum, loud enough not only to alert the wielder, but also to awaken and alert any dragon within 300 ft.



Creature: One huge monstrous slug, dormant for long periods of time, barely moving, but capable of rousing itself quickly if necessary.

☞ **Monstrous slug:** hp 90, see page 161.

Tactics: The slug remains hidden (a Spot check DC 30 will notice something unusual) in a dark corner, but if the heroes approach within 60 ft., it will awaken and attack, spitting acid at the closest hero and then moving in to bite.

Development: The slug will pursue the heroes back into Kith-Kanan's tomb if they retreat, but it will go no further than that.

SM 6: THE CHAMBER OF DOOM [EL 7]

Read or paraphrase the following:

This branch of the tunnel ends in a small cavern. There's no evidence to indicate that any living creature has passed this way in a very long time; still, you feel an unnatural chill in this room.

The Situation: A spectre waits in this room, the spirit of an ancient tomb robber who died attempting to rob Kith-Kanan's final resting place.

Creature: One spectre, the spirit of a long-dead thief.

☞ **Spectre:** hp 32, see *Monster Manual*.

Tactics: The spectre will attack and attempt to kill the heroes.

Development: The spectre will pursue the heroes wherever they go, but it will attempt to herd them into "SM 8: Royal Crypts" to take advantage of the zombies.

SM 7: THE SLIDING WALL [EL 8]

The hallway forks into two corridors, which circle around to meet each other. At the fork, a frieze of three hideous fiends is carved into the southern wall. The northern wall of the winding passage contains a secret door to the interior of one of the crypts of the Royal Guard's Crypt

(SM 8). It can be discovered with a Search check (DC 25). The door of the crypt, opposite the secret door, is not locked.

Trap: The stone wall has been rigged to slide across the corridor, sealing it before the fork so that the two forked corridors form a ring. The trap is triggered by a pressure plate (marked by an "X" on the map).

☞ **Sliding Door Trap:** CR 2; mechanical; location trigger (pressure plate); manual reset; Reflex DC 10 to leap through before it closes if within 5 ft.; Search DC 25; Disable Device DC 25.

Once triggered, the stone wall can be moved by a Strength check (DC 30). Up to five heroes can push on the wall at once, for purposes of an aid another action. The wall is made of hewn stone, one foot thick (hardness 8, 180 hp, Break DC 35).

The Situation: The wall that slides across the corridor is blazoned with the sculpted image of three monsters.

Creatures: The sculptures are living gargoyles.

☞ **Gargoyles (3):** hp 37, see *Monster Manual*.

Tactics: Once the trap is sprung, the gargoyles will come alive and attempt to kill all the heroes in the entrapped corridor.

SM 8: ROYAL CRYPTS [EL 9]

This ancient hall is a mausoleum, with doors to many crypts lining the walkway. Each door has a handle but no lock. The third crypt from the end on the south side of the hall contains a secret door (Search DC 20) that leads to another corridor (see map).

The Situation: The crypts are haunted by zombies, once Kith-Kanan's personal guards—elves, humans, and dwarves honored for their service by burial in this revered place. However, an evil has corrupted their bodies, corroding their loyalty into a blanket desire to kill.

Creatures: The crypts contain two zombies each (NE human, elf, and dwarf zombie warrior 1).

☞ **Human zombie (20):** hp 14, see page 161.

☞ **Elf zombie (20):** hp 14, see page 161.

☞ Dwarf zombie (12): hp 14, see page 161.

Tactics: The zombies will emerge from the crypts if any one of the following conditions are met: one of the crypts is opened; any magic spell is cast or spell trigger item used in the room (but not a spell-like ability or if there is a continuing spell effect, such as a magic weapon or a previously cast *light* spell); either of the double doors at the west end of the room are opened; or the spectre (from “SM 6: The Chamber of Doom”) enters the room. They will attack the heroes without mercy or intelligent tactics.

Development: If the heroes retreat, the zombies will attempt to pursue into “SM 9: Hall of Columns” but no farther.

SM 9: HALL OF COLUMNS

Read or paraphrase the following:

This large chamber echoes softly with the sounds of any passage, quiet though it may be. Puffs of dust rise with each footfall on the floor—here again is an area that seems not to have known the passage of a living soul in decades.

The passage gradually widens from the doors, but the true dimensions of the room are lost in darkness. A row of stately granite columns lines each wall about ten feet into the room. These are plain supports with no ornate carvings or unusual shapes, but they seem to have been constructed with great care. The fact that they have survived the Cataclysm intact indicates that their builders were accomplished engineers.

The northern door on the west wall reveals a corridor that seems to end at 60 ft. There is actually a secret door which can be found with a Search check (DC 20).

SM 10: PIT TRAP

Read or paraphrase the following:

This long, dark corridor ends in a bronze door.

This room is a corridor leading nowhere. The bronze door at the far end is ornamental; it will not open.

Trap: A pit trap extends for the last twenty feet of the corridor and occupies its entire width.

☞ **Pit Trap:** Mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 50 ft. deep (5d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 20; Disable Device DC 17.

SM 11: CHAIN AND SUPPORT

Read or paraphrase the following:

The long, dusty corridor finally passes through a bronze door into a large,

circular room. Here, as in the corridors leading into the chamber, the dust on the floor is thick and unmarked. A curious feature of the room is the column in its center, which slants to the side but climbs far out of sight above.

A closer look makes it obvious that the column is actually a massive chain, supported by a huge iron bracket sunk into the center of the floor. Each link is as long as a man, and the iron bands forming the links are nearly a foot thick. The bracket in the floor is 15 ft. across and nearly 5 ft. thick.

The chain is the final support mechanism for the heavy stone defenses that protect Pax Tharkas against attack from the north. If it is released, massive blocks of granite drop behind the gate of the fortress, blocking any attempts to batter down the portal even with the most massive of rams.

The chain rises in to the ceiling of the room (one hundred feet above the floor) through a narrow channel to the defense chamber of Pax Tharkas (see “PT 26: Chamber of the Chain”). Although the chain nearly fills the chute, it can be climbed by any creature of Small size or smaller with a Climb check (DC 15).

The two secret doors in this room can be found with a successful Search check (DC 20).

SM 12: TREASURE VAULT [EL 8]

Read or paraphrase the following:

This room once held large stores of gold ingots. They have long since been looted, leaving only empty crates and shelving. Near the entrance to the room lie skeletal remains.

The Situation: The spirit of an elven thief dwells in this room. As the first individual to trespass into the vault, she fell victim to a powerful magic that killed her instantly. Her companions merely stepped over her cold dead body to retrieve the gold ingots. The following night, her spirit rose, cursed to guard the very treasure she sought to steal. The skeleton of her body lies in the main hallway of the room.

Creatures: The cursed spirit of an elven thief guards this room.

☞ **Banshee:** hp 31, see page 161.

Tactics: If the secret door to the room is opened, the banshee will rush the entrance and release a horrible keening wail. Then she will fly above the doorway out of the range of melee weapons. She will follow anyone back into the chamber if they enter, but she will not go further than “SM 11: Chain and Support” since she is bound to the Treasure Vault.

Development: If the heroes retreat out of the Chain Room, the banshee will return to the Vault.

Treasure: Although the gold ingots were looted, the bandits refused to touch the elven thief’s body for fear they

would die, too. The skeleton has the following possessions: masterwork leather armor, masterwork elven shortsword, *boots of elvenkind*, *cloak of elvenkind*, *gloves of dexterity* +2, *charm of animal transformation (fox)* (see sidebar), 55 stl.

SM 13: TO PAX THARKAS

Read or paraphrase the following:

This is another long, dusty corridor that leads to a dead end.

This corridor also leads to what appears to be a dead end, but it actually contains a secret door. The door can be found with a Search check (DC 20). Beyond this door lies the fortress of Pax Tharkas.

PAX THARKAS

Following the founding of Qualinesti, the great elven leader Kith-Kanan worked to establish trade with the nations around the elven lands. In an effort to unify the people of these nations, he proposed a great monument to peace, a fortress that would serve as a location where all the nations could come to trade with one another without strife. It was to serve as a constant reminder of the nations' friendship with one another. Dwarves, elves, and humans worked together to raise the fortress that stood on the only major pass through the border between Thorbardin, the lands of the dwarves, and Qualinesti.

The map for Pax Tharkas only shows those parts of Pax Tharkas that the heroes can get to. The description of Pax Tharkas is divided into four sections: Lower Pax Tharkas, Mid-Level Pax Tharkas, Upper Pax Tharkas, and the Tharkadan Mines.

RANDOM ENCOUNTERS IN PAX THARKAS

Pax Tharkas is a heavily fortified fortress; there are no "wandering monsters." The army has marched to war, leaving behind a garrison consisting of mercenary hobgoblin troops and two companies of draconians. There is a 10% chance every minute that the heroes

will encounter a hobgoblin patrol, consisting of four hobgoblins.

☞ **Hobgoblins (4):** hp 5, see *Monster Manual*.

THE ALERT SYSTEM

In Pax Tharkas, the Dragonarmies employ a simple system to sound a general alarm. In "PT 28: The Great Wall," immediately inside the doors to both the east and west towers, are two ropes attached to mechanical alarm systems. If either rope is pulled, an alarm bell will sound throughout the fortress. If this occurs, the chances of encountering a hobgoblin patrol increases to 25%, and the patrols consist of eight hobgoblins. Additionally, the 30 kapaks from "PT 32: Monster Mess Hall," separated into patrols of five, begin to search for the heroes.

LOWER PAX THARKAS

Important Rules: Hide, Knowledge (dungeoneering), Listen, Move Silently, Spot, Open Lock skills (see Chapter 4: Skills in the *Player's Handbook*).

CAPTURED!

If any of the heroes are captured in Pax Tharkas, they are disarmed, their hands bound by iron manacles (pinned, not locked), and placed in "PT 13: Prison Cell." Their belongings are taken to Verminaard's throne room. Several hours later (which may allow them time to escape or be rescued), they will be taken to Verminaard. The Highlord will demand that they betray their comrades and explain their purpose in Pax Tharkas; refusal means they will be thrown to Ember.

PEOPLE TO MEET IN LOWER PAX THARKAS

Highklahd Drooth, Chieftain of the Klahd Clan Aghar in Pax Tharkas (CG male gully dwarf noble 3): Highklahd Drooth has been the king of "This Place" (Pax Tharkas) for all his life. That is, until recently, when "Old Dragon Face" (Verminaard) and his "big lizards" (dragons) moved in. Although his tribe serves Lord Verminaard, they are not happy that he has invaded their home. Despite this, Highklahd Drooth is greedy and will seek to gain

CHARM OF ANIMAL TRANSFORMATION

WHEN worn as an amulet, this charm transforms its wearer into a specific animal form. She gains the animal's Strength, Dexterity, and Constitution scores but retains her own Intelligence, Wisdom, and Charisma. She gains all the characteristics of the animal but loses her own (spellcasting, low-light vision, etc). The wearer's type and subtype change to the new form.

Upon changing, the subject regains lost hit points as if she had rested for the night (though this does not restore temporary ability damage or provide any other benefits of resting, except ability damage caused by the spell; see below). Each hour she remains in

animal form, she must make a Will save (DC 14). If she fails, she suffers 1d4 points of Intelligence damage as her memories begin to slip away. Once she reaches an Intelligence of 3, the damage ceases, and she is permanently trapped in animal form.

Unless the wearer is trapped in animal form, the effect lasts for a maximum of 3 hours or until she removes the charm (which only she can see while in animal form).

Weak transmutation; CL 3rd; Craft Wondrous Item, shape of the beasts; Price 1200 stl; weight 0.25 lb. Source: *Towers of High Sorcery*, page 55.

something for himself before sharing any important information about the fortress and its current occupants. **Maritta the Seamstress** (NG female civilized human expert 4): Leader of the Prisoners. Maritta is a strong human woman in her late forties. She has become the leader among the women for her resolve in dealing with the monstrous Dragonarmy soldiers and draconians of Pax Tharkas. She will assist an escape effort in any way she can.

KEY TO LOWER PAX THARKAS

This section refers to the map of Pax Tharkas.

PT 1: CELLAR

The cellar is drier than the musty and dank corridors of Sla-Mori. The cellar contains hundreds of pounds of supplies stolen from Solace, Gateway, New Ports, and Haven. There is also a well where fresh water is available.

As the heroes approach the door to “PT 2: Lower Guardroom,” see the encounter described in that section before they open the door.

PT 2: LOWER GUARDROOM [EL 9]

This is a sparsely furnished room; there are a handful of benches and tables, as well as a wall-mounted rack of spears on the south wall.

As the heroes approach the door to PT 2, a Listen check (DC 15) will reveal voices (several draconians and a human or elven woman) coming from the next room. If the heroes burst into the room, they’ll find themselves in a fight immediately. If they open the door slowly and carefully, they may witness the following:

A savage-looking dragonman hauls a young woman by the arm. He hurls her toward a door on the far side of the room, growling, “My lord Verminaard requires your presence! Who are you to refuse his noble calling?” The monster advances menacingly toward the girl, while three other draconians watch, their faces twisted in hideous grins.

The prisoner tosses her hair over her shoulder, revealing her face. It is the elven princess Laurana!

The Situation: Unless the heroes intervene, Laurana will be dragged out of the room by the draconians after their interrogation and taken to Verminaard. If the heroes choose not to interfere, or fail in their rescue attempt, she will reappear later in the saga.

Creatures: Six Kapak draconians interrogate Laurana.

☞ **Kapak draconians (6):** hp 17, see *DRAGONLANCE Campaign Setting*.

☞ **Laurana, Princess of Qualinesti:** hp 34, see page 159.

Tactics: The kapaks will set upon the heroes immediately instead of taking a round to envenom their blades. Laurana tries to get out of the way, but if a kapak falls and drops his sword, Laurana grabs it and joins in the fight.

Development: If more than one of the kapaks is slain, two break off and attempt to get to “PT 28: The Great Wall” where they’ll pull the rope to alert the fortress. Laurana knows about PT 3, 4, and 5 and will want to accompany the heroes.

Treasure: The kapaks have a ring of keys that will open all the rooms in Lower Pax Tharkas.

PT 3: WOMEN’S PRISON #1

This cell holds 34 women from Solace, Gateway, and Haven. Rude straw mats line the walls, and several low chairs are scattered about. No other furniture or other accommodations are present.

Maritta the Seamstress is one of the prisoners in this room. She is generally regarded by the women as their leader and spokesperson. It is she who leads the group of ten women each evening up to the chamber on the ground floor (“PT 20: Chamber of the Nursemaid”) to feed and tend the children. The youngsters are imprisoned there under the watchful eyes of the red dragon Flamestrike.

Also in this room is a battered Elistan, injured from a fall in the mines. Because of his influential position, the Dragon Highlord allow the women to tend him when they would let most prisoners die unaided. Even so, Elistan is near death and needs magical healing.

If the heroes heal Elistan, he is amazed by the miracle but seems humbled and almost ashamed to have received it. He will join the heroes if requested or will volunteer to help organize and lead the newly-released prisoners; in any case, it is very important that he escape Pax Tharkas with the rest of the prisoners.

The door to this room is locked (simple lock, Open Lock DC 20). Review “Women’s Reunion,” see below.

PT 4: WOMEN’S PRISON #2

This chamber is the prison for more of the mothers from the northlands. Sixty women between the ages of eighteen and fifty are locked up here, in much the same conditions as the women next door.

The door to this room is locked (simple lock, Open Lock DC 20). Be sure to review “Women’s Reunion,” see below.

PT 5: MAIDENS

This room holds forty-five young women, between the ages of twelve and thirty, who have not married or borne children. As in the other two rooms, the conditions are squalid and dirty.

The door to this room is locked (simple lock, Open Lock DC 20). Be sure to review “Women’s Reunion,” see below.

WOMEN’S REUNION

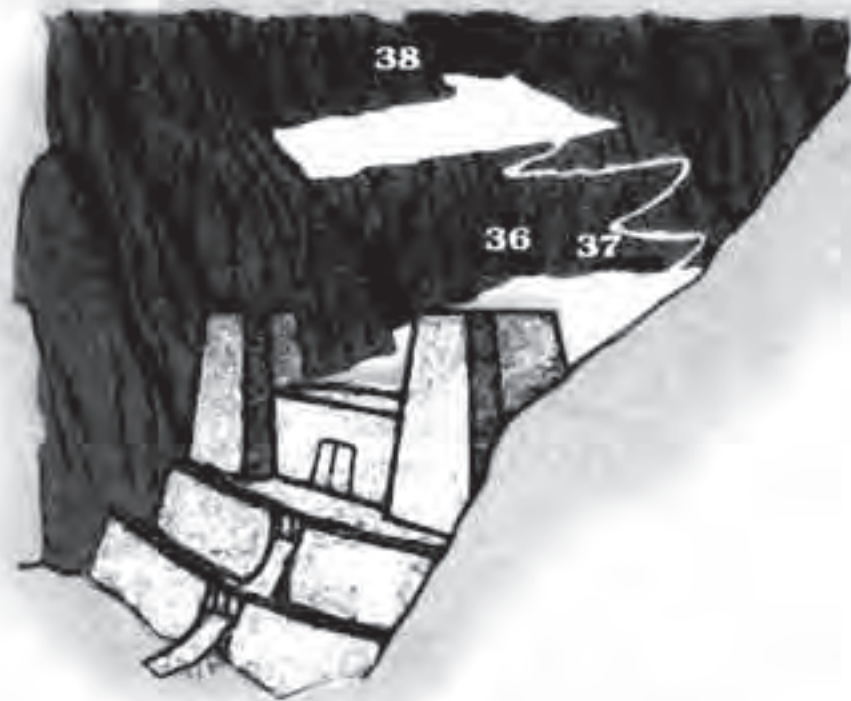
Play this scene out once the heroes have released all the women from their cells.

The women in all of these cells react with quiet joy to the thought of rescue; this reaction, however, cools with the knowledge that the red dragon above still watches the children.

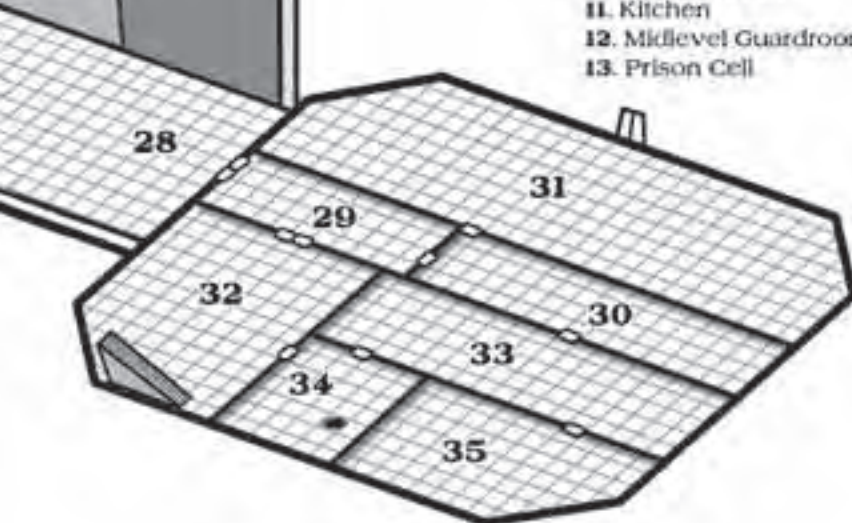


1 Square - 10 ft.

PAX THARKAS



- | | |
|-------------------------|------------------------------|
| 1. Cellar | 14. Verminaard's Throne Room |
| 2. Lower Guardroom | 15. Outer Foyer |
| 3. Women's Prison #1 | 16. Private Dining Room |
| 4. Women's Prison #2 | 17. Verminaard's Bedroom |
| 5. Maktens | 18. Children's Playroom |
| 6. Chamber of the Aghar | 19. Storeroom |
| 7. Storage | 20. Nursemaid's Chamber |
| 8. Upper Hallway | 21. Kitchen and Laundry |
| 9. Reception Room | 22. Children's Room |
| 10. Dining Room | 23. Upper Landing |
| 11. Kitchen | 24. Gallery |
| 12. Midlevel Guardroom | 25. Balcony |
| 13. Prison Cell | 26. Chamber of the Chain |
| | 27. Gate-Blocking Mechanism |
| | 28. The Great Wall |
| | 29. Western Hallway |
| | 30. Western Guardroom |
| | 31. Large Prison |
| | 32. Monster Mess Hall |
| | 33. Western Supply Room |
| | 34. Kitchen |
| | 35. Armory |
| | 36. Smelter and Mill |
| | 37. Slave Quarters |
| | 38. Tharkadan Mines |



SCM

The women explain the situation to the heroes, including the procedure for tending the children every evening (detailed in “PT 3: Women’s Prison #1”). The women also know that many other women are held on the bottom floor of the western tower. The men are forced to work in the mines and are kept in a rude cave south of the fortress during those brief periods when they are not working.

The women also send a group of 12 up to the mines to feed the men every night; they wear heavy shawls and robes to protect against the autumn chill. The guards pay little attention to those in either feeding mission. Thus, any characters disguised as these women would be able to move about the fortress fairly safely, as long as their movement could conceivably be part of one of these feeding missions.

If the heroes do not think of this, Maritta suggests that armed men, disguised in women’s robes, could enter the chamber where the children are kept and rescue them. She also informs them that a dragon guards the children, but not to worry, because the “poor thing” won’t be much of a problem to deal with as long as the children don’t scream out in pain or fear.

PT 6: CHAMBER OF THE AGHAR

As they approach this door, the heroes will hear a series of strange noises coming from the room within: first a loud crash, followed by several seconds later by a dull “thud,” finally followed by raucous laughter. The laughter dies down slowly, then after a minute the pattern repeats. If any women accompany the heroes, they have no idea what is inside the room. If the heroes look inside, read or paraphrase the following:

A long timber is balanced on a boulder in the center of the room. At each end of the timber is a wide, dish-shaped container. Set on the ground by these containers is a pile of large stones and a tall wooden box. Huge mattresses of straw have been spread on the floor beyond either end of the timber. A dozen short, stocky creatures scurry frantically around the timber, shouting and cursing each other. They wear oversized tin helmets, and several wear swords in their belts. Because these swords are several inches longer than their legs, those creatures who wear them often get them tangled between their feet, sprawling headlong onto the floor.

Shortly a pattern emerges. One of these creatures (who by now are recognizable as gully dwarves) climbs into the dish at one end of the timber, dropping that end to the ground like a large see-saw. Three other Aghar climb onto the wooden box at the other end of the timber, where their comrades have already raised three of the large stones. The Aghar on the boxes drop the stones together into the dish below them, dropping that end to the

ground and catapulting the dwarf at the other end through the air, over the heads of the three on the box, and into the mattress of straw.

After each of these stunts, all the gully dwarves laugh uproariously, and then run around crazily for a while until the process is ready to start again.

These are Aghar servants, enjoying themselves while off-duty. If the heroes do not announce themselves, the gully dwarves don’t notice them for several minutes.

When and if the Aghar discover the heroes, they cease their game immediately and dive for cover behind the timber and stones. A minute later, several of the tin helmets peek from behind cover.

Finally, one of the sword-bearing gully dwarves swaggers forward. His face is hidden behind a bushy beard, and his tin helmet shadows his eyes. In fact, he can see very little; as he nears the party, he trips over his sword and falls headlong, his helmet rolling to the feet of the heroes. The dwarf rushes to snatch his helmet back, blustering about trespassers and uninvited guests.

This is Highklahd Drooth, leader of the Klahd Clan of the Aghar. Angrily, he demands an explanation from the party, although what they are supposed to explain is unclear. These Aghar are no friends of the Dragon Highlord; they only remain here because Pax Tharkas has been their clan home for centuries. Although suspicious and cranky, they will not betray the party and may offer aid if approached with “appropriate honor.”

The gully dwarves are quite familiar with the layout of the fortress. They even understand how the stonedrop mechanism to seal the gate works. Their services must be purchased, however; rope, weapons, armor, food, clothing, or things that might work as “toys” can all be used for barter. Note that the Aghar are essentially cowardly and do not voluntarily get involved in risky business.

The Aghar are aware that Sestun is being held prisoner in “PT 13: Prison Cell” for the crime of aiding the escape of a group of Fewmaster Toede’s prisoners. If the heroes aid in his rescue, the gully dwarves will be much more willing to take risks for the party.

PT 7: STORAGE

The door to this room is locked (simple lock, Open Lock DC 20). This room is filled with barrels of lamp oil, crates of nails, boxes of salt, several thousand board feet of lumber, and a box of carpentry tools.

MID-LEVEL PAX THARKAS

Important Rules: Hide, Knowledge (dungeoneering), Listen, Move Silently, Spot, Open Lock skills (see Chapter 4: Skills in the *Player’s Handbook*).

PEOPLE TO MEET IN MID-LEVEL PAX THARKAS

Dragon Highlord Verminaard (LE male civilized human cleric 8 of Takhisis/fighter 2/dragon highlord 2):

Verminaard is a cleric under the close scrutiny of the Dark Queen, Takhisis. The Dark Queen has ordered Verminaard to prevent the discover of the gods of good by finding and retrieving the *Disks of Mishakal* that Onyx so carelessly lost in the ancient city of Xak Tsaroth. He is a powerfully built warrior who carries into battle a dark magical mace known as *Nightbringer*. Verminaard is as cunning and cruel as his dark mistress, and he is entirely devoted to the Dark Queen.

Ember (Pyros) (CE male old red dragon): Ember is an aggressive and hot-tempered dragon who considers himself superior among all dragons and even holds himself above his rider, the Dragon Highlord Verminaard. Occasionally, Ember will change his shape to that of a heavily muscled man in crimson robes with wild dark hair and smoldering eyes. Ember is secretly reporting on Verminaard's faults and failures to the Dark Queen.

Flamestrike (Matafleur) (CE female senile wyrm red dragon): Flamestrike is an ancient dragon who has slowly been slipping into madness in her old age. She often relives the nightmare of watching her children die at the hand of knights bearing great lances upon silver and golden dragons in an ancient war. She serves as the overprotective nursemaid of the children held captive in Pax Tharkas, having blurred their identities with her own offspring. Those threatening to harm the children she protects will soon find themselves under attack by an ancient red dragon.

Galang (LE male hobgoblin monk 6): Galang is a mercenary sergeant in charge of a guard detachment. He's a brute whose immense strength is matched by his cruelty. While the other hobgoblins prefer their swords, Galang fights with his bare fists, bludgeoning his enemies to a pulp with neither mercy nor subtlety.

KEY TO MID-LEVEL PAX THARKAS

This section refers to the map of Pax Tharkas.

PT 8: UPPER HALLWAY [EL 8]

Read or paraphrase the following:

This hallway is furnished with great care, creating an atmosphere of comfort and luxury. A plush purple carpet blankets the floor, and many tapestries of rich red and golden colors decorate the walls. Each of the several doors is made of dark-grained vallenwood and has golden rivets, hinges, and latches.

Upon closer examination, however, the luxury begins to wear thin. Great, dark stains blot the carpet in many places, and a wide muddy trail mars the center of the floor. Some of the tapestries, depicting pastoral woodland scenes, have been defaced: charcoal has been used to add a beard and mustache to an elven princess, and long slashes ruin a scene of elves and dwarves in council.

Creatures: Two hobgoblin guards slouch lazily at their posts.

☞ **Hobgoblins** (2): hp 6, see *Monster Manual*.

Tactics: They don't attack the heroes on sight—there are a lot of people in Pax Tharkas; the heroes aren't all that unusual looking—but they are suspicious of heavily armed humans, dwarves, and elves. They will not allow the party into the throne room without the say-so of one of Verminaard's servants. If the heroes fight them, one will fight (shouting warnings to Highlord Verminaard the whole time) while the other runs toward "PT 28: The Great Wall" to sound the alert. This is the reason the encounter level is so much higher than fighting two hobgoblins would suggest; things will go very badly for the heroes if they don't handle these two very delicately.

PT 9: RECEPTION ROOM [EL 9]

Read or paraphrase the following:

Much like the outer hallway, this room has the appearance of former luxury now fallen into decay. The carpet is slashed and spotted; many fine pieces of furniture are strewn across the dirty floor. Some fancy chairs have been splintered, apparently so their legs can be used as firewood, since a smoky blaze struggles in a huge fireplace.

The Situation: The stench of stale beer fills the room, and a large keg lies on its side in the center of the room. Another keg sits in the far corner, and around it crouch five draconians.

Creatures: Five kapak draconians huddle greedily around an open keg in the far corner.

☞ **Kapak draconians** (5): hp 17, see *DRAGONLANCE Campaign Setting*.

Tactics: These kapaks are drunk and aggressive. They'll leap up, envenom their blades, and attack when anyone they don't know or don't like enters the room.

Development: Once three of the five have fallen, the other two will think better of their plan; they attempt a retreat to raise the alarm.

PT 10: DINING ROOM

Read or paraphrase the following:

For some reason, this elegant room escaped the destruction throughout the rest of the fortress. A shiny table made of smooth vallenwood occupies the center of the room. It is surrounded by a dozen finely crafted chairs. An undamaged carpet, of the same rich purple found in the hallway, covers the floor.

Three golden chandeliers hang from the ceiling, each ablaze with dozens of candles. Many more candles flicker from sconces in the wall, bathing the room in bright and cheery light.

The table is partially set for two with fine china and silver. A large platinum pitcher is placed in the center of the table; beads of moisture have collected on it. Two matching platinum goblets stand next to the pitcher.

The goblets contain ice water. The candles are almost new; they were lit just moments ago.

This room is a possible location for “Aghar Servants,” see below; if that scene doesn’t occur here, it should occur in “PT 11: Kitchen.”

PT 11: KITCHEN

A long counter is covered with a wide variety of food, and several ovens spew smoke into the air.

This room is a possible location for “Aghar Servants,” see below; if that scene doesn’t occur here, it should occur in “PT 10: Dining Room.”

AGHAR SERVANTS

In this scene, the heroes meet a group of gully dwarf cooks. Depending on where they meet them, the scene will begin differently. If the heroes go into “PT 10: Dining Room” and linger for more than thirty seconds, they will meet the gully dwarves there. Read or paraphrase the following:

Three gully dwarves burst into the room carrying trays of steaming hot food—fresh bread, roasted venison, potatoes, apples, cheese, and wine. Contrary to what one might expect with the culinary reputation of gully dwarves, the food is pleasantly presented, looks appetizing, and smells delicious. The dwarves seem mildly flustered that the heroes are there. “You’re not the Highlord! None of you are! You gotta leave before he comes! He’s gonna take his meal soon!” They work on finishing the two place settings. “Go!”

If the heroes visit “PT 11: Kitchen” before they visit “PT 10: Dining Room,” start it this way:

Four Aghar run busily around the room, armed with pots, pans, and, in one case, a large meat cleaver. A mysterious liquid puddles on the floor in several places, and the dwarves are covered with all sorts of food. As the door opens, two of the Aghar turn their attention in that direction and collide with each other, falling to the floor amid a great clatter of dishes and loud cursing. A third drives the meat cleaver into a large chopping block and turns to the heroes, shaking his fist in anger. “Dinner ain’t gonna be ready for hours if we can’t get some privacy what to work in! Now get lost and let us cook what needs cookin’!”

These gully dwarves are Verminaard’s personal cooks. They’re afraid of the Highlord, but they bear no love for him. If the heroes identify themselves as enemies of the Highlord, the gully dwarves will become much friendlier, although they are still worried that the heroes will cause them trouble. They’ll explain that Verminaard is planning on having one of the women from downstairs as his guest this evening. They do not offer to provide aid, and they hesitate to give the heroes much information beyond what they already said—they really don’t want any trouble.

If pressed, they’ll say that an Aghar is being held for treason and due to be executed soon. He goes by the name of Sestun; they tell the heroes he apparently broke a lock on a cage wagon and let some prisoners go outside of Solace.

PT 12: MID-LEVEL GUARDROOM [EL 8]

This serves as quarters for a company of hobgoblins serving as Verminaard’s personal guard. Two are on duty at all times outside the door to his throne room across the hall. The room is full of things one might expect to find in the quarters of rowdy warriors: furniture in various states of disrepair; dirty laundry and dishes scattered about; swords, maces, and crossbows resting on every available surface; dice, playing cards, and coins changing hands.

Outside the door, a Listen check (DC 15) reveals the sounds of boisterous laughter and argument within. Opening the door reveals more than two dozen hobgoblins lounging about; a few are sleeping, many are playing dice and cards, some are maintaining their weapons. They look up at the heroes in surprise for a second, then grab their weapons and attack.

The Situation: The heroes interrupt the hobgoblin guard company at leisure, all present except the two assigned to guard Verminaard’s throne room.

Creatures: Many hobgoblins. Some are armed at the time the heroes enter or can arm themselves within seconds; some will require a round or two to wake up and grab a weapon.

☞ **Hobgoblins (28):** hp 6, see *Monster Manual*.

Tactics: Five of the hobgoblins have crossbows; they’ll load them and loose bolts at the heroes from the back of the room on their first round. Another seven will grab their swords and attack the heroes as they enter the room.

Development: Two of the hobgoblins will attempt to get through the door, using bull rushes, overruns, or any other tactic they need to, to get past the heroes and sound the alarm in “PT 28: The Great Wall.”

Treasure: There are dozens of mundane swords, daggers, and crossbows in this room. There are 253 steel coins on the tables with playing cards and dice. A key ring with a single key hangs on a nail on the northern wall. This key opens the lock on the door to “PT 13: Prison Cell.”

PT 13: PRISON CELL

The door is locked by a massive lock (hardness 10, 10 hp, Break DC 26, Open Lock DC 30) that can be opened with the key found in “PT 12: Mid-Level Guardroom.” Read or paraphrase the following:

The room contains but one occupant: a dirty, unshaven, and malodorous gully dwarf. You immediately recognize him as the dwarf who broke you out of the cage in the slave caravan. His name is Sestun; he is very surprised to see you.

Sestun (N male gully dwarf rogue 2/fighter 1) is a gully dwarf of uncommon will and determination. He was captured by a section of draconians as he fled south after releasing the heroes. He's had enough of the indignity that he, his clan, and his race are suffering at the hands of the Dragonarmies, and he's eager to help the heroes foil their plans. He'll offer to wander the fortress, causing trouble wherever he's able to, creating a diversion that will allow the heroes to do their work. Sestun is a clever dwarf; he will be able to lead the fortresses' guards on a wild goose chase through the entire installation. If the heroes accept his suggestion, he will negate the effect of the fortress being on alert. He's also open to any ideas the heroes might put forward.



PT 14: THRONE ROOM

The massive double doors that lead to this room are usually unlocked (if, for some reason, you decide they should be locked, assume they have an Open Lock DC of 25), but they are always guarded by a pair of hobgoblin sentries (see “PT 8: Upper Hallway”). In addition to the double doors, this room may be observed from a balcony in Upper Pax Tharkas (PT 25), as well as a crack in the wall

of “PT 26: Chamber of the Chain.” Read or paraphrase the following:

The huge, looming chamber was once a throne room for the elven and dwarven royalty who built the great fortress. Tall columns line the walls; a gigantic marble throne occupies a central spot. Tall mirrors line the walls, creating the impression that the room is even bigger than it is. In the middle of the western wall is a pair of huge oak doors, twelve feet high by twenty feet wide.

The first time the heroes view this room, either from “PT 8: Upper Hallway,” “PT 25: Balcony,” or the crack in the wall of “PT 26: Chamber of the Chain,” play out this scene.

Highlord Verminaard is on the throne; Fewmaster Toede cowers before him, and six kapak draconians stand guard throughout the room. Ember, Verminaard's red dragon companion, is in the next room behind the doors on the west wall—a Spot check (DC 20) will notice that one of those doors is slightly ajar, but the heroes cannot see inside. Read or paraphrase the following:

A figure seated on the huge marble throne wears the hideous mask of a dragon highlord. His hoarse voice rasps from behind the grotesque covering, addressing a cringing figure before him:

“Toede, you miserable rodent, you have the gift of ruining the simplest plans! As if kidnapping the elf maiden wasn't bad enough...now thanks to your idiocy, your incompetence, that cleric has been allowed to live, bringing my opposite power back among men! Find them and slay them all...bring me their heads before the day is out! Hear me well, Toede: either your head or theirs will decorate my throne room tonight!”

The figure before the Dragon Highlord cringes even more and begins to speak in a pathetic whine, “Your most worshipful lord, I offer my hopelessly inadequate apology. If I had known that the ones you seek were imprisoned in my caravan, I would have brought you their heads personally as I brought you the elf maid Laurana. If not for the treachery of one of the loathsome gully dwarves, they would even now be kneeling before you, prisoners to your tender mercies...”

“Enough!” roars the Dragon Highlord. “You have my warning, now go!” The voice lowers, heavy with menace. “And Toede...do not fail me again.”

Two guards open the doors for Toede as he scuttles out; if the heroes have been hiding near the doorway, they'll

be discovered now. Otherwise, as Toede makes his exit, Verminaard slowly turns around, as if lost in thought. Ember, who has been eavesdropping from behind the double doors, may spot the heroes in a mirror at this point—have them make Hide checks vs. Ember’s Spot. If he sees them, he’ll growl quietly. The heroes will hear this as a low, unearthly rumble. Verminaard, who knows the dragon well, immediately realizes something’s wrong—he looks to the spot the dragon is staring at in the mirror and orders, “Kill them, Ember!”

Creatures: The Red Dragon Highlord Verminaard is here with his mount, Ember, and six kapak draconians.

☞ Ember: hp 378, see page 158.

☞ Verminaard: hp 86, see page 160.

☞ Kapak draconians (6): hp 17, see *DRAGONLANCE Campaign Setting*.

Tactics: Ember emerges from his hiding place and uses his breath weapon. He then attacks with his claws and bite until the heroes are dead or retreat. Verminaard will not engage the heroes in melee combat, but he uses his spellcasting to support Ember.

If the heroes are observing this from “PT 26: Chamber of the Chain,” Ember’s breath weapon can get through the crack and affect anyone in a cone-shaped region behind it. Although it won’t be difficult for heroes to get away from the fire, the inferno will heat the chain to the point where it begins to glow red, then brilliant white, at which point it snaps; the stress in the great iron links suddenly releases like a colossal broken bowstring. Anyone within five feet of the chain on either side must make a Reflex save (DC 15) or take 5d6 damage from the fast-moving chain. With chips of rock flying, the chain slides out of sight, and seconds later, a far-off crash shakes the entire fortress. Thousands of tons of stone have been released into “PT 28: The Great Wall,” instantly killing any living creature there. The mighty Gates of Pax Tharkas are closed, perhaps permanently.

PT 15-17: VERMINAARD’S QUARTERS

Verminaard has claimed these three rooms as his personal quarters as long as he stays in Pax Tharkas. The doors are reinforced, polished vallenwood (hardness 5, 20 hp, break DC 25) and locked securely (Open Lock DC 25). Verminaard himself carries the only keys; he will not even allow his servants entry unless he is present.

PT 15: OUTER FOYER

This room has kept its former splendor; the plush carpet on the floor is undamaged, and the chairs and couches are all richly upholstered. A small table sits in the center of the room, and a pair of crystal goblets and a crystal decanter filled with a golden liquid sparkle from atop the table.

A large tapestry covers the far wall; this is the only indication that the fortress has recently changed hands: it displays a huge red dragon, jaws agape, spewing flame over a small village. Several large candelabra provide steady light for the chamber.

PT 16: PRIVATE DINING ROOM

Read or paraphrase the following:

Half of this chamber is filled by a polished table of gleaming dark wood. A buffet with glass doors displays a priceless collection of china and silver. Light spills from a pair of golden chandeliers, each supporting many flickering candles.

A pair of tapestries has been added to the east and south walls of this room. One shows a massive red dragon landing amid a troop of armored horsemen and wreaking gory havoc. The second shows a region of black mountains, heavy with mist and shadows, where a looming fortress rises up in the distance.

A Knowledge (geography) check (DC 15) will recognize the second tapestry as a depiction of Neraka, Verminaard’s homeland.

Trap: The buffet has a drawer at the bottom; the drawer is locked, and the lock is set with a poison needle trap. Attempting to open the drawer without using the key will spring the trap.

☞ **Poison Needle Trap:** CR 6; mechanical; touch trigger; manual reset; lock bypass (Open Lock DC 30 or using the key); attack +20; large scorpion venom (Fortitude save DC 18 resists, 1d6 Str/1d6 Str); Search DC 20; Disable Device DC 25.

Treasure: The locked drawer contains: two *potions of cure moderate wounds*, one *potion of gaseous form*, and one *potion of invisibility*.

PT 17: VERMINAARD’S BEDCHAMBER

Read or paraphrase the following:

This chamber seems to be a combination office and bedroom. A huge bed, lushly canopied and quilted, nearly fills the southern end. A large wooden closet sits next to it. Spread across the floor are rugs made from the skins of many of the large carnivores found throughout Krynn: brown bears, jaguars, panthers, wolves, and a tiger. A massive gorgon horn adorns the wall.

The other end of the room is taken up by a large desk, plain wooden chair, small table, and washbasin. Three tapestries, picturing scenes of dragon-wrought destruction, add a dark touch to the walls. Several smoky torches flicker in sconces. Several candles and a lamp sit on the desk, but they are unlit.

Unfurled upon the desk are many maps of this portion of Ansalon, showing the gradual increase in lands controlled by the Dragonarmy. On top of the pile is a map of Qualinesti, showing that peaceful land pierced by three great daggers: two

moving from northeast and northwest, and one advancing straight from Pax Tharkas, just as the elves had reported.

Another sheet of paper diagrams the permanent defenses of Pax Tharkas, showing how the chain and stone mechanism (PT 27) operates to block the massive gates.

Trap: The desk drawer is protected by a *glyph of warding*. Verminaard's password is "nightfall," spoken in Nerakese.

☞ *Glyph of warding* (spell): CR 4; spell; spell trigger; no reset; spell effect (*bestow curse*, 8th-level cleric, Will save DC 16 negates); Search DC 28; Disable Device DC 28.

Treasure: The desk drawer contains two divine scrolls. The first contains *cure serious wounds*, *prayer*, and *find traps*. The second contains *light*, *augury*, and *cure light wounds*. The closet contains several robes, a black cape, a pair of riding boots, and a suit of masterwork black plate armor.

PT 18: CHILDREN'S PLAYROOM

The door to this room is barred on the outside by a heavy wooden beam. Read or paraphrase the following:

The large, open room has no furniture. Scattered about are small bits of wood and rags carved or sewn into dolls, wagons, balls, and other toys. A tall arch on the east wall leads into darkness. Next to the arch is a normal wooden door. A pair of huge doors in the southwest corner apparently leads outside, since four windows in that same wall admit some cool fresh air.

The double doors on the southwest wall are held by a very heavy beam—it requires a Strength check (DC 22) to budge. There is a similar beam on the ground outside the doors which can be used to bar it from the outside. These doors lead to the southern side of the fortress and the Tharkadan Mines.

The door to "PT 19: Storeroom" is unlocked.

Creatures: If the fortress is on alert, six kapak draconians guard the room.

☞ Kapak draconians (6): hp 17, see *DRAGONLANCE Campaign Setting*.

Tactics: The guards will spend one round envenoming their swords, then fight to the death.

PT 19: STOREROOM

Many shelves line the walls, stacked with blankets, child-sized boots and cloaks, and a number of toys similar to the ones strewn about the playroom.

PT 20: CHAMBER OF THE NURSEMAID

This room has no source of illumination whatsoever other than what the heroes bring with them. This is Flamestrike's lair. Read or paraphrase the following:

As you enter, you experience a momentary panic as you see a gigantic red dragon. However, it subsides as you realize that Flamestrike is deeply asleep and is not easily roused.

Move Silently checks (DC 5) are required to keep her asleep. Flamestrike, due to the tragic deaths of her offspring centuries ago, is extremely attached to the children and protects them as if they were her own. A scream of pain or fear from a child will awaken her instantly.

The door on the east wall is unlocked and leads to "PT 22: Children's Room" where there are 180 children, mostly human, from infants to about twelve years old; they are as loud and boisterous as one would expect that many children to be. Rather than wake Flamestrike, the sound seems to comfort her; she seems to grin slightly as the sounds of playing children wash through her lair.

As the heroes enter, many stop playing and turn to look at the heroes. If Maritta is with the heroes, they'll immediately recognize her and respond positively to them. Otherwise, several of the more mature eleven- and twelve-year-olds approach the heroes and question them—who are they, why are they here, where are the children's parents, that sort of thing. Allow the heroes to talk with them for several minutes, then have whoever seems to be taking lead in the conversation make a Diplomacy check (DC 15); if he succeeds, the children will be ready to follow the heroes, if that's what they decide. Under no circumstances will they agree to leave, however, unless the heroes assure them their parents are also going to be rescued.

If the heroes lead the children out through Flamestrike's lair, most children will walk through quietly. Unless the heroes make some extra effort to keep the children quiet (such as a spell like *silence*), once all but 25 of the children have filed through the room, one confused six-year-old boy will call out, "Goodbye, Auntie Dragon!" This awakens Flamestrike. She opens her good eye, and the heroes will see her pupil dilate to activate her darkvision. "Goodbye, little one," she says. Suddenly, she raises her head. "Maritta? Where are you taking the children? Maritta?"

If Maritta is with the party, she's frozen in fear. A hero may attempt to parley with Flamestrike, but she will respond only to Maritta. If a hero attempts to impersonate her, have that hero make a Bluff check vs. Flamestrike's Sense Motive.

If the heroes cannot calm the dragon, she drags herself to her feet. "No! You cannot take my children! Leave them alone! No!"

Creatures: Flamestrike, the elderly and crippled red wyrm.

☞ Flamestrike: hp 400, see page 159.

Tactics: Flamestrike will attack the heroes with her claws and teeth; she'll only use her wings and tail if absolutely necessary, and she will never use her breath

weapon near the children. The 25 children left in the room will bolt for the archway leading to “PT 18: Children’s Playroom.”

Development: Flamestrike will not pursue the heroes out of her lair. She will emerge from the fortress later.

If the heroes take extra precautions to be silent, they can escape without waking Flamestrike. Use your best judgment about what steps warrant this; don’t be afraid to reward the clever use of spells, extremely good Move Silently checks, or other creative and smart solutions. She’ll awaken later to find her children gone, which will send her into the rage that the heroes will see later in the adventure.

PT 21: KITCHEN AND LAUNDRY

This is the kitchen where the women from Solace and Haven prepare meals for the children in “PT 22: Children’s Room.” It’s full of shelves, three stoves, sacks of flour and other ingredients, cooking utensils, and a barrel of apples. A huge basin filled with hot water sits on one of the stoves.

PT 22: CHILDREN’S ROOM [EL 10]

This room has been outfitted to be a large nursery. Filled with cots, blankets, straw mattresses, toys of all kinds, several wash basins, large stacks of clean rags, and a washbasin containing a few not-so-clean rags, it’s well supplied for caring for a large number of children.

PT 23–27: SEE UPPER PAX THARKAS

PT 28: THE GREAT WALL

This room is a gigantic corridor that runs the length of the Tharkadan Wall. Massive winches operate the mighty gates, requiring a Strength check (DC 30) to move. Even

then, it requires two full minutes of turning the winches to fully open or close a gate. The northern gate is open just a crack; the southern gate is closed. The double doors on the western wall are open.

This room contains alarm pulls near both the eastern and western doorways.

PT 29: WESTERN HALLWAY

Read or paraphrase the following:

The walls of this hallway are dirty and bare, and the floor is covered with mud. Several broken chairs and a small table, with only two of its four legs intact, are the only furniture. There is pair of double doors in the north wall and a single iron door in the west wall. They are all closed. The double doors look as if someone has hacked at them with a blade of some kind.

The iron door is locked (Open Lock DC 25); the double doors on the north wall are not. The events described in “PT 30: Western Guardroom” affect the heroes in this room.

PT 30: WESTERN GUARDROOM [EL 7]

Read or paraphrase the following:

This room is nearly empty. There are wooden benches here and there, and a few small tables hold trays of dirty dishes and empty cups. The door on the south wall



is closed and barred by a sturdy iron rod easily removed from within this room.

The Situation: As the heroes approach the iron door on the west wall in “PT 29: Western Hallway,” have them make Listen checks (DC 22). If any succeed, they’ll hear indistinct but gruff voices through the door. It sounds like a conversation, punctuated by laughter, but they can’t make out any of the words.

Creatures: “PT 30: Western Guardroom” contains 8 hobgoblin mercenary guards tasked with guarding the prisoners in “PT 31: Large Prison.” The guards are led by Galang (LE male hobgoblin monk 6), a brute whose immense strength is matched by his cruelty. While the other hobgoblins prefer their swords, Galang fights with his bare hands, bludgeoning his enemies to pulp with neither mercy nor subtlety.

☞ **Hobgoblins (7):** hp 6, see *Monster Manual*.

☞ **Galang:** hp 43, see page 159.

Tactics: If the heroes pick the lock on the iron door in “PT 29: Western Hallway” (Open Lock DC 25), have the hero who opens the door make a Move Silently check opposed by the hobgoblins’ Listen check. If the heroes succeed, they’ll gain a surprise round. Six hobgoblins attack immediately, fighting to the death. Galang, seated on a bench 40 ft. away from the iron door, will quietly direct the seventh guard to try to sneak out the door on the northern wall, through PT 34, 33, 32, and 29, into “PT 28: The Great Wall” to sound the alarm. He then covers his comrade’s mission by striding confidently into the fray. If, by some chance, the heroes are entering the Western Guardroom through “PT 33: Western Supply Room,” Galang will send the guard through the iron door to sound the alarm.

Development: If the heroes do not intercept the hobgoblin running to sound the alarm, in five rounds the creatures from “PT 32: Monster Mess Hall” will arrive and attack the heroes from behind. In addition, the alarm has been sounded and, unless Sestun is off causing trouble elsewhere, the heroes may soon be overwhelmed by kapak guards.

PT 31: LARGE PRISON

Read or paraphrase the following:

This is a huge but mostly featureless chamber. A pair of iron double doors is on the southern wall. The cavernous chamber stretches far off into darkness, but the number of people crowded into it makes the room seem small. Sitting, standing, or lying down, several hundred women turn their attention listlessly toward the door.

Those nearby leap to their feet in surprise; a wave of excitement spreads through the room like a spring breeze. All of the women rush toward the door. A thousand questions fill the air, but no one waits for an answer.

In this room are 157 captive Plainswomen. As the heroes enter the room, they’ll be flooded with dozens of frantic questions: “Where are my children? Who are you? Where is my husband? Where is my brother? Where is my sister?”

The heroes will have to decide how to handle this. If the alarm has been raised, the heroes know that there is no time to lose; they may have to extricate themselves from this room hurriedly. The double doors on the southern wall lead outside but are locked (Open Lock DC 30). They lead to the valley to the south of the fortress. If the heroes lead prisoners out this door, proceed to “PT 36: Smelter and Mill.”

PT 32: MONSTER MESS HALL [EL 8]

Read or paraphrase the following:

This room is dimly lit by a number of flickering fireplaces, and the air is yellow with smoke. Many long tables and benches sit in the shadows, and the stench of foul food and stale beer fills the air.

The Situation: A group of draconian and hobgoblin soldiers are taking meals in this hall. If the heroes enter the room, they’ll noisily drop their bowls, grab their swords, and attack.

Creatures: A section of seven baaz draconians and a troop of six hobgoblin mercenaries are armed, but they stay focused on their dinner unless interrupted.

☞ **Hobgoblins (6):** hp 6, see *Monster Manual*.

☞ **Baaz draconians (7):** hp 18, see *DRAGONLANCE Campaign Setting*.

Tactics: The Dragonarmy warriors and mercenaries attack and fight to the death.

Development: One of the baaz will try to slip past the heroes toward “PT 28: The Great Wall” to sound the alarm, if it has not already been sounded. A stairway in the north of the room leads to a second floor, which is a huge, empty barracks room that the draconian army once used before they marched for Qualinesti. Additional rooms much like this one lie above, also connected by staircases; these rooms contain a total of 30 kapak draconians left behind to help garrison the fortress. These kapaks will come down to search for the heroes if the fortress is alerted. Nothing of serious value is found on these floors.

PT 33: WESTERN SUPPLY ROOM

Read or paraphrase the following:

This is a well-stocked supply room. Many sturdy shelves line the walls, and a wide aisle runs down the center of the room. Three sets of doors give access to the room, and the shelves cover the rest of the wall space.

Stacked on the shelves are hundreds of suits

of leather armor, a similar number of shields, rows of heavy boots, cloaks, and capes, and a number of sealed wooden crates and barrels.

The sealed crates contain hundreds of pounds of spiced jerky (made from whatever meat the army's suppliers could find; it's perhaps best not to ask). The barrels contain oil; some is lamp oil and some is vegetable oil for cooking.

PT 34: KITCHEN

Read or paraphrase the following:

This room looks like a large military kitchen that has been ravaged by a tornado. Stale food covers the floor and counters, ashes from the ovens are spread around, and pots and pans lie overturned, spilling sticky garbage over the rest of the mess.

This kitchen served the draconian hordes while they were stationed in the fortress. After cooking the last meal before the army moved out, the hobgoblin servants simply left things as they were.

A deep well, 4 feet in diameter, sinks through the floor in the north end of the room. The water is 20 ft. below and is quite drinkable. This is the second of the wells that can be used to support the garrison in times of siege (the first is in "PT 1: Cellar").

PT 35: ARMORY

The heavy oak double doors leading into this room are solidly locked (Open Lock DC 25). If the heroes get in, they'll find hundreds of feet of shelves and weapon racks; most are empty. However, some weapons were left behind. After spending a moment or two searching, any hero who needs a weapon can find one; there are maces, morningstars, longswords, shortswords, daggers, spears, and even a few quivers of arrows and crossbow bolts. All are serviceable, if a bit rusty. There are even some small-sized weapons, intended to equip the army's goblin conscripts. Nothing is of masterwork quality.

UPPER PAX THARKAS

Important Rules: Hide, Knowledge (dungeoneering), Listen, Move Silently, Spot, Open Lock skills (see Chapter 4: Skills in the *Player's Handbook*).

KEY TO UPPER PAX THARKAS

This section refers to the map of Pax Tharkas.

PT 23: UPPER LANDING

Read or paraphrase the following:

The stairway emerges into a long, narrow room. Two silver-coated doors, embossed with an image of an elf and a dwarf holding a lute between them, lead

to the left. The lute is an ancient symbol of peace in Ansalon, so the artwork dates these doors to the period of elven and dwarven cooperation when Pax Tharkas was built.

Secret Door (masonry): Search DC 20; opened by twisting a stone set in the door; leads through to "PT 26: Chamber of the Chain."

PT 24: GALLERY

This huge room is chilly, exposed to the autumn drafts by a number of slit windows along the curving walls. To the left, it follows the angle of the wall of the fortress out of sight.

The entire outer wall of the room is covered with paintings. The different styles and varying degree of aging indicate that they were created over a long span of Krynn's history. The paintings show woodland scenes, rugged mountains, several views of Pax Tharkas, and portraits of various elves and dwarves dressed in fine costume.

Nothing lives in this room, so the heroes may take their time here without being bothered. If they wish to examine the pictures closely, they will see that the oldest paintings are directly before them. They seem to be organized chronologically, getting more recent as a viewer moves to the left.

Read or paraphrase the following if the party takes time to look at the artwork:

The first series of paintings shows a high mountain pass glittering in the light of the sun. Snowfields flash among the peaks, and thick forests cover the lower slopes. Many streams, swollen by ponds and waterfalls, wind into the lowlands.

A large band of sturdy dwarves labors in the pass, building a low stone wall across the opening. In the next painting, many elves appear, bearing huge logs on low wagons, and the wall takes on a familiar form. First the main wall of Pax Tharkas goes up, elves and dwarves working side by side in the monumental task. Then, even as two curtain walls rise on the slopes below the main wall, two mighty towers begin to inch their way into the sky.

After a few pictures displaying the various stages of construction, during which the seasons make the yearly cycle several times, the fortress assumes its current shape. Following this series are a number of portraits displaying various elves and dwarves, usually dressed in resplendent plate mail and bearing gleaming weapons. A number of these paintings have been crudely defaced.

Then begins a series where mighty dragons rage about the towers of Pax Tharkas. Acid, lightning, fire, and cold all

rain down upon courageous defenders, driving them from the parapets to shelter within the solid walls. Soon, the mighty dragons land all over the fortress, and it seems that mighty Pax Tharkas has fallen.

But then new weapons appear. Long, slender, and gleaming like polished silver, these lances are carried by fighters of the utmost courage. Slowly, at a fearful cost, the dragons are driven from the towers and walls. Great gashes burrow into their scaly hides as they begin to bleed and die. Finally, although the parapets are red with the defenders' blood, the skies are free of dragons, and it seems that peace has once again returned.

At this point, the course of history has gone halfway around the room. Several more portraits follow, this time displaying human leaders in historic poses; then the series ends.

Faded spots on the wall show that more paintings hung here at one time; a pile of blackened ashes at the far end of the room provides a clue to their fate.

PT 25: BALCONY

Read or paraphrase the following:

Many slender columns support a high ceiling. Twenty feet from the wall, the floor drops sharply into a deep pit—actually, two pits separated by a stone wall. The larger of these is well lit, and voices rise from inside it. The second, smaller pit is dark.

If the heroes move quietly and look into the lighted pit, play out the encounter described in “PT 14: Throne Room” if they have not already done so.

If they instead move to peer into the dark pit, and they have not yet encountered Ember, they will now. The heroes will look over the balcony into the darkness toward the dozing Ember. The bottom, 80 feet away, is too far away to see using dwarven darkvision or elvensight. Instead, the heroes will see a faint orange glow intensify and dim in rhythm with the sound of slow but strong breathing coming from the bottom of the pit. Have any hero looking over the edge with ranks in Knowledge (arcana), ideally the Sage, make a Knowledge (arcana) check (DC 15). If he succeeds, he realizes that it's a massive red dragon at the bottom of the pit, and they are all in very grave danger.

Ask the heroes to make Move Silently checks to leave the room. Oppose them with Ember's Listen. If Ember hears them, he'll awaken immediately and attack.

Creatures: Ember, the old red dragon serving as Verminaard's mount.

☞ **Ember:** hp 378, see page 158.

Tactics: Ember immediately activates his frightful presence ability. Any hero unfortunate enough to be

watching him as he awakens will see him uncoil like a snake and actually climb the wall as easily as if he were walking across a grassy field, a sight which, even if the hero survives, will probably haunt his nightmares for life. Ember uses his breath weapon and tries his best to slaughter the entire party.

Development: Ember cannot follow the heroes if they retreat from the balcony into “PT 24: Gallery.”

PT 26: CHAMBER OF THE CHAIN

This cavernous room can be entered through the secret door in “PT 23: Upper Landing” or (by a Small creature) by climbing the chain anchored in Sla-Mori. Read or paraphrase the following:

A thick layer of dust coats the floor of this vast chamber. Boulders and small stones lie strewn about. Running along the wall is a mighty chain, made of foot-thick steel bars bent into six foot long links, held taut by some unimaginable force. A thin trickle of light leaks through a crack in the wall.

This crack allows a single hero to overlook “PT 14: Throne Room.” The encounter described there occurs only if the heroes have not already played it out.

PT 27: GATE-BLOCKING MECHANISM

Read or paraphrase the following:

A narrow stone walkway, covered with dust, leads through the length of the Tharkadan wall, high above the ground. To the right, 10 feet below, are scattered piles of massive granite. To the left, the mighty chain stretches across the darkness. Many chains, only slightly smaller, lead from this massive chain underneath the walkway, apparently connecting somehow with the stone blocks on the right.

At the far end of the walkway, a large screw and winch mechanism can be used to release the chain. This requires a Strength check (DC 22) and requires one minute of turning to complete its motion. Once the rocks are released, they crash down into “PT 28: The Great Wall,” killing any creature there and filling this room with so much dust that vision (including darkvision and low-light vision) is blocked (treat everyone here as being blinded) for 1d4 minutes.

THE THARKADAN MINES

If the heroes leave the fortress going south (such as through “PT 31: Large Prison”), they'll find themselves in a narrow mountain valley that winds steeply down to the south. In the eastern wall of this valley are the mouths of two large caves. From these caves, several narrow and

treacherous trails wind up the slope to a gaping scar on the mountainside two hundred feet above.

A band of dull red streaks the rocky surface of the scar, while hundreds of human-like figures toil to scrape the rock away and reveal more of the rusty red material. This is the fabled Tharkadan iron mine.

PT 36: SMELTER AND MILL

Read or paraphrase the following:

This deep cavern has a gigantic entrance, over eighty feet wide and twenty feet high. Acrid, sulfurous smoke billows in the chamber and drifts into the valley. Gully dwarves scramble to and fro in their usual hectic fashion, although there seems to be a bit more organization than usual.

Many of the Aghar use huge hammers to smash red rock into gravel. Every few minutes, another batch of rock falls through a hole in the ceiling, and the Aghar attack it fiercely. Other gully dwarves carry the pulverized rock across the cave to huge vats that sit atop smoky fires.

Great bellows feed air to these fires, while gully dwarves pile on coal. Sulfurous smoke belches from the vats in great, yellow clouds. Although the Aghar work furiously, there is no sign of draconians or other masters.

This is the processing plant for the iron ore that the slaves mine on the Tharkadan slopes. Although the gully dwarves are unsupervised, they will not stop working for anything short of a cave-in; they have been threatened with death if they do not produce a high quota of iron.

PT 37: SLAVE QUARTERS

Read or paraphrase the following:

This huge cave is deserted now, but the floor is virtually covered with dirty straw pallets. Several fire scars dot the interior, and some rotten wooden buckets leak dirty water onto the floor. Any unfortunate souls that live here put up with hardship indeed.

This is home for all the male prisoners from the north. They are at the mine, as they are for 16-18 hours a day, every day. There is nothing of value in this cave.

PT 38: THARKADAN MINES

Read or paraphrase the following:

Hundreds of sweating, muscular men toil across this great strip of mountainside, raising picks or pushing shovels to scrape a rusty red ore from the earth. Several dozen draconians are

scattered about the area, but they seem to be taking little interest in their prisoners. After all, with their women and children safely locked in mighty Pax Tharkas, these men can ill afford any thoughts of escape.

When they have collected a great pile of ore, the slaves drag it on pallets across the mountainside to a hole directly above the smelting cavern. Other slaves shovel the ore into the hole, where it lands among the gully dwarves below.

There are around 300 workers here, mostly human, mostly men. Hopefully the heroes will have rescued the women and children; if not, they'll need to go back into the fortress to get them, as the slaves won't even think about revolting until their families are safe. Once they do, however, they'll turn on the draconian guards and slay them easily. Running down the narrow trail to the bottom, they rejoin their families, and the entire mob begins rejoicing. Unless the heroes are particularly clever in their exhortations that they all must hurry, the prisoners will take five to ten minutes to gather all the families together. The mass of about 800 people should be gathered on the southern side of the fortress.

Suddenly, with a tremendous crash, the double doors from "PT 18: Children's Playroom" fly off their hinges, and Flamestrike emerges. Read or paraphrase the following:

Suddenly, with a splintering crash, the double doors holding Flamestrike fly outward. The great beast slithers out of the tower toward the crowd of prisoners.

"My children! You shall not have my children!" Her voice is shrill and strained. "Leave me my children!" she demands, lumbering down the gradual slope.

Now another great crimson shape appears, flying. Bellowing a challenge, a second huge red dragon lands on the mighty Tharkadan wall. On its back is the imposing figure of the Dragon Highlord Verminaard, his face still concealed by the fearsome mask. His voice booms through the valley.

"I have tolerated your impudence for the last time...slaves are cheap and plentiful. How often have I warned you all of the consequences of insurrection?" As the people scream and turn to flee down the valley, his voice thunders with growing madness: "Now I destroy your families! I destroy your children! Ember, burn them! Burn them all!" Ember, overcome with bloodlust, roars an earsplitting war cry, a sound that would destroy the courage of even the most seasoned, valiant warrior.

As Ember leaps from the wall, Flamestrike pauses in her advance. Confusion shakes her as she looks from the children to the great engine

of death above her. Suddenly, her dim eyes take on clear focus as she makes a decision. “No,” she seethes. “*You will not harm my children.*”

Curling her long neck upwards, Flamestrike sends forth a horrifying spout of fire, straight at the flying dragon and the Dragon Highlord. With a scream, Verminaard is engulfed in the glowing cloud, and his dragon-steed bellows in surprise. Quickly, the two dragons lock in a fearsome melee, thrashing their mighty bodies across the valley and bringing boulders tumbling from the mountainsides.

If the heroes take advantage of the diversion, they can lead the band farther up the valley to the south, away from the fortress; they can be out of sight by the time the battle of the dragons is decided.

Verminaard and Ember will barely survive the battle. Twelve hours later, the army returns to answer a summons from Verminaard, but it will be on the wrong side of the fortress—if the heroes dropped the stones, it will take the draconian forces four days to get around the wall.

EPILOGUE

Read or paraphrase the following:

The autumn sun disappears behind a mountain ridge as 800 people huddle among a cheery grove of tall pines. Tired and hungry, they are nonetheless happy for their nearly miraculous escape.

This small side valley should provide shelter for the night from any draconians that have been sent on the hunt. No doubt fresh problems will arise tomorrow, but for now the refugees are safe.

The biting chill of the wind brings warnings of the winter that is soon to come. The wilderness yields little food, but many mouths need to be fed. The great silver moon sets, and the stars blink into sight.

WHAT NEXT?

Where they once had only to worry about themselves, the heroes are now responsible for the fates of hundreds of people. To the north lie an enemy army and certain death. The heroes can only pray that to the south lies hope.



CHAPTER THREE: HOPE

The last day of autumn dawned clear and bright. The air was warm—touched by the fragrant wind from the south, which had blown steadily ever since the refugees fled Pax Tharkas, taking with them only what they could scrounge from the fortress as they fled the wrath of the dragonarmies.

Dragons of Autumn Twilight

By Margaret Weis and Tracy Hickman

SYNOPSIS

The heroes have rescued the slaves of Pax Tharkas and now find themselves headed south into the wilderness of the Tharkadan Mountains in the dwarven realm of Thorbardin. The heroes must deal with the different factions forming within the refugees, escape the reach of the Dragonarmies, and convince one man to take up the mantle of Leader of the People.

The heroes must lead the refugees safely through the mountains to the Kingdom of Thorbardin, but first they must find the way—a secret lost in the depths of Skullcap Mountain.

The action in this chapter opens with the scene entitled “Escape from Pax Tharkas,” page 103, after the necessary introductory information on the refugees and the map key.

THEMES

The third of the classic *DRAGONLANCE* series of modules is called *Dragons of Hope*. Hope has finally returned to the free people of Ansalon. The Dragonarmy has been handed its first major defeat at Pax Tharkas, and the people of Abanasinia have been granted their freedom. But with hope comes uncertainty, and as the Dragonarmy pursues the heroes and refugees through the mountains, hope becomes an increasingly difficult thing to cling to.

ABANASINIAN REFUGEES

There are more than 800 refugees from Abanasinia escaping from Pax Tharkas. These include large portions of the populations of the towns of Abanasinia, including Solace, Haven, Gateway, and New Ports. The farmers and civilized rural dwellers are represented, as are the Plainsmen. Most, but not all, are human; there are a small handful of hill dwarves, gully dwarves, and kender among them.

PROVISIONING THE REFUGEES

Important Rules: Survival skill, (see Chapter 4: Skills in the *Player's Handbook*).

As the refugees left the mines of Pax Tharkas, heading south up the valley, they liberated many wagonloads of supplies from the mines. There are no pack animals to pull the wagons, but they are small and designed to be pulled by one or two strong humans. The wagons carry enough blankets for everyone, as well as enough food and clean

water to feed the entire group of refugees for two days. Beyond that, the refugees will need to live off the land.

LIVING OFF THE LAND

The refugees will need to find much of their own food and water. Assume that about 140 of the refugees (mostly Plainsfolk) have at least 6 ranks in Survival; each of these can provide food for themselves plus 2 others, which is roughly half the refugees. If you count the food in the carts, that's enough food for four days of travel through the wilderness at half speed before the food in the carts runs out. Clerical magic and the actions of the heroes will need to provide the rest. This mechanic provides a simple way for you to adjust the difficulty of this portion of the adventure if you wish to; by changing the number of refugees that are experienced outdoorsmen, it makes living off the land that much easier or more difficult.

Throughout this chapter you'll see references to “units” of food. One unit of food can feed one average refugee for one day.

ATTRITION

The refugees were starved and beaten in Pax Tharkas, and the cruel weather and the conditions of their escape have weakened them further. It is likely that some of them will die before they reach safety. Attrition primarily affects the weak and ill, rather than the few remaining fighters among the refugees. Keep track of losses in the refugee population; consult the table below.

Table 1: Refugee Attrition

Circumstance	Chance of Attrition	Degree of Attrition
Each night in the open without cover	80%, 100% if no campfires	2d10, double if no campfires
Each day in camp without moving	60%	1d10
Each day without adequate food	20%, cumulative for consecutive days	1d10
Panic or rout after combat	100%	4d10

MASS COMBAT

If the refugee column is attacked by a large number of enemies—too many to play out using normal combat rules—the following system can be used to determine the outcome. (Alternatively, if your gaming group enjoys playing tabletop miniatures wargames, you can use your favorite miniatures rules to play out mass combat situations, rather than the abstract system given here.)

The refugees are far from combat ready. Only 10% of the refugees (80 total) have combat experience and only half of these have weapons; they average out to be equivalent to 2nd level warriors. Keep track of the combatants separately from the main refugee population.

Mass combat consists of two steps: the Morale check and the Combat Check.

STEP 1: MORALE CHECK

First conduct the Morale Check; this determines if the noncombatant refugees panic and run before the battle even begins. Compare total refugee strength and total attack strength.

Total refugee strength = the number of remaining refugee combatants + 5 per hero or named NPC present

Total attack strength = the total number of attackers + 5 if Verminaard is present + 30 if Ember is present

Roll percentile dice. If the result is greater than the total refugee strength and less than the total attack strength, the noncombatant refugees panic and flee. (See “Table 1: Attrition” for noncombatant casualties induced by flight. All wagons and supplies carried by panicking refugees are lost, regardless of the outcome of the battle.)

STEP 2: COMBAT CHECK

Next, perform the Combat Check. Determine the combat modifier for each side using the guidelines listed in “Table 2: Combat Check Modifiers.”

At your discretion, certain leadership-oriented class abilities possessed by the heroes may provide additional bonuses. All modifiers are cumulative; use common sense when judging whether a modifier applies. Each side rolls 1d20 and adds their Combat Check Modifier to the roll. Look at “Table 3: Combat Results” for the highest DC the modified combat roll matches or exceeds to determine the results of the combat.

All losses are taken from NPC fighters. Civilians become combat casualties only if all refugee fighters are killed. Player characters, henchmen, and named NPCs can be killed only in individual melee. Repeat Combat Checks until one side is destroyed, surrenders, retreats, or panics. Either side may voluntarily retreat or surrender at any time. Unarmed fighters can acquire weapons from fallen enemies or allies.

Named NPCs and heroes can only be killed or seriously injured in normal combat. If the heroes are involved in a mass combat situation, consider playing out a few rounds of the melee in the area where the heroes are and describing the titanic battle going on around them.

EXAMPLE

Suppose the refugees are camping in a valley when 150 draconians swarm over the hill and attack. The heroes and the warriors among the refugees arm themselves and meet the draconians in battle.

First, the players, on behalf of the refugees, determine if the noncombatant refugees panic at the sight of the draconian hordes by making a Morale Check. The total refugee strength is the total number of refugee warriors (suppose it’s 60 at this point), plus 5 for each named NPC and hero present (suppose there are four). That’s $60 + (5 \times 4) = 80$. The total attack strength is 150 (the number of draconians). Neither Verminaard nor Ember is present, so they don’t add to it. One of the players rolls percentile

Table 2: Combat Check Modifiers

Circumstance	Combat Check Modifier
Your side has a terrain advantage	+4
Your side has surprise	+2
Your side is defending	+4
Your side is outnumbered by 50% or more	-2 for each 50%
Magic Use	+4 per caster
Unarmed fighter	-1 per five
Dragon ally	+10
Leader	+Cha modifier (if positive)
Leader has Leadership feat	+2

dice and gets a 43, which is less than the total refugee strength—the refugees are frightened, but they trust that their warriors can defeat the attackers and protect them.

Next, the refugees and the DM both make Combat Checks. First, the players consult Table 2 to compute the refugee combat modifier. The terrain is flat and open, granting neither side advantage. The refugees are defending, so they add +4. The refugee strength (60 warriors plus 4 heroes for 64) is outnumbered by more than 100% by the 150 draconians, so that’s -4 for a cumulative total of +0. Two of the heroes are spellcasters, one wizard and one cleric; this adds +8, bringing the total to +8. 20 of the warriors are unarmed, a penalty of -4 for a total of +4. The Leader’s Charisma modifier is +2, and he has the Leadership feat (adding another +2), bringing the total to +8.

The DM computes the modifier for the draconians. Starting at +0, he judges that the draconians surprised the refugees, so he adds +2. The draconians have no magic users, are not outnumbered, have no dragon, and have a mediocre leader whose Charisma score grants no bonus; they gain no additional advantage.

The players roll 1d20 and add their modifier—they roll an $11 + 8 = 19$. Consulting Table 3, the roll doesn’t quite make it to DC 20, but it does beat DC 18—they suffer 1d4 casualties among the warriors and force the draconians to retreat. The DM rolls a $5 + 2 = 7$. That beats a DC of 6,

Table 3: Combat Results

Modified 1d20	Losses suffered	Result
DC 20	0	Enemy panics
DC 18	1d4	Enemy retreats
DC 16	1d6	Continue battle
DC 10	1d10	Continue battle
DC 6	1d20	Continue battle
DC 2	3d20	You retreat
All Others	4d20	You panic

meaning 1d20 draconians fall in battle and the refugees can continue fighting. The refugees cheer as the draconians withdraw from the field of battle—score one for the good guys!

REFUGEE FACTIONS

The refugees have fallen into several factions, mostly aligned along social and cultural lines from before the war. Some of the refugees are more loyal to their faction than others; over the course of the adventure, some factions may gain members while others lose them.

Each faction is rated in the following categories:

Leader: The leader of the faction, whether self-appointed, elected, or recognized through consensus.

Initial Attitude: While the refugees are grateful to the heroes for rescue, they won't necessarily follow them blindly. This represents the initial attitude of the faction's leader, and more or less the whole faction, toward the heroes. Some leaders have different attitudes toward individual heroes.

Other notable NPCs: Any other notable NPCs who have aligned themselves with this faction.

Number: How large the faction is.

Allies: Other factions that this faction is at least loosely allied with.

Enemies: Other factions that this faction mistrusts for any reason.

THE TOWNSPEOPLE

This faction is made up mostly of town dwellers from the towns of Solace, Gateway, New Ports, a handful of towns in northern and western Abanasinia, and the farmers that worked the fields nearby those towns. They have long resented the perceived meddling of the Seekers from Haven, and this is their chance to free themselves of it—due to the animosity of the Seekers toward the Believers, Brooke Stonemason (the leader of the Townspeople) will be friendly to Elistan (leader of the Believers). The Townsfolk maintain their historic mistrust of the Plainsfolk. Initially, this faction is friendly to the heroes, assuming most of the heroes could have called themselves townspeople before taking up an adventuring life.

Leader: Brooke Stonemason (LN female civilized human aristocrat 3), former town elder from Gateway.

Initial Attitude: Friendly

Other notable NPCs: None

Number: roughly 180

Allies: Believers

Enemies: Seekers, Plainsfolk

THE SEEKERS

This faction is made up mostly of people from the Lordcity of Haven, who found it natural to put their trust back into the hands of a Seeker. This faction has the shakiest loyalty; Locar is not a terribly inspiring leader, and many members of this faction feel they should be more closely aligned with the Townspeople. Some of the fanatics among this faction nurse a healthy hatred for the “pagan” Plainsfolk.

Leader: Locar (LN male civilized human master 3/

heathen cleric 3), who was once Deputy Highseeker, now calls himself the Highseeker. He hates Elistan with all his being. Locar will not be openly belligerent toward the heroes, but he will work behind the scenes to remove them from their position of prominence.

Initial Attitude: Hostile, but not violently so.

Other notable NPCs: None

Number: roughly 250

Allies: Free Folk

Enemies: Believers, Plainsfolk

THE BELIEVERS

The Believers consist of the small number of people who have heard the Prophet tell of Mishakal and have placed their hope in the true gods. As the Prophet's reputation grows, so does this faction. They do not trust the Seekers, but they hope to form good relations with all of the other factions. Elistan appreciates the support of friendly factions, but he is hoping to rise above the petty politics dividing among the refugees.

Leader: Elistan, former Highseeker. Elistan now believes the old gods, the true gods, may be returning, but when the chapter begins, he has not yet fully abandoned his doubt.

Initial Attitude: Helpful

Other notable NPCs: Sestun the Aghar, who escaped from Pax Tharkas along with most of the other prisoners.

Number: 34

Allies: None

Enemies: Seekers

THE PLAINSFOLK

This largest single faction is made up of plainsmen and some forest dwellers from far western Abanasinia. The Plainsfolk have never gotten along very well with the Townspeople, and this old attitude persists. The people of the Plains don't really care that the Seekers think of them as savages, so they don't typically return the animosity. The Plainsfolk count many warriors and experienced outdoorsmen among their number.

Leader: Briar (NG male nomadic human warrior 4), a tribal elder from Qué-Teh.

Initial Attitude: Unfriendly. Briar is more trusting of Plainsmen and elves than civilized humans, so treat his attitude as Indifferent if the one talking to him fits either description.

Other notable NPCs: Raven-eye and Sunstar from Xak Tsaroth, if they followed the heroes back to Solace.

Number: roughly 300

Allies: None

Enemies: Townspeople

THE FREE FOLK

This faction is made up of several dozen people (as they were traveling through Abanasinia when the war began) who don't easily fit into other factions. The group consists largely of traveling merchants who have lost their fortunes, sailors who had been in New Ports, and a few sellswords who had refused to join the Dragonarmies. Though a small

faction, they represent a great deal of fighting experience, as several of them are sellswords. Most scorn the Believers as naive dreamers.

Leader: Eben Shatterstone. Eben is a covert agent of Verminaard, and he will secretly attempt to reduce the influence of the heroes to the point where they are driven from the camp; in this, he has common cause with Locar. There, he believes, they can be hunted down and killed by the Verminaard's army. Publically, he will try to be seen playing the peacemaker between the heroes and Locar.

Initial Attitude: Indifferent (public), Hostile (private)

Other notable NPCs: None

Number: roughly 50

Allies: Seekers

Enemies: Believers

FACTION RULES

Important Rules: Diplomacy and other social skills, (see Chapter 4: Skills in the *Player's Handbook*).

LEADERSHIP

A de facto leadership council will emerge the first night the refugees make camp, consisting of the leaders of each faction, with each faction holding an equally weighted vote (in spite of the difference in sizes among the factions). Elistan will ask the heroes to serve an advisory role; however, his fellows will not allow him to offer them a voting position. If the heroes haggle and negotiate with the Leadership Council, the best they will be able to negotiate is the power to break ties.

DECISIONS AND VOTING

Major decisions that affect the entire group of refugees must be made by a majority vote of the Leadership Council. As advisors to the council, it's expected that the heroes will make their feelings known. How a faction votes in any decision is largely a matter of its attitude toward the heroes. Factions whose attitude is currently Helpful will always vote according to the heroes' wishes. Factions that are Friendly will vote with the heroes 70% of the time. Indifferent factions vote with the heroes 50% of the time, Unfriendly 30%, and Hostile never. This is assuming all else being equal; if the heroes come up with a terrible idea, not even a Helpful faction will vote for it. Likewise, if the refugees are in serious danger and the heroes propose an ingenious plan to get them out of it, even a Hostile faction will be hard pressed to vote against it. You can also introduce the idea of backroom deals among the factions, vote-trading, and other sorts of political machinations—the

circumstances surrounding that sort of thing are left up to you.

The Intimidate skill can temporarily change an NPC's attitude, thus affecting his vote, but if it is not done in secret, it could have dire consequences. Diplomacy and Perform (Oratory) can be used by a hero to argue for a particular course of action; success in the check (DC determined by you, based on the validity of the plan of action) can add a bonus to the chance of any given faction voting in the heroes' favor. Bluff can be used to make a proposal seem more reasonable than it really is.

Remember that Eben is intentionally trying to discredit the heroes and that will drive his actions above all other considerations.

CHANGING ATTITUDES

As people with recognized authority in the community, the ear of the Leadership Council is the heroes' to lose. Each day, there is a base 0% chance that each faction will slide one step toward Hostile (attitudes can't get worse than Hostile). That base chance is modified by circumstances (see Table 4). Make a check each morning, as much of the dissatisfaction with the heroes will build as people grumble and complain to each other during the evenings and nights.

Of course, just as the attitude of each faction may deteriorate, the heroes may attempt to enhance it using social skills. Diplomacy will be the primary skill that permanently alters a faction leader's attitude (see the Diplomacy skill, Chapter 4: Skills in the *Player's Handbook*). The heroes will get no more than one chance to use Diplomacy to alter each faction leader's attitude each day. This represents the heroes "checking in" with each faction at some point during the day; roleplay

Table 4: Attitude Adjustments

Circumstance	Modifier to decline in attitude
No Diplomacy check made the previous day	+10%
Each night spent in the wilderness (cumulative)	+5%
The refugees had to break camp and move after making camp for the evening	+10%
For each hour the refugees marched beyond 8 hours the previous day	+5%
The refugees engaged in combat with Dragonarmy warriors the previous day (not applicable the first morning)	+10%
The refugees engaged in combat with bandits or wandering monsters the previous day	+5%
For each refugee who died or was seriously wounded the previous day	+1%
More than 10% of the faction went without food the previous day	+20%
The heroes used violence against any member of the Leadership Council	+50%
The heroes are seen to threaten or intimidate any member of the Leadership Council	+30%
The heroes found at least 400 units of food the previous day	-10%
The refugees reach "TM 20: Hopeful Vale"	-20%

the various people the heroes talk to and play out the discussion before asking the player to make the roll. Other social skills can come into play during these discussions, of course, but only Diplomacy will permanently alter the leader's attitude (even magic will wear off eventually).

For example, suppose on one particular day—their 4th in the wilderness—the refugees were attacked by draconians, who killed 4 of the refugees before the heroes drove them off. However, another hero led a successful hunting expedition which returned to the camp that evening with enough venison and trout for everyone to have a few mouthfuls of meat. In all the confusion, the heroes did not get a chance to check in with all the faction leaders that day. The following morning, the cumulative chance of a negative attitude shift is: 0% (base) + 20% (4 nights in the wilderness) + 10% (attacked by draconians) + 4% (four refugees dead) – 10% (a successful hunt) = 24%. Roll percentile dice for each faction; a result of 24 or less means that faction slides one category toward Hostile the following morning. However, the best diplomat in the party will spend an hour or two the following day talking to each faction leader. Using the Diplomacy skill, she can potentially reverse any negative slide or even improve a faction's attitude.

THE THARKADAN MOUNTAINS

Important Rules: The effects of cold weather (see Chapter 3: Adventures in the *Dungeon Master's Guide*); Knowledge (nature) and Survival skills (see Chapter 4: Skills in the *Player's Handbook*); Track feat (see Chapter 5: Feats in the *Player's Handbook*); Overland movement (see Chapter 9: Adventuring in the *Player's Handbook*)

Once the heroes have escaped Ember (see “PT 38: Tharkadan Mines” in the previous chapter), they'll find themselves and about 800 refugees in a valley several miles south of Pax Tharkas, deep in the Tharkadan Mountain range.

Part of the mighty Kharolis Mountains, the Tharkadan range runs from the Redstone Bluffs border of Qualinesti eastward to the New Sea. To the south lie the fabled peaks of Skywall and Thorbardin. The Tharkadan range contains the only navigable pass from Thorbardin to Qualinest (without going many dozens of miles out of the way to the west), and Pax Tharkas was built across that route for that very reason.

Read through “Traveling Through the Tharkadan Mountains” section, then go to “Escape from Pax Tharkas.”

TRAVELING THROUGH THE THARKADAN MOUNTAINS

The terrain is rugged, but navigable—at least until winter sets in. A road dating from the Age of Dreams still runs through the Tharkadan Mountains, dubbed the Road of Kith-Kanan. It provides a navigable path for the heroes and refugees if they advance further into the mountains. Off the road, the mountains spread across the land in great ridgelines, interspersed by forests, meadows, wide valleys, and clear streams.

The Plain of Dergoth is another matter. A narrow plain was widened when Fistandantilus broke the land to end the Dwarfgate War, it is still haunted by the spirits of warriors slain. No forage or game can be found, the water is poisonous, and a foul air hangs about the place. At its center is Skullcap Mountain, a gigantic basalt and obsidian monstrosity resembling a humanoid skull. Rumored to be the center of Fistandantilus's dark work, it still contains the remnant of his twisted spirit.

Given this inhospitable terrain, it's possible the heroes will want to turn back as soon as they have escaped from Ember. Perhaps they propose trying to get back to Qualinesti, heading east to the sea to try to find ships, or traveling along the shore. Some fanatics may advocate turning and attacking the Dragonarmy. This decision will need to be made in a meeting of the Leadership Council; this is detailed in the scene entitled “The First Night.”

WEATHER

The heroes will notice that the autumn wind carries greater bite up in these mountains, and many of the passes, high mountain woods, and meadows are already seeing snow. The heroes will hear the bitter autumn wind howling across the ice-capped peaks, thousands of feet above the valleys and passes they traverse. Daytime temperatures are no higher than 40 degrees in the lower valleys and quite a bit colder in the high passes; nighttime temperatures drop well below freezing.

Some of the heroes may be tempted to forbid campfires when the refugees make camp, in order to disguise their position from the Dragonarmy, but anyone with 5 ranks of Survival or Knowledge (nature) will realize that without fires many will freeze to death before morning. The Leadership Council of the refugees will probably override the heroes' advice if they insist on no fires.

FLORA AND FAUNA

In some of the protected valleys, game is plentiful; mule deer, bighorn sheep, and elk are gathering as the autumn mating season begins. A herd of bison wanders the lower altitudes. The mountain streams have an abundance of trout and other edible fish. In other areas, the heroes will find foraging, hunting, and fishing very difficult. The heroes will need to watch out for predators such as bears, mountain lions, and wolves; more dangerous creatures might include owlbears, dire wolves, and dire bears.

The forests that cover much of the range are made up mostly of hardy evergreens and aspens, most of which have dropped their leaves. Some oaks and maples manage to survive at this altitude as well.

PEOPLE OF THE THARKADAN MOUNTAINS

Sparsely populated, the Tharkadan range is home to few.

The Neidar dwarves, commonly called hill dwarves, have a settlement in the northwest. They are usually friendly to outsiders, but they have seen Ember flying over the mountains and have observed the draconian occupation of Pax Tharkas; they are now preparing for war and are very suspicious of any newcomers to the

mountains. The mountains are also home to several scattered bands of goblins, scratching a meager existence. A small handful of stone giants live in the region, but they are rarely seen.

ENCOUNTERS IN THE THARKADAN MOUNTAINS

There are several encounters that are not matched to prescribed locations. These can be found in this section. Guidelines about when to run each are provided, but they're intended to be flexible so you can introduce encounters as deemed necessary.

Random encounters for this region are described in the section "Random Encounters in the Tharkadan Mountains," page 109.

KEY TO THE THARKADAN MOUNTAINS

This key refers to the map of the Tharkadan Mountains.

THE ADVANCE OF THE DRAGONARMY

The Dragonarmy will form up south of Pax Tharkas and be ready to march two days after the refugees escape (four days if the heroes tripped the gate-blocking mechanism in the fortress). The day the Dragonarmies overtake each region is noted in each entry; see "The Timeline," page 8. Important: add two days to this number if the heroes blocked the doors of Pax Tharkas. If the heroes were early or late to Pax Tharkas, adjust the timeline as necessary.

TM 1: PAX THARKAS

This is the area of Pax Tharkas described in "PT 38: Tharkadan Mines" in Chapter 2: Flame. In that encounter, the heroes will likely retreat south into "TM 2: Ice Passages."

TM 2: ICE PASSAGES

When the heroes arrive here, read or paraphrase the following:

An ancient but sturdy road of dwarven construction leads south through this valley, still clearly visible even though a light snow is falling. To the west, just a few hundred feet from the road, a mountain ridge climbs up from the valley floor to high, snow-capped peaks. To the east, the valley widens across grasses and trees, slowly being turned white. Far to the eastern part of this valley, off the road, a navigable mountain pass leads east. The road continues along the valley floor as the valley narrows to the southeast.

ESCAPE FROM PAX THARKAS [EL 8]

This encounter starts off the action of this chapter. Run this when the heroes are just south of Pax Tharkas, before "The First Night," page 111. Read or paraphrase the following:

You can still hear the terrible sounds of Ember and Flamestrike clashing high above Pax Tharkas as you lead the refugees south away from the carnage. Minutes later, a new sound is heard through the horror of dragons battling: steady, marching feet, thousands upon thousands. Accompanying them are



war drums and thousands of draconic voices shouting. The army has returned.

The Situation: As Ember and Flamestrike struggle in the sky over the ancient fortress of Pax Tharkas, the heroes will be able to hear the ten thousand strong Dragonarmy return to Pax Tharkas, miles down the valley to the north, responding to Verminaard's summons.

On one hand, this is a positive development—the plan to divert that army away from Qualinesti worked. The bad news, of course, is that that very same army is now after the refugees and heroes.

Fortunately, the army is trapped on the north side of Pax Tharkas (unless the heroes failed to block the doors, but even so, it will still take a while to get the army through and organized again). However, small bands of draconian scouts have already been exploring the mountains to the south of the fortress, and these are now tracking the heroes and refugees, intending to harry, harass, and wear them down until the main force of the army can be brought to bear.

Creatures: Eight baaz draconians will attack the heroes.

☞ **Baaz draconians (8):** hp 18, see *DRAGONLANCE*

Campaign Setting.

Tactics: The draconians intend to attack the heroes away from the refugees, hoping to kill the people's main protectors. They'll attempt an ambush, attacking at close range from behind cover as the heroes pass by. If the heroes are among the refugees, they'll still attack; the battle scene might be extremely chaotic as most of the refugees in the vicinity panic and run. A few of the NPC warriors may stand and fight alongside the heroes; use your best judgment about how the scene will best play out.

Development: If the Ranger (or any other tracker) attempts to follow the tracks of the draconians (not a difficult task in the lightly falling snow), they'll lead north, suggesting that southward is the safest direction to travel.

If the heroes do not get the refugees moving, they'll be attacked by another scouting party an hour later.

This location is occupied by the Dragonarmy on Autumn Twilight 5th (day 21).

TM 3: SOUTHERN ROAD

Read or paraphrase the following:

As the dwarven road continues south through the narrow part of the valley, old monuments and standing stones dot the landscape. Many of the stones have snow-filled runes engraved on them. The standing stones vary in size—some are just a foot or two tall, some are ten foot monolithic cylinders.

The old Dwarven runes are blessings, invoking the protection of Astarin and Reorx on all who travel the Road of Kith-Kanan. Any magic they may have once contained is long gone.

To the south, the way branches. The road curves southeast, but a pass is clearly visible in the previously impenetrable wall of mountain to the southwest of the road.

The pass leads to "TM 4: Canyon Trail." A set of footprints cross the road, heading in the direction of the pass to the southwest. Spotting the tracks is easy; following the tracks only requires a Survival check (DC 5, fresh snow), so the Track feat is not necessary to follow them. A Survival check (DC 15) will tell a person with the Track feat that the tracks are somewhat fresh—probably less than three or four hours old—and were made by a dwarf. Following the tracks away from the pass will lead to the remains of a recent campfire (less than a day old) 300 feet from the road.

This location is occupied by the Dragonarmy on Autumn Twilight 5th (day 21).

TM 4: CANYON TRAIL

The pass leading through the canyon slowly curves around to the north. The valley floor gently climbs higher into the mountains. The scrubby pines and grasses continue to be snow-covered, and the tracks coming across the pass from "TM 3: Southern Road" continue on through the narrow valley until the valley floor dips lower into "TM 5: Spire."

This location is occupied by the Dragonarmy on Autumn Twilight 5th (day 21).

TM 5: SPIRE

Read or paraphrase the following:

This wide vale is rimmed by ice-capped peaks. On the north side are the famed Redstone Bluffs, the tawny sandstone almost hidden by wind-driven snows. Beyond those mountains lies the forest of Qualinesti.

A towering peak, possibly an ancient volcano, rises from the floor of this isolated valley like a lone tree on a prairie. The vale is somewhat protected from the wind and cold; the aspens and firs grow in abundance here, and the water in the streams is still ice-free.

The tracks from "TM 4: Canyon Trail" lead into the valleys to the south.

This location is occupied by the Dragonarmy on Autumn Twilight 6th (day 22).

TM 6: NEIDAR TRAILS

These two valleys are both narrow, wooded vales with rude trails cut through the fir trees leading south to "TM 7: Lake Valley." These routes are frequently used by the Neidar that live in the area, and tracks lead through both valleys.

This location is occupied by the Dragonarmy on Autumn Twilight 6th (day 22).

ZIRKAN [EL 7]

This scene is intended to be run after the heroes have spent some time following the footprints leading away from the road in “TM 3: Southern Road” but before they encounter the village. Ideally, this occurs in the section of the map labeled “TM 6: Neidar Trails,” but it is easily moved to a more convenient location.

The Situation: The heroes encounter a party of Neidar woodsmen who are deeply suspicious of outsiders. They’ve heard the sounds of the far-off Dragonarmies echoing through the valleys and have seen Ember in flight; they are in no mood to give anyone the benefit of the doubt.

Creatures: Twelve dwarven warriors (LG male hill dwarf warrior 3) led by Zirkan (LG male hill dwarf fighter 5).

☞ Zirkan: hp 47, see page 164.

☞ Neidar warriors (12): hp 17, see page 166.

Tactics: The Neidar will begin the encounter with an attitude of Unfriendly. If a hill dwarf (such as Flint) is among the heroes, it’s Indifferent. If Zirkan still has an attitude of Unfriendly after one minute of parley, his attitude will sour as he loses patience; the dwarves attack the heroes, preferring to kill them rather than risk allowing agents of evil into their homeland.

Development: If the heroes can manage to change his attitude to Friendly, he’ll offer to take the heroes to his village; see “Neidar Village.”

TM 7: LAKE VALLEY

A pine wood stands beside a frozen lake in this snow-covered valley. This is an ideal location for the encounter “Neidar Village,” though it can easily be played out in another area.

This location is occupied by the Dragonarmy on Autumn Twilight 7th (day 23).

NEIDAR VILLAGE [EL 6]

Run this after the heroes have met Zirkan (for good or for ill).

A village of wooden cabins is nestled in the valley. Wisps of smoke rise from the lodgepole buildings and curl into the air.

The Situation: This is the village of a Neidar clan, who these days are a highly suspicious lot. If Zirkan is not with the heroes, they’ll react much like Zirkan and his warriors do (see the scene entitled “Zirkan”), except there are 50 warriors plus the chieftain, Stenkast (LG male hill dwarf fighter 4/noble 2). If Zirkan is with the heroes and is at least Indifferent to them, they’ll welcome the heroes, if grudgingly.

☞ Stenkast: hp 54, see page 163.

☞ Neidar warriors (50): hp 17, see page 166.

Tactics: Stenkast will begin the encounter with an attitude of Unfriendly. While the Neidar will acknowledge any hill dwarves among the heroes, their presence won’t help put them on a better footing. Much like the encounter

WHAT STENKAST KNOWS

USE the following questions and answers as a guide for determining what the heroes might learn from the dwarf Stenkast.

Are you aware of the Dragonarmy approaching?

“Yes, we’ve seen the abominations patrolling Pax Tharkas; we’ve seen the dragon. It’s the olden days come to visit us. Our ancestors fought dragons once before; we can do it again. If not, we’ll take to the hills. We know these peaks like the backs of our hands; no dragon is going to pry us out of here.”

Have you warned Thorbardin about them?

“Bah. As if they’d listen to a band of Neidar.”

What do you recommend the refugees do? How can they escape?

“There’s no passage through the mountains to the south that a rabble of humans would survive climbing. Thorbardin might help you, but I doubt it. They refused us, their own kin, three hundred years ago. Heh. But if you really want to try, tales say that Skullcap Mountain has the key to get in.”

Where is Skullcap?

“About thirty miles southeast of here. Middle of the

Plain of Dergoth, the Battle Plain. That damned black robe blasted himself and the very mountains for thirty miles around to dust, taking thousands of dwarves and other folk along with him. The molten rubble landed on his lair. Looks like a skull. A fitting tomb for the fiend, if you ask me.”

Can you help us with provisions?

“We have a good amount of food, but as we’re about settled in for the winter, we’ll need what we have, especially if that army comes marching out of Pax Tharkas. You have a couple of options, though. To the west of here there’s a beehive that’s positively dripping with the most delicious honey—good for what ails ya and makes a fine mead. Other than that, southeast of here about fifteen miles as the crow flies, there’s a nice valley with lots of game and fish. Reorx’s blessing is upon that valley still, though the gods be gone for a long time. You’re welcome to stay there as long as you want. Maybe if that red wyrm and its lizard warriors chase us out of here, we’ll come join ya.”

Why aren’t your people there now?

Stenkast looks genuinely confused. “Why would we be? We live in this valley, not that one. We’re not nomads, drifting along with the currents.”

with Zirkan, if Stenkast still has an attitude of Unfriendly after one minute of parley, his attitude will sour as he loses patience; the dwarves attack the heroes.

Development: The Neidar respect combat prowess. Each dwarf retreats as his hit points drop to 50%; after 15 dwarves have retreated, Stenkast (who has stayed back from combat) orders the battle to cease and offers the heroes a truce. He praises their bravery, and his attitude is now Friendly. He makes it clear that the refugees are safe in this village but can only stay one night.

This encounter makes for an especially good roleplaying opportunity if one of the heroes is a hill dwarf (such as Flint Forge). Stenkast will strike up a conversation about his family, and (of course) it just so happens that this Neidar tribe are very distant cousins of the hero; they've been holding a +2 *battleaxe* for many, many years that belongs to the hero's family, and Stenkast returns it now.

TM 8: VALLEY OF CLOUDS

Read or paraphrase the following:

A deep, rolling fog hangs low over the valley floor in this area, veiling the surrounding tall peaks. The air quickly warms as you move toward the center of the valley, and the faint scent of sulphur permeates the area.

A large, carved archway is built into a cliff wall on the southeastern side of the valley. The stone arch is obviously dwarven handiwork and is inscribed with Dwarven runes reading, "Enter ye hereby the lands of Thorbardin. Follow the road that lies beyond into the Justice of the Nine Thanes below."

Several factors, including geothermal activity near the surface, a large amount of water available from recent snow and rain, and the cold air streaming over the mountains have conspired to create a nearly impenetrable fog bank here. The air becomes warm and muggy in the center and southeastern portions of the valley.

If the heroes follow the dwarven tunnel, proceed to "The Steam Caverns," page 113.

This location is occupied by the Dragonarmy on Autumn Twilight 8th (day 24).

TM 9: SOUTHERN EXIT

This valley is much like "TM 8: Valley of Clouds" with warm, humid air and dense fog. A stone arch, much like the one in "TM 8: Valley of Clouds," also leads into "The Steam Caverns."

This location is occupied by the Dragonarmy on Autumn Twilight 8th (day 24).

TM 10: HONEY CLIFFS [EL 12]

Run this if the heroes follow up on Stenkast's advice to look for the honey in the western section of his valley. Sheer cliffs backdrop this beautiful end of the valley. Thousands of huge shrubs—mostly rhododendrons and

mountain laurel, which would flower brilliantly during warmer times of the year—seem to thrive here. The cliffs are pockmarked by hundreds of grottoes and caves.

The Situation: The caves are home to a huge complex of beehives. The residents are giant bees, but they are dormant for the season; nevertheless, a faint humming can still be heard deep within the hive. Five caves seem to be accessible by the heroes.

Creatures: Thousands of giant bees.

☞ **Mobs of giant bees (2 per cave, 10 total):** hp 135, see page 165.

Tactics: The bees remain dormant when the heroes enter a cave. Entering a cave and collecting honey without alerting them requires a Move Silently check (DC 15) each round the heroes are inside the cave harvesting honey. If any hero fails the check, two mobs of giant bees will awaken (the noise of which is unmistakable) and attack the heroes in two rounds. They will pursue the heroes out of the cave and fight to the death.

Development: Each cave contains two such mobs. The third time the heroes awaken bees, a large part of the hive will awaken; six mobs of giant bees attack. If the heroes retreat to more than 100 feet away from the hive, the bees will let them go. If the heroes defeat all ten mobs, the colony will no longer resist, and the heroes can help themselves to all the honey.

Treasure: A vast amount of honey can be found in the honeycomb. In a single round, a character can remove a section of honeycomb which represents 10 units of food; each cave contains 48 sections of honeycomb. Each section weighs 3 pounds.

This location is occupied by the Dragonarmy on Autumn Twilight 7th (day 23).

TM 11: ICE CATHEDRAL

A brook tumbles down a steep, rocky hill. Mist from the waterfall has covered everything within 100 feet with ice, making the otherwise easy climb alongside the waterfall treacherous (Climb check DC 15). Unless the heroes make some effort to construct a stairway here using magic or some appropriate craft skill, 3d10 refugees will fall while attempting to negotiate this climb, sustaining serious injury or death.

This location is occupied by the Dragonarmy on Autumn Twilight 9th (day 25).

TM 12: CRYSTAL LAKE

A clear lake reflects the snow-capped peaks. To the southeast, frozen meadows drop steeply into a canyon.

This location is occupied by the Dragonarmy on Autumn Twilight 9th (day 25).

TM 13: DIRKEN CANYON

The highlands end in a precipice that drops into a steep canyon leading southwest. A stream, sourced by Crystal Lake, flows down a glacier into the canyon. The glacier can be scaled (Climb check DC 15); however, as in the Ice Cathedral, without some construction or magic, the refugees will suffer 3d10 casualties if they attempt to follow

the heroes. The remains of a massive stone bridge that once spanned the canyon lie on the canyon floor.

This location is occupied by the Dragonarmy on Autumn Twilight 9th (day 25).

TM 14: GLACIAL CANYON

This canyon, carved over the millennia by glacial runoff, is narrow and difficult. It would be all the more challenging with a “Canyon Ambush,” page 112.

This location is occupied by the Dragonarmy on Autumn Twilight 9th (day 25).

TM 15: ICE FOREST

Read or paraphrase the following:

Pine trees coated in ice sparkle in the light. A stone roadway leads to the southwest, but ends in the north against a cliff face—obviously a victim of the Cataclysm.

This location is occupied by the Dragonarmy on Autumn Twilight 9th (day 25).

TM 16: MOUNTAIN BOWLS

This high-altitude bowl is filled with stunted pine woods—a perfect setting for “Ogre Attack,” page 113.

This location is occupied by the Dragonarmy on Autumn Twilight 7th (day 23).

TM 17: HIGH VALLEY

This is another high-altitude area, covered by vast, frozen forests.

This location is occupied by the Dragonarmy on Autumn Twilight 9th (day 25).

TM 18: SNOW PASSAGE

There are several areas labeled TM 18 on the map. All of them are high-altitude passes, covered with snow. These are ideal locations for “Fizban’s Fabulous Snowfort,” page 112, or “Canyon Ambush,” page 112.

This location is occupied by the Dragonarmy on Autumn Twilight 8th (day 24).

TM 19: SOUTHERN BOWL

Several canyons lead into this gently sloping valley. The wind is strong and bitterly cold. Consider ambushing the refugees as they enter this valley (see “Canyon Ambush,” page 112).

This location is occupied by the Dragonarmy on Autumn Twilight 11th (day 27).

TM 20: HOPEFUL VALE

This is the valley Stenkast spoke of. Game is plentiful, trout leap from the streams and lake, and there is plenty of wood for shelter and fuel. A feeling of peaceful contentment rests on the heroes and refugees here. As soon as the refugees arrive here, they will spontaneously make camp, no matter the time of day. The snow is only a dusting, and the bitter

wind has gentled. There is easily enough food here to feed the people for as long as they stay.

Random encounters do not occur here.

If you have not yet run “Fizban’s Fabulous Snow Fort,” page 112, consider doing so as the heroes enter this valley.

This location is occupied by the Dragonarmy on Autumn Twilight 17th (day 33).

THE HOPEFUL VALE

Read or paraphrase the following:

As you descend into the vale. The wind isn’t as bitter, the snow not as deep; tracks of game animals are easily seen. The lake is ice-free, and the surface frequently disturbed by catfish and trout. A large, open area is an inviting campsite with plenty of fuel and shelter available in the nearby woods.

As soon as the refugees follow, they’ll spontaneously make camp, regardless of the instructions of any leaders. A lighter mood seems to overtake everyone. For the first time in days, laughter and song can be heard coming from around the camp. Once the refugees have made camp, read or paraphrase the following:

The chill of the night is pushed back by a tremendous bonfire in the center of the camp. This night, at least, the people do not live in fear. The sounds of music, song, and laughter float over the crackle of the fire. Elistan stands with quiet majesty. “So that our children may never forget, we tell our story, the Canticle of our people. Let us retell it often.”

If you think it would add to the ambiance, have your players re-read the Canticle of the Dragons, page 75, aloud in turns.

Food is plentiful in the Hopeful Vale; the refugees can easily find enough to feed themselves. 1000 units per day are available with little effort.

TM 21: SOUTHERN MOORS

The valley broadens into wide, desolate moorlands, the southern extreme of the Plain of Dergoth. These windswept grasslands harbor little in the way of large animals; the heroes will only find birds and precious few of them. A bitter, blustery wind blows in from the northeast.

This location is occupied by the Dragonarmy on Autumn Twilight 11th (day 27).

TM 22 & 23: NORTHERN WOODS

These woods of aspen, fir, and lodgepole pine are covered in snow. Some small game, and occasionally deer or elk, can be found. Consider that there may also be ogres (see “Ogre Attack,” page 113).



This location is occupied by the Dragonarmy on Autumn Twilight 5th and 6th (days 21 and 22).

TM 24: ROAD OF KITH-KANAN

Read or paraphrase the following:

To the south lies the Plain of Dergoth. A few miles away, the ruins of an ancient watchtower can be seen just off the road. A huge standing stone sits near the tower like the headstone of a giant's grave. Beyond the tower are rolling, snow-covered hills.

This location is occupied by the Dragonarmy on Autumn Twilight 7th (day 23).

TM 25: THE EYE OF ELAR

A stone keep, a watchtower from the Dwarfgate War, lies partially collapsed a quarter mile from the road. A single door of rusted iron hangs twisted and open.

Next to the tower, about 100 feet away, is a giant slab of black marble. Dwarven runes are carved along its face, weathered but legible:

In the time of Derkin
Lord Thane under the mountain
Did the world sunder
And darkness fall upon Krynn.
Look now upon the plain of war
Whereon many brothers slew brother
And surged as a tide of death
To take that which was not theirs
From those who were cold of heart.
Look on as did Fistandantilus
Magician past his age,
Through the Eye of Elar
At the Gates of Thorbardin
Sealed now and forever against
Love and life.
Now only Fistandantilus holds the key
Buried with him far below.

The tower is a hollow stone cylinder 100 feet high and 100 feet in diameter. A 10-foot-wide spiral staircase leads to a platform at the top. On the platform, a steel framework supports a huge glass lens, now chipped and pitted at the edges. It is mounted so that the lens can be rotated as well as tilted. A smaller frame just to the right holds a second, smaller lens that is fixed at about eye level.

A hammer symbol is engraved on the floor of the tower behind and slightly to the left of the large lens. An arrow is engraved on the base of the frame perpendicular to the plane of the lens. An arrow is also engraved along the tilt axis of the large lens.

This strange device shows the location of the gate to the dwarven kingdom. When the arrows on the plane and tilt axis of the lens are aligned to point to the hammer symbol, the magnified image of a sheer cliff

face can be seen through the smaller lens. This is actually the Northgate of Thorbardin. However, there are no landmarks or clues to help locate it.

This location is occupied by the Dragonarmy on Autumn Twilight 7th (day 23).

TM 26: WAY OF THE WARRIOR

As the road goes south, powdery snow blows across the road and field. If the heroes examine the fields that straddle the road, they'll see the remains of rusted swords, corroded axes, helms that seem as if they were partially melted, and the occasional rusted suit of armor encasing a long-dead skeleton. Many hundreds of warriors died here, a very long time ago.

This location is occupied by the Dragonarmy on Autumn Twilight 8th (day 24).

TM 27: WINTERFRUIT GROVE

Strange, copper-leaved trees seem to dominate the woods in this area. Blooming in late summer and early fall, winterfruit trees—surprisingly enough—produce fruit during the winter. This fruit is unusually nourishing; there are a total of 2400 food units available here.

This location is occupied by the Dragonarmy on Autumn Twilight 6th (day 22).

TM 28: TRAMPLED PLAIN

This valley is covered by grasses that have been trampled by many hundreds of feet. A tracker may make a Survival check (DC 15) to tell that the tracks are draconian.

This location is occupied by the Dragonarmy on Autumn Twilight 8th (day 24).

TM 29: HILLS OF BLOOD

The location of particularly vicious battles during the Dwarfgate War, these snowy hills roll on for miles as the Road of Kith-Kanan finally seems to disintegrate. A constant cold wind seems to blow.

This location is occupied by the Dragonarmy on Autumn Twilight 10th (day 26).

TM 30: PLAINS OF DERGOTH

Read or paraphrase the following:

The Battle Plain, as this area is called, is where the majority of the participants in the Dwarfgate War met their end. You feel an unnatural discomfort here; whether it is a remnant of Fistandantilus' overwhelming evil, the spirits of ten thousand innocents objecting to being disturbed in their final resting place, or both, you cannot tell. The ground is very nearly lifeless, with only the hardest of grasses attempting to sink roots into the blasted soil. Even long after the war, the land is littered with corroded and rusting weapons and armor. The hulks of siege engines, catapults, and supply wagons rust and rot in the icy wind. The land is a desolate scar upon the face of Ansalon.

A narrow corridor of dry land winds from the Plains of Dergoth through the bogs to Skullcap. Locating this path requires a Survival check (DC 20).

This location is occupied by the Dragonarmy on Autumn Twilight 10th (day 26).

TM 31: THE BOGS

Clouds of vapor rise from the warm surface of these marshes, filling the area with a thick, chilling fog. Tall brown reeds clog the landscape, blocking sight any farther than a few dozen feet.

Anyone listening closely (or perhaps too closely) will think they hear the distant ephemeral sounds of clashing swords and shouting warriors.

As long as the heroes stay on the path (see “TM 30: Plains of Dergoth”), they will be safe from the Restless Dead that would assault them in the bog. If they leave the path, see “The Restless Dead” for details of what occurs here.

At some point along the path, run the encounter “Rotten Vegetation.”

This location is occupied by the Dragonarmy on Autumn Twilight 10th (day 26).

THE RESTLESS DEAD [EL 6]

Read or paraphrase the following:

As you step into the bogs, slowly picking your way across the little dry ground available, a chill washes over you. The noxious air becomes even fouler; you begin to feel that you are not wanted here.

The Situation: Three hundred years ago, Fistantilus killed thousands of dwarven warriors locked in battle on this plain. Many of their spirits could not find rest, and they strongly object to the heroes’ presence in the bogs.

Creatures: The ghosts of dwarven warriors (hill dwarf ghost warrior 1).

☞ Dwarven ghosts (4): hp 7, see page 164.

Tactics: As the heroes proceed into the marsh, four ghosts appear. They first attempt to frighten the heroes using their frightful moan ability, saying (in Dwarven) “Begone, outsiders! Disturb our rest no longer!” If the heroes do not retreat after two rounds of this, they will attack, trying to kill the heroes. If the heroes retreat, the ghosts will pursue them to the edge of the bog, but they will not attack if it’s clear the heroes are consenting to leave.

Development: Each minute the heroes are in the bogs, another 1d4 ghosts appear. Thousands of warriors died here, and not a single one of them welcomes outsiders.

ROTTEN VEGETATION [EL 6]

Run this scene if the heroes discover and begin to follow the narrow corridor through the Bogs.

The smell of rotting vegetation is strong in the air. Clumps of dead leaves, grasses, and vines sit in the stagnant water.

The Situation: A tendriculous has camouflaged itself among the mounds of decaying plants nearby the fifteen-foot-wide path. The heroes can make an opposed Spot check against the tendriculous’ Hide check (+9) to notice it before it springs to attack.

Creature: The tendriculous attacks as the party passes.

☞ **Tendriculous:** hp 90, *Monster Manual*.

Tactics: The tendriculous attempts to grab and swallow the first person who walks by.

Development: The tendriculous continues to attack until it has swallowed a character. At which point, it retreats to a shallow depression on the edge of the path.

The depression conceals a hole in the ground, covered by a well-made stone door—it can be found by a Search check (DC 10, remember elves are granted this check automatically). The door is the entrance to an ancient lookout post, a 20-foot-by-20-foot room underground, built by the dwarves of Thorbardin. It somehow survived the disaster that ended the Dwarfgate War, and dwarven engineering has kept it dry for long centuries. Tunnels from the outpost to Thorbardin have long since collapsed.

Treasure: The floor of the lookout post is littered with bones—the tendriculous apparently used this room as a den. Most are animal bones, but a few are humanoid. A successful Search check (DC 25) will uncover a reddish iron ring etched with flames (*minor ring of fire resistance*).

TM 32: SKULLCAP

See the section below entitled “Skullcap.”

RANDOM ENCOUNTERS IN THE THARKADAN MOUNTAINS

As the heroes travel through the Tharkadan Mountains, they will encounter many dangers and situations that have

d%	Encounter	Average EL
01-05	Ember Attacks, (see below)	10
06-15	2d4 dire wolves, (MM)	8
16-25	1 dire bear, (MM)	7
26-35	1d3+1 owlbears, (MM)	7
36-45	Snow squall, (see below)	6
46-60	3d6 goblins, (MM)	4
61-70	Avalanche, (see below)	7
71-80	1 stone giant, (see below)	8
81-90	Bison herd, (see below)	8
91-00	2d4 winter wolves, (see below)	9

nothing to do with the Dragonarmy pursuing them. The heroes may or may not be ready for battle, may or may not all be located together, or may be away from the refugees at the time the encounter occurs. Decide what state the heroes are in when the encounter strikes based on what else is occurring at the time and how they describe their general level of caution and alertness.

There is a 25% chance every six hours of a random encounter occurring. If one does, consult the preceding table. Most encounters are standard; the descriptions below describe particular scenarios.

EMBER ATTACKS [EL 10]

Creatures: Once the army has formed up on the south side of Pax Tharkas and is ready to march, Verminaard uses Ember as a highly mobile scout, tracking the refugee column from the air.

☞ Ember: hp 378, see page 158.

☞ Verminaard: hp 86, see page 160.

Tactics: Sometimes, Ember may simply fly high above the heroes, well out of arrow range, laughing. Other times, he will dive and make a single flyby attack, using his breath weapon to drench the refugees in flame; unless they're taking extraordinary precautions against it, at least one of the heroes is caught in the blast each time (determine randomly). Additionally, 1d6 refugees will die each time he makes a pass, unless the heroes can divert him away through spells, arrow shots, or decoys; as usual, reward creative thinking on the heroes' part. If the heroes are traveling apart from the refugees, Ember will prefer to attack the refugees over attacking the heroes.

Development: Ember is a wily dragon and will never risk a second pass; these attacks are intended to harass and demoralize the refugees, not destroy them. Sometimes Verminaard is mounted on Ember; other instances, he's off doing more important things. However, Ember is his surest

way to both find the refugees and keep them living in fear, so Verminaard continues to have Ember scout.

AVALANCHE [EL 7]

As the heroes and refugees pass by a snow-covered mountainside, part of the snowpack collapses and hundreds of tons of snow and ice slide toward them. Determine who is in the path of the snowslide—randomly, if you wish—then consult “Mountain Terrain” in Chapter 3: Adventures in the *Dungeon Master's Guide* for rules to adjudicate the avalanche.

Variations: This encounter can be re-run several times. Variations might include placing debris (such as tree trunks or ice sheets) within the avalanche; heroes must make extra saves or cleverly implement magic to avoid them. If you prefer a lighter tone, consider allowing Reflex saves or Balance checks for a hero to “ride” a bit of debris as a sled through an avalanche.

STONE GIANT [EL 8]

Seemingly out of nowhere, a boulder lands among a crowd of refugees, hitting the snowy ground with a dull thud. One hundred feet away, a massive giant, clad in thick furs and shouldering an oaken club, steps from a copse of trees; “Halt!” he booms. “You trespass! I require reparations for the damage you have caused my mountains!”

Creatures: A stone giant, a resident of these mountains for hundreds of years, objects to the large number of people passing through his valley.

☞ Stone giant: hp 119, see *Monster Manual*.

Tactics: The heroes first notice him when a large rock



lands among them; the giant steps into plain view and demands they halt. He begins with an attitude of Hostile, but he does not attack on sight; instead, he insists the heroes pay him reparations (500 pounds of silver) for passing through “his” mountains and demands they leave. If it comes to a fight, he will try to kill any spellcasters first, having an intense mistrust of magic.

BISON HERD [EL 8]

A distant thundering noise can be heard from down the valley. You are well used to hearing far-off avalanches by this point, but this sounds very different—it grows louder.

Suddenly, a herd of hundreds panicked bison charge over a nearby rise. The stampeding animals are running directly toward you and the refugees, destroying everything in their path.

Creatures: A herd of bison has been startled by some unknown irritant; the herd is in a panic and races down the valley toward the heroes and refugees. The bison will reach the refugees in five rounds.

☞ **Bison (many):** hp 37, see *Monster Manual*.

Tactics: There’s no way the heroes can possibly kill all the bison currently racing at them. They’ll need to be creative in order to get themselves and the refugees out of the way of the stampede. Once the bison pass by, they keep running until they’re out of sight.

SNOW SQUALL [EL 6]

An unexpectedly warm breeze blows in from the far-off New Sea, and the wind suddenly kicks up; as the wind crashes into the frigid air among these towering peaks, a violent squall arises. Blizzard conditions, with all the associated dangers, exist for 2d10 minutes; see “Storms” in Chapter 3: Adventures in the *Dungeon Master’s Guide*.

WINTER WOLVES [EL 9]

Four gray-white shapes seem to materialize on a ledge high above the valley. They appear to be wolves, but they are much larger than the ordinary wolves you have seen. Their eyes glow with malevolence. With a low, gravelly voice, one speaks: “Lowland fools. Twilight is upon you, and winter is nigh.” With howls of cruel joy, they bound down the rock face toward the refugees.

Creatures: A pack of winter wolves encounters the heroes. Twisted servants of the Queen of Darkness, they have been patrolling the mountains for weeks. They delight in killing and bringing suffering to the peaceful.

☞ **Winter wolf (4):** hp 51, see *Monster Manual*.

Tactics: The winter wolves will appear before the entire refugee column, attempting to demoralize and intimidate

them. They encircle and simultaneously attack weak heroes and refugees, cruelly targeting the weakest with their breath weapons before resorting to their other attacks. They avoid combat with well-armed combatants as much as possible. They fight to the death.

ENCOUNTERS IN THE THARKADAN MOUNTAINS

As the heroes traverse the mountains, remember that every major decision about strategy and direction of travel will require a vote of the Council.

THE FIRST NIGHT

Run this scene when the heroes and refugees make camp the first night. Several of the refugees ask the heroes to attend a meeting of leaders of the people (see “Refugee Factions,” page 100). It is at this meeting that the Leadership Council will be formed and the factions, which have already formed somewhat organically, are formalized.

This meeting will also center on where the refugees should go. Briar of the Plainsfolk and Locar of the Seekers argue that they should head north and try to regain their homeland (an idea the heroes should be able to shoot down). Brooke of the Townsfolk suggests that they head east to the sea and find ships to carry them to safety, but Eben will point out that a sailor in his faction said that the sea is patrolled by corsairs loyal to Verminaard. They also don’t have enough money to buy passage for all 800 of them even if the sea was safe. (Eben will not make his treachery obvious.) If anyone suggests traveling west to Qualinesti, Gilthanas will know that the elves will not be able to help them; they’re fighting a delaying action against the Dragonarmies, trying to buy time for their own evacuation.

Elistan will propose continuing south to find the dwarven kingdom of Thorbardin. The mountain dwarves of Thorbardin closed their mountain halls after the Dwarfgate War well over 300 years ago; the exact location of their kingdom is not known, but the dwarves likely have the strength to stand against the Dragonarmies, at least for a while. Elistan also suggests that even if they cannot find Thorbardin, or if the dwarves there refuse aid, they can try to get to the southern side of the mountains; surely Verminaard’s army will not pursue them across an entire mountain range.

Obviously, for purposes of this adventure, it’s strongly preferred that the refugees begin looking for Thorbardin. In order to encourage this, you can have various NPCs bring up the following points (you can also suggest them to the heroes, provided they make Knowledge (history) checks):

- The dwarves probably do not know about the Dragonarmy.
- If the dwarves are not warned about the Dragonarmy, they may be caught unprepared.
- Warning the dwarves about the Dragonarmy will allow the heroes to use this debt of honor to gain aid, possibly by invoking the Swordsheath Scroll.

Of course, the first challenge is to actually find the Gates of Thorbardin. Any dwarven hero will have heard the tale of the Dwarfgate War many times and will know that, according to legend, clues to the secret location can be found in Skullcap Mountain. Skullcap shouldn't be difficult to find; it lies to the south somewhere in the Plain of Dergoth, which is somewhere in this mountain range. If there are no dwarves among the heroes, Elistan will know the history.

The Leadership Council must vote on this. Allow the heroes to make Diplomacy checks to affect the attitudes of each faction; they will vote for or against the plan to find Thorbardin according to the "Faction Rules," page 101 (assuming the heroes advocate that course of action). Exception: Eben, leader of the Free Folk, will vote for the plan no matter what. He sees an opportunity here; if he fails to have the heroes killed in the mountains, he will at least allow the refugees to lead the Dragonarmy to the long lost kingdom of Thorbardin.

If the heroes discourage the plan to find Thorbardin, or if the Leadership Council votes against it, hopefully the heroes will have an alternate plan; if not, you may need to improvise for a while. In any case, they'll need to spend some time traveling through the mountains, even if Skullcap and Thorbardin aren't their destinations; you can try to get them back on track by placing carefully selected encounters in their path.

Be sure to run the encounter "Elistan is Called" after the meeting of the Leadership Council.

ELISTAN IS CALLED

Run this scene during the night immediately following "The First Night" as soon as the Prophet falls asleep after (or during) the first meeting of the Leadership Council. Only run this scenario if the Prophet has not already convinced Elistan to look at the *Disks of Mishakal*. This scene can be framed as an intense roleplaying experience in which one hero must convince Elistan to forgive himself and thus allow himself to embrace the true gods. This is one of the most important moments of the adventure, as the King of the Gods and his chosen messenger on Ansalon embrace, thus driving the final nail into the coffin of the Age of Despair.

During the night, the Prophet has a dream of Elistan clothed in white robes, wearing a *medallion of faith* inset with a triangle of platinum—the ancient vestments of a priest of Paladine. In the dream, he stands on a great mountain, holding the *Disks of Mishakal*, and preaches of the true gods to an enormous crowd of people. She hears an impossibly lovely, comforting voice in her head: "My dear one, introduce my husband's servant to his master." If the Prophet tells Elistan of this dream, read or paraphrase the following:

Elistan seems taken aback. "I am not worthy to read the *Disks of Mishakal*," he says with downcast eyes. "I have sinned against the heavens and against men. My time as a Seeker was foolishly misspent,

convincing myself and others that new gods were replacing the old. I had no faith that the old gods would remember us or that we would find them again. I'm afraid I do not deserve the luxury of faith now."

The Prophet can convince Elistan that he is wrong. Roleplay it out—Elistan is reluctant, but if the Prophet is persistent, he will agree to read the *Disks*. He does this the next time the refugees make camp; he stays up all night poring over the *Disks*, devouring the words of the gods like a parched traveler finally at a long-elusive oasis. The next day, he is serene and refreshed (despite having had no sleep), and he carries a *medallion of faith* of Paladine.

Over the course of the refugees' flight, Elistan will preach to those who will listen but never in an obnoxious or imposing manner. He encourages the refugees to have hope that Paladine's nobility and justice will see them through and protect them. Sestun, the gully dwarf the heroes met in the slave caravan, finds himself drawn to Elistan's preaching, and soon he is nearly inseparable from the new priest. Others find Elistan's word similarly convincing, and the ranks of the Believers slowly grow.

CANYON AMBUSH [EL 10]

This encounter is appropriate whenever the heroes pass through a narrow canyon without effectively scouting along the rim. It can be run more than once with variations.

The Situation: The heroes have been tracked by Ember who has directed several scouts to ambush them.

Creatures: Three kapak draconians, armed with shortbows and envenomed arrows, and ten baaz draconians.

☞ Kapak draconians (3): hp 17, see *DRAGONLANCE Campaign Setting*.

☞ Baaz draconians (10): hp 18, see *DRAGONLANCE Campaign Setting*.

Tactics: Three kapaks snipe at the heroes and refugees from atop the north canyon wall. While the heroes are occupied with them, ten baaz attempt to sneak close and ambush with melee weapons. The baaz fight to the death; the kapaks run once the baaz are dead.

Variations: This encounter can be re-run with any number of variations, such as goblin slingers and hobgoblin swordsmen, or even bozak sorcerers casting *magic missile* and ogre berserkers. If the heroes are smart, they'll catch on to good scouting procedures soon enough, which should prevent this style of ambush.

FIZBAN'S FABULOUS SNOW FORT [EL 10]

Important Rules: "Mountain Terrain" (see Chapter 3: *Adventures in the Dungeon Master's Guide*).

Run this when the heroes and refugees cross a high, narrow, and snow-covered pass. This encounter is both humorous and intense; it serves nicely as a lead-in to "The Hopeful Vale," page 107, where the heroes and refugees will finally be able to rest in safety for a short time.

The Situation: The heroes are traveling over the high pass (presumably the refugees are behind them, but change the encounter as necessary if that isn't the case). Two hundred feet above the route, which is wide enough only for a handful to walk abreast, the towering peaks of the mountains threaten to dump tons of snow and ice on anyone traveling below. The heroes will recognize Fizban the Fabulous from the slave caravan; they haven't seen him since Porthios' daring rescue.

As you progress through the narrow pass, the bitter wind biting at exposed skin, the route begins to widen. Not far away, a lone figure is scurrying around, his mouse-grey robes and hat flapping in the wind. He is hard at work putting the finishing touches on a large igloo; next to the igloo rests a gigantic pile of snowballs.

As you get closer, you recognize Fizban the Fabulous, the strange old man from the slave caravan; he appears well ready to guard the pass against an army of seven year olds. "Hurry up! Get the people into the fort!" he calls with a hushed shout, trying not to disturb the snow and ice precariously balanced above the route. He picks up a snowball. "Come on, we'll show 'em!"

Fizban insists that the refugees are in mortal danger and must enter his snow fort, which is no more than about ten feet across and five feet high. However, a look inside will reveal a cavernous interior with more than enough room to protect the refugees. "Oh ye of little faith," Fizban mutters with an annoyed tone to the hero who looks into the igloo. The mouth of the igloo is large enough to accommodate the refugees' wagons.

Creatures: Once most of the people are through the pass, the heroes will see why Fizban is so concerned. Two hundred baaz draconian scouts, the majority of Verminaard's scouting force, have been quietly gathering behind the heroes, directed by Ember. They choose this moment to attack.

☞ **Baaz draconians (200):** hp 18, see *DRAGONLANCE Campaign Setting*.

Tactics: The baaz attack mercilessly and will be in the pass only thirty seconds behind the last refugees.

Development: Of course, the heroes have no hope of defeating 200 draconians. The key to surviving this encounter is to trigger an avalanche. To trigger the avalanche, a very loud sound must be made or some force must deliver a blow to the snowpack high above the pass. Many evocation spells could accomplish this, as would several arrows or sling-tossed snowballs (such as from a hoopak). Use your best judgment and reward creative thinking.

The resulting avalanche is truly gargantuan and will envelop the entire valley. Any heroes or refugees (or draconians) not in Fizban's snow fort two rounds after it's triggered will be affected by the avalanche. Fizban's snow

fort is not damaged, and people within are unharmed. It will vanish ten minutes after the encounter ends.

OGRE ATTACK [EL 10]

This encounter fits nicely just about anywhere a shot of action would be welcome. With some minor changes, it can be run more than once.

In the distance, in a snowy meadow near the tree line, several strange dark spots are visible.

The Situation: If the heroes approach, they'll see several piles of dust covering eight sets of baaz standard issue weaponry and armor. A section of eight baaz draconians were attacked and killed by ogres just a few minutes ago. If they don't immediately leave, the ogres will attack.

Creatures: Six ogres led by an ogre barbarian.

☞ **Ogres (6):** hp 29, see *Monster Manual*.

☞ **Ogre barbarian:** hp 79, see *Monster Manual*.

Tactics: The ogres will storm out of the nearby treeline (allow the heroes a Spot check to avoid surprise) and fight to the death.

Development: Another gang of ogres, of similar composition, is in the area; the sounds of battle will draw them here in ten minutes' time.

THE STEAM CAVERNS

The dwarven kingdom of Thorbardin once controlled the entire region. Outposts—smaller underground cities (like this one)—were left to fend for themselves when Thorbardin sealed its doors. The mountain dwarves who once occupied this city either died out or left, and the complex was reoccupied by gully dwarves.

The Steam Caverns are an ancient city that was once under Thorbardin's control. It is accessible from "TM 8: Valley of Clouds" and "TM 9: Southern Exit" in the Tharkadan Mountains.

First, the heroes pass through hundreds of yards of tunnel. Once they pass through these tunnels (an uneventful journey), they emerge into a magnificent underground hall carved from the mountain. Dozens upon dozens of halls, chambers, and rooms are empty, long since looted of anything of value. Gully dwarves have occupied part of the once-thriving city.

PEOPLE TO MEET IN THE STEAM CAVERNS

Highphulph, Lord of Phulph Clan (N male gully dwarf aristocrat 4): The Highphulph is a short brawny dwarf covered in matted curly black hair and reeking of sour sweat. He wears stained robes and a crown three sizes too large for him. The Highphulph is friendly enough when flattered and has been waiting a long time to find someone literate to assist him with deciphering his greatest treasure.

ENVIRONMENTAL CONDITIONS

This underground city is very close to a large underground reservoir, as well as a powerful source of geothermal energy. Therefore, the caverns and underground city are filled with steam, fog, and very muggy air. The air is very hot and extremely humid. Heroes not acclimated to the heat suffer 1d4 points of nonlethal damage each hour; a Fortitude save (DC 15, +1 per previous check) negates the damage. Spells such as *endure elements* can also offset this problem.

A character can become acclimated to the heat in one of three ways. First, you may rule that a hero who is from a hot and humid climate is already acclimated. Secondly, if a hero succeeds in a Fortitude save (DC 23) to resist the heat, it is assumed that his body has adjusted to the harsh conditions, and he is no longer required to make additional saves. Finally, any character spending a week in the caverns automatically acclimates.

THINGS THAT HAPPEN IN THE STEAM CAVERNS

As the heroes enter the Steam Caverns, describe to them a massive underground installation. A true underground town, huge tunnels are carved out of the very rock, with buildings similar to those that one would expect to find in any human town built into the caves. Once a minor mountain dwarf city, it is dwarfed (so to speak) by Thorbardin, but unless the heroes have been to that kingdom, this will likely awe them. No map is necessary as the exact geography is unimportant.

EASTGATE

Run this scene as the heroes enter the underground city from the tunnels.

The corridor leads to a wide gate which is obviously the work of master builders. In front of the gate is a strange sight: a single gully dwarf standing guard in the middle of the gate. His helmet is falling over his eyes, and he is having considerable difficulty keeping his oversized halberd from falling to the ground.

The dwarf guard is supposed to guard against intruders, but he has a rather loose idea of how this is to be accomplished. As the characters approach, he calls out in his most challenging squeaky voice, "Halt! Answer me before I let you pass! Are you supposed to come into this kingdom?" If the answer is "Yes," he lets the party pass without question.

Once the guard has decided that the party can pass, he asks, "Are you here to see the great secret treasure of the Aghar?" If the answer is "Yes," he offers to lead the heroes to Highphulph, Lord of Phulph Clan. If the heroes ask what the "great secret treasure" is, the guard won't tell them, since it's a secret.

COURT OF THE THAMES

Run this scene once the heroes have explored the city for a few minutes. The heroes walk down a wide corridor with large columns on either side. The guard opens

double doors that lead into a huge court. At the far end, a semicircle of thrones sits on a raised dais. On one of the thrones sits another gully dwarf—this one wearing a huge crown and ill-fitting robes. The guard whispers, "Don't be afraid. It's just His Magnificence, the Highphulph."

The Highphulph welcomes the heroes in his squeaky voice. He asks them if they have come to see the great treasure. If the heroes answer "Yes," he leads them to a small temple room. In the center of the room is a great monolithic slab of black stone. Before the stone is a circular dais of white stone. Glowing gold letters are carved around the edge. Unfortunately, the gully dwarf cannot read (the Highphulph admits this with some embarrassment) and so have no idea what the apparently magic text says.

The inscription is written in an old dialect of Dwarven, readable by anyone who knows that language. It says, "Let him stand and ask, he who would receive knowledge." If any person stands on the dais and asks a question in Dwarven, a deep rumbling voice will fill the chamber with the answer (also in Dwarven).

All questions must be about dwarvish matters or else the answer will always be, "What has this to do with the dwarves of Thorbardin?" If asked about Skullcap, the Dwarfgate War, or Fistandantilus, the device will tell "The Story of Fistandantilus," see below.

The device will answer only three questions per day.

The Highphulph is ecstatic that he has finally found out how to use the great secret treasure. He asks the heroes what boon he can offer them, and he provides anything within reason. (The gully dwarves are poor; they cannot provide very much.) He offers to allow the heroes and all the refugees to come live in his kingdom forever. (If the heroes propose this to the Leadership Council, the leaders unhesitatingly and unanimously decline.) He can provide food, though it is barely palatable.

SKULLCAP

Important Rules: Climb, Hide, Listen, Knowledge (arcana), Knowledge (dungeoneering), Move Silently, Spot skills (see Chapter 4: Skills in the *Player's Handbook*).

THE STORY OF FISTANDANTILUS

Following the Cataclysm, the hill dwarves and men from the regions around Xak Tsaroth fled southward, seeking refuge in the kingdom of the mountain dwarves. This kingdom, known as Thorbardin, could not support the hundreds of thousands of refugees, so it closed the gates against them. Disorganized and without leadership, the refugees proved no match against the organized and motivated forces of Thorbardin.

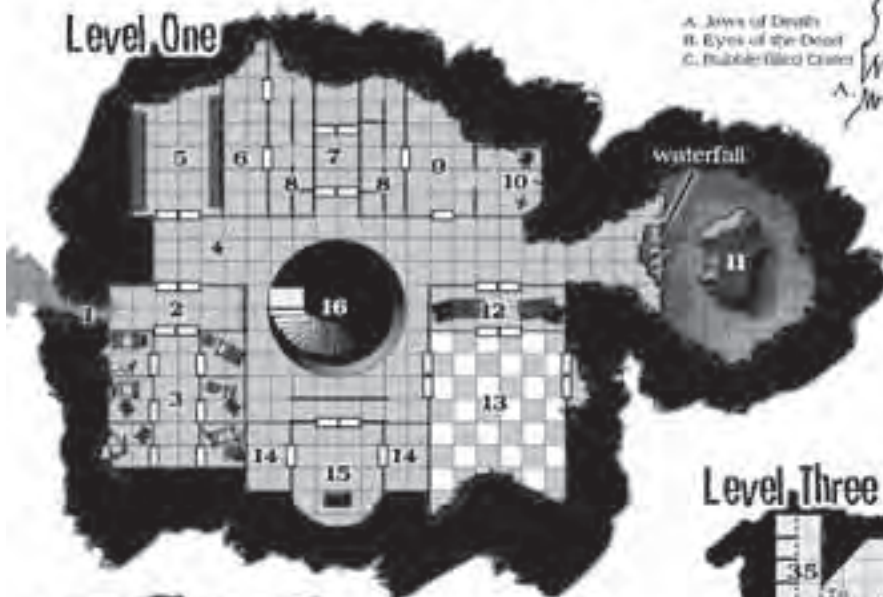
Then came Fistandantilus.

Fistandantilus was a black robe wizard during the age that preceded the Cataclysm, the mysterious "arcane advisor" of the Kingpriest. Magic at that time was despised as an "impure" profession. Wizards great and small became outcasts. Yet Fistandantilus foresaw a time when wizards would again be important. He knew not when, but he swore, when the time came, he would be there.

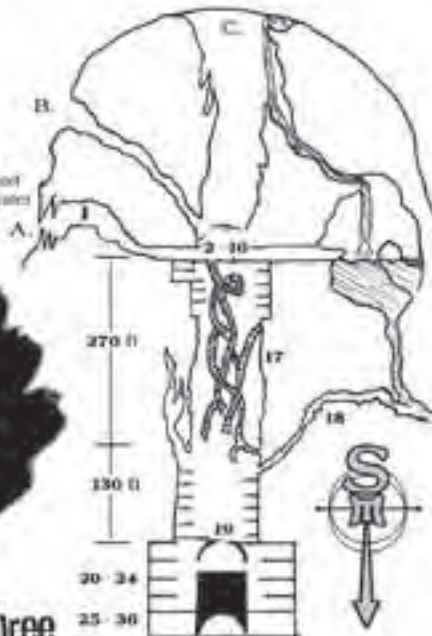
Skullcap

SCM
1 square = 10 ft

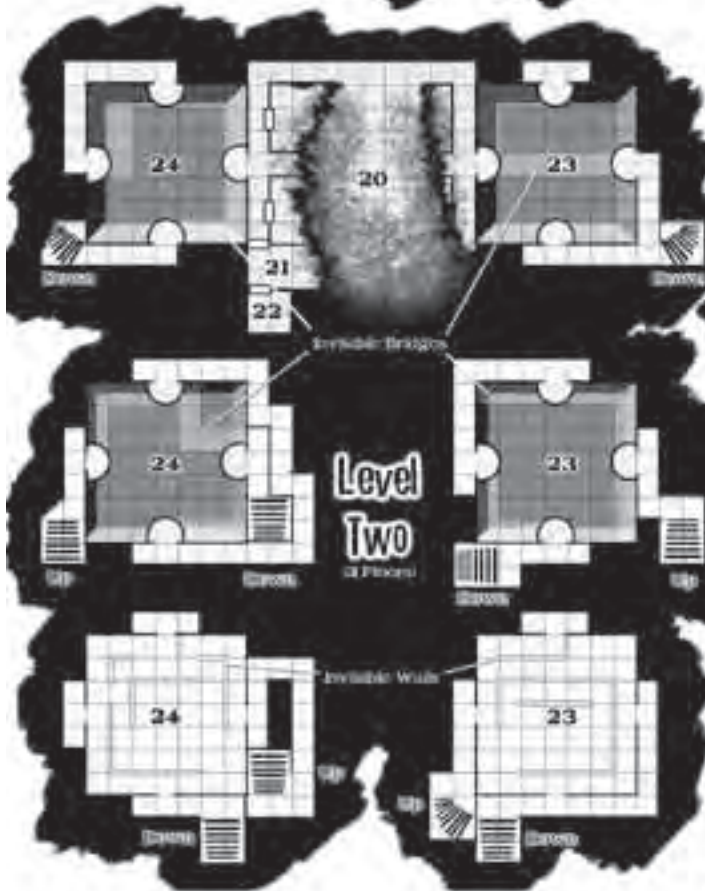
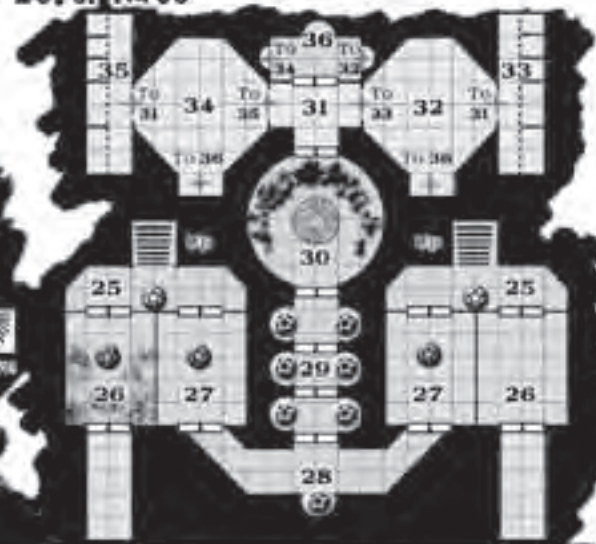
Level One



A. Jaws of Death
B. Eyes of the Dead
C. Bubble-filled Crater



Level Three



- | | |
|-------------------------|------------------------------|
| 1. Main Entrance | 19. Collapsed Floor |
| 2. Lord's Hall | 20. Broken Corridor |
| 3. General's Way | 21. Guard Room |
| 4. Grand Hall | 22. Storage Room |
| 5. Armory | 23. Crystal Maze East |
| 6. West Guard's Hall | 24. Crystal Maze West |
| 7. Gateway | 25. Cyclops Chamber |
| 8. Watch Hall | 26. Portal Hall |
| 9. East Guard's Hall | 27. Ambiguity Room |
| 10. Storage Room | 28. Alcove of Nihil |
| 11. Shadow Dragon Lair | 29. Blast of Passage |
| 12. Gusty Foyer | 30. Chambers of Pseudomantic |
| 13. Ghostly Ballroom | 31. Treasure Junction |
| 14. Meditation Room | 32. East Treasure Room |
| 15. Alar to Nihil | 33. East Cages |
| 16. The Great Stairwell | 34. West Treasure Room |
| 17. Twisted Ice Spike | 35. West Cages |
| 18. CroVasse Climb | 36. Access Room |
- Cyclops Station
 Dwarf Station
 Nihil Station
 Teleporter

He could foresee the terrible fate awaiting the Kingpriest of Istar, whose hubris would bring civilization to its knees. He abandoned his "master," using his magic to escape the Cataclysm, and traveled forward into the future, seeking a particular relic of great power among the nations of dwarves in the Kharolis Mountains. Fistantilus organized the hill dwarves and poverty-stricken human

tribes in the region into a disciplined and motivated army, and he launched an assault on the kingdom of the mountain dwarves, hoping to draw their attention away from his real objective. While the armies struggled against one another, he searched and eventually found his prize. Soon he began the rituals necessary to unlock its power; he started weaving a spell of vast scope and complexity.

Yet before he could complete the spell, something happened—some twist of fate unknown to history—unleashing a great blast of magical energy which destroyed the armies and apparently Fistandantilus himself. His magical fortress was blasted by the furious

magical maelstrom until only the shattered and glazed form of a giant skull remained—Skullcap.

Deep beneath Skullcap, legend has it, the spiritual remains of Fistandantilus still lurk, along with the key to finding the path to the gates of Thorbardin.

PEOPLE TO MEET IN SKULLCAP

Whisper (CE male wyrm shadow dragon): A shadow dragon summoned by Fistandantilus to guard his fortress during the Dwarfgate War, Whisper reluctantly observes the details of the bargain he struck with the evil wizard. As far as he is concerned, he is still in Fistandantilus' employ until dismissed but only to guard the mountain from intruders. He believes the Sage is Fistandantilus returned and assumes that anyone traveling with him is allowed to be here.

Blaize (LG male adult brass dragon): Blaize is an affable, talkative brass dragon. He says the last thing he remembers was pursuing a troop of goblins into a cave; he slew many of them and was about to eat one when an old man in a black robe came out of nowhere and enchanted him. He is a bit of a braggart and loves to talk about his great feats in the war—which war, the heroes can't quite tell. "I don't know how long ago it was. There were goblins. I don't know when, I'm not very good with dates, especially while enchanted. I am very good at hunting goblins, though. Did I tell you there were goblins in the war?" Blaize is very interested in the history of the current war. He tells the heroes that he will seek out good dragons, if any remain, to help their cause.

The Remnant of Fistandantilus (CE medium incorporeal undead): The tumult of magical energy which apparently destroyed Fistandantilus at the end to the Dwarfgate War separated part of his being and left it behind as a spiritual impression on the fabric of reality. The remnant bears little resemblance to the wizard that was once Fistandantilus.



The Spirit of Grallen: Grallen is a Prince of the Hylar from the time of the Dwarfgate War. He fell in the final battle, part of a Hylar detachment tasked with assaulting Zhaman (which became Skullcap) and killing the dark wizard Fistandantilus. Prince Grallen

was killed in battle just before the magical explosion that destroyed the bulk of both armies. His spirit retreated into a jewel in his magical helm, and he has been in Skullcap ever since. He is weary and desperate to return to Thorbardin so he can finally rest.

KEY TO SKULLCAP

If a room has no entry in this Key, assume it is empty of anything interesting but broken furniture or rubble.

SC A: JAWS OF DEATH

The mouth of the skull-shaped mountain, 80 feet above the swampy plain, forms a cavern leading deep inside. Rubble is piled 50 feet high before the cavern. It can be climbed easily. The remaining 30 feet is made of the glassy black obsidian that covers all of Skullcap.

The surface of Skullcap is blue-black as though burned and melted by tremendous fires. It is now icy cold to the touch and impossible to climb without assistance of some kind. Jagged stalactites and stalagmites form grotesque rows of teeth. At the back of the opening, a natural tunnel descends into the mountain.

The tunnel is made of the same smooth obsidian as the outside of Skullcap. After 20 feet of gentle downward slope, the angle of the tunnel changes to a 70 degree incline—too steep and smooth to walk. Heroes can use ropes and spikes to descend, or they can slide down the smooth tunnel. The tunnel leads to SC B. Climbing the tunnel from the bottom presents the same challenge as climbing the smooth exterior of the fortress.

SC B: EYES OF THE DEAD

Both of these caves are identical. At the back of each is a small tunnel leading down at a 70 degree angle. However, they are not made out of the fused glassy material, and handholds are available for an easy decent (Climb check DC 10).

Both tunnels lead to the same place: a metal framework overlooking “SC 16: Great Stairwell.” There are no handholds down; the heroes must tie a rope to the metal framework and lower themselves to the floor or use equivalent means.

SC C: RUBBLE CRATER

If the heroes explore the bottom of the bowl, they find a 20-foot-wide shaft descending at a 60 degree angle. It can be climbed slowly and with some difficulty (Climb check DC 20). After 70 feet, the ceiling and walls become smooth and glassy.

The shaft leads to the upper ledge of “SC 11: Lair of the Shadow.” The pool of water has an outlet at the bottom 5 feet wide; it leads to the waterfall at “SC 11: Lair of the Shadow.”

SC 3: GENERALS’ WAY [EL 7]

The doors to this hall are solid oak and covered with silver. The rooms off this hall have been ransacked, except one. Choose one of the rooms to house this encounter.

Creatures: On a table in the corner of the room lies an old tunic with brass buttons. If the tunic is disturbed, a spectre of the former owner appears and attacks.

☞ **Spectre:** hp 45, see *Monster Manual*.

Tactics: The spectre will attack with its energy drain, targeting the Prophet first. It will fight until destroyed.

SC 5: ARMORY

Read or paraphrase the following:

Armor stands gleaming against the walls. A bizarre grey hemisphere, semi-transparent and 30 feet across, shimmers in the center of the room. Within it, a gleaming metallic dragon is frozen in mid-flight, its mouth gaping open. Below it, a goblin is also frozen in mid-stride as though fleeing for its life.

If a non-magical piece of iron or steel touches the grey hemisphere, it vanishes like a popped soap bubble. A targeted *dispel magic* can dispel it, but this will require a caster level check (DC 32). Nothing else will break the spell; a Spellcraft check (DC 15) or Knowledge (arcana) check (DC 20) will reveal this.

The instant the hemisphere vanishes, the temporal stasis which holds the two creatures breaks. With one lunge, the brass dragon snaps up the goblin and devours him in a single bite. Once he notices the party, have everyone roll initiative and proceed in order.

Creature: The brass dragon is understandably confused, since he has been frozen for over 300 years. Shocked, and perhaps slightly embarrassed at being seen so gracelessly devouring a goblin, he pauses. If the characters attack first, he will fight back, but if they do not, he asks them what has happened. The brass dragon’s name is Blaize. He does not know about the disappearance of dragons from the world or about the recent reappearance

of the evil dragons. When the current state of the world is explained, he does not have any idea why the good dragons have not entered the fray. He’ll offer to accompany the heroes, for now at least.

☞ **Blaize, adult brass dragon:** hp 241, see page 162.

Treasure: The armory contains the following treasure: three suits of masterwork full plate armor, three +1 heavy steel shields (one Small sized), two +1 shocking javelins, and two cloaks of resistance +2.

SC 7: GATEWAY [EL 10]

Any hero checking the walls discovers arrow slits. See the encounter described in “SC 8: Arrow Slits” below.

SC 8: ARROW SLITS [EL 10]

These rooms overlook “SC 7: Gateway” through arrow slits.

Creatures: Six wights are in each room. They are armed with masterwork composite shortbows (+1 Str) and shoot through the slits at anyone in “SC 7: Gateway.”

☞ **Wights (12):** hp 26, see *Monster Manual*.

Tactics: The archers will wait until most of the heroes are inside the room to fire their arrows.

SC 11: LAIR OF THE SHADOW [EL 15]

Read or paraphrase the following:

The sound of rushing water fills this large cavern. A waterfall pours into a large pool covering the cavern floor. In the middle, surrounded by water, is a small island on which are piled gems and weapons.

The Situation: This cavern is 100 feet wide. A pool of water covers the cavern floor around the island. At the level of the waterfall is an upper platform. A 5-foot-wide ledge at the level of the island goes around the entire edge of the cavern. Whisper was bound by Fistandantilus long ago to guard this fortress as long as the wizard remained on Krynn. He’s very good at his job—he has killed many adventurers hoping to loot the mountain. Their possessions and gear litter the floor.

Creatures: When the heroes enter, Whisper (CE male wurm shadow dragon) will be on the upper platform beside the waterfall.

☞ **Whisper:** hp 459, see page 163.

Tactics: Allow the heroes Listen checks vs. the dragon’s Move Silently to avoid a surprise round. The dragon will open combat by blasting the heroes with his breath weapon—he stops when he sees the Sage. If the Sage is present, Whisper will instead leap to the floor and bow to him, saying “Master, you have returned.”

Whisper believes that the Sage is Fistandantilus—and if the Sage character is Raistlin Majere, in some ways he really is. Whisper is obligated to obey the Sage within the bounds of the original bargain struck by Fistandantilus, which is quite restrictive and generally limited to guarding Skullcap from intruders. Whisper is annoyed at having

been left for so long, and he does a poor job of hiding his irritation. Although he remains respectful and polite, he feels no obligation to help the Sage or his companions find any news about Thorbardin or assist against enemies they fight; he will point this out if his assistance is requested. If asked for help in combat, he'll answer something like "I'm afraid that wasn't part of our original bargain, Master. I'd be happy to remind you of the details of our agreement, but you appear to be busy trying not to get killed by those creatures."

If Blaize is with the party, he pipes up, "Who's this? Someone want to fill me in here?" Leaning close to one of the heroes, he whispers, "He doesn't look very trustworthy, if you ask me." Whisper just looks at Blaize and snorts derisively.

Once it's clear the Sage has no real use for Whisper, he will ask, "Master, it's been a very long time since any intruders came upon this place. May I take my leave now?" If the Sage releases him, he will point out treasure that previous visitors have left behind.

Treasure: Previous adventurers and tomb robbers killed by Whisper have left behind quite a trove. Various gems worth 21,500 stl; 3,267 steel pieces; 1 suit of Small +2 *studded leather*; 1 suit of +2 *chain mail*; two *potions of clairaudience*; one pair of *boots of levitation*.

SC 12: GUARDIANS

Read or paraphrase the following:

The doors open to reveal a once plush room, now in rags. Golden double doors at the far end of the room are closed. Shadowy forms lurk about.

The dark figures are harmless spirits of Fistandantilus' loyal followers who died during the War. Other than skulking around in this room, the spirits ignore all attacks and do not fight back. A strongly presented holy symbol will cause the spirits to flee.

SC 13: BALLROOM [EL 8]

Read or paraphrase the following:

An immense hall stretches far, dimly lit by ethereal lamps and torches. Shadowy figures swing and sway to a music that cannot

be heard, played by a ghostly quartet on silent instruments at the front of the room.

The Situation: Most of the figures are harmless, but danger is lurking among the dancers.

Creatures: Five wights in tattered uniforms, once officers in the army of Fistandantilus, shamble among the dancers.

☞ **Wights (5):** hp 26, see *Monster Manual*.

Tactics: As the heroes enter, the wights move to attack.



SC 15: ALTAR

Read or paraphrase the following:

A skeleton lies draped over a low altar along the far wall. Its armor is rusted, but a gleaming sword lies next to the figure, still grasped in its hand. A rolled parchment is clutched in the other hand.

This is the skeleton of a valiant warrior who died in battle here. It is not animated in any way. The armor is corroded and useless, but the sword is a +1 *ghost touch longsword*. The scroll shows general details of Zhaman Keep—what Skullcap was

known as before its destruction. It shows that a great hall once extended from the north side of the keep to what is now "SC 7: Gateway." The map shows that the central stairwell was the only way to reach the lower levels. The chambers of Fistandantilus are marked on the map and can be reached only through a huge room that is not described on the scroll map.

SC 16: GREAT STAIRWELL

Read or paraphrase the following:

A central stairway descends deep into the Mountain. Torn by the same terrible forces that long ago ravaged Skullcap, the iron framework that once supported these stairs is now twisted and wrenched. Overhead, the ceiling is shattered, revealing the iron frame that once held the stairway. The stairwell is 60 feet in diameter. A 10-foot-wide staircase circles down about 20 feet before it starts to twist distortedly.

See “SC 17: Twisted Iron Stairs” if the heroes continue down this path.

SC 17: TWISTED IRON STAIRS [EL 5]

The metal descends for 270 feet before it ends embedded in a wall to the west.

Although the twisted frame looks dangerous, it is actually well secured. Climbing down, however, is torturous work at best. Five Climb checks (DC 10) are required to reach the bottom of the stairs. Each hero on the stairs makes the entire assembly shake and vibrate, adding a cumulative -1 penalty for each hero on the stairs beyond the first up to a maximum of -5. Don't forget armor check penalties for heroes wearing armor.

If a character falls (failing the Climb check by 5 or more), he has three chances to make a Reflex save (DC 15) to grab hold of the staircase as he falls. Success means he is hanging by his hands and needs to make a Climb check (DC 5) to firmly plant his feet back on the staircase. Failure means he takes 1d6 points of damage (for each failure) from slamming against the iron staircase.

If the hero fails all three, he falls to the bottom of the chasm, taking an additional 20d6 points of falling damage.

The twisted metal ends approximately 100 feet before the shaft reaches the broken rubble of “SC 19: Collapsed Floors,” but it is embedded in a climbable wall. Once the heroes have reached the end of the stairs, they can make a Climb check (DC 20) to make it the rest of the way, or they can easily tie off ropes to descend the rest of the way with a Climb check (DC 5).

If Blaize is with the party, he will not go down the stairs. As the heroes stand at the top of the pit, he looks over the edge and says “Uh-uh. No way. Not this brass.” He looks up at the heroes. “You kids go have fun. I'll wait up here for you.” A successful Sense Motive check (DC 20) will assure a perceptive hero that the young dragon really does intend to wait for them.

If Whisper is with the heroes, he will also glance down the shaft. “Master, I am meant to guard the mountain against intruders.” He and Blaize exchange an icy looks. “That requires me to remain up here, much as I do not enjoy providing childcare.” Blaize responds by sticking his tongue out at the shadow dragon.

SC 18: CREVASSE CLIMB [EL 10]

Read or paraphrase the following:

As you make your way down the twisting metal, you pass a giant crevasse. Clicking sounds emanate deep from within. Suddenly huge insect-like creatures with segmented blue-black shells skitter toward you as they deftly climb out of the crevasse and onto the twisting metal with ease.

Creatures: An infestation of horax lives in this crevasse, and they ambush creatures trying to climb the stairs. Eight horax travel along the broken metal framework.

☞ **Horax (6):** hp 26, see page 165.

Tactics: Although the horax are not intelligent, they instinctively look for tactical methods of attack, using charges and flanking to their advantage.

Keep in mind that while the heroes are climbing, they lose their Dexterity bonus to AC. Any time they take damage, they must make a Climb check (DC 10) in order to remain on the stairs. Refer to Chapter Four: Skills in the *Player's Handbook* for more details on the Climb skill, including penalties to the check.

Development: The horax will attack opponents until they are dead or dying and then grapple them to pull them back into their nest. They may try to grapple Small creatures while they are still conscious.

The tunnel is large enough for one Medium creature to crawl through with a Climb check (DC 10), rising steeply for 150 feet and then descending slightly. The horax nest lies at the waters edge. The tunnel connects to a drain for run off from “SC 11: Lair of the Shadow.”

SC 19: COLLAPSED FLOORS [EL 8]

The encounter in this area can be relocated to “SC 20: Broken Corridors” if you decide that it would be more appropriate. Read or paraphrase the following:

Here at the bottom of the shaft, the remnants of several collapsed floors have formed a mound of melted slag and rubble. Girders and chunks of rock jut from the mound like giant gnarled hands reaching upwards. At the center of the mound is a funnel-shaped hole.

The Situation: When Zhaman was destroyed in the Dwarfgate War, the blast tore through the stairwell and caused all of the levels from here to the upper floor to tumble down upon the domed ceiling of “SC 20: Broken Corridors.” The hole leads down to that room, a drop of almost thirty feet (3d6 damage from an uncontrolled fall).

Creatures: Three skeletal warriors wait, hiding among rubble. If a hero falls from the staircase, he'll have to face the skeletal warriors alone for several rounds as the other heroes attempt to get to him. This could be very, very deadly, so consider moving this to the alternate location if that happens.

☞ **Skeletal warriors (3):** hp 38, see page 166.

Tactics: The skeletal warriors move to attack with the arrival of the first hero. They close in and deliver as many powerful blows as possible, staying within melee range. The skeletal warriors are still enslaved by Fistantilus' powerful magic and attack the heroes until dead or until the heroes flee. While attacking, they beg the heroes with raspy voices to recover the circlets that bind them and free them from their servitude (see Chapter 7: Creatures of Ansalon in the *DRAGONLANCE Campaign Setting*). The skeletal warriors will not follow the heroes out of the chamber but are compelled to attack them as long as they remain.

Development: The circlets that once allowed Fistandantilus to control the warriors' actions are located in "SC 30: Chamber of Fistandantilus." If the heroes succeed in recovering the circlets and give them to the warriors, the warriors thank them and vanish.

A Climb check (DC 20) will allow the heroes to lower themselves into the hole that leads to "SC 20: Broken Corridors" and scramble down the curved ceiling to the floor.

SC 20: BROKEN CORRIDORS

Read or paraphrase the following:

This domed chamber is totally destroyed. The iron framework that once formed the dome sags under the weight of collapsed rock. The walls are cracked and fallen in many places, and debris lies in every corner. A beautiful mural of red, black, and white is now a shattered and chipped ruin. The only exit from the room appears to be to the north.

This room is an alternate location for the encounter with the skeletal warriors that occurs in "SC 19: Collapsed Floors."

SC 21: MAN WITH A KEY [EL 5]

Read or paraphrase the following:

A skeleton in once-fine robes slumps over a stone table in the center of the room. A set of rusted keys on a ring hang at its side.

Creatures: An ochre jelly hangs above the door out of sight. Heroes who enter the room can make a Spot check (DC 20) in order to notice it.

☞ **Ochre jelly:** 65 hp, see *Monster Manual*.

Tactics: The ochre jelly waits until someone enters the room. It drops between that hero and the door and moves to attack anyone in the room. The creature is only looking for its next meal. If it is split in two, one half will attack the hero in the room, while the other concentrates on opponents on the other side of the door.

Treasure: Neither the skeleton nor the key ring is magical, but the keys (there are seven) are the "Keys of the Guardian" and will be very valuable later, especially in "SC 23: Crystal Maze East."

SC 23: CRYSTAL MAZE EAST [EL 11]

Read or paraphrase the following:

You stand on a balcony overlooking a dark open chamber spanning seventy feet from wall to wall and descending forty feet to the floor below. There are three other balconies level with you across the gap and four more balconies on the next

level down in similar positions. Openings lead off into darkness beyond each balcony. The bottom level has a great arch on each wall underneath the balconies.

On the floor of the chamber something large and metallic moves in the darkness. Without warning, a stream of fire erupts from it towards you, briefly bathing the chamber in reddish-orange light and revealing it as a bizarre iron creature with a dozen snake-like heads.

The Situation: The maze occupies 3 floors. It appears there is no way down from each of the balconies, but in fact, there are invisible bridges and ledges on the middle and top floors connecting some of the balconies and invisible walls on the bottom floor. This effect is the product of two spells: a permanent *invisibility* spell and a *permanent image* spell. A *detect illusion* or *arcane sight* spell will allow the invisible structure to be seen clearly. A *detect magic* spell will only reveal that there is magic in the entire chamber. The caster level of these illusions for the purposes of a targeted *dispel magic* is CL 22.

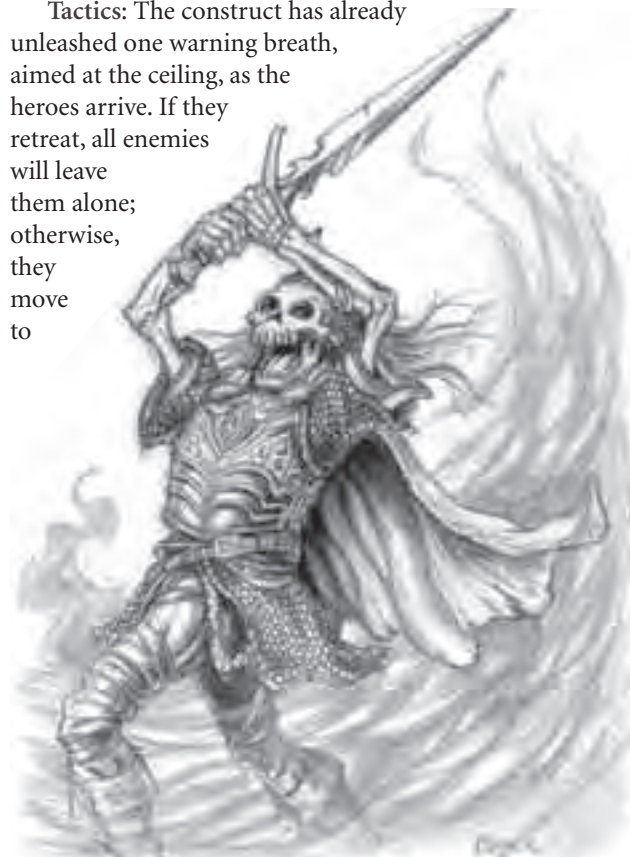
If the heroes fall from the invisible ledges, they will drop to the bottom floor, taking 2d6 falling damage per floor (4d6 from the top floor, 2d6 from the middle floor).

Creatures: An iron pyrohydra and two invisible stalkers patrol this bizarre room. At one time the hydra could breathe with all 12 heads, but it now has only one functioning head.

☞ **Iron pyrohydra:** hp 106, see page 165.

☞ **Invisible stalkers (2):** hp 52, see *Monster Manual*.

Tactics: The construct has already unleashed one warning breath, aimed at the ceiling, as the heroes arrive. If they retreat, all enemies will leave them alone; otherwise, they move to



attack. The invisible stalkers lurk around the second and third floors, attempting to shove or unbalance any hero who makes his way over an invisible bridge. The iron pyrohydra can reach the second floor with its heads, but the third floor is out of reach. Targets on the third floor will deal with the creature's breath weapon. The invisible walls and bridges of the maze resist the hydra's fiery breath; however, they will be outlined in flames briefly, and a Spot check (DC 20) will allow the heroes to notice the location of one or more bridges.

Development: The exit from the maze is on the bottom level underneath the southern balcony. If the proper route is followed, the heroes can walk through each level of the maze to the appropriate exit behind a balcony, descend to the next level, and thus depart the maze.

The invisible stalkers will not attack any person carrying one of the "Keys of the Guardian" from "SC 21: Man with a Key."

SC 24: CRYSTAL MAZE WEST [EL 12]

This area is exactly the same as SC 23 except the iron pyrohydra guardian in this room has three functioning heads.

☞ **Iron pyrohydra (3 heads):** hp 106, see page 165.

☞ **Invisible stalkers (2):** hp 52, see *Monster Manual*.

SC 25A, B: WEST, EAST ENTRANCE

Read or paraphrase the following:

A grotesque statue of a man with a single huge eye stares at the staircase. Two sets of golden double doors stand on either side of the statue.

The giant eye seems to follow the characters as they move about the room. If they move toward the west doors,

the statue appears to smile. If they move toward the east doors, the statue appears to frown. It does nothing else. If the statue is attacked, it eventually falls and shatters as the heroes whack at it. The head continues to function as long as it remains intact.

SC 26A, B: FIREBALL HALL [EL 5]

Read or paraphrase the following:

This room is lit by dim red globes on the ceiling. A large stone statue of a dwarf stands in the center of the room. Its legs are planted on the floor, its hands pressed against the ceiling. Another set of golden doors is behind the statue.



Trap: The stone walls of this room have scorch marks on them. If the golden doors are opened, an empty, smaller room is revealed.

☞ **Fireball Trap:** CR 5; magic device; touch trigger; manual reset; spell effect (*fireball*, 8th-level wizard, 8d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28. This trap occurs only in SC 26B; the trap in SC 26A was sprung long ago and never reset.

SC 27: TRAP ROOM

This room description appears identical to "SC 26: Fireball Hall," although the walls are not fire scorched.

The Situation: This room has an *antigravity* spell and a stone golem operating in it. There is only one way to travel through the room without activating the golem.

When Fistandantilus wished to pass through this chamber, he entered through the door and was immediately pulled to the ceiling by *antigravity*. To avoid hitting the ceiling, he grasped an invisible stone ladder to the right of the door. A strip of anti-gravity is ten feet

directly in front of both sets of doors in this room and in a five foot band around the west wall. Fistandantilus would open the double doors outward and enter, grabbing the ladder immediately to the left of the doors that would allow him to be turned around and climb “up” (or down, depending on how you look at it) to the ceiling. Then he would simply walk around to the other doors and climb down through the other double doors.

Those trespassers unaware of the arrangement will immediately fall 10 feet to the ceiling, taking 1d6 points of falling damage when they enter. If they pass beyond the boundaries of the anti-gravity field, they will fall to the ground again taking another 1d6 points of damage.

Creatures: Any object that weighs more than 50 pounds which enters any normal gravity area in the room immediately activates the stone golem.

☞ **Stone golem:** hp 107, see *Monster Manual*.

Tactics: The statue attacks all moving creatures in the room, whether in the anti-gravity field or not. As a construct, it’s not a terribly bright creature and demonstrates little tactical subtlety. The golem senses its prey by movement; if all characters stand still, the golem ceases its attack and, after one round, returns to its original position. The heroes can again move safely. However, if any character moves back into the normal gravity areas, the golem is reactivated. The golem is immune to the effect of the antigravity field and attacks opponents on the floor and ceiling alike.

SC 28: ALCOVE

Read or paraphrase the following:

An obsidian statue, a robed figure whose face, though hidden, seems to project malevolence, stands in the shadows of an alcove where the two corridors meet.

Double doors made of iron face north (Hardness 10, 60 hp, Break DC 28). The iron doors are *arcane locked* and can only be opened by casting *knock* or by using the “Keys of the Guardian” found in “SC 21: Man with a Key.”

The statue is Nuitari, the god of dark magic, in his aspect of Knowledge—one of the Seven Faces of Nuitari. The subject of a permanent *scry* spell, the statue is surrounded by a faint aura of divination. The spell still functions though nobody is still alive to monitor it.

SC 29: RITES OF PASSAGE

Read or paraphrase the following:

The iron doors open to reveal a short corridor 20 feet wide which leads to a second set of iron double doors. On both sides, alcoves contain statues draped in heavy shadow. Signs of the final massive blast of magic streak the walls here.

Four sets of double doors (hardness 10, 60 hp, Break DC 28) separate this hall from “SC 30: Chamber of Fistandantilus.” Each set of doors is protected with *arcane lock* and can only be opened by casting *knock* or by the “Keys of the Guardian” found in “SC 21: Man with a Key.”

The shadowy figures in the alcoves (two in each segment of the corridor) are statues of the six remaining faces of Nuitari. Each statue radiates magic. As the characters move through the corridors, they pass through the magic fields between the statues. The magic effects, described below, can be prevented if *dispel magic* (CL check DC 33) is cast or if the “Keys of Guardian” are inserted in small keyholes at the bases of the first two pairs of statues. The heroes can make a Search check (DC 15) to locate the keyholes.

The first pair of statues represents Nuitari’s aspects of Might and Wealth, and they radiate strong transmutation. The magic field between them acts as a *transmute metal to wood* (CL 15) spell that turns all metal (such as weapons and armor) passing between them into wood. Transmuted items return to normal if they are passed through the field in the opposite direction (when exiting, for example).

The second pair of statues represents Youth and Passion; they radiate faint abjuration. Each statue casts an area *dispel magic* (CL 22) on every hero passing through.

The third pair of statues represents Death and Chaos; they radiate faint enchantment. The magic field casts a *suggestion* (CL 22, Will DC 18) on anyone passing through. The specific effect of the enchantment is that the target cannot harm Fistandantilus (or his remnant). This effect does not dispel if the heroes pass back through the magic field. There is no keyhole in the base of these two statues.

SC 30: CHAMBER OF FISTANDANTILUS

Read or paraphrase the following:

The ceiling, once a dome of marble, is now shattered. Huge stone blocks litter the floor and block the opening above. In the center of the room, three metallic objects shine brightly; they rest next to a human skull lying on the floor.

The Situation: These are the three circlets belonging to the skeletal warriors in “SC 19: Collapsed Floors.”

Creatures: The circlets lie next to a broken human skull lying among shattered bones in the center of the room. If the characters approach within 20 feet of the broken skull, it rises into the air, the dust from the rubble swirling up in a howling wind and forming about it in the rough shape of a man. This is the remnant of Fistandantilus.

☞ **Remnant of Fistandantilus:** hp 107, see page 163.

Tactics: Fistandantilus will not attack the heroes unless they attack first. If the characters do not attack, it settles back into dust after three rounds. It does not move from the spot where it hovers and does not prevent the heroes from passing into the next chamber.

SC 31: TREASURE JUNCTION

Twenty-foot-high archways open in both the western and eastern sides of this hall, leading into brilliantly lit treasure rooms. A set of iron doors to the north stands closed. The doors (hardness 10, 60 hp, Break DC 28) are *arcane locked* and can only be opened with a *knock* spell or the “Keys of the Guardian.”

If the heroes look through the archways, they see to the east “SC 32: East Treasure” and to the west “SC 34: West Treasure.” Describe those areas to the players if requested. The archways are actually teleporters. The east archway leads directly into “SC 33: East Cages,” and the west archway leads directly to “SC 35: West Cages.” The map of Skullcap indicates where other teleporters in the complex will transport characters.

One way to bypass the teleporters is by using *dispel magic*, which disables the teleporter for the duration of the spell. Another method is to insert the “Keys of the Guardian” in a secret keyhole built into each arch; they are found with a Search check (DC 20). Using a key in this manner deactivates the teleporter in that arch as long as the key remains in the keyhole.

SC 32: EAST TREASURE

Read or paraphrase the following:

A globe of brilliant white light illuminates the room. Piled about the floor is glittering treasure. Prominent among the treasure is a dwarven map case.

The map case contains a map showing the route from Skullcap to the gates of Thorbardin. In addition to the map, there are 5,000 stl, 18 gems worth an average of 500 stl each, a +1 *keen scimitar*, and 9 pieces of jewelry worth 1,000 stl each.

SC 33: EAST CAGES

Cages contain the remains of those once trapped here.

SC 34: WEST TREASURE

Read or paraphrase the following:

A dome of brilliant white light illuminates the room. Piled about the floor is the treasure of the evil archmage Fistantantilus. A shining dwarven helm adorned with large gems is prominent in the pile.

The treasure consists of 4,500 stl, 21 various gems worth an average of 1,000 stl each, 7 pieces of jewelry worth 1,000 stl each, a suit of +2 *dwarven plate*, and the *Helm of Grallen*.

Anyone who puts on the *Helm* activates the *magic jar* spell and must make a Will save (DC 17), or the soul of Grallen possesses the wearer; the wearer gets the feeling that the possession will be temporary and harmless. The wearer’s life force is transferred to a gem as Grallen’s inhabits the wearer’s body.

If this happens, Prince Grallen immediately bows to the heroes and tells the following story:

“I am Grallen, prince of the mountain dwarves, killed by the forces of evil in the Dwarfgate War. By means of this magical helm, I have survived these centuries that my tale and fate may be told. I rode forth on the morning of the last battle in the great charge of Hylar dwarves. We came from the Northgate of Thorbardin across the Plain of Dergoth. My troop assaulted the mountain home of the Dark Wizard here. My brothers fought with courage and valor; many fell at my side.

When the tide of battle turned in our favor, I pressed forward, determined to confront the wizard in his lair, but I was cut down from behind before I could reach the fortress. Kharas found my body and returned it to Thorbardin, but my helm, in which my spirit remained trapped, was later discovered by dard dwarves loyal to Fistantantilus and brought to this room.”

Grallen stands silently after his story is told. If asked, he explains how to find the Northgate entrance to Thorbardin and draws a map on request. He answers any other questions put to him to the best of his ability.

Once all questions have been asked and answered, Grallen activates the *magic jar* again and switches his life force back into the gem. The wearer of the *Helm* returns to his body, disoriented and unable to fight for three minutes.

Treasure: 4,500 stl, 21 various gems worth 1,000 stl each, 7 pieces of jewelry worth 1,000 stl each, a set of +2 *dwarven plate*, and the *Helm of Grallen*.

SC 35: WEST CAGES

Rows of cages contain the skeletal remains of those once trapped here.

HELM OF GRALLEN

THE *Helm of Grallen* is a dwarven helm set with seven large gems (1,000 stl each). If the wearer should be killed, his soul is instantly transferred into one of the gems. The *Helm* was made for Grallen, Prince of the Mountain Dwarves and son of the great dwarven king

Duncan, when he rode to fight Fistantantilus in the Dwarfgate War.

Moderate necromancy; CL 9th; Craft Wondrous Item, *magic jar*; Price 142,000 stl.

WHAT GRALLEN KNOWS

USE the following questions and answers as a guide for determining what the heroes might learn from the spirit of the dwarf prince Grallen.

Where is Thorbardin?

Grallen will describe to the heroes where the entrance to Northgate is located and draw them a map if they wish.

Will the dwarves there help us and the refugees?

“If you return this helm, most likely. I was a prince

before I fell in battle, and they will owe you a great debt if you return my soul for a proper burial.”

Do you know anything about the Dragonarmies?

“The what? Dragons? Oh, rubbish. There haven’t been dragons in Ansalon for over a thousand years. Kender tales.”

Can Thorbardin fight the evil armies?

“Thorbardin is an impregnable fortress. The only way it can possibly fall is through treachery.”

SC 36: ACCESS ROOM

The western alcove is a teleport to and from the south alcove in “SC 34: West Treasure.” The eastern alcove is a teleport to and from the south alcove in “SC 32: East Treasure.”

EPILOGUE

BLAIZE AND WHISPER

Once the heroes have emerged from the depths of Skullcap, Blaize meets them at the top of the iron staircase. “Hey, you made it! Congratulations! I sure wouldn’t have wanted to go down there. Did you get what you were looking for?” Blaize is insatiably curious, almost kender-like, about any treasure they discovered, especially the *Helm of Grallen*.

Whisper looks exceedingly bored. “Master, I don’t suppose that you will release me from your service at this time. There hasn’t been an intruder in this mountain in over one hundred years.” It’s up to the Sage what to do with Whisper; under no circumstances will Whisper leave Skullcap with the heroes. If the Sage releases him, Whisper will vanish.

WHERE DO THE REFUGEES GO?

If the heroes have not yet discovered the Hopeful Vale, Blaize tells them that he knows of a safe place and offers to lead the refugees there. The refugees will be safe in the Hopeful Vale until Autumn Twilight 17th (day 33)—Autumn Twilight 19th (day 35) if the heroes delayed the Dragonarmy at Pax Tharkas. After that time, the Dragonarmy will overrun even that protected place, defeating Blaize and bring the rest to a bad end.

If the heroes insist the refugees go with them to Thorbardin, the lure of ample food, peaceful surroundings, and a dragon guardian is too much. They refuse to leave the Vale until their passage through Thorbardin is assured.

WHAT NEXT?

The next step on the heroes’ journey is to travel to Thorbardin and secure safe passage for the refugees. The heroes represent the only hope of hundreds to escape the desolation the Dragonarmy leave in its wake.

CHAPTER FOUR: DESOLATION

What do you see to the south?" Tanis asked abruptly.

Raistlin glanced at him. "What do I ever see with these eyes of mine, Half-Elf?" the mage whispered bitterly. "I see death, death and destruction. I see war." He gestured up above. "The constellations have not returned. The Queen of Darkness is not defeated."

"We may not have won the war," Tanis began, "but surely we have won a major battle—"

Raistlin coughed and shook his head sadly.

"Do you see no hope?"

"Hope is the denial of reality. It is the carrot dangled before the draft horse to keep him plodding along in a vain attempt to reach it."

"Are you saying we should just give up?" Tanis asked, irritably tossing the bark away.

"I'm saying we should remove the carrot and walk forward with our eyes open," Raistlin answered. Coughing, he drew his robes more closely around him. "How will you fight the dragons, Tanis? For there will be more! More than you can imagine! And where now is Huma? Where now is the Dragonlance? No, Half-Elf. Do not talk to me of hope."

Dragons of Autumn Twilight

by Margaret Weis & Tracy Hickman

SYNOPSIS

The heroes seek safe haven in the underground kingdom of Thorbardin for the refugees fleeing the Dragonarmy. With the help of a young Hylar prince, Arman Kharas, they must convince the dwarves of Thorbardin to provide sanctuary. But to do that, they are sent on a dangerous quest for the *Hammer of Kharas*, an ancient dwarven artifact of great power. Before they can return it, the heroes must confront the mighty dragon Ember, finally face Verminaard, and defeat both once and for all.

THEMES

Desolation is the theme of this final installment of *Dragons of Autumn*. Desolation greets the heroes wherever they go, from the bleak cave-nation of Thorbardin to the Valley of Thanes and the final battle in the dark tunnels. This desolation represents what all of Ansalon will become if the heroes do not prevail, as well as the destruction that will be brought upon not only the refugees but the once mighty nation of Thorbardin.

TIME

As has been mentioned, the Dragonarmy conquers areas of wilderness on a schedule outlined in this adventure's **Introduction**. Be sure to keep track of the time available to the refugees. If you have lost track, assume that, as the chapter opens, the heroes have seven days to complete their quest. Do not tell the players how much time they have for their task. The **Epilogue** describes what happens if

the heroes succeed or fail. Tipped off by Eben Shatterstone, Verminaard, Ember, and as many troops as he can hastily muster will arrive at Thorbardin when the heroes have found the *Hammer of Kharas*, regardless of the timeline.

As soon as he is alerted to Thorbardin's location, Verminaard makes secret contact with the dwarven Thanes Raelgar and Rance (see "The Major Thanes of Thorbardin," page 134), arranging to help them overthrow the Hylar in exchange for Thorbardin's allegiance.

THE NORTHGATE OF THORBARDIN

This section includes the important events that occur as the heroes travel to the first area of Thorbardin.

GETTING TO THORBARDIN

While in Skullcap, the heroes should have obtained a map, verbal directions, or some other method of finding the Northgate of Thorbardin from Grallen, the fallen Hylar prince. Laurana and Blaize will stay with the refugees in the Hopeful Vale. Eben will travel with the heroes.

Fizban, Elistan, and Sestun—who is now virtually inseparable from Elistan—wish to accompany the heroes as well; however, if the heroes do not return to the refugees after leaving Skullcap, this may not be possible. In that case, the scenes concerning Elistan's spiritual combat with Verminaard still occur, but the heroes are not aware of the situation until after the fact. If you feel that the heroes in your campaign could benefit from the presence of these characters, consider having them join the heroes through Fizban's uncharacteristically accurate use of *teleport*.

ELISTAN'S DREAM

At some point during the journey to Thorbardin, the heroes hear Elistan cry out. Elistan has met Verminaard in a dream-state, and during the confrontation, Elistan showed him that there is strength yet among the free people of Ansalon.

If the Prophet ministers to Elistan in any way while he is in his dream-state, Mishakal's strength adds to Elistan's faith in Paladine, allowing him to soundly defeat Verminaard. In this case, Verminaard exits his dream disoriented and shaken. If you believe the heroes could use a bit of extra time in their quest, this is a good opportunity to grant it; you may rule that Verminaard will now waste two days re-evaluating his strategy, adding to the time the heroes have to negotiate safe passage in Thorbardin for the refugees.

Of course, Elistan does not emerge unscathed. If they investigate the cries, the heroes will find Elistan tossing and turning violently; he awakens, sitting straight up. Read or paraphrase the following:

Elistan is sweaty, disoriented, and out of breath. He keeps repeating, "He was there..." Finally, he begins to breathe more

easily. “I saw him. Verminaard. He had lost sight of us while we were in the Vale, and he demanded to know where we were. I refused to tell him.” It seems clear that the details of the dream are beginning to get lost as he awakens fully. He daubs his mouth with his sleeve, and the cloth comes away bloody. “You should have seen the other guy,” he says with a wry grin. “I think he now knows that just as he does not travel alone, but bears the power of his Dark Queen with him, so we do not travel alone either.”

Elistan’s *medallion of faith* seems to glow in the faint light of the moons. If the Prophet is present, hers does as well. Fizban stops by at that very moment. “Excuse me, I don’t mean to interrupt, but I seem to have misplaced my hat.”

It is, of course, on his head.

NORTHGATE OF THORBARDIN

Run this scene once the heroes locate the Northgate of Thorbardin. The steep defile suddenly opens up onto a narrow, five-foot-wide ledge. Below, a cliff drops 1,000 feet to the valley. Above, the cliff climbs 500 feet to become part of the mountain ridge. Another gorge can be seen at the far end of the ledge almost 100 feet away. The defile on the far side of the ledge leads into a box canyon dead end.

• **Secret Door (stone, locked):** Search check (DC 30); Disable Device check (DC 30) or 15 points of fire damage in a single round from magical fire (such as a *fireball* spell) opens the lock.

A large secret door is in the middle of this cliff face. The heroes should know that the door is here somewhere, but they will need to locate it exactly. The method for opening the door is a bit unconventional; a one-foot-square section of rock near the door can be removed, revealing a deep recess. Within the recess is a small opening containing a silver hand connected to a mechanical device that will open the door. If any character shakes the hand, the door slowly opens. Figuring this mechanism out is represented by the Disable Device check.

A magical fire, applied against the door, will also open it. If the heroes absolutely cannot open the door, Fizban, if present, will lose patience and blast it with a *fireball*, muttering something about “young people these days” being afraid to use a direct approach to problem solving. When the door begins to open, read or paraphrase the following:

YOU can hear a deep rumbling sound coming from the mountain itself. The ledge and cliff begin to shake as pebbles fall away from the mountain and bounce down into the chasm beside you. With a tremendously loud crack that sounds like a thousand sheets of linen being torn by giants, the mountain itself splits open. A huge, round

section of stone, possibly the largest thing you’ve ever seen moving in your life, rotates out of the rock face like a giant cork. Suddenly, with a great groaning of metal and grinding of stone, it breaks free and falls into the chasm.

Anyone standing in front of the door as it opens must roll a successful Reflex save (DC 15) to avoid falling off the cliff—failure leaves the character clinging by his fingertips. If Fizban is near the door when it opens, he manages to be pushed off the ledge. The heroes hear him shout “Oh, bother!” with a tone containing far more frustration than fear as he falls to his “death.” Of course, they can see no body in the ravine below. He will reappear later in the saga, as wizards who fall into chasms tend to do.

The door is built on a giant screw shaft propelled by a mechanism within the mountain. Originally, the door would rest on the wide ledge that once was here. However, during the Cataclysm, much of the ledge collapsed. Therefore, after the door has moved out 15 feet, the machinery begins to strain audibly. In the next round, the screw shaft breaks, and the door, which weighs several tons, plunges over the cliff face, falling 1,000 feet and crushing anything beneath it.

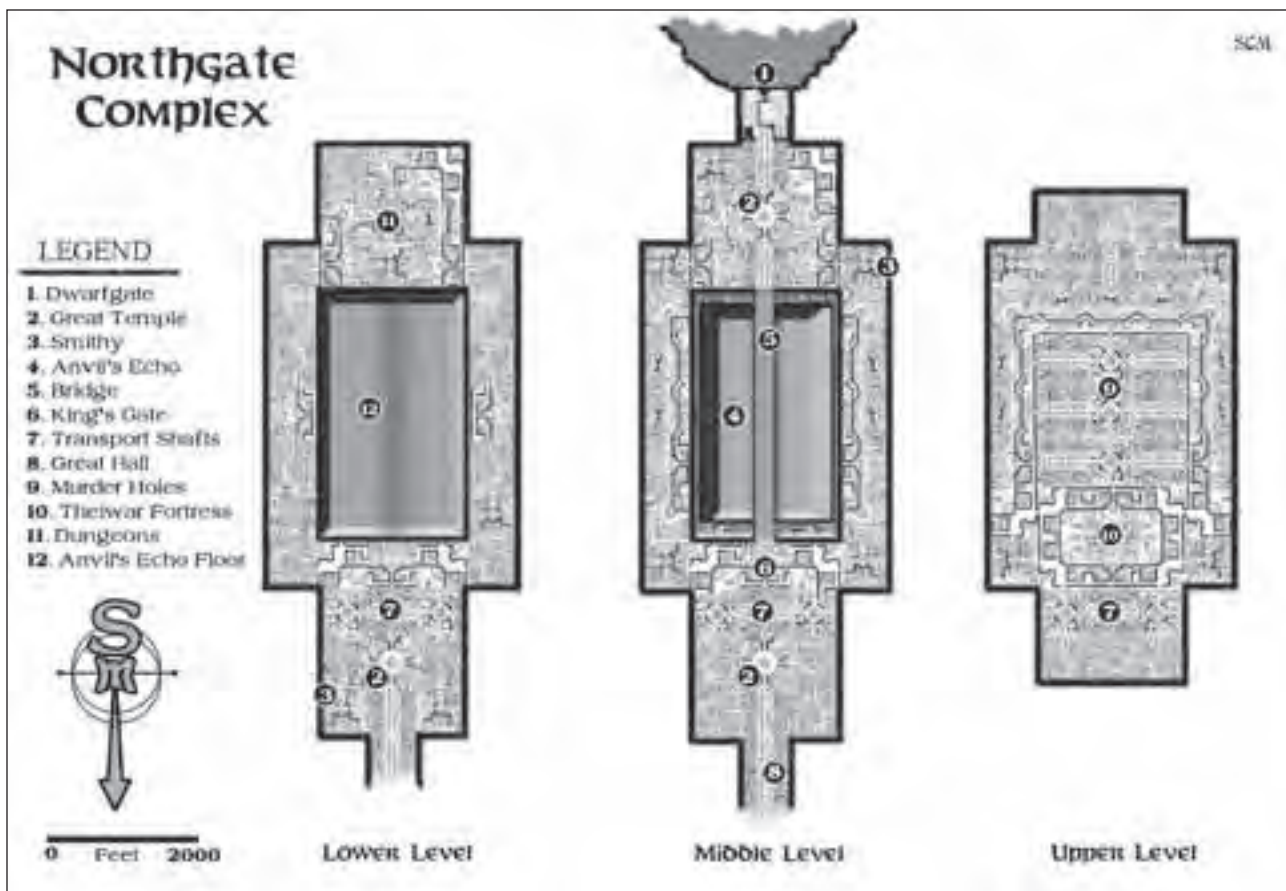
The entrance to the lost dwarven kingdom of Thorbardin has been found.

GETTING AROUND NORTHGATE

As the heroes step into the dwarven kingdom, they will find a maze of halls, doorways, and rooms. The Northgate Complex, like the Southgate, was primarily designed to defend against invaders to the underground kingdom. Northgate consists of three levels; the heroes enter in the middle. Getting from one level to another requires the use of massive chain elevators within transport shafts (see page 127). All the levels contain a complex labyrinth of commercial, residential, religious, and industrial buildings crafted from stone; the entire Northgate complex is a city unto itself. The location where the heroes enter opens up near a smithy, a temple dedicated to Reorx, and a major commercial area, all apparently abandoned.

As they continue into the heart of the dwarven kingdom, they come upon a massive empty cavern, the Anvil’s Echo, which descends 100 feet into darkness. A great stone bridge spanning the cavern is the most direct route to the other side. The alternative is traveling through the network of streets around the far sides of the cavern. The other side of the bridge passes through a fortification, another temple, and finally to a Great Hall that leads to the second floor of the North Hall of Justice.

Massive elevators on the far side of Anvil’s Echo allow movement between the three levels. The lower level of the complex is largely residential with many smithies and dungeons. Heading south on the lowest level of the complex leads to the First Road of Thorbardin and toward the lower level of the North Hall of Justice. The heart of the upper level is a virtual fortress with thick walls and strategically placed points of entry. Gigantic murder holes



look down from the upper level to the bridge crossing Anvil's Echo, allowing defenders to assault invaders from above.

Few ordinary dwarves live here now, and much of the complex is abandoned. The Theiwar have a light garrison with warriors and savants, dark dwarves who have learned to wield arcane magic. They also maintain a prison in the lower level, guarded by a handful of warriors.

TRANSPORT SHAFTS

The transport shafts are the primary method of travel between levels in the dwarven kingdom. Each shaft is a 20-foot-wide circular chamber which stretches many levels up and down. Through each shaft is hung a great chain loop.

Driven by a mechanism at the bottom of the shaft, these chain ladders hoist great hanging platforms; the mechanism moves them up on one side of the shaft and down on the other. Wide, sturdy scaffolds lead out over the pit, so it is easy for a traveler to step into one of the platforms as it moves slowly past and then step off when the desired level is reached.

In deserted areas of Northgate, the shafts are abandoned, and the driving mechanisms disengaged. The chains and buckets do not move unless someone climbs on, and then they allow only downward movement. The chains cannot be climbed unless the locking mechanism at the bottom is engaged. Engaging an abandoned transport chain will not get it moving again; the great machinery is no longer powered. It does, however, lock the chain in place, allowing it to be climbed by the daring (Climb check DC 5).

To get onto the chain or into a bucket in a deserted area, a character must jump ten feet from the edge and catch a chain (Jump check DC 10). If the check succeeds, he descends slowly. If the check fails, the hero makes a Reflex save (DC 10) to arrest the fall. If the save succeeds, he catches a chain but suffers 2d6 points of damage. If the save fails, a second save is made (also DC 10). If that save succeeds, the character falls 30 feet before catching a chain and suffers 3d6 points of damage but then descends normally. If the second save fails, the character falls the full distance of the shaft (30 feet per level) and suffers normal falling damage of 1d6 (cumulative) per 10 feet fallen.

RANDOM ENCOUNTERS IN NORTHGATE

Northgate is a largely abandoned series of caverns, and the Theiwar have their hands full keeping it free of all sorts of vermin. For each hour the heroes are in Northgate, there is a 10% chance a random encounter occurs. Also check for an encounter when the heroes make sufficient noise to

d%	Encounter	Average EL
01-10	1 delver, (MM)	9
11-30	1d3+2 cloaklers, (MM)	9
31-50	3d10 darkmantles, (MM)	8
51-70	1d3+2 ghosts, (MM)	8
71-90	2d4 carrion crawlers, (MM)	9
91-00	1d3+1 mohrgs, (MM)	11

attract the attention of potential wandering denizens—combat, breaking down doors, even running in full armor would all qualify. All encounters are standard.

THINGS THAT HAPPEN IN NORTHGATE

ELISTAN TAKES İLL

This scene occurs immediately after the heroes open the door. Elistan cries out and collapses. He has entered another dream-state, but this time he cannot be revived through any means the heroes have at their disposal. If Fizban did not tumble over the cliff, he will immediately rush to the cleric's side and, with an air of authority the heroes have never seen him exercise and a voice like a kind but firm grandfather, he says that he will look after Elistan. The heroes should venture into Thorbardin to secure safe passage. If Fizban is no longer with the heroes, Sestun will do this. "Elistan fights his battle with Paladine's strength," Sestun tells the heroes, whether or not Fizban is present. "Now you go fight yours in the mountain." If the heroes seem to hesitate to leave Elistan in Fizban or Sestun's care, Sestun adds, "You trusted Sestun in the past. Trust him again as he trusts you. Now go!"

DWARFGATE

The following scene awaits the heroes once they enter Thorbardin. They'll find remnants of battle strewn about similar to what they saw on the Battle Plain near Skullcap. Read or paraphrase the following:

The scars of fierce battle streak the walls. The floor is littered with broken shards of pottery and rusted metal. Ancient wagons, their axles broken, litter the major corridors. The skeletons of dwarves and men lie where they died so long ago, clothed in rusted armor and rags, silent witnesses to the terrible conflict that once raged in these halls. Dwarfgate is deserted and everything is in ruins.

KROTHGAR THE OPPORTUNIST [EL 11]

Run this scene if the heroes venture to the top level of Northgate. Choose an appropriate time based on the pacing of the adventure for the heroes to find Krothgar and reach the umber hulk lair. Assume the lair is located in one of many open areas in the maze-like of streets of Northgate.

The Situation: Krothgar (LE male dark dwarf fighter 5, see page 171) is an officer (use stats for typical Theiwar captain) of the Theiwar garrison in Thorbardin who has been falsely accused of cowardice by a rival. Recently sentenced to exile, he is desperate to prove his worth and take vengeance on his accuser, and he is not above using the heroes to that end. He has been in exile for less than an hour when the heroes stumble upon him.

The heroes will find Krothgar leaning against a wall near a crossroads. Thinking quickly, Krothgar surrenders

immediately and asks to join the party as he has been exiled by his people—a fatherless dwarf. He hopes he can regain his honor working among the Hylar. If Arman accompanies the heroes (see "Arman Kharas," see below), he says he doesn't trust the Theiwar warrior but will abide by the heroes' advice.

Krothgar will suggest that the heroes take a certain route through Northgate, one he claims will avoid Theiwar watch posts—a Sense Motive check (DC 20) will indicate that he seems nervous. In truth, Krothgar is leading them into a trap. He leads them to a plaza, a wide-open crossroads where many opponents can attack at once.

Read or paraphrase the following just before you roll for initiative, making adjustments if the heroes do not actually walk out into the plaza.

As you follow the dwarf into the plaza, you catch a glimpse of movement out of the corner of your eye. As you look more closely down the corridor leading away from the plaza, you see a lumbering monstrosity, ten feet tall, ambling toward you. Looking behind you, you see another coming from another direction. And another. And another.

Krothgar simply gives you a little wave and starts to run off at a sprint.

Creatures: Krothgar has led the heroes into the den of an umber hulk cluster.

☞ **Krothgar:** hp 47, see page 171.

☞ **Umbur hulks (4):** hp 71, see *Monster Manual*.

Tactics: The umber hulks come at the heroes from four directions. They attempt to use their confusion gaze on the heroes, then move in to take advantage. Krothgar runs away on his first round. His strategy is for the umber hulks to kill the heroes. He will then retrieve their gear and return to his clan with it, hoping for a hero's welcome for having dispatched so many outsiders.

Development: If the heroes succeed in overcoming the umber hulks and capturing Krothgar, they may be able to get some information out of the Theiwar regarding the political situation in Thorbardin and the nature of the dark dwarf clans. Krothgar is cagey and smart, but once he has been properly outnumbered and discovered as a traitor, he will cave to intimidation.

ARMAN KHARAS

Run this scene after the heroes have spent two hours inside Northgate. Read or paraphrase the following:

An armed party of dwarves steps into the corridor before you. The leader steps forward; strength and confidence show in his every move. The large hammer at his side is held loosely but ready. "What business have you strangers among the halls of the Hylar?" he rumbles.

The leader is named Arman Kharas (LG male mountain dwarf noble 7, see page 166). The son of the Thane of the Hylar, Arman is a proud Hylar dwarf. He is named for Kharas, the famous hero of the Dwarfgate War. Arman has a strong sense of history and believes that he is destined to play a great role in the history of the dwarves. Arman is in Northgate on a rescue mission. With him are 12 Hylar warriors (LG male mountain dwarf warrior 3), each wearing chain mail and carrying a steel



shield, crossbow, and warhammer. If the heroes attack, the dwarves fight fiercely. If it looks like the Hylar will be beaten by the heroes, Arman surrenders.

If the heroes talk, Arman listens to their story, though his men remain ready to fight. Arman begins with an attitude of Unfriendly. If the heroes treat Arman with respect, allow one hero to make a Diplomacy check to improve his attitude. If the heroes present the *Helm of*

Grallen from Skullcap, this grants a +5 circumstance bonus.

If the heroes can alter his attitude to Friendly, he decides to take them before the Council of the Thanes for judgment. There they might be granted safe passage. If they fail to do so, Arman orders them out of Thorbardin and attempts to arrest them if the heroes refuse.

The Hylar usually avoid Northgate since it is held by the Theiwar dwarves, sworn enemies of the Hylar.

However, the Theiwar have captured Arman's half-brother Pick, and Arman is searching the halls of Northgate for him. If the heroes offer to help Arman rescue his half-brother, Arman's attitude immediately becomes Friendly.

Arman has an idea where Pick may be held, and he leads the heroes toward the dungeon if they agree to help him. Once Pick has been rescued, Arman leads the heroes to the city of the Hylar (see "Leaving Northgate," see page 131) by the most direct route.

It is very important the heroes accompany Arman and do not fight him. Encourage peaceful negotiation and highlight Arman's good intentions and behavior. Even if they are sent out of Thorbardin, you may give the heroes a final chance at the Gate, where Arman asks them about their plan. Give the heroes another Diplomacy check opportunity to alter Arman's attitude.

PRISONERS [EL 9]

Run this scene if the heroes agree to aid Arman. It should occur on the lower level,

allowing the heroes to experience the transport chains. Read or paraphrase the following:

Arman motions for quiet and signals the heroes to follow him. He creeps to the corner of an intersection and stops. From around the corner, you can clearly hear dwarven voices shouting, "Quiet in there, or I'll come in and give you something to gripe about, you Hylar slime!"

The Situation: The heroes and Arman encounter a section of the complex that has been converted to a dungeon. If the heroes peer around the corner, they'll see several guards and several jail cells.

Five prisoners are held in five separate cells. They are being guarded by a force of nearly a dozen Theiwar. Arman motions to another group of guards a few dozen yards off, guarding another area of cells. Arman proposes that the heroes and his own 12 Hylar warriors split up; he and his warriors will work their way into position to attack the more distant guards, while the heroes dispatch the nearer. The scene described here represents only the Theiwar the heroes are assigned to dispatch.

Creatures: Theiwar warriors (CE dark dwarf warrior 3) led by a Theiwar captain (CE dark dwarf fighter 5); they wear chain mail armor, carry light steel shields, and wield crossbows and battle axes.

☞ Theiwar warriors (10): hp 17, see page 171.

☞ Theiwar captain: hp 47, see page 171.

Tactics: The Theiwar use guerilla tactics, keeping at least 10 feet apart from each other and spreading out so as to better position themselves for a sudden group move around a target. Half the warriors hang back and pick off targets with their crossbows before moving in. The captain leads the charge, heading straight for the largest and most heavily armored hero.

Development: Pick (male LG mountain dwarf expert 5), Arman's half-brother, is among the prisoners. One other Hylar prisoner is dying of a wasting sickness; he will die in one hour if the heroes do not intervene magically. If the heroes heal him with divine magic, the dwarves will be awestruck; their attitude toward the heroes moves one step toward Helpful.

In any case, Arman and Pick will lead the heroes toward the center of Thorbardin once the rescue is complete.

Anvil's Echo [EL 12]

Run this scene if the heroes cross the bridge at Anvil's Echo, the large open space in the center of the Northgate Complex. Read or paraphrase the following:

A vast cavern opens up, spanned by a bridge which leads off into the darkness. The slightest whisper seems to echo endlessly in the black depths. Low stone rails, three feet high, line each side of the wide bridge. The rails are held up by sculptures of small dwarves.

The Situation: The cavern is called the Anvil's Echo. Legend has it the sound of a dwarven hammer on an anvil will echo for eternity in this dwarf-made cavern. The ceiling is 100 feet above; the floor of the cavern is 100 feet below. The bridge is part of the Northgate defense system. Murder holes in the ceiling were used to drop missiles, boiling oil, molten lead, and boulders on attackers, but the defenders of Northgate are long dead.

Creatures: A roper lies in ambush halfway across the

bridge, flattened against the stone guardrails. If the heroes can make a successful Spot check (consider this a stony area for purposes of the roper's Hide check), they can avoid a surprise round.

☞ Roper: hp 85, see *Monster Manual*.

Tactics: The roper will attempt to subdue the party with its weakness attacks. It will fight to the death.

ATTACK OF THE THEIWAR [EL 13]

Run this scene about 30 minutes after Pick is rescued (or one hour after the heroes meet Arman, if they do not agree to rescue him). The party should have climbed back to the mid-level.

The Situation: The heroes' presence in this Theiwar stronghold has not gone unnoticed. Theiwar lookouts have been quietly keeping tabs on them and have now mustered a large force to launch an attack.

Creatures: Many Theiwar warriors (CE dark dwarf warrior 3) led by Theiwar captains (CE dark dwarf fighter 5) and one Theiwar war-leader (CE dark dwarf fighter 8); they wear chain mail armor, carry light steel shields, and wield crossbows and battle axes.

☞ Theiwar warriors (60): hp 17, see page 171.

☞ Theiwar captains (14): hp 47, see page 171.

☞ Theiwar warleader: hp 73, see page 171.

☞ Arman Kharas: hp 66, see page 166.

☞ Hylar warriors (12): hp 17, see page 171.

☞ Pick: hp 23, see page 168.

☞ Hylar prisoners (4): hp 4, see page 170.

Tactics: The Theiwar will come at the heroes from all sides, stepping out of alleys, doorways, and any other ambush points. Allow the heroes to make Listen checks (DC 15) in order to avoid surprise. The Theiwar will try to kill the heroes and their Hylar companions (if Arman and the others are with the heroes).

Development: If the party is being led by Arman Kharas, he races down the west end of the hall shouting for all to follow him. He leads all who follow through the city halls and streets; this should have the feel of a desperate, running battle. His Hylar warriors are in over their heads, but they fight valiantly, defending the rescued prisoners as they retreat. After 200 feet of running (all the while being attacked from side streets by Theiwar axemen and shot at by Theiwar crossbowmen), the heroes and surviving Hylar arrive at a chamber with a large transport chain descending from the ceiling. Arman directs everyone to jump aboard and ride it to the level below. All of Arman's surviving warriors follow his orders; he will be the last dwarf to go, but he allows one of the heroes the honor of rear guard if they wish. Holding off the Theiwar while everyone grabs the chain may be a very difficult yet interesting battle.

LEAVING NORTHGATE

If the party leaves Northgate in the company of Arman Kharas, he guides them through the dwarven realms to the city of the Hylar by the safest and most direct route. He knows where the Theiwar strongholds are located, and he avoids them whenever possible. Arman wishes to avoid



combat, intending only to get his half-brother Pick to safety and take the party before the Council of Thanes.

Arman answers questions about the dwarven kingdoms to the best of his ability. As a son of Thane Hornfel, leader of the Hylar, he knows much of the rivalry that plagues the kingdoms of Thorbardin (especially between the Hylar and the Theiwar). At every occasion, he talks about his supposed descent from the dwarven hero Kharas.

If the heroes leave Northgate without Arman, they must find out what to do and where to go themselves. Most of the scenes in this region are with Theiwar dwarves, who try to lure unwary adventurers into a trap.

The party departs Northgate either on the First Road of Thanos (if they left from the lower level) or the Second Road of Thanos (if they left from the middle level).

Continue to roll for random encounters while the heroes travel the roads from Northgate—those roads aren't any tamer than the Northgate Complex itself.

NORTH HALL OF JUSTICE

The North Hall of Justice is a small complex of city blocks which once served as government offices and a second line of defense for the northern gate. When Thorbardin was sealed off from the outside world, the North Hall of Justice fell into disuse. It is now occupied by Theiwar who have fortified the North Hall of Justice against Hylar incursions from the West Warrens. The Theiwar garrison here is several times larger than that of the Northgate Complex.

The North Hall of Justice consists of two levels. The First Road leaves the hall from the lower level, the Second Road from the upper.

If Arman is with the party, he will tell the heroes that he and his warriors penetrated this hall unnoticed several days ago. He admits this was largely luck, and he can't guarantee that they won't be intercepted on the return trip, especially now that the party is larger. He does insist, however, they use the First Road that leaves the hall on the lower level; the Second Road on the upper level leads to a large Theiwar settlement and almost certain death.

If the heroes are without Arman, they'll need to find this out for themselves.

THINGS THAT HAPPEN IN THE NORTH HALL OF JUSTICE

MOVING THROUGH THE NORTH HALL OF JUSTICE

As the heroes move through the North Hall of Justice (a journey of approximately 0.5 miles), each hero needs to make Move Silently checks (DC 10) once every two minutes (assume that traversing the North Hall of Justice will take twelve minutes of very careful travel). Keep track of the total number of times any hero fail a check (for simplicity, assume that Arman and his warriors, if present, succeed).

On the first, second, and third failures, nothing happens.

On the fourth and fifth failures, Theiwar sentries have heard enough to become suspicious. Have everyone make Hide checks (DC 10). If anyone is spotted, proceed to "Theiwar Alert," see next column.

Finally, with the sixth failure, it's been enough noise to alert the sentries. Proceed to "Theiwar Alert."

FIENDISH WHISPER SPIDER [EL 10]

Run this scene when the heroes are traveling alone down one of the underground roads of the North Hall of Justice.

The Situation: A fiendish whisper spider known as Arkys has recently taken up residence on one of the great roads, and the Theiwar have been unable—or unwilling—to confront him.

Creatures: Arkys is an ancient and intelligent creature who has survived for many years preying on the dwarves of Thorbardin. Recently, his greed and hunger have driven him closer to the cities of the dwarves.

☞ Arkys, fiendish whisper spider: hp 60, see page 169.

Tactics: When the group approaches, Arkys will trigger the trap he has set. He then will move in to deal with any survivors. Arkys will attack and attempt to capture as many of the heroes as possible in his webs. Those that he cannot entangle, he will try to kill. Arkys will not fight to the death. He has not lived as long as he has by being foolish.

Read or paraphrase the following:

A gigantic black spider lowers himself from the ceiling ahead of you. Two grey stripes run down his abdomen. He eyes you with malevolent intelligence.

Trap: Arkys has cunningly collected a number of rocks and used his webbing to attach the rocks to the ceiling. He has been patiently waiting for a chance to unload the collection of rocks on passersby in order to collect a feast. If Arkys unleashes his trap, the sound of the falling rocks will alert the Theiwar, and they will arrive within two minutes to investigate.

☞ **Falling Stones Trap:** CR 8; mechanical; location trigger; repair reset; Atk +20 melee (8d6 bludgeoning); multiple targets (all targets in a 20 ft. by 20 ft. area); Search check (DC 28); Disable Device check (DC 20).

Development: If Arkys is reduced to 20 hit points or less, he will withdraw from battle and escape into a large crack in the side of the underground road. This crevasse leads to a maze of fissures. If anyone tries to follow him, Arkys will be able to quickly lose his pursuers. If he escapes, Arkys will give himself time to heal and may try to take revenge on the heroes if he crosses their path again.

THEIWAR ALERT [EL 11]

If the Theiwar become alerted to the heroes' presence, a Theiwar captain quickly musters his troops and attacks.

The Situation: The attack comes two minutes after the last failed Move Silently check or after Arkys' stone trap is triggered. Allow the heroes Listen checks (DC 12) to avoid a surprise round.

Creatures: Twenty Theiwar warriors, one Theiwar captain, and a dark dwarf savant (CE male dark dwarf wizard 5).

☞ Theiwar warriors (20): hp 17, see page 171.

☞ Theiwar captain: hp 47, see page 171.

☞ Dark dwarf savant: hp 19, see page 169.

Tactics: They wait until the heroes (and Arman, if present) are in an open area, then loose a volley from crossbows before charging into melee.

Development: Unless the heroes move much more quickly toward the First Road, they'll be set upon again by another, similarly composed band of Theiwar warriors. The Theiwar won't pursue them into the roads leading away from the Hall.

WEST WARRENS

Six miles long and two miles wide, the West Warrens are the smallest of three such warrens in Thorbardin. Crops are cultivated, and livestock is tended by the Klar, another of the dwarven clans. Great crystal shafts allow light to travel from the mountain side down into a natural cavern, and expertly engineered aqueducts channel water down through the massive natural cavern. To outsiders, the West Warrens may almost feel as though they are above ground—until they notice the lack of wind in their faces and or a sky above their heads. Fields of corn and wheat line the floor, and massive mushrooms tower like trees. Small shaggy oxen, sheep, and goats can be seen grazing in elaborate pens. Klar farmers riding in wagons pulled by stunted ponies and urkhan worms can be seen in the distance.

Paths wind through forests and fields of the cavern for all of the six miles. If the heroes are being escorted by Hylar forces, the Klar farmers will wave and stare curiously; if they are unattended, the farmers will run to the nearest Guardian Hall for help.

THINGS THAT HAPPEN IN THE WEST WARRENS

SHRIEKER SENTRIES

This scene can be run at any time as the heroes travel the road through the West Warrens. Read or paraphrase the following:

The wilderness of fungi gives way to greater order. Here are fields of mushrooms, carefully fenced in. Dwarven farmers labor in the fields. Carts full of mushrooms and other fungi, pulled by stunted ponies, travel on dirt roads heading south.

Creatures: Four shriekers are located at the northern edge of the farms. They begin to cry out when the party approaches. A patrol of 40 Hylar soldiers, wearing chain mail and carrying war hammers, arrives in ten minutes.

☞ Shriekers (4): hp 11, see *Monster Manual*.

☞ Hylar warriors (37): hp 17, see page 171.

☞ Hylar captains (3): hp 47, see page 170.

The Hylar leader calls for the party to stop and identify themselves. If Arman is with the party, the guards behave with deference and offer to escort the party to their destination. If the heroes are without Arman, the guard leader orders them to surrender their weapons. If they refuse, the guards attack and are joined by an additional

five guards every minute until the party surrenders, is captured, or is killed. If the characters are captured, they are held in the prisoner block in the Guardian Halls for 24 hours before being brought to the Council of Thanés.

GUARDIAN HALLS

The Guardian Halls (present in many sites in Thorbardin, not just the West Warrens) control passage through the dwarven realms. The gate blocks at either side are normally open, but they can be shut in case of invasion. Guards—usually ten warriors and a captain—control who passes through. A small dungeon holds those who are caught crossing where they don't belong. If the heroes were captured at the farms, they spend 24 hours in one of the local prison cells. The guards then take them to the city of the Hylar. If the heroes are with Arman, they pass through the Guardian Hall without incident.

SIXTH ROAD

This tunnel leads from a Guardian Hall of the West Warrens to the docks on the Urkhan Sea. Part of the road is occupied by four rails. Cargo carts run in both directions, taking goods and passengers to and from the docks. They're driven by dwarven teamsters handling teams of urkhan; these gigantic worms move with surprising speed, given their lack of legs.

Whether the heroes are with Arman or prisoners, they'll ride one of these carts along the rails to the docks (see "Docks," page 134).

NORTH WARRENS AND THEIWAR TOWNS

The North Warrens of Thorbardin are much like the West Warrens, but they are under the protection of the Theiwar clan of dark dwarves. Most Theiwar try to avoid these warrens during the daylight hours, if possible, when Klar farmers are working the fields. However, the warrens are guarded during day and night by Theiwar warriors.

The Theiwar city of Theibardin is the first Theiwar settlement encountered along the Second Road out of the North Hall of Justice. As dark dwarves, the Theiwar detest bright lights and prefer to dwell in darkness. Their cities are grim and dangerous places. They are also quiet as Theiwar largely prefer to keep to themselves when possible. Any light usually comes in the form of magical lights instead of fires.

If the heroes end up in these areas, they'll find themselves in serious trouble very quickly. These Theiwar strongholds are well defended, a consequence of centuries of often violent rivalry with the Hylar. They will attempt to kill nondwarf intruders on sight.

THINGS THAT HAPPEN IN THE NORTH WARRENS AND THEIWAR TOWNS

THEIWAR DEFENDERS [EL 13]

As the heroes enter either the towns or the warrens, they'll encounter the Theiwar defenses—well-hidden and well-fortified emplacements of crossbowmen and axemen.

Creatures: Once the heroes enter a few dozen yards into the town, or a hundred yards into the cultivated warrens, the Theiwar will spring their trap. A Spot check (DC 20) prevents a surprise round. The defenders include 20 Theiwar warriors, their Theiwar captain, and a dark dwarf savant.

☞ Theiwar warriors (20): hp 17, see page 171.

☞ Theiwar captain: hp 47, see page 171.

☞ Dark dwarf savant: hp 19, see page 169.

Tactics: Ten warriors and the savant will loose crossbows and spells to cause as much damage as possible, while the others leap from their hidden fortifications to attack the heroes.

Development: If the heroes survive the initial attack, they will be attacked again two minutes later by an even more powerful force:

☞ Theiwar warriors (30): hp 17, see page 171.

☞ Theiwar captain (2): hp 47, see page 171.

☞ Theiwar warleader: hp 73, see page 171.

☞ Dark dwarf savant: hp 19, see page 169.

This pattern will continue until the heroes are dead or forced to retreat. The Theiwar have hundreds of warriors, officers, and savants at the ready. The Hylar have not been able to dislodge them in hundreds of years; the heroes will not be able to do so now.

LIFE-TREE OF THE HYLAR


One of the magnificent wonders of Krynn, the Life-Tree of the Hylar is a testament to the ingenuity and talent of these industrious dwarves. Delved from the living rock of a massive stalactite, it consists of 28 levels. These levels range from nearly half a mile wide at the top to the bare diameter of the transport shafts and their surrounding wharves at the very bottom.

The highest level of the Life-Tree contains a complex of buildings and passages which serve as the home of the Hylar thane, Glade Hornfel, and the seat of Hylar government. Water flows throughout this level, irrigating numerous gardens here and below. The water spills through a series of ornately carved waterfalls during the course of its decent to the lake below.

The lower levels include many residential districts, most of which are surrounded by streams and gardens. (Hybardin is referred to as the "City of Gardens" by the Daewar.) The lower levels also include many smithies and foundries, as well as numerous smaller shops where gemcutters, armorers, and other artisans of the Hylar work on their crafts.

THE MAJOR THANES OF THORBARDIN

Glade Hornfel Kytill, Thane of the Hylar (LG male mountain dwarf noble 5/fighter 3): Hornfel has been Thane of the Hylar for many years and has earned a reputation as a wise and prudent leader. Despite the low-intensity civil war going on between the Hylar and Theiwar for hundreds of years, Hornfel accepts the Thane of the enemy clan into his own kingdom, the Life-Tree of the Hylar, to be part of the Council of Thanés, a gesture that maintains what little unity the dwarves have left.



With the moderate faction in the Council of Thanes more sympathetic to him than to Raelgar, he usually commands a majority vote on the ruling body. He is close to his son Arman, but he fears the younger dwarf is too hotheaded to rule effectively.

Raelgar Ironface, Thane of the Theiwar (LE male dark dwarf noble 2/wizard 6): Raelgar is Thane of the Theiwar, the main rivals of the Hylar for power in Thorbardin. One of the few dwarves in Thorbardin aware of the approach of the Dragonarmies, Raelgar hopes to seize the opportunity to finally push the Hylar from power; he plans to become ruler of Thorbardin by handing the kingdom over to Verminaard, ruling it as his vassal. To this end, Raelgar is acting as Verminaard's agent and is completely under the Dragon Highlord's control. The Theiwar are the only dwarven clan to have access to arcane magic, their dark savants learning lost secrets that even the Orders of High Sorcery have forgotten.

Rance Coalmount, Thane of the Daegar (LE male dark dwarf noble 5/fighter 3): Rance is Thane of the Daegar, a clan allied with the Theiwar, and he also knows of the Dragonarmies. Rance has ambitions of his own and has no intention of playing second fiddle to Raelgar or Verminaard. He wants Thorbardin for himself and believes he has negotiated an alliance with Verminaard to secure it; in reality, Verminaard is using him.

DWARVEN POLITICS

The Council of Thanes rules Thorbardin. Each of the nine dwarven kingdoms is theoretically entitled to an equal seat on the council. In practice, this is not the case. The Neidar (Hill) dwarves split with the dwarves of Thorbardin during the Dwarfgate War, so their seat is empty. The seat of the Kingdom of the Dead—the clan all clerics of the dwarves join—is also vacant. The Kingdom of the High King has been vacant for over 300 years, since the time of Derkin.

There are currently six members of the Council. Glade Hornfel (Hylar), Raelgar Ironface (Theiwar), and Rance Coalmount (Daegar) are described above in "The Major Thanes of Thorbardin." In addition are Bluph (Aghar), Gneiss Truesilver (Daewar), and Tufa Bloodeye (Klar). Hornfel of the Hylar is sympathetic to the heroes' plight. Raelgar of the Theiwar is an agent of Verminaard, who has warned Raelgar through magical communication that the heroes are coming. Rance of the Daegar is allied with Raelgar, but while Raelgar is a true puppet of Verminaard, Rance holds the dignity of the dwarves above loyalty to the Highlord. Tufa of the Klar and Gneiss of the Daewar form a moderate faction, but they are generally more sympathetic to Hornfel than to Raelgar. Bluph of the Aghar is smarter than the average gully dwarf, but that's not saying much. He often, but not always, votes with Rance of the Daegar, given the proximity of their towns to each other.

If you wish, you can set up a political system here similar to that used to govern the refugee factions. There are two key differences: first, the heroes do not have any position of authority here, thus their opinions carry much less weight; second, there simply won't be as much

interaction with the Council of Thanes as there was and is with the Leadership Council. However, if you would like continued interaction with the dwarven leadership after this adventure concludes, it might be worth keeping track of their attitudes toward the heroes.

GETTING TO THE LIFE-TREE OF THE HYLAR

The following entries describe the avenues available to the heroes for reaching the Life-Tree. Depending on the circumstances, one may be more appropriate than others.

THE DOCKS

The docks give access to the Urkhan Sea. Looking out at the sea, the heroes' attention is drawn to an amazing sight: the Life-Tree of the Hylar. The Life-Tree is truly one of the wonders of the world. It is an immense stalactite, half a mile high and as wide at the top, inside which an entire city has been carved. The city can be reached only by cable-boat.

A cable-boat is a forty foot wooden vessel with a mast that does not carry a sail; rather, it is attached to cables suspended thirty feet above the waterline that keep the boat on course. Most boats are crewed by four dwarves, one of which handles the boat's propulsion—a huge catfish harnessed to the boat and trained to respond to the driver's orders. The fish are over fifteen feet long, but they are quite gentle; they move slowly and deliberately, posing no danger to anyone, even if someone should fall into the water.

Other boats also ply the sea, carrying cargo from place to place which would be too heavy or bulky to carry through the tunnels; some are driven by oars, others pulled by fish.

When the heroes board the cable-boat, they'll hear one of the crew mutter something in dwarven and toss a mushroom over the side. If asked why he did this, Arman (if present) will say it's an old superstitious ritual to appease a creature the Hylar call Lylya, a dragon turtle who is rumored to live in the sea. Arman is obviously dismissive of the legend, but the crew of the boat seems to take it seriously.

THE LIFE-TREE OF THE HYLAR

A working transport shaft provides passage up the Life-Tree. Hundreds of Hylar dwarves clog the shafts. Most of them have never seen a nondwarf before, and they gawk as the strangers pass. Young children make rude remarks. Riding the transport shaft is quite safe, though the characters may feel otherwise as they look down the long shaft.

The dwarven city is illuminated by a species of glowing coral that works as a *continual light* spell. If the characters are currently prisoners, they are taken to a dungeon on level 17 (of 28 levels) of the city; they will be taken before the Council of Thanes the following day. If the characters are with Arman Kharas, they are taken to a well-appointed inn on the top level (the home of the very rich and powerful) in the King's Gate just outside the Court of Thanes. Arman will be very anxious to take them before

the Council of Thanes, which meets in a set of chambers on the top level of the Life-Tree.

If the characters are free, they can wander around the dwarven city while waiting for the meeting of the Council of Thanes the following morning. However, they will encounter a great many odd looks and some outright bigotry if any are nondwarves or hill dwarves.

THE COUNCIL OF THE THANES

To run the Council meeting, first have Arman (if present) introduce the heroes to the Council and introduce the Thanes to the heroes. The entire council meeting will be conducted in Dwarven. If none of the heroes speak Dwarven, the council will provide a Common-speaking interpreter to the heroes. Read or paraphrase the following:

Arman speaks with great formality: “My beloved lord father, my lords the great and noble Thanes of Thorbardin, I thank you for receiving me and allowing me to speak before you.” He bows deeply, then gestures toward you. “I present to you my friends who provided invaluable assistance in the rescue of my brother Pick and fought bravely at our sides against many foes.”

Raelgar of the Theiwar speaks. “My lords, Arman is a wanted criminal in my Kingdom. I object to him being allowed to speak here, and I certainly object to the mere presence of these...creatures in our hall!” He motions toward you.

“We’re all well aware of your standing disagreement with Arman, son of Hornfel, my lord Raelgar,” Gneiss of the Daewar says. “I, for one, would like to hear what these people have to say. Agreed?” In a quick show of hands, Raelgar is the only one not to raise his hand and thus is outvoted.

Any hero making a Spot check (DC 13) will notice the venomous looks Arman and Raelgar of the Theiwar traded when he mentioned the rescue of Pick and the fighting in the north.

Have the heroes present their case and make their request. Hornfel listens with interest. If the heroes present the *Helm of Grallen*, a servant will collect it from the heroes and deliver it to Hornfel; the helm causes a stir among the

Thanes. When the heroes have finished, Raelgar responds first.

(Assuming there are humans and at least one hill dwarf in the party, adjust Raelgar’s rant as necessary.) “Was it not men who brought the Cataclysm down upon us and sent the gods away in disgust? Was it not a man, a human, who destroyed so many valiant dwarves when the War Between Brethren came to such a tragic end? And was it not the Neidar, the hill dwarves, who started that war and brought so much death upon us? No, my friends, my fellow Thanes of Dwarvendom, I believe we should have these creatures put to the axe immediately. We sealed our gates, and it is my people, the Theiwar, who defend them against outsiders in the north. Let us deal with them as we do all intruders.”

Finally, the discussion is finished, and the characters are asked to leave the room so that the Council can make its decision. If the heroes have the *Helm of Grallen*, they are asked to leave it behind for the moment. If the heroes seem nervous, Arman will attempt to boost their confidence. “My father is a wise dwarf. He’ll make the right decision, and he has enough strength on the council to push it through.”

The Council’s debate lasts an hour, after which the heroes are invited back. Hornfel speaks. “It is true that you humans brought the Cataclysm upon the world, and it is true that the Neidar made war on Thorbardin. But dark times are here again, and ancient grudges must not control our destiny. Here is the decision of the Council: whosoever recovers the *Hammer of Kharas*, that person will the dwarves of Thorbardin befriend. If you agree to our terms, and bring the hammer to us, your people may pass. There is one other condition—one of your party remain here as a hostage for your safe return.” Hornfel names Eben as the hostage to be kept (this is Raelgar’s idea, but the heroes should not know this).

If the heroes refuse the quest, they are imprisoned to await trial for trespass and murder (assuming they fought and killed at least some Theiwar).

If they agree, Hornfel tells them that the hammer lies somewhere in the Valley of Thanes, burial ground of dwarven royalty and nobility. If the heroes have the *Helm of Grallen*, Hornfel thanks them for its return and asks them to take it to the Valley of Thanes, leaving it in the tomb of Grallen. He also lets them know that the *Helm* will be of help in their quest. Hornfel raises his hand, and two dwarves enter the chamber. One carries a drum, the other

SENSE MOTIVE: RAE LGAR’S REBUTTAL

RAE LGAR is an agent of Verminaard and, while he did receive warning through magical means that the heroes would be coming, he’s not under the mental control of the Highlord. If a hero requests a Sense Motive check against Raelgar, consult the following:

DC 15: Ouch—that speech may have tipped the mood of the room against the heroes.

DC 20: Raelgar isn’t bluffing, he honestly believes what he said. But, his speech seems awfully rehearsed. Something’s going on behind the scenes here.

DC 25: Raelgar hit every point spot on. Did he know we were coming and have time to prepare this little tirade?

THE SONG OF KHARAS

Three were the thoughts of those in Thorbardin
In the dark after Dergoth when the ogres danced.
One was the lost light, the limping darkness
In the caves of the kingdom where light crumbles.

One the despair of the Dwarfthane Derkin
Gone to the gloom of the tower of Glory.
One the world, weary and wounded
Down to the deep of the Darkling's waters.

Under the heart of the highland,
Under the ceiling of stone,
Under the wane of the world's glory,
Home under home.

Then was Kharas among us, the Keeper of Kings,
The Hand on the Hammer, Arm of the Hylar.
At the gleaming grave site of gold and garnet
Three sons of the thane he buried thereunder.

While Derkin saw dark upon dark in the tunnels,
In the halls of the nation saw nooses and knives,

Killers and kingmakers came to Kharas
With agate and amethyst, asking allegiance.

Under the heart of the highland,
Under the ceiling of stone,
Under the wane of the world's glory,
Home under home.

But the stalwart in heart is strong as a stone,
And bold and unbending his mind to the better:
The Hammer of Hylar was firm in the halls.
Denying all discord, all doubt and division.

He turned from intrigue, from the wild tunnels,
Out to the open, one oath swearing
That time nor treachery shall ever tarnish
The Hammer's return in a time of great troubles.

Under the heart of the highland,
Under the ceiling of stone,
Under the wane of the world's glory,
Home under home.

a scroll; together they chant the Song of Kharas.

Arman asks his father to allow him to accompany the heroes on the quest. The council agrees (with the exception of Raelgar of the Theiwar and Rance of the Daegar), and he proudly escorts the heroes out of the hall to the sounds of the Song of Kharas.

KALIL S'RITH

This dreary, barren valley lies between soaring peaks of the Kharolis mountains. Burial cairns dot the landscape, the desolate mounds breaking the monotony of the naked ground. Far away, in the heart of the valley, there is a small patch of green. An awe-inspiring tomb rises from it, forming a stony pinnacle.

The sun seems a strange sight after many hours underground, but the valley still seems confined; heavy clouds hang low across the valley, creating a cavernlike feel which somehow seems even more claustrophobic than the underground environment the heroes have just left.

As the heroes enter the valley, the low-hanging clouds begin to drizzle freezing rain, soon covering everything in a thin layer of ice. The rain and fog cuts visibility in half and imposes a -4 circumstance bonus on all Spot, Listen and Search checks for the duration of the precipitation and a -4 penalty on all ranged attacks. The rain continues until the heroes reach "The Garden," page 137.

THINGS THAT HAPPEN IN THE VALLEY OF THE THANES

If the party decides to investigate any of the tombs which line the edge of the Valley of Thanes, they will find, rather than the loosely stacked stone cairns they appear to be

from afar, most of them are sealed tight with five-foot-tall round doors shaped like stone plugs. Tomb plugs are made of thick stone (hardness 8, 90 hp, Break DC 32) and can be opened by the Tombwarden, the designated groundskeeper for the valley—he is, conveniently, not present.

The doors to two of the tombs in the valley are already broken: the "Tomb of Rakthar" and the "Tomb of Spectres." It doesn't matter exactly where these are located; have them somewhere between the heroes and the tomb of Grallen.

TOMB OF RAKTHAR [EL 10]

The Situation: Coming within 60 feet of this tomb awakens the dwarven mummy Rakthar and his loyal servants. Rakthar was a dwarf cursed for a terrible sin; he cannot rest until forgiven by 77 men who listen to his entire life story. He has been forgiven by 31 so far. His sin was that he never told his wife that he loved her.

He will exit the tomb, holding his hands up in a sign of peace, and begin talking; a rolling sea of skeletons and ghouls surges behind him.

Creatures: Wrapped in the tatters of his funeral shroud, Rakthar is cursed to suffer his undead existence until he is forgiven by 77 men who must listen to his entire life story. Rakthar's story takes hours to tell, and he often rambles and mumbles to himself about things he has forgotten.

☞ **Rakthar, Mummy:** hp 55, see *Monster Manual*.

☞ **Dwarven warrior skeletons (20):** hp 6, see *Monster Manual* (use stats for human warrior skeletons).

☞ **Ghouls (19):** hp 13, see *Monster Manual*.

Tactics: If the party does not listen or refuses to forgive him, Rakthar attacks and commands his servants to surround the party. If the party does listen and forgive

him, he graciously—if wearily—thanks them and sends them on their way.

Development: All the undead, including Rakthar, can only move up to 30 feet from the mouth of the tomb.

TOMB OF SPECTRES [EL 10]

The Situation: The stone plug lies in front of the tomb, and the sound of groaning, as if someone is in pain, can be heard from within. If the heroes come within 30 feet of the entrance, they will clearly hear the sound; farther than that requires a Listen check (DC 15) to hear the noises emanating from the tomb. A Spot check (DC 20) will allow a hero to see movement and flickering lights from within.

Creatures: Within this tomb is a collection of dwarven undead that entered the tomb to escape the daylight above. One spectre, two dwarven mummies, and eight ghouls are present.

☞ **Mummies (2):** hp 55, see *Monster Manual*.

☞ **Ghouls (8):** hp 19, see *Monster Manual*.

☞ **Spectre:** hp 45, see *Monster Manual*.

Tactics: The undead in this tomb seek to destroy all living creatures. They will rush out of the tomb to attack the party.

Development: The undead creatures will remain out of the tomb for one full minute before retreating from the fight to escape the sunlight which periodically breaks through the rain clouds. Once they have retreated, the undead will seek to return as quickly as possible to their own cairns in the surrounding area of the valley.

BLOODRAGERS [EL 9]

The Situation: A pack of dire wolves have been infected with a disease known as the *blood-fury* and have wandered into the valley looking for a meal. Read or paraphrase the following:

A pack of dire wolves runs from behind a cairn. They are unlike the dire wolves you encountered in the mountains; they snarl and salivate as if they were insatiably ravenous. Their eyes reveal madness.

Creatures: These dire wolves are all infected with a terrible contagious disease that resembles rabies. They are wild, feral looking beasts with red eyes and a taste for living flesh.

☞ **Bloodrager Dire Wolves (7):** hp 57, see *Bestiary of Krynn*.

Tactics: The bloodragers will work together to surround an opponent in order to flank and gang up on them. They will first try to trip their prey, so the others can attack it while prone. Because of their blood-crazed natures, they will fight to the death.

THE GARDEN

Read or paraphrase the following:

An oasis, oddly green in the autumn gloom, surrounds a lake at the valley's center. Stone tombs, covered with ice from the freezing rain, fill the oasis. As soon as the heroes enter the oasis, the rain ends and the sun comes out. As the clouds clear away, they see, looming above the lake, a giant floating mountain crowned with a castle—the tomb of Duncan.

A ruin is visible on the opposite shore of the lake, and one tomb stands empty before you on the near side.

THE TOMB OF GRALLEN

Regardless of the direction from which they approach, Grallen's Tomb stands before the heroes. Read or paraphrase the following:

A 15-foot obelisk stands on the lakeshore. Behind it is a statue of an armored dwarf, arms spread, bare head thrown back. The pedestal bears runes that read: "Raised to honor Prince Grallen, hero of the final assault on the fortress of Fistandantilus."

If the heroes have the *Helm of Grallen*, its bearer hears a whisper in his mind saying, "Bless you, for my brow has been cold these long winters."

When placed on the statue, the *Helm* turns to stone and the statue speaks. "What you seek is above. Its only entrance is across the lake. Say 'I mourn for Kharas' and step through the unbroken arch." The statue then crumbles. If the heroes do not place the *Helm* on the statue, nothing occurs. However, anytime someone dons the *Helm*, he hears an unbearably loud voice in his head crying "Let me rest!" requiring a Will save (DC 20) each round to resist removing the helm.

THE BROKEN GATEWAY

The ruin across the lake is overgrown with lilies, jasmine, and snapdragons. The ground is carpeted with petals. In the ruin's center stands an arch, broken in the center. Nine stone fragments are scattered about it.

Each piece can be uncovered with a successful Search check (DC 10), along with a stone plaque engraved in Dwarven runes. It reads, "I wait and watch; he will not return. Alas, I mourn for Kharas."

The heroes must fit together the nine pieces in order to rebuild the arch; this is not a difficult task once all nine pieces are found. An Intelligence, Knowledge (architecture), or Knowledge (engineering) check (DC 15) after the ninth fragment is found will indicate that all the pieces are accounted for.

When the pieces are put into place, they magically merge until the arch is unbroken. If the heroes do not think to rebuild the arch, Arman suggests they do (or another NPC if Arman is not with the group).

THE DRAGON OF THE TOMB

SHORTLY after King Duncan's passing, the dragon Evenstar (LG male ancient gold dragon) arrived in exile to guard the *Hammer of Kharas*. Using hidden knowledge, Evenstar wrenched the tomb from Krynn and set it in the sky. He then filled the tomb with magical dangers. Yet his magic is not all peril, for Evenstar loves beauty and light, so he adorned the castle with these things, too. Evenstar is a peaceful, world-weary dragon, amused at the heroes' struggle. He enjoys confusing people by changing shape when not observed. He does not reveal that he is a gold dragon

Once the arch is rebuilt, it becomes a teleport device leading to "DT 1: Reception Tower." Saying the phrase "I mourn for Kharas" activates it.

DUNCAN'S TOMB

Sometimes referred to as Derkin's Tomb in honor of the first dwarven High King, Duncan's Tomb was built prior to the Cataclysm. Upon King Duncan's death, Kharas carried him to his final rest, and here Kharas met his own doom. Duncan's Tomb is 400 feet above the ground. It is built in several levels deep into the rock on which it floats. Sheer cliffs separate the levels.

The tomb has a feeling of age and wonderment about it. Each room is more exquisite than the last. Even the halls and shafts bear fairy-like murals. It seems the beauty will come to life at any moment; it frequently does through the magic of Evenstar's *ring of telekinesis*. Every hour a muted gong sounds throughout the tomb.

IMPORTANT NOTES ON THE TOMB

The tomb has only one occupant, Evenstar (see sidebar). He uses his spells and abilities to challenge the heroes. Suggested uses for Evenstar's spells are noted in the scenes below. Evenstar has seen the heroes assembling the arch and has cast *guards and wards* before they arrive. When this occurs, the following conditions are in effect until Evenstar chooses to lift them:

- A misty violet fog fills all the corridors, obscuring all vision beyond 5 feet, giving concealment (attacks have a 20% miss chance) to creatures within 5 feet of each other, and total concealment (50% miss chance and attacker cannot see opponent) beyond that.
- All doors are *arcane locked*.
- All Inner Stairwells, the Spiral Way, and the Elevator Shaft fill with webs that regrow in 10 minutes if burned or cut.
- At any location where an individual has a choice in direction (such as a corridor), there is a 50% chance they will head in the opposite direction intended.
- 15 doors (random) are covered by a *silent image* of a wall.
- In four random locations, small spheres of light blink and sway in a multitude of colors.

until noted in the text, only that he is the guardian of the tomb.

Evenstar has been tasked with guarding the tomb and the *Hammer*. His goal is to confuse and misdirect anyone attempting to find the *Hammer* or the body of King Duncan. He will not use his powers to cause death. As the guardian of the tomb, he may teleport to any location within the tomb as a standard action which does not provoke an attack of opportunity. During the adventure, he will appear and disappear using this power to steer the heroes away from their goal.

- Everything radiates magic.

If a hero falls down the shaft or off the tomb, he must make a Reflex save (DC 15) to catch himself or take 2d6 points of damage for every level he falls, eventually landing in a net at the bottom of the shaft. If the hero falls from the tomb, he will take 20d6 points of damage when he hits the lake below.

KEY TO DUNCAN'S TOMB

This section refers to the map of Duncan's Tomb.

Assume that any room without an entry here is empty or uninteresting.

DT 1: RECEPTION TOWER

A duplicate of the teleport arch from below is here. As the last hero exits from the teleport, there is a flash of light and the arch vanishes behind them. There is a trapdoor in the roof, but no ladder from the floor below.

DT 2: LOWER GALLERY & STAIRS

When the heroes attempt to climb the stairs, Evenstar, cloaked in an *invisibility* spell, will stand at the top of the stairs and cast *grease* on the steps, forcing any hero traversing the stairway to make a Reflex save (DC 12) or slip and fall into the person behind him on his way down the stairs, taking 1d6 nonlethal damage. Any hero who is in the path of the fallen hero must immediately make a Reflex save (DC 12) or join him as he rolls down the stairs (note this would then make anyone in front of both of them need to make two saves, etc.) Someone can stop a falling hero by making a successful grapple check against him in addition to the required Reflex save—if he passes both, he stops the falling hero. If he fails the Reflex save, he joins the hero in his rapid descent regardless of the result of the grapple check. The spell *feather fall*, the monk's slow fall class ability, or any similar spell or ability can prevent sliding out of control.

DT 3: HALL OF ENEMIES

The spoils of victory—many of the weapons, armor, and shields of Duncan's defeated enemies—are stored here. Evenstar may use his *ring of telekinesis* to make things appear to move.

There are a great number of nonmagical arms and armor here. If any of the heroes are in desperate need of a new weapon or armor, they can probably find something suitable here. There is no missile weapon ammunition.

The masterwork and magical items include: two masterwork longswords, three masterwork battle axes, two masterwork heavy steel shields, a masterwork dagger, a +2 *breastplate*, a +1 *battle axe*, two +1 *daggers* (one Small, one Medium), a +1 *greataxe*, a *ring of evasion*, and a *minor ring of fire resistance*. Note that the dwarves of Thorbardin may not look kindly on the heroes if they discover that the party has taken items from Duncan's tomb other than the *Hammer of Kharas*.

DT 4: UPPER GALLERIES

Read or paraphrase the following:

As you reach the top of the stairs, a frantic, disembodied voice screams at you in Dwarven: "Defilers, begone! Tempt not the sleep of the ageless."

The voice comes from a *magic mouth* spell cast on the wall. The passage slopes upward to the north past several archways. Evenstar will fill most of this passage with *solid fog* if the heroes try to use it.

DT 6: OVERLOOK

Read or paraphrase the following:

From this overlook, the ruins lie to the east. In the distance to the west is another exit from the valley. South are the nests of giant vultures in the caves. To the north, a horrifying sight greets you. The snow-shrouded peaks of the Kharolis Mountains are covered by a huge army of draconians crawling down into the valley; the enemy is here.

DT 7: FOUNTAIN OF TIME

Read or paraphrase the following:

A moss-covered fountain is in the center of this room; water trickles from the top of the spire. Lying against the fountain is a white-bearded dwarf, snoring lazily.

The dwarf meets the general description of Kharas, legendary hero of the Dwarfgate War (any dwarf among the heroes will know this; others will need to pass a Knowledge (history) check (DC 20) to realize it). Kharas was said to have shaved his beard near the end of the War, but most artwork represents him bearded.

Actually, it is not Kharas at all, but Evenstar. If the heroes awaken him, he appears dazed. He has trouble understanding that time has passed or where his *Hammer* has gone. He stopped for a drink after laying Duncan to rest, and that's all he remembers. (If any heroes drink from the fountain, roll dice as if checking for an effect, shake



KING DUNCAN'S FLOATING TOMB

DETAIL OF 11



DETAIL OF 14



DETAIL OF 19

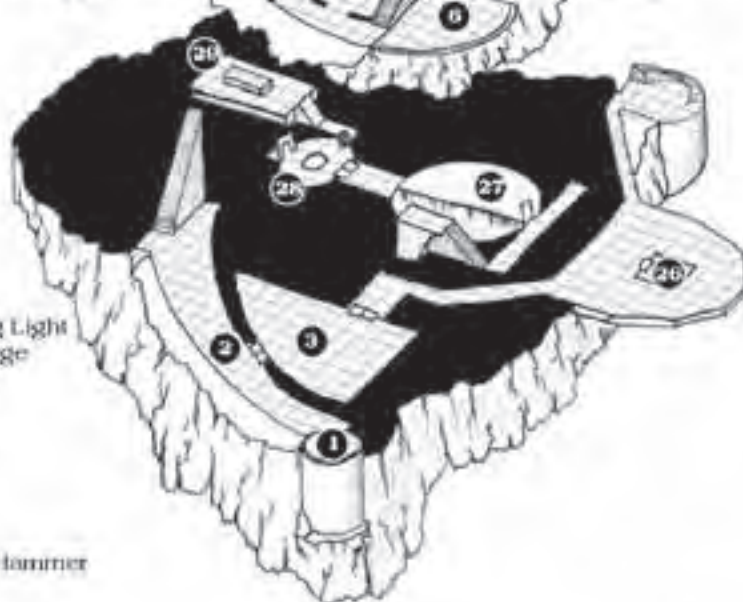
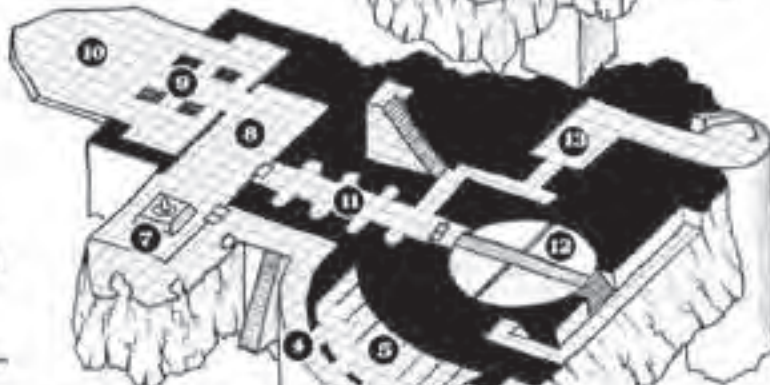
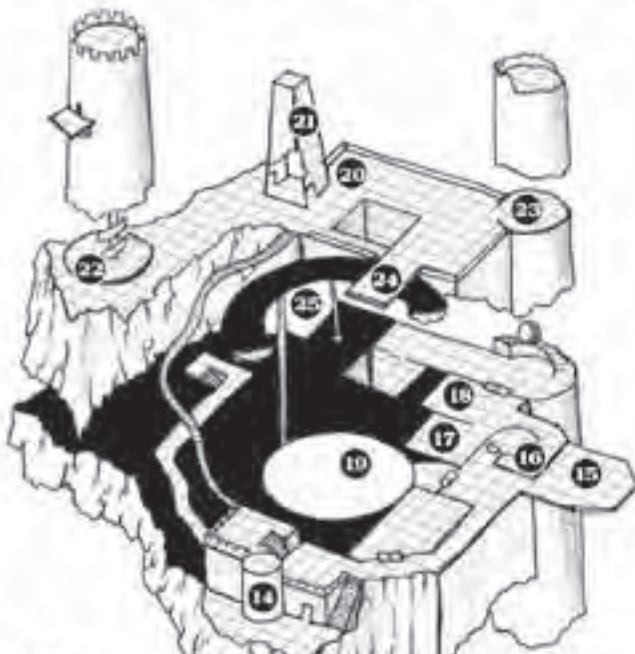


1 Square = 10 ft.



LEGEND

- 1 Reception Tower
- 2 Lower Gallery & Stairs
- 3 Hall of Enemies
- 4 Upper Galleries
- 5 Votive Cells
- 6 Overlook
- 7 Fountain of Time
- 8 Antechamber
- 9 Banquet Hall
- 10 Grand Overlook
- 11 Grand Promenade
- 12 Tipping Path
- 13 Elevator Shaft
- 14 Ruby Tower of Singing Light
- 15 Shrine of Beorx the Forge
- 16 18. Histories of Duncan
19. Unseen Danger
- 20 Courtyard
- 21 Pilgrim's Hostel
- 22 Lonely Vigil
- 23 Dilemma
- 24 Vestibule
- 25 Ruby Chamber of the Hammer
- 26 Watch Tower
- 27 Test of Determination
- 28 Robber's Trap
29. Duncan's Final Peace



SCM

your head, and tell them nothing noticeable happens.) The water will detect as magical (along with everything else) because of the *guards and wards* Evenstar cast. “Kharas” invites himself along with the heroes.

DT 8: ANTECHAMBER

Read or paraphrase the following:

These walls are marbled and mirrored, making the room seem larger.

Evenstar has placed an illusion on these mirrors to make any reflection of living being reflected in them appear to be a dwarf.

DT 9: BANQUET HALL

Read or paraphrase the following:

Long tables are lined with fine foods. Fruits and sweets are spread along the center of the tables. The room is filled with the sweet aromas of good cooking.

Upon closer examination, the food is found to be made of precious metal, gems, and jewels, worth thousands of steel pieces. Heroes will be able to gather an amount of treasure equal to an Appraise check times 100 steel in one minute. “Kharas” warns against theft here, but he will not intervene to stop anyone who chooses to help himself.

In the center of the room are a tall chair, a reading table, and a book. Lying on the book is a pair of clear crystal spectacles (*Glasses of Arcanist, see the War of the Lance Campaign Setting Companion*). The book is a history of Duncan, written in an ancient, obscure Dwarven dialect. This room opens up onto “DT 10: Grand Overlook.”

DT 10: GRAND OVERLOOK

See “DT 6: Overlook” for what can be seen. The floor here is rotten wood. Choose a hero at random; there is a 40% chance (20% if the hero is of Small size) that the floor will collapse beneath the hero. A Reflex save (DC 16) will prevent a fall of twenty feet to the support beams below, taking 2d6 points of falling damage.

DT 11: GRAND PROMENADE

Read or paraphrase the following:

This corridor is lined with shallow niches holding granite statues of noble dwarves.

Along with the violet mist that fills this hall from *guards and wards*, Evenstar can cast *stinking cloud* in this area if it would add to his amusement.

DT 12: TIPPING PATH

Read or paraphrase the following:

This bridge spans the central shaft of the tomb and is lined with ladder-like crossbars supported by a central metal beam. Looking down, you can see that the shaft opens into the lake over 400 feet below, and the bottom of the shaft is covered by a thin net.

Walking across the 50 foot bridge takes a Balance check (DC 5) for every 10 feet of movement. As soon as the weight on the far end exceed the weight on the near end, the bridge flips forward over the central metal beam. Anyone on the bridge when this occurs must make a Reflex save (DC 15) to grab a cross bar and a Strength check (DC 10) to hold on. If either check is failed, the hero falls down the shaft, taking 4d6 points of damage when they hit the net at the bottom of the shaft.

DT 13: ELEVATOR SHAFT

This square shaft is filled with webs. A cascade of ice chips falls from the shaft, evaporating as they strike the floor. The lift for this elevator is nowhere in sight.

DT 14: RUBY TOWER OF SINGING LIGHT

The room at the tower’s base holds crystals and colored glass bits. From above comes the sound of heavenly chimes. The tower itself is flooded with rainbows of light dancing on the walls and crystal chimes ringing in the wind. Although the crystal is not composed of valuable gems, it could still be worth something to collectors. A crystal from this room could be used to capture and direct sunlight to burn through the rope holding the *Hammer of Kharas* in “DT 25: Ruby Chamber of the Hammer.”

DT 15: SHRINE OF REORX THE FORGE

Read or paraphrase the following:

This room has windows on three sides looking out over the valley and mountains below. At the center of the room is a great altar carved with images of dwarves in battle. Three items lie upon the altar. Hanging on a stand behind the altar is a finely woven tapestry with dwarven script upon it. The text reads, “Take you in need.”

Any who enter the shrine are filled with a feeling of anticipated battle. The three items on the altar are a *potion of cure serious wounds*, a scroll of *remove curse* and *prayer*, and *incense of meditation*. “Kharas” can identify the items for the heroes. He seems to think that these items were placed here for the heroes, and he encourages the party to take them if they seem reluctant.

DT 16—18: HISTORIES OF DUNCAN

These three chambers tell the story of Duncan’s life, deeds, and battles through tapestries, mosaics, and trophies from his fallen enemies. They include his triumph over



Bonecrusher the Ogre and his final battle fought atop Skullcap Mountain. Evenstar may use his *ring of telekinesis* to make things come to life or use *dancing lights* to lure the heroes away from the rooms.

DT 19: UNSEEN DANGER

An oversized hammer swings thirty feet overhead as if it were a pendulum. This room is filled with a red light from the level above. The red glass partial floor is invisible in the light of the tower; it seems the room opens onto the shaft.

Trap: The real floor is a network of gaps (see map for details). Invisible, overhead swinging logs strike at anything above 3 feet tall. On the far side of the room is a brass ladder leading up.

↪ **Swinging Log Trap:** CR6; mechanical; location trigger; repair reset; Atk +15 melee (3d6, plus Bull Rush attack, Strength check (DC 14) to resist being pushed 5 feet one direction or the other); single target; Search DC 24; Disable Device DC 24.

DT 20: COURTYARD [EL 9]

From this flagstone courtyard, the heroes can see sights as described in “DT 6: Overlook.” The cap of the large ruby tower bears a sharp spike. In the center of the courtyard beside a hole lies a 16-foot flagpole with a lance tip. This is a crude model of a dragonlance. An inscription in Dwarven runes on the external wall of “DT 21: Pilgrim’s Hostel” reads:

Lances did great Huma seek
To forge upon the dragon’s peak
With silver arm and silver pool
And Hammer would he forge wrym’s doom.

Creatures: While the heroes are investigating the courtyard, they are spotted by a group of wyverns trained to be advance scouts for the Dragonarmies. Only one of the four is trained well enough to return to its master, the other three rush to attack.

↪ **Wyverns (3):** hp 59, see *Monster Manual*.

Tactics: These creatures are smart enough to stay aloft or fight from the edge of the courtyard, allowing them to hop off of the edge at any moment. Smaller creatures will be targeted and carried away to a nearby cliff for a quick snack.

Development: The wyverns will not fight to the death and fly away if seriously wounded. If Evenstar is with the group, he will merely stand by and watch. He will only attack if the wyverns somehow manage to cause damage to the tomb. If this happens, he will use his spells to retaliate. If any of the wyverns manage to return to the Dragonarmies, they will report the location of the Flying Tomb to Ember.

DT 21: PILGRIM’S HOSTEL

This once was a refuge for visiting pilgrims. A ramp circles a fountain, providing two tiers of stone cells. A suit of +1 *full plate* that once belonged to Kharas rests on a wooden stand in the corner.

DT 22: LONELY VIGIL

Read or paraphrase the following:

This tower is dark. A set of stairs spiral around a water-filled cistern to a balcony. The stairs are covered with webs and broken in several places.

Evenstar may use *major image* to make the cistern appear to shake and cause knocking sounds to come from within. If anyone attempts to open the cistern, Evenstar will make it appear as though the cistern has burst apart, releasing a flood of water. Any hero interacting with the water is allowed a Will save (DC 15) to see through the illusion. If the check fails, the hero appears to be drenched, and the “water” may sweep them out of the tower.

At the top of the tower is a balcony. A wooden cylinder leans against the wall, containing an arcane scroll of *flame arrow*, *fire shield*, and *haste*.

DT 23: DILEMMA

In this tower is a gushing fountain. A ramp leads downward. The room is 30 feet high, the fountain spouting nearly to the ceiling. A Spot check (DC 20) will allow the heroes to spot a small piece of wood at the top of the fountain. The platform is enhanced with a permanent *levitate* spell, but it can only support 20 pounds. A *potion of greater heroism* and a *wand of ice storm* with 3 charges left are on the platform. The command word is written in Dwarven runes on the wand.

DT 24: VESTIBULE

This room is filled with an obscuring smoke which will slowly dissipate once the door is opened. A broken phial lies on the floor.

On the floor before the second set of doors is the skeleton of a dwarf. He wears the signet ring of Kharas (any dwarf among the heroes will recognize the heraldic crest on the ring; others will need to pass a Knowledge (history) check (DC 20) to recognize it).

This is the true Kharas. If Evenstar is with the party, masquerading as Kharas, he admits that he is just the guardian of the tomb and has been testing them. He does not change into a dragon.

Beneath Kharas’ heel are the remains of a small scorpion; he was ignobly stung to death. A stone phial attached to his belt contains a *potion of obscuring mist*.

DT 25: RUBY CHAMBER OF THE HAMMER

Read or paraphrase the following:

This room is hot, lit with a sanguine light streaming through crimson windows. Only a narrow balcony extends over the shaft which opens to the distant lake below.

Hanging from a slender thread, a mighty bronze hammer swings back and forth. Every hour it strikes one of the gongs which jut out from the walls. This is the *Hammer of Kharas*.

When the heroes enter this room, Evenstar casts an invisible *wall of force* over the swinging *Hammer*. The *Hammer* may then only be retrieved by finding some way to sever the cord and catch it, by climbing beneath and up to it, or by waiting for the end of the spell. If the heroes try to strike the cord with missile weapons, assume it has an AC of 18 (Diminutive target) and 4 hp.

DT 26: WATCH TOWER

This three-story tower contains two ballistae and ammunition. Bunks, kegs of oil, and a gong are above. A wooden ladder leads to the steeple.

DT 27: TEST OF DETERMINATION

Wind fills this room, moaning up from the shaft. Swaying in the wind across this pit is the remnant of a rope bridge. Now only a single strand remains with several boards still attached. A hand-over-hand crossing requires three Strength checks (DC 10) while walking across requires two Balance checks (DC 20); allow each hero to determine which checks he'd prefer to attempt.

DT 28: ROBBER'S TRAP

Read or paraphrase the following:

A fifteen foot fountain of flame is in the center of the room. The top of the flame scorches the stone of the ceiling. Set in the wall across from the double doors is a buttressed stone gate with a lever.

Trap: This room is trapped to dispose of robbers. The trap is activated by pushing up on the lever or by removing the stone pin which stops the lever from moving down. When activated, a block of stone drops across the double doors, and the ceiling begins to drop, causing the flame to fan out. It drops to head height in 5 rounds and then descends one foot per round for the next ten rounds, spreading the flame one foot further each round. It stops two feet above the floor and resets within two rounds. The flame causes 1d6 points of fire damage each round it occupies the same square as a player. The stone gate is only a false door. The exit from this room is a concealed sliding stone panel to the left of the double doors.

☞ **Descending Flames Trap:** CR 5; mechanical; touch trigger; automatic reset; no attack roll necessary; Search DC 20; Disable Device DC 25.

★ **Secret Door:** Search check (DC 20)

DT 29: DUNCAN'S FINAL PEACE

This set of stone gates opens by pushing at the bottom. In the center of the room is a bier holding Duncan's sarcophagus. The lid is carved to resemble the king. Statues of servants and a golden anvil weighing four tons surround

the sarcophagus. Several chests hold resplendent garments and furs worth 5,000 steel. On a stand is Duncan's golden +3 *dwarven plate*, helm, and shield with the avenging flame. The armor is cursed for any who steal it; one round per day, it imposes a -10 circumstance penalty to the wearer's AC at a critical moment in battle chosen by you. A +2 *greataxe* and a *ring of protection* +2 are also on the stand.

THINGS THAT HAPPEN IN DUNCAN'S TOMB

RAGING EMBER [EL 15]

This encounter occurs as the heroes exit the main tower with the *Hammer of Kharas*. If Evenstar is not with the heroes, he is waiting for them as "Kharas." A shadow crosses his face, and he looks skyward.

The Situation: There on the tower's cap perches Ember, the red dragon. Verminaard is not astride Ember. Evenstar shakes his head at those who draw weapons.

Read or paraphrase the following:

In a hissing roar, Ember speaks, "So Old One, you consort with my enemies! More, you hide behind their puny form! Step aside; they are mine! No man holds me back now!"

Evenstar smiles, "Begone, child! Do not tempt my anger. Do you desire death so?"

Ember's lips curl in a cruel snarl. "No, Old One! It is you who tempt fate! I know the Oath; the power of your word binds you! Not even the terror of the *dragonlance* could bind one so well. Come, Evenstar, show these puny mortals what company they keep or has the Council stripped you of your pride, too?"

The dwarf's face clouds with anger; his form swells, taking on a golden hue, stretching, and growing until a golden dragon stands in the dwarf's place. Ember laughs with derision. Evenstar turns to the heroes and tells them, "Ember is right; I may not interfere."

Ember bellows, "Prepare to die!" and takes to the air.


☞ **Ember:** hp 378 (currently 150), see page 158.

☞ **Evenstar:** hp 542, see page 167.

Tactics: Fortunately for the heroes, Ember is still wounded from his battle with *Flamestrike*. Too proud to tell Verminaard that the toothless old dragon wounded him so gravely, he did not receive magical healing from the evil cleric.

Ember immediately activates his frightful presence ability and attacks the heroes with his breath weapon. He will not attack Evenstar intentionally. He circles and breathes, then claws and bites as he glides the next two rounds. Next, he climbs, banks, and swoops to breathe again. Finally, he dives and lands to fight and cast spells.

Evenstar does not help unless Ember causes him damage or he harms either of the ruby towers. If this happens, Evenstar flies into a rage and attacks.



During the battle, the heroes may attempt any number of odd tactics. If they throw the *Hammer of Kharas* at Ember, Evenstar will retrieve it and return it to the heroes after the battle. If the heroes use the flagpole as a lance to set against Ember's dive, it causes double damage. Ember will be able to avoid the lance if he notices it; allow the heroes to make a Bluff check as a feint to hide it. Evenstar suggests that the flagpole be used if the heroes do not think of it.

Development: If the heroes manage to defeat Ember, warhorns sound from the valley below—the army approaches. Evenstar collapses and changes to Kharas. He is aging, and the tomb trembles. He speaks, “I have completed at last my fateful mission, and now I must rest. Take the *Hammer*—let it not fall into the enemy's hands! Flee east and fail not.”

He encourages the heroes to guard the *Hammer* and allow it to fulfill its destiny. He gives each hero a horse statuette. Throwing the statuettes to the ground while saying the command words “Branchala Guide Me!” will activate the spell *mount* as a third level caster. Each mount also has the ability to *feather fall* 1/day.

As the heroes mount to flee, a raucous screeching is heard. Six young dragons, Ember's heirs, are heading for the tomb. The horses rear and leap off the side of the tomb. Riders must make a Ride check (DC 10), or they will be thrown from the saddle and considered hanging over the side. At the last moment, the horses *feather fall*.

☞ **Young Red Dragons (6):** hp 123, see page 172.

The fledglings circle the tower in confusion. The tomb shudders, crumbling, then slowly sinks. The army is less than a mile away, and the heroes must flee or be captured. The Guardian Halls to the seventh and eighth roads are blocked by sections of draconians. The only way back into the underground Kingdom of Thorbardin is through the Guardian Hall to the ninth road, leading to South Thorbardin.

SOUTH THORBARDIN

The Daegar, who have allied themselves with the Theiwar and the Dragonarmies, control the southern areas of Thorbardin. Their main city, Daebardin, is the only city in this section of the dwarven kingdom. The Daegar are dark seekers, so no suntunnels exist in these areas, leaving everything blanketed in darkness.

This is where the final showdown with Verminaard and the two treacherous thanes will happen. Verminaard has brought a significant number of Dragonarmy troops with him right on the heels of the heroes. He is pushing the heroes along a predetermined path into ambushes designed to capture the heroes. The *Hammer of Kharas* is his ultimate goal.

PLACES TO VISIT IN SOUTH THORBARDIN

The following locations are of some interest in South Thorbardin.

GUARDIAN HALL AND NINTH ROAD

Normally a well-fortified guard block held by Daegar warriors, this hall is now abandoned. The mechanism used to bar the gates has been badly damaged; it would require several hours to repair, and by the time the heroes get here, there isn't time. The Ninth Road is abandoned.

Several hours ago, Thane Rance ordered the guards at the gate to sabotage the blocks and withdraw to the South Hall of Justice, thus preparing the way for Verminaard's Dragonarmy to enter Thorbardin and (Rance believes) hand power to him as a reward for his loyalty.

SOUTH HALL OF JUSTICE

Similar to the North Hall of Justice, this block once served as a secondary line of defense in case the Southgate fell to enemies. This hall is but a single level, rather than two as the North Hall. It is dominated by a great hall, the Temple of the Stars, which in days long passed was one of the main temples of Reorx in the mountain nation. The enemy forces will try to herd the heroes to this Temple, where they will be set upon by the combined forces of the Theiwar, the Daegar, and Verminaard's Dragonarmy.

Once the heroes enter the South Hall of Justice, their options are to go southeast or to turn north or south. The Ninth Road enters the South Hall from the north, so it's likely the heroes will want to turn left to start the long journey back to the Hylar Tree of Life (it's possible they haven't yet put together that the Daegar are allied with Verminaard).

THINGS THAT HAPPEN SOUTH THORBARDIN

The following events occur at specified times or locations within South Thorbardin.

DAEGAR SPEARMEN [EL 10]

As the heroes enter the Guardian Hall of the Ninth Road, describe to them the fortress: a fortified wall with a wide open stone gate that's been intentionally sabotaged and is impossible to close. A great iron portcullis lies useless on the ground thirty feet away from the gate. The mechanism to release the great granite blocks that would seal the fortress has also been destroyed; it would require hours to repair, and the war drums and terrifying chants of the Dragonarmy forces are just minutes behind.

Leading away from the Guardian Hall is the Ninth Road, which leads into Thorbardin and hopefully to safety.

The Situation: Two hundred feet into the forty-foot wide tunnel, the heroes will encounter a delaying force of Daegar, led by Henrik Quartzhall, a xenophobic fanatic who is ignoring his Thane's order to take the heroes alive.

Read or paraphrase the following:

Before you, a line of dwarven spearmen stretch across the corridor. As you come into sight, they set their long spears against you. You hear a voice shout from behind them: “Hold the line, lads! We're the anvil, and the hammer is coming down! We'll smash them like white-hot iron!”

It might not be entirely clear to the heroes that the dwarves are their enemy. The Daegar are content to allow them to stand there as long as they wish, assured that the Dragonarmy is close behind. If the heroes try to pass, they attack.

Creatures: Henrik Quartzhall (LE male dark dwarf fighter 7/dwarven defender 2) was the one shouting. He is accompanied by a Daegar captain (LE dark dwarf fighter 5) and Daegar warriors (LE dark dwarf warrior 3). All are wearing full plate armor and carrying long spears and battleaxes. Quartzhall wears full plate and wields a heavy steel shield and a dwarven waraxe.

☞ Daegar warriors (12): hp 17, see page 169.

☞ Daegar captain: hp 47, see page 169.

☞ Henrik Quartzhall: hp 86, see page 167.

Tactics: The Daegar will fight savagely but with sound tactics, using their reach weapons to the best of their abilities. They're extremely disciplined and will give ground in order to keep their line as intact as possible. Quartzhall will step forward to fight if several warriors fall.

DUNGEON OF DAEGAR [EL 9]

Run this scene if the heroes forge straight ahead when arriving at the South Hall of Justice.

The Situation: The heroes have stumbled upon a large prison complex guarded by Daegar. Several prisoners will cry out to the heroes for help, including Eben Shatterstone.

Creatures: Daegar warriors led by a Daegar captain.

☞ Daegar warriors (10): hp 17, see page 169.

☞ Daegar captain: hp 47, see page 169.

Tactics: The Daegar have been alerted that the heroes may be headed their way; they will attack the heroes if the party doesn't immediately surrender.

Development: There are 100 prisoners held here, but they are in no shape to fight. Eben is found in one of the cells along with an old man. Eben is very glad to see the party; he says that after the heroes left on the quest, there was a raid on the Hylar city, and he was kidnapped by Daegar. Eben's clothes are torn, and he has bruises; however, he is not actually hurt.

The other prisoners confirm that he was brought into the prison by Theiwar and Daegar guards, beaten, and thrown into the cell. In fact, Eben is here only to lead the party to Verminaard so the Dragon Highlord can recover the *Hammer of Kharas*. Verminaard arranged Eben's placement here through his puppet, Raelgar. Eben says he saw the Daegar captain's maps and thinks he can find the way out of the Daegar kingdom. If permitted to guide the party, he leads them to the final scene.

The old man in Eben's cell has forgotten how to talk and is slow to understand. He has evidently been here for a very long time; his beard and hair are waist-length, and his clothes are in tatters. His long beard conceals a strange green gem implanted in his chest. This is Berem Everman, and he follows the party for the time being.

The heroes can follow Eben, who claims to know the way out, or they can find another way to the Hylar. Within a minute or two, however, they'll hear the sound of the approaching Dragonarmy troops.

THANE RANCE OF THE DAEGAR [EL 10]

Run this scene if the heroes turn north or south when entering the South Hall of Justice. Read or paraphrase the following:

You come into an open plaza but find the way ahead blocked by two dozen heavily armed and armored Daegar warriors. Another thirty rush in behind you from unseen alcoves and side streets. Flanked by armored axemen, a figure known to you steps out into the plaza—Thane Rance. "You have retrieved the *Hammer*! Splendid. I require your surrender. Please come with us."

If Arman survived the Tomb of Duncan, he will curse Rance for his treachery, but Rance will simply tell him to be silent if he knows what's good for him.

Creatures: The heroes have encountered a large force of Daegar led by Thane Rance himself.

☞ Daegar warriors (60): hp 17, see page 169.

☞ Daegar captains (6): hp 47, see page 169.

☞ Thane Rance: hp 67, see page 168.

Tactics: If the heroes surrender, they'll be disarmed (though not bound) and taken to the Temple of the Stars. Nobody is willing to touch the *Hammer of Kharas*, however, and the hero bearing it is allowed to keep it.

If they fight, Rance will order his warriors to capture them, not kill them.

Development: Six combat rounds later, the following Dragonarmy troops will arrive:

☞ Baaz draconians (30): hp 18, see *DRAGONLANCE Campaign Setting*.

☞ Kapak draconians (10): hp 17, see *DRAGONLANCE Campaign Setting*.

At this point, Rance will again demand the heroes' surrender.

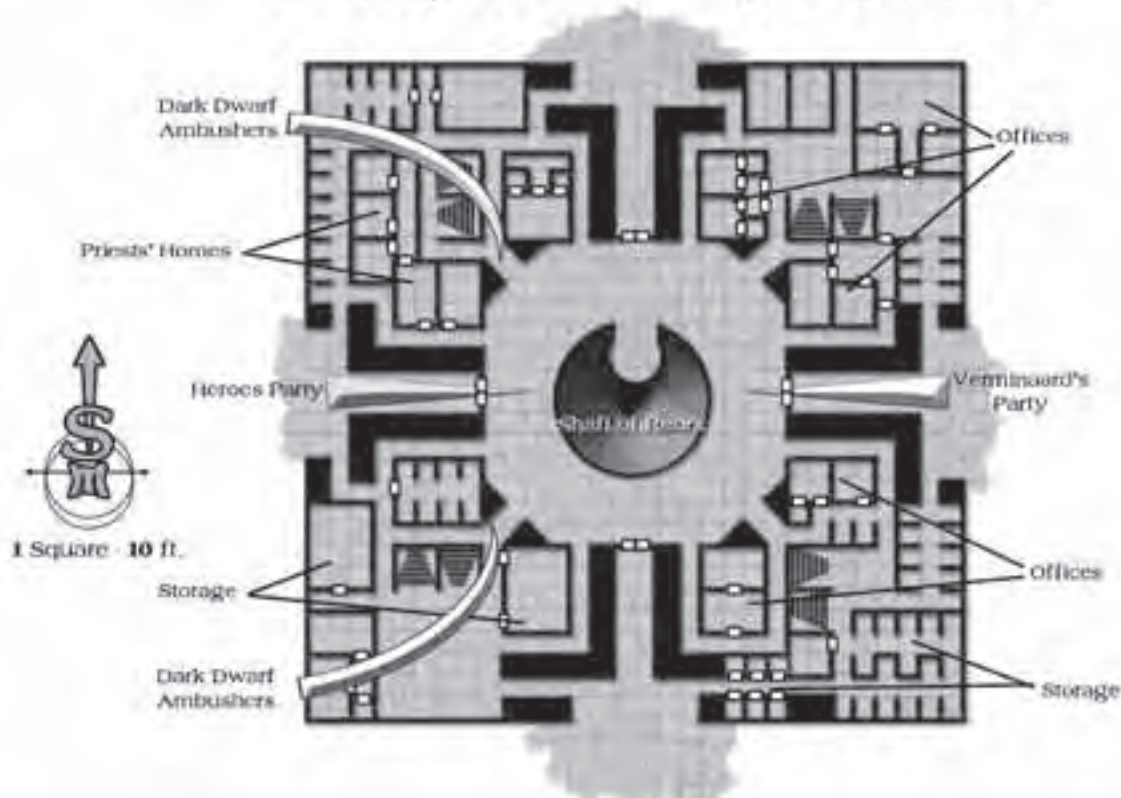
TEMPLE OF THE STARS [EL 15]

This is the climax of *Dragons of Autumn*. Although this scene is extremely dangerous, it can be survived if the heroes think and act intelligently. As it is somewhat scripted, you may need to be a little relaxed with things like initiative and turn order until the main battle begins.

The Situation: Verminaard has decided the *Hammer of Kharas* is the key to ruling Thorbardin. Raelgar is willing to hand it over to him in return for a position as Verminaard's vassal in Thorbardin; Rance wants the *Hammer*, and Thorbardin, for himself. The two competing interests will come to a head in this scene.

If the party was captured previously, they are brought into the Temple of the Stars. Their weapons are piled nearby. Present in the chamber are a host of Daegar warriors led by Rance, a host of Theiwar warriors, more than two dozen draconians, and a troop of ogres with their captain. If the party did not release Eben from the prison, he is brought in to stand by Verminaard, apparently a prisoner too.

Temple of the Stars



SCA

Read or paraphrase the following:

The west great hall is barred by a locked golden gate. Suddenly, the gates are flung open. In strides Verminaard, clad in black armor, along with several draconians, human warriors, and aides. He stops at a point near the pit, where he has a good view of the whole room. He removes his cloak and hands it to an aide.

"I," he says imperiously, looking toward the heroes, "have had just about enough of you. I thank you for most graciously playing directly into my plan—finding Thorbardin for me and retrieving the *Hammer of Kharas*, with which I will control this nation. But, now I am told that you have *murdered my dragon*." He shakes his head. "How dare you destroy such an ancient and noble creature? For that you will pay dearly. To begin your humiliating defeat, one of your own will bring the *Hammer* to me."

His gaze sweeps over you—and pauses on Eben Shatterstone. "Do your duty."

"Nothing personal," Eben says as he moves to take the *Hammer*. "Back the winner, that's what I always say."

If the bearer of the *Hammer* will not voluntarily give it up, Eben looks to Verminaard for guidance, his hand on the hilt of his sword. However, before Verminaard can respond, read or paraphrase the following:

Rance, who has been standing near Verminaard, looks at the Highlord angrily. "The agreement was for me to take the *Hammer* and rule, not you!" At this, the Theiwar begin chuckling. The Daegar are not nearly so amused.

"Hold your tongue, lackey," snarls Verminaard. "You are simply a pawn, and you will serve your betters! Thorbardin is mine, in the name of the Dark Queen!" He turns back to Eben. "Bring me the *Hammer*!"

The *Hammer* suddenly begins to glow in Eben's hands. (If the heroes have not given the *Hammer* to Eben, it leaps from the bearer's hand, landing on the floor.) Eben freezes in mid-stride, clearly uncertain of what to do. The Daegar are awed and fall to their knees.

Verminaard is livid at the delay, and he demands again that Eben bring him the weapon. Rance strides over to Eben, saying "Give me that, you idiot." Before anyone can move, he grabs it from Eben and shouts, "With this *Hammer*, I control the dwarven realms, not you!" He throws the *Hammer* at Verminaard, automatically hitting. The *Hammer* rebounds and lands at the edge of the pit. The Daegar stand again, their axes at the ready. The Theiwar and draconians draw swords and bring their axes to the ready, all staring at each other suspiciously, expecting betrayal.

At that moment, Verminaard casts *hold person* against Rance, who automatically fails his saving throw. Verminaard looks to Eben. "Kill him." Eben draws his sword.

Suddenly, one of the Daegar dwarves shouts, “For Rance! To the Thane!” Within seconds, a terrible battle-cry erupts from the Daegar. The Theiwar respond in kind, and the two dwarven clans tear into each other with an awesome ferocity.

Complete chaos breaks out. Now the heroes have a chance to break free.

Creatures: There is one Theiwar warrior guarding each hero in the party; they have not abandoned their charges and must be overcome before the heroes can recover their weapons. There are large numbers of Daegar and Theiwar dwarves involved in the greater battle, but they will not play a great role in the immediate melee involving the heroes. Instead, the Dragonarmy forces (including ogres and draconians), a small detachment of Theiwar, Eben Shatterstone, and Dragon Highlord Verminaard are arrayed against the heroes and Arman Kharas. A fireshadow makes an appearance on Verminaard’s first turn, a creature summoned from the Abyss by the Dragon Highlord.

☞ Verminaard, Dragon Highlord: hp 86, see page 160.

☞ Arman Kharas: hp 66, see page 166.

☞ Eben Shatterstone: hp 32, see page 157.

☞ Theiwar warriors (8): hp 17, see page 171.

☞ Ogre mercenaries (8): hp 29, see *Monster Manual*.

☞ Ogre barbarian mercenary captain: hp 79, see

Monster Manual.

☞ Baaz draconians (20): hp 18, see *DRAGONLANCE*

Campaign Setting.

☞ Kapak draconians (10): hp 17, see *DRAGONLANCE*

Campaign Setting.

☞ Fireshadow: hp 84, see *DRAGONLANCE Campaign*

Setting.

Tactics: The Daegar and Theiwar are locked in combat and will not bother with the heroes (except the Theiwar charged with guarding them). Describe a pitched battle occurring in the backdrop of the scene as a fratricidal frenzy of greed overcomes the evil dwarves. The prisoners, who are in no shape to fight, scatter. The draconians, ogres, and other allies of Verminaard ready their weapons but wait for a signal from their master. The *Hammer of Kharas* lies on the floor near the pit, seemingly forgotten.

On his first round, Berem will try to run, but as he passes by a draconian, he is cut down fatally. The following round, a hero may notice him get up, unharmed, and run off.

On his first round, Verminaard motions his draconians and mercenary allies to stay back. He tears a dragon-headed necklace from around his neck and throws it into the pit, crying, “Hear me, my Queen! Send me your servant so that your child may be avenged!” Silence follows, and then from the pit arises a horror—a fireshadow. The wraith-like dragon is outlined by pale green fire and hisses menacingly at the heroes. The fireshadow first attacks Rance with its *ray of oblivion*, disintegrating him. The *Hammer of Kharas* will disperse the fireshadow with a single hit. If the heroes do not think to retrieve the *Hammer* and use it against the fireshadow, it glows and rings like a bronze bell.

Verminaard will not order his troops into battle until the fireshadow is destroyed. However, if any heroes attack him or his troops before such time discipline will break down and all will enter the fray. Eben Shatterstone will stay near Verminaard until the fireshadow is destroyed.

Verminaard’s favorite tactics will be to first cast *unholy blight* on the heroes’ position, then cast *divine power* on himself and attack with *Nightbringer*. If a hero gets a good hit on him with an iconic weapon, such as *Wyrmslayer*, he will cast *shatter* in an attempt to break the weapon.

At some point during this battle, Arman Kharas will suffer a mortal wound.

Five rounds after Verminaard joins the battle, he will drop to one knee, as if he just became very weak. “No... My Queen, do not leave me...”

Miles away, outside Northgate, Elistan has fought off the spiritual attack he was undergoing. Queen Takhisis is losing confidence in Verminaard and has withdrawn her support. No spells that Verminaard has cast are active any longer, including *divine power* and *protection from fire*.

Verminaard, reeling, raises *Nightbringer*. He will continue to fight, but he knows he is beaten. “I assure you, you shall not have the satisfaction of taking me alive,” he warns the heroes. If he believes he is in danger of being captured, rather than dying in battle, he steps into the pit, falling to his apparent death without a sound.

Development: Once Verminaard is gone, his remaining allies become shaken. The fighting between the dwarven clans quickly dies out. As the final enemies flee or die, a faint whisper is heard from the crumpled form of Arman. There is no saving him; he seems to have been poisoned. If the heroes attempt to aid him, he shakes his head and says, “No, I am undone. No aid will save me. Take the *Hammer* to my father; he will unify the kingdom. Tell him not to mourn; I have served the nation well. I know I am not Kharas, but I have driven the darkness back.”

And with his final words, he dies.

AFTERMATH

If the heroes fail to defeat Verminaard in the final battle, the forces of darkness triumph. The heroes almost certainly are captured. The *Hammer of Kharas* falls into the hands of evil, and the Theiwar Thane takes the throne of Thorbardin. The forces of evil prevail. This concludes the adventure in despair—though the heroes may yet escape to fight again.

If the heroes defeat Verminaard and recover the *Hammer of Kharas*, a party of Hylar dwarves led by Hornfel arrives shortly after Arman Kharas’ death. He sadly accepts the *Hammer* from the heroes, as it was purchased at the cost of his beloved son. He hails them as heroes and the saviors of Thorbardin, and he grants them and all the refugees safe passage through the kingdom. Each character who survived is made an honorary War Leader (equivalent to a knighthood) and a citizen of Thorbardin. It is vital that the *Hammer* end up in the hands of Hornfel, for this is the only device that can forge *dragonlances*. The players, of course, should not learn this until much later.

Possession of the *Hammer of Kharas* allows Hornfel to declare himself High King of Thorbardin. As Thane of Thaness, he can assert authority over the Theiwar and Daegar, and he can once again open Thorbardin to the outside world.

EPILOGUE

Final victory or defeat for the heroes doesn't solely depend on whether they have beaten Ember and Verminaard and have won the friendship of the Dwarves of Thorbardin; the Abanasinian refugees must be rescued as well. At this point, determine how much time remains before the Dragonarmy reaches the refugee camp.

IF THE HEROES RETURN TOO LATE

Read or paraphrase the following:

A vision out of nightmares greets you as you approach the refugee camp. For where there were once 800 living souls, now there is only death and destruction. Men, women, and children are strewn about like rag dolls. The wagons are smashed; the fragile lean-tos are burned. Mixed with the refugees are the remains of draconians—the defenders of the camp fought bravely to the end and took many enemies with them.

You have returned too late. The Dragonarmy has won yet another victory. Your quest to find safety for these people has come to naught. However, the battle for Ansalon is not yet over.

Twenty refugees led by Laurana managed to escape, carrying the body of Elistan. They make their way to Northgate and are found there. Elistan revived shortly after the heroes defeated Verminaard, and he has told the story of the final battle to the survivors.

Continue with the final scene below, however the final feast is dimmed with sorrow, and the ending of this saga is not a happy one. Instead of remaining at Southgate, the few surviving refugees elect to accompany the heroes south to Tarsis.

IF THE HEROES RETURN IN TIME

Read or paraphrase the following:

As you approach the refugee camp, a mighty cheer goes up. The survivors of Pax Tharkas are happier than they have been in many a day. Men, women, and children rush to greet you, and at their head is Elistan, risen again.

Elistan lifts his hand, and the people fall silent. "Welcome!" he cries, and another great cheer erupts from the crowd. "We must leave quickly, ere the Dragonarmy reaches our camp. But now that you are here, we know that safety and freedom are not far away."

As the refugees quickly pack their few belongings, Elistan takes the heroes aside. "I was consumed by the darkness of Verminaard. My strength and faith were barely enough to keep me free. But Paladine's strength finally freed me, and I pushed Verminaard back, which seemed to make the Dark Queen lose confidence in our adversary. I awoke to bring news of your victory to our people. We have awaited your coming, and now we know freedom is at last in our grasp."

The survivors follow the characters into Northgate and through the long halls of the dwarven kingdom to Southgate, its southern exit. Hornfel, now wearing the crown of the High King, comes to Southgate in order to welcome the refugees. "We greet you, the first humans to pass through our kingdom in many centuries. For the courage of your leaders, and for their contribution to at last reuniting the dwarves of Thorbardin, we are pleased to grant you the land outside the Southgate as a refuge until darkness lifts from Krynn."

The land is able to support the surviving refugees, and it will be a long time before the Red Dragonarmy reunites under another leader. For the time being, the refugees are safe. The Leadership Council elects to remain here, while the heroes, accompanied by Elistan, go south to the seaport of Tarsis to arrange passage for the refugees to lands free of menace—if, indeed, such lands exist.

The heroes have several meetings with Hornfel, and they attend the funeral of Arman Kharas. The dwarves gladly furnish the heroes with whatever supplies and equipment (no magical items) they need for their quest southward.

THE WEDDING

Include this scene if Goldmoon and Riverwind are player characters, and the players wish to have their characters marry, as they did in the novels.

Autumn warmth fills the glade of trees. Behind you, the shadow of the great mountain looms. The huge dwarven gate is open, a sign of safety and refuge. Everywhere there is peace and rejoicing. Children and parents alike dance in the glade's soft grasses. Music fills the air. The sunset is impossibly rich and brilliant.

It is a time of peace and rejoicing, for this is the marriage of Goldmoon and Riverwind. Celebration is in the air. And, as the sun sets, a line of dwarves, carrying torches, winds its way down from Southgate to attend the feast. Elistan calls the people together.

The Wedding Song was written for the feast of this marriage. Elistan conducts the wedding service and, when the two are joined, shouts of jubilation are everywhere. The feast lasts long into the night.

Around the campfire, the Cantic of the Dragon, page 75, may once again be recited.

THE STORY ENDS...?

Read or paraphrase the following:

Late at night, you join your companions on a ridge, looking south. The plains of Tarsis stretch to the flat horizon. Somewhere to the south stands the shining city of Tarsis; somewhere its towers gleam in the sunshine, and its ships set sail for lands free of tyranny.

Verminaard is dead, but soon another Dragon Highlord will arise to take his place. The first battle has been won, but the war continues. Perhaps in Tarsis answers can be found. Why have dragons returned to Krynn? What is the power of the Dragon Highlords? How can they be defeated? And somewhere in the world is the key to the *dragonlance*—for if the *Hammer of Kharas* was no myth, then the *dragonlance* may also exist. If they can be found, perhaps the tide can be turned, and you can take back the stolen northlands.

Here ends *Dragons of Autumn*, the first book of the DRAGONLANCE Classic Campaign. Knowledge of the true gods has returned to troubled Krynn and with knowledge, hope.

The second book of the DRAGONLANCE Classic Campaign, *Dragons of Winter*, tells of the heroes' role in the Great War in the West and of the discovery of the *dragonlances*. Many old mysteries are solved, but new ones arise.

In the third book of the DRAGONLANCE Classic Campaign, *Dragons of Spring*, it is shown how the will of one man can change the fate of the world—for good or ill—and it plays out the last weeks of the War of the Lance, leading to the final showdown at the Temple of Darkness in Neraka against the Dragon Highlords.

THE WEDDING SONG

Wars have settled on the North, and dragons ride the skies,
“Now is the time for wisdom and courage,” say the wise,
“This is the time of battle; now we must take a stand;
And now these things are larger than the promise of woman to man.”

But you and I, now standing here, amidst the troubled days of earth,
Affirm our world, its people, the heav'ns that give them birth,
Feelings that flow between us, this altar where we stand,
And all those things made larger by the promise of woman to man.
Now, in the depths of winter when ground and sky are gray,

Under the blanket snowfall the time is now to say
“Yes” to the budding vallenwood, “Peace” to the countryside,
For these are things far larger than a man's word to his bride.

And through these promises we keep, now forged in darkness of the night,
Now prov'd in the presence of heroes and springtime's coming light,
Children will see the moons and stars where now the dragons ride,
And humble things made larger by this man's word to his bride.

APPENDIX ONE: MONSTERS & MEN

This appendix contains all of the statistics blocks needed to run *Dragons of Autumn*. The stat blocks are divided into four chapters, and within each chapter, they are further separated into “Leaders and Personalities” and “Minions, Monsters, and Minor Characters.” In each group, the stat blocks are arranged alphabetically. Within the text of the adventure, page references will direct you to this Appendix so you can quickly locate the NPC or monster you need.

CHAPTER ONE: DESPAIR

LEADERS AND PERSONALITIES

BEAR

CR 5

Male nomadic human barbarian 5

CG Medium humanoid

Init +4; Senses Listen +9, Spot +1

Languages Abanasinian, Common

AC 12, touch 10, flat-footed 12; improved uncanny dodge, uncanny dodge

hp 53 (5 HD)

Fort +7, Ref +1, Will +2

Spd 40 ft.

Melee +1 *greataxe* +8 (1d12+4/x3) or

Ranged shortbow +5 (1d6/x3)

Base Atk +5; Grp +7

Atk Options Cleave, Power Attack

Special Actions rage 2/day (8 rounds)

Abilities Str 14, Dex 10, Con 16, Int 8, Wis 13, Cha 12

SQ illiteracy, trap sense +1

Feats Cleave, Improved Initiative^B, Power Attack

Skills Intimidate +9, Jump +14, Listen +9, Survival +9

Possessions mwk leather armor, +1 *greataxe*, shortbow with 10 arrows

Rage (Ex) When Bear rages, his statistics change as follows

AC 10, touch 8, flat-footed 10

hp 63 (5 HD)

Fort +9, Will +4

Melee +1 *greataxe* +10 (1d12+7/x3)

Grp +9

Abilities Str 18, Con 20

Skills Jump +16

BUPU

CR 1/2

Female gully dwarf heathen cleric 1

NG Small humanoid

Init +3; Senses darkvision 60 ft.; Listen +0, Spot +0

Languages Common, Gullytalk

AC 14, touch 14, flat-footed 11

hp 10 (1 HD)

Fort +4 (+6 against poison and disease), Ref +3, Will +2 (-2 against fear)

Weakness -4 to resist Intimidation

Spd 20 ft.

Melee small club +3 (1d4+2)

Base Atk +0; Grp -2

Abilities Str 15, Dex 16, Con 15, Int 8, Wis 10, Cha 9

Feats Self-Sufficient

Skills Heal +6, Hide +9, Move Silently +5, Survival +4

Possessions small club, lizard on a rope, grubby human clothing, assorted trinkets

FEWMASTER TOEDE

CR 4

Male hobgoblin fighter 4

LE Medium humanoid (goblinoid)

Init +4; Senses darkvision 60 ft.; Listen +0, Spot +0

Languages Common, Goblin

AC 14, touch 10, flat-footed 14

hp 32 (4 HD)

Fort +7, Ref +1, Will +1

Spd 30 ft.

Melee mwk short sword +8 (1d6+3/19-20) or

Melee dagger +7 (1d4+3/19-20)

Base Atk +4; Grp +7

Atk Options Mounted Combat, Trample

Abilities Str 16, Dex 10, Con 16, Int 10, Wis 11, Cha 6

Feats Improved Initiative^B, Mounted Combat^B,

Persuasive, Skill Focus (Intimidate), Trample^B

Skills Bluff +2, Intimidate +11, Jump

+5, Move Silently +4, Ride +2

Possessions mwk studded leather armor, light steel shield, mwk short sword, dagger

FIONA WAINWRIGHT

CR 5

Female civilized human rogue 5

NG Medium humanoid

Init +1; Senses Listen -1, Spot -1

Languages Abanasinian, Common

AC 16, touch 13, flat-footed 13; Dodge,

Mobility, uncanny dodge

hp 20 (5 HD)

Fort +2, Ref +5, Will +0

Weakness one eye missing (-2 to Initiative, Reflex saves, and ranged attacks)

Spd 30 ft.

Melee mwk rapier +6 (1d6+2/18-20) or

Ranged thrown dagger +4 (1d4+2/19-20)

Base Atk +3; Grp +5

Atk Options Quick Draw, sneak attack +3d6

Abilities Str 14, Dex 16, Con 10, Int 13, Wis 8, Cha 12

SQ trap sense +1, trapfinding

Feats Dodge^B, Mobility, Quick Draw

Skills Appraise +9, Balance +5, Bluff +9, Diplomacy

+11, Disguise +1 (+3 to act in character), Disable

Device +9, Gather Information +9, Hide +11,

Intimidate +3, Jump +4, Move Silently +11, Open

Lock +11, Search +9, Sleight of Hand +5, Survival

-1 (+1 when following tracks), Tumble +11

Possessions *leather armor* +1, mwk rapier, dagger (4), mwk thieves' tools

SCALING THE ADVENTURE

BECAUSE this adventure has been designed to accommodate both a large group of heroes or a standard 4-party group, there are places where the opposition may or may not seem appropriate for the specific heroes your players have chosen. In these cases, it is a simple enough matter to increase or decrease the number of foes to better approximate the level of challenge they can confront. You may also feel free

to add or remove character class levels from foes, introduce new or additional creatures, or tweak their statistics to include rules from other d20 sourcebooks as you like. One key thing to remember is that you are the only person who can truly know what will work best for your group. Try the adventure as written, and if things need adjusting, go ahead and make changes.

FORESTMASTER OF DARKEN WOOD CR 7

N Large magical beast
 Init +4; Senses darkvision 60 ft., low-light vision, scent; Listen +9, Spot +9
 Aura aura of calm (30 ft. radius, animals immune to fear and +2 save against spells), *magic circle against evil*
 Languages Common, Elven, Sylvan, Terran; *speak with animals*
 AC 22, touch 13, flat-footed 18
 hp 100 (8 HD); DR 10/cold iron
 Immune charm, compulsion, poison
 Resist *magic circle against evil*
 Fort +13, Ref +10, Will +9

Spd 70 ft.
 Melee horn +16 (1d8+9) and 2 hooves +11 (1d4+3)
 Space 10 ft.; Reach 5 ft.
 Base Atk +8; Grp +18
 Druid Spells Prepared (CL 8th, +13 melee touch, +11 ranged touch)
 4th—*command plants* (DC 21), *dispel magic*, *reincarnate*
 3rd—*call lightning* (DC 20), *cure moderate wounds* (3) (DC 20), *plant growth* (DC 20)
 2nd—*animal messenger*, *bear's endurance*, *flaming sphere* (DC 19), *gust of wind* (DC 19), *soften earth and stone*
 1st—*faerie fire*, *jump*, *obscuring mist* (2), *pass without trace*
 0—*detect magic* (2), *guidance*, *know direction*, *resistance* (2)
 Spell-Like Abilities (CL 8th unless otherwise noted, +13 melee touch)
 At will—*bless*, *detect evil* (always a free action), *shield of faith*, *sleep* (DC 20)
 3/day—*cure light wounds* (CL 5th, DC 20), *heal* (DC 25)
 1/day—*cure moderate wounds* (CL 5th, DC 21), *greater teleport* (anywhere within Darken Wood), *neutralize poison* (DC 23)

Abilities Str 22, Dex 19, Con 24, Int 14, Wis 25, Cha 28
 SQ death throes, permanent *speak with animals*, trackless step, wild empathy +10 (+6 magical beasts)
 Feats Alertness, Multiattack, Skill Focus (Survival)
 Skills Concentration +13, Jump +22, Knowledge (local) +12, Knowledge (nature) +14, Listen +9, Move Silently +11, Spellcraft +12, Spot +9, Survival +10 (+12 aboveground)*
 Death Throes (Ex) 30 ft. radius, 5d6 damage.

HIGHBULP PHUDGE CR 4

Male gully dwarf noble 4
 N Small humanoid
 Init +1; Senses darkvision 60 ft.; Listen +1, Spot +1
 Languages Common, Gullytalk

AC 13, touch 12, flat-footed 12
 hp 34 (4 HD)
 Fort +4 (+6 against poison and disease), Ref +5, Will +5 (+1 against fear)
 Weakness -4 to resist Intimidation

Spd 20 ft.
 Melee small dagger +3 (1d3-1)
 Base Atk +3; Grp +2
 Special Actions inspire confidence 1/day
 Abilities Str 8, Dex 12, Con 16, Int 9, Wis 12, Cha 12
 Feats Cornered Rat, Negotiator
 SQ bonus class skill (Survival), coordinate +1, favor +1
 Skills Diplomacy +10 (+12 to convince an enemy not to harm them), Hide +7, Move Silently +3, Sense Motive +10, Survival +10
 Possessions padded armor, small dagger

HUGON BARKER CR 3

Male kender rogue 3
 CG Small humanoid
 Init +3; Senses Listen -2, Spot +7
 Languages Common, Dwarven, Kenderspeak

AC 16, touch 14, flat-footed 13; Dodge, Mobility
 hp 16 (3 HD)
 Immune fear
 Fort +3, Ref +7, Will +0

Spd 20 ft.
 Melee small dagger +1 (1d4-1/19-20) or Ranged small dagger +5 (1d4-1/19-20)
 Base Atk +2; Grp +1
 Atk Options sneak attack +2d6
 Special Actions taunt

Abilities Str 8, Dex 17, Con 13, Int 12, Wis 6, Cha 14
 SQ trap sense +1, trapfinding
 Feats Dodge, Mobility
 Skills Balance +10, Bluff +9 (+13 when taunting), Concentration -3, Diplomacy +11, Disable Device +8, Disguise +4, Escape Artist +10, Hide +7, Intimidate +4, Open Lock +12, Search +8, Sleight of Hand +14, Spot +7, Survival -2 (+0 when following tracks), Use Rope +3 (+5 involving bindings)
 Possessions mwk leather armor, small dagger (4)

JAYMES GREEN CR 5

Male civilized human ranger 5
 N Medium humanoid
 Init +2; Senses Listen +7, Spot +7

Languages Abanasinian, Common

AC 16, touch 12, flat-footed 14

hp 26 (5 HD)

Fort +4, Ref +6, Will +3

Spd 30 ft.

Melee mwk battleaxe +7 (1d8+1/x3) or

Ranged mwk longbow +7 (1d6/x3) or

Ranged mwk longbow +5/+5 (1d8/x3) with Rapid Shot

Base Atk +5; Grp +6

Atk Options combat style (archery), favored enemy animals +4, favored enemy giants +2, Point Blank Shot, Precise Shot

Ranger Spells Prepared (CL 2nd, +6

melee touch, +7 ranged touch)

1st—*charm animal* (DC 13)

Abilities Str 12, Dex 15, Con 10, Int 13, Wis 14, Cha 9

SQ animal companion (hawk), wild empathy +4

Feats Endurance^B, Point Blank Shot^B, Precise Shot,Rapid Shot^B, Track^B, Weapon Focus (longbow)

Skills Climb +9, Handle Animal +7, Hide +10,

Knowledge (geography) +9, Knowledge (nature)

+11, Listen +10, Ride +4, Spot +10, Survival +10

(+12 in aboveground natural environments and to keep from getting lost or for avoiding hazards)

Possessions *studded leather armor* +1, mwkbattleaxe, mwk longbow with 20 arrows

PIGTHSHADE OF THE QUÉ-TEH CR 3

Male nomadic human ranger 3

LG Medium humanoid

Init +2; Senses Listen +7, Spot +7

Languages Abanasinian, Common, Plainsfolk

AC 15, touch 12, flat-footed 13

hp 17 (3 HD)

Fort +3, Ref +5, Will +2

Spd 30 ft.

Melee short sword +5 (1d6+2/19-20) or

Ranged mwk composite shortbow +6 (1d6+2/x3) or

Ranged mwk composite shortbow +4/+4

(1d6+2/x3) with Rapid Shot

Base Atk +3; Grp +5

Atk Options combat style (archery), favored enemy dragons +2, Point Blank Shot, Precise Shot

Abilities Str 14, Dex 15, Con 10, Int 13, Wis 12, Cha 8

SQ wild empathy +4

Feats Endurance^B, Point Blank Shot^B, Precise Shot,Rapid Shot^B, Track^B, Weapon Focus (shortbow)

Skills Climb +8, Handle Animal +5, Heal +7,

Knowledge (geography) +7, Knowledge (nature)

+9, Listen +7, Ride +4, Spot +7, Survival +7 (+9

in aboveground natural environments and to keep from getting lost or for avoiding hazards)

Possessions mwk studded leather armor, short sword,

mwk composite shortbow (+2 Str) with 20 arrows

ONYX (KHISANTH) CR 11

Female adult black dragon

CE Large dragon (water)

Init +4; Senses blindsense 60 ft, darkvision 120

ft., keen senses; Listen +25, Spot +25

Aura frightful presence (DC 20, 180 ft., HD 18 or fewer)

Languages Common, Draconic, Nerakese

AC 27, touch 9, flat-footed 27

hp 199 (19 HD); DR 5/magic

Immune acid, paralysis, *sleep*

SR 18

Fort +15, Ref +11, Will +12

Spd 60 ft., fly 150 ft. (poor), swim 60 ft.

Melee* bite +18 (2d6+12) and 2 claws each +8 (1d8+9) and 2 wings each +8 (1d6+9) and tail slap +8 (1d8+15)

*includes adjustments for a 6-point Power Attack

Space 10 ft.; Reach 5 ft. (bite 10 ft.)

Base Atk +19; Grp +29

Atk Options Cleave, Flyby Attack, Power Attack

Special Actions breath weapon (80 ft. line, once every 1d4 rounds, 12d4 acid, Reflex DC 23 half)

Sorcerer Spells Known (CL 3rd, +29 melee touch)

1st (6/day)—*charm person* (DC 12),*magic missile*, *sleep* (DC 12)0 (6/day)—*daze* (DC 11), *flare* (DC 11),*light*, *mage hand*, *resistance*

Spell-Like Abilities (CL 6th)

1/day—*corrupt water* (180 ft., spoil up to 10 cu. ft. of water, Will DC 20 negates)3/day—*darkness* (as the spell, but 60-ft. radius)

Abilities Str 23, Dex 10, Con 19, Int 12, Wis 13, Cha 12

SQ water breathing

Feats Alertness, Cleave, Flyby Attack, Hover,

Improved Initiative, Power Attack, Wingover

Skills Concentration +26, Intimidate +23, Listen +25,

Search +23, Sense Motive +23, Spot +25, Swim +36

RAVEN-EYE CR 1

Male nomadic human warrior 2

LN Medium humanoid

Init +0; Senses Listen +2, Spot +2

Languages Abanasinian, Plainsfolk

AC 14, touch 10, flat-footed 14

hp 9 (2 HD)

Fort +3, Ref +0, Will +0

Spd 30 ft.

Melee unarmed strike +2 (1d3 nonlethal)

Base Atk +2; Grp +2

Abilities Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10

Feats Alertness^B, EnduranceSkills Handle Animal +5, Listen +2, Ride +7, Spot +2

SEEKER HEDERICK CR 5

Male civilized human heathen cleric 3/master 3

LN Medium humanoid

(War of the Lance Education feat, heathen cleric, master)

Init -1; Senses Listen +2, Spot +2

Languages Abanasinian, Common, Goblin

AC 9, touch 9, flat-footed 9

hp 28 (6 HD)

Fort +4, Ref +1, Will +8

Spd 30 ft.

Melee unarmed strike +5 (1d6+1 nonlethal)

Base Atk +4; Grp +5

Abilities Str 12, Dex 8, Con 10, Int 13, Wis 14, Cha 13
SQ Knack (Fast-Talk), Primary Focus (Professional)
Feats Diligent^B, Education, Leadership,
Persuasive, Skill Focus (Bluff)^B

Skills Appraise +3, Bluff +15, Concentration +7,
Decipher Script +3, Diplomacy +10, Disguise
+1 (+3 to act in character), Gather Information
+3, Heal +9, Intimidate +5, Knowledge (local)
+12, Knowledge (religion) +8, Profession
(scribe) +12, Sleight of Hand +1

Knack (Fast-Talk) The Seeker applies half his master
level (round down) as a competence bonus on any
Bluff, Diplomacy, or Disguise checks he makes while
attempting to lie, cheat, or otherwise bend the truth.

SEEKER LOCAR CR 5

Male civilized human heathen cleric 3/master 3
LN Medium humanoid

War of the Lance (Disciplined feat, Education
feat, heathen cleric, master)

Init -1; Senses Listen +2, Spot +2

Languages Abanasinian, Common, Dwarven, Elven

AC 9, touch 9, flat-footed 9

hp 28 (6 HD)

Fort +4, Ref +1, Will +9

Spd 30 ft.

Melee unarmed strike +5 (1d6+1 nonlethal)

Base Atk +4; Grp +5

Abilities Str 12, Dex 8, Con 10, Int 16, Wis 14, Cha 13
SQ Knack (Fast-Talk), Primary Focus (Professional)

Feats Diligent^B, Disciplined, Education,
Leadership, Persuasive^B

Skills Appraise +5, Bluff +12, Concentration +9,
Decipher Script +5, Diplomacy +10, Disguise +1
(+3 to act in character), Gather Information +3,
Heal +9, Intimidate +5, Knowledge (history)
+12, Knowledge (local) +14, Knowledge
(religion) +10, Profession (apothecary) +12,
Profession (scribe) +12, Sleight of Hand +1

Knack (Fast-Talk) The Seeker applies half his master
level (round down) as a competence bonus on any
Bluff, Diplomacy, or Disguise checks he makes while
attempting to lie, cheat, or otherwise bend the truth.

SUNSTAR CR 1

Female nomadic human warrior 2

LN Medium humanoid

Init +0; Senses Listen +2, Spot +2

Languages Abanasinian, Plainsfolk

AC 10, touch 10, flat-footed 10

hp 9 (2 HD)

Fort +3, Ref +0, Will +0

Spd 30 ft.

Melee unarmed strike +2 (1d3 nonlethal)

Ranged stone -2 (1d3)

Base Atk +2; Grp +2

Abilities Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10

Feats Alertness^B, Endurance

Skills Handle Animal +5, Listen +2, Ride +7, Spot +2

WHITE STAG CR 3

LG Medium magical beast (augmented
animal, extraplanar, good, lawful)

Holy Orders of the Stars (divine messenger template)

Init +3; Senses darkvision 60 ft., low-light
vision, scent; Listen +15, Spot +15

Aura divine sanctity (as *sanctuary*, Will DC 15 negates)

Languages empathy

AC 20, touch 14, flat-footed 16 (+4 Dex,
+6 natural); Dodge, Mobility

hp 26 (4 HD); DR 10/magic

SR 14

Fort +6, Ref +8, Will +7

Spd 50 ft.; Run

Melee gore +3 (1d6+3) and 2 hooves +7 (1d4+3)

Base Atk +3; Grp +6

Atk Options Combat Reflexes

Special Actions divine strike

Spell-Like Abilities (CL 15th)

1/day—*atonement*, *geas/quest*, *heal*,
hold monster (DC 19)

Abilities Str 16, Dex 18, Con 14, Int 12, Wis 18, Cha 16

Feats Alertness^B, Combat Reflexes^B,

Improved Initiative^B, Iron Will^B,

Mobility, Run^B, Weapon Finesse^B

Skills Diplomacy +12, Hide +13, Listen +15, Move
Silently +13, Search +10, Spot +15, Survival +17

Divine Sanctity (Su) Attacking the White Stag
requires a successful DC 15 Will save, much
like the *sanctuary* spell. If the White Stag
attacks an opponent, this ability is suspended
against that opponent until its next turn.

Divine Strike (Su) Once per day, the White Stag may
cause a single melee attack to deal double damage
against a lawful neutral, neutral, or chaotic neutral
opponent, or triple damage against a lawful evil,
neutral evil, or chaotic evil opponent. If the White
Stag's melee attack is a critical hit, the divine strike
increases the critical multiplier by one (x3 or x4).

Empathy (Su) The White Stag may communicate
with any intelligent creature as if it
possessed an empathic link with them.

Selective Invisibility (Su) As a free action, the
White Stag may choose to cloak itself in selective
invisibility, allowing up to 6 target creatures to
perceive the White Stag. To any non-designated
creature, the White Stag cannot be seen, heard,
or smelled. Even extraordinary senses such
as blindsight, scent, and tremorsense cannot
detect or locate the Stag when it is protected by
selective invisibility. If the White Stag makes
an attack, this ability ceases to function for 1
minute afterward. Intelligent creatures are allowed
a DC 15 Will save to sense the White Stag's
presence if they spend a full round concentrating.
Divination magic will locate the White Stag
if the diviner's caster level is at least 7th.

MINIONS, MONSTERS, AND MINOR CHARACTERS

BAAZ DRACONIAN SPY

CR 5

Male baaz draconian rogue 3

LE Medium dragon

Init +2; Senses darkvision 60 ft., low-light vision; Listen -2, Spot +4

Languages Common, Nerakese

AC 17, touch 12, flat-footed 15; Dodge
hp 34 (5 HD)

Immune disease, paralysis, *sleep*
SR 11

Fort +5, Ref +8, Will +2; evasion

Spd 30 ft.; glide, Run

Melee mwk short sword +6 (1d6+2/20) and claw +0 (1d4) or

Melee 2 claws each +5 (1d4+1) and bite +0 (1d4)

Base Atk +4; Grp +5

Atk Options sneak attack +2d6

Special Actions death throes (Reflex DC 13 to resist having the weapon fused inside the baaz's stone body)

Abilities Str 12, Dex 14, Con 12, Int 11, Wis 6, Cha 15

SQ draconian traits, inspired by dragons, low metabolism, trap sense +1, trapfinding

Feats Deceitful, Dodge

Skills Bluff +11, Diplomacy +12, Disguise +13 (+15 to act in character), Forgery +8, Gather Information +10, Intimidate +4, Knowledge (local) +6, Sense Motive +4, Sleight of Hand +4, Spot +4

Possessions *leather armor +1*, mwk short sword

BLACK DRAGON WYRMING

CR 3

CE Tiny dragon (water)

Init +0; Senses blindsense 60 ft., darkvision 120 ft., keen senses; Listen +9, Spot +9

Languages Draconic

AC 15, touch 12, flat-footed 15

hp 30 (4 HD)

Immune acid, paralysis, *sleep*

Fort +5, Ref +4, Will +4

Spd 60 ft., fly 100 ft. (average), swim 60 ft.

Melee bite +7 (1d4) and 2 claws each +1 (1d3)

Space 2 1/2 ft.; Reach 0 ft.

Base Atk +4; Grp -4

Special Actions breath weapon (30 ft. line, once every 1d4 rounds, 2d4 acid, Reflex DC 13 half)

Abilities Str 11, Dex 10, Con 13, Int 8, Wis 11, Cha 8

SQ water breathing

Feats Alertness, Weapon Focus (bite)

Skills Diplomacy +6, Intimidate +6, Listen +9, Search +6, Spot +9

BOZAK DRACONIAN ELITE GUARD

CR 7

Male bozak draconian sorcerer 2

LE Medium dragon

Init +2; Senses darkvision 60 ft., low-light vision; Listen +7, Spot +7

Languages Common, Draconic, Infernal, Nerakese

AC 21, touch 12, flat-footed 19; Dodge

hp 43 (6 HD)

Immune disease, paralysis, *sleep*

SR 16

Fort +5, Ref +6, Will +7

Spd 30 ft.; glide, Run

Melee short sword +6 (1d6) and claw +0 (1d4) or

Melee 2 claws each +5 (1d4) and bite +0 (1d6)

Base Atk +5; Grp +5

Special Actions death throes (10 ft. radius, 1d6, Reflex DC 14 half)

Sorcerer Spells Known (CL 6th, +5 melee touch, +7 ranged touch)

3rd (5/day)—*lightning bolt* (DC 18)

2nd (7/day)—*deep slumber* (DC 17), *web* (DC 18)

1st (7/day)—*burning hands* (DC 16), *cause fear* (DC 15), *expeditious retreat*, *shield*

0 (6/day)—*acid splash*, *daze* (DC 14), *flare* (DC 15), *light*, *mage hand*, *message*, *resistance*

Abilities Str 10, Dex 14, Con 13, Int 14, Wis 10, Cha 18

SQ draconian traits, inspired by dragons, low metabolism, summon familiar

Feats Combat Casting, Dodge, Run^B, Spell Focus (evocation)

Skills Bluff +13, Concentration +10 (+14 casting defensively), Diplomacy +13, Disguise +4 (+6 to act in character), Intimidate +13, Knowledge (arcana) +11, Listen +7, Sleight of Hand +4, Spellcraft +13, Spot +7, Use Magic Device +2 (+4 involving scrolls)

Possessions mwk short sword, *bracers of armor +1*

BOZAK DRACONIAN HIGH PRIEST

CR 10

Male bozak draconian sorcerer 5

LE Medium dragon

Init +2; Senses darkvision 60 ft., low-light vision; Listen +7, Spot +7

Languages Common, Draconic, Infernal, Nerakese

AC 23, touch 12, flat-footed 21; Dodge

hp 63 (9 HD)

Immune disease, paralysis, *sleep*

SR 18

Fort +7, Ref +7, Will +8

Spd 30 ft., glide, Run

Melee 2 claws each +6 (1d4) and bite +1 (1d6)

Base Atk +6; Grp +6

Special Actions death throes (10 ft. radius, 1d6, Reflex DC 14 half)

Sorcerer Spells Known (CL 9th, +5 melee touch, +7 ranged touch)

4th (5/day)—*stoneskin*, *wall of fire*

3rd (6/day)—*blink*, *lightning bolt* (DC 18), *magic circle against good*

2nd (7/day)—*darkness*, *resist energy*, *scorching ray*, *web* (DC 18)

1st (7/day)—*burning hands* (DC 16), *cause fear* (DC 15), *expeditious retreat*, *floating disk*, *shield*

0 (6/day)—*acid splash*, *daze* (DC 14), *detect magic*, *flare* (DC 15), *light*, *mage hand*, *message*, *resistance*

Abilities Str 10, Dex 14, Con 14, Int 14, Wis 10, Cha 18

SQ draconian traits, inspired by dragons, low metabolism, summon familiar
Feats Combat Casting, Dodge, Negotiator, Run^B, Spell Focus (evocation)
Skills Bluff +16, Concentration +14 (+18 casting defensively), Diplomacy +15, Disguise +4 (+6 to act in character), Intimidate +13, Knowledge (arcana) +14, Listen +7, Sense Motive +2, Sleight of Hand +4, Spellcraft +16, Spot +7, Use Magic Device +2 (+4 involving scrolls)
Possessions *bracers of armor* +3

BOZAK DRACONIAN PRIEST CR 9

Male bozak draconian sorcerer 4
LE Medium dragon
Init +2; Senses darkvision 60 ft., low-light vision; Listen +7, Spot +7
Languages Common, Draconic, Infernal, Nerakese
AC 22, touch 12, flat-footed 20; Dodge
hp 58 (8 HD)
Immune disease, paralysis, *sleep*
SR 18
Fort +7, Ref +7, Will +8
Spd 30 ft., glide, Run
Melee short sword +6 (1d6) and claw +1 (1d4) or
Melee 2 claws each +6 (1d4) and bite +1 (1d6)
Base Atk +6; Grp +6
Special Actions death throes (10 ft. radius, 1d6, Reflex DC 14 half)
Sorcerer Spells Known (CL 8th, +5 melee touch, +7 ranged touch)
4th (4/day)—*wall of fire*
3rd (6/day)—*blink, lightning bolt* (DC 18)
2nd (7/day)—*darkness, scorching ray, web* (DC 18)
1st (7/day)—*burning hands* (DC 16), *cause fear* (DC 15), *expeditious retreat, floating disk, shield*
0 (6/day)—*acid splash, daze* (DC 14), *detect magic, flare* (DC 15), *light, mage hand, message, resistance*

Abilities Str 10, Dex 14, Con 14, Int 14, Wis 10, Cha 18
SQ draconian traits, inspired by dragons, low metabolism, summon familiar
Feats Combat Casting, Dodge, Run^B, Spell Focus (evocation)
Skills Bluff +15, Concentration +13 (+17 casting defensively), Diplomacy +13, Disguise +4 (+6 to act in character), Intimidate +13, Knowledge (arcana) +13, Listen +7, Sleight of Hand +4, Spellcraft +15, Spot +7, Use Magic Device +2 (+4 involving scrolls)
Possessions short sword, *bracers of armor* +2

GULLY DWARF COMMONER CR 1/2

Male and female gully dwarf commoner 1
N Small humanoid
Init +1; Senses darkvision 60 ft.; Listen +2, Spot +3
Languages Common, Gullytalk
AC 12, touch 12, flat-footed 11
hp 4 (1 HD)
Fort +1 (+3 against poison and disease), Ref +1, Will +0 (-4 against fear)
Weakness -4 to resist Intimidation

Spd 20 ft.
Melee unarmed strike +2 (1d4 nonlethal)
Base Atk +0; Grp +0
Abilities Str 11, Dex 12, Con 12, Int 6, Wis 11, Cha 7
Feats Cornered Rat
Skills Diplomacy -2 (+2 to convince an enemy not to harm them), Listen +2, Hide +7, Move Silently +3, Spot +3, Survival +2

GULLY DWARF GUARD CR 1/2

Male gully dwarf warrior 1
N Small humanoid
Init +1; Senses darkvision 60 ft.; Listen +0, Spot +0
Languages Common, Gullytalk
AC 12, touch 12, flat-footed 11
hp 6 (1 HD)
Fort +3 (+5 against poison and disease), Ref +1, Will +0 (-4 against fear)
Weakness -4 to resist Intimidation
Spd 20 ft.
Melee small shortspear +2 (1d4) or
Ranged small shortspear +3 (1d4)
Base Atk +1; Grp +1
Abilities Str 11, Dex 13, Con 13, Int 6, Wis 10, Cha 6
Feats Cornered Rat
Skills Climb +2, Diplomacy -2 (+2 to convince an enemy not to harm them), Jump +2, Hide +7, Move Silently +3, Survival +2
Possessions small shortspear

QUALINESTI ELITE SCOUT CR 3

Male and female Qualinesti elf ranger 3
LN Medium humanoid
Init +2; Senses *elvensight* (darkvision 30 ft., low-light vision); Listen +9, Spot +9
Languages Common, Elven
AC 15, touch 13, flat-footed 12
hp 17 (3 HD)
Immune *sleep*
Fort +3, Ref +6, Will +2 (+4 against enchantments)
Spd 30 ft.
Melee longsword +5 (1d8+2/19-20) or
Ranged mwk composite longbow +8 (1d8+2/x3) or
Ranged mwk composite longbow +6/+6 (1d8+2/x3) with Rapid Shot
Base Atk +3; Grp +5
Atk Options combat style (archery), favored enemy animal +2, Point Blank Shot
Abilities Str 14, Dex 17, Con 11, Int 10, Wis 12, Cha 8
SQ wild empathy +2
Feats Endurance^B, Point Blank Shot, Rapid Shot^B, Track^B, Weapon Focus (longbow)
Skills Diplomacy +0, Hide +9, Knowledge (nature) +8, Listen +9, Move Silently +9, Search +2, Sense Motive +2, Spot +9, Survival +7 (+9 in aboveground natural environments)
Possessions mwk leather armor, longsword, mwk composite longbow (+2 Str) with 20 arrows

Two-Weapon Fighters the above Qualinesti elite scouts are the archers. For scouts armed with longswords and hand axes, make the following changes:
 Melee mwk longsword +7 (1d8+2/19-20) or
 Melee mwk longsword +5 (1d8+2/19-20)
 and mwk handaxe +5 (1d8+1/x3) or
 Ranged composite longbow +6 (1d8+2/x3)
Atk Options combat style (two-weapon fighting)
Feats Endurance^B, Point Blank Shot, Track^B,
 Two-Weapon Fighting^B, Weapon Focus
 (handaxe), Weapon Focus (longsword)
Possessions mwk leather armor, mwk
 handaxe, mwk longsword, composite
 longbow (+2 Str) with 20 arrows

QUALINESTI SCOUT CAPTAIN CR 5

Male Qualinesti elf ranger 5
 LN Medium humanoid
 Init +3; Senses *elvensight* (darkvision 30 ft.,
 low-light vision); Listen +11, Spot +11
Languages Common, Elven

 AC 16, touch 13, flat-footed 13
 hp 31 (5 HD)
 Immune *sleep*
Fort +5, **Ref** +7, **Will** +2 (+4 against enchantments)

 Spd 30 ft.
 Melee mwk scimitar +9 (1d6+2/18-20) or
 Melee mwk scimitar +7 (1d6+2/18-20) and
 mwk dagger +7 (1d4+1/19-20) or
 Ranged composite longbow +8 (1d8+2/x3)
Base Atk +5; **Grp** +7
Atk Options combat style (two-weapon
 fighting), favored enemy dragons +4,
 favored enemy humans +2
Ranger Spells Prepared (CL 2nd, +7
 melee touch, +8 ranged touch)
 1st—*entangle* (DC 12)

Abilities Str 14, Dex 17, Con 12, Int 10, Wis 12, Cha 8
SQ animal companion, wild empathy +4
Feats Endurance^B, Point Blank Shot, Track^B,
 Two-Weapon Fighting^B, Weapon Focus
 (dagger), Weapon Focus (scimitar)
Skills Diplomacy +0, Hide +16, Knowledge (nature)
 +10, Listen +11, Move Silently +11, Search +2,
 Sense Motive +2, Spot +11, Survival +9 (+11
 in aboveground natural environments)
Possessions *leather armor* +1, mwk dagger,
 mwk scimitar, composite longbow (+2
 Str) with 20 arrows, *cloak of elvenkind*

RIOT GUARDS CR 1/2

Male and female civilized human warrior 1
 LN Medium humanoid
 Init +0; Senses Listen +2, Spot +2
Languages Abanasinian, Common

 AC 14, touch 10, flat-footed 14
 hp 5 (1 HD)
Fort +2, **Ref** +0, **Will** +0

Spd 30 ft.
 Melee club +1 (1d6) or
 Melee club -3 (1d6 nonlethal)
Base Atk +1; **Grp** +1

Abilities Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10
Feats Alertness^B, Endurance
Skills Intimidate +4, Listen +2, Ride +4, Spot +2
Possessions scale mail, club

SEEKER MILITIAMEN CR 1/2

Male civilized human warrior 1
 LN Medium humanoid
 Init +0; Senses Listen +2, Spot +2
Languages Abanasinian, Common

 AC 14, touch 10, flat-footed 14
 hp 5 (1 HD)
Fort +2, **Ref** +0, **Will** +0

Spd 30 ft.
 Melee longsword +1 (1d8/19-20)
Base Atk +1; **Grp** +1

Abilities Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10
Feats Alertness^B, Endurance
Skills Intimidate +4, Listen +2, Ride +4, Spot +2
Possessions scale mail, longsword

SEEKER SERGEANT CR 2

Male civilized human warrior 3
 LN Medium humanoid
 Init +0; Senses Listen +2, Spot +2
Languages Abanasinian, Common

 AC 14, touch 10, flat-footed 14
 hp 17 (3 HD)
Fort +3, **Ref** +1, **Will** +1

Spd 30 ft.
 Melee longsword +3 (1d8/19-20)
Base Atk +3; **Grp** +3

Abilities Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10
Feats Alertness^B, Endurance, Toughness
Skills Intimidate +6, Listen +2, Ride +6, Spot +2
Possessions scale mail, longsword, large horn

SPECTRAL MINION CAPTAIN CR 6

Male civilized human spectral minion fighter 5
 LN Medium undead (incorporeal)
 Init +7; Senses darkvision 60 ft.; Listen +7, Spot +7
Languages Abanasinian, Common

 AC 15, touch 13, flat-footed 12
 hp 38 (5 HD)
 Immune turn undead, undead traits
 SR 17
Fort +4, **Ref** +4, **Will** +2

Spd 60 ft.
 Melee* +1 *longsword* +5 (1d8+5/19-20)
 * includes adjustments for a 2-point Power Attack
Base Atk +5; **Grp** +5
Atk Options Cleave, Power Attack

Abilities Str —, Dex 17, Con —,
 Int 10, Wis 12, Cha 14
SQ obsession

Feats Alertness^B, Cleave^B, Improved Initiative,
Power Attack^B, Weapon Focus (longsword),
Weapon Specialization (longsword)^B
Skills Hide +7, Intimidate +7, Listen
+7, Ride +11, Spot +7
Possessions +1 *longsword*

SPECTRAL MINION GUARD CR 4

Male civilized human spectral minion fighter 3
LN Medium undead (incorporeal)
Init +7; Senses darkvision 60 ft.; Listen +7, Spot +7
Languages Abanasinian, Common
AC 15, touch 13, flat-footed 12
hp 23 (3 HD)
Immune turn undead, undead traits
SR 15
Fort +3, Ref +4, Will +2
Spd 60 ft.
Melee mwk halberd +5 (1d8/19-20)
Base Atk +3; Grp +5
Atk Options Power Attack
Abilities Str —, Dex 16, Con —, Int 10, Wis 12, Cha 14
SQ obsession
Feats Alertness^B, Cleave^B, Improved Initiative,
Power Attack^B, Weapon Focus (halberd)
Skills Hide +7, Intimidate +5, Listen +7, Ride +5, Spot +7
Possessions mwk halberd

SPECTRAL MINION WARRIORS CR 3

Male civilized human spectral minion warrior 3
LN Medium undead (incorporeal)
Init +6; Senses darkvision 60 ft.; Listen +6, Spot +6
Languages Abanasinian, Common
AC 12, touch 12, flat-footed 10
hp 25 (3 HD)
Immune turn undead, undead traits
SR 15
Fort +3, Ref +3, Will +1
Spd 60 ft.
Melee mwk longsword +5 (1d8/19-20)
Base Atk +3; Grp +3
Abilities Str —, Dex 15, Con —, Int 10, Wis 10, Cha 10
SQ obsession
Feats Alertness^B, Improved Initiative,
Weapon Focus (longsword)
Skills Hide +6, Intimidate +6, Listen +6, Ride +8, Spot +6
Possessions mwk longsword

TYPICAL REFUGEE CR 1/2

Male and female civilized human commoner 1
N Medium humanoid
Init +0; Senses Listen +0, Spot +0
Languages Abanasinian, Common
AC 10, touch 10, flat-footed 10
hp 3 (1 HD)
Fort +0, Ref +0, Will +0
Spd 30 ft.
Melee unarmed strike +0 (1d3 nonlethal)
Base Atk +0; Grp +0

Abilities Str 11, Dex 10, Con 10, Int 10, Wis 11, Cha 11
Feats Skill Focus (Profession)^B, Track
Skills Handle Animal +5, Profession (various) +8

VIPER SWARM CR 3

N Diminutive animal (swarm)
Init +2; Senses darkvision 60 ft., low-
light vision; Listen +7, Spot +7
AC 16, touch 12, flat-footed 14
hp 27 (5 HD)
Immune weapon damage
Resist swarm traits
Fort +5, Ref +6, Will +2
Weakness swarm traits
Spd 15 ft., climb 15 ft.
Melee swarm (1d6 plus poison)
Space 10 ft.; Reach 0 ft.
Base Atk +3; Grp —
Special Actions distraction
Abilities Str 1, Dex 15, Con 12, Int 1, Wis 12, Cha 2
Skills Balance +10, Climb +12, Hide +8, Listen +7, Spot +7
Distraction (Ex) Any living creature that begins its turn
with a viper swarm in its space must succeed on a
DC 13 Fortitude save or be nauseated for 1 round.
Poison (Ex) Injury; 1d4 Con/1d4 Con; Fort DC 13 negates.

CHAPTER TWO: FLAME

LEADERS AND PERSONALITIES

EBEN SHATTERSTONE CR 5

Male civilized human noble 1/fighter 4
CN Medium humanoid
Init +7; Senses Listen +0, Spot +0
Languages Abanasinian, Common, Goblin, Solamnic
AC 20, touch 14, flat-footed 17; Dodge
hp 32 (5 HD)
Fort +4, Ref +6, Will +3
Spd 20 ft.
Melee +1 *rapier* +8 (1d6+2/18-20)
Base Atk +4; Grp +5
Atk Options Combat Expertise, Improved Disarm
Abilities Str 12, Dex 16, Con 10, Int 15, Wis 10, Cha 16
SQ bonus class skill (Disguise), favor +1
Feats Combat Expertise^B, Dodge, Improved Disarm^B,
Improved Initiative, Persuasive^B, Weapon Finesse^B
Skills Bluff +13, Diplomacy +17, Disguise +7 (+9 to act
in character), Gather Information +9, Intimidate
+7, Knowledge (nobility and royalty) +6, Ride
+7, Sense Motive +6, Sleight of Hand +5
Possessions mwk breastplate, mwk buckler,
+1 *rapier*, *ring of protection* +1

ELISTAN CR 7

Male civilized human heathen cleric 7
LG Medium humanoid
Init +1; Senses Listen +5, Spot +5
Languages Abanasinian, Common, Solamnic
AC 15, touch 11, flat-footed 14

hp 40 (7 HD)

Fort +6, Ref +3, Will +8

Spd 30 ft.

Melee mwk heavy mace +7 (1d8+1)

Base Atk +5; Grp +6

Abilities Str 13, Dex 12, Con 12, Int 14, Wis 16, Cha 16

Feats Alertness^B, Extra Turning, Leadership, Negotiator

Skills Concentration +9, Craft (carpentry)

+6, Diplomacy +12, Heal +10, Knowledge (religion) +10, Listen +5, Profession (scribe)

+8, Sense Motive +7, Spellcraft +7, Spot +5

Possessions mwk chain shirt, mwk

heavy mace, Seeker robes

Heathen Cleric Elistan begins play as a heathen cleric with no clerical powers, which means he cannot channel

positive energy, access clerical domains, turn undead, or cast clerical spells. He does count as a cleric of Paladine for the purposes of accessing the power of the *Blue Crystal Staff*. When he studies the *Disks of Mishakal*, he will gain access to the following abilities:

Special Actions

protective ward

1/day, spontaneous casting (*cure* spells), turn undead 10/day (+5, 2d6+10, 7th)

Cleric Spells Prepared

(CL 7th, +6

melee touch, +6 ranged touch)

4th—*holy smite*^D

(DC 17, CL 8th), *restoration*

3rd—*dispel magic*,

magic circle

against evil^D

(CL 8th), *prayer*,

searing light

2nd—*aid*^D, *calm*

emotions

(DC 15), *consecrate* (CL 8th), *remove*

paralysis, *zone of truth* (DC 15)

1st—*bles*, *cure light wounds*, *detect evil*,

remove fear (2), *sanctuary*^D (DC 14)

0—*create water*, *cure minor wounds* (2), *guidance*

(2), *purify food and drink* (DC 13)

^D: Domain spell. Domain: Good, Protection

SQ spontaneous casting (*cure* spells)

Init +4; Senses blindsense 60 ft., darkvision 120

ft., keen senses; Listen +36, Spot +36

Aura frightful presence (DC 29, 240 ft., HD 27 or fewer)

Languages Common, Draconic, Elven,

Goblin, Nerakese, Ogre, Solamnnc

AC 33, touch 6, flat-footed 33

hp 378 (28 HD); DR 10/magic

Immune fire, paralysis, *sleep*

SR 24

Fort +23, Ref +16, Will +21

Weakness vulnerability to cold

Spd 40 ft., fly 200 ft. (clumsy)

Melee* bite +26 (4d6+26) and 2 claws each

+21 (2d8+16) and 2 wings each +21

(2d6+16) and tail slap +21 (2d8+28)

* includes adjustments for

a 10-point Power Attack

Space 20 ft.; Reach 15

ft. (20 ft. with bite)

Base Atk +28; Grp +52

Atk Options Cleave,

Flyby Attack, Power

Attack, Snatch

Special Actions breath

weapon (60 ft. cone, once

every 1d4 rounds, 16d10

fire, Reflex DC 31 half),

crush (4d6+18, Reflex DC

31 negates), Hover, tail

sweep (2d6+18, Reflex DC

31 negates), Wingover

Sorcerer Spells Known

(CL 11th, +36 melee

touch, +28 ranged touch)

5th (5/day)—*feblemind*

(DC 20), *passwall*

4th (7/day)—*detect*

scrying, *lesser globe of*

invulnerability, *wall of fire*

3rd (7/day)—*fireball* (DC

18), *haste*, *magic circle*

against good, *slow* (DC 18)

2nd (7/day)—*detect*

thoughts (DC 17), *flaming*

sphere (DC 17), *mirror*

image, *pyrotechnics* (DC

17), *web* (DC 17)

1st (7/day)—*burning hands* (DC 16), *magic missile*,

protection from good, *shocking grasp*, *sleep* (DC 16)

0 (6/day)—*arcane mark*, *daze* (DC 15), *detect*

magic, *ghost sound* (DC 15), *light*, *open/close*,

prestidigitation, *read magic*, *resistance*

Spell-Like Abilities (CL 11th)

8/day—*locate object*

3/day—*suggestion* (DC 18)

Abilities Str 35, Dex 10, Con 25, Int 20, Wis 21, Cha 20

Feats Alternate Form, Cleave, Flyby Attack,

Hover, Improved Initiative, Power Attack,

Snatch, Silent Spell, Still Spell, Wingover



EMBER (PYROS)

Male old red dragon

CE Gargantuan dragon (fire)

CR 20

Skills Appraise +20, Bluff +20, Climb +12, Concentration +22, Diplomacy +24, Escape Artist +15, Intimidate +38, Jump +12, Knowledge (arcana) +25, Listen +36, Sense Motive +27, Spellcraft +22, Spot +36, Swim +12

GALANG

CR 6

Male hobgoblin monk 6

LE Medium humanoid (goblinoid)

Init +2; Senses darkvision 60 ft.; Listen +12, Spot +2

Languages Common, Goblin

AC 18, touch 15, flat-footed 16; Dodge, Mobility
hp 43 (6 HD)

Immune nonmagical disease

Fort +7, Ref +7, Will +7; evasion, still mind

Spd 50 ft.

Melee unarmed strike +8 (1d8+3) or

Melee unarmed strike +7/+7 (1d8+3)
with flurry of blows or

Ranged dagger +7 (1d4+3/19-20)

Base Atk +4; Grp +7

Atk Options Combat Reflexes, *ki* strike

(magic), Stunning Fist 6/day (DC 15)

Special Actions Deflect Arrows

Abilities Str 16, Dex 15, Con 14, Int 10, Wis 14, Cha 8

SQ slow fall 30 ft.

Feats Combat Reflexes^B, Deflect Arrows^B, Dodge, Mobility,
Stunning Fist^B, Weapon Focus (unarmed strike)

Skills Balance +4, Hide +12, Listen +12, Jump

+13, Move Silently +16, Tumble +12

Possessions dagger (4), *bracers of armor* +3

ΛΑΥΡΑΛΑΠΤΗΛΑΣΑ-ΚΑΠΑΠ (LAURAPA) CR 6

Female Qualinesti elf noble 6

NG Medium humanoid

Init +3; Senses *elvensight* (darkvision 30 ft.,

low-light vision); Listen +3, Spot +9

Languages Common, Dwarven, Elven, Solamnic

AC 20, touch 13, flat-footed 17

hp 34 (6 HD)

Immune *sleep*

Fort +4, Ref +8, Will +8 (+10 against enchantments)

Spd 30 ft.

Melee mwk short sword +7 (1d6+1/19-20) or

Ranged mwk shortbow +8 (1d6/x3)

Base Atk +4; Grp +5

Special Actions inspire confidence 2/day

Abilities Str 13, Dex 17, Con 14, Int 15, Wis 12, Cha 16

SQ bonus class skill (Move Silently),

coordinate +1, favor +2

Feats Charming, Iron Will, Weapon Focus (short sword)

Skills Bluff +14, Diplomacy +16, Disguise +3 (+5 to act

in character), Gather Information +9, Knowledge

(history) +8, Knowledge (nobility and royalty) +11,

Listen +3, Move Silently +6, Ride +9, Search +5,

Sense Motive +5, Sleight of Hand +5, Spot +9

Possessions *elven chain* +1, mwk light steel shield,

mwk short sword, mwk shortbow with 10

normal arrows and 10 cold iron arrows

ΜΑΤΑΦΛΕΥΡ (FLAMESTRIKE)

CR 20

Female wyrm red dragon

CE Gargantuan dragon (fire)

Init -1; Senses blindsense 60 ft., darkvision 120 ft.,

keen senses; Listen +44, Spot +12; Blind-Fight

Aura frightful presence (DC 29, 330 ft., HD 36 or fewer)

Languages Common, Draconic

AC 32, touch 5, flat-footed 32

hp 400 (37 HD); Diehard; DR 10/magic

Immune fire, paralysis, *sleep*

SR 24

Fort +23, Ref +16, Will +21

Weakness one eye missing (-2 to Appraise, Craft, Decipher

Script, Disable Device, Forgery, Open Lock, Search,

Sense Motive, Spellcraft, and Spot checks; -2 to

initiative checks, Dexterity checks, ranged attack, and

Reflex saving throws; -2 to breath weapon DC [all
penalties already factored in]), vulnerability to cold

Spd 40 ft., fly 200 ft. (clumsy)

Melee bite +45 (2d8+12) and 2 claws each

+40 (2d8+6) and 2 wings each +40

(2d6+6) and tail slap +40 (2d8+18)

Space 20 ft.; Reach 15 ft. (20 ft. with bite)

Base Atk +37; Grp +61

Atk Options Blind-Fight, Flyby Attack, Great

Cleave, Improved Bull Rush, Power Attack

Special Actions breath weapon (60 ft. cone, once every

1d4 rounds, 22d10 fire, Reflex DC 33 half), crush

(4d6+18, Reflex DC 35 negates), Hover, tail swipe

(2d6+18, Reflex DC 31 negates), Wingover

Spell-Like Abilities (CL 11th)

8/day—*locate object*

3/day—*suggestion* (DC 18)

Abilities Str 35, Dex 8, Con 25, Int 12, Wis 19, Cha 12

SQ old

Feats Blind-Fight, Cleave, Diehard, Endurance, Flyby

Attack, Great Cleave, Hover, Improved Bull Rush, Iron

Will, Power Attack, Skill Focus (Heal), Wingover

Skills Appraise +39, Climb +12, Concentration +7,

Diplomacy +25, Escape Artist -1, Gather Information

+11, Heal +27, Intimidate +1, Jump +12, Knowledge

(history) +41, Knowledge (nobility) +41, Listen

+44, Sense Motive +22, Spot +12, Swim +12

Old Unlike most dragons, which increase in power as they age, Flamestrike has surrendered to the ravages of time. Her blunt and broken teeth have resulted in reduced bite damage; her physical and mental ability scores are lower than is normal for a wyrm red dragon; and her damage reduction, spell resistance, and natural armor are all reduced. Having not made use of them in centuries, her spellcasting abilities are no longer available to her. Flamestrike's challenge rating has been adjusted to reflect these penalties.

ΡΟΡΘΙΟΣ-ΚΑΠΑΠ

CR 7

Male Qualinesti elf noble 3/fighter 4

LG Medium humanoid

Init +2; Senses *elvensight* (darkvision 30 ft.,

low-light vision); Listen +5, Spot +2

Languages Common, Elven, Sylvan

AC 19 (20 with two weapons), touch 12,
flat-footed 17; Dodge, Mobility

hp 61 (7 HD)

Immune *sleep*

Fort +8, Ref +6, Will +4 (+6 against enchantments)

Spd 30 ft.

Melee +1 *longsword* +11/+6 (1d8+5/19-20) or

Melee +1 *longsword* +9/+4 (1d8+5/19-20)

and +1 *dagger* +9 (1d4+3/19-20)

Base Atk +6; Grp +10

Atk Options Spring Attack

Special Actions inspire confidence 1/day

Abilities Str 18, Dex 15, Con 16, Int 14, Wis 10, Cha 17

SQ bonus class skill (Survival), favor +2

Feats Dodge, Leadership, Mobility, Spring Attack^B,

Two-Weapon Fighting^B, Two-Weapon Defense^B

Skills Diplomacy +17, Intimidate +11, Knowledge

(nobility and royalty) +10, Listen +5, Ride +10,

Search +4, Sense Motive +7, Spot +2, Survival +6

Possessions *elven chain* +2, +1 *longsword*,

+1 *dagger*, noble's outfit

SESTUN

CR 3

Male gully dwarf rogue 2/fighter 1

N Small humanoid

Init +3; Senses darkvision 60 ft.; Listen +3, Spot +0

Languages Common, Gullytalk

AC 16, touch 14, flat-footed 13

hp 19 (3 HD)

Fort +6 (+8 against poison and disease),

Ref +7, Will -2 (-6 against fear)

Weakness -4 to resist Intimidation

Spd 20 ft., Run

Melee small battleaxe +4 (1d6+1x3)

Base Atk +2; Grp -1

Atk Options sneak attack +1d6

Abilities Str 12, Dex 17, Con 16, Int 9, Wis 7, Cha 10

SQ trapfinding

Feats Cornered Rat, Lucky, Run

Skills Bluff +5, Climb +7, Diplomacy +0 (+2 to convince

an enemy not to harm them), Hide +14, Listen

+3, Move Silently +14, Search +4, Survival +5

Possessions leather armor, small battleaxe, very big helmet

THEROS IRONFELD

CR 11

Male civilized human master 11

NG Medium humanoid

Init +1; Senses Listen +19, Spot +19

Languages Abanasinian, Common

AC 19, touch 11, flat-footed 18

hp 47 (11 HD)

Fort +3, Ref +3, Will +7

Spd 30 ft.

Melee mwk warhammer of glory

+16/+11 (1d8+3/x3)

Base Atk +8; Grp +11

Atk Options Improved Sunder, Power Attack

Abilities Str 17, Dex 12, Con 13, Int 12, Wis 16, Cha 9

SQ knacks (item of distinction, item of fame,
item of glory, item of renown), primary focus
(craftsman), secondary focus (professional)

Feats Alertness^B, Athletic^B, Improved Sunder,
Power Attack, Self-Sufficient^B, Skill Focus (Craft
[blacksmithing]), Weapon Focus (warhammer),
Weapon Proficiency (warhammer)^B

Skills Appraise +15 (+17 with blacksmithing and
carpentry, Climb +9, Craft (blacksmithing) +22,
Craft (carpentry) +12, Heal +12, Knowledge
(engineering) +15, Knowledge (local) +15,
Profession (sailor) +11, Listen +19, Sense
Motive +16, Spot +19, Survival +12, Swim +9

Possessions mwk chain shirt of distinction,
heavy steel shield +2, mwk warhammer
of glory, leather apron, smith's tools

VERMINAARD

CR 12

Male civilized human cleric 8/fighter 2/dragon highlord 2

LE Medium humanoid

Source *War of the Lance* (dragon highlord prestige class)

Init +0; Senses Listen +3, Spot +3

Languages Common, Draconic, Nerakese

AC 18, touch 12, flat-footed 18

hp 86 (12 HD)

Resist fire 20 (*armor*)

Fort +14, Ref +4, Will +12 (+20 to resist dragonfear)

Spd 30 ft.

Melee *Nightbringer* +15/+10 (1d8+4plus blindness

2d6 rounds [Will DC 15 negates]) or

Melee mwk whip +13/+8 (1d3 nonlethal)

Base Atk +10; Grp +10

Atk Options Mounted Combat, Power Attack,

smite 1/day (+4, +8 damage)

Special Actions demoralize, motivate troops, rebuke undead

7/day (+6, 2d6+12, 8th), spontaneous casting (*inflict spells*)

Cleric Spells Prepared (CL 8th, +12 melee

touch, +10 ranged touch)

4th—*discern lies*, *divine power*, *unholy blight*^D (DC 17, CL 9th)

3rd—*bestow curse*, *cure serious wounds*, *deeper darkness*,

magic circle against good^{DE} (CL 9th), *speak with dead*

2nd—*augury*, *bull's strength*, *darkness*, *hold*

person (DC 15), *shatter*^D (DC 15)

1st—*bane*, *cause fear*, *doom*, *entropic shield*,

protection from good^{DE} (CL 9th), *sanctuary*

0—*cure minor wounds*, *detect magic*,

guidance, *light*, *mending*, *resistance*

^P: Domain spell. ^E: Evil Spell. Domain: Destruction, Evil

Abilities Str 14, Dex 10, Con 15, Int 12, Wis 17, Cha 18

SQ dark queen's courage

Feats **Combat Casting**, Exotic Weapon Proficiency

(whip)^B, Improved Resist Dragonfear^B, Leadership,

Lightning Reflexes, Mounted Combat, Power Attack^B,

Resist Dragonfear, Weapon Focus (heavy mace)^B

Skills Concentration +10 (+14 defensive casting), Diplomacy

+9, Intimidate +17, Knowledge (religion) +14, Ride +11

Possessions +2 *improved fire resistance dragonarmor*,

Nightbringer (+2 *unholy heavy mace*), mwk whip, *ring of*

protection +2, manacles, *medallion of faith* (Takhisis)

MINIONS, MONSTERS, AND MINOR CHARACTERS

BANSHEE

CR 8

Female Qualinesti elf ghost noble 6
CE Medium undead (augmented humanoid [elf], incorporeal)
Init +3; Senses darkvision 60 ft., low-light vision; Listen +16, Spot +13
Aura fear (60-foot radius, *fear*, CL 6th, Will DC 18 negates)
Languages Abanasinian, Common, Elven, Sylvan

AC 18, touch 18, flat-footed 15
hp 39 (6 HD)
Immune undead traits
Resist turn resistance +4; SR 19
Fort +2, Ref +6, Will +6 (+8 against enchantments)

Spd fly 30 ft. (perfect)
Melee incorporeal touch +5 (1d8) (material opponents) or
Melee incorporeal touch +3 (1d8-1) (ethereal opponents)
Base Atk +4; Grp —
Special Actions corrupting touch, frightful moan (30-foot radius spread, causes panic for 2d4 rounds, Will DC 18 negates), inspire confidence 2/day

Abilities Str —, Dex 13, Con —, Int 14, Wis 12, Cha 20
SQ bonus class skill (Appraise), coordinate +1, favor +2, manifestation, rejuvenation
Feats Charming, Education, Quick-Thinking
Skills Appraise +6, Bluff +16, Diplomacy +21, Disguise +5 (+7 to act in character), Gather Information +14, Hide +11, Intimidate +7, Knowledge (history) +13, Knowledge (nobility and royalty) +13, Listen +16, Perform +14, Search +10, Sense Motive +2, Sleight of Hand +3, Spot +13

DWARF ZOMBIE

CR 1/2

Male hill dwarf zombie warrior 1
NE Medium undead
Init -1; Senses darkvision 60 ft.; Listen +0, Spot +0

AC 15, touch 9, flat-footed 15
hp 14 (2 HD); DR 5/slashing
Immune undead traits
Fort +0, Ref +0, Will +3

Spd 20 ft.
Melee slam +2 (1d6+1) or
Melee battleaxe +2 (1d8+1/x3)
Base Atk +1; Grp +2
Atk Options +1 attack bonus against goblinoids

Abilities Str 13, Dex 9, Con —, Int —, Wis 10, Cha 1
SQ single actions only
Feats Toughness
Possessions scale mail, longsword

ELF ZOMBIE

CR 1/2

Male Qualinesti elf zombie warrior 1
NE Medium undead
Init +0; Senses darkvision 60 ft., low-light vision; Listen +0, Spot +0

AC 16, touch 10, flat-footed 16
hp 14 (2 HD); DR 5/slashing

Immune undead traits

Fort +0, Ref +0, Will +3

Spd 30 ft.

Melee slam +2 (1d6+1) or

Melee longsword +2 (1d8+1/19-20)

Base Atk +1; Grp +2

Abilities Str 13, Dex 11, Con —, Int —, Wis 10, Cha 1

SQ single actions only

Feats Toughness

Possessions scale mail, longsword

HUMAN ZOMBIE

CR 1/2

Male human zombie warrior 1

NE Medium undead

Init -1; Senses darkvision 60 ft.; Listen +0, Spot +0

AC 15, touch 9, flat-footed 15

hp 14 (2 HD); DR 5/slashing

Immune undead traits

Fort +0, Ref +0, Will +3

Spd 30 ft.

Melee slam +2 (1d6+1) or

Melee longsword +2 (1d8+1/19-20)

Base Atk +1; Grp +2

Abilities Str 13, Dex 9, Con —, Int —, Wis 10, Cha 1

SQ single actions only

Feats Toughness

Possessions scale mail, longsword

MONSTROUS SLUG

CR 7

Always N Huge vermin

Init +2; Senses darkvision 60 ft., tremorsense

60 ft.; Listen +4, Spot +0

AC 17, touch 10, flat-footed 15 (-

2 size, +2 Dex, +7 natural)

hp 90 (7 HD); DR 5/slashing

Immune acid, vermin traits

Fort +15, Ref +4, Will +2

Spd 30 ft., burrow 10 ft., climb 30 ft.

Melee bite +14 (2d6+11 plus paralysis) or

Ranged spit +5 (2d4 acid)

Space 15 ft.; Reach 15 ft.

Base Atk +5; Grp +24

Special Actions paralysis, trample

(1d8+16, Reflex DC 24 half)

Abilities Str 33, Dex 15, Con 27, Int —, Wis 10, Cha 10

Feats Great Fortitude, Improved

Natural Armor, Toughness

Skills Climb +12, Escape Artist +11, Listen +4,

Move Silently +7, Survival +10, Swim +11

Paralysis (Ex) A monstrous slug's body secretes an anaesthetizing slime. A target hit by a monstrous slug's bite, grapple, or trample attack must succeed on a DC 22 Fortitude save or be paralyzed for 3d6 rounds. The save DC is Constitution-based.

Spit (Ex) A monstrous slug's acidic spittle has a range of 30 feet and requires a successful ranged touch attack. The spit does 2d4 points of acid damage and 1d4 points of acid damage per round thereafter until washed off by at least a gallon of water.

Squeeze (Ex) A monstrous slug's pliant body is capable of squeezing through narrow spaces with greater ease than its bulk would indicate. Monstrous slugs suffer only half the penalty for squeezing into a narrow space (-2 AC and -2 on attack rolls) and gain a +8 racial bonus on Escape Artist checks.

YOUNG ADULT RED DRAGON CR 13

CE Huge dragon (fire)

Init +0; Senses blindsense 60 ft., darkvision 120 ft., keen senses; Listen +26, Spot +26

Aura frightful presence (DC 24, 150 ft., HD 19 or fewer)

Languages Common, Draconic, Nerakese

AC 26, touch 9, flat-footed 26

hp 218 (19 HD); DR 5/magic

Immune fire, paralysis, *sleep*

SR 19

Fort +16, Ref +11, Will +13

Weakness vulnerability to cold

Spd 40 ft., fly 150 ft. (poor)

Melee* bite +18 (2d8+20) and 2 claws each

+15 (2d6+15) and 2 wings each +15

(1d8+15) and tail slap +15 (2d6+25)

* includes adjustments for a 10-point Power Attack

Space 15 ft.; Reach 10 ft. (15 ft. with bite)

Base Atk +19; Grp +37

Atk Options Cleave, Flyby Attack, Flyby

Breath, Power Attack, Snatch

Special Actions breath weapon (40 ft. cone, once

every 1d4 rounds, 10d10 fire, Reflex DC 24

half), crush (2d8+15, Reflex DC 24 negates)

Sorcerer Spells Known (CL 5th, +27 melee

touch, +19 ranged touch)

2nd (5/day)—*cure moderate wounds, darkness*

1st (7/day)—*alarm, divine favor, magic missile, shield*

0 (6/day)—*arcane mark, dancing lights, detect*

magic, guidance, read magic, resistance

Spell-Like Abilities (CL 5th)

5/day—*locate object*

Abilities Str 31, Dex 10, Con 21, Int 14, Wis 15, Cha 14

Feats Cleave, Flyby Attack, Flyby Breath, Hover,

Multiattack, Power Attack, Snatch, Weapon Focus (bite)

Skills Bluff +24, Diplomacy +4, Intimidate +24,

Knowledge (arcana) +24, Listen +26, Search +24,

Sense Motive +24, Spellcraft +4, Spot +26

CHAPTER THREE: HOPE

LEADERS AND PERSONALITIES

BLAIZE

CR 12

Male adult brass dragon

LG Large dragon (fire)

Init +0; Senses blindsense 60 ft., darkvision 120

ft., keen senses; Listen +24, Spot +24

Aura frightful presence (DC 21, 180 ft., HD 21 or fewer)

Languages Common, Draconic, Dwarven,

Elven, Kenderspeak, Solamnic

AC 27, touch 9, flat-footed 27

hp 199 (19 HD); DR 5/magic

Immune fire, paralysis, *sleep*

SR 20

Fort +15, Ref +11, Will +13

Weakness vulnerability to cold

Spd 60 ft., burrow 30 ft., fly 200 ft. (poor)

Melee* bite +19 (2d6+11, bite) and 2 claws each +17

(1d8+8, 2 claws) and 2 wings each +17 (1d6+8,

2 wings) and tail slap +17 (1d8+14, tail slap)

* Includes adjustments for a 5-point Power Attack

Space 10 ft.; Reach 5 ft. (10 ft. with bite)

Base Atk +19; Grp +29

Atk Options Cleave, Flyby Attack,

Flyby Breath, Power Attack

Special Actions breath weapon (80 ft. line, once every 1d4

rounds, 6d6 fire, Reflex DC 23 half; or 40 ft. cone, once

every 1d4 rounds, *sleep* [1d6+6 rounds], Will DC 23)

Sorcerer Spells Known (CL 7th, +23 melee

touch, +18 ranged touch)

3rd (4/day)—*dispel magic* (DC 15),

lightning bolt (DC 15)

2nd (7/day)—*detect thoughts* (DC 14),

resist energy, web (DC 14)

1st (7/day)—*charm person* (DC 13), *comprehend*

languages, enlarge person (DC 13), *mage armor,*

magic missile, protection from evil, true strike

0 (6/day)—*daze* (DC 12), *detect magic,*

ghost sound (DC 12), *mending, message,*

resistance, touch of fatigue (DC 12)

Spell-Like Abilities (CL 7th)

at will—*speak with animals*

3/day—*endure elements, suggestion* (DC 15)

Abilities Str 23, Dex 10, Con 19, Int 14, Wis 15, Cha 14

SQ alternate form, water breathing

Feats Cleave, Flyby Attack, Flyby Breath,

Multiattack, Power Attack

Skills Bluff +24, Concentration +25, Diplomacy

+26, Disguise +2 (+4 to act in character),

Intimidate +4, Knowledge (arcana) +24,

Listen +24, Search +24, Sleight of Hand +4,

Spot +24, Spellcraft +4, Survival +24

BRIAR

CR 3

Male nomadic human warrior 4

LN Medium humanoid

Init +0; Senses Listen +2, Spot +2

Languages Abanasinian, Common

AC 13, touch 10, flat-footed 13

hp 22 (4 HD)

Fort +4, Ref +1, Will +1

Spd 30 ft.

Melee short sword +3 (1d6+1/19-20)

Melee shortbow +3 (1d6/x3)

Base Atk +4; Grp +4

Abilities Str 12, Dex 11, Con 11, Int 10, Wis 10, Cha 10

Feats Alertness^B, Endurance, Toughness

Skills Intimidate +7, Listen +2, Ride +7, Spot +2

Possessions leather armor, light wooden shield,

short sword, shortbow with 20 arrows

BROOKE STONEMASON

CR 2

Female civilized human aristocrat 3

LN Medium humanoid

Init +0; Senses Listen +0, Spot +0

Languages Abanasinian, Common

AC 10, touch 10, flat-footed 10

hp 14 (3 HD)

Fort +1, Ref +1, Will +3

Spd 30 ft.

Melee unarmed strike +2 (1d6 nonlethal)

Base Atk +2; Grp +2

Abilities Str 10, Dex 10, Con 10,

Int 11, Wis 11, Cha 11

Feats Negotiator^B, Persuasive, Skill

Focus (Diplomacy)

Skills Bluff +8, Diplomacy +14, Disguise +0

(+2 to act in character), Intimidate +4,

Knowledge (nobility and royalty) +6, Perform

+3, Sense Motive +5, Sleight of Hand +2

HIGHPHULPH

CR 3

Male gully dwarf aristocrat 4

N Small humanoid

Init +1; Senses darkvision 60 ft.; Listen +1, Spot +1

Languages Common, Gullytalk

AC 13, touch 12, flat-footed 12

hp 22 (4 HD)

Fort +2 (+4 against poison and disease),

Ref +2, Will +4 (+0 against fear)

Weakness -4 to resist Intimidation

Spd 20 ft.

Melee small dagger +4 (1d3)

Base Atk +3; Grp +3 Abilities Str 10, Dex

12, Con 12, Int 7, Wis 11, Cha 8

Feats Cornered Rat, Negotiator

Skills Diplomacy +8 (+10 to convince an

enemy not to harm them), Hide +7, Move

Silently +3, Sense Motive +8, Survival +2

Possessions padded armor, small dagger

REMNANT OF FISTANDANTILUS

CR 12

CE Medium undead (incorporeal)

*Towers of High Sorcery*Init +7; Senses darkvision 60 ft.; Listen +21, Spot +21

AC 17, touch 17, flat-footed 14

hp 104 (16 HD)

Resist +4 turn resistance; SR 25

Fort +5, Ref +8, Will +14;

Weakness sunlight powerlessness

Spd 40 ft.; fly 80 ft.

Melee incorporeal touch +12 (1d8 plus 1d6 intelligence drain)

Base Atk +8; Grp —

Atk Options intelligence drain

Special Actions Combat Reflexes, create spawn

Abilities Str —, Dex 16, Con —, Int 10, Wis 14, Cha 20

SQ undead traits, unnatural aura

Feats Ability Focus (intelligence drain), Alertness,

Combat Reflexes, Improved Initiative, Iron

Will, Weapon Focus (incorporeal touch)

Skills Hide +21, Knowledge (arcana) +10,

Listen +22, Spellcraft +20, Spot +22

Create Spawn (Su) Any arcane spellcaster slain by a

remnant becomes a remnant in 1d4 rounds. His

body is consumed by a rush of magical forces and his

spirit remains. Spawn are under the command of the

remnant that created them and remain that created and

remain enslaved until the remnant's death. The spawn

do not possess any of the abilities they had in life.

Intelligence Drain (Su) Living creatures hit by a remnant's

incorporeal touch attack must succeed on a DC 21

Will save or take 1d6 points of Intelligence drain.

The save DC is Charisma-based. On each successful

attack, the remnant gains 5 temporary hit points.

Sunlight Powerlessness (Ex) Remnants are powerless innatural sunlight (not merely a *daylight* spell) and flee

from it. A remnant caught in sunlight cannot attack and

can only take a single move or attack action in a round.

Unnatural Aura (Su) Animals, whether wild or domesticated,

can sense the unnatural presence of a remnant at a

distance of 30 feet. They do not willingly approach the

remnant and panic if forced to do so. The animals remain

panicked for as long as they are within the specified range.

STENKAST

CR 6

Male hill dwarf fighter 4/noble 2

LG Medium humanoid

Init +4; Senses darkvision 60 ft.; Listen -1, Spot -1

Languages Abanasinian, Common, Dwarven

AC 16, touch 10, flat-footed 16; +4 against giants

hp 54 (6 HD)

Resist +2 save against spells and spell-like effects,

stability (+4 against bull rush and trip)

Fort +7 (+9 against poison), Ref +5, Will +5

Spd 20 ft.

Melee +1 *battleaxe* +9 (1d8+5/x3) or

Ranged light crossbow +5 (1d8/19-20)

Base Atk +5; Grp +8

Atk Options +1 attack bonus against goblinoids

Special Actions inspire confidence 1/day

Abilities Str 15, Dex 10, Con 16, Int 12, Wis 8, Cha 12

SQ bonus class skill (Search), favor +1, stonemasonry

Feats Improved Initiative^B, Iron Will, Leadership,Negotiator, Weapon Focus (*battleaxe*)^B,Weapon Specialization (*battleaxe*)^B

Skills Appraise +1 (+3 related to stone or metal items),

Climb +9, Craft +1 (+3 related to stone or metal),

Diplomacy +8, Intimidate +9, Jump +5, Search +1

(+3 to notice unusual stonework), Sense Motive +6

Possessions *chain shirt* +1, light steel shield, +1*battleaxe*, light crossbow with 10 bolts**WHISPER**

CR 22

Male wyrm shadow dragon

CE Gargantuan dragon

Age of Mortals (shadow dragon)

Init +0; Senses blindsense 60 ft., darkvision 120

ft., keen senses; Listen +25, Spot +25

Aura frightful presence (DC 37, 330 ft., HD 33 or fewer)

Languages Abyssal, Auran, Celestial, Common, Draconic, Elven, Goblin, Infernal, Istaran, Magius, Nerakese, Ogre

AC 43, touch 6, flat-footed 43

hp 459 (34 HD); DR 20/magic

Immune energy drain, paralysis, *sleep*

SR 27

Fort +26, Ref +19, Will +29

Spd 80 ft., fly 150 ft. (clumsy)

Melee* bite +26 (4d6+26) and 2 claws each

+21 (2d8+20) and 2 wings each +21

(2d6+20) and tail slap +21 (2d8+31)

* includes adjustments for a 15-point Power Attack

Space 20 ft.; Reach 15 ft. (20 ft. with bite)

Base Atk +34; Grp +57

Atk Options Cleave, Flyby Attack, Flyby Breath, Power Attack, Snatch, Strafing Breath

Special Actions breath weapon (60 ft. cone, once every 1d4 rounds, 7 negative levels, Reflex DC

37 half, Fortitude DC 37 to remove), crush

(4d6+16, Reflex DC 37 negates), Hover, tail sweep

(2d6+16, Reflex DC 37 negates), Wingover

Sorcerer Spells Known (CL 15th, +41

melee touch, +34 ranged touch)

7th (5/day)—*greater scrying* (DC 27), *screen* (DC 27)

6th (8/day)—*analyze dweomer* (DC 26), *permanent image* (DC 26), *repulsion* (DC 26)

5th (8/day)—*feeblemind* (DC 25), *nightmare* (DC 25), *shadow evocation* (DC 25), *waves of fatigue*

4th (8/day)—*black tentacles*, *detect scrying*, *scrying* (DC 24), *shadow conjuration* (DC 24)

3rd (8/day)—*displacement*, *haste*, *invisibility sphere*, *slow* (DC 23)

2nd (9/day)—*inflict moderate wounds* (DC 22), *invisibility*, *see invisibility*, *shatter* (DC 22), *zone of truth*

1st (9/day)—*bane* (DC 21), *curse water* (DC 21), *doom* (DC 21), *entropic shield*, *protection from good*

0 (6/day)—*detect magic*, *ghost sound* (DC 20), *inflict minor wounds* (DC 20), *mage hand*, *message*, *prestidigitation*, *read magic*, *resistance*, *touch of fatigue* (DC 20)

Spell-Like Abilities (CL 15th)

3/day—*mirror image*, *nondetection* (DC 23)

2/day—*dimension door* (DC 24)

1/day—*shadow walk* (DC 26)

Abilities Str 33, Dex 10, Con 25, Int 30, Wis 30, Cha 31

SQ shadow blend

Feats Cleave, Flyby Attack, Flyby Breath, Hover, Improved Initiative, Lightning Reflexes, Power Attack, Snatch, Strafing Breath, Wingover

Skills Bluff +7, Concentration +5, Diplomacy +3, Escape Artist +14, Hide +16, Intimidate +15, Knowledge (nature) +17, Listen +25, Move Silently +24, Search +25, Spot +25, Swim +33

Shadow Blend (Su) In any condition other than full daylight, a shadow dragon can disappear into the shadows, gaining total concealment. Daylight negates this ability.

ZIRKAN

CR 5

Male hill dwarf fighter 5

LG Medium humanoid

Init +1; Senses darkvision 60 ft.; Listen -1, Spot -1

Languages Abanasinian, Common, Dwarven

AC 17, touch 11, flat-footed 16; +4 against giants
hp 47 (5 HD)

Resist +2 save against spells and spell-like effects, stability (+4 against bull rush and trip)

Fort +7 (+9 against poison), Ref +2, Will +2

Spd 20 ft.

Melee* mwk battleaxe +7 (1d8+8/x3) or

Ranged light crossbow +6 (1d8/19-20)

* includes adjustments for a 3-point Power Attack

Base Atk +5; Grp +8

Atk Options Cleave, Power Attack, +1 attack bonus against goblinoids

Abilities Str 16, Dex 13, Con 16, Int 12, Wis 8, Cha 8

SQ stonemasonry

Feats Cleave^B, Iron Will, Power Attack, Weapon Focus (battleaxe)^B, Weapon Specialization (battleaxe)^B

Skills Appraise +1 (+3 related to stone or metal items), Climb +10, Craft +1 (+3 related to stone or metal), Intimidate +8, Jump +6, Search +1 (+3 to notice unusual stonework)

Possessions *chain shirt* +1, light steel shield, mwk battleaxe, light crossbow with 5 bolts

MINIONS, MONSTERS, AND MINOR CHARACTERS

DWARVEN GHOST

CR 2

Male hill dwarf ghost warrior 1

LN Medium undead (augmented humanoid, incorporeal)

Init +0; Senses darkvision 60 ft.; Listen +8, Spot +8

Languages Common, Dwarven

AC 11, touch 10, flat-footed 11

hp 7 (1 HD)

Immune undead traits

Resist +4 turn resistance

Fort +2, Ref +0, Will +0

Spd fly 30 ft. (perfect)

Melee incorporeal touch +1 (1d6) (material opponents) or

Melee battleaxe +1 (1d8/x3) (ethereal opponents)

Base Atk +1; Grp +1

Atk Options corrupting touch, +1 attack bonus against goblinoids

Special Actions malevolence 1/round (as *magic jar*, Will DC 11 negates, CL 10th)

Abilities Str —, Dex 11, Con —, Int 10, Wis 10, Cha 12

SQ manifestation, rejuvenation

Feats Endurance

Skills Hide +8, Intimidate +5, Listen +8,

Ride +4, Search +8, Spot +8

HORAX

CR 2

N Medium vermin

Init +7; Senses darkvision 60 ft., tremorsense 100 ft.; Listen +5, Spot +5

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)

hp 26 (4 HD)

Immune vermin traits

Fort +6, Ref +4, Will +1

Spd 30 ft.; burrow 20 ft., climb 30 ft.

Melee bite +6 melee (1d6+2)

Base Atk +3; Grp +5

Atk Options improved grab (bite), pounce, rake (1d4+2)

Abilities Str 15, Dex 16, Con 15, Int —, Wis 10, Cha 3

Feats Improved Initiative, Weapon Focus (bite)

Skills Climb +14, Listen +5, Spot +5

Improved Grab (Ex) To use this ability, a horax must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex) If a horax charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex) Attack bonus +5 melee, damage 1d4+2.

Skills A horax has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

IRON PYROHYDRA

CR 11

N Huge construct (fire)

Init +1; Senses darkvision 60 ft., low-light vision; Listen -1, Spot -1

AC 27, touch 8, flat-footed 26 (-2 size, -1 Dex, +19 natural)

hp 106 (12 HD); fast healing 22; DR 5/adamantine

Immune construct traits, electricity, fire

SR 16

Fort +4, Ref +3, Will +3

Weakness vulnerability to cold

Spd 15 ft.

Melee 12 bites +16 (2d6+11)

Space 15 ft.; Reach 10 ft.

Base Atk +12; Grp +26

Special Actions breath weapon (20-ft line, once every 1d4 rounds per head, 3d6 fire, Reflex DC 20 half)

Abilities Str 33, Dex 8, Con —, Int —, Wis 8, Cha 1

Note An iron pyrohydra does not regrow severed heads, but its DR makes sundering the heads (each of which has 8 hp) more difficult. Only some of its heads still possess a functioning breath weapon, as stated in the text. An iron pyrohydra takes no damage from electricity or fire, but electrical attacks will *slow* the pyrohydra for 3 rounds, while fire attacks heal the pyrohydra 1 hp for every 3 hp of fire damage.

MOB OF GIANT BEES

CR 8

NE Gargantuan vermin (mob of Medium vermin)

Dungeon Master's Guide II (mob template)

Init +0; Senses darkvision 60 ft.; Listen +1, Spot +5

AC 8, touch 8, flat-footed 7

hp 135 (30 HD)

Fort +17, Ref +11, Will +10

Spd 20 ft.

Melee mob (5d6 plus poison)

Space 20 ft.; Reach 0 ft.

Base Atk +22; Grp +34

Atk Options expert grapppler, Improved Bull Rush,

Improved Overrun, poison (injury, Fortitude

DC 11, initial and secondary damage 1d4

Con), trample 2d6 (Reflex DC 25 half)

Abilities Str 11, Dex 14, Con 11, Int —, Wis 12, Cha 9

SQ mob anatomy, mob traits, vermin traits

Feats Improved Bull Rush^B, Improved Overrun^B

Skills Spot +5, Survival +1 (+4 to orient themselves)

Expert Grapppler (Ex) A mob can maintain a

grapple without penalty and still make attacks against other targets normally. A mob is never considered flat-footed while grappling.

Mob Anatomy (Ex) A mob has no clear front or back, and no discernable anatomy, so it is not subject to critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled, or bull rushed. Each specific creature that is slain, disabled, or otherwise incapacitated by spells or effects that target specific creatures bestows two negative levels on the mob. A mob that gains 30 negative levels breaks up as if reduced to 0 hit points. Negative levels gained in this manner are not the result of negative energy (and thus cannot be blocked by *death ward* or removed by *restoration*), but they never result in permanent level loss. A mob takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells. A mob can occupy the same space as a creature, since it tramples over and moves around its victims. It can move through squares occupied by enemies and vice versa without impediment, although a mob provokes an attack of opportunity if it does so. A mob can move through openings large enough for its component creatures.

Mob Traits A mob is treated as a single entity similar to a swarm, save that it is made up of larger creatures. A mob reduced to 0 hit points breaks up, although damage taken until this point does not degrade its ability to attack or resist attack. Mobs don't make normal attacks. To make an attack, it moves into the target creature's space (which provokes an attack of opportunity). Any creature in the spaces occupied by the mob at the end of its movement takes 5d6 bludgeoning damage, with no attack roll needed. Cover and concealment are ignored. A mob can move through squares occupied by enemies, and vice versa, without impediment, and can move through any opening large enough for its component creatures. Mob attacks ignore concealment and cover. Damage reduction applies to mob attacks. A mob that simply moves over a creature and doesn't end its movement with that creature in one of its occupied squares can trample the creature. The trampled creature takes 2d6 points of damage. The victim can either make an attack of opportunity against the mob, or make a Reflex save (DC 25) to take half damage.

PEIDAR WARRIORS

CR 2

Male hill dwarf warrior 3

LN Medium humanoid

Init +0; Senses darkvision 60 ft.; Listen +2, Spot +2

Languages Common, Dwarven

AC 13, touch 10, flat-footed 13; +4 against giants

hp 17 (3 HD)

Resist +2 save against spells and spell-like effects, stability (+4 against bull rush and trip)

Fort +4 (+6 against poison), Ref +1, Will +1

Spd 30 ft.

Melee battleaxe +3 (1d8/x3)

Base Atk +3; Grp +3

Atk Options +1 attack bonus against goblinoids

Abilities Str 11, Dex 11, Con 13, Int 10, Wis 10, Cha 8

Feats Alertness, Endurance

Skills Appraise +0 (+2 related to stone or metal items),

Craft +0 (+2 related to stone or metal), Handle

Animal +5, Intimidate +5, Listen +2, Spot +2,

Search +0 (+2 to notice unusual stonework)

Possessions studded leather armor, battleaxe



SKELETAL WARRIORS

CR 5

Male skeletal warrior civilized human fighter 4

NE Medium undead

Init +2; Senses darkvision 60 ft.; Listen +0, Spot +0

Languages Abanasinian, Common

AC 19, touch 12, flat-footed 17; Dodge

hp 38 (4 HD); DR 5/bludgeoning

Immune cold, electricity, *polymorph*, undead traits

SR 17

Fort +4, Ref +3, Will +1

Spd 30 ft.

Melee* mwk greataxe +6 (1d12+14/x3) or

Melee melee touch +8 (1d6+4)

* includes adjustments for a 4-point Power Attack

Base Atk +4; Grp +8

Atk Options Cleave, Improved Bull Rush,

Improved Overrun, Power Attack

Abilities Str 18, Dex 14, Con —, Int 13, Wis 10, Cha 8

Feats Cleave, Dodge, Improved Bull Rush^B, Improved

Overrun^B, Power Attack^B, Weapon Focus (greataxe)^B

Skills Climb +10, Intimidate +6, Jump +10, Ride +9

Possessions *chain shirt* +1, mwk greataxe

SPECTRAL MINION WARRIORS CR 4

Male civilized human spectral minion fighter 3

LN Medium undead (incorporeal)

Init +7; Senses darkvision 60 ft.; Listen +7, Spot +7

Languages Abanasinian, Common

AC 15, touch 13, flat-footed 12

hp 23 (3 HD)

Immune turn undead, undead traits

SR 15

Fort +3, Ref +4, Will +2

Spd 60 ft.

Melee mwk longbow +8 (1d8/19-20)

Base Atk +3; Grp +5

Atk Options Power Attack

Abilities Str —, Dex 16, Con —, Int 10, Wis 12, Cha 14

SQ obsession

Feats Alertness^B, Cleave^B, Improved Initiative,

Power Attack^B, Weapon Focus (longbow)

Skills Hide +7, Intimidate +8, Listen

+7, Ride +8, Spot +7

Possessions mwk longbow with 20 arrows

CHAPTER FOUR: DESOLATION

LEADERS AND PERSONALITIES

ARMAN KHARAS

CR 7

Male mountain dwarf noble 7

LG Medium humanoid

Init +0; Senses darkvision 60 ft.; Listen -2, Spot -2

Languages Common, Dwarven

AC 19, touch 10, flat-footed 19; +4 against giants

hp 69 (7 HD)

Resist +2 save against spells and spell-like effects, stability (+4 against bull rush and trip)

Fort +5 (+7 against poison), Ref +5, Will +5

Spd 20 ft.

Melee +1 *warhammer* +9/+4 (1d8+4/x3) or

Ranged mwk heavy crossbow +6 (1d10/19-20)

Base Atk +5; Grp +8

Atk Options +1 attack bonus against goblinoids

Special Actions inspire confidence 2/day

Abilities Str 16, Dex 10, Con 17, Int 11, Wis 6, Cha 9

SQ bonus class skill (Craft), coordinate

+1, favor +3, stonemasonry

Feats Iron Will, Skill Focus (Diplomacy), Toughness

Skills Appraise +0 (+2 related to stone or metal

items), Craft (blacksmithing) +5 (+7 related to

stone or metal items), Diplomacy +11, Gather

Information +4, Intimidate +9, Knowledge

(nobility and royalty) +10, Listen +3, Search +0 (+2 to notice unusual stonework)
Possessions *full plate* +1, mwk light steel shield, +1 *battleaxe*, mwk heavy crossbow with 10 bolts

BEREM EVERMAN

CR 8

Male civilized human barbarian 3/ranger 2

N Medium humanoid

Init +1; Senses Listen +10, Spot +7

Languages Common, Dwarven, Istaran, Nerakese

AC 13, touch 11, flat-footed 13; uncanny dodge

hp 80 (5 HD); regeneration 5

Immune ability drain, aging effects (does not age), death effects, disease, energy drain, necromancy effects, paralysis, poison

Resist acid 10, cold 10, electricity 10, fire 10, sonic 10

Fort +10, Ref +5, Will +3

Spd 40 ft., Run

Melee short sword +6 (1d6+1/19-20) or

Melee short sword +4 (1d6+1/19-20) and unarmed strike +4 (1d6+1 nonlethal)

Base Atk +5; Grp +6

Atk Options combat style (two-weapon fighting), favored enemy animals +2

Special Actions rage 1/day (9 rounds)

Abilities Str 13, Dex 12, Con 19, Int 14, Wis 14, Cha 13

SQ trap sense +1, wild empathy +5

Feats Alertness^B, Run, Track^B, Two-Weapon Fighting

Skills Climb +7, Handle Animal +7, Jump +7, Knowledge

(nature) +10, Listen +10, Profession (sailor) +5, Ride +9, Search +8, Spot +7, Survival +7 (+9 in aboveground natural environments and when following tracks), Swim +7

Possessions leather armor, short sword, *green gemstone*, waterskin

Rage (Ex) When Berem rages, his statistics change as follows:

AC 11, touch 9, flat-footed 11

hp 90 (5 HD)

Fort +12, Will +5

Melee short sword +8 (1d6+3/19-20) or

Melee short sword +6 (1d6+3/19-20) and unarmed strike +6 (1d6+3 nonlethal)

Grp +8

Abilities Str 17, Con 23

Skills Climb +9, Jump +9, Swim +9

Regeneration (Su) The *green gemstone* provides Berem with this quality. Unlike other creatures with regeneration, Berem does not take lethal damage from any attack form, including fire and acid.

EVENSTAR

CR 24

Male ancient gold dragon

LG Gargantuan dragon (fire)

Init +0; Senses blindsense 60 ft., darkvision 120 ft.,

keen senses; Listen +49, Spot +49; Blind-Fight

Aura frightful presence (DC 36, 300 ft., HD 35 or fewer)

Languages Abanasinian, Common, Draconic,

Dwarven, Elven, Ergot, Nerakese, Ogre, Sylvan

AC 40, touch 6, flat-footed 40

hp 542 (35 HD); DR 15/magic

Immune fire, paralysis, *sleep*

SR 30

Fort +28, Ref +19, Will +28

Weakness vulnerability to cold

Spd 60 ft., fly 250 ft. (clumsy), swim 60 ft.

Melee* bite +27 (4d6+36) and 2 claws each +25 (2d8+28) and 2 wings each +25 (2d6+28) and tail slap +25 (2d8+44)

* includes adjustments for a 20-point Power Attack

Space 20 ft.; Reach 15 ft. (20 ft. with bite)

Base Atk +35; Grp +63

Atk Options Cleave, Flyby Attack, Flyby

Breath, Power Attack, Snatch

Special Actions breath weapon (60 ft. cone, once every 1d4 rounds, 20d10 fire, Reflex DC 38 half or 60 ft. cone, once every 1d4 rounds, *weakening gas* [10 Str damage], Fortitude DC 38), crush (4d6+24, Reflex DC 36 negates), Hover, tail swipe (2d6+24, Reflex DC 36 negates), Wingover

Sorcerer Spells Known (CL 15th, +47 melee

touch, +31 ranged touch)

7th (5/day)—*greater scrying*, *delayed blast fireball* (DC 27)

6th (7/day)—*chain lightning* (DC 26), *guards and wards* (DC 25), *repulsion* (DC 25)

5th (8/day)—*hold monster* (DC 24), *prying eyes*, *wall of force*, *waves of fatigue*

4th (8/day)—*shout* (DC 24), *solid fog*, *stoneskin*, *wall of fire*

3rd (8/day)—*haste*, *lightning bolt* (DC 23), *major image* (DC 22), *stinking cloud* (DC 22)

2nd (8/day)—*arcane lock*, *blur*, *gust of wind* (DC 22), *resist energy*, *web* (DC 21)

1st (9/day)—*alarm*, *burning hands* (DC 21), *enlarge person* (DC 20), *grease*, *hold portal* (DC 20)

0 (6/day)—*daze* (DC 19), *dancing lights*, *detect magic*, *flare* (DC 20), *light*, *mage hand*, *message*, *open/close*, *read magic*

Spell-Like Abilities (CL 15th)

3/day—*bless*

1/day—*detect gems*, *geas/quest* (DC 25), *sunburst* (DC 27)

Abilities Str 43, Dex 10, Con 29, Int 28, Wis 29, Cha 28

SQ alternate form, *luck bonus* 3/day, water breathing

Feats Ability Focus (breath weapon), Alertness, Blind-Fight, Cleave, Flyby Attack, Flyby Breath, Hover, Multiattack, Power Attack, Snatch, Spell Focus (evocation), Weapon Focus (bite), Wingover

Skills Concentration +47, Diplomacy +49, Disguise +47, Escape Artist +38, Heal +47, Intimidate Knowledge (arcana) +47, Knowledge (history) +47, Knowledge (nobility and royalty) +47 Listen +49, Search +47, Sense Motive +47, Spellcraft +11, Spot +49, Swim +54, Use Magic Device +47, Use Rope +0 (+2 involving bindings)

Possessions *ring of telekinesis*

HENRIK QUARTZHALL

CR 9

Male dark dwarf fighter 7/dwarven defender 2

LE Medium humanoid

Init +1; Senses darkvision 120 ft.; Listen +4, Spot +2

Languages Common, Dwarven, Hammertalk

AC 22, touch 12, flat-footed 22; Dodge, +4 against giants, uncanny dodge

hp 86 (9 HD); Diehard

Resist +2 save against spells and spell-like effects, stability +4 against bull rush and trip)

Fort +11 (+13 against poison), Ref +2, Will +4

Weakness light sensitivity

Spd 20 ft.

Melee* +1 *dwarven waraxe* +10/+5 (1d10+10/x3)

* includes adjustments for a 5-point Power Attack

Base Atk +9; Grp +13

Atk Options Cleave, defensive stance 1/day (5 rounds),

Power Attack, +1 attack bonus against goblinoids

Abilities Str 18, Dex 13, Con 17, Int 12, Wis 8, Cha 6

SQ stonecunning

Feats Cleave^B, Diehard, Dodge^B, Endurance,

Power Attack, Weapon Focus (battleaxe)^B,

Weapon Focus (longspear)^B, Toughness

Skills Appraise +1 (+3 related to stone or metal items),

Climb +7, Craft +1 (+3 related to stone or metal), Hide

-2, Intimidate +7, Jump +3, Listen +4, Move Silently -2,

Search +1 (+3 to notice unusual stonework), Spot +2

Possessions *full plate* +1, mwk heavy steel shield,

+1 *dwarven waraxe*, *gauntlets of ogre power*

Defensive Stance (Ex) When in a defensive stance,

Henrik's statistics change as follows:

AC 26, touch 16, flat-footed 26

hp 104

Fort +13 (+15 against poison), Ref +4, Will +6 Melee*

+1 *dwarven waraxe* +11/+6 (1d10+11/x3)

* includes adjustments for a 5-point Power Attack

Abilities Str 20, Con 21

PICK

CR 4

Male mountain dwarf expert 5

LG Medium humanoid

Init +0; Senses darkvision 60 ft.; Listen +2, Spot +2

Languages Common, Dwarven

AC 10, touch 10, flat-footed 10; +4 against giants

hp 23 (3 HD)

Resist +2 save against spells and spell-like effects,

stability (+4 against bull rush and trip)

Fort +2 (+4 against poison), Ref +1, Will +4

Spd 20 ft.

Melee unarmed strike +3 (1d6 nonlethal)

Base Atk +3; Grp +3

Atk Options +1 attack bonus against goblinoids

Abilities Str 11, Dex 11, Con 13, Int 10, Wis 10, Cha 8

Feats Alertness, Diligent

Skills Appraise +6 (+8 related to stone or metal

items), Craft +8 (+10 related to stone or metal),

Decipher Script +2, Listen +2, Spot +2, Search

+4 (+6 to notice unusual stonework)

RAŦŦCE

CR 8

Male dark dwarf noble 5/fighter 3

LE Medium humanoid

Init +3; Senses darkvision 120 ft.; Listen +3, Spot +0

Languages Common, Dwarven, Hammertalk

AC 18, touch 9, flat-footed 18; +4 against giants

hp 67 (8 HD)

Resist +2 save against spells and spell-like effects,

stability (+4 against bull rush and trip)

Fort +7 (+9 against poison), Ref +6, Will +5

Weakness light sensitivity

Spd 20 ft.

Melee +1 *battleaxe* +10/+5 (1d8+3/x3) or

Base Atk +6; Grp +8

Atk Options +1 attack bonus against goblinoids

Special Actions inspire confidence 2/day

Abilities Str 14, Dex 8, Con 16, Int 12, Wis 10, Cha 12

SQ bonus class skill (Search), coordinate

+1, favor +2, stonecunning

Feats Improved Initiative^B, Leadership, Lightning

Reflexes, Negotiator, Weapon Focus (battleaxe)^B

Skills Appraise +3 (+5 related to stone or metal items),

Climb -1, Craft +1 (+3 related to stone or metal items),

Diplomacy +13, Gather Information +9, Intimidate +4,

Knowledge (history) +9, Listen +3, Ride +2, Search +4

(+6 to notice unusual stonework), Sense Motive +10

Possessions *full plate* +1, mwk light steel shield, +1

battleaxe, mwk heavy crossbow with 10 bolts

RAELGAR IRONFACE

CR 8

Male dark dwarf noble 2/wizard 6

LE Medium humanoid

Init +2; Senses darkvision 120 ft.; Listen +5, Spot +0

Languages Common, Dwarven,

Hammertalk, Infernal, Terran

AC 15, touch 12, flat-footed 13; Dodge, +4 against giants

hp 44 (8 HD)

Resist +2 save against spells and spell-like effects,

stability (+4 against bull rush and trip)

Fort +4 (+6 against poison), Ref +5, Will +8

Weakness light sensitivity

Spd 20 ft.

Melee mwk battleaxe +4 (1d8-1/x3)

Base Atk +4; Grp +3

Atk Options +1 attack bonus against goblinoids

Special Actions inspire confidence 1/day

Combat Gear *wand of fireball* (5th, 43 charges)

Wizard Spells Prepared (CL 6th, +3 melee

touch, +6 ranged touch)

3rd—*deep slumber* (DC 17), *hold person*

(DC 17), *fireball* (DC 16)

2nd—*hideous laughter* (DC 16), *levitate*,

mirror image, *resist energy*

1st—*charm person* (DC 15), *magic*

missile, *shield*, *sleep* (DC 15)

0—*daze* (DC 14), *detect magic*, *resistance*,

touch of fatigue (DC 13)

Abilities Str 8, Dex 14, Con 14, Int 16, Wis 10, Cha 10

SQ bonus class skill (Spellcraft), favor +1,

stonecunning, summon familiar

Feats Combat Casting, Craft Wand^B, Dodge,

Scribe Scroll^B, Spell Focus (enchantment)

Skills Bluff +5, Concentration +10 (+14 casting defensively),

Decipher Script +9, Diplomacy +7, Disguise +0

(+2 to act in character), Gather Information +5,

Intimidate +7, Knowledge (arcana) +12, Listen +5,

Sense Motive +5, Sleight of Hand +4, Spellcraft +14

Possessions combat gear plus mwk

battleaxe, *bracers of armor* +3

Spellbook Prepared spells plus: all 0-level spells; 1st—*alarm, burning hands, cause fear, enlarge person, hypnotism, ventriloquism*; 2nd—*daze monster, ghoul touch, minor image, scare, touch of idiocy*; 3rd—*blink, heroism, ray of exhaustion, suggestion*

MINIONS, MONSTERS, AND MINOR CHARACTERS

DAEGAR CAPTAIN

CR 5

Male dark dwarf fighter 5
LE Medium humanoid
Init +1; Senses darkvision 120 ft.; Listen +1, Spot -1
Languages Common, Dwarven, Hammertalk
AC 20 (19 with longspear), touch 11, flat-footed 19 (18 with longspear); +4 against giants
hp 47 (5 HD)
Resist +2 save against spells and spell-like effects, stability (+4 against bull rush and trip)
Fort +7 (+9 against poison), Ref +2, Will +2
Weakness light sensitivity
Spd 20 ft.
Melee* mwk battleaxe +7 (1d8+6/x3) or
Melee* longspear +6 (1d8+10/x3)
* includes adjustments for a 3-point Power Attack
Space 5 ft.; Reach 5 ft. (10 ft. with longspear)
Base Atk +5; Grp +8
Atk Options Cleave, Power Attack, +1 attack bonus against goblinoids
Abilities Str 16, Dex 13, Con 16, Int 12, Wis 8, Cha 6
SQ stonecunning
Feats Cleave^B, Iron Will, Power Attack, Weapon Focus (battleaxe)^B, Weapon Focus (longspear)^B
Skills Appraise +1 (+3 related to stone or metal items), Climb +6, Craft +1 (+3 related to stone or metal), Hide -2, Intimidate +6, Jump +2, Listen +1, Move Silently -2, Search +1 (+3 to notice unusual stonework)
Possessions *full plate* +1, light steel shield, mwk battleaxe, longspear

DAEGAR WARRIORS

CR 2

Male dark dwarf warrior 3
LE Medium humanoid
Init +0; Senses darkvision 120 ft.; Listen +4, Spot +2
Languages Common, Dwarven
AC 16 (15 with longspear), touch 10, flat-footed 16 (15 with longspear); +4 against giants
hp 17 (3 HD)
Resist +2 save against spells and spell-like effects, stability (+4 against bull rush and trip)
Fort +4 (+6 against poison), Ref +1, Will +1
Weakness light sensitivity
Spd 20 ft.
Melee battleaxe +3 (1d8/x3) or
Melee longspear +3 (1d8/x3)
Space 5 ft.; Reach 5 ft. (10 ft. with longspear)
Base Atk +3; Grp +3

Atk Options +1 attack bonus against goblinoids

Abilities Str 11, Dex 11, Con 13, Int 10, Wis 10, Cha 6
Feats Alertness, Endurance
Skills Appraise +0 (+2 related to stone or metal items), Craft +0 (+2 related to stone or metal), Handle Animal +4, Hide -3, Intimidate +4, Listen +4, Move Silently -3, Spot +2, Search +0 (+2 to notice unusual stonework)
Possessions chainmail, light steel shield, battleaxe, longspear

DARK DWARF SAVANT

CR 5

Male dark dwarf wizard 5
LE Medium humanoid
Init +0; Senses darkvision 120 ft.; Listen +3, Spot +1
Languages Common, Dwarven, Ignan, Infernal, Terran
AC 15, touch 12, flat-footed 13; +4 against giants
hp 19 (5 HD)
Resist +2 save against spells and spell-like effects, stability (+4 against bull rush and trip)
Fort +4 (+6 against poison), Ref +1, Will +1
Weakness light sensitivity
Spd 20 ft.
Melee mwk quarterstaff +2 (1d6-1)
Base Atk +2; Grp +1
Atk Options +1 attack bonus against goblinoids
Combat Gear scroll of *fireball*, scroll of *obscuring mist*, scroll of *summon monster II*
Wizard Spells Prepared (CL 5th, +1 melee touch, +4 ranged touch)
3rd—*lightning bolt* (DC 16), *stinking cloud* (DC 17)
2nd—*acid arrow, mirror image, web* (DC 16)
1st—*grease, magic missile, shield, summon monster I*
0—*detect magic, flare* (DC 13),
light, prestidigitation

Abilities Str 8, Dex 14, Con 12, Int 16, Wis 13, Cha 8
Feats Combat Casting, Forge Ring^B, Scribe Scroll^B, Spell Focus (conjuration)
Skills Appraise +3 (+5 related to stone or metal items), Concentration +9, Craft +3 (+5 related to stone or metal), Decipher Script +11, Hide +4, Knowledge (arcana) +11, Knowledge (history) +11, Listen +3, Move Silently +4, Search +3 (+5 to notice unusual stonework), Spellcraft +13, Use Magic Device +3 (+5 involving scrolls)
Possessions combat gear plus mwk quarterstaff, *bracers of armor* +3
Spellbook Prepared spells plus: all 0-level spells; 1st—*color spray, identify, mage armor, obscuring mist, unseen servant*; 2nd—*arcane lock, fog cloud, owl's wisdom, summon monster II*; 3rd—*fireball, sepia snake sigil, summon monster III*

FIENDISH WHISPER SPIDER

CR 8

CE Huge magical beast (extraplanar)
Bestiary of Krynn (whisper spider)
Init +4; Senses darkvision 60 ft., tremorsense 60 ft.; Listen +3, Spot +5
Languages Common (cannot speak)

AC 17, touch 12, flat-footed 13 (+4

Dex, +5 natural, -2 size)

hp 60 (8 HD); DR 5/magic

Resist cold 10, fire 10; SR 13

Fort +8, Ref +10, Will +3

Spd 30 ft., climb 20 ft.

Melee* bite +12 (2d6+7 plus poison)

* magical weapon for the purposes of overcoming damage reduction

Space 15 ft.; Reach 10 ft.

Base Atk +8; Grp +19

Atk Options Combat Reflexes, Improved Feint, poison (injury, DC 18, 1d6 Wis/2d6 Wis), smite good (1/day, +8 damage), sneak attack +1d6

Special Actions web

Abilities Str 21, Dex 19, Con 14, Int 7, Wis 12, Cha 7

Feats Alertness, Combat Reflexes, Improved Feint^B, Weapon Focus (bite)

Skills Bluff +1 (+5 feint), Climb +15, Hide +6 (+8 in webs), Jump +13, Listen +3, Move Silently +12 (+14 in webs), Spot +5, Survival +3

Tremorsense (Ex) A whisper spider can detect and pinpoint any creature or object within 60 feet in contact with the ground or within any range in contact with its web.

Web (Ex) A whisper spider can throw a web eight times a day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to Large size. An entangled creature can escape with a DC 16 Escape Artist check or burst it with a DC 20 Strength check. The check DCs are Constitution-based and the Strength check includes a +4 racial bonus. Whisper spiders can also create sheets of sticky webbing from 5 to 60 feet square. They can position these sheets to snare flying creatures or to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check or become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has 14 hit points and damage reduction of 5/-. Whisper spiders are also adept at fashioning their webs into flimsy shapes that enable them to trick opponents. These shapes include false spiders, banners, twisting loops, and other useful distractions. A whisper spider who uses its webbing in this manner gains a +4 circumstance bonus to Bluff checks when feinting in combat. A whisper spider can move across its own web at its climb speed and pinpoint the location of any creature touching its web.

HYLAR CAPTAIN

CR 5

Male mountain dwarf fighter 5

LG Medium humanoid

Init +1; Senses darkvision 60 ft.; Listen -1, Spot -1

Languages Common, Dwarven, Hammertalk

AC 20, touch 11, flat-footed 19; +4 against giants

hp 47 (5 HD)

Resist +2 save against spells and spell-like effects, stability (+4 against bull rush and trip)

Fort +7 (+9 against poison), Ref +2, Will +2

Spd 20 ft.

Melee* mwk warhammer +7 (1d8+8/x3) or

Ranged light crossbow +6 (1d8/19-20)

* includes adjustments for a 3-point Power Attack

Base Atk +5; Grp +8

Atk Options Cleave, Power Attack, +1 attack bonus against goblinoids

Abilities Str 16, Dex 13, Con 16, Int 12, Wis 8, Cha 8

SQ stonemasonry

Feats Cleave^B, Iron Will, Power Attack, Weapon Focus (warhammer)^B, Weapon Specialization (warhammer)^B

Skills Appraise +1 (+3 related to stone or metal items), Climb +6, Craft +1 (+3 related to stone or metal), Intimidate +8, Jump +2, Search +1 (+3 to notice unusual stonework)

Possessions *full plate* +1, light steel shield, mwk warhammer, light crossbow with 10 bolts

HYLAR PRISONER

CR 1/2

Male and female mountain dwarf commoner 1

N Medium humanoid

Init +0; Senses darkvision 60 ft.; Listen +0, Spot +0

Languages Common, Dwarven

AC 10, touch 10, flat-footed 10; +4 against giants

hp 4 (1 HD)

Resist +2 save against spells and spell-like effects, stability (+4 against bull rush and trip)

Fort +1 (+3 against poison), Ref +0, Will +0

Spd 20 ft.

Melee unarmed strike +0 (1d3 nonlethal)

Base Atk +0; Grp +0

Atk Options +1 attack bonus against goblinoids

Abilities Str 11, Dex 10, Con 12, Int 10, Wis 11, Cha 9

Feats Skill Focus (Craft)^B, Track

Skills Appraise +0 (+2 related to stone or metal items), Craft +8 (+10 related to stone or metal), Profession (various) +5, Search +0 (+2 to notice unusual stonework)

HYLAR WARLEADER

CR 8

Male mountain dwarf fighter 8

LE Medium humanoid

Init +1; Senses darkvision 60 ft.; Listen -1, Spot -1

Languages Common, Dwarven, Hammertalk

AC 20, touch 11, flat-footed 19; +4 against giants

hp 73 (8 HD)

Resist +2 save against spells and spell-like effects, stability (+4 against bull rush and trip)

Fort +9 (+11 against poison), Ref +3, Will +3

Spd 20 ft.

Melee* +1 warhammer +8/+3 (1d8+11/x3) or

Ranged mwk heavy crossbow +10 (1d10/19-20)

* includes adjustments for a 5-point Power Attack

Base Atk +8; Grp +11

Atk Options Cleave, Combat Reflexes, Improved Bull

Rush, Power Attack, +1 attack bonus against goblinoids

Abilities Str 16, Dex 13, Con 16, Int 12, Wis 8, Cha 9
SQ stonemasonry
Feats Cleave^B, Combat Reflexes^B, Improved Bull Rush^B,
Iron Will, Leadership, Power Attack, Weapon Focus
(warhammer)^B, Weapon Specialization (warhammer)^B
Skills Appraise +1 (+3 related to stone or metal
items), Climb +10, Craft +1 (+3 related to stone
or metal), Intimidate +10, Jump +6, Listen -1,
Search +1 (+3 to notice unusual stonework)
Possessions *full plate* +1, mwk light steel shield, +1
warhammer, mwk heavy crossbow with 5 bolts

HYLAR WARRIORS CR 2

Male mountain dwarf warrior 3
LG Medium humanoid
Init +0; Senses darkvision 60 ft.; Listen +2, Spot +2
Languages Common, Dwarven
AC 16, touch 10, flat-footed 16; +4 against giants
hp 17 (3 HD)
Resist +2 save against spells and spell-like effects,
stability (+4 against bull rush and trip)
Fort +4 (+6 against poison), Ref +1, Will +1
Spd 20 ft.
Melee warhammer +3 (1d8/x3) or
Ranged light crossbow +3 (1d8/19-20)
Base Atk +3; Grp +3
Atk Options +1 attack bonus against goblinoids
Abilities Str 11, Dex 11, Con 13, Int 10, Wis 10, Cha 8
Feats Alertness, Endurance
Skills Appraise +0 (+2 related to stone or metal items),
Craft +0 (+2 related to stone or metal), Handle
Animal +5, Intimidate +5, Listen +2, Spot +2,
Search +0 (+2 to notice unusual stonework)
Possessions chainmail, light steel shield,
warhammer, light crossbow with 10 bolts

THEIWAR CAPTAIN CR 5

Male dark dwarf fighter 5
LE Medium humanoid
Init +1; Senses darkvision 120 ft.; Listen +1, Spot -1
Languages Common, Dwarven, Hammertalk
AC 20, touch 11, flat-footed 19; +4 against giants
hp 47 (5 HD)
Resist +2 save against spells and spell-like effects,
stability (+4 against bull rush and trip)
Fort +7 (+9 against poison), Ref +2, Will +2
Weakness light sensitivity
Spd 20 ft.
Melee* mwk battleaxe +7 (1d8+8/x3) or
Ranged heavy crossbow +6 (1d10/19-20)
* includes adjustments for a 3-point Power Attack
Base Atk +5; Grp +8
Atk Options Cleave, Power Attack, +1
attack bonus against goblinoids
Abilities Str 16, Dex 13, Con 16, Int 12, Wis 8, Cha 6
SQ stonemasonry
Feats Cleave^B, Iron Will, Power Attack,
Weapon Focus (battleaxe)^B, Weapon
Specialization (battleaxe)^B

Skills Appraise +1 (+3 related to stone or metal
items), Climb +7, Craft +1 (+3 related to
stone or metal), Hide -2, Intimidate +7,
Jump +3, Listen +1, Move Silently -2, Search
+1 (+3 to notice unusual stonework)
Possessions *full plate* +1, light steel shield, mwk
battleaxe, heavy crossbow with 5 bolts

THEIWAR WARLEADER CR 8

Male dark dwarf fighter 8
LE Medium humanoid
Init +1; Senses darkvision 120 ft.; Listen +1, Spot -1
Languages Common, Dwarven, Hammertalk
AC 20, touch 11, flat-footed 19; +4 against giants
hp 73 (8 HD)
Resist +2 save against spells and spell-like effects,
stability (+4 against bull rush and trip)
Fort +9 (+11 against poison), Ref +3, Will +3
Weakness light sensitivity
Spd 20 ft.
Melee* +1 battleaxe +8/+3 (1d8+11/x3) or
Ranged mwk heavy crossbow +10 (1d10/19-20)
* includes adjustments for a 5-point Power Attack
Base Atk +8; Grp +11
Atk Options Cleave, Combat Reflexes, Improved Overrun,
Power Attack, +1 attack bonus against goblinoids
Abilities Str 16, Dex 13, Con 16, Int 12, Wis 8, Cha 7
SQ stonemasonry
Feats Cleave^B, Combat Reflexes^B, Improved Overrun^B,
Iron Will, Leadership, Power Attack, Weapon Focus
(battleaxe)^B, Weapon Specialization (battleaxe)^B
Skills Appraise +1 (+3 related to stone or metal items),
Climb +10, Craft +1 (+3 related to stone or metal),
Hide -2, Intimidate +10, Jump +6, Listen +1, Move
Silently -2, Search +1 (+3 to notice unusual stonework)
Possessions *full plate* +1, mwk light steel shield, +1
battleaxe, mwk heavy crossbow with 5 bolts

THEIWAR WARRIORS CR 2

Male dark dwarf warrior 3
LE Medium humanoid
Init +0; Senses darkvision 120 ft.; Listen +4, Spot +2
Languages Common, Dwarven
AC 16, touch 10, flat-footed 16; +4 against giants
hp 17 (3 HD)
Resist +2 save against spells and spell-like effects,
stability (+4 against bull rush and trip)
Fort +4 (+6 against poison), Ref +1, Will +1
Weakness light sensitivity
Spd 20 ft.
Melee battleaxe +3 (1d8/x3) or
Ranged light crossbow +3 (1d8/19-20)
Base Atk +3; Grp +3
Atk Options +1 attack bonus against goblinoids
Abilities Str 11, Dex 11, Con 13, Int 10, Wis 10, Cha 6
Feats Alertness, Endurance
Skills Appraise +0 (+2 related to stone or metal
items), Craft +0 (+2 related to stone or metal),
Handle Animal +4, Hide -3, Intimidate +4,

Listen +4, Move Silently -3, Spot +2, Search +0 (+2 to notice unusual stonework)
Possessions chainmail, light steel shield, battleaxe, light crossbow with 10 bolts

YOUNG RED DRAGON

CR 7

CE Large dragon (fire)

Init +0; Senses blindsense 60 ft., darkvision 120 ft., keen senses; Listen +19, Spot +19

Languages Common, Draconic

AC 21, touch 9, flat-footed 21

hp 123 (13 HD)

Immune fire, paralysis, *sleep*

Fort +11, Ref +8, Will +9

Weakness vulnerability to cold

Spd 40 ft., fly 150 ft. (poor)

Melee bite +19 (2d6+7) and 2 claws each +17 (1d8+3) and

2 wings each +17 (1d6+3) and tail slap +17 (1d8+10)

Space 10 ft.; Reach 5 ft. (10 ft. with bite)

Base Atk +13; Grp +24

Atk Options Flyby Attack, Flyby Breath

Special Actions breath weapon (40 ft. cone, once every

1d4 rounds, 6d10 fire, Reflex DC 19 half), Hover

Sorcerer Spells Known (CL 1st, +19 melee

touch, +12 ranged touch)

1st (4/day)—*alarm, divine favor*

0 (5/day)—*dancing lights, detect*

magic, guidance, read magic

Abilities Str 25, Dex 10, Con 17, Int 12, Wis 13, Cha 12

Feats Alertness, Flyby Attack, Flyby

Breath, Hover, Multiattack

Skills Bluff +17, Diplomacy +3, Intimidate +17,

Knowledge (arcana) +17, Listen +19, Search +17,

Sense Motive +17, Spellcraft +3, Spot +19



APPENDIX TWO: HEROES OF THE LANCE

This appendix includes statistics blocks for the Heroes of the Lance as they are at the beginning of *Dragons of Autumn*. They may be used as pregenerated characters, or you might choose to use them as NPCs or incidental characters if the players are using their own heroes. Eight are available at the start, while two more (Gilthanas and Tika) do not become available as player characters until **Chapter Two: Flame**.

Note: These stat blocks differ slightly from those in **Appendix I** because the skill ranks are provided. You may find this to be useful when advancing the heroes throughout the adventure.

HEROES AVAILABLE AS PLAYER CHARACTERS IN CHAPTER ONE: DESPAIR

If you are running this adventure with only four players, you may want to provide the players with the stat blocks for Goldmoon, Raistlin, Tanis, and Tasslehoff and either advance them by two levels (Goldmoon +2 levels cleric, Raistlin +2 levels Wizard of High Sorcery prestige class, Tanis +2 levels fighter, and Tasslehoff +2 levels Handler prestige class) or have the other four characters remain with the party as NPCs. A third option, which can be quite rewarding, is to assign two heroes to each player, with the following combinations being ideal: Goldmoon/Riverwind, Tanis/Sturm, Raistlin/Caramon, Tasslehoff/Flint.

CARAMON MAJERE

CR 5

Male civilized human fighter 5

LG Medium humanoid

Init +0; Senses Listen +0, Spot +2

Languages Abanasinian, Camptalk, Common

AC 17, touch 10, flat-footed 17

hp 42 (5 HD)

Fort +7, Ref

+1, Will +1

Spd 20 ft. (+1 chainmail); base 30 ft.

Melee mwk longsword +11 (1d8+6/19-20) or

Melee dagger +9 (1d4+4/19-20) or

Melee unarmed strike +9 (1d3+4)

Base Atk +5; Grp +9



Atk Options Cleave, Improved Bull Rush, Improved Unarmed Strike, Power Attack

Abilities Str 19, Dex 11, Con 17,

Int 12, Wis 11, Cha 15

Feats Cleave, Improved Bull Rush, Improved Unarmed Strike^B, Power Attack^B, Weapon Focus (longsword)^B, Weapon Specialization (longsword)^B

Skills Intimidate 8/+10, Ride 8/+8, Search 3/+4, Spot 2/+2, Survival 3/+3

Possessions +1 chainmail, light steel shield, mwk longsword, dagger, backpack, waterskin, whetstone

FLINT FIREFORGE

CR 5

Male hill dwarf fighter 4/master 1

NG Medium humanoid

War of the Lance (master class, Stubborn feat)

Init +0; Senses Listen +1, Spot +3

Languages Common, Dwarven, Goblin

AC 14, touch 10, flat-footed 14; +4

dodge bonus against giants

hp 42 (5 HD)

Resist +2 save against spells and spell-like effects, stability (+4 against bull rush and trip)

Fort +8 (+10 against poison), Ref +1, Will +5

Spd 20 ft.

Melee +1 handaxe +9 (1d6+4/x3) or

Melee dagger +7 (1d4+3/19-20) or

Ranged dagger +4 (1d4+3/19-20)

Base Atk +4; Grp +7

Atk Options Cleave, Power Attack

Abilities Str 16, Dex 10, Con 18, Int 10, Wis 12, Cha 13

SQ knack, primary focus (Craft), stonemasonry

Feats Cleave^B, Power Attack^B, Skill Focus (Craft

[Blacksmithing]), Stubborn, Weapon Focus (handaxe)^B

Skills Appraise

6/+6 (+8

relating to stone

or metal, +10

blacksmithing),

Craft

(blacksmithing)

6/+13, Intimidate

4/+7, Knowledge

(local) 2/+2,

Search 0/+0 (+2

to notice unusual

stonework),

Spot 2/+3

Possessions mwk

studded leather

armor, light

wooden shield,

+1 handaxe,

daggers (3)

Knack—Applied Craftsmanship (Ex) Flint may apply up to half of his 6 ranks in Craft (blacksmithing) to any other Craft check in which he has no ranks.

Primary Focus—Craft (Ex) Flint gains a +2 competence bonus on all Craft checks.

GOLDMOON

CR 5

Female nomadic human heathen cleric 5

LG Medium humanoid

War of the Lance (Charming feat)

Init +2; Senses Listen +3, Spot +3

Languages Abanasinian, Common, Plainsfolk

AC 15, touch 12, flat-footed 13

hp 29 (5 HD)

Fort +5, Ref +3, Will +9

Spd 30 ft.

Melee *Blue Crystal Staff* +7 (1d6+3) or

Ranged +1 *sling* +6 (1d4+2)

Base Atk +3; Grp +4

Abilities Str 12, Dex 14, Con 12, Int 12, Wis 17, Cha 17

Feats Charming, Iron Will^B, Weapon Focus (quarterstaff)

Skills Bluff 0/+5, Concentration 2/+3, Diplomacy 6/+11,

Heal 6/+9, Knowledge (religion) 6/+7, Perform

(lute) 2/+5, Sense Motive 2/+5, Survival 2/+5

Possessions +1 *leather armor*, +1 *sling* and

10 sling bullets, *Blue Crystal Staff*, healer's

kit, *mwk lute*, *waterskin*, *blanket*

Heathen Cleric Goldmoon begins play as a heathen cleric

with no clerical powers, which means she cannot channel positive energy, access clerical domains, turn undead, or cast clerical spells. She does count as a cleric

of Mishakal for the purposes of accessing the power of the *Blue Crystal Staff*. When she studies the *Disks of Mishakal*, she will gain access to the following abilities:

Special Actions turn undead 6/day (+3, 2d6+8, 5th)

Cleric Spells Prepared (CL 5th, +4 melee touch, +5 ranged touch)

Deity: Mishakal. Domains: Good, Healing

SQ spontaneous casting (*cure* spells)

Blue Crystal Staff This holy artifact has many

special powers and abilities. See the *War of the*

Lance sourcebook p 56 for more details.

RAISTLIN MAJERE

CR 5

Male civilized human wizard 5

N Medium humanoid

War of the Lance (Spellcasting Prodigy feat)

Init +3; Senses Listen +1, Spot +1

Languages Abanasinian, Common, Elven, Magius, Solamnic

AC 16, touch 16, flat-footed 13

hp 10 (5 HD)

Fort +0, Ref +4, Will +5

Spd 30 ft.

Melee *staff of Magius* +3 (1d6+1) or

Melee *dagger of Magius* +4 (1d4+2/19-20)

Base Atk +2; Grp +1

Wizard Spells prepared (CL 5th, +1 melee

touch, +5 ranged touch)

3rd—*deep slumber* (DC 18), *slow* (DC 17)

2nd—*darkness*, *detect thoughts* (DC 16), *web* (DC 16)

1st—*charm person* (DC 16), *comprehend languages*, *identify*, *sleep* (DC 16)

0—*detect magic*, *ghost sound* (DC 14), *prestidigitation*, *read magic*

Abilities Str 9, Dex 16, Con 9, Int 18, Wis 12, Cha 10
SQ moon magic

Feats Brew Potion^B, Magical Aptitude, Scribe Scroll^B,
Spell Focus (enchantment), Spellcasting Prodigy^B

Skills Concentration 6/+5, Decipher Script 2/+6,

Heal 2/+3, Knowledge (arcana) 8/+12, Knowledge

(history) 5/+9, Profession (herbalist) 5/+6, Search

1/+5, Sleight of Hand 3/+6, Spellcraft 8/+16

Possessions *dagger of Magius*, *staff of Magius*,

red robes, herbalist's supplies, scrolls,

ink, writing supplies, spellbook

Spellbook prepared spells plus 0—all common and

unnamed; 1—*burning hands*, *floating disk*, *magic missile*;

2—*mirror image*, see *invisibility*; 3—*arcane sight*

Moon Magic (Su) For the purposes of this adventure,

Raistlin will benefit from the effects of Lunitari's

moon phases. He has passed the Test of High Sorcery

and will be able to take levels in the Wizard of High

Sorcery prestige class once he has acquired sufficient

experience (or survives to Chapter Two: Flame) but

for the time being his only benefits from passing

the Test are the Staff of Magius and moon magic.

RIVERWIND

CR 5

Male nomadic human barbarian 3/ranger 2

NG Medium humanoid

Init +7; Senses Listen +9, Spot +7

Languages Abanasinian, Common, Plainsfolk

AC 17, touch 13, flat-footed 14; uncanny dodge

hp 37 (5 HD)

Fort +8, Ref +7, Will +3

Spd 40 ft.

Melee +1 *keen longsword* +8 (1d8+5/17-20)

and *mwk kukri* +7 (1d4+2/18-20) or

Ranged *mwk composite longbow* +8 (1d8+4/x3)

Base Atk +5; Grp +9

Special Actions combat style (two-weapon), favored

enemy animals +2, rage 1/day (7 rounds)

Abilities Str 18, Dex 16, Con 14, Int 13, Wis 14, Cha 11

SQ trap sense +1, wild empathy +2

Feats Alertness^B, Improved Initiative, Lightning

Reflexes, Track^B, Two-Weapon Fighting^B

Skills Climb 4/+8, Handle Animal 3/+3, Intimidate

6/+6, Jump 4/+8, Knowledge (nature) 5/+8,

Listen 5/+9, Move Silently 5/+8, Profession

(herder) 5/+7, Search 3/+4, Spot 3/+7, Survival

5/+7 (+9 aboveground), Swim 4/+8

Possessions +2 *leather armor*, +1 *keen longsword*,

mwk kukri, *mwk composite longbow* (Str +4)

with 20 arrows, *backpack*, *camp gear*.

Rage (Ex) When Riverwind rages, his

statistics change as follows

AC 15, touch 11, flat-footed 12

hp 83 (5 HD)

Fort +10, Will +4
Melee +1 keen longsword +10 (1d8+7/17-20)
and mwk kukri +9 (1d4+3/18-20)
Grp +11
Abilities Str 22, Con 18
Skills Climb +10, Jump +10, Swim +10

STURM BRIGHTBLADE CR 5

Male civilized human fighter 5
LG Medium humanoid
War of the Lance (Brightblade)
Init +1; Senses Listen +1, Spot +1
Languages Abanasinian, Common, Solamnic
AC 19, touch 10, flat-footed 19
hp 40 (5 HD)
Resist Honor-bound
Fort +7, Ref +2, Will +2
Spd 20 ft. (mwk half-plate); base 30 ft.
Melee *Brightblade* +11 (1d10+7/19-20 plus 2d6 lawful) or
Melee dagger +8 (1d4+3/19-20)
Base Atk +5; Grp +8
Atk Options Combat Expertise, Power Attack
Abilities Str 17, Dex 12, Con 16, Int 14, Wis 12, Cha 12
Feats Combat Expertise, Exotic Weapon Proficiency
(bastard sword)^B, Honor-bound^B, Power
Attack, Weapon Focus (bastard sword)^B,
Weapon Specialization (bastard sword)^B
Skills Diplomacy 4/+5, Handle Animal 6/+7,
Knowledge (nobility and royalty) 4/+6,
Ride 6/+9, Search 2/+4, Sense Motive 2/+3,
Swim 4/-7 (with armor check penalty)
Possessions mwk half-plate, heavy steel shield,
Brightblade, dagger, signet ring, bedroll, waterskin

TANIS HALF-ELVEN CR 5

Male half-elf fighter 5
NG Medium humanoid (elf)
War of the Lance (Quick-Thinking feat)
Init +5; Senses *elvensight* (darkvision 30 ft.,
low-light vision); Listen +3, Spot +5
Languages Common, Goblin, Elven, Camptalk
AC 17, touch 13, flat-footed 14
hp 33 (5 HD)
Immune *sleep*
Fort +5, Ref +4, Will +2 (+4 against
enchantment spells)
Spd 30 ft.
Melee +1 longsword +9 (1d8+4/19-20) or
Ranged mwk composite longbow +10 (1d8+3/x3) or
Ranged mwk composite longbow +8/+8
(1d8+3/x3) with Rapid Shot
Base Atk +5; Grp +8
Atk Options Point Blank Shot
Abilities Str 16, Dex 17, Con 12, Int 12, Wis 13, Cha 15
Feats Alertness, Point Blank Shot^B, Quick-Thinking,
Rapid Shot^B, Weapon Focus (longbow)^B
Skills Craft (bowyer) 2/+3, Diplomacy 3/+7,
Gather Information 0/+4, Listen 0/+3,
Search 3/+5, Spot 2/+7, Survival 3/+4

Possessions +2 *leather armor*, +1 *longsword*,
mwk composite longbow (Str +3) with 20
arrows, daggers (3), backpack, camp gear

TASSELHOFF BURRFOOT CR 5

Male kender rogue 5
NG Small humanoid
War of the Lance (Improved Taunt feat)
Init +7; Senses Listen +7, Spot +7
Languages Common, Goblin, Kenderspeak
AC 16, touch 14, flat-footed 13; uncanny dodge
hp 29 (5 HD)
Immune fear
Fort +3, Ref +7, Will +0; evasion
Spd 30 ft.
Melee +1 *hoopak* +6 (1d4+2) as club or
Melee +1 *dagger* +6 (1d3+2) or
Ranged +1 *hoopak* +8 (1d3+2) as sling
Base Atk +3; Grp +0
Atk Options sneak attack +3d6
Special Actions taunt
Abilities Str 13, Dex 16, Con 14, Int 12, Wis 9, Cha 13
SQ trap sense +2, trapfinding
Feats Improved Initiative, Improved Taunt
Skills Bluff 6/+7 (+11 with taunt), Climb 6/+7,
Decipher Script 6/+7, Hide 8/+15, Listen 8/+7,
Move Silently 8/+11, Open Lock 8/+13, Search
8/+9, Sleight of Hand 8/+15, Spot 6/+7
Possessions *leather armor*, +1 *hoopak* with 10
sling bullets, +1 *dagger*, mwk thieves' tools,
pouches, various map and scrollcases

HEROES AVAILABLE AS PLAYER CHARACTERS IN CHAPTER TWO: FLAME

Gilthanas and Tika become available during Chapter Two: Flame, with Gilthanas becoming a player hero after Qualinesti (as the heroes set out for the Sla-Mori) and Tika becoming a player hero after the heroes return from Xak Tsaroth to the Inn of the Last Home. If you choose, you may even offer these two characters to the players at the very beginning of the adventure, but you will need to modify some later events (especially those surrounding the heroes' capture by the Dragonarmies in Chapter Two: Flame).

GILTHANAS-KAPAN CR 6

Male Qualinesti elf noble 2/wizard 3/fighter 1
CG Medium humanoid
War of the Lance (Charming & Heroic Surge feats)
Init +3; Senses *elvensight* (darkvision 30 ft.,
low-light vision); Listen +7, Spot +2
Languages Common, Dwarven, Elven, Magius
AC 19, touch 13, flat-footed 16; Dodge
hp 26 (6 HD)
Immune *sleep*
Fort +4, Ref +7, Will +7
Spd 30 ft.
Melee +1 longsword +6 (1d8+2/19-20) or

Ranged mwk composite longbow +7 (1d8+1/20)

Base Atk +3; Grp +4

Special Actions inspire confidence 1/day

Wizard Spells Prepared (CL 3rd, +4

melee touch, +6 ranged touch)

2nd—*knock, shatter* (DC 14)

1st—*hold portal, magic missile, true strike*

0—*light, open/close, prestidigitation, resistance*

Abilities Str 12, Dex 16, Con 12, Int 14, Wis 10, Cha 13

SQ bonus class skill (Move Silently), favor +1

Feats Charming, Dodge^B, Heroic Surge, Scribe

Scroll^B, Weapon Focus (longsword)

Skills Bluff 5/+8, Concentration 5/+6, Diplomacy

5/+15, Gather Information 5/+6, Intimidate 3/+6,

Knowledge (arcana) 5/+7, Knowledge (nobility and

royalty) 5/+7, Listen 5/+7, Move Silently 3/+6, Search

0/+4, Sense Motive 5/+6, Spellcraft 3/+7, Spot 0/+2

Possessions elven chain, mwk light wooden

shield, +1 *longsword*, mwk composite

longbow (+1 Str) and 20 arrows, diplomatic

papers, scrollcase, writing instruments

Spellbook prepared spells plus 0—all common

and unnamed; 1—*alarm, burning hands,*

magic weapon, sleep; 2—*levitate, web*.

Tika Waylan

CR 6

Female civilized human rogue 3/fighter 3

NG Medium humanoid

War of the Lance (Improvise Weapon & Stubborn feats)

Init +3; Senses Listen +1, Spot +9

Languages *Abanasinian, Common*

AC 18, touch 13, flat-footed 15; Dodge, Mobility

hp 33 (6 HD)

Fort +5, Ref +7, Will +5; evasion

Spd 30 ft.

Melee mwk short sword +8 (1d6+2/19-20) or

Melee frying pan +5 (1d8+2) or

Melee shield bash +7 (1d6+1)

Base Atk +5; Grp +7

Atk Options sneak attack +2d6, Improvise

Weapon, Spring Attack

Abilities Str 14, Dex 16, Con 13, Int 9, Wis 12, Cha 14

SQ trap sense +1, trapfinding

Feats Dodge, Improved Shield Bash, Improvise

Weapon^B, Mobility, Spring Attack, Stubborn^B

Skills Appraise 5/+4, Bluff 8/+10, Hide 9/+12,

Intimidate 8/+14, Move Silently 9/+12,

Open Lock 9/+12, Profession (barmaid)

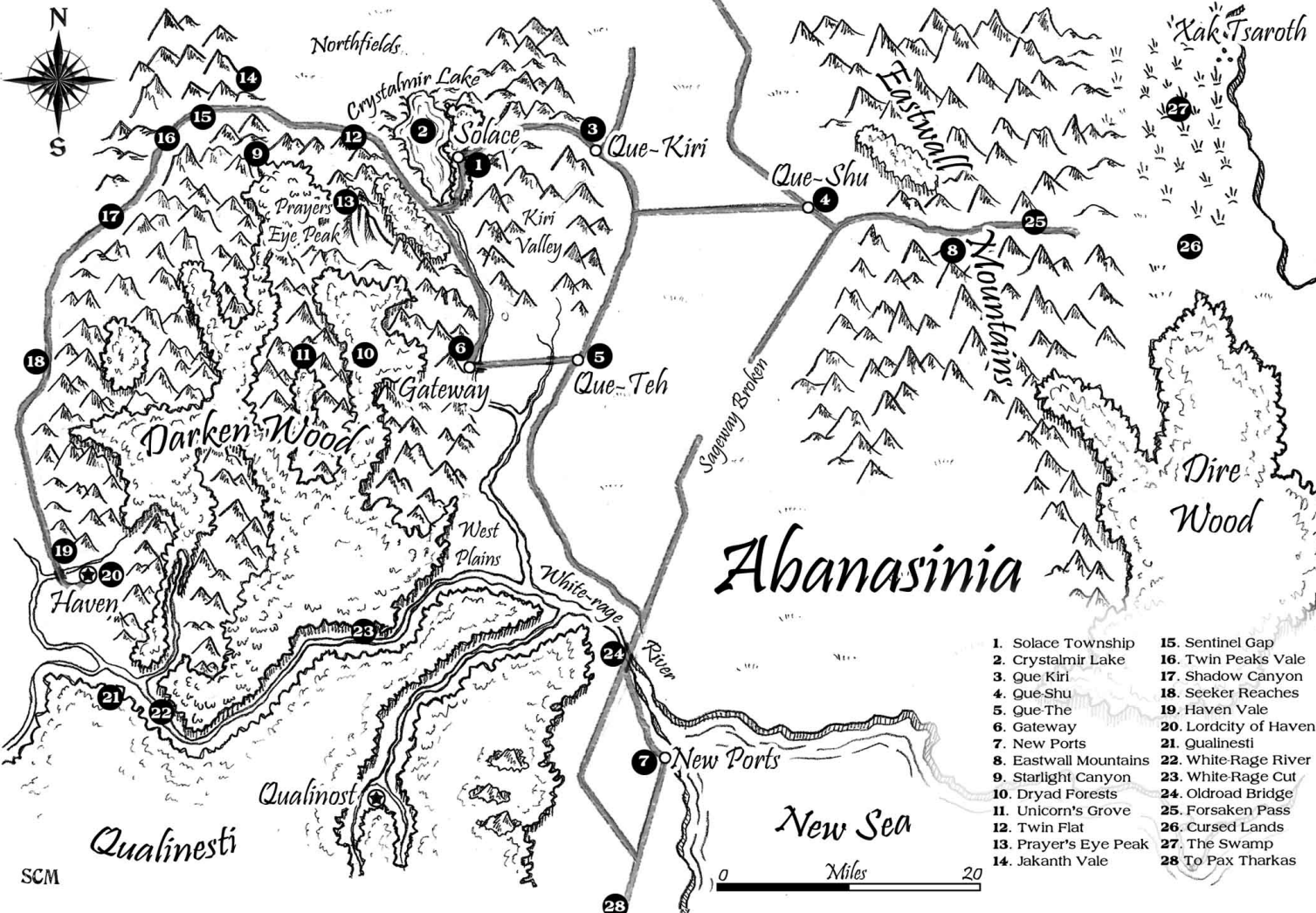
7/+8, Sleight of Hand 9/+14, Spot 8/+9

Possessions chain shirt, light steel shield,

mwk short sword, frying pan (as heavy

mace), father's ring on neckchain



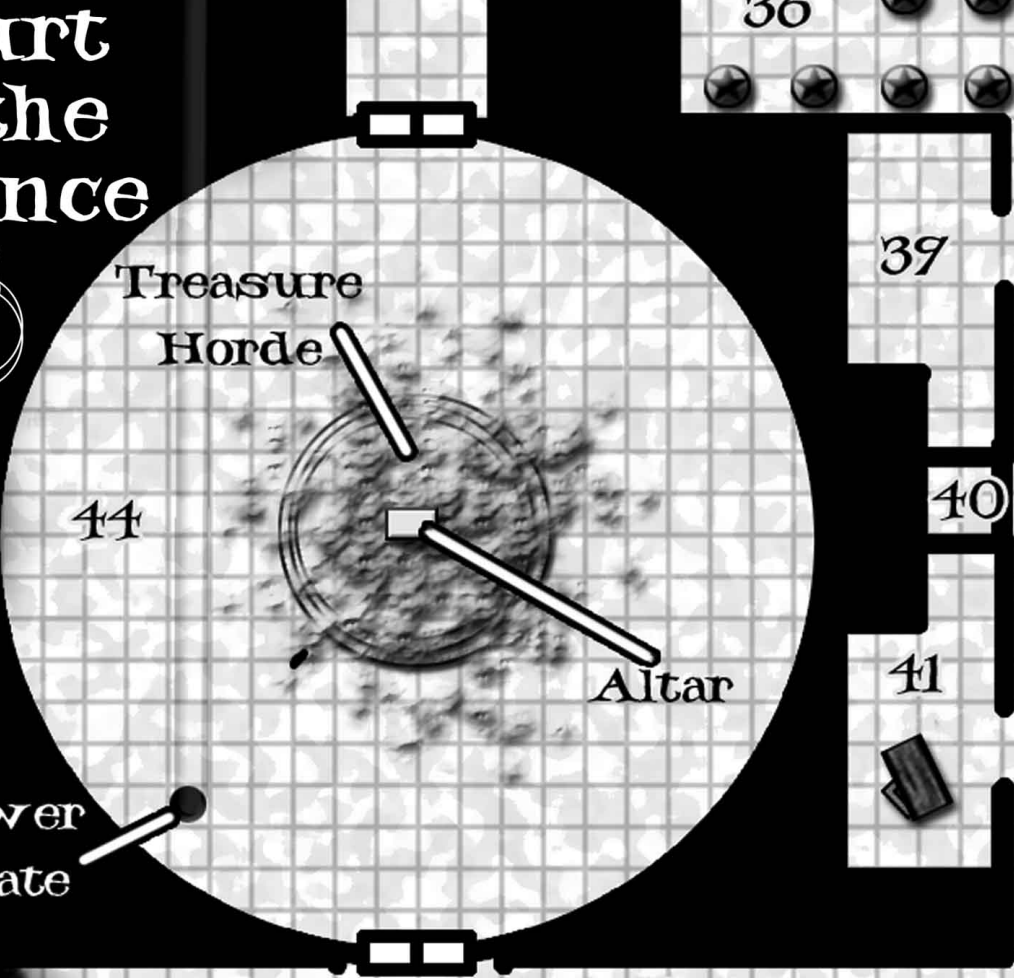
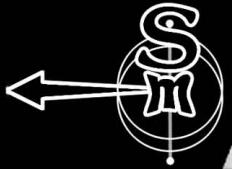


SCM

- | | |
|-----------------------|-----------------------|
| 1. Solace Township | 15. Sentinel Gap |
| 2. Crystalmir Lake | 16. Twin Peaks Vale |
| 3. Que Kiri | 17. Shadow Canyon |
| 4. Que-Shu | 18. Seeker Reaches |
| 5. Que-The | 19. Haven Vale |
| 6. Gateway | 20. Lordcity of Haven |
| 7. New Ports | 21. Qualinesti |
| 8. Eastwall Mountains | 22. White-Rage River |
| 9. Starlight Canyon | 23. White-Rage Cut |
| 10. Dryad Forests | 24. Oldroad Bridge |
| 11. Unicorn's Grove | 25. Forsaken Pass |
| 12. Twin Flat | 26. Cursed Lands |
| 13. Prayer's Eye Peak | 27. The Swamp |
| 14. Jakanth Vale | 28. To Pax Tharkas |

0 Miles 20

Court of the Balance



Treasure Horde

Altar

44

Sewer Grate

1 square - 5ft

36

39

38

40

41

42

Haven

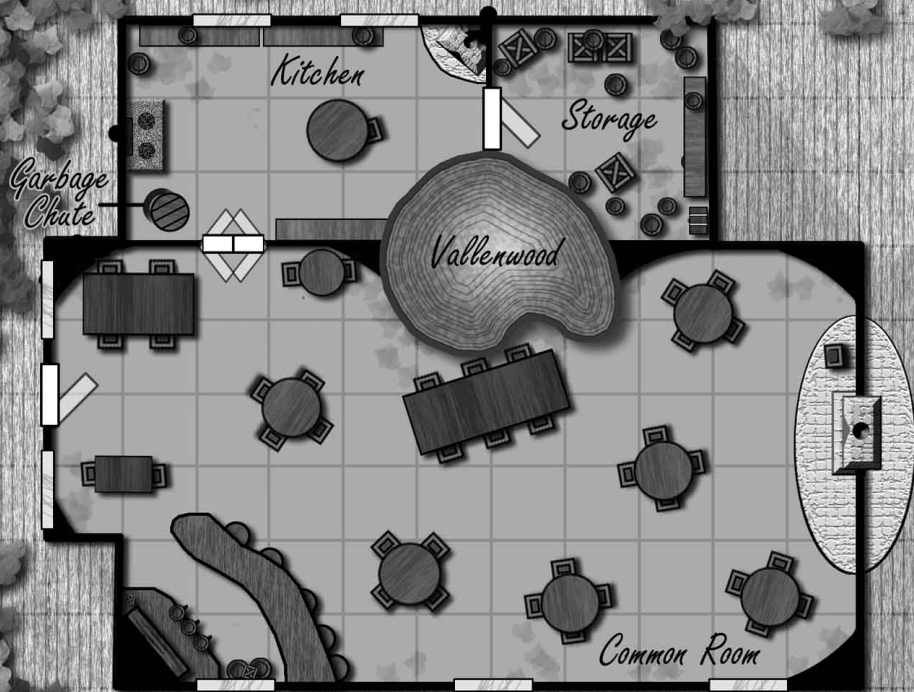
Lordcity of Abanasinia

1. Blackrock Bakery
2. Council Hall
3. Daft Gnome Ale House
4. Grand Market
5. Grinning Goat Tavern
6. Haven Jail
7. Haven River Docks
8. High Hand Inn
9. Karn the Blacksmith
10. Steel Tankard Tavern
11. Mageware Shop
12. Highseeker Council Hall
13. Livestock Exchange
14. Rose Hall
15. Sharl Weaving
16. Swan's Musicians
17. The Blind Chandler
18. The Fine Cobbler's Shop
19. The Ivy Inn
20. Trade Guild



0 Miles 2

Inn of the Last Home



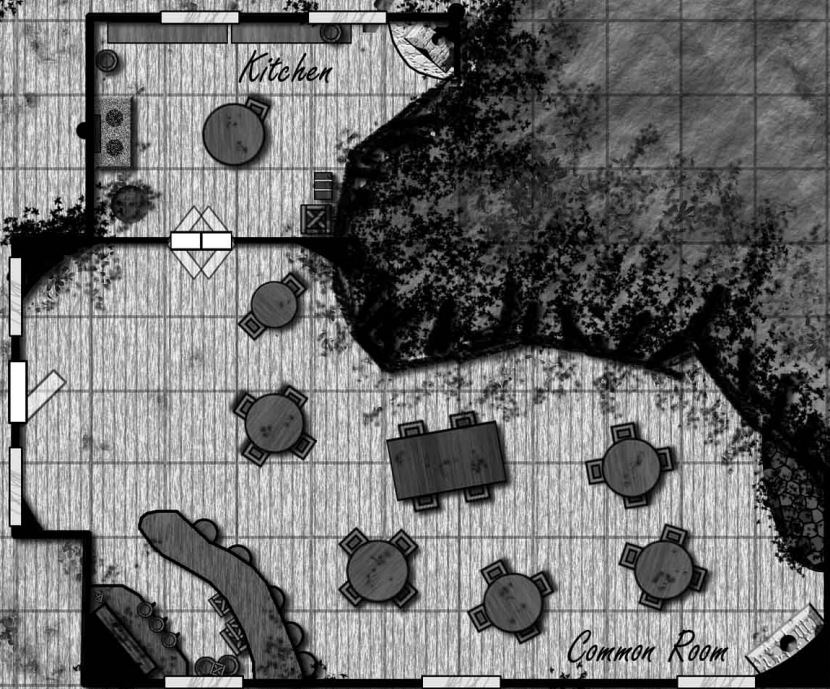
Down to
Ground



1 square = 5ft.

SCM

Inn of the Last Home (Wrecked)



1 square = 5ft.

To Que-Kiri

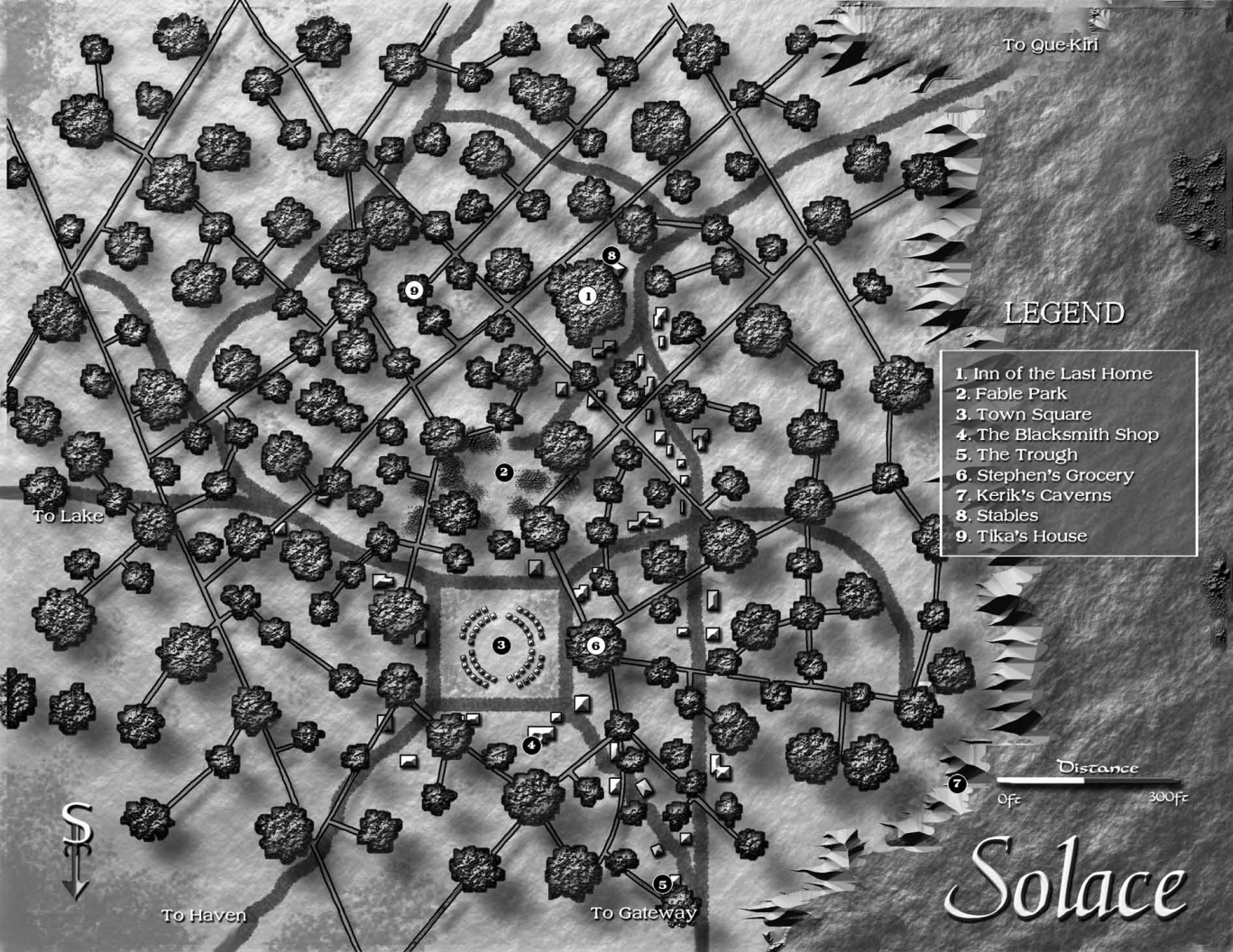
LEGEND

1. Inn of the Last Home
2. Fable Park
3. Town Square
4. The Blacksmith Shop
5. The Trough
6. Stephen's Grocery
7. Kerik's Caverns
8. Stables
9. Tika's House

Distance

0ft 300ft

Solace



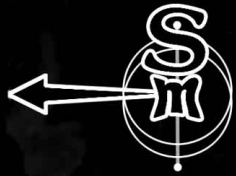
To Lake



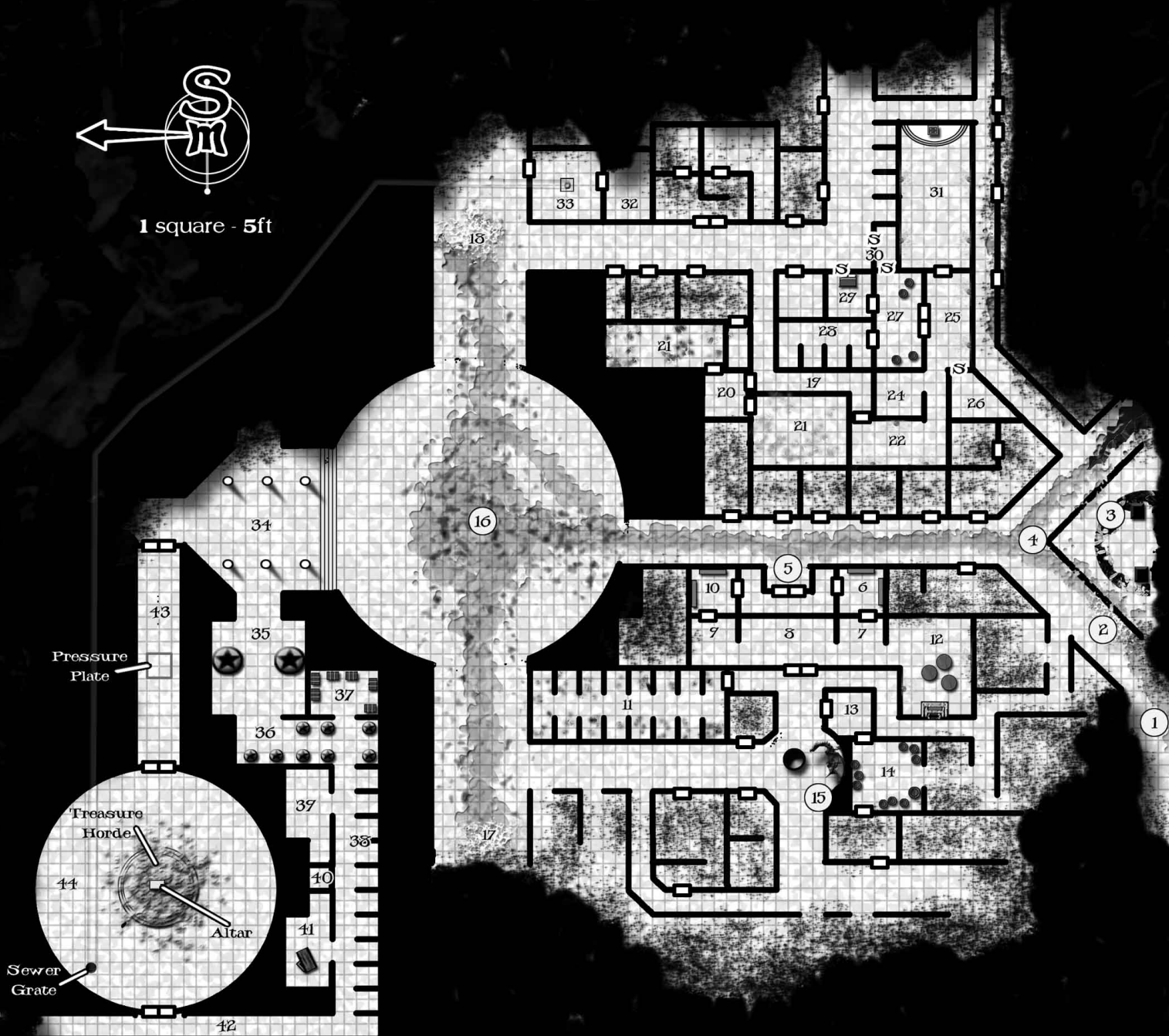
To Haven

To Gateway

Xak Tsaroth Lower Caverns



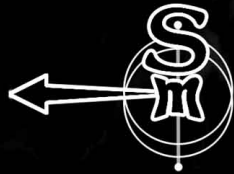
1 square - 5ft



- | | | | |
|-----------------------|------------------------|------------------------|--------------------------|
| 1. Entrance | 12. Mess Hall | 23. Welcome Room | 34. Hall of Justice |
| 2. North Cavern Falls | 13. Larder Office | 24. Guards Post | 35. Honored Dead |
| 3. Treasury Tower | 14. Larder | 25. Waiting Place | 36. First Hall |
| 4. North Mall | 15. Court of Reception | 26. Treasury | 37. Palace Treasury |
| 5. Palace Guard Hall | 16. Great Plaza | 27. Messy Mess | 38. Bozak Quarters |
| 6. North Cell | 17. East Falls | 28. Bulp Clan Rooms | 39. Bozak Captain |
| 7. North Armory | 18. West Falls | 29. Highbulp Quarters | 40. Prisoner Cell |
| 8. Assembly | 19. Alley | 30. Secret Exit | 41. High Priest's Office |
| 9. South Cell | 20. Scum Entrance | 31. Court of the Aghar | 42. Long Hall |
| 10. South Armory | 21. Slud Clan Rooms | 32. Delvers Welcome | 43. Hall of Sound |
| 11. Quarters | 22. Glup Clan Rooms | 33. The Secret Way | 44. Court of the Balance |

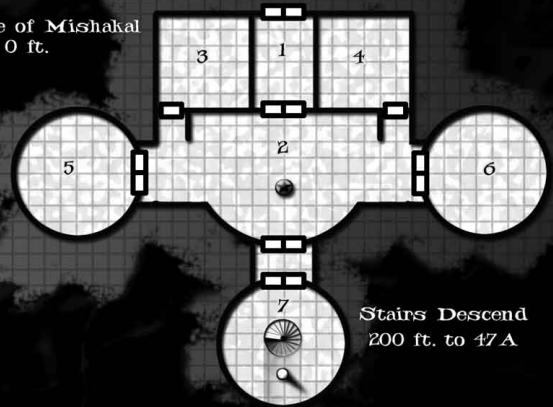
Xak Tsaroth Upper Caverns

1. Temple Entrance
2. Mishakal's Form
3. South Worship Room
4. North Worship Room
5. Southern Holy Circle
6. Northern Holy Circle
7. Paths of the Dead
8. Hall of Ancestors
9. Southern Crypts
10. Going Down
11. Northern Crypts
12. Floorless Room
13. Watch Room
14. Treasure
15. South Temple
16. Temple of the Dead
17. North Temple
18. Sewer Entrance
19. Sewer Junction
20. Sewer Branch
21. Cellar Above
22. Tipped Hallway
23. Ceiling Cooks
24. Bottoms Down
25. Sleeping Inn
26. Chimney Down
27. Bakery
28. Sidestreet
29. Sage Front
30. Sage's Court
31. Treasury Court
32. View from Falls
33. Outer Treasury
34. Vault
35. North Cavern
36. Drain
37. Down the Sink
38. Windows Below
39. Dance on the Wall



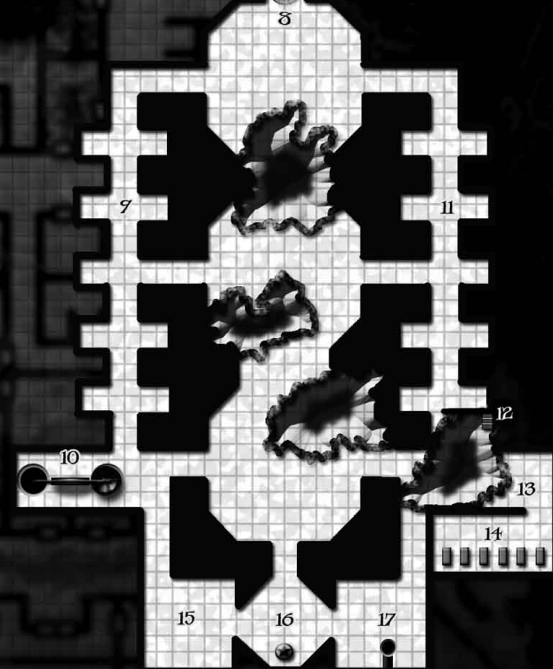
1 square - 5ft

Temple of Mishakal
0 ft.



Stairs Descend
200 ft. to 47A

Hall of Ancestors
-200 ft.

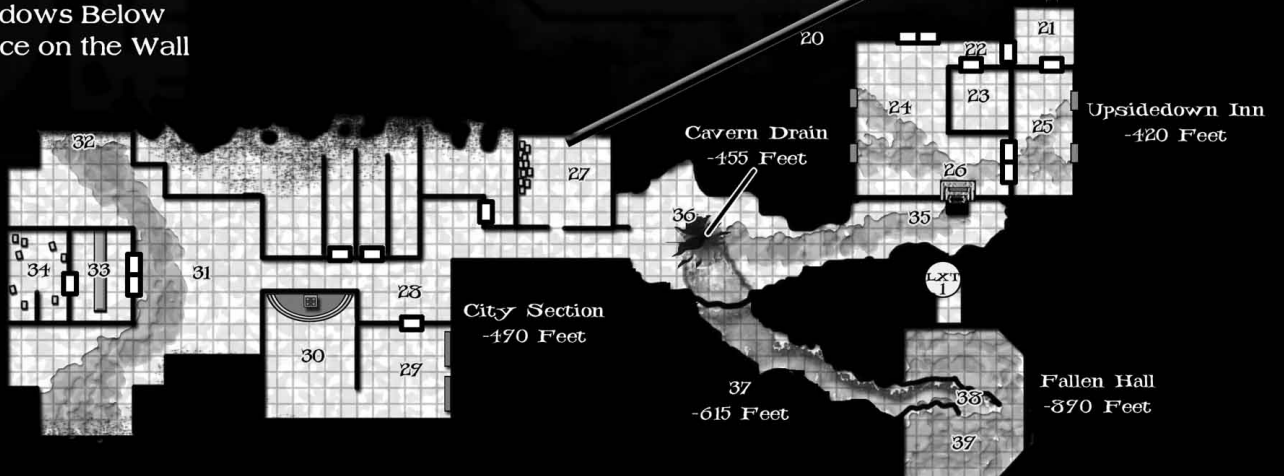


Pipe is 4 ft.
in diameter

Pipe Descends 170 ft. to
Sewer Junction (47)

Pipe Descends 50 ft. from
Sewer Junction (47)
To Inn Cellar (31A)

Pipe Descends 130 ft. from
Sewer Junction (47)
To Bakery (53A)



Xak Tsaroth

LEGEND

1. Swamp Ruins
2. Waters of Swamp
3. Vine Bridges
4. Battle of Fallen Ironclaw
5. Broken Bridge
6. Temple of Baaz
7. Tower of Truth
8. Breeding Pool
9. Swamp Falls
10. Fallen Obelisk
11. Plaza of Death
12. The Great Well
13. Temple of Mishakal



0 FEET 500

Fight for Freedom

Elven Archers



Heroes
Slave Wagon

Supply Wagon
(weapons/armor)

Supply Wagon
(wheat)

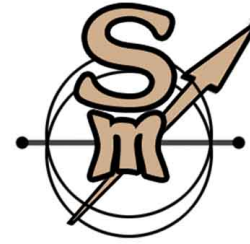
Goblin
Warriors

Hobgoblin
Warriors

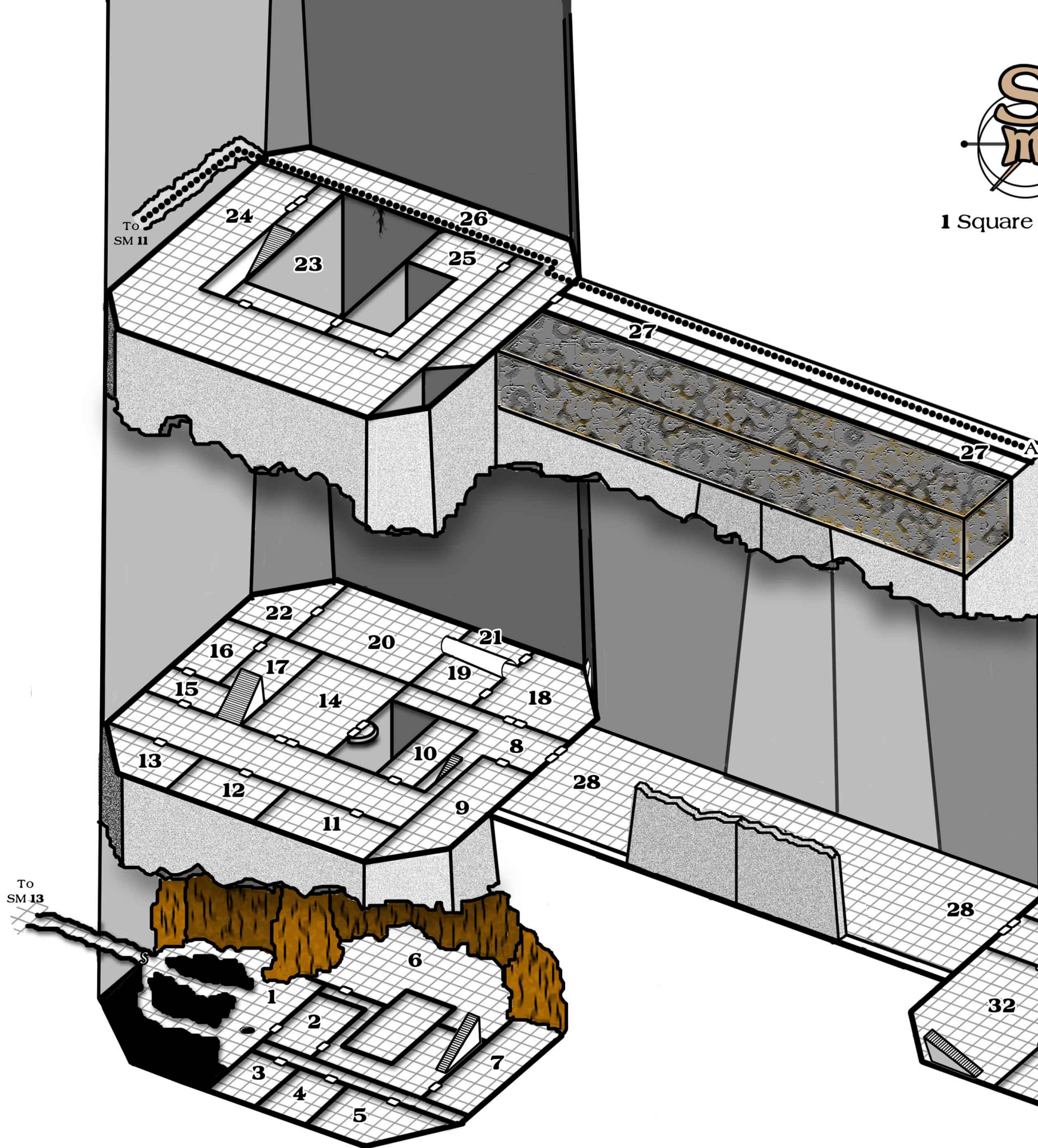
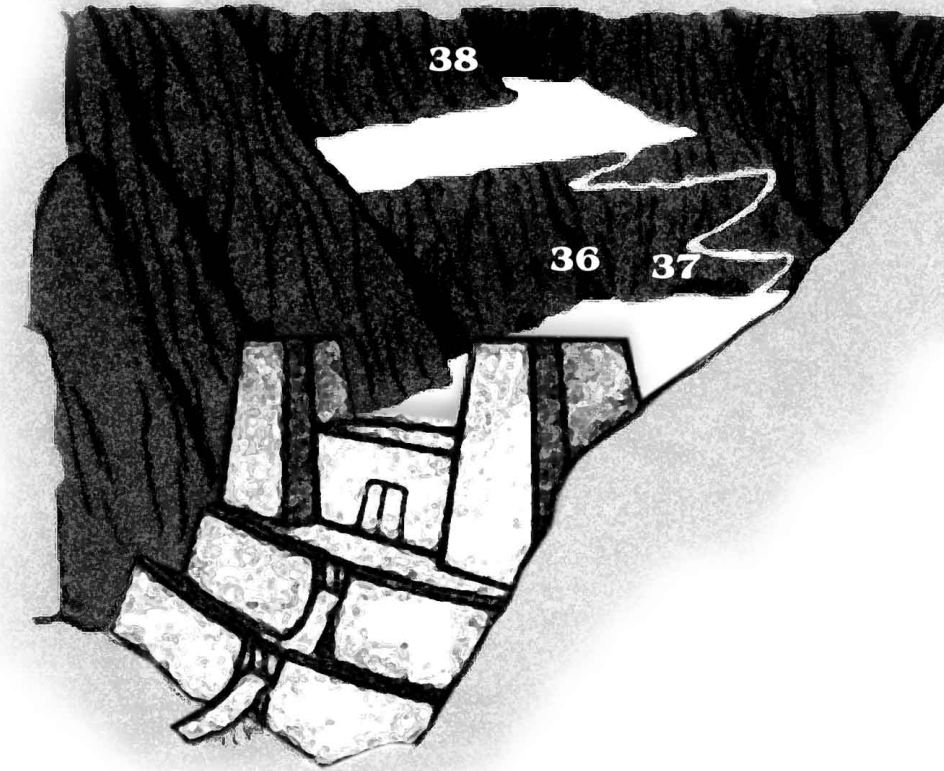
1 Square - 5 ft.

SCM

PAX THARKAS



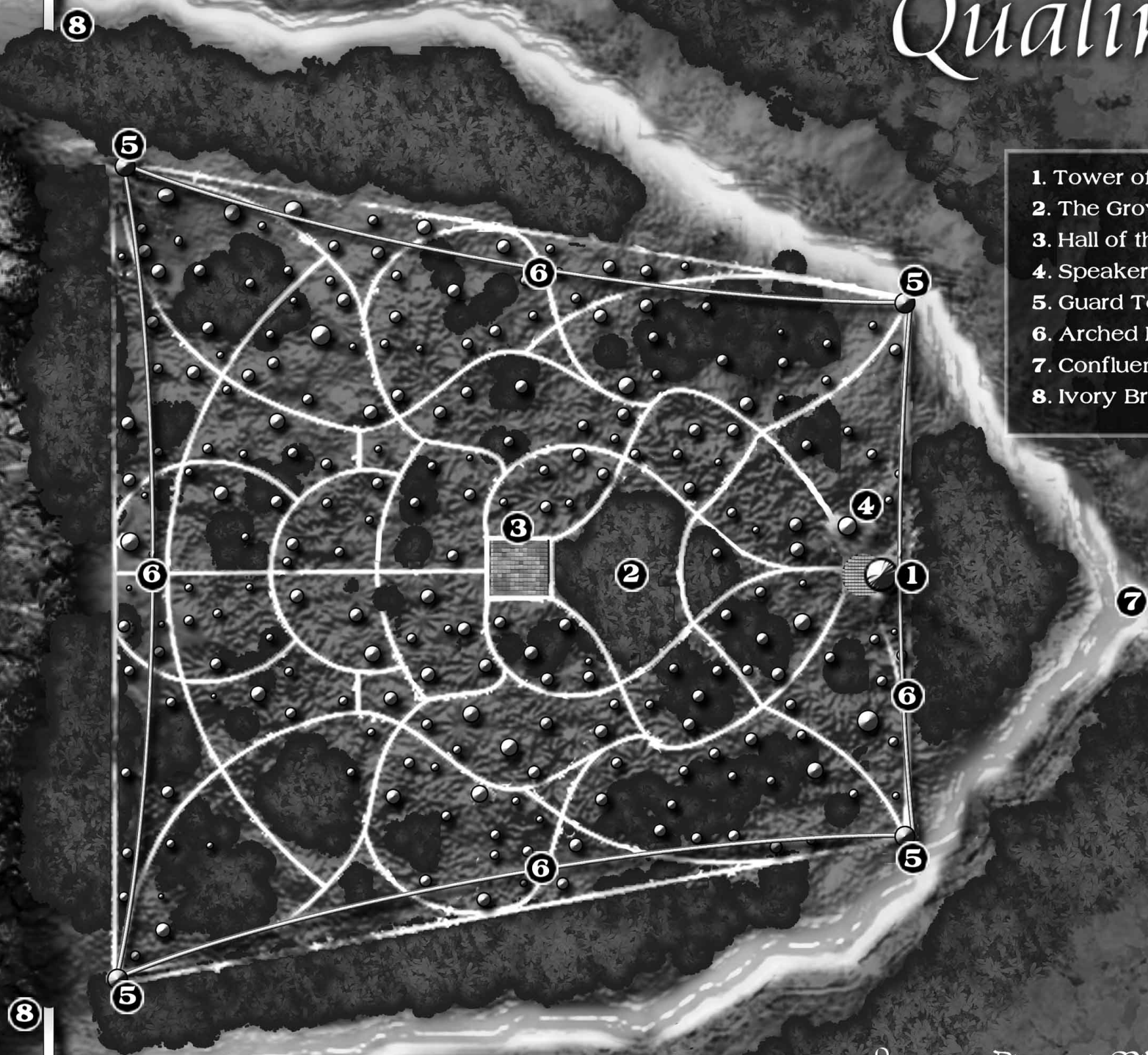
1 Square - 10 ft.



- | | |
|-------------------------|------------------------------|
| 1. Cellar | 14. Verminaard's Throne Room |
| 2. Lower Guardroom | 15. Outer Foyer |
| 3. Woman's Prison #1 | 16. Private Dining Room |
| 4. Woman's Prison #2 | 17. Verminaard's Bedroom |
| 5. Maidens | 18. Children's Playroom |
| 6. Chamber of the Aghar | 19. Storeroom |
| 7. Storage | 20. Nursemaid's Chamber |
| 8. Upper Hallway | 21. Kitchen and Laundry |
| 9. Reception Room | 22. Children's Room |
| 10. Dining Room | 23. Upper Landing |
| 11. Kitchen | 24. Gallery |
| 12. Guardroom | 25. Balcony |
| 13. Prison Cell | 26. Chamber of the Chain |
| | 27. Gate-Blocking Mechanism |
| | 28. The Great Wall |
| | 29. Western Hallway |
| | 30. Western Guardroom |
| | 31. Large Prison |
| | 32. Monster Mess Hall |
| | 33. Western Supply Room |
| | 34. Kitchen |
| | 35. Armory |
| | 36. Smelter and Mill |
| | 37. Slave Quarters |
| | 38. Tharkadan Mines |

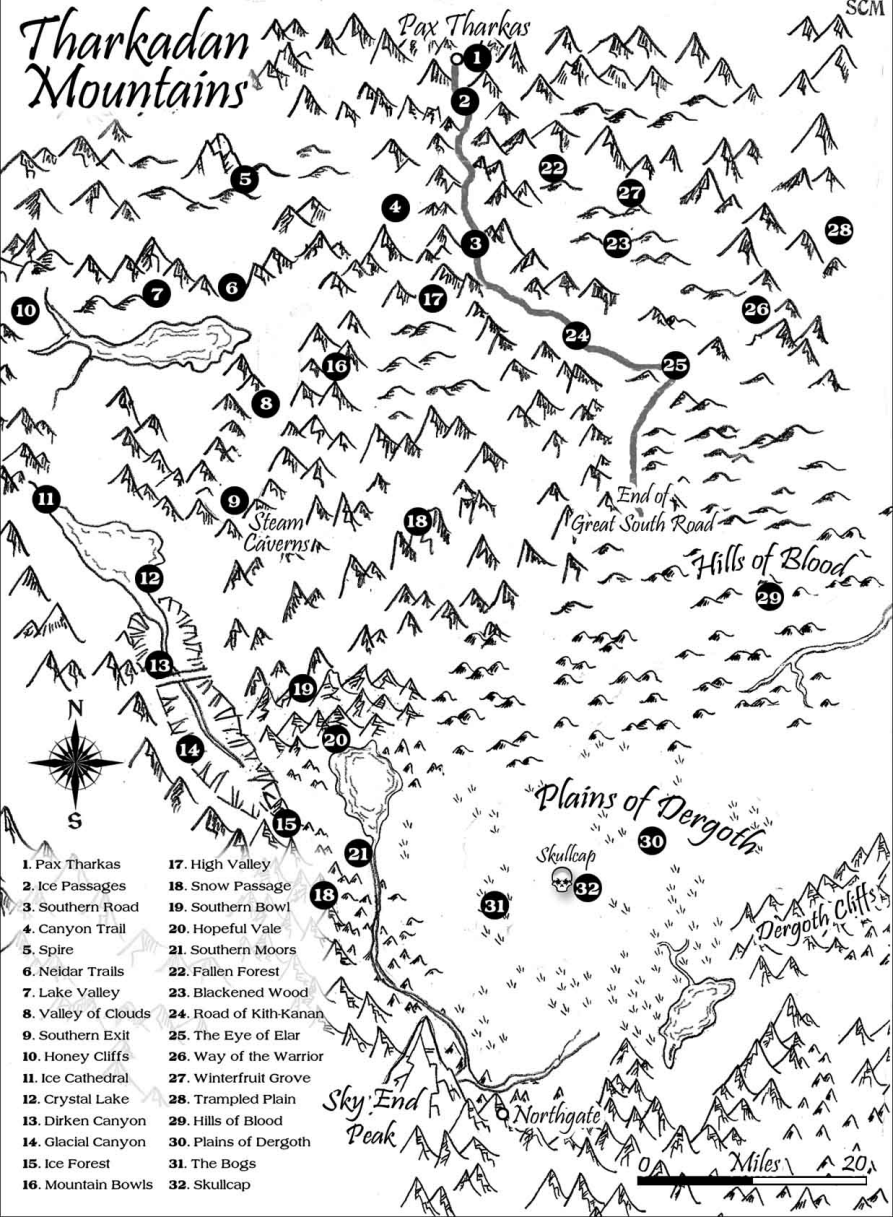
Qualinost

- 1. Tower of The Sun
- 2. The Grove
- 3. Hall of the Sky
- 4. Speaker's House
- 5. Guard Tower
- 6. Arched Bridge
- 7. Confluence
- 8. Ivory Bridge



0 Distance in Miles 1 Mile

Tharkadan Mountains



- 1. Pax Tharkas
- 2. Ice Passages
- 3. Southern Road
- 4. Canyon Trail
- 5. Spire
- 6. Neidar Trails
- 7. Lake Valley
- 8. Valley of Clouds
- 9. Southern Exit
- 10. Honey Cliffs
- 11. Ice Cathedral
- 12. Crystal Lake
- 13. Dirken Canyon
- 14. Glacial Canyon
- 15. Ice Forest
- 16. Mountain Bowls
- 17. High Valley
- 18. Snow Passage
- 19. Southern Bowl
- 20. Hopeful Vale
- 21. Southern Moors
- 22. Fallen Forest
- 23. Blackened Wood
- 24. Road of Kith-Kanan
- 25. The Eye of Elar
- 26. Way of the Warrior
- 27. Winterfruit Grove
- 28. Trampled Plain
- 29. Hills of Blood
- 30. Plains of Dergoth
- 31. The Bogs
- 32. Skullcap

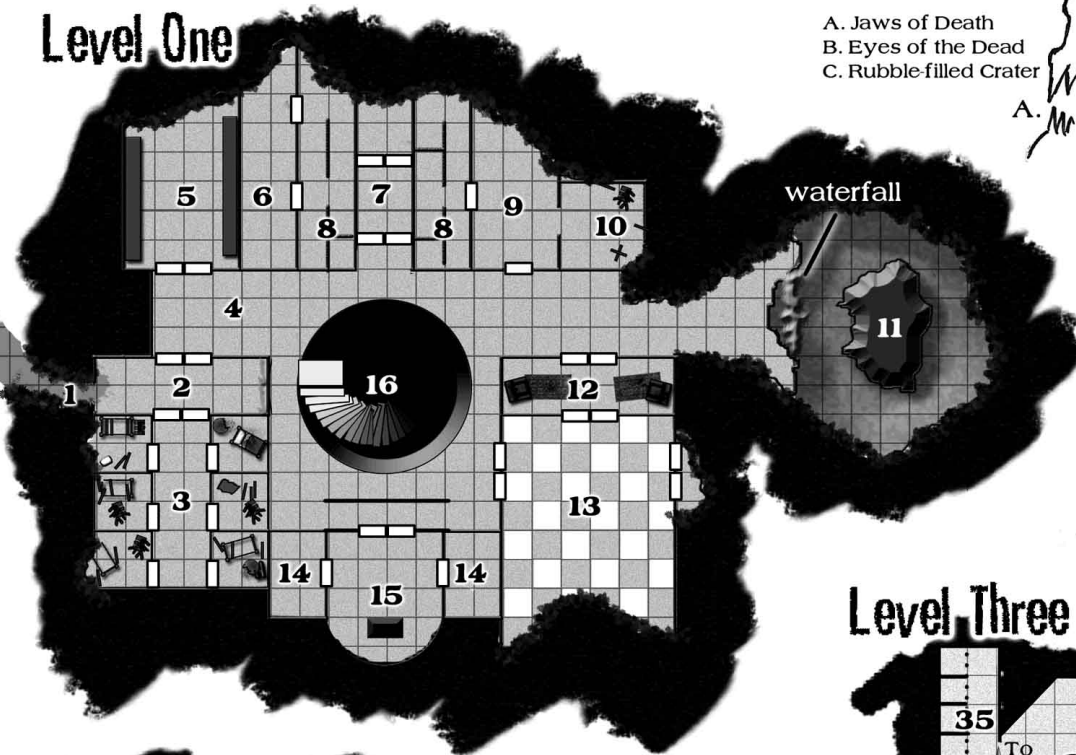
Miles 20

SCM

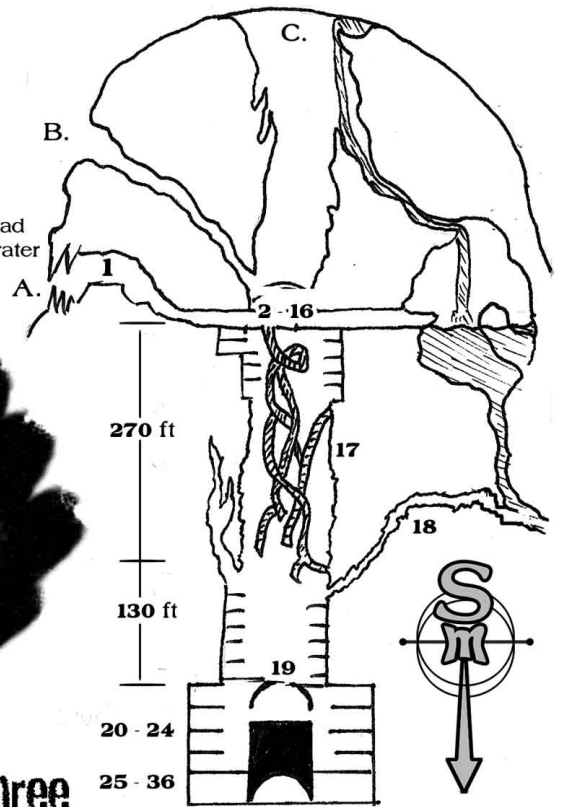
1 square - 10 ft.

Skullcap

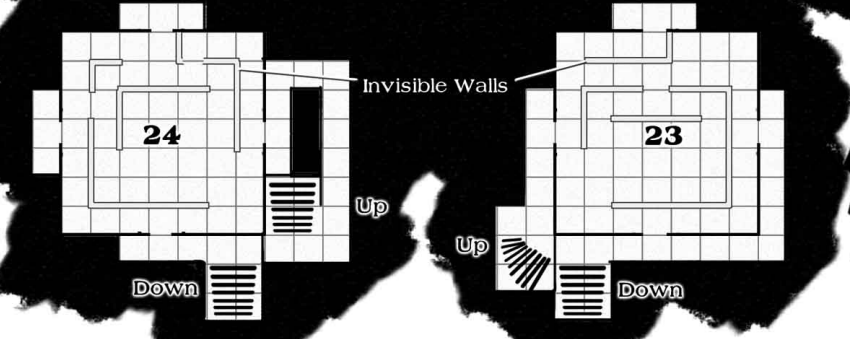
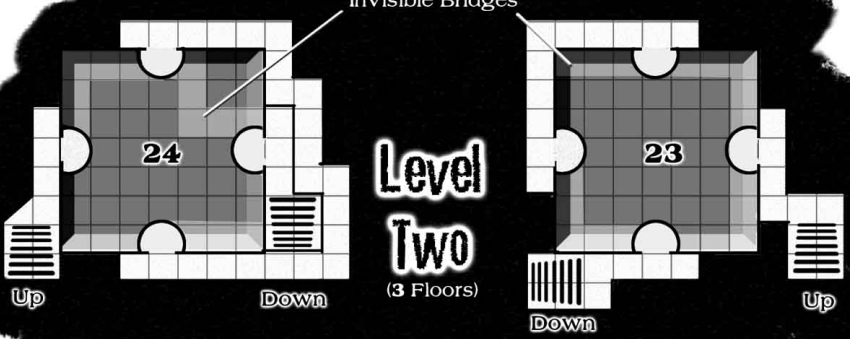
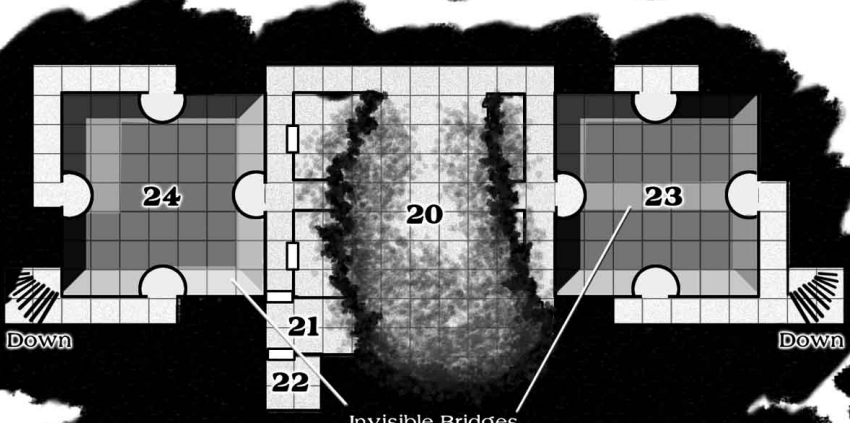
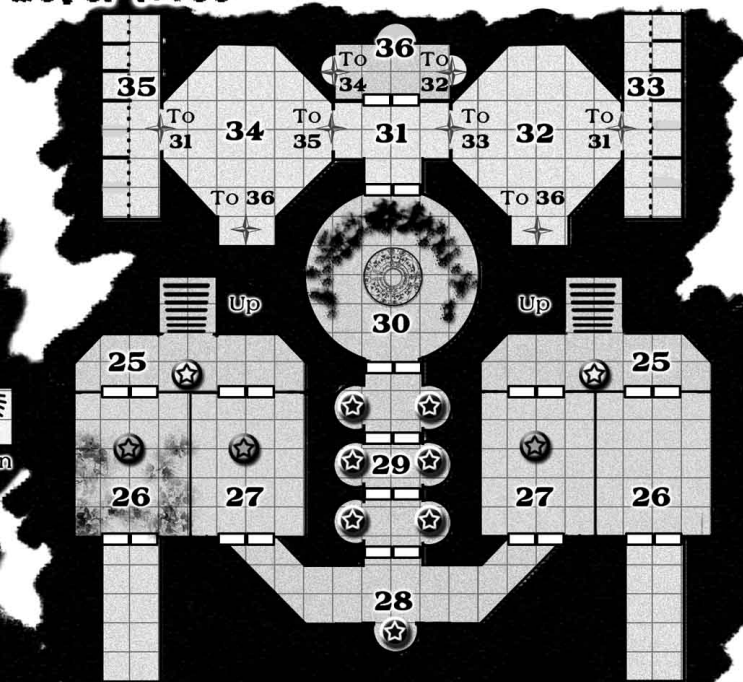
Level One



A. Jaws of Death
B. Eyes of the Dead
C. Rubble-filled Crater



Level Three



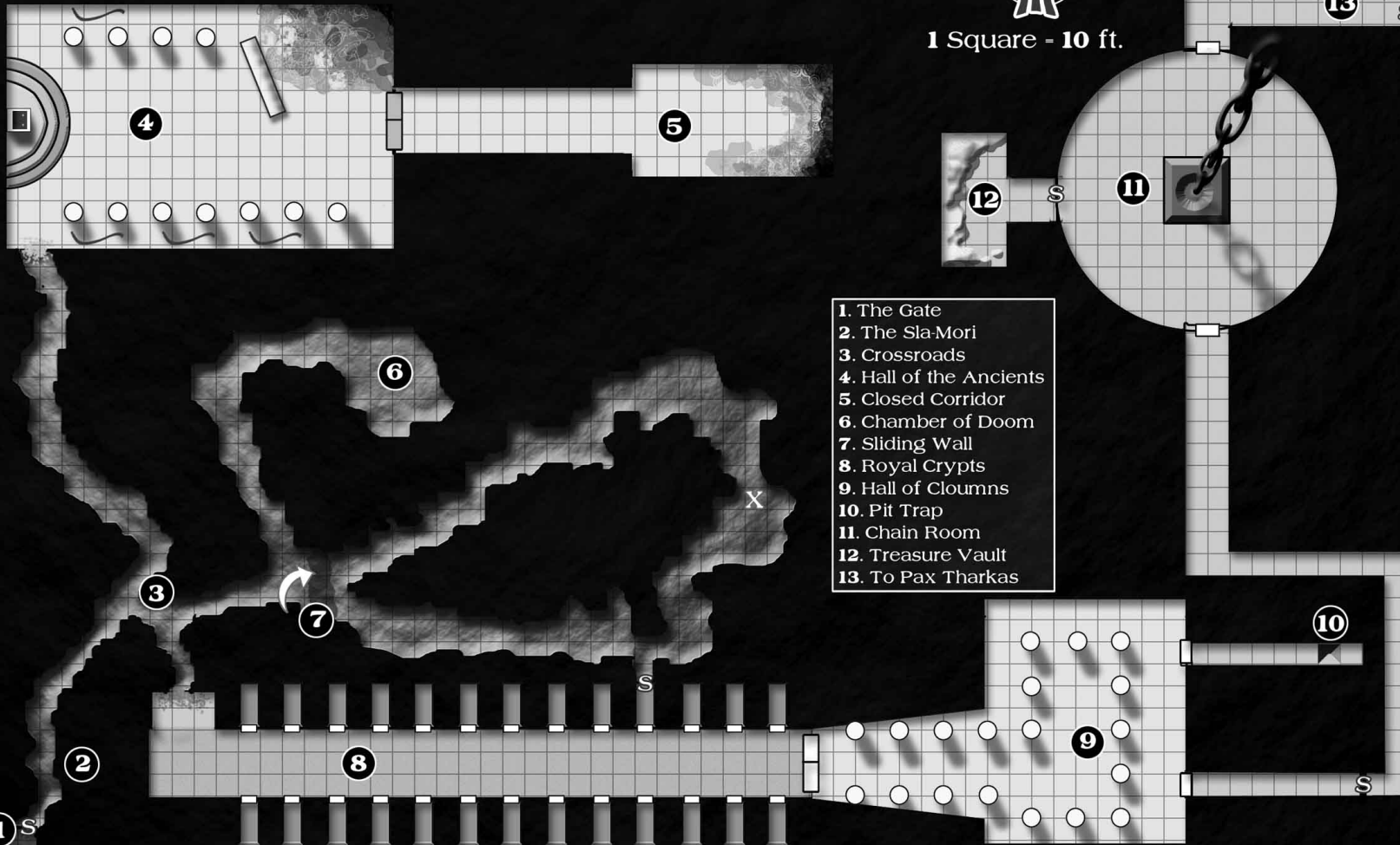
Level Two (3 Floors)

- 1. Main Entrance
 - 2. Lords' Hall
 - 3. Generals' Way
 - 4. Grand Hall
 - 5. Armory
 - 6. West Guards' Hall
 - 7. Gateway
 - 8. Watch Hall
 - 9. East Guards' Hall
 - 10. Storage Room
 - 11. Shadow Dragon Lair
 - 12. Dusky Foyer
 - 13. Ghostly Ballroom
 - 14. Meditation Room
 - 15. Altar to Nuitari
 - 16. The Great Stairwell
 - 17. Twisted Iron Stairs
 - 18. Crevasse Climb
 - 19. Collapsed Floors
 - 20. Broken Corridors
 - 21. Guard Room
 - 22. Storage Room
 - 23. Crystal Maze East
 - 24. Crystal Maze West
 - 25. Cyclops Chamber
 - 26. Fireball Hall
 - 27. Anti-Gravity Room
 - 28. Alcove of Nuitari
 - 29. Rites of Passage
 - 30. Chambers of Fistantilus
 - 31. Treasure Junction
 - 32. East Treasure Room
 - 33. East Cages
 - 34. West Treasure Room
 - 35. West Cages
 - 36. Access Room
- Cyclops Statue
 Dwarf Statue
 Nuitari Statue
 Teleporter

Sla-Mori (The Secret Way)



1 Square = 10 ft.



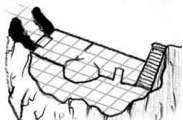
- 1. The Gate
- 2. The Sla-Mori
- 3. Crossroads
- 4. Hall of the Ancients
- 5. Closed Corridor
- 6. Chamber of Doom
- 7. Sliding Wall
- 8. Royal Crypts
- 9. Hall of Cloumns
- 10. Pit Trap
- 11. Chain Room
- 12. Treasure Vault
- 13. To Pax Tharkas

KING DUNCAN'S FLOATING TOMB

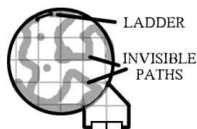
DETAIL OF 12



DETAIL OF 14



DETAIL OF 19



LADDER

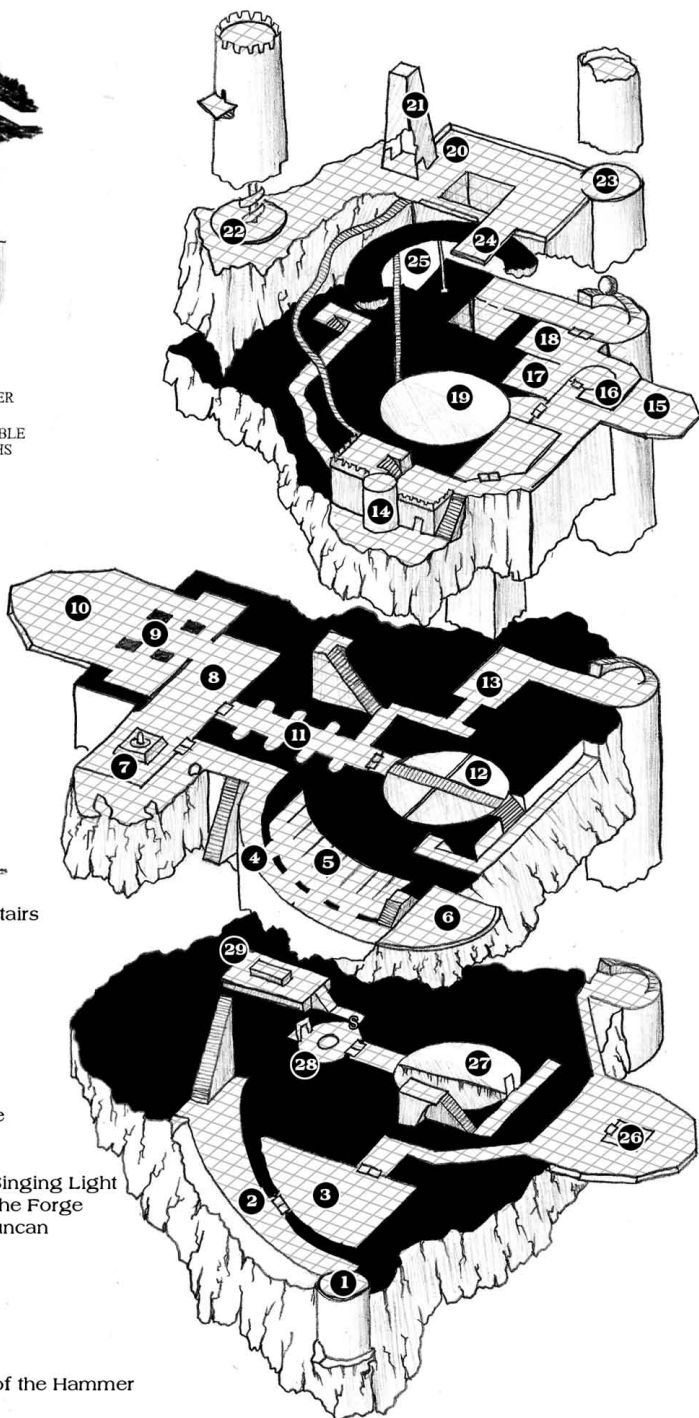
INVISIBLE PATHS

1 Square - 10 ft.



LEGEND

- 1 Reception Tower
2. Lower Gallery & Stairs
3. Hall of Enemies
4. Upper Galleries
5. Votive Cells
6. Overlook
7. Fountain of Time
8. Antechamber
9. Banquet Hall
10. Grand Overlook
11. Grand Promenade
12. Tipping Path
13. Elevator Shaft
14. Ruby Tower of Singing Light
15. Shrine of Reorx the Forge
- 16-18. Histories of Duncan
19. Unseen Danger
20. Courtyard
21. Pilgrim's Hostel
22. Lonely Vigil
23. Dilemma
24. Vestibule
25. Ruby Chamber of the Hammer
26. Watch Tower
27. Test of Determination
28. Robber's Trap
29. Duncan's Final Peace

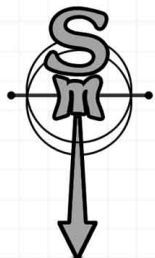


Northgate Complex

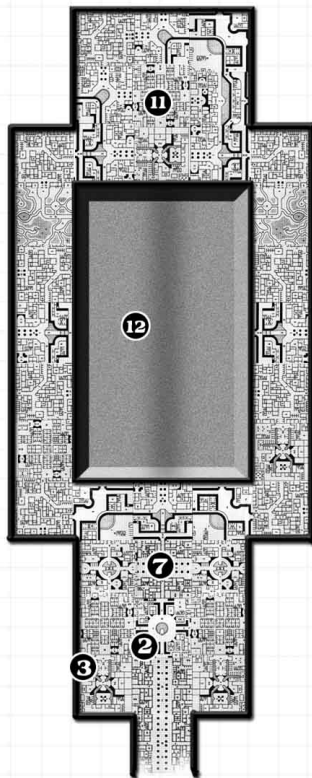
SCM

LEGEND

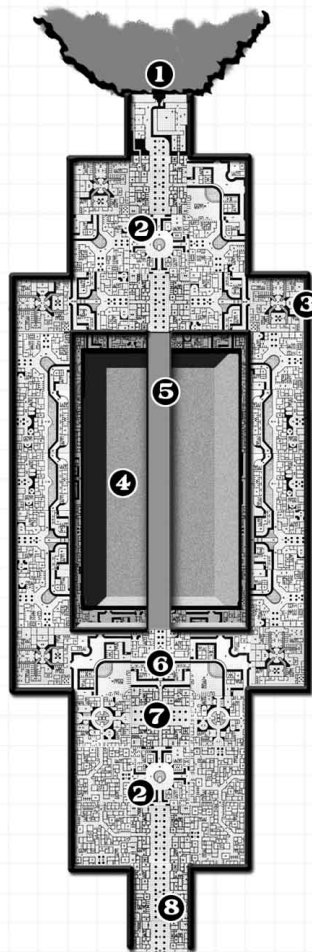
1. Dwarfgate
2. Great Temple
3. Smithy
4. Anvil's Echo
5. Bridge
6. King's Gate
7. Transport Shafts
8. Great Hall
9. Murder Holes
10. Theiwar Fortress
11. Dungeons
12. Anvil's Echo Floor



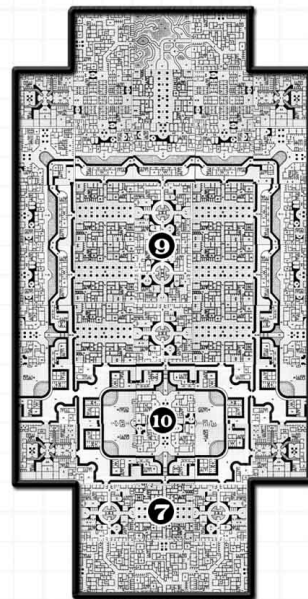
0 Feet 2000



Lower Level



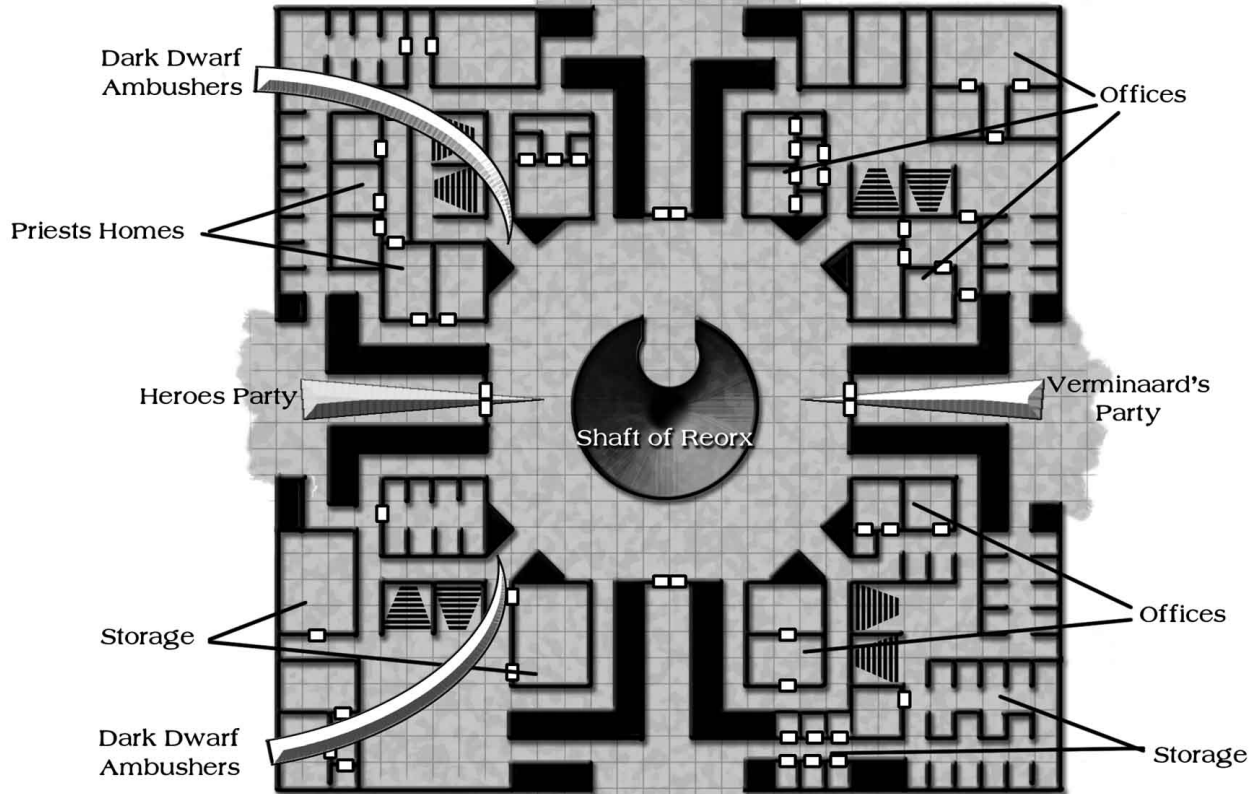
Middle Level

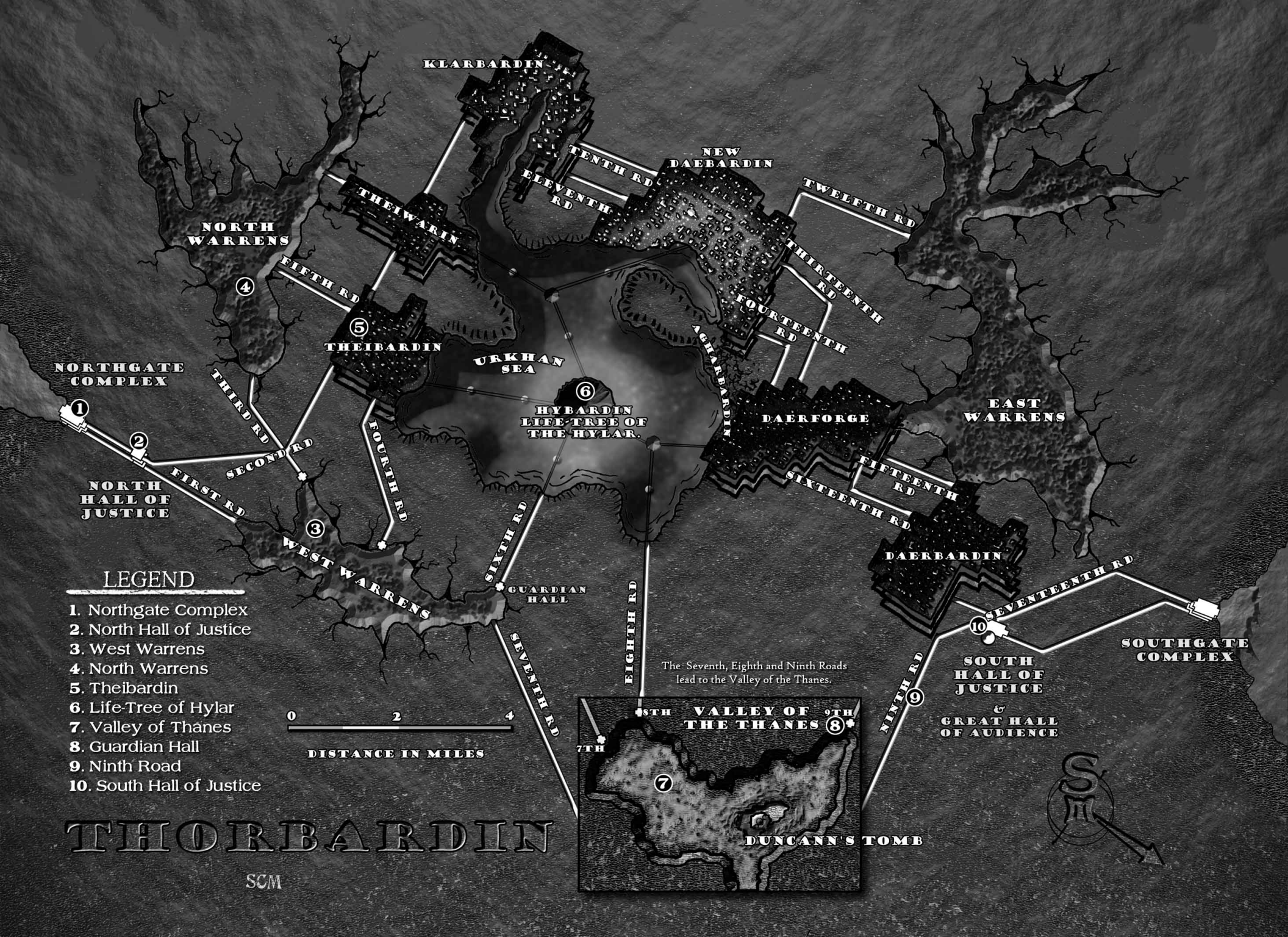


Upper Level

Temple of Stars

1 Square - 10 ft.





KLARBARDIN

NEW DAEBARDIN

NORTH WARRENS

THEIWARIN

TENTH RD
ELEVENTH RD

TWELFTH RD

FIFTH RD

THIRTEENTH RD

FOURTEENTH RD

NORTHGATE COMPLEX

THEIBARDIN

URKHAN SEA

AGHABARDIN

EAST WARRENS

THIRD RD

HYBARDIN
LIFE-TREE OF
THE HYLAR

DAERFORGE

FIFTEENTH RD

NORTH HALL OF JUSTICE

FIRST RD

SECOND RD

FOURTH RD

DAEBARDIN

WEST WARRENS

SIXTH RD

GUARDIAN HALL

EIGHTH RD

LEGEND

- 1. Northgate Complex
- 2. North Hall of Justice
- 3. West Warrens
- 4. North Warrens
- 5. Theibardin
- 6. Life-Tree of Hylar
- 7. Valley of Thanes
- 8. Guardian Hall
- 9. Ninth Road
- 10. South Hall of Justice

0 2 4
DISTANCE IN MILES

The Seventh, Eighth and Ninth Roads lead to the Valley of the Thanes.

SOUTHGATE COMPLEX

SOUTH HALL OF JUSTICE
&
GREAT HALL OF AUDIENCE



THORBARDIN

SCM

