

Advanced Dungeons & Dragons®

DragonLance™

Official Game Adventure

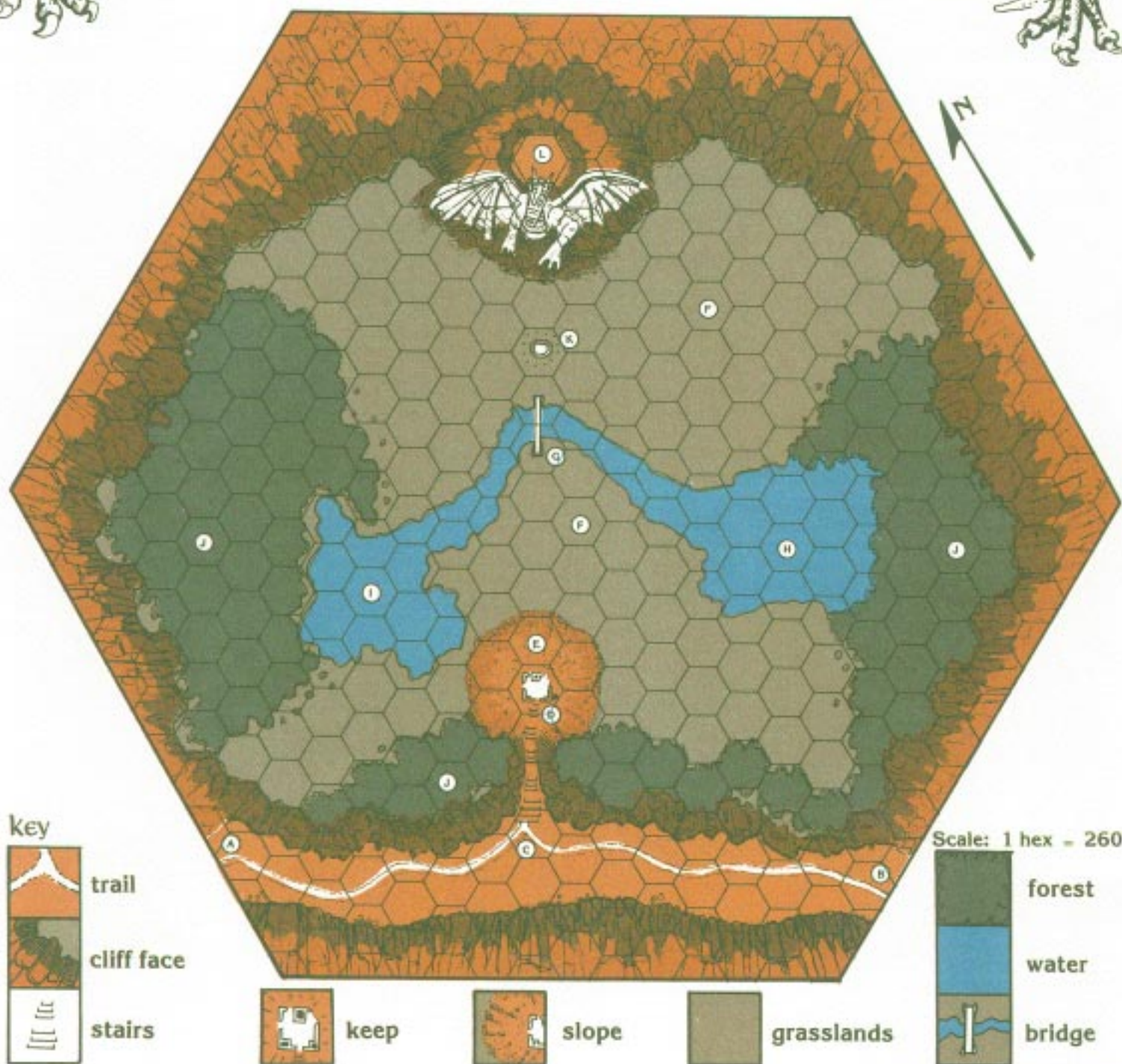
Dragons of Light

Jeff Grubb

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Foghaven Vale

—Area 50—





Official Game Adventure

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

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

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

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

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

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

Armed with these powerful weapons, the heroes returned to Solace, only to find the people taken to a terrible slavery in the

Dragonarmy's fortress of Pax Tharkas.

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

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

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

The heroes entered the secret gates of Thorbardin. There they found the tomb of Derkin and defeated the Dragon Highlord Verminaard. The Hammer of Kharas was recovered and the dwarven tribes were reunited.

The newly-crowned dwarven king allowed the refugees to pass through his kingdom to safety. The Innfellows pressed south to Tarsis, looking for ships to bear their people westward. They found a city landlocked by the

Cataclysm, under attack by another wing of the Dragon Highlords' armies.

The heroes were sundered, one group returning to their lodgings to discover the others gone and dragons destroying the Inn. The Heroes of the Lance fled south, seeking a Dragon Orb, a powerful icon that defeated the dragons during the first Dragonwars.

They found the Orb in Icewall Castle, a forbidding ruin ruled by a bark elf and his white dragon mount. Escaping with the Orb, the heroes set sail in an ancient ship and headed west for Sancrist Isle...

Prologue

Notes for The Dungeon Master

“Dragons of Light” is the seventh module in the epic DRAGONLANCE™ series. It continues the second book of the DRAGONLANCE saga: Tales of Winter Night, begun in “Dragons of Ice.”

These modules recreate the conditions of the DRAGONLANCE story with the player characters cast in the roles of the epic’s heroes. Thus, it is recommended that the module be played as part of the series using the player characters provided. If players wish to use their own characters, however, you should allow them to do so.

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

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

If you do not have enough players to take all the DRAGONLANCE heroes as PCs, use the others as NPCs, or allow players to run more than one character. (All of the pre-generated characters figure prominently in future modules.) In any event, it’s a good idea to keep the party to a size you, the dungeon master, are comfortable with.

Each chapter in this adventure begins by listing several Events that occur at the times indicated, regardless of the actions of the PCs.

Following the Events come the Encoun-

ters, each representing areas the PCs might visit.

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

Two NPCs require special mention:

Theros Ironfeld was briefly introduced in DL2 as a friend of Gilthanas and the Qualinesti elves. He paid for that friendship with the loss of his right arm to the draconian invaders. In DL7, he reappears in the camp of the Qualinesti with a magical arm replacing the lost limb. Theros has a tale to tell regarding the arm (see Appendices), and will accompany the party to Huma’s Tomb.

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

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

Some characters die permanently in the story. This is noted in the text and the character may die in this or later encounters. The character will not reappear in later modules.

On occasion, an Ability Check is called for using one of a character’s abilities (Strength, Wisdom, etc.). Roll 1d20 and compare it with the appropriate ability. If it is less than or equal to the ability, the action succeeds; if greater than the ability, the action fails.

If you are playing DL7 without having played previous modules, set the stage for the players by reading the Iconochronos on page 2. If you have played the DRAGONLANCE series up to this point, this adventure follows DL6, and begins a week later as the heroes are making their way to Sancrist on the good ship Windrider.

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

Remember that the DRAGONLANCE story is a complex saga. To run it well, read the module carefully, anticipate your players’ actions, and think of how to motivate them to move in certain directions. In DL7, the motivation to get them to Foghaven Pass is simple—it is the only way to reach the Solamnic colonies and the route to Sancrist. Do not be afraid to improvise to make the adventure enjoyable for your players.

The World of Krynn

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

True clerics have been unknown on Krynn since the Cataclysm, a mighty catastrophe that destroyed the civilized nations and changed the face of Krynn. Most “clerics” have no spell ability as they worship false gods. True clerics of good, including Goldmoon and Elistan, wear a medallion bearing the symbol of their god or goddess. Only two of the true good gods have been revealed, Mishakal, goddess of healing, and Paladine, leader of good, the Celestial Paladin. All PC clerics brought into the campaign must be of good alignment and follow

one of these two faiths.

All PC elves in the adventures are Qualinesti elves. Two other elven races, Silvanesti and Kagonesti, are discussed in this module.

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

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

The value of gold and other trade items are completely different in this world than in familiar campaigns. Steel is the main trade metal and 10 gold pieces are worth only 1 steel piece. PCs who enter Krynn from other campaigns may be allowed to trade their gold

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

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

The Elves of Krynn

Being a discourse on the nature of the main branches of the elvish race on the world of Krynn.

It is said that after the All-Saint's War the gods of Krynn peopled the world with the races of elves, of men, and of ogres. The elves were favored by the gods of good, and were granted a long span of life and great powers. They also called Shapers of the World.

The elven races are collectively called Colinesti, "people of the morning," in the ancient texts, a name hardly used in modern Ansalon. The races are known by their sub-racial names: the ancient Silvanesti, the upstart Qualinesti, the wild Kagonesti, and the ocean-living Dimernesti and Dargonesti.

The eldest of the established sub-races is the Silvanesti. Theirs was the first civilization to appear from the Age of Dreams. They take their name from their first leader, Silvanos, and are also called "High Elves."

Silvanos joined the early elven clans to meet the threat of raiding dragons. From this council of war came the nation of Silvanesti, as the various elven tribes swore allegiance to Silvanos.

The Silvanesti race has endured for over 3,000 years, through the wars with dragonkind as well as the Kinslayer War against the race of men. In time, the people of Silvanos have become more set in their ways, rooted in the traditions of the past.

The Silvanesti are a fair-skinned race with eyes of blue or brown and hair ranging from light brown to blonde-white. Hazel eyes are a symbol of the line of Silvanos. The Silvanesti prefer loose garments, flowing robes, and capes.

In attitude the Silvanesti differ greatly from their brethren. Long years within a safe, settled empire have stratified the various crafts and tasks into a rigid system of castes, or Houses. At the top of the system is House Royal, the descendants of Silvanos who rule the land. Beneath them is House Cleric, once a religious order, but now mainly concerned with the keeping of records and lore.

Beneath these two Houses are those of the craftsmen and guilds: House Mystic, House Gardener, and House Mason, to name a few. The House Protector (the Wildrunners), serves as the army of the Silvanesti. Years of continual peace have statified the guilds into rigid institutions. No one marries outside their guild without permission, and permission is rarely granted.

The lowest guild is House Servitor, which includes apprentices, foreign traders, inden-

ured servants, and slaves. (The Silvanesti enslave races that lose wars with them.)

The Silvanesti survived the Cataclysm and bolted their doors against the outside world. A hundred years later, a disaster turned Silvanost into a haunted wasteland. The Silvanesti fled west through the Plains of Dust, crossed the straits to Southern Ergoth and settled on the western shores of Harkun Bay. There they founded Silvamori, the Hidden Realm.

In their flight, the Silvanesti elves passed south of the lands of their cousins, the Qualinesti. The Qualinesti, or "Western Elves," are elves originally from the western edges of Silvanesti.

Unlike the rest of the nation, the western borders of Silvanesti were under assault from outside forces. It was here that the major battles of the ancient Dragon Wars were fought, and the people of western Silvanesti excelled in battle. Many were members of the Wildrunners, as well as other castes, and cross-class war training prevented the stratification that became part of Silvanesti life.

Relations between the western provinces and the central Houses deteriorated until, with the issuing of the Swordsheath Scroll, the western elves were granted independence. The Qualinesti founded their own realm hundreds of miles to the west of ancient Silvanesti. Upon their leaving, the Gardeners of Silvanost formed the Hedge, a region of dense underbrush, to slow western invaders.

The Qualinesti are slightly smaller and darker than the Silvanesti. Their hair ranges from honey-brown to blond, and their eyes are blue or brown. They prefer woven slacks and jerkins for men, long dresses for women.

The Qualinesti are more friendly than the Silvanesti. They have traded more openly with other races and built Pax Tharkus with the dwarves of Thorbardin.

The Qualinesti have recently fled across the Straits of Algoni to southern Ergoth and founded the city of Qualimori on the eastern shores of Harkun Bay.

Both Qualinesti and Silvanesti have encountered a third elvish race on Ergoth, the Kagonesti. These elves are descendants of the protectors and adventurers who left Silvanost and Qualinost ages ago to live in harmony with the wild, along with tribes that never joined Silvanos. They do not build of stone like their cousins, nor do they use cold iron or steel.

The Kagonesti are very tan, and draw designs on their faces and exposed flesh in clay and other paints. Their hair is dark, ranging from black to light brown, with a rare throwback to the silvery white of their ancestors. Their eyes are hazel. They are more muscular than either of their civilized cousins.

The wild nature of the Kagonesti and their unorthodox customs (they send their dead down the river to the sea rather than build tombs of stone), have led other elven races to regard them as lesser beings. The Silvanesti declared them of House Servitor and enslaved them to build Silvamori. The Qualinesti have indentured them as well, thinking that the Kagonesti are some part-elvish lesser race.

Two other elven races exist, though not on Ansalon proper. The Dimernesti and Dargonesti are races of Sea-Elves, groups that separated radically from the elven land races in the Age of Dreams. The Dimernesti are called "Shoal Elves," and inhabit the shallows of many of the coastlines. They are rare, as the Cataclysm destroyed many of their citadels and homes. They breathe both air and water and have light bluish skin and webbed fingers. They wear their silver hair long, braided with shells.

The Dargonesti, or "Deep Elves," are the tallest elven race, a slender people with out-sized eyes, extended fingers, and deep blue skin. They formed a partnership with the Silvanesti, allowing elvish Mariners to explore distant lands. Quarrels with the stiff-necked Silvanesti led to a break-off of all communication with the land elves, and the House Mariner is a lost guild among the Silvanesti.

There are also two "untrue elves." These are the Half-Elven, product of elf and man, and the Dark Elven, a throwback to days before the Age of Dreams. Both are regarded by true elves as lesser races, but both have elvish blood. The Silvanesti banish untrue elves into the outside world, while the Qualinesti tolerate them, although not always on the best of terms. Both of these untrue elves are comparatively short-lived.

The Dragon Dargent

Being a discourse on the mystery of the silver dragon Dargent's identity

In the second DRAGONLANCE™ book, "Tales of Winter Night," a *polymorphed* silver dragon betrays her mysterious oath and leads the heroes to the fabled Dragonlances. While the same event is the centerpiece of this module, players who have read the book would have an unfair advantage if they knew the silver dragon's identity.

Thus, this adventure offers a number of characters who could be the dragon Dargent in *polymorphed* or ensorcelled form. Dargent has, as a silver dragon, the ability to change into human or animal form. In addition, as a spellcaster, Dargent has the ability to use the *magic jar* spell.

Before play begins, either choose one of the below characters or roll randomly for Dargent's identity in this adventure.

- 1 - The Kagonesti woman Silvart
- 2 - The weaponsmith Theros Ironfeld
- 3 - The mercenary Vanderjack
- 4 - The Qualinesti leader Porthios
- 5 - The gnome Theodenes
- 6 - The cooshee Dargo
- 7 - The sabre-tooth tiger kitten Star
- 8 - The muddled mage Fizban
- 9-10 - A player character

Silvart, called Silvana among her people, is a Kagonesti wildspeaker—renowned for her knowledge of plant and animal lore. She is a very beautiful elven girl with long, silver hair. Silvart can use wild plants to fashion homemade cures that *cure light wounds*, *cure disease*, and *cure serious wounds* once per day. She has infiltrated the Silvanesti camp as a common servant to spy on the major Houses. She is attracted to Gilthanas and will help engineer the PCs' escape from the elven camps.

Theros Ironfeld, briefly introduced in DL2, fled west into exile with the Qualinesti. He now serves against his better judgment as Master of House Iron for the Qualimori encampment, preparing weapons for a war of elf against elf. He is opposed to the senseless slaughter and is looking for a way to forge peace between the elven tribes. To that end, the silver-armed smith has often traveled into Kagonesti lands, on the excuse of prospecting for new sources of iron. In reality he is dealing with the Kagonesti.

If this option is chosen, Theros has stumbled upon the cavern of the silver dragon at Foghaven. There he *was magic jarred* by the dragon, his soul held prisoner in a large ruby ring that he now wears on his left (natural)

hand. Theros/Dargent returned to the Qualinesti, and is looking to reveal the secret of the Dragonlances to a group of adventurers.

If Theros is possessed by Dargent, he appears to be his usual blunt, gruff self. He has short answers about his Silver Arm (others could tell the tale of his gaining it), and is similarly vague on his previous encounters with the party. He does not remember them from before, and is only interested in maneuvering them to Huma's Tomb.

Vanderjack is a sellsword who has served in both western armies and draconian forces, always working for the highest bidder. He would sell his old grandmother if the price was right. His checkered career in Solamnia resulted in neither side trusting him, forcing him to move to Ergoth to find work.

If this option is taken, Vanderjack stumbled onto the Foghaven Vale and was *magic jarred* (he wears the ruby ring on his right hand). He meets the party in Event 8, and at that time deserts his present traveling companions and teams up with the party. He says he is looking for the Tomb of Huma, a rich trove of treasure.

Porthios, the eldest son of the Speaker of Suns, is the elder brother of both Gilthanas and Laurana. He is stiff-necked and very proud.

In this option, Porthios is possessed much like Theros (he has the red ring on a chain his neck). He came upon the silver dragon while on a hunting trip in the Kagonesti lands.

If Porthios is so possessed, he aids the party in their escape (Event 7), and accompanies them. He is a little vague regarding past events with the party, and cool toward his brother and sister.

Theodenes is first encountered in Foghaven and the little gnome's characteristics are described there.

Theodenes robbed Thunderbane the hill giant, and the giant is hunting him.

Dargo, a cooshee, is Silvart's dog, and accompanies the party in its travels north. Dargo proves very intelligent, capable of finding the best paths toward Foghaven. It answers to *speak with animals*, but otherwise acts like a highly intelligent animal.

Star is a sabre-tooth tiger kitten that the party encounters with Theodenes.

Like Dargo, Star appears to be a very

intelligent animal. She responds to *speak with animals* and, if Dargent, attempts to direct the party to the area holding the Dragonlances. Star/Dargent maintains a kitenish attitude, and attaches herself to a party member at random.

Fizban is another possibility for the silver dragon's disguise. If this option is chosen, Fizban is encountered in Event 9 and acts like his typical befuddled self. He informs the party that what they are after is at the top of the Stone Dragon.

The *polymorphed* dragon is not the real Fizban, only a copy. The real Fizban is in Foghaven.

Player character is the most difficult option available. Silvart, a servant of the silver dragon Dargent, carries the red ring with a *magic jar* on it. Each night she is with the party (including the first), have one player at random save versus magic. If he makes the save, hand him Dream Card #1. If he fails, hand him Dream Card #2, and ask him to play the character as if he or she really is the silver dragon. Explain that the character will be returned to normal at the end of the adventure.

In all of the options the dragon Dargent has the same priorities and fears. All characters possessed or imitated have the following traits:

- seek to get the party to Foghaven and lead them (by advice, suggestion, or disappearance) to the Dragonlances.
- afraid of nothing except dragons and draconians. The character will hide, cower, etc. when a dragon comes near.
- take good care of any possessed body.
- act in a Lawful Good fashion, trying not to kill.
- voluntarily leave the party (and her possessed host) when Fizban reveals her true identity in Encounter N3.

Chapter 6: Awash on Ergoth



The adventure begins six days after the party leaves Icewall Glacier in the Windrider.

Event 1: Wreck of The Windrider

It has been six days since you left Icewall Glacier, six days of high seas in a ship three centuries old. In the best of times it would be uncomfortable. In the choppy water and gusting wind it is pure misery.

As the seventh day dawns, a strong breeze from the southeast heralds a coming storm. The Windrider is leaking from a number of small holes, and the storm may swamp her. Running before the wind is your only chance.

The ship braves several small squalls as it flees north. Ahead of you is the dark coastline of southern Ergoth. You hear the breakers on the beach, and the rumble of thunder behind you. Looking back, the lightning illuminates a white shape bearing down on the ship. It is a dragon.

If the characters completed DL6, but allowed Sleet to escape, the white dragon is Sleet, intent on grounding the ship and recovering the *Orb* in shallow water. If the characters did not play DL6, or played that adventure and killed Sleet, the white dragon is a scout from Daltigoth assigned to patrol Harkun Bay. In either case, the dragon's strategy is to drive the

Windrider aground on the rocky coast. The dragon remains upwind of the Windrider at a distance of 30 feet, swooping in on rounds 2, 4, and 6 to breathe on the ship. Any exposed characters on the ship take damage from this breath, and the ship begins to splinter and break up.

The ship is dangerously near the outer rocks of the coast. If no one is manning the tiller, the ship runs aground in six rounds. Any helmsman must make a Dexterity Check each round for the ship to stay afloat. Running aground results in each character making a Dexterity Check or taking 1-8 points damage. If the boat is still afloat at the end of round 10, a safe grounding is made on the sandy shores of Ergoth. In either case, the ship is stuck, its lower decks filling with water.

The dragon departs when it has taken over half damage or used all three breath weapons. It heads to Daltigoth for healing and to report on the fate of the Windrider.

When the ship runs aground, the characters must go overboard. The shores of Thunder Bay are shallow, and it is easy to wade into shore (takes 2 rounds, make a Strength Check for those in chain or heavier armor, failure indicates submergence and 1-6 points damage). Find out who is carrying the *Dragon Orb* and the remains of the *Dragonlance*, as well as any other equipment.

The characters wade ashore at the star in Area 1. Event 2 occurs within an hour.

Event 2: The Elven Hunting Party

Read the description in Encounter 1, then run this Event. Allow the characters to return to the boat to recover any items left behind. Magical items will still be in the shattered ship, but other supplies have a 50% chance of being washed away.

The horn sounds again, closer this time, and there is the sound of beating drums. Suddenly, a huge stag bursts through the brush. A heartbeat passes, then the stag wheels and heads north along the beach.

The brown stag disappears into the brush after a melee round. The next round, a party of elves breaks through where the stag came from. They are not friendly to the party and have their bows drawn.

The Silvanesti hunting party consists of 15 nobles with bow and sword, nine Kagonesti servants with skin drums, and the Lady Merathanos and her servant Silvart (see their NPC Capsules).

Merathanos, mounted on a tame stag, is not pleased with the party for interrupting her hunt and places the party under arrest as invaders and trespassers in her land.

Note to the party that these are elves, and it would be an evil act to attack, especially if there are elves in the party. The elves take any

Chapter 6 Events

weapons on the party. Merathanos confiscates the broken Dragonlance, if present, and the Dragon Orb. She knows of the power of the Dragon Orbs, as one was in old Silvanesti.

The arrows of the Silvanesti elves are dipped in a paralyzing agent made by the Kagonesti. They will knock out an affected character for 1-10 turns in addition to normal damage. The Silvanesti have no qualms about shooting other elves.

If any of the party is wounded, Silvart attempts to heal them using her craft. This is Silvart's first encounter with the party. Make it clear that she only wishes to help.

If the PCs surrender or are defeated, Merathanos marches them north along the beach through Area 2 (read the boxed text in Encounter 2), then west to Silvamori. Should the party escape, they will be pursued by a second elven hunting party of similar stats.

Event 3: ambush!

Run this Event three turns after the characters enter Area 2. Read the following only if the PCs are prisoners of the Silvanesti.

You are marched north along the white shores of Ergoth, armed elves before you and behind you. Suddenly, the group of elves in front disappears, swallowed by a huge hole in the dunes. The group behind you falls as well, clutching their arms and legs as they are peppered with small darts. The servants bolt, as does the huntmaster's stag, carrying its rider far down the beach. There is a cheer from the woods and another group of elves steps out onto the beach. They are taller than the Kagonesti slaves, but are dressed in skins.

The attacking elves are the Youngbloods, Qualinesti raiders from across the bay. Their purpose is to harass the established Silvanesti while disguised as Kagonesti. The disguise is good only from a distance: up close the berry-juice darkening their skin and hair is obvious.

The ambush party consists of 20 Qualinesti elves, each armed with 10 Kagonesti darts and a war hammer. Their leader is Aliona (NPC Capsules).

The Qualinesti recognize any other Qualinesti elves in the party as friends and equals. Gilthanas is hailed as a hero and treated as the obvious leader of the party. Laurana is ignored, as is Silvart, who did not bolt with the other Kagonesti.

The Youngbloods return the characters' weapons and belongings to them and, while interested in the Dragonlance and *Dragon Orb*, do not keep them from the party. They invite the party to return with them to their

lands across the bay. The Qualinesti note that this side, of the river is not safe for non-Silvanesti. The Youngblood ships, leaky craft left over from the exodus, are moored in a hidden cove two miles up the coast.

The attacked Silvanesti are not hurt. The ones hit by darts are unconscious, while those in the pit can climb out in a few rounds. The huntmaster will return with reinforcements, so speed in leaving the area is recommended.

Silvart accompanies the party. She is there to tend wounded characters, and states she wishes to escape her cruel mistress, who treats Wild Elves badly.

The Qualinesti raiders and their guests make it to the cove without incident, and cross the bay (though this involves a great deal of bailing en route). They make landfall in the northernmost shore hex of Area 14. If the heroes refuse the Qualinesti offer, the elves leave them on the shore and depart.

Finally, if the characters have already escaped the Silvanesti in this area, they still encounter the Qualinesti Youngbloods. Aliona will hail the party and offer shelter and escape. In any case, the heroes are expected to present themselves to the Speaker of Suns once they arrive in Qualinesti lands.

Event 4: The Regent of Stars

This Event occurs if the PCs enter Silvamori. If unescorted, they are arrested and brought to Belthanos, Regent of Stars.

You are ushered into the largest of the many ornate dwellings of this elven city. The walls of this domed structure are of finely-polished stone, hung with tapestries of copper and steel thread. In the center is a great dais, commanded by a low throne of carved walnut. The throne is occupied by a tall, gaunt elf. His courtiers and guards set up a low mutter as you enter.

"I am Belthanos," he states in haughty tones, "Regent of the realm in exile of Silvamori in the name of Lorac the Elven King. Who are you that are guilty of invading our lands?"

Belthanos charges the party with trespass, spying, working for the draconians, disturbing the citizenry, and smuggling. Merathanos is there to attest to their guilt, if she is still alive. If any Silvanesti have been slain, the charge of murder is added to the list.

The players may plead their case, but the regent's mind is made up. They are to be imprisoned for the duration of the elvish exile. If they have slain anyone, they are to be executed in three days time.

The party is divested of any belongings

and tossed into a stone building with a single door and no other opening save for a small hole in the domed roof for cooking smoke. Characters who are obviously mages or who have cast spells are manacled to prevent any magic use. The door is guarded by 3 4th level fighters, each equipped with a sword and a horn to sound the alarm.

Make a Wisdom Check for each party member. Those making the check recall that Silvart disappeared after they entered Silvamori.

Event 5: Reunion

This Event is run if the party enters Qualimori in Area 10.

Your entry into Qualimori, capital of the Qualinesti elves in exile, is that of conquering heroes. A multitude of elves tosses flowers in your path and shouts cheers in your name. Highest praised is Gilthanas, son of the Speaker of Suns.

You are ushered with great ceremony into a large domed structure. Along the far wall is a dais of earth, lit by torches. Seated on a throne upon the dais is Solostaran, Speaker of Suns and ruler of the Qualinesti. He looks very worn, much older than his years. To one side is his eldest son, Porthios, to the other a human with a silver arm. He is Theros Ironfeld.

Solostaran rises slowly from his chair, staggered by age and great responsibility. "You are most welcome," he says, "to our place of exile. Think of Qualimori as your home. Let us feast in your honor."

The characters are feasted with venison and strong ale. They are asked about their journeys, the fate of the people of Haven, and the advance of the Dragonarmies. The elves tell the tale of Theros's Silver Arm.

Through all this, Gilthanas is treated as a returning hero, lavished with praise. The rest of the party are treated as Gilthanas's faithful sidekicks. Laurana is deliberately snubbed. Remember, Laurana stepped outside her place in elven society, leaving home to pursue the half-elf Tanis. She has no standing among her people despite her royal blood.

Porthios makes a short speech. He welcomes Qualimori's new citizens and expresses hope that their talents, particularly their mastery of the *Dragon Orb*, will aid the refugees. The feast ends and the characters are shown to their quarters. Gilthanas receives his own lodging. The remainder of the party is given a common lodge, a domed structure with a single door and a small opening in the roof for ventilation. They are asked for their weapons, which are locked up outside the lodging. The

Chapter 6 Encounters

door is guarded by three Qualinesti.

While the characters have free run of Area 10 during the day, they are always accompanied by 5 Qualinesti fighters with sword and bow, and are returned to their lodgings at night. It is apparent that the Qualinesti are not going to let their heroes go, and the party is as much prisoner here as if they were captured by the Silvanesti.

ENCOUNTERS

Encounters in this chapter cover Areas 1 to 17 on the large map, the "Realms in Exile" of Silvamori and Qualimori.

1. Southern Silvanesti

Before you stands a mighty forest of ancient wood and tangled undergrowth, apparently untouched by the hand of man or elf or kender for ages. A thin line of white sand separates the borders of the forest from the waters of the bay. In the distance you hear a hunting horn.

As the characters pull themselves ashore from the grounded Windrider, note that the sand is churned by the passage of many feet. Then run Event 2.

Each hour the characters are in this Area, they encounter an elven hunting party consisting of a 3rd level fighter on a stag, 10 Silvanesti with bows and swords, and 2-5 Kagonesti servants. If the characters are with Merathanos and her hunters, the hunting parties leave them alone. If the characters are without Silvanesti guards, the hunting parties call for their surrender, then attack.

2. Eastern Silvanesti

To the west rise wild forests. Few paths penetrate the dense undergrowth. To the east is Harkun Bay. Separating them is a thin line of white sand, churned by the passage of many feet. Every so often the white is broken by driftwood, or the dead skeleton of a ship.

3. The Heart of Silvanesti

The dense undergrowth has been trimmed back in this region, and small glades of newly-felled trees let the sky in. Tall, ornate structures of wood and stone are visible through the cleared trees. Elves can be seen among the buildings, some dressed in flowing capes and loose, baggy pants, others dressed in animal skins.

This is the center of Silvanesti activity. Small estates for the various clans and Houses are scattered throughout this area. Non-Silvanesti are regarded with curiosity if accompanied by Silvanesti guards, hostility if alone.

Silvamori, the capital of Silvanesti, is in the heart of this area. Any captured non-Silvanesti will be brought before Belthanos, Regent of Stars (see Event 4).

4. Western Silvanesti

The undergrowth of tangled bushes restricts easy movement in this area to a few paths. Settlements dot the region, along with low stone pyramids standing in newly-created glades. These pyramids are tombs for the Silvanesti dead.

The western reaches of Silvanesti are newly-settled, primarily with the lower castes of Lesser Craftsman and Servitor. Many Kagonesti are at work here, mainly slaves helping assemble the step-pyramids.

While it is Silvanesti custom to lay the dead in great state with their belongings, grave robbing should be discouraged both by the presence of elves in the party (including Silvart who, while not a High Elf, respects their customs) and by the fact that the Stoneshapers place a series of deadfall traps in each tomb (1-4 per tomb, 3d6 of damage apiece).

If the characters show an interest in the tombs, they discover one of them (the largest) to be inscribed with the symbols of House Royal: the final resting place of the Speaker of Stars Lorac and his daughter Ahlana. The tomb is empty.

5. The New Hedge

The woods ends here, but the briars and brambles do not. They grow denser and larger in the low foothills. Movement is restricted to a few narrow paths.

The Silvanesti Woodshapers are creating a new version of the Hedge, a large mass of unpleasant vegetation that served as the western border of ancient Silvanesti for hundreds of years. They have been working very hard, and have rendered this area almost invulnerable to attack from outside.

The Hedge is laced with narrow passages that lead inevitably back to the woods. Motion through the hedge is difficult (one hex per three hours), and is always noticed by a Woodshapers' garrison. These consist of 10

Silvanesti with bows and sickles and 2-8 Kagonesti armed with sickles.

The Woodshapers seek to subdue any non-Silvanesti found in the Hedge. While in the Hedge, the PCs encounter garrisons once every two turns.

6. The Plans of Tothen

On the far side of the Hedge, the land spreads out into a wide grassland of rolling hills. In the distance a herd of flightless birds can be seen grazing. Huge furrows carve the hills as if a giant's plow had moved at random through the region.

The birds are axe beaks, and do not attack unless provoked. The greater danger is from landsharks. Each turn the characters remain in Area 6, there is a 50% chance of attracting a landshark. They are easily identified by the prominent fin (creating a furrow in the ground). The landshark surfaces when within attack range, and follows the party until it leaves the area.

7. Dir-PLaanar-Island of Justice

An island rises from the confluence of two rivers. High-arched bridges of stone and wood link the island to the eastern and western shores. There is no bridge to the north.

The Island of Justice is an official meeting-place of the three elven races. It is here that the Qualinesti and Silvanesti meet without fear of attack; here also is the only dry crossing between the two banks.

There are always 2-20 Silvanesti guards and 2-20 Qualinesti guards on the island, in addition to 4 guards on each bridge. 3-30 Kagonesti are also on the island. Each race has its own area and dwellings (wood and stone for the Silvanesti, wood for the Qualinesti, and hide tents for the Kagonesti).

This was once one of the isles of the dead (Area 9) of the Kagonesti people. They are uneasy on the island, and do not stay overnight, retreating at dusk across to the north shore in canoes. The Qualinesti and Silvanesti cleared the island of undead at high losses (hence the large number of new tombs in Area 4). They were surprised and shocked when their actions were not applauded by the Kagonesti.

8. The River of Death

A broad, slow river separates the elvish kingdoms. It is named Thon-Tsalarian by

Chapter 6 Encounters

the Kagonesti, River of the Dead, because they sent their dead down it in boats to the sea. The civilized elves call it Thon-Tsalaroth, River of Death.

There is a 10% chance per turn of encountering a patrol (Qualinesti or Silvanesti, depending on the side) on the banks of the river. There are a number of small Kagonesti canoes on both sides to allow crossings.

9. Dir-Tsalarian-Island of The Dead

The land is empty here, not even birds live in this silent forest. The trees are healthy and green, oaks and maples not yet budding mixed among the spruce and pine. The river flows through this silent forest, and in the center of the river is dark, fog-enshrouded Dir-Tsalarian, the Island of the Dead.

There are no random encounters here. The party has a 12-hour head start on any elven pursuers as the elves are very reluctant to enter this region.

This is the resting place for many of the Wild Elves' dead. The Kagonesti send their dead down the river. If deemed worthy by Branchala, the high god of elves, they pass the island and drift to the sea. If unworthy, the canoe lands at Dir-Tsalarian and the body is taken by those who live there.

Dir-Tsalarian is ruled by 4 banshees and 24 ghouls. They allow the characters to land on the island and then attack as a group. The ghouls have a treasure trove of 12 pieces of jewelry, 10 gems, and a *wand of wonder*.

10. Central Qualinesti

The land on this side of the river is more rolling, similar to that near Haven in Abanasinia. There are a large number of tall spruce here, but the area has many leafy trees as well. Scattered elven buildings, primitive duplicates of the mighty houses you saw in old Qualinesti, dot the landscape. Elves can be seen in the clearings, some dressed in leather hides, others in familiar dress of the Haven area.

This is the area settled by the Qualinesti who fled before the Dragonarmies. Any intruders in this area are stopped by an armed guard and requested to present themselves to the Speaker of Suns. Those members of the party who were in Qualinost (in DL2) are recognized and warmly received.

The characters are brought before Porthios and the Speaker of Suns (Event 5).

11. Eastern Qualinesti

Many Qualinesti have settled here. The buildings are primitive, but unique carvings show that Qualinesti Woodshapers have been at work. You see few Kagonesti. You feel the eyes of the elves staring at you.

The majority of the Qualinesti refugees live here in widely scattered settlements. They blame humans for their plight and do not aid the party unless Gilthanas asks them to.

12. Qualinesti Hunting Lands

This land is as lush as any you have seen so far. There are few signs of occupation other than empty hunters' campsites or the remains of a Kagonesti encampment. In the distance, you can see smoke from several campfires.

The campfires indicate bases for Qualinesti hunting parties, foraging for meat for their people. Each encampment supports 5-10 of these parties, strung out throughout the region. The encampments have curing and tanning areas for the meat and skins. Each hunting party consists of a huntmaster (4th level elf), 12 Qualinesti, and a Kagonesti guide. There is a 40% chance per hour of encountering a Qualinesti hunting party. They react in a friendly manner unless the characters are known to be fleeing the area.

13. Rocklin Plains

This region consists of plains leading from the forest to the sea. Large boulders carved with ornate designs litter the grassy hills.

This is Qualinesti land by treaty, and there have been a few attempts to prepare it for crops in the spring. Some Qualinesti (with Kagonesti helpers) are plowing small areas.

The boulders landed here during the upheavals of the Cataclysm. The carvings are by tribes that have since moved southeast.

14. The Shores of Harkun Bay

The storms of Harkun Bay have carved a wide beach here, reaching far inland to a line of wind-carved cliffs. The beach is barren save for a few clumps of dune grass. Along the shore is a fleet of ghost ships: the Qualinesti fleet, now mostly dismantled to provide wood for the refugees.

This is where the Qualinesti refugees made landfall. The best of these ships makes the Windrider seem like a floating palace, and only two or three are capable of handling the squalls of Harkun Bay.

The Qualinesti do not want to lend a boat to the party, nor are their ships at all capable of surviving outside Harkun Bay.

15. Plans of Kri

The grasses go on for miles in all directions, hardy weeds that hold the parched soil. The sea of grass is broken by an occasional carving-covered boulder cast up from the earth. In the distance, men on horseback hunt herds of flightless birds.

The horsemen are the Zenol, a tribe of barbarians who use the bola to trip up their prey (axe beaks). They notice the party and a group of 12 men veer off to attack. The Zenol are intolerant of outsiders and hate the elves who have invaded their lands to the north. Each hour, another 12 Zenol attack, staying at a distance and using their bolas.

16. The Battlesite

The ground rises to the north. Far-off mountains vanish into a cover of clouds in that direction. The leafy trees are giving way to conifers. In a glade ahead is the wreckage of a battle. Weapons typical of both elves and draconians litter the area.

This was the site of a battle between a Qualinesti hunting party and a group of Sivak draconians. The Qualinesti were slain, as were a number of Sivaks, though the draconians polymorphed to elven shape upon death (see Sivaks in the Appendices). The remaining Sivaks went west through Kagonesti lands. The Kagonesti found the site and dealt with the dead as is their custom. No bodies remain.

17. Uplands

The air has become much cooler as the land rises. Patches of snow dot the countryside. This land has yet to be settled by the elves and shows little sign of even the wild Kagonesti. To the north is Karken Pass, also called Lightning Pass.

The party is attacked by six Sivaks in draconian form as they move toward the pass. When half the Sivaks are dead, the remainder take to the air and head north. The dead polymorph into the forms of their slayers.

Chapter 7: The Wilds of Ergoth



At the start of this chapter, the players are in one of three conditions: prisoners of the Silvanesti, “guests” of the Qualinesti, or on the run from either or both. The first Event is designed to put the characters on the road with Silvart and Theros. If the characters have already managed an escape without the Kagonesti spy and the weaponsmith, start with Event 7.

Event 6: Escape!

Run this Event on the second night as prisoners of the Silvanesti or Qualinesti.

The second night of your captivity is passing without incident. Outside you hear the changing of the guards at your door. The new guards chat for a short time, then their conversation drifts off into silence. A few minutes later a rope of woven bark drops down the smokehole. “Alright, everyone out,” whispers a familiar voice.

The heroes’ quarters are similar in both Silvamori and Qualimori—a circular building with a domed roof 20 feet above them. The only entrance is a single guarded door. There is a 3-foot-wide hole at the peak of the dome to allow smoke to escape, but no way of reaching it (except flying) until the rope is lowered.

The voice is that of Theros, who climbed

the back portion of the dome. The guards have been drugged by a potion in their food, and will be under until the next shift arrives at dawn. Silvart administered the potion, and is now waiting behind the dome.

Make a Dexterity Check for each character climbing the rope. Failure indicates a fall of 10 feet. Characters who are tied to the rope and hoisted up do not need to make this check.

The characters’ weapons and possessions, including *the Dragon Orb* of Icewall, are located in a similar building 50 feet away. The building is guarded by two elves who have not been drugged, and entrance must again be through the roof. Each character inside this building must make a Dexterity Check each round or attract the attention of the guards. Thieves may use their *move silently* chance instead. The first failure alerts the guards (“Fimbul, you hear something?”). The second failed check prompts the guards to investigate. They send up the alarm, if allowed to do so, the first round they see a PC.

If the party is imprisoned in Qualinesti, Gilthanas is in a separate building, of similar design but opulently furnished. There are no guards at the door.

Theros explains that he does not approve of what is going on in the elvish settlements on either side of the river and news that the heroes were imprisoned was the final straw.

He’d like to head further west, to Sancrist, rather than be involved in a war of elf against elf. He has a map of the surrounding area (the large map enclosed with the module), but is familiar only with the general features of the elvish territory and has no idea what lies north of the mountains. He does know that there is (reportedly) an outpost of the Solamnric Knights on the far side of Foghaven Vale.

Silvart is eager to leave as well. She knows the woods better than Theros, and can talk to her people and convince them to let the party through. She says that the *Dragon Orb* is an evil thing, and she wishes it to pass beyond the mountains. She carries her pouch of herbs and is accompanied by her dog Dargo, a cooshee.

Silvart and Theros recommend heading away from the Qualimori and Silvamori areas, telling the heroes that they will be imprisoned in either area. If the heroes still wish to head for the opposing camp, run the Events listed in the previous chapter resulting in their incarceration. Then run this Event again as the characters break out of prison once more. Theros is recognized in both camps as above suspicion, while Silvart is ignored as a servant.

If the party has escaped without alarming the countryside, they have an eight hour head start on their pursuers. Any encountered Silvanesti or Qualinesti elves are pursuers.

Chapter 7 Events

EVENT 7: FRIENDS INDEED

Run this Event on the second night after the PCs' escape, but only if the characters have escaped on their own. Ask the party who is on watch and how they are concealed.

The second night is quiet and cold, and you are huddled in blankets against the night air. There is the whisper of movement in the forest and the sudden flash of lanterns nearby. Elvish voices break the night, and a party of elves stops in a glade not more than 50 feet from you. Their leader, a human with a silver arm, is sending elvish troops to beat the bushes. "Caliothon, take half the party that way, Goldor, the other half this way. Go a half mile, then return." The elves disperse, leaving the human, a wild elf, and a dog. After the elves leave, the human calls out "The way is clear, my friends, you can come out now." The man is Theros Ironfeld.

If the characters have not yet met Theros, make introductions and tell the tale of the Silver Arm (in Appendices). Theros is trying to escape the elven lands, and sees the fleeing characters as his ticket to Sancrist. He volunteered to lead the nighttime search for this reason. He has been aided by Silvart. Theros has a map of Ergoth and is interested in avoiding Silvanesti and Qualinesti lands. The dog is Dargo, Silvart's cooshee.

Theros and Silvart will accompany the heroes to Silvamori or Qualimori, though they argue against it. Once the characters are again imprisoned, run Event 6.

EVENT 8: VANDERJACK'S BAND

This Event occurs two days after Theros and Silvart join the party.

Toward day's end you see the bright glow of a large campfire, larger than any you have seen in elvish settlements. The group that lit it seems intent on setting the forest ablaze, as the flames lick the lower branches of the trees overhead. A throat clears to your right. You see a kender sitting on a rock with a cocked crossbow. "Good evening," says the kender. "Would ye be interested in joining our little barbecue?" He gestures with the crossbow toward the blaze and the figures around it.

The kender gives his name as Danilo Findabuck, and states that he means the party no harm, but he is on watch. If attacked, he shouts for help and then surrenders, bringing the other members of his band toward the party.

Findabuck is a member of Vanderjack's band, led by the self-styled great adventurer Vanderjack (see NPC Capsules). Other members are two humans named Antor and Claustin, and a dwarf named Agate Splintergem. If the DM has determined that the silver dragon Dargent polymorphed into Fizban's form, then "he" is also in this group.

Vanderjack is a boisterous sort who seems more at home with a jug of ale than leading a party. He makes introductions and offers to share food and space with the heroes. He is blissfully ignorant of elves or evil in the area. Over dinner, he freely tells the party how it happens that he is on Ergoth (see the Appendices).

Antor, Claustin, Agate, and Danilo stay away from the PCs, whispering to each other. They are not very friendly toward the party, and any kender will notice that Danilo is acting in an unkender-like manner (total lack of curiosity).

The four party members are Sivaks in the forms of the band they killed. Their plan is to accompany Vanderjack to the Stone Dragon, then kill him and bring any treasure they find back to Daltigoth. Vanderjack is either ignorant of the true identities of his band, or has been *magic jarred* by the silver dragon. If the latter, she is keeping an eye on the Sivaks.

The addition of the large party complicates matters, and the Sivaks try to slip away before dawn. Any character on watch will notice that all four awaken, disappear into the woods (to wash up), and do not return. They leave their equipment and Vanderjack behind, and do not take anything from the party. If followed, they lead any pursuers away from the group, then attack.

Vanderjack awakens to find his band has deserted him. If Vanderjack is *magic jarred*, he asks the party for help, as it is obvious his untrustworthy assistants are out to beat him to Foghaven and the Treasure of Huma. If not *magic jarred*, Vanderjack heads after his band. The Sivaks, however, move faster than the PCs and cannot be caught. If the false Fizban is present, "he" remains with the PCs.

EVENT 9: STORMY WEATHER

Run this Event five days after the party has escaped the elves. Ignore it if the heroes have already reached Foghaven.

The sky has shifted from brilliant blue to a deep grey, and the first flakes of snow have begun to drift down. The snow increases to a blinding sheet of white, and the air becomes frigid. Shelter is necessary if you are to last out the storm.

Shelter is easy to find, as fallen trees litter the woods and abandoned caves are relatively frequent in mountains. All travel stops for that day and, with a foot of snow on the ground, all travel is halved for the next three days. After that, movement is normal. Flying and waterborne movement is unaffected.

After this time, all movement across the mountains is impossible except through passes. Foghaven, with its warm springs, is unaffected by the storm.

EVENT 11: THE GREY WRAITH PASSES

Run this Event the seventh night of flight from the elves, or the first night spent in Foghaven (Area 50). Run only if Theros is a member of the party.

The still night air is pierced by a shrill howl, unlike any you have heard before. Sleeping members of the party are shocked awake by the intensity of the howl, which is followed by a sudden rush of wind that threatens to take the nearby trees apart. In a moment it is gone, leaving the party startled but unharmed. Theros is kneeling, his face white as birchbark, murmuring ancient prayers.

Theros is overwhelmed by shock, and all he can say for the first half hour is "It's after me, it's found me at last." This passes when it is obvious that the creature (Theros calls it the Grey Wraith) has passed the party by. Theros explains that the Wraith was the guardian of the Silver Arm and wants it back.

ENCOUNTER AREAS

18. KAGONESTI HUNTING GROUNDS

The land slopes up to the north and east, and the sharp, crisp peaks of Ergoth's mountains can be seen in the distance. The hills are covered with tall pines, and the forest floor is a clear bed of needles, haven to many small animals.

This area is a Kagonesti hunting ground, as were all the lands south of the rivers. Any elves encountered in this area are Kagonesti hunting parties consisting of 5-14 (d10+4) elves armed with slings and war hammers. The hunting parties allow safe passage if the characters are with Silvart or Theros, but attempt to drive the party away otherwise.

Chapter 7 Encounters

19. Kagonesti Uplands

The air turns colder and the trees begin to thin out as the mountains of Ergoth loom around you. To the east is Thunder Pass. There are a number of tracks in the fresh snow: those of humans, elves, and other large humanoids. There are also the lizard-like tracks of draconians.

The characters are attacked here by six Sivaks. They attack until they have taken half losses, then the remainder retreat, flying back to the pass (Area 39).

20. Kagonesti Heartlands

The forest floor is a soft bed of pine needles, and the high branches of the surrounding spruce trees create the effect of a natural cathedral. Through the breaks in the trees you can see the rising smoke of several small fires.

This is the center of Kagonesti activity. Any elves encountered in this area are from a Kagonesti village. As the Kagonesti live in closer harmony with nature than either of their cousins to the south, the characters do not realize they are approaching such a village until they are right on top of it.

Each Kagonesti village is the home of a clan of several interrelated families. There are some 100 Kagonesti in each village capable of fighting and 50 non-combatants (children and the infirm).

The Kagonesti are suspicious of the party, unless the PCs are accompanied by Theros or Silvart. If not, the Kagonesti ask the PCs to surrender their weapons and then escort them to the Island of Justice, turning them over to either the Qualinesti or Silvanesti.

There were 100 clan-villages of Kagonesti scattered throughout the Ergoth forests before the coming of the refugees, each with its own distinct customs and facial make-up. There are now some 50 clans left, most of them in this area. The remainder have fled to the west and north, or been enslaved by the Silvanesti, or indentured by the Qualinesti. Kagonesti villages are temporary structures of animal hide and light wood, using the boughs of living trees to aid in construction and camouflage.

21. Disputed Lands

This section of the forest is silent, its animal life driven off. The remains of small campfires are found in this area as you move through it, as well as traces of hunting parties of all three elven races.

This land is adjacent to Qualinesti and Silvanesti lands, and is often invaded by southern refugees looking for food. Most wildlife has been driven off, but one prize remains: Harkunos (The Thunderer), a very large, angry giant boar. All three races are intent on capturing it. Any elves encountered in this area have a 2 in 4 chance of being Kagonesti, 1 in 4 each of being Qualinesti or Silvanesti. They are hunting parties after the boar.

The characters encounter the boar after they have moved 4 miles through this area. The boar fights until it takes half damage, then attempts to flee to the west.

22. The Glade

The forest ends abruptly here, as if it hit a sudden wall. A plain of soft yellow grass extends away from the forest border. A hundred yards away, there is movement in the waist-high grass.

There are three stags resting in the high grass. Any sudden noise causes them to bolt. If approached quietly, they prove quite tame and accept food.

In two turns 5-8 Kagonesti of the Stagherd Clan arrive, riding bareback on tame stags. They are well-disposed to the characters if the stags were treated well, neutral if the stags were scared away, and hostile if the party has killed the stags.

The Stagherd Clan is an important clan in the Kagonesti nation. They are the keepers of the Glade, and tend a herd of some 200 stags. They are very suspicious of strangers and are concerned that the elves to the south will prey on their herd if aware of its size and location. They provide stag mounts for the Silvanesti nobles to appease them.

The Stagherds will provide mounts for the party if given a good reason. If convinced (or bribed with steel or steel weapons), they provide normal stags for the elves, kender, and dwarf, and giant stags for the humans. They ask that the mounts be turned loose south of the mountains.

23. Central Uplands

The ground rises steeply to the north, and patches of snow appear in the glades. To the north lies Gateway Pass.

The party is stopped by seven stag-mounted members of the Passholder Clan. It is their duty to deter those seeking use of the pass, noting that there is the chance of being snowed in, as well as the danger of ogre patrols. They speak of the mighty Stormogre,

and his son Thunderbane, who have great power north of the pass. They do not stop the party if the PCs insist on going north.

24. Western Kagonesti

The woods are thin here and the undergrowth is tangled with briars and brambles.

This is still Kagonesti land, but Silvanesti elves have made numerous incursions searching for food and better hunting. After two hours, the heroes encounter a Silvanesti hunting party consisting of a 3rd level fighter/mage huntmaster on a stag and 10 Silvanesti with sword and bow. If the heroes are on the run, the hunters call for their surrender, and attempt to bring them back alive to Silvamori. If Merathanos is alive, she is leading this hunting party and is interested in evening scores with the party.

Randomly encountered elves are Kagonesti. They ambush any Silvanesti they encounter, as the High Elves are not supposed to be this far north of the river.

25. Thon-Sorpon-The Silverroad

Before you lies the river Thon-Sorpon, called the Silverroad. It has a sharp, metallic appearance, and reflects back brightly the light of the sun and the moons.

The river is a long stretch of clear water without rapids and can be traveled easily (5 hexes an hour) in Kagonesti canoes. Any elvish encounters are with Kagonesti, unless the party is being pursued, in which case the elves are in similar canoes a mile back. The party can outdistance its foes by rotating fresh rowers: the pursuers drop off after two hours.

If the party travels on the river at night, run the following encounter:

A canoe drifts down to you on the slow current of the Silverroad. As it nears, you see several candles illuminating the interior. In the canoe is a dead Kagonesti warrior, branched warpaint on his cheeks. At his feet are a number of weapons.

This is a burial craft of the Kagonesti, and it holds a Stagherd Clansman slain by ogres and draconians. If the party checks, some of the weapons at the corpse's feet are of Kagonesti design, while others are draconian.

Any Kagonesti characters are grievously insulted and attack if the party removes anything from the canoe. Silvart recommends leaving the body to float downstream, as does Theros, but neither objects if the party stops the canoe to look inside.

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26. Western Hunting Grounds

This terrain is very hilly, with copses of pine trees holding islands of soil from erosion. The entire area is littered with kender-sized holes.

The holes are the twisted burrow of an aurumvorax. It attacks anyone investigating its home, fighting to the death.

The burrows are large enough to admit a kender or dwarf crouched over, or a crawling man or elf. In its lair the party will find a sack of 100 steel pieces, marked with the symbol of the Solamnknights, as well as a *sword +1* and a *potion of diminution*.

27. Wilderlands

The woods here are darker than other forests you have seen on Ergoth, its trees closely packed and disease-ridden. Strands of parasitic plants hang from the bare branches of the trees.

The party is attacked by six huge spiders, called agathonos or "hairy hunters" by the Kagonesti. These wolf-spiders hunt in packs, and are repelled from the elvish lands by the Kagonesti. Any "elf" encounters in this area are 2-12 large spiders.

28. Far Wilderlands

This is a blasted land, its trees dead but still standing. Large clumps of old-man's-beard and other parasitic plants wrap around the decaying trees, and the entire area gives off an aura of rot.

The party is assaulted by 2 basidirods in this area. These mobile fungoids seek to drive the party out of their lands. Any encounters of elves are giant spiders, while any encounters of cooshee are huge spiders.

29. The Wardens

The ground is flat and soft, but not marshy. There are the ever-present pines, but leafy trees as well, mainly birch and maple. A small voice demands "What is your business?" You see no one.

The owner of the voice is Alfotost the sprite, leader of his people and warden of the border with the rotted lands (Area 28). Alfotost has about 40 of his guard present, armed with short bows covered with "sleep-poison" (see MM I), surrounding the party and invisible. Alfotost

remains invisible unless asked to become visible.

If the PCs state they are only passing through, Alfotost lets them pass. He does not like the civilized elves, but Theros is known to him and helps the party's case. The party is informed to harm no creatures within this land, and to cut no live wood. Alfotost sends a squad of 10 invisible sprites along to make sure they behave themselves.

If the heroes slay a woodland creature, the sprites attack, seeking to drug them into sleep. The sprites then load them into canoes and send them downriver. The heroes are in Silvanesti lands before they awake.

30. The Old Hermit

The land rises here, at the foot of the Mountains of Ergoth. The air is bracing and the trees begin to thin out. Ahead, an old man is tapping a tree for sap.

This is Bensoldi the hermit, a human who came from over the sea several years before the Qualinesti. Silvert and Theros know of such an old hermit, but have never met him.

Bensoldi is very friendly to the PCs and invites them up to his house, a large, roomy home at the foot of the mountains. He shares this abode with his cat, Whitestripe (the cat is a sabre-tooth tiger kitten, and can, at your option, be the silver dragon Dargent instead of Star). Any native of the northern nations recognizes the house as being similar to those in Palanthus.

Bensoldi is glad to put them up for the night, in exchange for conversation.

Bensoldi is a 6th level magic-user, a native of Palanthus, and a friend of the scribe Astinus. Whitestripe takes an immediate liking to one of the party (roll randomly), and Bensoldi offers him as a gift.

Bensoldi is a relatively new arrival, but is aware of much that occurs in the area. He warns the party of ogre raids and the appearance of Sivaks. He notes that there is safe passage through Foghaven Pass, as he himself made that crossing with the aid of some bird-men. He informs the party that the bird-men are fond of sweets and gives them 20 maple candies. Each has the ability to heal 2 points of damage and *neutralize poison*.

31. The Barrens

The trees here are dead, blackened by fire. The landscape is very weathered with deep gullies. The ground itself has a thin metallic sheen to it, as if bits of glass were scattered upon it.

The sheen is from the high content of impure dragonmetal in the soil. The land was burned by a powerful mage as the rotting woods made an incursion into this area. The fire could not have been more than a month ago.

There are no random encounters in this area, but it gives an excellent view of the mountains.

32 To 37. The Mountains of Ergoth

The mountains of Ergoth are as tall as those around Pax Tharkas and much more sharp and cruel. They are poised against the sky like blades and consist of wave upon wave of broken peaks. Fog clouds the sides of these mountains, perhaps steam from some hidden vents or springs.

The mountains are a nasty proposition to cross even in good weather. During winter the only paths across are the four passes.

If the party is determined to cross without going through a pass, use the following procedure: Each mountain hex takes two days to cross, one if the characters have mountain-climbing gear. Roll 1d6. On a 6 they find a path that lets them leave that hex, otherwise they must remain or leave the way they came. They automatically have a mountain encounter on the Random Encounter Chart twice each day.

The party cannot cross mountain Areas 32 and 33 in this manner. The only way through these mountains is Foghaven Vale.

38. Lightning Pass

The ground rises steeply here, and jagged cliffs loom over both sides of the path. The trail, worn by water and the passage of many feet, winds into the mountains. Ahead, a ruined tower stands at the summit of the pass.

The tower is a guard post for Stormogre's realm, its inhabitants charged with preventing any passage into ogre lands from the south and preventing slaves from escaping from the north. The ruined tower is the hollow shell of a circular tower with a crudely thatched roof. The tower is manned by 10 ogres armed with halberds (1-10 + 2) and led by a Sivak. In addition, any Sivaks that escaped from the Encounter in Area 17 are here. The tower commands the pass, and the only way around it is through the mountains themselves.

Chapter 7 Encounters

39. Thunder Pass

As the path enters the mountains it becomes first a steep incline, then a long stair. The steps have been carved for creatures larger than humans and, though the risers are cracked by time and overrun by vegetation, there is a clear path up through the mountains.

The party is ambushed at the top of the pass by a party of 12 ogres, led by any Sivaks that escaped from Area 19.

40. Gateway Pass

The ground grows steeper as you enter the mountains, and the trees thin out. The air carries the bitter tang of winter. Steep cliffs rise on either side, but the floor of the vale is level and clear. In the shadows of the vale, warm light can be seen streaming from the windows of a small cabin.

The cabin is the home of Ogmag the hermit, an ogre mage cast out from Daltigoth. Ogmag is not at home if the characters head for his cabin, as he is waiting a few miles up the road for the heroes. Ogmag appears at the cabin five turns after the PCs.

Ogmag is *polymorphed* into the form of an old man hobbled by age and firmly grasping his staff. He is friendly toward the characters, even if they break into his home. He invites them to dinner, putting a strong poison in their food. He waits until the party is drugged before attacking.

Ogmag's cabin is a simple, one-room affair with a door and window at one end, a fireplace with a huge cauldron at the other. The characters discover 300 steel pieces, a *shield* +2, and a scroll of *protection from elementals* in his lair. The poison is in an unlabeled clay jar in his cupboard (save or die in 1-4 rounds).

41. Eastern Wilderlands

This is a broken land of wind-shaped rock and water-eroded earth. Deep gullies crease the landscape, and hardy shrubs create high islands of collected soil.

This is a land of wild ogre tribes, some of which are heading to Daltigoth to join up with Stormogre's band. Each six turns the characters are in this region, there is a 20% chance that the party encounters a band of wild ogres (30 in number: 18 warriors, 8 females, and 4 young).

42. The Plain of Battle

The land here has been stripped by the needs of an army. Not a tree stands, and the grass itself has been torn from the ground to feed the innumerable campfires, gathering points for small units of a huge ogre army.

As the characters enter this area, they are challenged by a unit of ogre guards. The guards do not attack, trusting their comrades at the passes to keep out invaders. They ask if the PCs have business in the camp, or are heading to Daltigoth. If assured they are friends, the ogres let the party pass into the camp.

Each turn the characters are in the ogre camp, there is a 15% chance they are drawn into some kind of altercation with the ogres. It is quickly apparent that the ogre army is a collection of independent tribes, most of which have some type of feud with the others. The characters can be drawn in on any of the following, at the dungeon master's option:

- The characters are accosted by an ogre asking for a human judgment in a disagreement between tribes. The side the characters decide against takes personal (and violent) insult.
- An ogre tribal leader offers to buy one of the elves, dwarves, or kender from the party. They offer supplies, venison, or ogreish bone pieces.
- An ogre guard unit stops the party. Having more on the ball than the others, they ask for proof of statements, and are suspicious of elves, kender, and dwarves.

If the party gets seriously involved in a fight with an ogre tribe or unit, the other ogres gather around to place side bets, but do not enter the fray. If the characters defeat the ogres, the others let them go, but pass on word to Daltigoth of the superior fighters headed that way.

43. Ogre Farms

The hard-packed earth here is broken by deep furrows. The first green sprouts of weeds and vegetables rise from the patchy snow. In the distance, two huge animals strain at a massive plow. A team of ogres follows the plow, thrashing the beasts with long prods, and following the team with huge sacks of grain.

This land is to supply the food for Stormogre's new army, and planting has already started for the spring. There is always a team of ogre plowmen in sight, each team consisting of five ogres, two baluchitheria, and a Baaz advisor.

The farming ogres do not hinder the party's movements unless they are themselves disturbed. They then fight to the death, while the Baaz seeks to reach Daltigoth and report the disturbance.

44. Daltigoth—The Ruined City

Daltigoth was once a mighty city of Ergoth. Now most of its buildings are shattered ruins, its wide avenues clogged with debris. The exception to this is the old amphitheater, called the Dome of Gold, now headquarters for the gathering ogre forces. The dome rises among the ruins, huge ogres and draconians standing guard at its entrances. Coiled around the fixtures of the roof are large, white dragons.

Daltigoth is the center of Dragon Highlord activity in Ergoth. Far in advance of the main battle lines in Solammia, the Highlords have detached a flight of white dragon scouts to form a fighting force on Ergoth. This fighting force is to be strengthened by uniting the battling tribes of wild ogres against the elven refugees. They have selected a powerful hill giant, Stormogre, to be their agent in this enterprise.

The attempt has been only partially successful. The ogre tribes are more interested in fighting each other and settling old scores than becoming a fighting force. Stormogre has been aided in his designs by his three sons: Thunderbane, Hammerfall, and Stroke-lightning. Thunderbane is in the west, and the party encounters him in Foghaven. Hammerfall and Strokelightning are in Daltigoth.

Stormogre has a detachment of some 50 ogres in Daltigoth, all loyal to their leader. In addition, Stormogre has been supported by a large force of Sivaks and Baaz, which he has used to help control his own troops, and a flight of five white dragons.

Daltigoth is not described in full as it does not lie on the direct path of the characters' intended travels. The large number of enemy should deter the characters from heading there. However, the above information should be sufficient for the DM to create his or her own adventure in this area if the players are interested.

45. The Salt Marches

The ground has settled here, and the Bay of Darkness has swallowed large chunks of land. The result is a haunted, greenish fen. In the distance, small lights dance among the rushes.

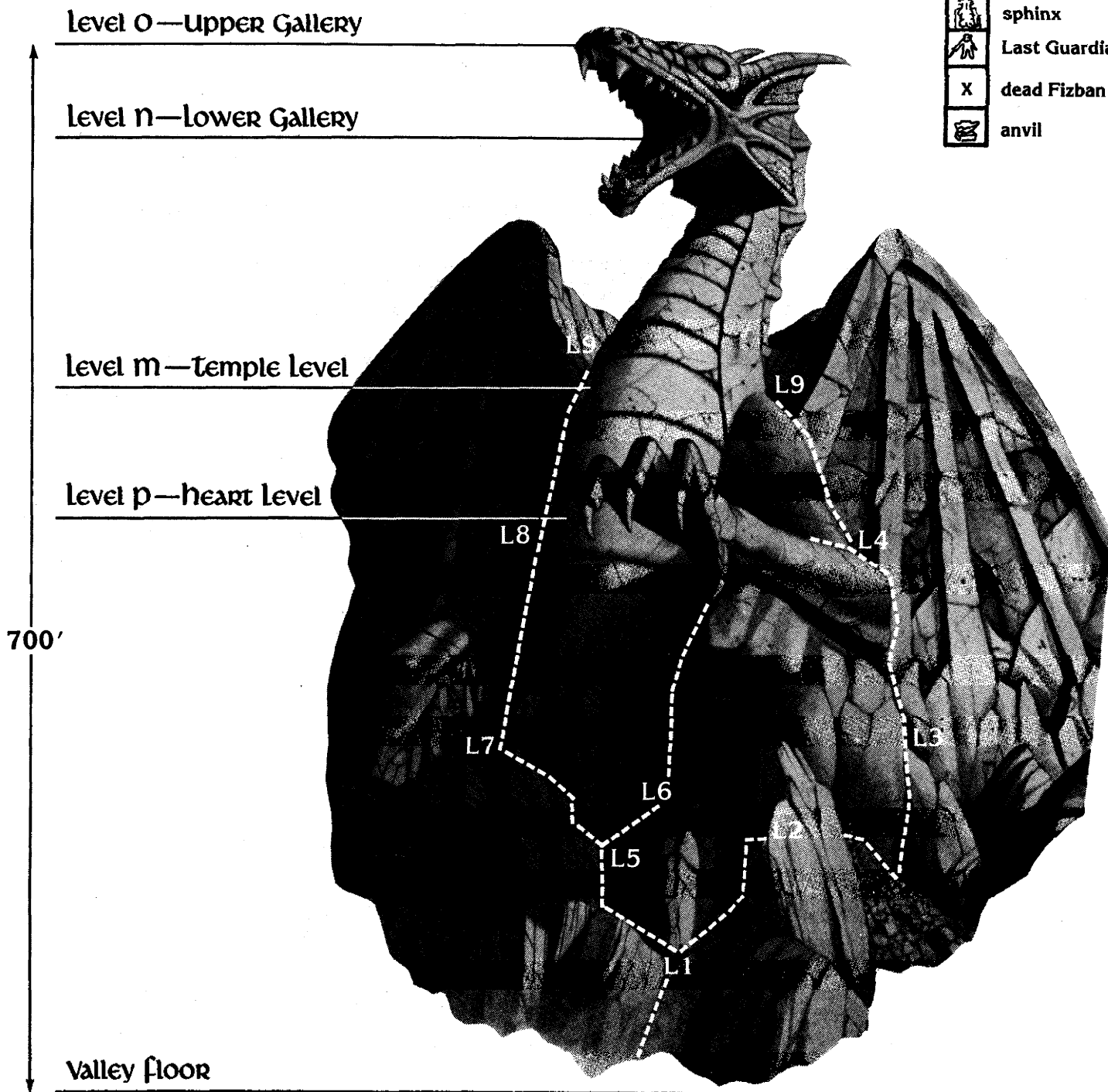
Continued on page 19.

map I The Stone Dragon of Ergoth

Key

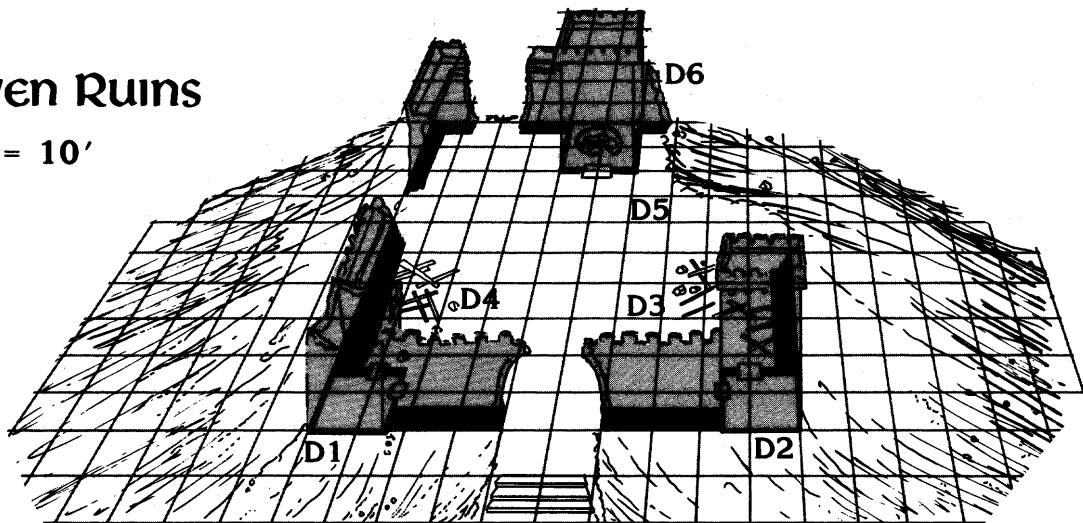
B1	encounter area
	statue
	door
	altar
	rack for Dragonlances
	well

	Windpipe
	bench
S	secret door
	spiral staircase
	rubble
	stairs
	balcony railing
	pillar
	sphinx
	Last Guardian
X	dead Fizban
	anvil



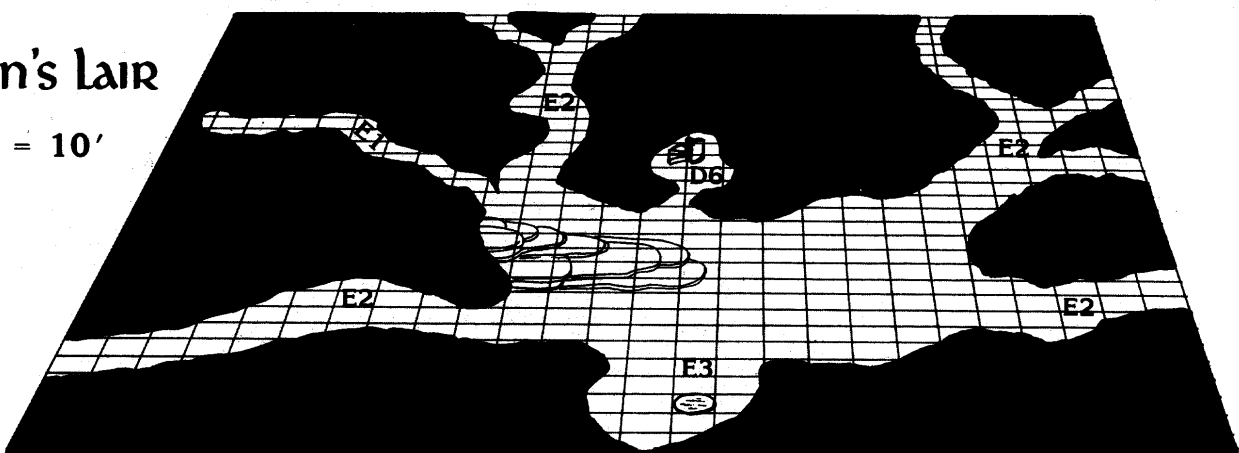
Map D The Foghaven Ruins

Scale: 1 square = 10'



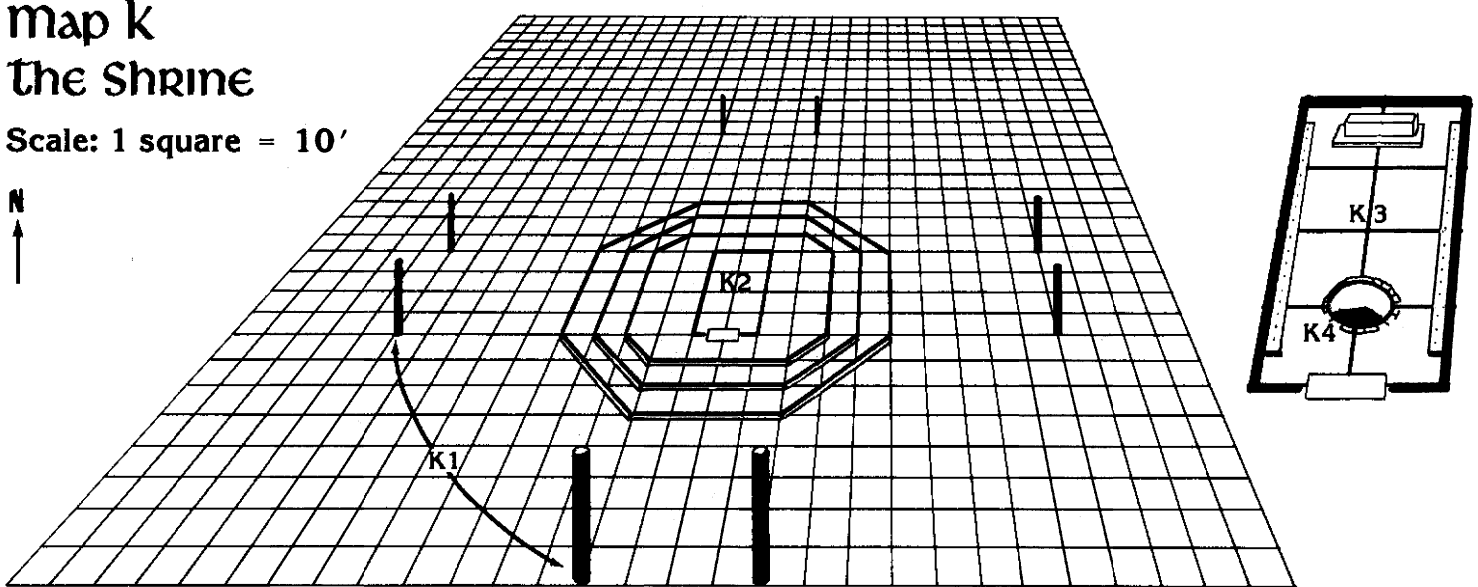
Map E The Dragon's Lair

Scale: 1 square = 10'



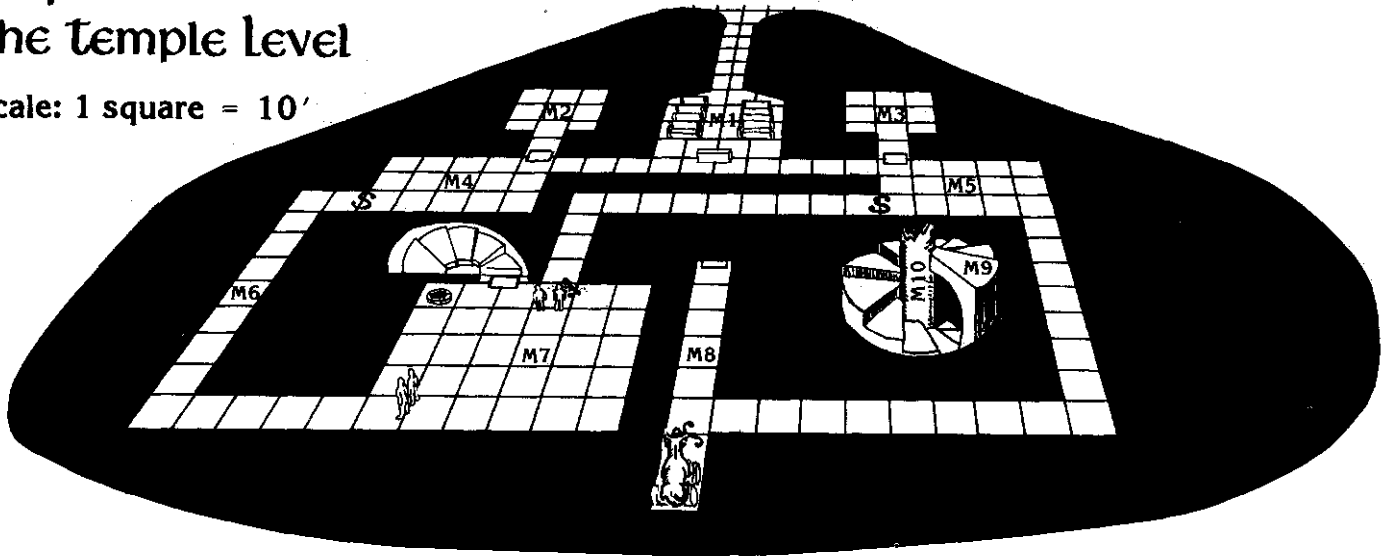
Map K The Shrine

Scale: 1 square = 10'



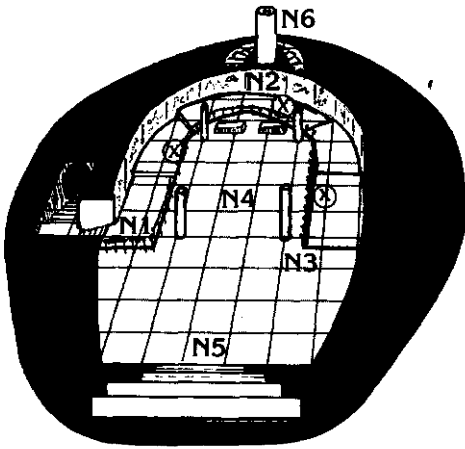
Map m
The Temple Level

Scale: 1 square = 10'



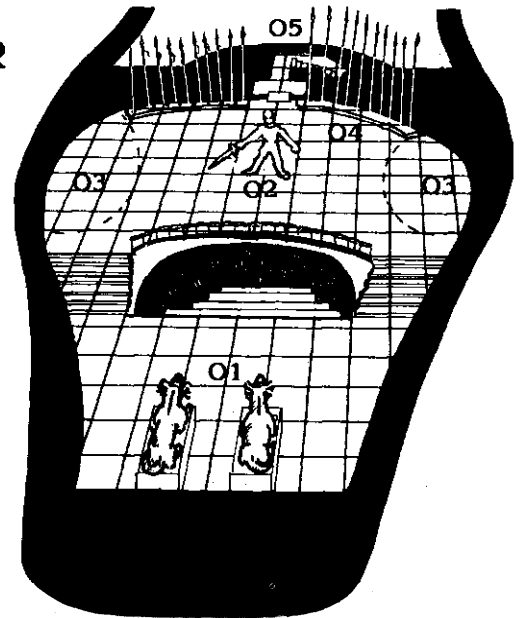
Map n
The Lower Gallery

Scale: 1 square = 10'



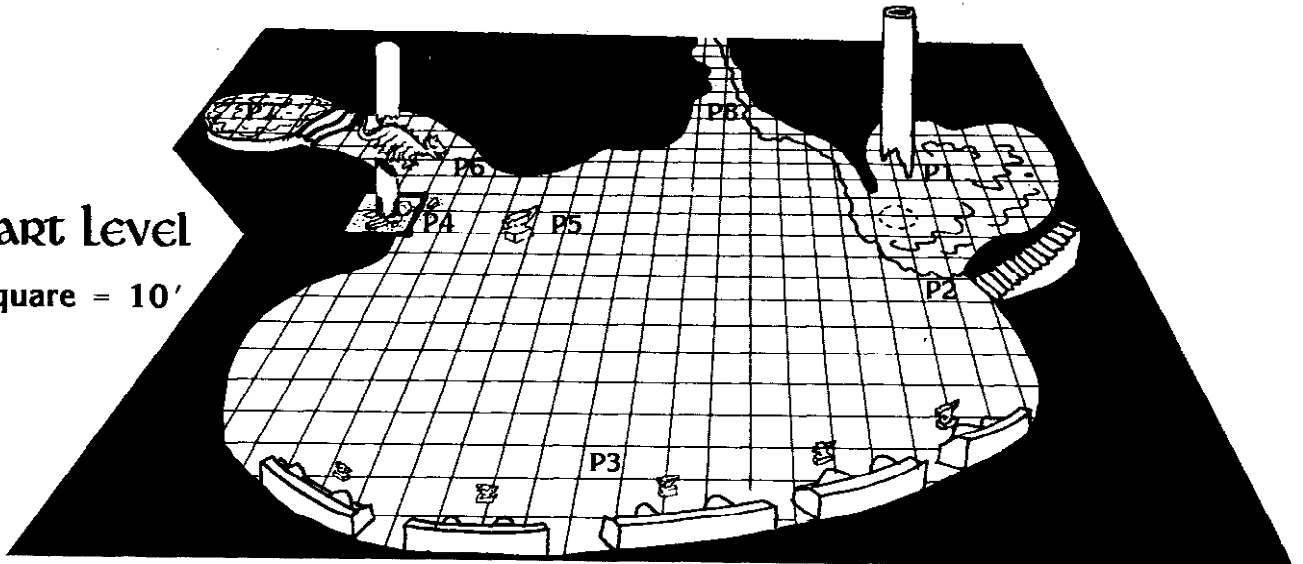
Map o
The Upper Gallery

Scale:
1 square = 10'



Map p
The Heart Level

Scale: 1 square = 10'



Theros's Tale— As you remember, my friends, I struck out against the dragon—men once, at the cost of my arm. Gilthanas's people were good enough to take me in, feeling that a one-armed smith could be of some use in their exile. I accompanied the Qualinesti to the edge of the channel, where we built boats to cross, crude ships that now rot on the beaches.

At that time I was far afield, searching for ore to forge bolts and fasteners. What I found was a ruined place, a temple toppled by the Cataclysm and overgrown with ivy. Thinking to salvage weapons or armor, I went in. What I found was this Silver Arm.

It was in a small alcove, bare, as if it was a shrine. I picked it up, thinking it part of a suit of armor, but found it solid. I placed it against the stump of my arm and it bonded tight. I could move it as if it were my own.

It was then that I heard a deathly howl, and saw this hell-beast with green glowing eyes. I ran, feeling it hot behind me, and did not stop until I reached the beach. Porthios was amazed at my discovery, moreso because it could not be removed. We searched for the temple briefly, but found nothing. Then we sailed, landing here seven days later in leaky ships.

We found the Silvanesti here already, haughty, proud elves who seem a little too cool for my taste. Still, they allow me to walk through their lands, as do the Wild Ones, the Kagonesti.

This arm has been an aid. It is as natural as my own, and I can hammer from dawn to dusk without resting. It seems to know what I need to make.

One thing bothers me, though. I've been asked to make a lot of weapons. I'm afraid the elves aren't getting along too well, and it will soon be coming to a head. I really would rather not be here when it does.

Vanderjack's Tale— I'll tell you, it was shortly after our brilliant defense of Vingaard Keep that I heard this story, a story of treasure from before the Cataclysm.

I know, you've heard plenty of dragon tales about lost cities and the lot, though most of them are stripped clean. This story I heard, it was on the level. I know, I popped a *detect lie* on the old coot telling it.

This tale says that in the center of Ergoth there's this Dragon. That's Dragon with a capital "D." One that's been around for years before these armies appeared, quietly taking in his haul, entertaining pilgrims coming to worship him, and all that. I was told the Dragon can be found at the joining of three mountain ranges.

Say no more, I said. It doesn't matter that the beast is 700 feet high or has eyes that turn you to stone. I'm interested. Took a bunch of my mates and took off, a little vacation from the front, so to speak.

Landed near Daltigoth and have been running ever since. Ogres and dragons! They run that place! Just escaped with my skin and that of my mates. But I'll tell you, with all that protection, I'm convinced that this place Foghaven is where that Dragon is. And I'm going to become rich finding it.

Theo's Tale— There isn't much to tell, really, you see, I'm an explorer, well, not an explorer, but an adventurer, well, really a discoverer, and a scientist too, I guess...

Anyway.

I'm from Sancrist (Know where that is?), and I was adventuring in the west, and found all sorts of neat items and stories that I'm going to have published, that is if I get back to Sancrist.

So.

I was en route back to Sancrist when pirates attacked and I, thinking of a neat item I had, pulled it out of my bag and let loose with an attack, though I think it blew a hole in the bottom of my boat.

Anyway.

I washed up on shore near this ruined city and was grabbed by these ogres and taken before this big giant who asked me who did I think I was washing up on his beach and I told him and he threw me into prison and took my bag.

so.

I was assigned to make big rocks into little rocks and even though it wasn't really my fault the quarry wall caved in and I escaped but not before I grabbed some *more* neat stuff and I got my bag back too but I think the big giant's son is angry at me.

Silvart's Tale— This is a legend among my people.

Long ago there was a mortal man, a warrior named Huma, who fought and gained great fame for his kindness and honesty and skill.

At that time there was a war with evil dragons who ravaged the land, and Huma did wish to drive the dragons from this land.

And so Huma went to a hidden valley, a pass between three mountain ranges, where there lived a wise dragon. The dragon appeared to him in female form, and was taken by his kindness and honesty and brave heart. They fell in love, but Huma did not know his lady was a dragon.

The dragon went to her people, and with the help of many races forged a great dwarven hammer and a magic arm, and delved deep into the earth to find the dragonmetal. And they forged the Lances of Doom.

The evil dragons heard of the lances, and attacked the good dragon's people. Huma rode to warn them. Then the good dragon revealed her true form and, mounted on her back, the warrior Huma took to the air against the evil dragons, carrying a Lance of Doom.

The evil creatures were driven back to their foul holes, but not without cost, for the brave warrior was wounded unto death, and the dragon wept for him.

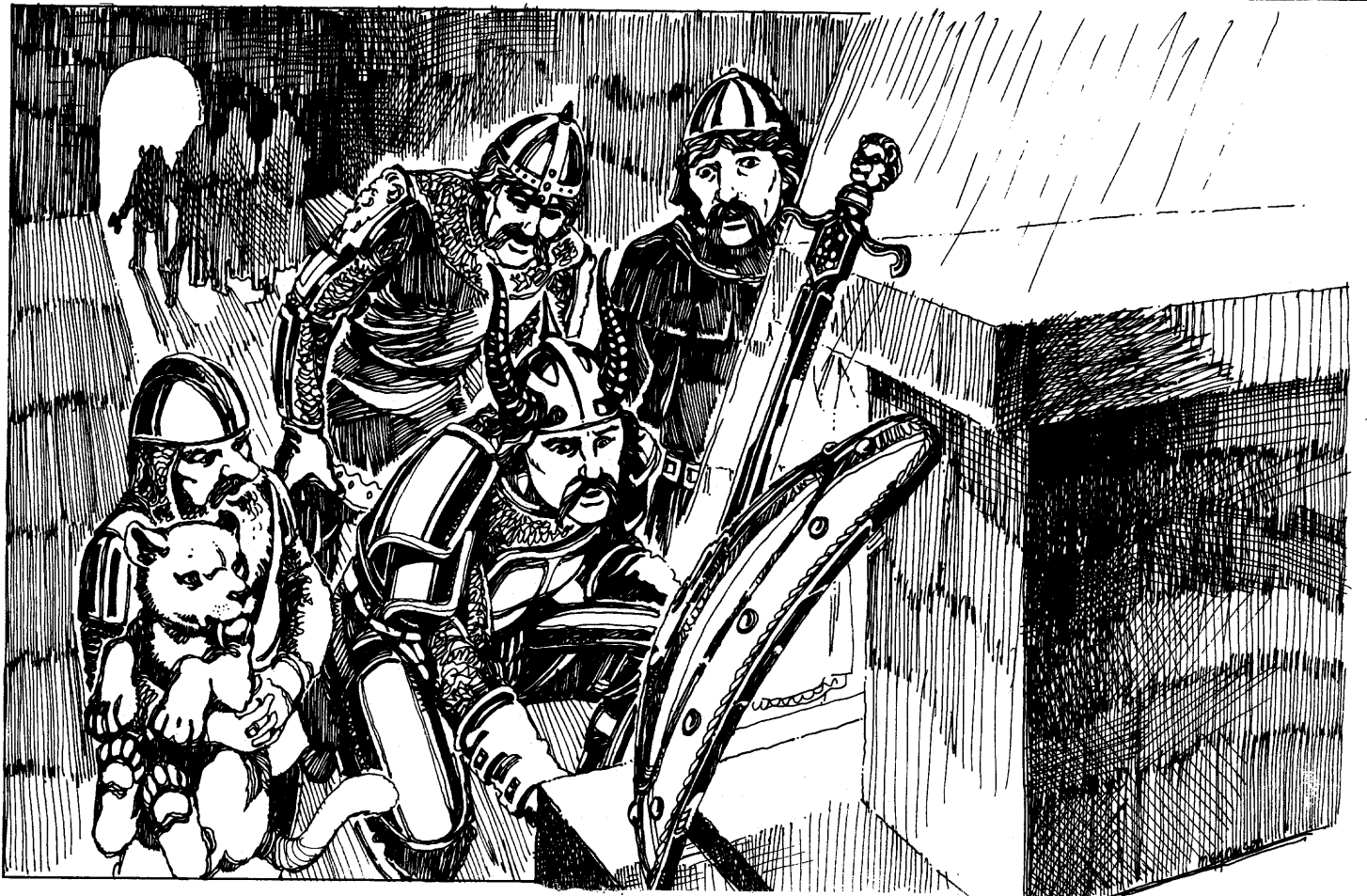
The good dragon and her people took the dead warrior up into their hills, and laid him to rest beneath a shroud of fog, with his sword, his shield, and his Lance of Doom. The good dragon sickened and soon died as well.

The Tomb of Huma was known until the great upheaval that you call the Cataclysm, and was a place of pilgrimage. But Huma's body disappeared from its locked vault, and it is said that he and his love dance beneath the trees in the fog.

I know this to be true. I have seen the Tomb of Huma beneath the Dragon's shadow, and seen strange lights dancing beneath the trees. You shall see it too, for it lies along the path over the mountains to the lands ruled by humans.



Chapter 7 Encounters



The lights are will-o-wisps. If the heroes follow, they are led to a large patch of quicksand (Dexterity Check to avoid, Strength Check to pull out of, check once). The will-o-wisps disappear if attacked.

46. The Wild Fields

This area is open prairie, and is home to wild ogre tribes that have not yet joined Stormogre's army. Any ogre encounter is such a tribe of ogres, 9-18 in number. Unlike the disciplined brutes of Daltigoth, these ogres have no qualms about slaying the party and plundering their treasure and supplies. They are, however, open to negotiation and bribes (particularly food and steel pieces).

47. The Wasted Land

The wasted land is a desert that is slowly expanding southward into the ogre territories. There is no surface water available, and the party cannot cross with the supplies they have on hand.

Meager amounts of water are stored deep beneath the earth, hoarded jealously by land-sharks. Each day the characters are in this land there is a 50% chance they are set upon by 1-2 of these creatures, which can track the party by the vibrations of their footfalls on the packed earth.

48. The Mines of Thunderbane

This side of the mountains has been carved away by dint of a huge effort, the ground despoiled by huge circular pits several miles in diameter. Thousands of slaves can be seen working at the walls of these pits, driven by ogre overseers.

This entire area is Thunderbane's fief, devoted to the mining of ores for his father Stormogre. All non-ogre personnel are slaves collected by raiding the neighboring regions. There is one ogre guard for each 20-person slave team, the slaves shackled to prevent escape. Any random ogre encounters are guards who are all too willing to capture more mining slaves. The leader of this group, Thunderbane, is not in camp, and is involved in chasing an escaped prisoner to the west.

49. Gateway To Foghaven

The junction of mountain and plains forms a series of rolling foothills at the base of Foghaven Pass. The bodies of several ogres litter the ground ahead. In the distance a long, lone howl echoes off the mountains.

Any evil beings with the party are filled with a

feeling of dread at the howling of the moon dog, but there is no other effect as the creature is far away. The bodies are part of Thunderbane's hunting party, and carry shields showing his family's symbol, the stormcloud. There is no sign of any leader, nor any bodies other than those of ogres.

Two turns after discovering the bodies, the party encounters the moon dog that eliminated about half of Thunderbane's party. The moon dog has been charged with guarding the pass from evil creatures that may attempt to break into Foghaven Vale. The moon dog appears to be a great, dark hound. If there are no evil creatures in the party, it lets them pass without incident. If there are evils, the moon dog attacks them.

50. Foghaven Vale

Mountainous walls rise hundreds of feet to either side of you, and a long, winding path enters the mountains proper. Huge statues once lined the passage, but they have been cast down by great force.

The statues are of Kagonesti, bird-men (aarakocra), dragons, and Knights of Solamnia, the major forces that guarded Foghaven and held that land in reverence.

Foghaven Vale is described in full in the next chapter.

Chapter 8: Foghaven Vale

Event 11: Sighting The Dragon

Run this Event one hour (six turns) after the heroes enter the vale.

The thick veil of fog that has blanketed the area begins to lift, revealing a deep natural valley green with grass and ancient forest. But the most stunning feature of the vale stands directly across from you on the opposing cliffs. There, rising far above your heads, is a huge statue of a dragon, carved from the rock of the mountains itself.

The Dragon is as it appears on the cover of this module, soaring to 700 feet above the valley floor. Silvert, if present, states that the secret path (*sla-mori*) through the mountains can be found in the upper vale formed by the dragon's wings.

The rest of the valley is also visible at this time, revealing the woods, the lakes, and a shrine on the opposite side, reached by a bridge. The walls of the vale are almost vertical, except for the Stone Dragon and the area around ruined Foghaven Keep.

Event 12: Thunderbane and Theodenes

Run this Event the fifth turn after the characters encounter Theodenes (in Area C).

The ground shakes as a huge boulder hits not more than 15 feet from you. An angry voice shouts "By the blood of Stormogre, I, Thunderbane, demand the return of my property!" Another boulder drops behind you. Looking toward the voice, you see a very large hill giant, accompanied by two other hill giants, and ten ogres, all dressed in livery bearing a stormcloud emblem.

The leader of this band is Thunderbane, son of Stormogre of Daltigoth, hunting Theodenes who stole the Singing Statue from him. The gnome has joined the party, and looks quite worried, pawing through his *bag of holding* for something he can use.

Thunderbane is willing to spare the party only if they immediately turn the gnome and themselves over to his men. If they refuse, he and the ogres close and attack, while the other two hill giants fling boulders every other round. They concentrate on nailing magic-users and those with missile weapons, while Thunderbane engages in hand-to-hand conflict with the toughest-looking male fighter. The ogres start about 50 feet away from the party.

The ogres leave for dead any downed or unconscious characters, stripping the bodies of equipment and magic. They want to capture the gnome alive to take him and any treasure back with them to Daltigoth. They move at a leisurely four hexes per day.

Event 13: The Grey Wraith Descends

Run this Event the first night spent in Foghaven, unless the characters are in a protected area (such as Huma's Tomb).

Darkness falls and you make ready to bunk down in the relative warmth of the vale. Suddenly, an all-too-familiar scream pierces the night. The wind rises, and to the east the darkness is illuminated by a pair of luminous green eyes, surrounded by roiling darkness. The eyes advance on the party.

If Theros is here, the Grey Wraith has come after him. The mighty blacksmith falls into a faint when confronted by the creature, which seeks to destroy him and regain the Silver Arm. If Theros is not with the party, the Grey Wraith passes among the party, then departs.

The Grey Wraith is a particularly powerful spectre (see NPC Capsules) that guarded the Silver Arm. It cannot be turned.

Event 14: The Scout

Run this Event the third day after entering Foghaven, even if the characters are already involved in climbing the Stone Dragon.

There is a piercing shriek as a large white dragon breaks through the low cloud cover over Foghaven Vale. Almost simultaneously a long, low howl goes up from both forests on the valley floor. The dragon circles once about the vale, then dives toward your party.

The white dragon is a scout from Daltigoth, sent by Stormogre to investigate the progress of his son. This dragon, along with the disguised draconians of Vanderjack's band, are the first Dragonarmy forces to find the Stone Dragon. The white dragon's orders are to locate Thunderbane and report back. The white dragon circles, lowers to about 60 feet above the party, and breathes. If it takes any damage at all, the dragon flees, returning to Daltigoth with its report of the Stone Dragon, and Thunderbane's progress.

ENCOUNTERS

a. WESTERN ENTRANCE

The walls of the mountain pass are wet with cold mist, and the steep sides of the vale are lost in the clouds. A thick fog closes in, reducing shapes more than 10 feet off to mere shadows. Suddenly, the northern wall drops away to form a steep cliff, plunging into unknown depths below. The path continues to the east. Ahead, bells toll softly.

The cliff is 150 feet high, extremely sheer, and slippery from moisture. Any chances to climb walls are at -20%, and failure results in falling 50 feet before hitting a ledge.

B. EASTERN ENTRANCE

The mountain pass's walls are wet with cold mist, and the entire area is wrapped in a thick fog. The sides of the pass quickly disappear in the thick clouds overhead, and vision is limited to a few feet before you. Suddenly, the northern wall disappears, becoming a steep cliff vanishing downward into the fog. Ahead you can hear a bell toll. Huge shadows move in the fog.

This cliff is identical to that of Area A above.

The huge shapes are baluchitheria, mounts for Thunderbane's party. There are no ogres in the area, just the seven mounts tethered to strong trees.

C. The Stairs of Foghaven

The muddy pass continues to the east and west, but to the north is a set of wide, low stairs. These stairs are each about ten feet long and wide and rise one foot per step. The area is littered with ropes, stakes, and pinions driven into the rock. Ahead a small shadow in the fog cries out "Hallo the bottom of the Mountain! I'll throw you a rope." The end of a snakey rope sails down to you.

The characters obviously do not need a robe to ascend the stairs, and may do so without trouble. At the top of the stairs is a small gnome. His name is Theodenes. He is involved in a "climb" of Foghaven. His lone companion is his cat, a sabre-tooth tiger kitten named Star.

Theo is interested in the party and their destination. He was heading for Sancrist after adventuring in Abanasinia, but fell afoul of

Chapter 8 Encounters

pirates, who sank his ship (well, actually it was one of his own experimental weapons that sank the ship, but no matter). He was sold into slavery in the ogre lands, but escaped.

Theo wants to join the party and says he knows a secret tunnel through the dragon statue that leads to Sancrist. Theo is on the run from Thunderbane, from whom he stole the Singing Statue. He does not mention this to the party. Read Theo's tale (see Appendices) to the party.

If Theo is the silver dragon, he keeps to character. He abandons his mountain climbing, and puts his massive amount of equipment in a *bag of holding*.

d. The Ruins of Foghaven

Ahead of you are the ruins of a small keep. Its walls shine with moisture. The southwestern tower is a shattered stump, while the southeastern tower is still intact. A bell tolls softly in the breeze.

This shattered keep was once maintained by elves and men for pilgrims seeking the Stone Dragon. It has been abandoned since the Cataclysm. Its entrance is now a fallen arch, and the thick stone walls have crumbled in many places.

If the characters enter the ruins:

The archway and gate of this keep have long since crumbled away, and the courtyard is littered with debris and rotting wood. The northeast corner of the keep is missing entirely, having slid down the side of the cliff. Directly across from the entrance is a large, iron door.

The keep is detailed on Map D.

d1. The Watchtower

This tower has had its top floor removed and is exposed to open air. Along the south wall, someone has inscribed in gilt letters: *Lances did great Huma seek/To forge upon the dragon's peak/With silver arm and silver pool/And Hammer strong would forge wym's doom*. The gold lettering is only gilt, and worthless if peeled off.

d2. The Bell Tower

This tower is complete, 30 feet high, and hollow. At the top are a series of large bells, one of which is tolling in the breeze. Ropes of rotting hemp lead down to the floor level.

The upper walls are the home of 10 giant bats. They are not bothered by the tolling bell, but if the other ropes are pulled, they

attack those in the tower. Tolling the bell also warns any other creatures in the valley of the party's presence.

d3. The Ruined Stables

This pile of rotting wood was once a fine stables. There is nothing of value here.

d4. The Ruined Quarters

This was once the quarters for pilgrims en route to the shrine. It too is a pile of rotting wood, and is infested with 10 rot grubs.

d5. The Missing Corner

The subsidence of the cliff resulted in this entire section slipping downhill. The area is still so unstable that anyone within 5 feet of the edge must make a Dexterity Check or go sliding down the hill into Area E, taking 2-12 points of damage.

d6. The Thundering Stairs

The interior of this building is remarkably clean, and contains a spiral staircase leading down. The stairs are sheets of metal that create a thundering noise when stepped on. The stairway leads to Area E1.

e. The Slopes of Foghaven

A steep slope of broken rock and gravel leads down from Foghaven to the valley floor. It is pocketed by many caverns.

There is a chance of losing control going down the slope. Make a Dexterity Check for every hero; failure results in sliding to the bottom and taking 1-6 points of damage.

The caverns are all entrances to the Dragon's Lair (Map E). Any entrance the heroes take combines with other caverns to form one of the large entrances (E2).

e1. The Dead End

This 70-foot-long, twisting passage is 5 feet wide and lined with brown mold, a freezer for Dargent's food.

e2. Entrances To The Lair

The description below applies to each section marked E2:

The cavern grows larger as other tunnels from the surface join from either side. The tunnels end in a large natural cavern deep beneath Foghaven. To the south and north are small alcoves. The room is dominated by a series of step-like rocks on the west wall. The steps are littered with precious coins and gems.

If Dargent has used her *magic jar*, add this:

On the pile of treasure is an extremely large silver dragon, coiled up as if asleep. The torch-light reflects from scales like the sun on steel coins.

The treasure contains gifts from pilgrims to the shrine at Foghaven. There are 30,000 gold pieces, 50,000 copper pieces, and 700 platinum pieces scattered about the room, along with 10 gems of 500 gp value.

There is also a small wand of ivory with a bird's claw holding a sphere. This wand has *Nystal's magic aura* cast upon it, but has no magical powers, and is a symbol of power among the aarakocra. Finally, the lair contains six fist-sized gems that radiate magic. These gems are worth no more than 100 gp each, but are taken from the Windpipe in Area K4, and are used to control the Windpipe.

If Dargent is in *polymorphed* form as Silvert, Theo, Star, or Fizban, there is no dragon here. The *polymorphed* character protests any thievery, explaining that it is not wise to anger unknown dragons, but lets the characters take what they want. Later, as the dragon Dargent, she will ask the characters to return the treasures.

If Dargent has *magic jarred* a character, that character argues against killing this unknown dragon, but if the party seems intent on slaying it, will use all means available (spells, fighting skills, etc.) to stop them. As a last resort, the dragon flees back to its natural body and attacks the party using its paralyzing gas, dropping the bodies outside its lair. Dargent then abandons the party to its own devices and attempts to aid no more.

e3. The False Well

In an alcove on the southern wall is a well, filled to the top with silvery liquid. The liquid looks thicker than the silvery river water, and once removed from the well, soon dries to a hard, brittle substance. This is lance-metal, but it is impure in nature and any weapons made of it break on the first use.

f. The Foghaven Plains

As you descend into the vale it becomes warmer, and lush green shrubs dot the slopes. The grass at the bottom is neatly clipped, and thick woods stretch off to the east and west. Ahead is a herd of sheep.

There are about 15 sheep in this herd, passive creatures that will not bother the party. The sheep are guarded by three rams, all with nasty tempers.

Chapter 8 Encounters

g. The Bridge of Passage

Before you lies a huge span of white stone, glistening from the steam of the hot springs. The sides of the span are carved with figures of men, elves, and dragons moving in a procession to the north. The sides of the arch were once guarded by a railing, but the metal has rusted and all that remains are a few reddish holes.

The smooth surface of the bridge is even more slippery due to the condensed steam. Any character crossing the bridge must make a Dexterity Check or fall in the heated water taking 1-6 points of damage.

h. The Hot Springs

The steam hangs heavy over the lake, and the water bubbles and boils. A small white bird dives, as the surface of the water, and is gone, lost in the fog.

The water in this lake is heated by volcanic fires far below. It will burn any who drink from it, and inflict 2-12 points of damage to any who immerse themselves in it.

i. The Cool Lake

This lake is cool and calm, its borders crowded with cat-tails and water-lillies. Ripples radiate from the spot where a large fish briefly broke the surface. A large sign, written in Common, says "No Fishing."

The fish in question are giant gar. There are 5 of these creatures in the lake, watchdogs for the 14 nixies who make the lake their home. The nixies do not bother the party unless provoked, and let the party drink and swim in the lake without incident. Any character attempting to fish, however, is attacked by a *charm* spell. Any characters lost in this fashion are returned to the party (Dargent or Fizban talk the nixies out of their prize).

j. The Woods of Peace

The forest begins at the edge of the grassland, and the trees' branches form an apron of solid darkness beneath their boughs. Deep within the dark interior of the woods, luminous figures can be seen, moving silently through the trees.

The woods is enchanted, with a *darkness* spell operating beneath its boughs. The enchantment also creates the *illusion* of glowing men and women feasting and dancing within.

Finally, any who enter the woods must make a saving throw versus magic or fall into a deep sleep. Those who fall asleep are taken to the nearest border of the woods by the forest's caretakers.

The caretakers are five moon dogs charged with guarding this place against evil. They attack any evil characters and seek to drive them away. They also attack those who seek to do damage to their forests, as damage may harm its enchantments.

k. The Shrine

Before you lies the Tomb of Huma, Knight of Solamnia, hero of a time now lost. It is a modest structure, dwarfed by the imposing weight of the carved dragon looming above it. The shrine rests on a set of low tiers, surrounded by tall pillars forming a circle around the site.

k1. The Guardians

As you approach the shrine, the pillars surrounding it seem to shimmer, as if they were exposed to great heat. You feel mildly unwell watching their forms twist, until finally each of the pillars resembles a familiar figure.

The pillars are the immobile guardians of the Tomb and have two enchantments placed upon them. The first enchantment is an *antipathy* spell placed on the entire area to drive evil from the site of the tomb. The second enchantment is an *illusion* that makes the pillars appear to be friends and comrades of the party. If the DRAGONLANCE™ characters are used, the pillars appear to be Goldmoon, Raistlin, Riverwind, and other members of the lost party. The DM is at liberty to choose other characters the players are familiar with, provided they are friendly to the party.

k2. Huma's Tomb

The Tomb of Huma is a long, low building set atop three octagonal steps. Its door, made of heavy bronze, is shut, and a thick piece of oak bars the entrance from this side.

The steps are as sharp and clear as if they had been cut from the mountain yesterday. The Tomb's exterior is carved with ornate symbols and pictures of men and dragons locked in combat.

The oak block can be easily removed by anyone making a Strength Check.

k3. The Tomb's Interior

The door silently swings open to reveal the final resting place of Huma. Both sides of the Tomb are lined with empty racks, holders for long pole arms. The far end of the Tomb holds a small dais, upon which there is an empty bier. At the near end is a well covered by an iron grating.

The Tomb is almost empty. The racks on either side, once resting places for the Dragonlances, are now bare. The bier that once held Huma's body is empty. At the foot of the dais are the Sword and Shield of Huma, revered artifacts.

The Sword of Huma is a *sword* +2, *dragon-slayer*, with the ability to cast a *heal* spell once a day. Though as long as a bastard sword, it does longsword damage.

The Shield of Huma is a *shield* +2, with a +3 *protection against dragonbreath*. It appears to be a standard shield decorated with the emblem of the Order of the Rose.

Should either of these weapons be removed from the tomb, the new owner is *cursed*, being -1 to hit and -1 to save on all attacks. This curse may be reversed by an *atonement* spell, and is revoked when the weapons are wielded against an evil dragon.

k4. The Shattered Windpipe

The well before the door is covered with an ornate iron grating. Emblems of the Rose, the Crown, and the Sword are interwoven with vines of iron ivy. The well beneath the grating is lost in darkness.

A successful Strength Check is needed to move the grating. The well was once the Windpipe, a transport system to Level N, the Lower Gallery. It has caved in.

Six holes have been gouged in the circular wall of the well just below its opening in the Tomb. These are the holders for the *control gems* found in the dragon's lair (Area E). If the Windpipe can be eventually cleared, the gems may be reinstalled to make the Windpipe operate again.

Characters stepping or falling into the well fall 30 feet, until the windpipe slopes and gently breaks their fall. If the characters follow the windpipe, they find the way completely blocked after about 100 feet. The only way into the Dragon and beyond it to Sancrist is up the outside of the Dragon itself.

Chapter 9: The Stone Dragon



L. The Stone Dragon

From a distance the great Stone Dragon seems a steep and treacherous climb, its sharp features unscalable. At its base is a gentle slope of stone shards cut from the mountain when the Dragon was first built. The early going does not require any tools.

The route up the Stone Dragon is known to both Silvart and Theo, as well as the "Dargent" character. Either of the three can show the paths leading to the hidden vale. The paths are shown on Map L.

The amount of time between encounters on the Dragon is about a day. Certain areas require climbing equipment and ropes, such as those carried by Theo.

L1. First Camp

The lower part of the Stone Dragon is a broken slope of shattered stone, the remnants of the carving. Climbing is strenuous but not dangerous. At day's end, you reach a relatively level spot. Someone has been here before you, as there are the ashes of a recent fire.

The fire is about four days old, and there are cast-off supplies scattered around, including

several swords, packs of warm clothing, and parcels of food. They are the refuse from Vanderjack's band passing this way.

L2. The Archway

It takes about a day's climb to reach this spot from L1. Make a Dexterity Check for each member of the party. Failure indicates slipping on the rocks for 1-6 points damage. Ropes do not negate this damage.

The archway is a wide gap between the Dragon's leg and the mountain, with the path passing beneath the arch and on to area L3. The underside of the arch is inhabited by 20 giant bats, who attack all members of the party, save Dargent.

L3. Steep Going

This is the windward side of the Dragon. Ice and snow make this area very slick. Warn the party that proceeding without ropes is courting disaster.

If the party is continuing to climb without ropes, make two Dexterity Checks between here and Area L4. Failure indicates a fall of 40 feet. If they have taken proper precautions, make one Dexterity Check, with failure indicating a drop of 20 feet.

L4. Where Eagles Dare

This plateau is a day's climb from both Areas L6 and L3. It is a broad ledge that runs the length of the Dragon's elbow, and is scattered with large nests of broken trees and scrubs. This is the lair of seven giant eagles.

The eagles resent the party's intrusion and set up a cry of warning. If the party proceeds, the eagles attack. The party may try to skirt the area along the cliffs (Dexterity Check, failure indicates a 20-foot fall).

If someone can speak to the creatures, they can work out a deal, trading rations for safe passage. If the characters receive a good reaction roll, and prove to be non-hostile, the eagles agree to carry the characters to Area L9.

L5. Second Camp

The brush begins to thin out here, and the path branches in two directions, one to the left (Area L7), the other to the right (L6). At the branch is another dead campfire, again set about four days ago. There are discarded rations but no further weapons.

L6. Nooks and Crannies

The right-hand path from L5 leads up the left leg of the Stone Dragon, an easy climb with plenty of hand-holds and easy footing. It is also the home of four yeti, who attack the party shortly before they make camp.

Chapter 9 Encounters

L7. Rough Sledding

This slope, like that leading to L5 and L1, consists of rock broken off when the Stone Dragon was carved. It is much steeper than either of the previous areas, and the threat of falling or avalanche is much greater.

Make a Dexterity Check for each character climbing here. Those failing fall 50 feet (10 feet if tied to other party members). If more than 3 party members fail Dexterity Checks, an avalanche of loose rock causes 2-12 points of additional damage to them and to anyone below the third character.

L8. MargoyLe Lair

Upon reaching the Dragon's right elbow, the party finds a relatively level spot, where they are set upon by eight margoyles. If the heroes defeat the margoyles, the party finds the remaining clothes and climbing equipment of Vanderjack's band. Vanderjack's "men" roused the margoyles, changed back into Sivak form, and flew the remaining distance up. The margoyles are the enemies of the aarakocra in Area L9.

L9. The Hidden Vale

This region can be reached from either L4 or L8. Upon reaching L9, the PCs are stopped by a group of aarakocra guards.

You climb the last few feet to the juncture of the wing with the body and look out over a hidden vale. Well-tended orchards dot the plains and human-looking creatures tend sheep and goats. The back wall of the vale is dotted with hundreds of shallow caves. There is a flurry of wings, and dropping in front of you is a group of four humanoids, each looking more like a bird than a man. They are armed with nasty-looking swords.

The leader of the aarakocra guards demands the group give their names and purpose in invading the aarakocras' kingdom. He then demands that the party accompany them and be presented to their king. The heroes are allowed to retain their weapons, but the aarakocra have them covered with crossbows.

The king of the aarakocra is in one of the small grottos. He is tending to his son, who was gravely wounded by the Sivaks. The draconians fought past the guards, wounding the prince, and entered the Stone Dragon.

Should the party aid the aarakocra prince, the king will show them the concealed door into the Dragon.

The characters also earn the good will of the king if they defeated the margoyles (the

aarakocra would check this out) or swear to go after the draconians in the Stone Dragon.

There are 120 aarakocra in the vale.

The aarakocra know nothing of the interior of the temple, and do not wish to know. They are deathly afraid of enclosed spaces, or else they would go after the draconians. They were given this land to live in ages ago by "The Great Dragons," huge silver-scaled creatures who used the interior of the Dragon to work mighty magics.

The Interior of The Stone Dragon

All the interior levels are mapped out on pages 16 and 17 (Maps M through P).

m. Temple Level

The only entrance from the Hidden Vale into the Dragon is through a concealed door located along the Dragon's spine. The door has been broken open by the Sivaks, and is currently hanging from its hinges.

The aarakocra go no further.

m1. The Temple

The corridor opens into a wide area of worship with a high ceiling. The shrine is 40 feet deep, with passages leading off to the east and west. Benches line the walls, and at the far end is a small altar beneath a huge tapestry. The tapestry depicts a warrior in armor of shining silver, a mighty dragon sitting regally behind him, and a constellation in the black sky.

The constellation is that of Draco Paladin now absent from the sky. The dragon is the Platinum Dragon. The man is Palachine. The tapestry seems to indicate they are one in the same being.

Those worshipping at this small altar will receive the effects of a *bless* spell that lasts until they leave the Dragon.

m2. False Treasure Room

The walls of this room are dotted with small holes, as if burrowing insects had nested in the solid rock. There are 10 piles of thick gold bars in this room, each pile containing 20 bricks.

The "gold bars" are ceramic bricks covered with gold paint. The small holes are dart-traps. Any character touching the floor is hit by 1-6 darts for 1-3 points damage per round.

m3. False Treasure Room

The walls here are smooth plaster. There are 10 piles of ceramic brick in this room, each pile having 20 bricks.

The walls and brick are an *illusion* spell. The walls are really dotted with dart holes as in M2, with the same effect as noted there. The bricks are really steel bars clad in gold, and are worth 2000 stlp each. They are also 2000 gpw encumbrance.

m4. Priest's Room

This was once a quarters for priests and their assistants. The furniture and the tapestries on the walls have long-since rotted. The dust has not been disturbed.

m5. Priest's Room

Same as M4, except that the tapestries have been torn down and the dust moved about by the passage of winged creatures. There are no prints in the dust. There is a door in the south-east corner of the room.

m6. Trapped Corridor

As the characters move down this corridor, the first rank triggers an ancient trap: 30 feet behind the party's leader, small jets of flame shoot out of the walls. Once these would have been deadly, but long disuse has clogged the valves. The jets inflict 2 points of damage to everyone in that area.

m7. Stone Guardians

The corridor opens into a large, ornately-carved room ahead. Two huge statues stand before each corridor opening, shimmering as if exposed to great heat. A pile of broken stone lies by the northern passage. In the north wall there is a door, and a well in the northeast corner with a hole in the ceiling above it.

The four creatures are stone guardians, enchanted as the pillars in area K1. Unlike the pillars, they can move and attack anyone entering their area. They resemble friends of those they attack.

The pile of rubble is a fifth stone guardian, this one apparently in the shape of a draconian when it was destroyed.

The well is the Windpipe from the Tomb to this level. It was filled with rock by the silver dragons before they left. The Windpipe up from here works, however, and will draw the characters upward to Area N1 if they

Chapter 9 Encounters

touch one of the six *control gems* embedded in the sides of the well. The north door leads to a stairs that climbs to the next level.

m8. Juggernaut Corridor

This corridor ends in a false door to the north and a secret door to the south. Behind the secret door is a large stone dragon on rollers. If someone attempts to open either door, the Juggernaut comes out of its hidden compartment, rolling north at 20 feet a round. Any characters caught beneath its rollers take 4-40 points of damage. The Juggernaut does not run from floor to ceiling, so it is possible to fly over it, or to leap onto it (Dexterity Check) without taking damage. The Juggernaut can be affected by any attack and takes 60 points before it is rendered inoperative.

m9. Staircase

This runs from the Upper Gallery to the Heart. It has no exit at this level.

m10. Windpipe

This Windpipe runs from the Upper Gallery down to the Heart and is operational. It has no exit on this level.

n. The Lower Gallery

This level is at the base of the Dragon's head, some 675 feet above the level of the Vale.

n1. Entrance Foyer

Characters drawn up by the Windpipe from M7 will find themselves here, floating in mid-air and able to step out into N2. To the west is a long staircase from M7.

n2. Gallery of The Dragonwars

The 20-foot-wide corridor curves east, rising in broad, smooth steps. Along the right-hand wall is a large mural. The area is lit by bright torches, as if your coming was expected. Thirty feet away from you, just as the corridor bends, is the body of an old man, twisted in death. It is Fizban.

As the party checks out the crumpled form on the steps, it appears to be Fizban the Fabulous. However, they also notice another body 30 feet further up the stairs that also resembles Fizban. Thirty feet beyond that body, to the south, is another Fizban (these bodies are marked on the map). Finally, a fourth body is spotted at the top of the stairs (Area N3).

n3. Fizban

On the topmost step of the curving stair is another crumpled figure, again appearing to be the old wizard Fizban. This Fizban apparently died in his sleep, as he is propped delicately against a pillar.

This is the real Fizban, asleep. If anyone checks him, he awakens with a cheery "Hello, do you have breakfast ready?" If attacked, attacks miss and Fizban surrenders, pulling out a white flag from his hat.

Fizban gradually remembers the party, mentioning previous encounters. He says he knew Derek when he was in the circus. He attempts to prove his true identity by pulling a moose from his hat. (He gets a coat-rack, but he is running true to form).

If asked about the other "Fizbans," he says that he slew four Sivaks and they must have taken his likeness while dying. If it is pointed out that there are only three bodies, he says that he must have miscounted.

Fizban did not reach his advanced age without noticing a few things, and he is aware that the party could have not reached here without some help. He knows the dragon Dargent, and sees her hand in this.

If Dargent has *magic jarred* a character, Fizban casts *dispel magic* on the victim. Dargent cowers in fear, begging the party to protect her from the mad wizard. Fizban does not explain himself except to say, "Things are not what they seem, children."

Should the PCs seek to restrain or attack Fizban, their attacks miss but ruin his concentration. Fizban has a 50% chance of any *dispel magic* spell driving the dragon out. After three spells are spoiled by attacks, Fizban becomes angry with the party. He straightens, seems to tower over them, saying to Dargent, "You endanger more than you know by breaking the Oath!" There is a brilliant flash of light, and the ancient wizard is gone.

Dargent urges the party forward, saying that time is of the essence. She does not explain further or give a reason why Fizban attacked her. "What you seek," she says, "is found in the Head and the Heart."

If Dargent is among the party in *polymorphed* form, Fizban confronts her directly, asking why she has violated her Oath. She replies that any oath given under duress is not binding, and begins to change shape, assuming a smaller version of her silver dragon form. Fizban says that she endangers a great deal by breaking the Oath. Dargent does not wish to argue and tries to drive the frail mage off. She takes a swipe at Fizban with her claw. The old man dodges nimbly aside. Dargent does not wish to hurt Fizban, but only wishes to pro-

vide the party with the Dragonlances.

The heroes can attempt to restrain Fizban or subdue Dargent. Fizban, not much of a fighter, is easier held. Dargent flees the first round she takes damage, retreating down the stairs and into the Windpipe. If she reaches the Windpipe she will escape the party. If she is subdued, Fizban orders Dargent to leave the party, which she does.

If no one interrupts the combat, it continues for two rounds. On the third round the mage mutters a spell and both of them disappear in a flash of light.

If Dargent is defeated, Fizban returns to his normal befuddled self. He offers no explanations. He mutters something about a gambling debt if pressed. Fizban takes the *magic jar* gem if it is present.

If both Fizban and Dargent disappear, the party is on its own in the Dragon's Throat.

n4. The Balcony

The full mural can be seen from this balcony. It starts to the left, as did the one in Pax Tharkas. Great, evil dragons descend from the sky, destroying a mighty city similar to Tarsis. The devastation fills the first panel. The central panel is a map of the interior of the Stone Dragon, noting its various levels as Head, Throat, Shrine, and Heart.

To the right of the central panel, the carnage continues, but this time dragons of silver and gold rise up to fight the evil dragons. Men are mounted on these dragons, armed with Dragonlances. Men on foot have smaller lances. In the final scene, the evil dragons are routed, but not without cost: Huma lies mortally wounded, cradled in the arms of a great silver dragon that sheds tears for his passing.

n5. The Staircase

This broad, white marble staircase is spattered with blackish liquid. If examined, it turns out to be blood. The first PCs walking up the stairs are attacked by the Sivak that got away.

The Sivak fights until half its hit points are gone, then escapes down the Windpipe. It is returning to its masters in Daltigoth with news of its discoveries.

n6. Windpipe and Staircase

These are the Windpipe and staircase from the Upper Gallery to the Heart. There is currently no access on this level.

o. The Upper Gallery

This level occupies the Head and upper jaw of the Dragon, and is divided into two tiers. The lower tier is Area 01; the upper tier is reached via 15-foot-high staircase on either side of 01.

Chapter 9 Encounters

o1. The Statues of Warning

The staircase opens onto a wide landing. Stairs lead further up to the right and left. Directly ahead are a pair of statues, carved in dark stone to resemble crouching lions. Their heads are those of silver dragons.

The first dragon-sphinx speaks, Saying, "The only evil here is that you bring." The second says, "One of pure heart can do the task of many." Then both are silent.

Other than the *magic mouth* spells cast on each of them, there is nothing unusual about these statues.

o2. The Guardian of The Lances

The stairs lead up to a second tier, this one lit by daylight through thick glass. Against the far wall stands a bronze door. To either side of the door are racks of mighty pole arms—Dragonlances! In the center of the room is a large humanoid with bronze skin and a steel sword. It has the head of a dragon and blood on its blade.

This is the Last Guardian, the watcher of the Dragonlances. Its abilities depend on how many people are in Area O2, and what their alignments are. Normally, it has the following stats: 4th level, AC 3, 16 hp, does 2-12 with sword. For each good character who attacks, add 2 to level, -1 to AC, 8 to hp, and 1 to damage. For each neutral character who attacks, add 3 to level, -1 to AC, 12 to hp, and 1 to damage. For each evil character who attacks, add 4 to level, -1 to AC, 16 to hp, 1 to damage. This lasts for one day. The Sivak has already attacked, so the guardian's stats are now: Level 8, AC 2, 32 hp, damage 2-12 +1.

In addition, the Last Guardian has a *minor globe of invulnerability* cast upon it.

If reduced to 0 hp, the Last Guardian crumbles to dust. Its sword, however, remains and can be wielded by the characters as a non-magical bastard sword.

o3. The Light

Daylight illuminates this area by means of two *glassees* spells cast in the area of the dragon's eyes. There is an *illusion* spell on the outside making the eyes appear to be stone. From this vantage point the characters can see the entire valley, as well as Areas 31 and 49.

o4. The Dragonlances

There are 20 Dragonlances here, 10 mounted and 10 footman's. See the Appendices for full descriptions of these Dragonlances.

o5. Windpipe Down

This small room consists of a functional Windpipe and an oak door on the far wall. The door opens onto a long staircase down. Both Windpipe and stairs lead to the Heart.

p. Heart Level

The Heart of the Stone Dragon contains one of the necessities for fighting the war against dragonkind. Here are the foundries for making Dragonlances, and the source of dragon-metal. The area is lit by a reddish light from the furnaces.

p1. Windpipe's End

The Windpipe from the Head level ends without warning, dropping you 20 feet onto the surface of a redly-lit pool of water.

The *control gems* at this end of the Windpipe were removed by the dragons when they abandoned this place. Characters drop into an underground reservoir used for quenching the newly-forged lances. Characters take no falling damage, but those in plate armor must make a Strength Check or take 1-8 points damage from foundering. The water is 5 feet deep, fed by a natural spring, and is very cold.

p2. The Long Staircase

These stairs lead to Area O5 in the Upper Gallery. With the removal of the *control gems*, this is the only way up to the Upper Gallery from this level.

p3. The Furnaces of Ergoth

The source of the dull red glow filling the cavern is five huge furnaces standing along the south wall. Their fires have been banked and their chimneys are closed, but they appear fully operational, waiting for a metalsmith to return.

The furnaces are fed by volcanic heat from deep within the mountains. When in operation, the chimneys lead to the Head of the Dragon and smoke pours from the Dragon's nostrils. There are many tools here, and Theros states that this is the best-equipped smithy he has ever seen.

p4. The Windpipe

This is the Windpipe from the Lower Gallery to Huma's Tomb. It is completely blocked by rubble. A team of a hundred men working in shifts could make it operational in a month's time, as the gems are still present.

p5. The Anvil

Here stands a massive anvil. Tongs lie to one side, but there is no hammer. An inscription winds around the base.

The inscription reads:

With Silver Arm and Silver Pool
And Hammer to forge Wyrms' doom
Dragons hid these mighty tools
The last True Pool lies in this room
The Arm is lost to unknown fate
The Hammer lies past Dwarvengate
The anvil is a made of meteoritic iron, and cannot be chipped or shattered.

Once the heroes reach this area, they are set upon by the guardian of the pool.

p6. The Guardian

You hear the scrape of stone on stone to the northwest, and a huge shape lumbers into the red-limned cavern. The creature appears to be a stone dragon, similar to the monument you are inside, except that it has eight legs and no wings. It moves toward you.

The guardian is a stone golem carved into the shape of a silver dragon-like creature. It has instructions not to let anyone near the pool, but answers to the commands of any silver dragon. If Dargent is still with the party, she commands the creature to stand aside. Otherwise it attacks.

p7. The Pool of Dragonmetal

This is a pool of molten metal, cool to the touch. It is the last pure source of dragonmetal in Krynn, the only substance that can forge the Dragonlances. The material can be used to forge other objects of a +1 nature, but only Dragonlances have special properties against dragons. Three items are needed to forge a Dragonlance, according to legend: The Hammer of Kharas (still in Thorbardin), the Silver Arm, and the dragonmetal. The party has two of these items, but can only forge inferior, temporary Dragonlances without the Hammer of Kharas.

p8. Exit Into The Human Lands

The exit north leads to a series of caverns that end in a small cave high above Area 51. It is an easy climb down.

Epilogue

By this time, the heroes have recovered the Dragonlances and know what is needed to forge more of them. Their immediate goal is to reach the outpost of the Knights of Solamnia, shown on Theros's map. From there, the heroes need to find transportation to continue their interrupted quest for the isle of Sancrist. Bringing the *Orb* safely to the Council of Whitestone is of utmost importance if the tide is to be turned in the battle against the dragonhordes. Pursuant to these goals, the heroes travel through two more areas before reaching the Knights' outpost.

ENCOUNTER AREAS

5.1. The Exit To The Vale

The cavern opens onto a hillside overlooking a ruined town. The town was destroyed in the fury of the Cataclysm: pillars lie toppled and no building remains standing. Statues of men, dwarves, and elves are strewn through the wreckage. The vale leads down to a fertile valley farther to the north; smoke can be seen rising from the chimney tops of settlements in the distance. Suddenly, there is a piercing cry, unlike that of any bird. It is the angry scream of a dragon. From high above, a trio of riderless white dragons descend on you.

These are part of the white dragon wing at Daltigoth. They are acting on the reports of the dragon from Event 15 ("The Scout," in Chapter 8), or, if that dragon was slain, these 3 have been sent to investigate its failure to return. In either case, their present orders are to slay any adventurers found in their search, and bring any treasure back to Daltigoth.

This is the party's first opportunity to use the Dragonlances from the Stone Dragon. If Dargent is present, she *polymorphs* into her natural form and takes a hero aloft. If she does this, she tells her rider that all the white dragons must be slain so that no word of her actions reaches outside ears. If Fizban is present, he begins to cast a spell, steps backward into a shallow hole, and struggles to free himself for the remainder of the conflict. The white dragons do not notice him.

The white dragons make two low passes as a group, raking the heroes with their breath weapons both times. They then land, one on each side of the party and one in the center. The central dragon is charged with taking out any spell casters while the other two concentrate on the toughest surviving fighters.

Should Dargent go aloft, the dragon that would have landed in the center instead pursues the silver dragon. The white dragons do not threaten Dargent with her mysterious oath, but seek to slay her.

After the battle, Dargent, if present, makes her farewells and returns to the cavern leading to the Stone Dragon. She explains that Fizban was right, that the old wizard knows more than she about the risk she has taken in leading men to the source of the Dragonlances. She gives Theros the authority to start up the foundry of the Dragonlance, and to forge new lances. Fizban, if he is present, recovers sufficiently from his struggles to join the party.

5.2. The Land of The Knights

This area is a bountiful land untouched by the tread of the Dragonarmies. It brings to mind the Haven area of long ago. Small settlements are scattered about, linked by ancient roads of packed earth. The natives, humans, are curious and friendly.

About 12 turns after entering this area, the heroes are hailed by a group of mounted men.

The group's leader is Kanthor Broadblade, a Knight of Swords. He recognizes Lord Derek and Aaron. Word reached the outpost several days ago to be on the lookout for a group of adventurers and Knights bearing a great treasure.

The heroes are escorted to the Knights' outpost without further adventures. At the outpost, the group is asked to report on what they found. It is up to the party whether to mention the Dragonlances, *Dragon Orb*, or silver dragon. Theros will definitely mention the foundries of the Stone Dragon, and indicates that he is interested in starting them up and beginning the production of new Dragonlances for the first time in centuries.

Fizban, if he left the party in Area N3, also turns up at the outpost. He says his *teleport* spell malfunctioned: he was aiming for Tarsis. He does not mention Dargent or the conflict inside the Dragon and, if asked about it, requests the party not to mention her again in public, ever. The less said about oath-breakers, he says, the better.

Also present at the Knights' outpost is another group of shipwrecked adventurers. A band of Qualinesti Youngbloods was lost at sea and ran aground on the western shores of Ergoth. They are looking for a way home. Neither Silvert nor Theros wish to return to the lands of the civilized elves, but Theros does

offer them his map (unless the heroes wish to keep it). They are eager for any information of the lands north of theirs. The Youngbloods believe that news of the gathering evil hordes of the north will unite the feuding elven tribes against their common enemies.

Finally, the Knights are more than willing to provide a ship and sufficient manpower to sail to Sancrist, and send messengers ahead to report the good tidings of Derek's quest. The Knights have gained valuable allies, and the heroes have at last found others willing to stand up to the advancing dragonhordes.

Here ends "Dragons of Light," the second module in "Tales of Winter Night," the second book of the epic DRAGONLANCE™ series. The adventure continues in DL8, "Dragons of War," as Knights and heroes sail for the distant island of Sancrist, there to meet the Council of Whitestone. There also is the true purpose of the *Dragon Orbs* revealed.

Look for the second DRAGONLANCE™ novel "Dragons of Winter Night," released in May.



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Sleet, an Ancient, Huge White Dragon

Chaotic Evil	Hit points 56
Armor Class 3	Movement 12"/30"
# Attacks 3	Damage 1-4/1-4/2-16
HD 7	THACO 14
Cold Breath	

Sleet was the mount of Feal-That the Dark Elf, leader of the White Wing South and a Dragon Highlord. While not incredibly intelligent, Sleet's animal cunning makes her a dangerous opponent. Her mission is to recover the *Dragon Orb* taken from Icewall.

Sleet has no spell ability.

Dargent, a Very Old Silver Dragon

Lawful Good	Hit points 70
Armor Class -1	Movement 9"/24"
# Attacks 3	Damage 1-6/1-6/5-30
HD 10	THACO 10
Paralyzing Gas Breath	

Spells:

Level 1: Read magic, Sleep
 Level 2: Invisibility, Wizard Lock
 Level 3: Protection from normal missiles
 Level 4: Minor globe of invulnerability
 Level 5: Magic jar

Dargent is the silver dragon who was left as caretaker of Foghaven Vale when the good dragons took their Oath not to interfere with the affairs of men. She made her lair beneath Foghaven Keep, and watched over the vale, Huma's Tomb, and the Stone Dragon, driving off those who sought to enter it. Her resolve to guard and not interfere was shaken by the increasing successes of the Dragon Highlords. Finally, she left her abode to wander among the places of men and elves, using her natural and magical abilities to mask her presence.

Dargent desires for mankind to rediscover the Dragonlances and use them against the evil dragons. While restrained from direct action, Dargent sees nothing wrong with meddling in human and elven affairs so that they discover the Dragonlances on their own.

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

Merathanos of The Silvanesti

6th Level Elven Fighter/Mage

Strength 17	Dexterity 13
Intelligence 16	Constitution 15
Wisdom 9	Charisma 13
THACO 16	Hit Pts 48
Armor Class 5	Movement 12"

Spells:

Level 1: Charm (x2), Sleep, Light
 Level 2: Ray of Enfeeblement, Web
 Level 3: Slow, Waterbreathing

Merathanos wears *chain armor +2*, and carries a *longsword +1*. She also carries a longbow and quiver of 20 arrows, all tipped with venom (save vs. paralyzation or be paralyzed for 1-10 rounds).

Merathanos is a leader of House Woodshaper, but she excels at the hunt. She uses her spells in hunting for her people, but more often does without them for the thrill of the chase. She is well-aware of her skill, and is haughty, proud, and used to getting her way. She views other elven races as lesser creatures.

Aliona, Leader of The Youngbloods

5th Level Elven Fighter

Strength 15	Dexterity 14
Intelligence 15	Constitution 14
Wisdom 10	Charisma 16
THACO 16	Hit Points 31
Armor Class 5	Movement 12"

Wears *studded leather +1*, carries a *sword +1* and a *dagger +2*

Aliona is a young elf, as they reckon their years, and is leader of the Youngbloods, a faction of young Qualinesti who feel themselves to be superior to the haughty, overbearing Silvanesti. The Youngbloods raid Silvanesti lands, disrupt Silvanesti hunting, and encourage Kagonesti elves to escape. These Youngbloods wanted to fight the Dragonarmies when their people went into exile, but now raid their cousins out of boredom.

Aliona, like most Youngbloods, grew up on tales of Gilthanas and, to a lesser degree, Tanis. They believe the Qualinesti would be better off if Gilthanas was the heir instead of Porthios.

Alfotost The Sprite

Warden of the Borders

Neutral Good	Hit Points 10
Armor Class 6	Movement 9"/18"
# Attacks 1	Damage by weapon
HD 2	THACO 16
Becomes Invisible	

Alfotost is the leader of the sprites in Northern Kagonesti. They are also called Wardens, as they protect the woods from vile creatures and malicious intent. Alfotost is the 43rd leader since the task was given them by the silver dragons of Foghaven, long before the Cataclysm. He is true to his word and honest in his dealings.

Harkunos The Boar

Neutral Evil	Hit Points 48
Armor Class 6	Movement 12"
# Attacks 1	Damage 3-18
HD 7	THACO 13

Harkunos (the Thunderer) is a huge wild boar that stalks the Kagonesti forest. It is 7 feet high at the shoulder, and has a nasty temperament. It is hunted by all three groups of elves.

Bensoldi The Hermit

6th Level Magic-User

Strength 9	Dexterity 9
Intelligence 18	Constitution 17
Wisdom 14	Charisma 12
THACO 19	Hit Points 29
Armor Class 3	Movement 12"

Wears *bracers of defense*, AC 3, carries a *dagger +3*

Spells:

Level 1: Read Magic, Sleep, Charm, Pro/Evil
 Level 2: Rope Trick, Wizard Lock
 Level 3: Lightning Bolt, Suggestion

Bensoldi is a native of Palanthus, far to the north, and an associate of Astinus, the scribe of that city. He left that city to wander many years ago, and settled in the mountain vales of Ergoth before the civilized elves arrived.

Bensoldi is a kindly soul who does not wish to hurt any living creature. He will use his spells only if attacked, and prefers flight to fighting. He makes very good candies, with special properties, from tree sap. Each candy cures two points of damage and acts as a *neutralize poison* spell.

Thunderbane, Son of Stormogre

Neutral Evil	Hit Points 48
Armor Class 4	Movement 12"
# Attacks 1	Damage 2-16
HD 8	THACO 12

Hurls rocks

Thunderbane wears a *cloak of protection +3*, and a *brooch of shielding*. He carries 3 *javelins of lightning*.

Thunderbane is the son of Stormogre (ruler of Daltigoth) and is foul-tempered and mean-spirited. Thunderbane enjoys his position, and is a bully and tyrant, engaging in hunts of creatures that have escaped his mines or offended him. He knows that his father will kick off soon, either in war or of his own greed, and is content to wait for that happy day. Thunderbane has two equally repulsive brothers, Hammerfall and Strokelightning, who have similar stats.

Ogmag, an Ogre Mage

Lawful Evil	Hit points 42
Armor Class 4	Movement 9"/15"
# Attacks 1	Damage 1-12
HD 5+2	THACO 15

Spell Use

Ogmag is the keeper of the road through Gateway Pass. He was an advisor of Stormogre's who got on the hill giant's bad side and was cast out. He lives in the vale and has a good idea of the situation on both sides of the mountains.

Ogmag makes his living by preying on travelers. He is usually in his *polymorphed* form of an old hermit. He invites the unwary to dinner and poisons them.

The Grey Wraith

Lawful Evil	Hit Points 52
Armor Class 2	Movement 15"/30"
# Attacks 1	Damage 1-8
HD 7+3	THACO 13

Level Drain

The Grey Wraith was the guardian of the Silver Arm now worn by Theros Ironfeld. The Wraith, actually a spectre, is cursed to pursue the thief until one or the other is destroyed. To that end it has two special abilities: it cannot be turned while in the presence of the Silver Arm, and its piercing scream may create *fear* in the owner of the arm. The Grey Wraith is faultless in its tracking and tireless in achieving its mission.

Magical Items

Orb of The Silver Dragon

This is an etched crystal globe approximately 10 inches in diameter. Imprisoned within the Orb is a red dragon; this is the source of the Orb's power.

The Orb's actual primary function is to *summon* evil dragons. The PCs are not aware of this function unless they figure it out.

Any character attempting to use the Orb must gaze into it and speak the command words (Argentum Commandares) inscribed on the Orb's surface.

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

If the character saves against the *charm*, roll percentile dice:

01-20 *summon* a white dragon

21-30 *summon* a black dragon

31-00 no effect

The dragons attack any non-evil creatures they find near the Orb. Randomly determine the ages and sizes of the *summoned* dragons.

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

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

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

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

Detect magic and *detect* evil spells show positive results if cast on the Orb or any *charmed* PC.

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

The Dragonlance

The Dragonlance is an ancient artifact created at the end of the early Dragonwars and used to defeat the evil dragons. There are 20 surviving Dragonlances hidden inside the Stone Dragon of Ergoth, ten of each type. In addition, more Dragonlances can be constructed for future adventures.

There two types of Dragonlances, mounted and footman's. Each type is made of the same silvery metal, and gives off a healthy silver glow. The head is sharpened to a fine edge, and small barbs protrude from the sides.

The footman's lance is 8 feet long, while the mounted lance is 16 feet long. The footman's lance can be cast as a spear at -2 to hit. The mounted lance is heavier and often has a shield guard attached.

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

A mounted Dragonlance does 3-9 versus normal foes, 3-18 versus larger than man-sized creatures. Against any dragon it inflicts a number of hit points equal to those of the wielder and his mount. A 15 hp fighter on a 40 hp dragon inflicts 55 hp damage. The weapon is +2 to hit.

The Silver Arm

The Silver Arm of Ergoth was forged by dragon, elf, man, and dwarf during the creation of the original Dragonlances. This artifact is able to guide the Hammer of Kharas to the exact location on the dragonmetal to create a perfect lance. Only with pure dragonmetal, the Silver Arm, and the Hammer can long-lasting Dragonlances be crafted.

The Silver Arm also acts as a *ring of regeneration* for its owner.

Singing Statue

This item appears to be a hollow statue of beaten gold, formed in the shape of Mishakal the healer. If water is poured into the hole at the top, the Statue begins to hum a varied, peaceful tune. The statue has the following properties when "singing": it acts as a *chime of opening* against any locked or held door; it prevents undead from approaching within 20 feet of its wielder; it heals 1-6 points of damage, once per day, to any person within 10 feet.

Draconians

Draconians, or dragonmen, are the primary troops of the Dragon Highlords. Their origins have yet to be discovered by the Council of Whitestone, the Knights, or their allies. They appeared with the coming of the Dragonarmies.

Four types of draconians have been encountered as of this adventure: Baaz, Bozak, Kapak, and Sivak. The Sivak are a new type of draconian first encountered in this adventure. The Kapak and Bozak do not appear in this adventure, and their stats appear elsewhere in the DRAGONLANCE™ series.

All draconians have wings, but only Sivaks can truly fly. The three stated movement rates are for walking, running while flapping wings, and gliding or flying. Baaz can glide from any height for a distance of four times the height they launched from.

BAAZ

Frequency: *Uncommon*

Appearing: 2-20

Armor Class: 4

Move: 6"/[15"/]18"

Hit Dice: 2

% in Lair: 5%

Treasure Type: J, K, L, U

Attacks: 1 or 2

Damage: 1-4/1-4

Special Attacks: *None*

Special Defenses: *None*

Magic Resistance: 20%

Intelligence: *Average*

Alignment: *Lawful Evil (Chaotic)*

Size: M (5 ½ ft.)

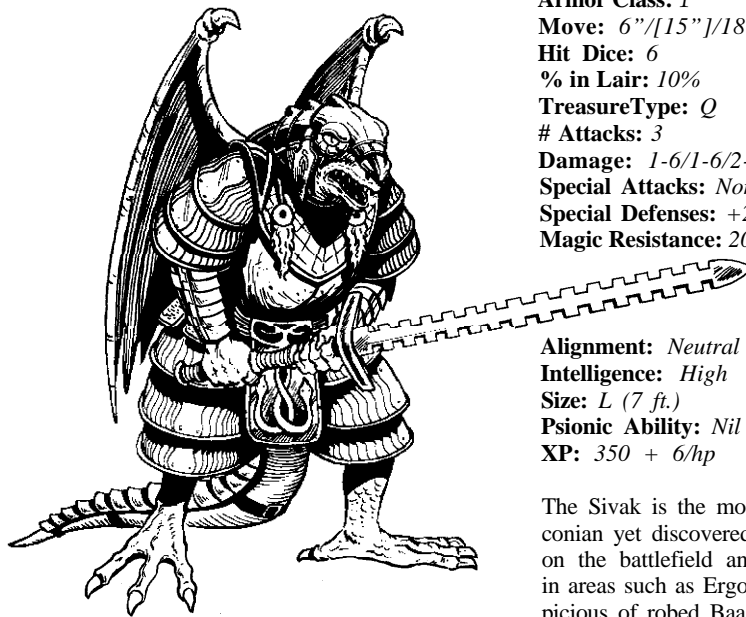
Psionic Ability: *Nil*

XP: 81 + 2/hp

Baaz draconians are the smallest of their species and act as servants to the other ranks of draconians. While basically Lawful, Baaz have a Chaotic side and put their own interests ahead of their masters' whenever they can get away with it.

Baaz have in the past been passed off as humans by wrapping them in large hoods and masks. In this fashion the Dragon Highlords have used them as spies in invasion areas.

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



SIVAK

Frequency: *Uncommon*

Appearing: 2-20

Armor Class: 1

Move: 6"/[15"/]18"

Hit Dice: 6

% in Lair: 10%

Treasure Type: Q

Attacks: 3

Damage: 1-6/1-6/2-12

Special Attacks: *None*

Special Defenses: +2 on all Saving Throws

Magic Resistance: 20%

Alignment: *Neutral Evil*

Intelligence: *High*

Size: L (7 ft.)

Psionic Ability: *Nil*

XP: 350 + 6/hp

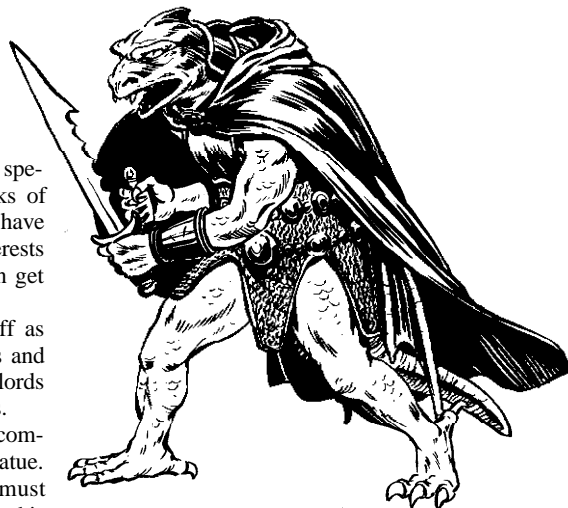
The Sivak is the most powerful form of draconian yet discovered, and is being used both on the battlefield and as advance infiltrators in areas such as Ergoth, where people are suspicious of robed Baaz.

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

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

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

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



npc & Dream Cards

Dream Card #1

Tasselhoff Burrfoot

ABILITIES

Languages: COMMON, KENDERSPEAK

Thief Skills: PICK POCKETS 70, OPEN LOCKS 67%, FIND TRAPS 60%) MOVE SILENTLY 72, HIDE IN SHADOWS 64%, HEAR NOISE 30%, CLIMB WALLS 81%, READ LANGUAGES 35%

Kender Traits

Taunt: KENDER ARE MASTERS AT ENRAGING OTHERS THROUGH VERBAL ABUSE. ANY CREATURE THAT UNDERSTANDS THE TAUNTING KENDER MUST SAVE VERSUS SPELLS OR ATTACK WILDLY FOR 1-10 ROUNDS AT A -2 PENALTY TO HIT AND -2 TO ITS ARMOR CLASS.

Fearlessness: KENDER ARE IMMUNE TO FEAR, INCLUDING MAGICALLY-INDUCED FEAR. THEY ARE CURIOUS ABOUT EVERYTHING, AND THE COMBINATION OFTEN GETS THEM INTO TROUBLE.

Dream Card #2

Theros Ironfeld 3RD LEVEL HUMAN FIGHTER

STR 17 WIS 16 CON 13 THAC0 18
INT 12 DEX 12 CHR 9 AL NG HP 27

AC 2 (CHAIN, SHIELD +2)

WEAPONS HAMMER, (2-5/1-4) SPEAR (1-6/1-8)

EQUIPMENT SMITHEE TOOLS, ROPE
AS SELECTED BY PLAYER.

LANGUAGES QUALINESTI ELF, COMMON, SOLAMNIC

See back of card for more information.

Porthois of The Qualinesti 7TH LEVEL ELF FIGHTER

STR 18(45) WIS 10 CON 16 THAC0 14
INT 14 DEX 15 CHR 17 AL LG HP 65

AC 0 (CHAIN +2, SHIELD +2)

WEAPONS LONGSWORD +3 (4-11/4-15)
DAGGER +3 (4-7/4-6)

EQUIPMENT AS SELECTED BY PLAYER.

LANGUAGES COMMON, QUALINESTI ELF,
SILVANESE ELF

See back of card for more information.

Silvart of The Kagonesti 4TH LEVEL ELF FIGHTER/9TH LEVEL THIEF

STR 13 WIS 13 CON 15 THAC0 16
INT 15 DEX 17 CHR 18 AL CG HP 34

AC LEATHER ARMOR, DEX BONUS)

WEAPONS OBSIDIAN DAGGER (1-4/1-3), HUNTING CLUB (1-6/1-3)

EQUIPMENT MEDICINE BAG CONTAINING NATIVE MEDICINES TO CURE LIGHT WOUNDS, CURE SERIOUS WOUNDS, AND CURE DISEASE ONCE/DAY

LANGUAGES KAGONESTI ELF, SILVANESE ELF, QUALINESTI ELF, COMMON

See back of card for more information.

Vanderjack The Sellsword 10TH LEVEL HUMAN FIGHTER

STR 17 WIS 9 CON 18 THAC0 12
INT 13 DEX 13 CHR 10 AL N HP 80

AC 0 (PLATE MAIL +2)

WEAPONS LIFECLEAVER, A SWORD +2, NINE LIVES STEALER (3-10/3-14), DAGGER +1 (2-5/2-4)

EQUIPMENT RING OF FEATHER FALLING
AS SELECTED BY PLAYER.

LANGUAGES COMMON, SILVANESE ELF, SOLAMNIC

See back of card for more information.

Theodenes The Gnome 5TH LEVEL GNOME FIGHTER

STR 15 WIS 6 CON 17 THAC0 16
INT 17 DEX 10 CHR 14 AL CG HP 39

AC 3 (CHAIN MAIL, RING OF PROTECTION +2)

WEAPONS GUISSARME (2-8/1-8), BARDICHE (2-8/3-12), TRIDENT (2-7/3-12)

EQUIPMENT BAG OF HOLDING, SINGING STATUE, CLIMBING GEAR AS SELECTED

LANGUAGES GNOME, COMMON, SOLAMNIC, ERGOTHIC, QUALINESTI ELF

See back of card for more information.

Dream Card #2

You have been *magic jarred*. Your spirit is safe inside a ruby gem, and the individual who has possessed you is not interested in hurting you or your party. The spirit now in your body is that of a silver dragon named Dargent.

Dargent is interested in guiding the party to the Knights' outpost past Foghaven Vale; There is a great treasure there that she wishes for you to find. She does not wish to reveal herself to the party or have her actions known, so pretend you still are who they think.

As a silver dragon, you have the following spells: Level 1: Read Magic, Sleep; Level 2: Invisibility, Wizard Lock; Level 3: Protection/Normal Missiles; Level 4: Minor Globe of Invulnerability; Level 5: Magic Jar (in use)

You know the tongues of Common, Silver Dragon, Gnome and Kagonesti Elf. All knowledge of your former self is lost, including spell use.

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Theros Ironfeld, A METALSMITH BY TRADE, WANDERED INTO THE HAVEN VALLEY FROM FAR TO THE NORTH SEVERAL YEARS BEFORE THE FIRST INCURSIONS OF THE DRAGON HIGHLORDS. HE DEALT CHIEFLY IN WEAPONS, AND HIS CRAFT WAS KNOWN THROUGHOUT THE AREA, PARTICULARLY AMONG THE QUALINESTI ELVES.

WHEN THE DRACONIANS INVADED, THEROS WORKED AGAINST THEM ALONGSIDE GILTHANAS. THE PRICE OF HIS REBELLION WAS THE LOSS OF HIS ARM TO A DRACONIAN SQUAD. THEROS WAS BROUGHT TO QUALINESTI, AND ACCOMPANIED THE ELVES ON THEIR EXILE.

IN THEIR FLIGHT, THEROS DISCOVERED THE *SILVER ARM*, A MAGICAL DEVICE THAT HAS REPLACED HIS LOST APPENDAGE. THE ARM HAS MANY STRANGE PROPERTIES, INCLUDING REGAINING LOST HEALTH AND AIDING IN HIS FORGING.

THEROS IS A LARGE, GRUFF MAN OF FEW WORDS. HE IS UNHAPPY WORKING WITH THE ELVES, AND WOULD RATHER BE AMONG HUMANS, PREFERABLY FIGHTING AGAINST THE DRACONIANS THAT CRIPPLED HIM.

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Silvart, ALSO CALLED SILVARA, IS OF THE KAGONESTI, A GROUP OF ELVES THAT REJECTED THE CIVILIZED TRAPPINGS OF THEIR EASTERN KINDRED. THE KAGONESTI HAVE NO METALWORKING AND LIVE IN HARMONY WITH THE LAND.

SILVART IS OF A LINE OF WISE WOMEN, DENOTED BY THEIR FAIR SKIN AND PURE-WHITE HAIR (MOST KAGONESTI HAVE DUSKY COMPLEXIONS AND DARK HAIR). WITH THE COMING OF THE SILVANESTI, SILVART ENTERED INTO THE SERVICE OF THESE INVADERS IN ORDER TO DISCOVER THEIR INTENTIONS AND ACTIONS, AS PART OF A NETWORK OF KAGONESTI SPIES.

SILVART IS A STUNNING BEAUTY, BUT IN HER ROLE AS SERVANT IS USUALLY DIRT-CAKED AND SAVAGE-LOOKING. SHE WISHES TO HELP HER PEOPLE ESCAPE THE BURDEN OF THE OTHER ELVES, AND THE ONLY WAY TO DO SO IS TO BRING IN THE AID OF OTHERS.

SILVART IS AIDED IN HER MISSIONS BY HER DOG, DARGO, A SNOW-WHITE COOSHEE WITH 27 HIT POINTS.

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Theodenes IS A RESPECTED AUTHORITY ON ALMOST ANY SUBJECT, AS IS EVERY OTHER GNOME ON KRYNN. ADVENTUROUS, CURIOUS, AND WITH A DEEP LOVE OF MECHANICAL OBJECTS, GNOMES ARE MASTER TINKERS. HOWEVER, THERE IS A SAYING, "IF YOU WANT SOMETHING BROKEN, GIVE IT TO A GNOME."

THEODENES IS GOOD NATURED, WILLING TO HELP, AND UNABLE TO LEARN FROM PREVIOUS EXPERIENCES. HE IS THE ULTIMATE HANDYMAN, AND ALWAYS CARRIES A SMALL BAG OF ODD-SHAPED TOOLS, EACH ONE SPECIALLY MADE FOR SOME NOW-FORGOTTEN TASK.

THEODENES TRAVELS WITH HIS COMPANION, A SABRE-TOOTH TIGER KITTEN NAMED STAR. THE KITTEN HAS 2 HD, 16 HP, BITES FOR 1-4 POINTS DAMAGE, AND IS ALMOST AS BIG A PEST AS HER OWNER.

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Dream Card #1

You are troubled by bad dreams that torment you, but stop shy of waking you. You are standing on a mountaintop looking over a great statue of a dragon. Something tells you that the Dragon is very important, that it holds a great treasure. Looking to the south, you see a plain filled with evil creatures in the service of the Dragon Highlords. Dragons fill the air and swoop down on you. You run toward the Dragon Statue, but find it receding as you approach. The evil dragons are almost upon you, breathing fire and ice.

You awaken in a cold sweat. Nothing is amiss.

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Porthios IS THE SON AND HEIR OF THE SPEAKER OF SUNS, THE LEADER OF THE QUALINESTI PEOPLE. HE IS THE ELDER BROTHER OF GILTHANAS AND LAURANA.

UNLIKE HIS SIBLINGS, PORTHIOS HAS REMAINED WITH HIS PEOPLE AND HELPED THEM IN THEIR FLIGHT BEFORE THE DRAGONARMIES. HE HAS SUPPORTED HIS AILING FATHER AND IT WAS HIS SHIP THAT FIRST FOUND HARKUN BAY AND THE SILVAMORI ENCAMPMENT.

PORTHIOS IS A WISE LEADER FOR WHOM THE WELFARE OF HIS PEOPLE IS THE HIGHEST GOAL. HE RESENTS THE ATTENTION PAID TO HIS BROTHER'S FLIGHTY ADVENTURES WHILE HE HAS HELPED STEER THE SHIP OF THE ELVEN NATION. HE HAS NO RESPECT FOR HIS SISTER, WHO RAN OFF TO BE WITH THE HALF-ELF TANIS.

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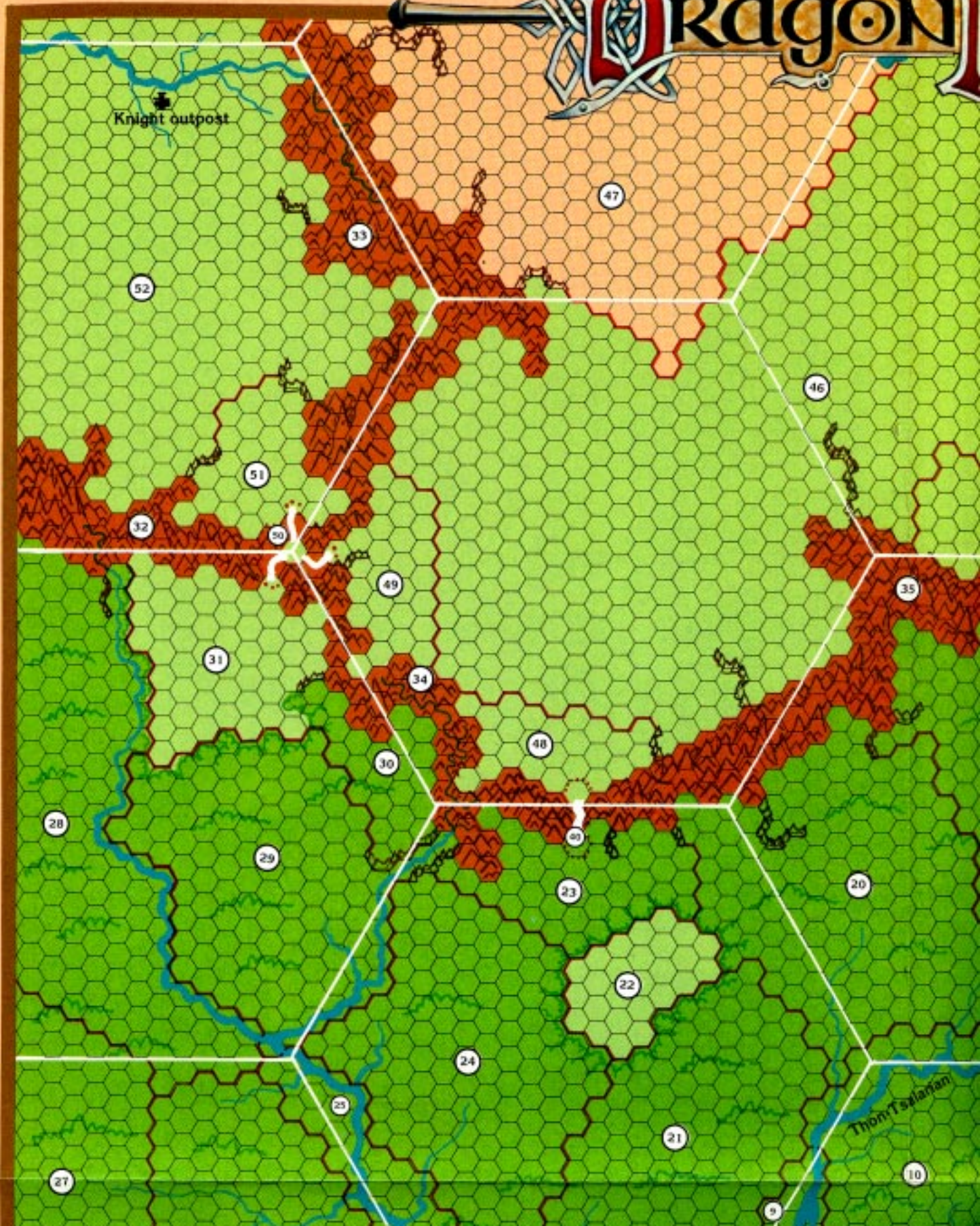
Vanderjack IS A SELLSWORD, A MERCENARY WHO WORKS FOR THE HIGHEST BIDDER. HE HAS SERVED IN BOTH SOLAMNIC AND DRAGON ARMIES WITH LESS THAN SPECTACULAR RESULTS, AND IS CURRENTLY WORKING FREELANCE, SEEKING THE TREASURE OF THE GREAT DRAGON WHILE THE ARMIES FIGHT.

VANDERJACK IS NEITHER EVIL NOR GOOD, ONLY GREEDY. A CACHE OF GEMS IS WORTH MORE TO HIM THAN AN ENTIRE NATION. HE SEES HIMSELF AS A WELL-RESPECTED LEADER, A SHREWD DEALER, AND A MASTER NEGOTIATOR. BESIDES THESE DELUSIONS, HE ALSO TENDS TO TALK TO FOREIGNERS AND PEOPLE OF OTHER RACES BY SPEAKING VERY LOUDLY, CONFUSING LANGUAGE BARRIERS WITH DEAFNESS.

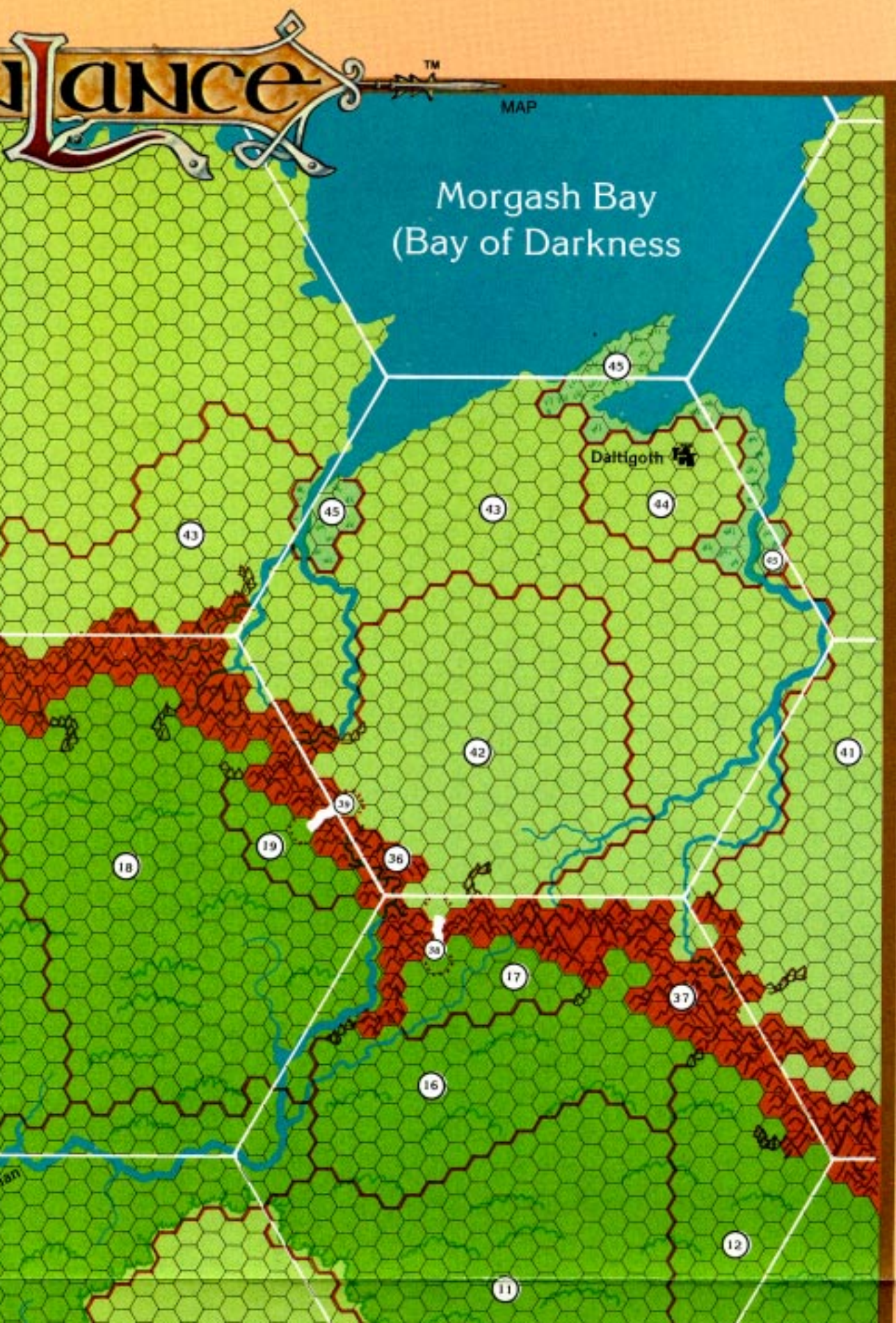
VANDERJACK CARRIES LIFECLEAVER, AN ENERGY-DRAINING SWORD THAT HE SAYS HE BOUGHT OFF HIS MOTHER ON HER DEATHBED.

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Southern Ergoth and the Land



lands of the Elves in Exile





	water		desert		hedge		mountain pass
	grasslands		forest		mountains		mountain spur



Markun Bay
(Thunder Bay)



in		city		fordable creek		encounter borders
in		swamp		river	1 megahex = 20 miles 1 hex = 1 mile	

COMBINED MONSTER STATISTICS CHART

NAME	AC	MV	H D	hp	#AT	DMG	SA	SD	AL	THAC0	BOOK
Aarakocra	7	6"/36"	1+2	V	2	1-3/1-3 or by weapon	No	No	NG	18	F-8
Aurumvorax	0	9" (3")	12	60	1	2-8	Yes	Yes	N	9	M2-11
Axe Beak	6	18"	3	V	3	1-3/1-3/2-8	No	No	N	16	M-7
Baluchitherium	5	12"	14	V	2	5-20/5-20	No	No	N	8	M-8
Banshee	0	15"	7	37	1	1-8	Yes	Yes	CE	13	M-5
Basiliron	4	6 "	5+5	V	1	2-8 + smother	Yes	Yes	N	13	M2-15
Bat, Giant	8	3"/18"	1/2	V	1	1-2	No	Yes	N	2 0	F-14
Boar, Wild	7	15"	3+3	V	1	3-12	No	No	N	1 6	M-11
Buffalo	7	15"	5	V	2	1-8/1-8	Yes	Yes	N	15	M-11
Bulette (Landshark)	-2/4/6	14" (3")	9	V	3	4-48/3-18/3-18	Yes	No	N	1 2	M-12
Cooshee	5	15"	3+3	V	1	7-10	Yes	Yes	N	1 6	M2-26
Dragon, Faerie	5/1	6"/24"	v	V	1	1-2	Yes	Yes	CG	15	M2-57
Dragon, Silver (Dargent)	-1	9"/24"	10	70	3	1-6/1-6/5-30	Yes	No	LG	1 0	M-34
Dragon, White (Scout)	3	12"/30"	6	V	3	1-4/1-4/2-16	Yes	No	CE	1 i	M-34
Eagle, Giant	7	3"/48"	4	V	3	1-6/1-6/2-12	Yes	Yes	N	15	M-36
Elf, Kagonesti	6	15"	1+1	V	1	by weapon	Yes	Yes	N(C)	18	M2-63
Elf, Qualinesti	5	12"	1+1	V	1	by weapon	Yes	Yes	NG	18	M-39
Elf, Silvanesti	5	12"	1+1	V	1	by weapon	Yes	Yes	LG	18	M-39
Ghoul	6	9"	2	V	3	1-3/1-3/1-6	Yes	Yes	CE	16	M-43
Giant, Hill	4	12"	8+1-2	V	1	2-16	Yes	Yes	CE	12	M-45
Golem, Stone	5	6"	14	60	1	3-24	Yes	Yes	N	8	M-48
Harpy	7	6"/15"	3	V	3	1-3/1-3/1-6	Yes	No	CE	16	M-51
Lion, Mountain	6	15"	3+1	V	3	1-3/1-3/1-6	Yes	Yes	N	16	M-61
Margoyle	2	6"/12"	6	V	4	1-6/1-6/2-8	Yes	Yes	CE	13	M2-83
Men	8	12"	1-4	V	1	1-6	No	No	N	V	M-66
Moon Dog	2/0/-2	30"	8+16	V	1	3-12	Yes	Yes	NG	2	M2-92
Nixie	7	6"/12"	1/2	V	1	by weapon	Yes	No	N	20	M-74
Ogre	5	9 "	4 - 1	V	1	by weapon or 1-10	No	No	CE	15	M-75
Porcupine, Giant	5	6"	6	V	1	2-8	Yes	Yes	N	13	M-79
Spider, Giant	4	3" *12"	4 - 4	V	1	2-8	Yes	No	CE	15	M-90
Spider, Huge	6	18"	2+2	V	1	1-6	Yes	No	N	16	M-90
Sprite	6	9"/18"	1	V	1	by weapon	Yes	Yes	Y(G)	19	M-92
Stag, Normal	7	24"	3	V	1 or 2	2-8 or 1-3/1-3	No	No	N	16	M-92
Stone Guardian	2	10"	1 0 "	V	2	2-9/2-9	No	Yes	N	15	M2-115
Will-o-Wisp	-8	18"	9	V	1	2-16	Yes	Yes	CE	12	M-101
Yeti	6	15"	4 + 4	V	2	1-6/1-6	Yes	Yes	N	15	M-103

ABBREVIATIONS

AC = Armor Class
 AL = Alignment
 #AT = Number of attacks per round
 CE = Chaotic Evil
 CG = Chaotic Good
 DMG = Damage
 F-(X) = Found in Fiend Folio, page (X)
 HD = Hit Dice
 hp = hit points
 LG = Lawful Good
 M-(X) = Found in MONSTER MANUAL I, page (X)
 M2-(X) = Found in MONSTER MANUAL II, page (X)
 MV = Movement Rate
 N = Neutral
 N(C) = Neutral with Chaotic tendencies
 N(E) = Neutral with Evil tendencies
 N(G) = Neutral with Good tendencies
 NG = Neutral Good
 SA = Special Attacks
 SD = Special Defenses
 THAC0 = Base number to hit AC 0 (does not include racial, strength, or weapon bonuses)
 V = Varies

Random ENCOUNTER CHART

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

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

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

Table 1: Random Encounter Checks

Area	Check	Modifier
Qualinesti Forest	1/3 hours	d6+2
Silvanesti Forest	1/2 hours	d6
Kagonesti Forest	1/3 hours	d8 + 1
Mountains	1/2 hours	d12 + 9
Foghaven Vale	1/3 hours	d6+11
Ogre Territories	1/4 hours	d8 + 18
Open Plains	1/6 hours	d6 + 25

Table 2: Random Encounters

- 3-12 Silvanesti Elves
- 2-12 Kagonesti Elves
- 1 White Stag
(Stays just ahead of the party, leading them toward the best path. The stag bounds out of sight and disappears immediately after traveling 3-6 hexes on the map)
- 1-4 Cooshee
- 1-2 Giant Porcupines
- 1-4 Wild Boars

- 3-12 Qualinesti Elves
- 1-6 Normal Stags
- 1-4 Faerie Dragons
- 1-3 Mountain Lions
- 10-20 Bandits (Men)
- 1-8 Yetis
- 1-6 Margoyles
- 2-8 Harpies
- 1-4 Giant Eagles
- 1 White Stag (see #3)
- 1-2 Moon Dogs
- 2-8 Giant Bats
- 1-3 Will-o-Wisps
- 1 White Dragon Scout
- 10-15 Ogres
- 1-8 Hill Giants
- 1-2 Baluchitheria
- 1-8 Sivak Draconians
- 3-18 Baaz Draconians
- 10-30 Bandits (Men)
- 10-30 Buffalo
- 3-18 Axe Beaks
- 1 Landshark
- 4-16 Ghouls (night only)
- 2-8 Huge Spiders

Dragon Lance

CUT OUT CARDS

character cards

Laurana 5TH LEVEL ELF FIGHTER

STR 13 WIS 12 CON 14 THAC0 16
INT 15 DEX 17 CHR 16 AL CG HP 30

AC 0 (CHAIN MAIL +1 AND SHIELD, DEX BONUS)

WEAPONS SHORT SWORD +2 (3-8/3-10)
DAGGER (1-4/1-3)

EQUIPMENT AS SELECTED BY PLAYER;
500 STL/1000 GPW MAXIMUM

LANGUAGES COMMON, QUALINESTI ELF,
SILVANESE ELF

See back of card for more information.



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

STR 12 WIS 10 CON 12 THAC0 16
INT 14 DEX 16 CHR 13 AL CG HP 25

AC 1 (CHAIN MAIL AND SHIELD +1, DEX BONUS)

WEAPONS LONGSWORD +1 (2-9/2-13)
LONGBOW AND QUIVER OF 20 ARROWS (1-6/1-6)

EQUIPMENT AS SELECTED BY PLAYER;
500 STL/1000 GPW MAXIMUM

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

LANGUAGES COMMON, QUALINESTI ELF,
SILVANESE ELF

See back of card for more information.



Elistan 9TH LEVEL HUMAN CLERIC

STR 13 WIS 17 CON 12 THAC0 16
INT 14 DEX 12 CHR 16 AL LG HP 49

AC 4 (CHAIN MAIL AND SHIELD)

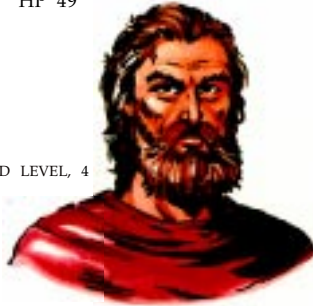
WEAPONS MACE +2 (4-9/3-8)

EQUIPMENT AS SELECTED BY PLAYER;
500 STL/1000 GPW MAXIMUM

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

LANGUAGES COMMON, QUALINESTI
ELF, SEEKER

See back of card for more information.



Derek Crownguard 9TH LEVEL HUMAN FIGHTER

STR 17 WIS 11 CON 16 THAC0 12
INT 12 DEX 13 CHR 12 AL LG HP 70

AC 3 (CHAIN MAIL +2)

WEAPONS HALBERD +1 (2-11/3-13)
DAGGER (1-4/1-3)

EQUIPMENT AS SELECTED BY PLAYER;
500 STL/1000 GPW MAXIMUM.

LANGUAGES: COMMON, ERGOTHIC,
QUALINESTI ELF, SOLAMNIC

See back of card for more information.



Aaron Tallbow 8TH-LEVEL HUMAN FIGHTER

STR 15 WIS 10 CON 12 THAC0 14
INT 14 DEX 18 CHR 16 AL LG HP 49

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

WEAPONS LONGSWORD (1-8/1-12)
LONGBOW +1 WITH FOUR ARROWS +2 (3-8/3-8)
QUIVER OF 20 NORMAL ARROWS (1-6/1-6)

EQUIPMENT AS SELECTED BY PLAYER;
500 STL/1000 GPW MAXIMUM.

LANGUAGES COMMON, ERGOTHIC, HYLO
KENDER, QUALINESTI ELF, SOLAMNIC

See back of card for more information.



Flint Fireforge 7TH LEVEL DWARF FIGHTER

STR 16 WIS 12 CON 18 THAC0 14
INT 7 DEX 10 CHR 13 AL NG HP 80

AC 1 (PLATE MAIL +1 AND SMALL SHIELD)

WEAPONS 2 HAND AXES +1 (2-7/2-5)
DAGGER (1-4/1-3)

EQUIPMENT AS SELECTED BY PLAYER;
500 STL/1000 GPW MAXIMUM

LANGUAGES COMMON, HILL DWARF

See back of card for more information.



Sturm Brightblade 10TH LEVEL HUMAN FIGHTER

STR 17 WIS 11 CON 16 THAC0 11
INT 14 DEX 12 CHR 12 AL LG HP 74

AC 3 (CHAIN MAIL +2)

WEAPONS TWO-HANDED SWORD +3 (4-13/6-21)
DAGGER (1-4/1-3)

EQUIPMENT AS SELECTED BY PLAYER;
500 STL/1000 GPW MAXIMUM

LANGUAGES COMMON, QUALINESTI ELF, SOLAM-
NIC

See back of card for more information.



Tasslehoff Burrfoot 8TH LEVEL KENDER THIEF

STR 13 WIS 12 CON 14 THAC0 19
INT 9 DEX 16 CHR 11 AL N HP 34

AC 5 (LEATHER ARMOR, DEX BONUS)

WEAPONS HOOPAK: COMBINATION BULLET
SLING (2-5/2-7) AND +2 JO STICK (3-8/3-6)
DAGGER (1-4/1-3)

EQUIPMENT THIEVES' TOOLS, LEATHER MAP (CASE
AS SELECTED BY PLAYER; 500 STL/1000 GPW MAXI-
MUM

See back of card for more information.



Gilthanas IS THE SECOND-BORN OF THE SPEAKER OF SUNS, LEADER OF THE QUALINESTI PEOPLE. WHILE HIS ELDER BROTHER PORTHIOS LEARNED THE IMPORTANT TASKS OF GOVERNING, GILTHANAS ACTED AS A MESSENGER, SPY, AND ADVENTURER FOR HIS PEOPLE. HE WAS CAPTURED, ALONG WITH HIS CONTACT THEROS IRONFELD, BY THE DRACONIANS WHEN THEIR ARMIES OVERRAN SOLACE VALE. FREED WITH THE INNFELOWS, GILTHANAS CHOSE TO ACCOMPANY THEM INSTEAD OF GOING INTO EXILE WITH HIS PEOPLE.

GILTHANAS IS A HANDSOME ELF, EVER-YOUNG BUT WITH EYES OF DEEP MATURITY. IN THE SERVICE OF HIS PEOPLE HE HAS LEARNED TO MOVE SILENTLY, KEEN-EARED AND SHARP-EYED. WHILE VERY CHARMING, HE RESERVES HIS ATTENTIONS FOR ELVEN LADIES, AS HE RECOGNIZES THE GULF BETWEEN ELF AND MAN.

THIS ATTITUDE HAS BROUGHT HIM INTO CONFLICT WITH HIS SISTER LAURANA, WHO HAS FALLEN FOR THE HALF-ELF TANIS. THOUGH TANIS WAS LOST IN A FIRE IN TARSIS, THE GULF BETWEEN THE SIBLINGS REMAINS.

Derek Crownguard, Lord of the Order of the Rose, IS THE LEADER OF ONE OF THE THREE ORDERS OF THE KNIGHTS OF SOLAMNIA. HE HAS ATTAINED HIS POSITION BY HIS SKILL WITH THE SWORD, HIS QUICK MIND, AND HIS RIGID ADHERENCE TO THE DOCTRINE OF THE KNIGHTS.

DEREK IS DOUR, QUIET OF VOICE, BUT EXPECTS TO HAVE HIS OPINION HEARD AND HIS ORDERS FOLLOWED. HE IS STEADFAST IN HIS BELIEF IN THE ORDER AND IN THE ULTIMATE TRIUMPH OF GOOD OVER EVIL.

DEREK FEELS HE CAN IMPROVE THE POSITION OF THE KNIGHTS (AND HIMSELF) BY TAKING AN ACTIVE ROLE AGAINST THE DRAGON HIGHLOARDS RATHER THAN FALLING BACK TO CASTLES AND ISLANDS. TO THAT END, HE SET OUT TO LOCATE THE DRAGON ORB, AN ARTIFACT OF GREAT POWER USED TO DEFEAT THE DRAGONS LONG AGO, AND RETURN IT TO SANCRIST. HIS COLLEAGUE LORD GUNTAR OF THE CROWN HAS SADDLED HIM WITH AARON, A CHEERFUL KNIGHT OF GUNTHA ORDER. THEIR JOURNEY TOOK THEM TO TARSIS AND A RAG-TAG GROUP OF ADVENTURERS LED BY A PSEUDO-KNIGHT NAMED STURM. AIDED BY THE PARTY, DEREK RECOVERED THE ORB.

Flint Fireforge IS THE ELDEST MEMBER OF THE PARTY. HIS FATHER FOUGHT IN THE DWARFGATE WAR BETWEEN THE HILL DWARVES AND THE MOUNTAIN DWARVES OF THORBARDIN, AND FLINT GREW UP HEARING OF THE MOUNTAIN DWARVES TREACHERY. HE LEFT HIS NATIVE HILLS TO SEEK HIS FORTUNE, BUT PLANNED TO RETURN ONE DAY.

IN HIS TRAVELS, FLINT WAS CAPTURED BY GULLY DWARVES WHO HELD HIM PRISONER FOR THREE YEARS. ESCAPING TO HIS OWN LAND, FLINT FOUND THE DWARVES HAD ABANDONED THE AREA. THE DWARF WANDERED, EVENTUALLY SETTLING IN SOLACE AND LIVING AS A TINKER.

THE ELVES OF QUALINOST RESPECTED HIS WORK, AND IT WAS THERE HE MET TANIS THE HALF-ELVEN. TANIS WAS THE LEADER OF THE INNFELOWS IN THE DESPERATE FLIGHT FROM THE DRAGONARMIES, BUT HE IS NOW GONE, LOST IN A FIRE IN TARSIS. FLINT'S OTHER FRIEND IS THE LIGHTHEARTED TASSLEHOFF BURRFOOT.

FLINT IS CYNICAL, BUT BRAVE AND HONEST. HE UNDERSTANDS OTHER DWARVES BETTER NOW, BUT HAS A NEW HATRED—BOATS.

Tasslehoff Burrfoot LEFT THE HOMELANDS OF THE KENDER AS A CHILD TO ACCOMPANY HIS PARENTS. WHEN HE REACHED ADULTHOOD, HE WANDERED OFF ON HIS OWN, AS IS THE KENDER TRADITION.

TAS WAS HIT HARD BY KENDER WANDERLUST, AND IT WAS SEVERAL YEARS BEFORE HE ARRIVED IN SOLACE VALE. HE CARRIED WITH HIM THE NECESSITIES OF KENDER SURVIVAL: A CASE FILLED WITH OUTDATED MAPS, HIS HOOPAK SLING, ROPE, FOOD, AND A BAG OF ODD ITEMS HE HAD "ACQUIRED" IN HIS JOURNEYS. TAS, LIKE MOST KENDER, HAS THIEVING ABILITIES, THOUGH KENDER PREFER TO CALL THEMSELVES "HANDLERS." TAS "BORROWS" ITEMS NOT OUT OF GREED, BUT INSATIABLE CURIOSITY.

TAS FIRST ENCOUNTERED FLINT WHEN HE "BORROWED" ONE OF THE DWARF'S ARM BRACELETS WITHOUT ASKING, AND THEY BECAME FAST FRIENDS (IN TAS'S OPINION). TAS IS GOOD-NATURED, HAS GREAT ENERGY AND A QUICK WIT, AND HAS KEPT THE PARTY'S SPIRITS UP DURING THE LONG FLIGHT BEFORE THE DRAGONARMIES. TAS IS ALSO IMMUNE TO THE EMOTION OF FEAR, AS ARE ALL KENDER.

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

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

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

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

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

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

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

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

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

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

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

Advanced Dungeons & Dragons®

DRAGONLANCE™

Official Game Adventure

Dragons of Light

Jeff Grubb

* BOOKS * MODULES *

Far removed from the battlefields of Ansalon, the island of Ergoth has become a refuge for the Elven Peoples. Here the haughty Silvanesti of the east, the friendly Qualinesti of the west, and the wild, native Kagonesti dwell in a fragile, uneasy peace.

This peace is shattered by the arrival of your band of adventurers, bearing the shards of the dragonlance and the power of the Dragon Orb of Icewall. Will the pitfalls of conflicting elven nations ensnare you? Can you escape across the wilds of Ergoth to the outpost of the Solamnic Knights, evading the wild elves in your path? Will you discover the secret of Huma's Tomb and find the final resting place of the dragonlances of old?

"Dragons of Light" is the sixth in the series of DRAGONLANCE™ adventures for use with the ADVANCED DUNGEONS & DRAGONS® game system and continues the Second Book of the DRAGONLANCE saga. You can play this adventure by itself, or as part of the grand quest that spans the entire DRAGONLANCE story.

An adventure for Character Levels 7-9

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