

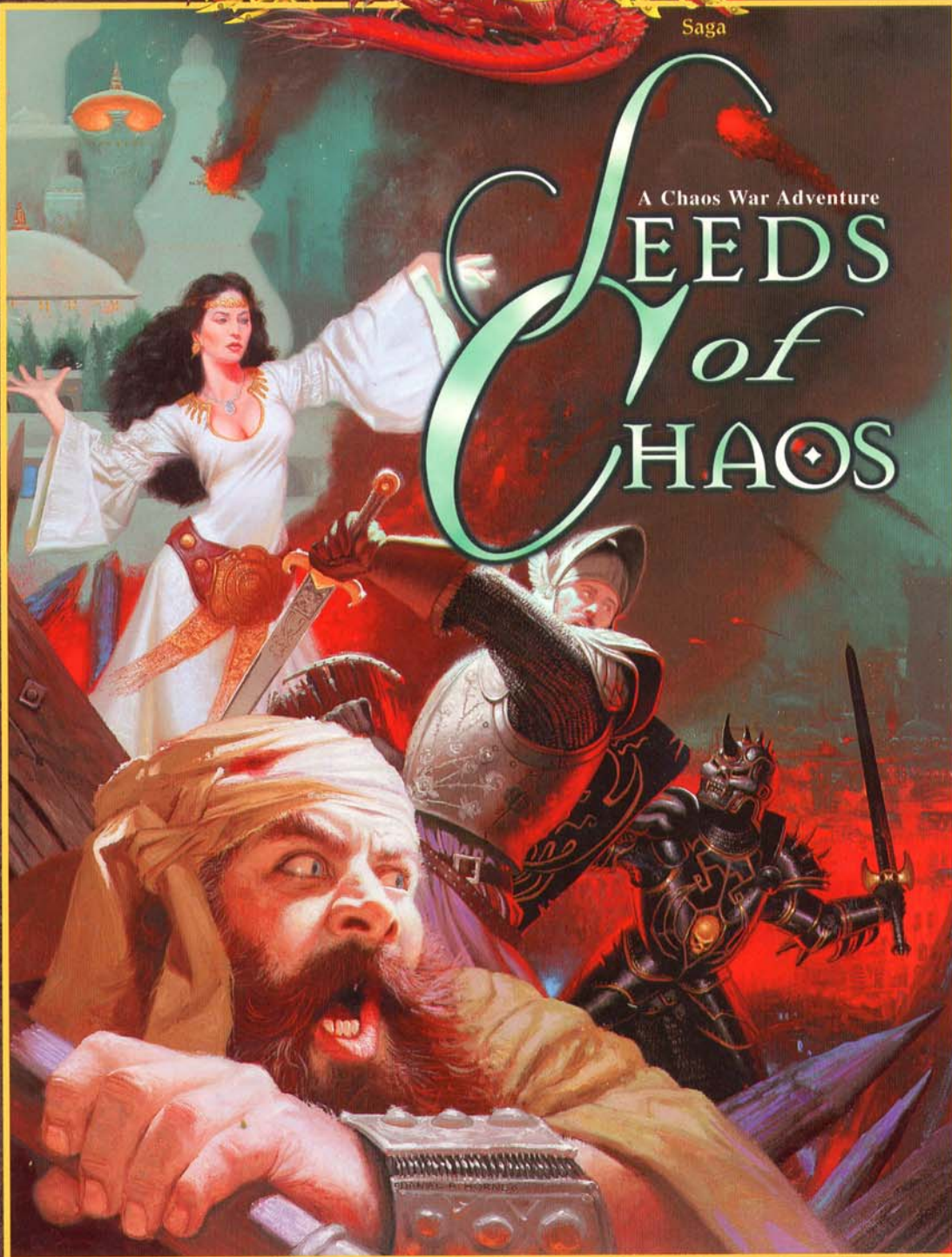
Advanced
Dungeons & Dragons
Adventure

Dragon Lance

Saga

A Chaos War Adventure

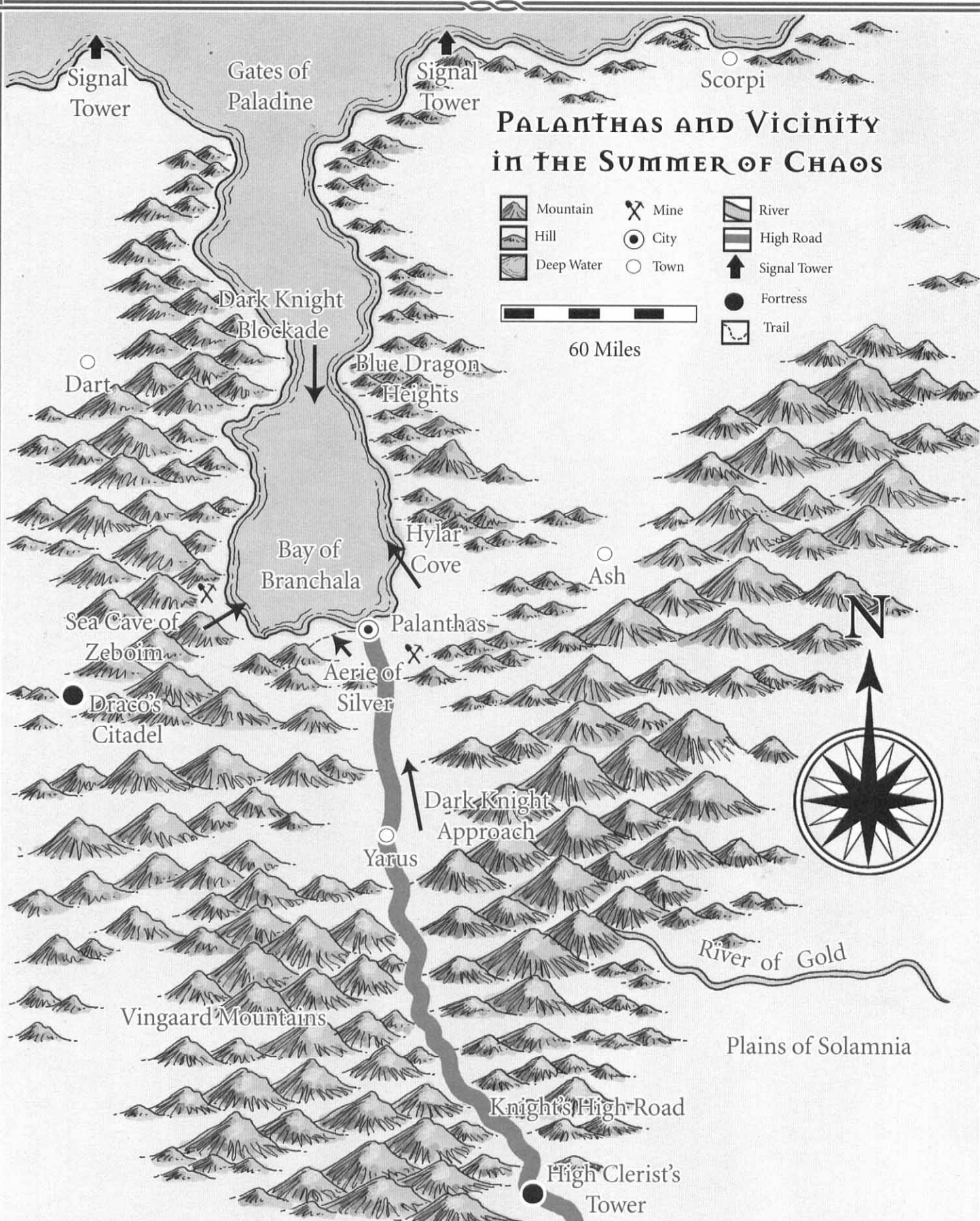
**SEEDS
of
HAOS**



BY DOUGLAS NILES

Includes conversions
for the
SAGA
GAME RULES

PALANTHAS AND VICINITY IN THE SUMMER OF CHAOS





SEEDS OF CHAOS

A Chaos War Adventure

BY DOUGLAS NILES

Compatible with the SAGA[®] game rules

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INTRODUCTION

Seeds of Chaos is the first in a series of adventures that allow players and Dungeon Masters to role-play the tumultuous events of the last, scorching month of Krynn's Fourth Age. This adventure may be played separately or as an introduction to the epic Chaos War Adventure Series.

These game products tie in to the book line of the same name. In addition, the *DRAGONLANCE*® novel *Dragons of Summer Flame* by Margaret Weis and Tracy Hickman provides very useful information on the world-shaking events spanning the period of the Chaos War adventures.

Designed for approximately six characters of levels 7–10, *Seeds of Chaos* includes two sets of pregenerated characters. Existing player characters (especially those inhabiting northern Ansalon in 383AC during the Summer of Chaos) may also easily play. As a general rule, total character levels among the PCs should be around 50.

At stake in this first episode lies the control and preservation of the great city of Palanthas, as the legions of Lord Ariakan's (8♥*) Dark Knights make their lightning-fast conquest of the world. The player characters commence the story by taking roles either among the city's defenders or its attackers.

Utterly heroic and fortunate efforts on the part of the PCs may even change the course of history; however, in almost every circumstance, the city falls to the Dark Knights. Part of the importance of the initial part of the adventure, whether the players take the roles of attackers or defenders, concerns ensuring that the battle not destroy the great monuments and treasures of Palanthas.

Regardless of the outcome of the battle, Krynn quickly faces a new, even more deadly enemy: the Chaos armies released by the convulsive battle fought between Krynn's gods and Father Chaos. As the chaos hordes sweep across the world, consuming lives, beauty, and even memories, the mortal defenders of Ansalon must set aside differences, marshal forces and weapons, and prepare to wage a battle for ultimate survival.

This adventure is set in the World of Krynn, the campaign setting for a long and continuing series of *DRAGONLANCE* tales. For the adventurer who seeks a setting for more than just monster bashing, Krynn offers a rich tapestry of stories, challenges, dangers, and triumphs.

Players and Dungeon Masters alike are encouraged to imagine the roles of their characters as well-rounded people. These individuals possess backgrounds, motivations, and desires that have

Optional Rules

The *Seeds of Chaos* adventure is designed to be played with the rules of the *ADVANCED DUNGEONS & DRAGONS*® second edition game. However, it can be easily adapted for play with the *SAGA*® rules of the *DRAGONLANCE: FIFTH AGE*® game.

Naturally, the story proceeds the same way with either set of game rules. In places, sidebars marked such as this one provide rules for resolving game situations with action difficulty ratings and other procedures for the *SAGA* rules.

The *SAGA* system presents a unique alternative to the dice-based roleplaying of the *AD&D*® game and most other systems. Using the 82 cards of the Fate Deck, players in the *SAGA* game exert a greater level of control over events, since the cards allow a choice of tactics (whereas capricious dice leave things utterly to chance).

The primary difference in this adventure is that random circumstances resolved by die rolls in *AD&D* are determined with card draws in the *SAGA* rules.

been influenced by a well-detailed and vividly wrought past.

Now it is time to embark upon the future.

*Notations that include a symbol such as this heart indicate which card this character appears on in the Fate Deck in the *DRAGONLANCE: FIFTH AGE* Game.

BACKGROUND STORY

The stage is set during a season of dire portents and ruthless, efficient violence as the Knights of Takhisis assault the continent of Ansalon. The following two developments represent common topics of news known to all throughout the area of the adventure. Here, and throughout the adventure, the DM should read or paraphrase the passage within the unshaded box to all players:

Led by Lord Ariakan (reputed son of the Dragon Highlord Ariakas (9)) and the Evil goddess Zeboim), the legions of the Knights of Takhisis recently landed on the northeastern coast of the continent. In a series of lightning campaigns, these so-called Dark Knights occupied the lands of Kalaman, eastern Solamnia, Neraka, and much of Ansalon's heartland.

Utterly devoted to the Queen of Darkness, these well-trained, ruthless troops include powerful priest and wizard contingents, huge regiments of draconians, and powerful warriors called brutes. The latter, hulking ghastly blue creatures bigger than men, show utter loyalty and fearlessness in the service of their lord. Finally, the Dark Knights count on the aid of many blue dragons that serve as scouts, powerful fighters, and swift, loyal mounts for flying knights.

News of Ariakan's campaigns reach the city from many sources. The waterfront, of course, throbs with rumors that grow more ominous with the arrival of each new ship. Riders coming over the pass defended by the Tower of the High Clerist report that the legions of the Dark Knights have crossed the Vingaard River. The army steadily advances on the tower—the historic bastion that has always guarded Palanthas from direct attack.

At the same time as Ariakan's invasion forges ahead through seemingly unstoppable campaigns, the world of Krynn swelters under a summer of unprecedented heat. Crops wither and die, rivers turn to muddy trickles, and countless lakes and ponds disappear. A haze constantly blankets the sky, though it does nothing to diffuse the intense heat of the blistering, reddish sun.

From across the land reports arrive of wells going dry and whole villages forced to evacuate or perish of utter thirst. Disease rages unchecked. Many clerics and other soothsayers cross the countryside, preaching of dire events, talking of "Storms of Chaos" coming from the North. Some of these even claim that the gods of Krynn are turning their backs on the people and the world they created.

The background to these disturbing phenomena may or may not be known to the players. Though the characters must delve into the story to learn more throughout the adventure, the DM should be aware of what's happening from the start by reading the next several sections.

WAR BETWEEN THE GODS

Released by a foolish act of the ancient, arrogant, and aloof race known as the Irda, omnipotent Father Chaos has been released from confinement in the Graygem. Infuriated by the gods who trapped him there, he vows to destroy them and all of their creations.

The gods of Krynn are distracted by the impending struggle. They pay little attention to the world as they bicker and squabble among themselves concerning how best to deal with the onslaught of doom. This absence creates difficulties for characters who frequently try to establish contact with their gods.

Clerical Troubles

Any priest characters who attempt to cast spells during the course of this adventure may find it difficult to tap the power of their deities. As the spell is cast, the DM (or player) rolls 1d6. On a 5 or 6 the spell is cast normally, but on a 1–4 the priest acts as if he is that many levels lower than his actual level for purposes of this spell only. For example, on a roll of 4, a 7th-level priest casts the spell as a 3rd-level priest.

In some cases, this means the spell can't be cast at all. In this event, the character doesn't lose the spell from his repertoire, though it cannot be attempted again until 10 rounds have passed.

Instead of a die roll, the Narrator should draw a card. A result of 1–3 (white aura) means no effect, while a 4–9 (red or black aura) represents the number added to the difficulty of the action.

PHASES OF THE MOONS

Dungeon Masters may use the magic rules detailed in *Tales of the Lance* and elsewhere which allow spells to increase or decrease in power based on the phase of the moon that influences the mage's type of magic (white, red, or black).

That adjustment is possible in this adventure, though it remains purely optional. For DMs who want to keep track of the effects, the moons of magic occupy the following positions on Day One of this adventure.



Moon Phases

Moon	Robe	Phase	Day in Cycle
Solinari	white	waxing	28 of 36
Lunitari	red	high sanction	1 of 28
Nuitari	black	low sanction	2 of 8

FALL OF THE HIGH CLERIST'S TOWER

In a swift attack during which the brutal effectiveness of Ariakan's tactics are proven for all Krynn to see, the Knights of Takhisis strike the High Clerist's Tower—a fortress that has stood fast against every prospective conquest for more than a dozen centuries. Defended by the Knights of Solamnia, the bastion is a proud symbol of everything standing against the forces of the Dark Queen. But Ariakan's army captures the tower in a single day of brutal battle.

The defense is brave, but doomed. In the late afternoon of that violent day, the gold and silver dragons who aid the Solamnic defenders abruptly and inexplicably withdraw.

Most of the Knights of Solamnia fight to the death, though a few are taken prisoner—generally because they are unconscious, or wounded so severely that they can no longer resist. In the final act of a long and illustrious life, Tanis Half-Elven (2-7)—one of the original Heroes of the Lance—gives his life in the futile defense of the fortress gates. In an instance of dark irony, the place where he falls lies in clear view of the spot on the ramparts where, some thirty years earlier, his friend and companion Sturm Brightblade (1†) sacrificed himself in another war.

Now Ariakan turns his eyes toward easier targets and more tempting treasures. Chief among these is the city of Palanthas, exposed and vulnerable because of the loss of the mountain fortress.

A TREATY OF ILL OMEN

By the time of the battle for the High Clerist's Tower, however, the pantheon of Krynn reluctantly settles upon a course of action. They will allow the Knights of Takhisis to prevail over the world so

that mortals can stand united against the horrors of chaos that have yet to be released. Takhisis, Queen of Darkness, smiles, grimly pleased by this development. Paladine, Gilean, Reorx, and the other gods of Goodness and Neutrality agree because they see the only alternative being the utter destruction of the world.

This pact causes the Good dragons to withdraw from the defense of the fortress-tower. Furthermore, it limits the amount of aid these great serpents prove willing to provide for the defense of Palanthas.

RELATED READING

Numerous products published by TSR detail the history and setting of Krynn. While none of them are necessary for playing this adventure, they provide a lot of useful information about the world, Krynn's gods, and the characters who reside there.

Some of the most relevant publications in terms of this adventure include the following:

The *DRAGONLANCE Chronicles* and *Legends* series by Margaret Weis and Tracy Hickman set the stage for all the tales of Krynn. More

recently, their novel *Dragons of Summer Flame* establishes a background for the specific time period of this story.

The novel *Tears of the Night Sky*, by Linda P. Baker and Nancy Varian Berberick, also involves the current time period and setting of Palanthas. Another book, *The Last Thane*, by Douglas Niles, deals with the Chaos War in the dwarven kingdom of Thorbardin and provides some background material on the Hylar fleet that sails to aid the Knights of Solamnia.

Players who choose to run characters involved in the Knights of Takhisis and who wish to know more about the creation of the Knights and the strictures of their order are encouraged to read *The Second Generation*, a *DRAGONLANCE* anthology by Margaret Weis and Tracy Hickman. The book includes an appendix on the Knights of Takhisis that details their history and many game-relevant details about their organization and beliefs.

The boxed campaign setting *Tales of the Lance* provides a comprehensive look at all aspects of the world at this time in history. Also, the dramatic supplement, *Palanthas*, provides a detailed look



at this magnificent city as it plunges with the rest of the Krynn into the era succeeding these events.

PREPARING FOR THE ADVENTURE

A number of options are open to different groups of players as they and the DM make preparations to embark upon *Seeds of Chaos*. These options begin with a basic decision of whether the players want their characters to side with the forces of Good or the armies of Evil? Groups will discover that by the end of this adventure such distinctions are buried by the need to face a much deeper schism—a struggle for survival against chaos that threatens the very survival of Krynn.

CHOOSING SIDES

Players should make the initial decision as to whether they want to take roles from among the new conquerors of Krynn or the defenders of the city of Palanthas.

Attackers

The attacking forces, now standing at the brink of victory, are the Knights of Takhisis. These legions include many fighters, who fill the ranks of the Knights of the Lily. However, these sword-wielders receive aid from Knights of the Skull (priests of Takhisis, commonly known as Skull Knights) and Knights of the Thorn (mages, often called Gray Knights or Wizards of the Gray Robes).

Player characters from Knightly ranks are given important assignments toward the subjugation and occupation of Palanthas. While they receive their initial commands from Lord Ariakan himself, the players enjoy a lot of freedom concerning what tasks they take on and how they meet those challenges.

In addition, these characters may call upon the aid of several blue dragons, the type of chromatic dragon most favored by Ariakan because of its fearsome powers and willingness to work in concert with fellow dragons and human allies. The blue dragons, while NPCs in their own right, establish relationships with their player character riders and constitute very powerful allies indeed.

Defenders

The defenders of Palanthas include several Knights who failed to reach the High Clerist's Tower in time for the crucial battle, as well as characters

from the Thieves' Guild, Tower of Sorcery, and temples within the city.

Other than the player characters, the defenders of Palanthas remain few and far between. The Knights who made up the backbone of the city garrison have all fought (and been killed or captured) in the battle for the tower. The common men-at-arms of the city garrison, bereft of their leaders and lacking the courage and discipline that motivates the Knights of Solamnia, often throw aside their uniforms and attempt to flee, or blend into the city's population of private citizens.

Mixed Campaigns

It is conceivable that some characters may begin with each side, though this creates obvious headaches for the poor DM (who may find it easier to handle this circumstance by having an assistant DM, at least for the first two thirds of the adventure). Should some players want to portray Dark Knights and others feel more comfortable taking the roles of defenders of the city, several options present themselves.

Though it is clearly impossible for attackers and defenders to always cooperate (and so, the two sides cannot always adventure together through this module), there exists some room for negotiation. Even when opposed to one another (Dark Knights arresting Solamnian widows, defenders trying to spirit them away), the DM might pit the defenders against other nonplayer character Dark Knights and let the PC Dark Knights struggle against NPCs.

Perhaps the PCs knew one another before the war and still acknowledge one another as friends. Dark Knight characters might look the other way while defender PCs help Palanthas' downtrodden or defenders might find themselves in a position to save Dark Knights from an irate mob. They might both be interested in cleaning out the Thieves' Way. Certainly, in the end, they must cooperate in any case, and even an uneasy truce is a starting place.

Choosing Player Characters

As noted, *Seeds of Chaos* includes a variety of pre-generated characters usable in this adventure and the two that follow. All possess roleplaying as well as statistical backgrounds and are designed to add to the story lines of the game.

The pregenerated PCs are described later in this section.



Pre-Existing Player Characters

Player characters from other backgrounds should be drawn to Palanthas or the Knights of Takhisis during this summer. After all, this is where anyone with a taste for adventure feels compelled to go. Word of the invasion spreads across the civilized realms, and ship traffic into the great port city seems more vigorous than ever—at least, as the summer begins. Adventure attracts those of all alignments, of course. Mages of all robes study in the Tower of High Sorcery, and the city boasts a very active Thieves' Guild.

Any characters who find themselves in Palanthas at the time of the tower's fall inevitably happen upon some of the initial city encounters presented in Part One of the adventure.

Characters may seek employment among the armies of Lord Ariakan, also. During their conquest, the Knights vigorously recruit new warriors, priests, and mages into their ranks. Prospective members of the order must find sponsorship from an existing Knight; in this case, the DM should use one of the pregenerated PCs as a new character's sponsor.

Characters who have elected to serve Ariakan find themselves ordered to attend the initial army council in Part One. There they receive some background information and orders preparing them for the assault on the city.

PREGENERATED PLAYER CHARACTERS

The following boxed characters represent both the defenders of Palanthas and those forces who wish to occupy Palanthas. Both DMs and players should note that all THACO numbers have been adjusted for Strength bonuses, but not for missile adjustment or weapons bonuses. Also, the damage listed under the "Damage/Attack" heading has been adjusted for both Strength and weapons bonuses. If the DM uses the optional proficiency rules, he or she should feel free to add them to the characters or have the player choose the appropriate amount.

Defenders of Palanthas

Players who wish to defend against the invaders can choose from the following characters.

Sir Bradwick Thanedon

7th-Level Human Male Fighter, Lawful Good
Knight of Solamnia, Order of the Rose

Height	5'11"	Str	17
Weight	200 pounds	Dex	12
Armor Class	2 (<i>chainmail +3</i>)	Con	15
Movement	9	Int	13
Hit Points	52	Wis	13
THACO	13	Cha	11
Damage/Attack	1d10+2/3d6+2		
Preferred weapon	<i>Two-handed sword +1</i>		
Residence	Northern Ergoth		
Special Notes	Has access to a dragonlance; immune to <i>fear</i> spells.		

Background: Sir Bradwick is the youngest heir of a proud knightly family, an elder clan among the dark-skinned people of Ergoth. His father died during the War of the Lance and both his brothers were lost, presumably killed, during the summer's campaign in Ansalon. He determined to join the garrison of the High Clerist's Tower, but his ship arrived in Palanthas on the same day as word came that the tower had fallen to the Dark Knights.

Sir Kelwyn Ogrebane

8th-Level Human Male Fighter, Neutral Good
Knight of Solamnia, Order of the Crown

Height	6'2"	Str	15
Weight	190 pounds	Dex	16
Armor Class	1 (<i>chainmail, shield +1</i>)	Con	12
		Int	16
Movement	9	Wis	10
Hit Points	50	Cha	10
THACO	13		
Damage/Attack	1d8+2/1d12+2		
Preferred weapon	<i>Longsword +2</i>		
Residence	Palanthas		
Special Notes	Has access to a dragonlance		

Background: Not available to join the Knightly army defending the High Clerist's Tower, Sir Kelwyn was in the city, doing something that he has kept secret from everyone else. This action causes him to bear a numbing sense of shame and a determination that he will atone for his mistake and restore his honor. The player should use his own discretion to determine the nature of this shame; it should be told to the DM, but the effects on play should then be determined by roleplaying.

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Cindrall Wistan

7th-Level Female Human Ranger, Chaotic Good

Height	5'2"	Str	14
Weight	130 pounds	Dex	17
Armor Class	-1 (<i>chainmail +2</i> , shield)	Con	14
		Int	8
Movement	9	Wis	14
Hit Points	40	Cha	15
THACO	14		
Damage/Attack	1d6+3/L 1d8+3		
Preferred weapon	<i>Short sword +3</i>		
Residence	Palanthas		
Special Notes	Hide in shadows 43%; move silently 55%		

Background: Cindrall is the daughter of a knight captain and the grandniece of the commander of the knights during the War of the Lance. Her father, determined that his daughter would not experience the horrors of war, trained her well. Even at the tender age of 18, Cindrall chafes against the restrictions her father placed on her life to shelter her from most worldly experiences. He fought at the tower during the Blue Lady's War and was presumably killed; Cindrall is ready to do some fighting of her own.

Heraldri Rosemaster

9th-Level Female Human Fighter, Chaotic Neutral

Height	5'9"	Str	17
Weight	160 pounds	Dex	10
Armor Class	0 (plate mail, shield +2)	Con	13
		Int	14
Movement	6	Wis	10
Hit Points	53	Cha	12
THACO	11		
Damage/Attack	1d8+2/1d12 +2		
Preferred weapon	<i>Long sword +1</i>		
Residence	Palanthas		
Special Notes	Has access to a dragonlance		

Background: Heraldri is a childhood friend of Cindrall's. She, too, has learned about battle and, with her size and strength, has been a match for most young men (who are often intimidated by her). Orphaned in infancy, she was raised under the care of the Temple of Paladine's priests. Heraldri now rebels against that orderly life and runs with a wild crowd. She knows that her father concealed a dragonlance beneath the tile floor of the family's mansion on Palanthas's Nobles Hill.

Defenders of Palanthas

The following capsules of information translate the above PC game statistics for the SAGA game rules.

The number of a SAGA hero's quests is equal to his or her level in the AD&D information.

The player should read the capsule of the character's background in the AD&D pregenerated character and then select the specific demeanor of the SAGA hero. Knights of Solamnia may not select a card with a value higher than 4 for their demeanors, nor a card with a value higher than 5 to determine their natures. More information on creating Knightly heroes may be found in Book One of *Heroes of Steel*, a DRAGONLANCE: FIFTH AGE product.

- ◆ **Sir Bradwick Thanedon:** *Human male adult Knight, Champion.* Ag 8A, Dx 8A, En 6A, St 9A, Re 7C, Pe 5C, Sp 5C, Pr 6A, Dmg +12 (Two-handed sword of renown), Def -7 (chainmail of renown).
- ◆ **Sir Kelwyn OGREBANE:** *Human male adult Knight, Champion.* Ag 8A, Dx 8A, En 6A, St 8A, Re 8C, Pe 5C, Sp 5C, Pr 6A, Dmg +10 (longsword of distinction), Def -8 (shield of renown).
- ◆ **Cindrall Wistan:** *Human female adult, warrior-mystic, Champion.* Ag 9A, Dx 9A, En 7C, St 7A, Re 6C, Pe 7B, Sp 7B (49)*, Pr 8C, Dmg +7 (short sword of fame), Def -8 (chainmail of renown).

*See the rules for choosing a single mystic sphere.

- ◆ **Heraldri Rosemaster:** *Human female adult Warrior, Champion.* Ag 5A, Dx 5A, En 7A, St 7A, Re 7D, Pe 5C, Sp 5C, Pr 6B, Dmg +12 (long sword of renown), Def -7 (shield of renown).
- ◆ **Basalt Fireforge:** *Dwarf male adult warrior, Champion.* Ag 8A, Dx 8A, En 6A, St 6A, Re 6C, Pe 7C, Sp 7C, Pr 5B, Dmg +10 (battle axe of renown), Def -10 (shield of renown).
- ◆ **Dirkal Knifecutter:** *Human male adult thief, Champion.* Ag 9C, Dx 9B, En 6C, St 5C, Re 8B, Pe 5B, Sp 5C, Pr 7C, Dmg +10 (longsword of distinction), Def -3 (ring of protection).
- ◆ **Whisper Shadowfriend:** *Kender female adult handler, Champion.* Ag 9A, Dx 9B, En 6C, St 4C, Re 7C, Pe 5B, Sp 5C, Pr 6C, Dmg +7 (short sword of renown), Def -4 (leather armor of distinction).
- ◆ **Terrence Kanegrower:** *Human male adult mystic, Champion.* Ag 6A, Dx 6C, En 8A, St 5A, Re 5C, Pe 8C, Sp 8A (64)*, Pr 7C, Dmg +7 (mace), Def -7 (platemail, kite shield).

* Choose three spheres of mysticism

- ◆ **Dathas Windknight:** *Human female adult sorcerer, Champion.* Ag 7X, Dx 7X, En 5X, St 5X, Re 8A (64)*, Pe 7A, Sp 7C, Pr 7D, Dmg +8 (dagger of fame), Def -5 (bracers of defense).

* Choose three schools of sorcery



Basalt Fireforge

8th-Level Dwarf Male Fighter, Lawful Good

Height	4'1"	Str	12
Weight	200 pounds	Dex	15
Armor Class	0 (plate mail, shield +1)	Con	18
		Int	11
Movement	6	Wis	13
Hit Points	71	Cha	10
THACO	13		
Damage/Attack	1d8+2		
Preferred weapon	Battle axe +2		
Residence	Hillhome		
Special Notes	System shock 99%; saving throw bonus +5		

Background: Nephew of the famed Hero of the Lance Flint Fireforge (2*), Basalt strives to live up to the standard of courage set by his uncle. He is torn by loneliness for his beloved wife, Hildy, who maintains the family inn back in the hill dwarf country north of Thorbardin, but he feels his place is where the battle rages.

Dirkal Knifecutter

8th-Level Human Male Thief, Chaotic Neutral

Height	5'6"	Str	9				
Weight	135 pounds	Dex	17				
Armor Class	3 (leather armor, <i>ring of</i> <i>protection +2</i>)	Con	11				
		Int	15				
		Wis	10				
Movement	12	Cha	14				
Hit Points	30						
THAC0	17						
Damage/Attack	1d8 +1/1d12 +1						
Preferred weapon	<i>Long sword +1</i>						
Residence	Palanthas Thieves' Guildhall						
Special Notes	Thief abilities						
PP	OL	FT	MS	HS	DN	CW	RL
25%	65%	40%	80%	65%	85%	90%	0%

Background: Dirkal is a quick (and quick-witted) young member of the Thieves' Guild. Exceptionally stealthy and intelligent, he has worked primarily as a spy for the guild, though he also spies on behalf of some of the city's most powerful nobles and elegant ladies. He possesses a knack for disguising his appearance and knowing the right mannerisms to blend into any social setting.

Whisper Shadowfriend

9th-Level Kender Female Handler, Chaotic Neutral

Height	3'9"	Str	8				
Weight	95 pounds	Dex	18				
Armor Class	2	Con	12				
	(<i>leather armor +2</i>)	Int	14				
		Wis	9				
Movement	12	Cha	12				
Hit Points	29						
THACO	16						
Damage/Attack	1d6+2						
Preferred weapon	<i>Short sword +2</i>						
Residence	Palanthas/Ergoth/Hylo						
Special Notes	Immune to fear; kender taunt; +2 reaction adjustment; +2 missile attack adjustment, thief abilities						
PP	OL	FT	MS	HS	DN	CW	RL
85%	95%	60%	50%	25%	25%	80%	45%

Background: Whisper hails from Hylo originally. Strongly seized by kender wanderlust, for the last ten years she has traveled from port to port in Northern Ansalon, never paying for her passage and somehow avoiding getting hanged as a stowaway. She decided that Palanthas is her favorite place and has formed attachments to several humans here. Well known and highly thought of at the city's Thieves' Guild, she recently became intrigued by a traveling hill dwarf, Basalt Fireforge.

Terrence Kanegrower

8th-Level Human Male Cleric, Lawful Good

Height	6'2"	Str	9
Weight	170 pounds	Dex	11
Armor Class	2 (plate mail, shield)	Con	15
		Int	10
Movement	6	Wis	16
Hit Points	39	Cha	13
THACO	16		
Damage/Attack	1d6+1/1d6		
Preferred weapon	Mace		
Residence	Palanthas, Temple of Paladine		
Special Notes	+2 magical defense adjustment; priest spells (5/5/3/2)		

Background: A clan of farmers in a fertile valley of Caergoth raised Kanegrower. From an early age he displayed acuity for nature and philosophy, and it was only natural that he should come to Palanthas for schooling in the temple. Applying himself studiously, he mastered many spells in the name of Paladine. However, he rarely ventures beyond the walls of his temple, and he is naive and timid as regards the "real world."

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Dathas Windknower

9th-Level Human Female Red-Robed Mage, Neutral

Height	5'1"	Str	10
Weight	110 pounds	Dex	14
Armor Class	4 (<i>bracers of defense AC 4</i>)	Con	9
		Int	17
Movement	12	Wis	13
Hit Points	27	Cha	8
THACO	18		
Damage/Attack	1d4+5/1d3+5		
Preferred weapon	Steelfiend (<i>dagger +5</i>)		
Residence	Tower of Sorcery, Palanthis		
Special Notes	Wizard spells (4/3/3/2/1)		

Background: Dathas considered herself aloof from the war for Ansalon, even scorning the efforts of the Conclave to try to organize resistance. However, she now sees that even the tower of sorcery might not be safe from the onslaught of Ariakan's army, and she belatedly accepts the necessity of resistance.

Sir Farall Skycutter

9th-Level Human Male Fighter, Lawful Evil
Knight of the Lily, Wing Captain

Height	6'0"	Str	18/55
Weight	200 pounds	Dex	12
Armor Class	0 (<i>plate mail +2, shield</i>)	Con	13
		Int	11
Movement	6	Wis	13
Hit Points	50	Cha	8
THACO	10		
Damage/Attack	1d10+5/3d6+5		
Preferred weapon	<i>Two-handed sword +2</i>		
Residence	Storm's Keep		
Special Notes	None		

Background: Farall is a dedicated dragonrider whose patron is Ariakan himself. The lord brought Farrall as a youth out of the slums of Flotsam, and the young warrior rewards his mentor with loyalty, ingenuity, and courage. Bearing a *heavy lance +2*, he rides the mighty blue dragon Kerrilastian (see below).

Knights of Takhisis and Allied Characters

Player characters from this list, or other Dark Knight PCs of the players' own creation, should write down one sentence—a mission statement about the role the character sees for himself in the pattern of the Vision.

The Vision embodies the arcane prophecy and immortal guidance that unites all Knights of Takhisis. When the knight concentrates and opens his heart and mind to the will of his goddess, he begins to see his place in the grand scheme of the Dark Queen's designs.

An awareness of the Vision by a Dark Knight PC may become especially important during Part One of the adventure. During the occupation of the city, the presence of Takhisis begins to wane strongly, and the characters experience difficulty seeing their place in the supernatural tapestry of conquest. By the time the Gulls of Zeboim inundate the city in Part Two, the influence of Takhisis wanes so much that the characters cannot sense her presence at all.

Sir Jerod Argentbane

8th-Level Human Male Fighter, Lawful Evil
Knight of the Lily, Talon Captain

Height	5'9"	Str	17
Weight	180 pounds	Dex	16
Armor Class	2 (<i>chainmail +3</i>)	Con	12
Movement	9	Int	9
Hit Points	41	Wis	13
THACO	12	Cha	13
Damage/Attack	Longsword 1d8+1/1d12+1; longbow 1d8		
Preferred weapon	Longsword/longbow		
Residence	Storm's Keep		
Special Notes	None		

Background: Sir Jerod entered the ranks of the Knights by serving as page to one of Ariakan's right-hand men. With the death of his sponsor in the early part of the summer's campaign, Sir Jerod devotes himself to vengeance with a single-minded determination that earns the admiration of Lord Ariakan himself. Famed for the deadly accuracy of his longbow, Sir Jerod has learned to shoot from dragonback with perfect accuracy (no penalty to hit). His favorite mount is the blue dragon Krackellix.





Cyrine Harrian-Caergothia

10th-Level Female Human Fighter, Lawful Evil
Knight of the Lily, Shield Captain

Height	5'2"	Str	14
Weight	110 pounds	Dex	16
Armor Class	-1 (chainmail, ring of protection +4)	Con	10
		Int	11
		Wis	15
		Cha	16
Movement	9		
Hit Points	53		
THACO	11		
Damage/Attack	1d8+3/1d12+3		
Preferred weapon	Long sword +3		
Residence	Storm's Keep		
Special Notes	None		

Background: Cyrine, a petite and vivacious young woman with a core of steel, sports a temper she unleashes on those who balk her in the performance of her duties. Rigidly honorable, she wears a chip on her shoulder. Ariakan uses her as a spy and trusts her reports implicitly. She rides the blue dragon Lyssirix (see below).

Darewind Waverunner

9th-Level Female Human Fighter, Lawful Evil
Knight of the Lily

Height	5'10"	Str	14
Weight	140 pounds	Dex	17
Armor Class	4 (ring of protection +3)	Con	13
		Int	13
		Wis	13
		Cha	15
Movement	12		
Hit Points	51		
THACO	12		
Damage/Attack	1d8+4		
Preferred weapon	Scimitar +4		
Residence	Aboard the <i>Wavecutter</i>		
Special Notes	None		

Background: Darewind is a legendary mariner who has captained a number of vessels in Ariakan's fleet. Her current (and favorite) command is the *Wavecutter*, a small, fast single-masted sloop that leads the Dark Knights into the Bay of Branchala.

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Borac Kyrastian

10th-Level Human Male Cleric, Lawful Evil
Knight of the Skull, Skull Bishop

Height	5'11"	Str	14
Weight	170 pounds	Dex	12
Armor Class	0 (plate mail +2, shield)	Con	11
		Int	11
		Wis	17
		Cha	13
Movement	6		
Hit Points	44		
THACO	14		
Damage/Attack	1d6+3/1d8+3		
Preferred weapon	Spear +3		
Residence	Storm's Keep		
Special Notes	Spear range 3/6/0 (triple normal spear range); +3 magical defense adjustment; priest spells (6/6/4/3/2)		

Background: Borac has been a loyal priest of Takhisis since his young days as an orphan in Sanction. He earned the trust of the clerics at the Dark Queen's temple, finally killing a corrupt and greedy high priest in order to assume the seat himself. From there his obvious fealty allowed him acceptance into the Knighthood even though he was already an adult. Starting as a raw Knight of the Lily, he worked his way up through the ranks.

Sandaryll Smokingwar

10th-Level Human Female Mage, Lawful Evil
Knight of the Thorn, Thorn Sorcerer

Height	5'15"	Str	14
Weight	160 pounds	Dex	12
Armor Class	2 (chainmail, ring of protection +3)	Con	10
		Int	16
		Wis	13
		Cha	7
Movement	9		
Hit Points	49		
THACO	13		
Damage/Attack	1d8+2/1d12+2		
Preferred weapon	Long sword +2		
Residence	Storm's Keep		
Special Notes	Thorn Knights may not wear chainmail while casting spells; wizard spells (4/4/3/2/1/1)		

Background: Sandaryll Smokingwar displays a natural affinity for magic that enabled her to make it through warrior training, even though she lacked some of the size and stamina for hand to hand combat. Now a valued power in the Thorn Knights, she performs difficult missions, sometimes for Ariakan himself.

Blue Dragons

Although the DM can keep the dragon's statistics secret, it might be easier to give them to the players. As a result, the blue dragons are also listed within the boxed format.



Kerrilastian

Mature Adult Male Blue Dragon, Lawful Evil

Intelligence	14 (very)		
Armor Class	-3		
Movement	9 (FL 30; flying weight limit 600 pounds)		
Hit Dice	14	Hit Points	110
THACO	7	No. of Attacks	3
Damage/Attack	1d8/1d8/3d8		
Special Attacks	Lightning breath 14d8+7 (100' range); fear radius 25 yards; create or destroy water (3/day); sound imitation at will; dust devil (1/day)		
Special Defenses	Immune to electrical attacks		
Magic Resistance	30%		
Size	70'		
Morale	18		
Special Notes	Wizard spells: detect magic, sleep, ventriloquism, darkness 15' radius.		

Background: Kerril takes on the role of mentor for Lyssirix and Krackell. He is a veteran of many campaigns, and Ariakan has instructed Kerril to use his own judgment in matters of military importance. He is the favorite mount of Farall Skycutter.

Lyssirix

Young Adult Female Blue Dragon, Lawful Evil

Intelligence	12 (very)		
Armor Class	-1		
Movement	9 (FL 30; flying weight limit 350 pounds)		
Hit Dice	14	Hit Points	91
THACO	7	No. of Attacks	3
Damage/Attack	1d8/1d8/3d8		
Special Attacks	Lightning breath 10d8+5 (100' range); fear radius 15 yards; create or destroy water (3/day); sound imitation at will; dust devil (1/day)		
Special Defenses	Immune to electrical attacks		
Magic Resistance	20%		
Size	50'		
Morale	18		

Background: Lyssirix is a devoted servant of her clan, and when her nest matriarch designated her for service in Ariakan's army she felt deeply honored. During this summer's campaign she has had success carrying Knight of the Lily Cyrene Harrian-Caergothia into battle. They have proven exceptionally adept at spying on and evading the Good dragons.

Krackellix

Adult Female Blue Dragon, Lawful Evil

Intelligence	13 (very)		
Armor Class	-2		
Movement	9 (FL 30; flying weight limit 500 pounds)		
Hit Dice	14	Hit Points	92
THACO	7	No. of Attacks	3
Damage/Attack	1d8/1d8/3d8		
Special Attacks	Lightning breath 12d8+6 (100' range); fear radius 20 yards; create or destroy water (3/day); sound imitation at will; dust devil (1/day)		
Special Defenses	Immune to electrical attacks		
Magic Resistance	30%		
Size	75'		
Morale	18		

Background: Krackel, a mischievous wyrm, displays a penchant for cruel jokes against her enemies and embarrassing and somewhat dangerous pranks worked against her companions. However, her clear ferocity in battle earns her the right to get away with tricks that might draw punishment to dragons of lesser status.



Knights of Takhisis and Allied Heroes

The following capsules of information translate the above PC game statistics for the SAGA game.

The number of a SAGA hero's quests is equal to his level in the AD&D information.

The player should read the capsule of the character's background in the AD&D pregenerated character and then select the specific demeanor of the SAGA hero. Dark Knights must choose their demeanors from cards with a value of 5 or lower, while their natures must reflect cards with a value of 4 or higher. More information on creating Knightly heroes may be found in Book One of *Heroes of Steel*, a DRAGONLANCE: FIFTH AGE product.

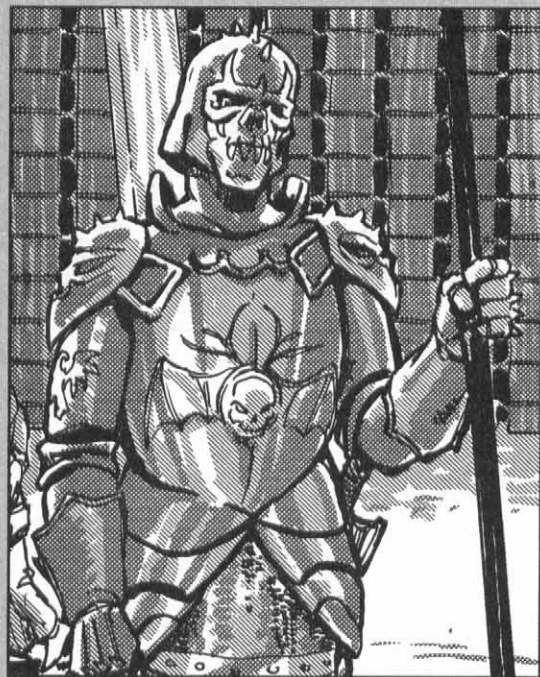
- ◆ **Sir Farrall Skycutter:** *Human male adult Knight of the Lily, Champion.* Ag 6A, Dx 6A, En 7A, St 10A, Re 6C, Pe 7C, Sp 7C, Pr 6A, Dmg +11 (long sword of renown), Def -12 (shield of renown).
- ◆ **Sir Jerod Argentbane:** *Human male adult Knight, Champion.* Ag 8A, Dx 8A, En 6A, St 9A, Re 5C, Pe 7C, Sp 7C, Pr 7A, Dmg +7 (longsword), Def -10 (chainmail of renown).
- ◆ **Cyrine Harrian-Caergothia:** *Human female adult Knight, Champion.* Ag 8A, Dx 8A, En 5A, St 7A, Re 6C, Pe 8C, Sp 8C, Pr 8A, Dmg +11 (longsword of renown), Def -9 (ring of protection).
- ◆ **Darewind Waverunner:** *Human female adult, Knight Champion.* Ag 8A, Dx 8A, En 7A, St 7A, Re 7C, Pe 7C, Sp 7C, Pr 8A, Dmg +9 (scimitar of renown), Def -4 (ring of protection).
- ◆ **Borac Kyristian:** *Human male adult Knight of the Skull, Champion.* Ag 6A, Dx 6C, En 6A, St 7A, Re 6C, Pe 9C, Sp 9A (81)*, Pr 7C, Dmg +9 (spear of distinction), Def -9 (plate mail of distinction).
- ◆ **Sandaryll Smokingwar:** *Human female adult Knight of the Thorn, Champion.* Ag 6C, Dx 6C, En 5C, St 7A, Re 8A (64)*, Pe 7A, Sp 7C, Pr 4D, Dmg +11 (long sword of renown), Def -7 (ring of protection).

* Choose three spheres of mysticism

* Choose three schools of sorcery

Blue Dragons

- ◆ **Lyssirix:** *Young adult female blue dragon, shrewd demeanor.* Co 10, Ph 42, In 11, Es 11, Dmg +16, Def -12, also dragon breath, swallow whole, dragonawe, dive attack, mysticism (alteration, channeling, healing), sorcery (electromancy).
- ◆ **Kerrilastian:** *Mature Adult male blue dragon, thoughtful demeanor.* Co 11, Ph 50, In 13, Es 13, Dmg +20, Def -16, also dragon breath, swallow whole, dragonawe, dive attack, mysticism (meditation, healing, sensitivity), sorcery (electromancy).
- ◆ **Krackellix:** *Adult female blue dragon, eccentric demeanor.* Co 10, Ph 48, In 12, Es 12, Dmg +18, Def -14, also dragon breath, swallow whole, dragonawe, dive attack, mysticism (alteration, necromancy, spiritualism), sorcery (electromancy).



STARTING THE ADVENTURE

The PCs begin the adventure either in the city of Palanthas (if they choose to play the roles of her defenders) or at the High Clerist's Tower (if they count themselves among the ranks of Lord Ariakan's forces. Based on this choice, the DM should select the appropriate stage-setting scene of the two outlined below.

A CITY IMPERILED: ROLES FOR DEFENDERS

Player characters who are citizens or defenders of Palanthas begin in that city. Regardless of their specific location, sounds of alarm, demands for news, and the general noises of a rapidly assembling and very frightened crowd draw them into the street.

If the PCs begin in disparate places, the DM might run a short scene where they have to push through crowds to some central rendezvous. No one knows what's wrong, but the entire city seems to be experiencing mass panic. There are rumors of "disaster" at the High Clerist's Tower; other people report seeing the silver and gold dragons flying overhead, bearing west—that is, away from the battle.

Finally the crowd surges toward a plaza, where the banner of the Rose Knights can be seen waving above the crowd.

A herald blows a horn while a bedraggled courier climbs onto the rim of a dry fountain. His uniform of once fine silk hangs in tatters, while his breeches and boots show the dust of a long ride. The crowd falls expectantly still, as the haze of dry, baking heat presses like a smothering blanket over the city.

"Citizens of Palanthas . . . I am one of five riders who return to your city with news from the front." He draws a deep breath and shivers visibly.

"So far as I know, we are the only survivors of the bold defenders of the High Clerist's Tower. The bastion rests in the hands of our enemy."

The last words are drowned by gasps of dismay, shouts of disbelief. "The Dark Knights—are they coming here?" shouts one woman, terror ringing in every word.

"Undoubtedly. I beseech you all to flee if you can, or make ready to defend your homes. I have no doubt that we shall see them within a day, perhaps two."

If the PCs have not heard the reports of Good dragons winging westward, they should hear those tales now from anonymous citizens in the crowd. One should report seeing the wyrms of silver and gold glide to a landing in the hills west of the city.

The players must make their own decisions about how their heroes react to the crisis. Hopefully, they decide to take a role protecting the city or helping its weak and defenseless citizens to escape. Part One of the adventure provides the PCs a number of opportunities for action. The DM should go to the appropriate situations based on the characters' decision.

The following overview outlines the adventure for the DM for characters who elect to stand among the defenders of Palanthas. More information on each location may be found in the sections entitled "Initial Quest: An Aerie of Silver" and "Part One: Battle for Palanthas."

INITIAL QUEST

The characters must try to recruit Good dragons to serve as mounts. The PCs hear reports (or possibly see for themselves), that several silver dragons recently took shelter in the hills west of the city. The characters may try to seek out these powerful serpents and see if they can enlist the dragons' aid.

If one or more of the PCs possesses or has access to a dragonlance, the DM should offer this encounter. When they are outside, the PCs should definitely see the three silver dragons fly over the city and land among the hilltops to the west, out of sight from below. If necessary, the DM can remind the players that their characters have the lances and also point out that the dragons did not have riders—though each was big enough to carry a knight.

AT THE CITY GATES

Heroic characters must defend the city against attack by the Dark Knight ground troops. This entails the PCs deciding to post themselves as defenders of the Old City Wall and its attendant gates.



AT THE DOCKS

The PCs help noncombatants escape by water. The characters can go to the docks and help maintain order. They should see that the weak and helpless have a chance to get out of the city.

THE OPEN WATERS

PCs with access to a ship or who have gained silver dragon mounts may defend fleeing Palanthians from pirates, help smuggle refugees out of the beleaguered city, or defend a dwarven fleet sailing to the city's defense from attacks by blue dragons.

ELSEWHERE IN PALANTHAS

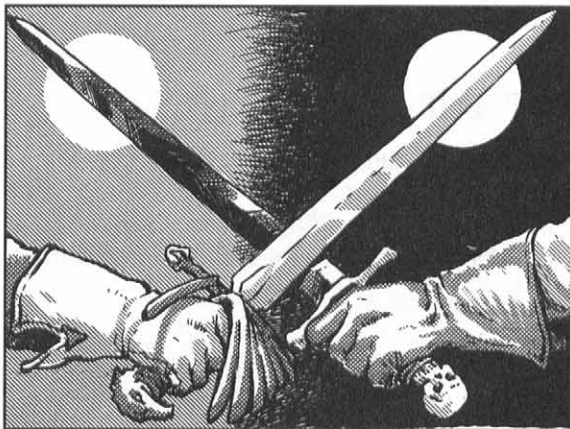
Characters help protect the city's greatest treasures from the conquering enemy. The PCs can decide to post themselves at one or more places (such as the Temple of Paladine, the Great Library, or the Tower of High Sorcery). Each serves a holding place for some of Krynn's greatest treasures.

The additional scenes of Part One develop out of the PCs choices and successes with the first four encounters.

AN ARMY VICTORIOUS: ROLES FOR DARK KNIGHTS

Aside from a few Knights of Solamnia taken prisoner and locked in the deep cells of the tower dungeon, the Knights of Takhisis (including Gray Knights and Shadow Knights), as well as a significant number of draconians, now occupy the High Clerist's Tower

The player characters have, along with the rest of the army, just concluded tidying up the battlefield.



Knights on both sides have been buried with honors. Dust and sand have been scattered over the bloodstains that mark so much of the battlements. It would have been better to wash the crimson-stained sites, but the wells inside the fortress stand perilously low. Ariakan's orders state that water should be used only for drinking.

In the shade of the evening, Lord Ariakan lines his troops in review. He awards medals to some of the boldest knights. The master of the Dark Knights, as always, exudes an impressive presence. His dark eyes seem to flash even in the distance, and his voice carries to all—powerful, compelling. His black hair, tinged with gray at the temples, tops a regal face, and his black armor is emblazoned with the head of a dragon.

The commander's manner remains brusque and businesslike, and soon the formalities are over. From the battlements and ramparts of the tower and gathered in great companies in the deep courtyards, the Dark Knights turn their eyes to Ariakan and listen to the powerful voice that cuts through the windless, stifling heat.

"My bold warriors—you fought well. But our task is not complete. Beginning with tomorrow's dawn we move against our enemies across what remains of Solamnia. Know this, my knights: as you are weary, parched and sore, so feel our enemies—and their anguish burns tenfold, nay, a hundred fold, greater than your own!

"This is why we must move quickly—before the Solamnians regain hope! We strike against Caergoth and Abanasinia, Ergoth and Qualinesti, but especially, against Palanthas.

"We achieved a mighty victory here, but let it be known as a milestone on the way to conquest. Now, your captains will see to your disbursements and orders for tomorrow."

His words inspire the Knights. Despite the heat, eagerness blooms in warlike faces, and enthusiasm in heavy footsteps. The army of Ariakan breaks into its smallest cadres to make ready for the morrow.

The DM should make some determination about the orders for the PCs based on the specific make up of the characters' party. Part One is organized as a series of locations in the city. It is unrealistic to expect the PCs to visit all of the places during the first days of the adventure. However, many of the locations figure into subsequent events as well.

The following are some suggestions for orders given to the PCs to carry out on the first day of the attack, which is Day Three of the adventure:

- ◆ Attack and secure the main gate in the Old City Wall (page 21).
- ◆ Secure the Solamnic Armory, including gaining the key to the door (page 36).
- ◆ Insure the safety of the Temple of Zeboim (page 38).
- ◆ Defeat the guards and gain control of the Palace of Palanthas (page 42).
- ◆ Gray Knights may be advised to help in the capture of the Tower of Sorcery (page 34).

Dark Knight characters may perform the following tasks on Day Four of the adventure—i.e., these tasks should be done on the day after the city is attacked:

- ◆ See that order is maintained on the city waterfront (page 25).

- ◆ Dark Knights on blue dragons should intercept, attack, and drive back the fleet attempting to bring an army of Hylar dwarves to the city (page 27).

One other option exists: If the Dark Knight characters include Darewind Waverunner, they might be assigned to take a small ship into the Bay of Branchala, helping to cut off the flight of refugees by sea (page 27), and thence to gain control of the city's waterfront (page 25).

Whatever their specific tasks, the knights should be charged to maintain proper discipline. Ariakan stresses that he wants to capture the city and its treasures intact—with no wholesale slaughter and no looting of private or public buildings. Indeed, some of the Knights are actually charged with guarding certain important sites in the city, including the Great Library, the Tower of Sorcery, and the Palace of Lord Amothus).

INITIAL QUEST: AN AERIE OF SILVER

Three silver dragons rest in a small valley high in the mountainous heights that dominate the landscape west of Palanthas. These Good dragons withdrew from the battle over the High Clerist's



Tower, commanded by Paladine to yield the skies—and the fortress—to the Dark Knights of Takhisis. The metallic dragons, bitter over the orders, have not fully realized the reasons behind the cessation of hostilities.

While many of their fellow dragons fly north, returning to the Dragon Isles, others go to earth throughout northern Ansalon. These three silvers take up a position where they can watch the city without being observed themselves. One of the dragons soars over the hills in the guise of a great eagle, while the other two take the forms of tattooed Kagonesti elves. The latter pair lie concealed among the rocks just below the crest of the highest peak.

However, their arrival here was witnessed by numerous people, so rumors in the streets claim that several metallic dragons landed among the highest summits on the near skyline.

The dragons prove willing to help in the city's defense and the protection of her noncombatants, though Paladine forbids them to tangle directly with the blue dragons and their Knightly riders. Alternating in form between the eagle and the wild elves, the trio keeps a careful eye on the trail leading most directly to their hiding place.

If the characters decide to seek out the dragons, all of the eyewitnesses point to a region of three summits located northwest of the city. The peaks rise just above and to the north of the one road leading from the city through a pass to the west.

The deeply rutted roadway climbs steeply away from the western neighborhoods of the great city. The track follows the crest of a ridge that curves upward toward the only saddle along the otherwise lofty crests. A pair of ravines, each choked with rubble and dry, brown brush, flank the road to either side. These gullies vanish in the shadows of the hills, while the roadway continues in clear view almost until it reaches the pass.

The road offers the only practical way to climb directly into the hills, for the tangled, steep ravines are filled with loose rocks. Several other ridges offer possible routes into the high hills. Characters who want to work hard and stay off the road may make a tiring ascent here. Even then, the three silver dragons spot their approach.

At some point when the PCs pass from sight of the city, the three serpents confront them.

A shadow flicks past as a small hawk glides through a diving spiral, coming to rest on the crest of a tall rock. The bird looks down at you with yellow, sparkling eyes.

Two elven figures rise to stand beside the rock. Each is clad only in a loincloth, with a tanned body darkened by the spirals and whorls of Kagonesti tattoos. With a single stroke of its wings, the hawk glides from the crest of the rock, coming to rest on the shoulder of one of the wild elf braves.

The silver dragons amuse themselves by holding their guises as long as they don't need to fight or fly. Though circumspect about their true identities, they may be unmasked by clever player characters who figure out the truth. Meanwhile, they keep up the pretense, questioning the PCs concerning their intentions and why they want to meet with silver dragons.

Arentian, young adult male silver dragon:

AC -4; MV 9 (FL 30; flying weight limit 250 pounds); HD 15; hp 88; THAC0 5; #AT 3; Dmg 1d8/1d8/5d6; SA frost breath 10d10+5, paralyze gas breath (duration 1d8+5 minutes), fear radius 15 yards; MR 25%; SZ 40'; ML fanatic (18) Int exceptional (16); AL LG.

Background: Arentian fought during the heady last days of the War of the Lance. He spent the decades since reliving the great battles waged against red and black dragons over central Ansalon. Distance makes the memories even sweeter, and this young hothead feels very distressed about the necessity to hold himself back from the current strife.

Derianstyn, mature adult male silver dragon:

AC -6; MV 9 (FL 30; flying weight limit 600 pounds); HD 15; hp 112; THAC0 5; #AT 3; Dmg 1d8/1d8/5d6; SA frost breath 14d10+7, paralyze gas breath (duration 1d8+7 minutes); fear radius 25 yards; control weather 1x/day; MR 35%; SZ 70'; ML fanatic (18); Int exceptional (17); AL LG.

Spells: 1st—*detect magic*, *phantasmal force*, *web*; 2nd—*continual light*; 3rd—*gust of wind*, *slow*.

Background: Derian witnessed a lot of war, being one of the first silvers to fly from the Dragon Isles during the War of the Lance. He lost two Knights from his own back and saw the deaths of all his nestmates during battle against the blue dragons of Kitiara's (8⁺) wing. Far more cautious than the younger Arentian, he remains courageous and strong.

Warall-Argent, adult female silver dragon:

AC -5; MV 9 (FL 30; flying weight limit 500 pounds); HD 15; hp 99; THAC0 5; #AT 3; Dmg 1d8/1d8/5d6; SA frost breath 12d10+6, paralyze gas breath (duration 1d8+6 minutes); fear radius 20 yards; MR 30%; SZ 55'; ML fanatic (18); Int exceptional (16); AL LG.

Background: Warall carried a young Knight into battle at the High Clerist's Tower, a man for whom the silver serpent felt a powerful infatuation. Sir Banford Overdane died in the first clash, and the rest of the fight passed in a blur—until the protective Derian escorted Warall westward. She grieves for the Knight at the same time as she hopes for revenge.

Silver Dragon Special Abilities:

- ◆ *cone of cold* breath 80' × 30'
- ◆ paralyzing gas 50' × 40'
- ◆ immune to cold
- ◆ *polymorph* 3 per day
- ◆ *cloud walk* at will
- ◆ *feather fall* 2 per day
- ◆ *wall of fog* 1 per day
- ◆ *control winds* 3 per day

◆ **Arentian:** *Young adult male silver dragon, resourceful demeanor.* Co 10, Ph 46, In 11, Es 11, Dmg +16, Def -12 also dragon breath, swallow whole, dragonawe, dive attack, sorcery (cryomancy), mysticism (alteration, healing, animism).

◆ **Darianstyn:** *Adult male silver dragon, resolute demeanor.* Co 10, Ph 48, In 12, Es 12, Dmg +18, Def -14 also dragon breath, swallow whole, dragonawe, dive attack, sorcery (cryomancy), mysticism (alteration, meditation, channeling).

◆ **Warall-Argent:** *Adult female silver dragon, motivated demeanor.* Co 10, Ph 48, In 12, Es 12, Dmg +18, Def -14, also dragon breath, swallow whole, dragonawe, dive attack, sorcery (cryomancy), mysticism (mentalism, sensitivity, alteration).

These dragons remain willing to carry riders into battle—and each would be eager to serve as a mount for any fighter who possesses a dragonlance. Ordered to fly away from the High Clerist's Tower just as the fight there was reaching its peak, they yearn to play a role in the upcoming battles.

The dragons don't know why Paladine recalled them from the battle at the tower, but they know that their platinum god commanded them to yield the skies over Ansalon to the Dark Knights and their blue dragons. This rankles the proud serpents, naturally, and they are more than ready to find ways to circumvent the restriction. They

already convinced each other that an effort to stop blue dragons from committing a massacre would be sufficient justification for going into battle.

If the silver dragons accompany the PCs back to the city, they do so in the guise of wild elves.

DREAM PORTENTS

Occasionally, even in the best-written scenarios, the PCs cannot seem to figure out where to go or what to do next. Without forcing them along a predetermined path or taking away their choices, the DM can help players steer their characters to the important actions in this adventure through using these dream portents. What they make of the dreams is entirely up to the characters. The dreams detailed below may simply be read or handed out to the characters as is. They will be more effective, however, if the DM uses them as the jumping off point for running the characters through the scenes they depict as if they were real events transpiring. Consequences of making wrong choices in the dreams can range from awakening in terror as the character dies in the dream to a feeling of lingering depression and exhaustion in the morning. If the DM chooses to present the dreams as if they depict real events, he should try to make it seem as natural and real as possible. The dreams may be run in any order so long as each occurs before the event it foreshadows.

DREAM ONE: PROPHETS

This scene happens as you travel through the streets near the docks. Just ahead, you hear angry shouts and see a crowd gathered. Approaching, you see a hunched old beggar, white hair and beard grimy and strewn with mud and branches. His clothes hang in tatters. The old man writhes in pain, trying to cover his bleeding head as the gathered crowd pelts him with stones. "The sea!" he cries, his voice cracking. You look and see blood red waves crawling slowly inland, swallowing the ships and docks in their inexorable push toward the city.

The crowd scatters in fear and the old beggar collapses. "Help me," he whispers and you see that it is no man at all, but an old woman. The white shawl caught around her throat now stained with blood, and she raises a hand toward you in supplication.

"The storm, it comes," she shrieks, pointing behind you. The roiling waves now tower overhead, sweeping toward you too quickly for escape. You are tossed about like leaves in a wind storm as the tidal wave engulfs you. The smell of





blood and fire mixes with the stench of rotting fish. For a moment, you see the crone caught within the wave as well. In the midst of drowning, all you can focus upon is her sea-blue eyes—azure eyes so clear and compelling, they could not possibly belong to a mortal. Silvery fish scales grow on your arms and legs as you hear a low, piercing sound like someone blowing on a conch shell. Braying laughter follows as lightning splits the sky. You sink through the roaring blood-red wave, clutching for your last breath. Your sight dims as you are swallowed by the sea.

DREAM TWO: THE DISPOSSESSED

This scene takes place near the central plaza. A long line of hunched figures snakes past you. Clutching tiny bundles, the raggedly dressed people file toward the docks. Knights of Takhisis move up and down the line, preventing any from escaping, keeping even the toddlers moving at a brisk pace. A young woman, head covered in a green shawl, dressed in mourning clothes and carrying an infant breaks from the line and runs toward you. Five Knights pursue her. "Please . . ." the woman cries as she catches sight of you, "hide us!" The Knights are almost upon you all. From overhead lightning crackles downward, catching the woman and starkly outlining her momentarily. A smell like a thunderstorm fills the air, followed by the scent of charred flesh. Her blackened body lies almost at your feet. The infant lies nearby, screaming from its fall onto the hard street. Looking up, you see a gray-cloaked Knight of the Thorn astride a small, blue dragon.

"What had she done?" a voice calls from nearby.

"Her husband was a Solamnic Knight." One of the Knights who chased her replies. He reaches down and takes the infant. You see that it is terribly deformed, its arms and legs twisted, eyes too wide and lidless. The Knight drops the child again and moves back wiping his hands on his armor.

"You deal with that thing," he orders you. "I'd advise you to destroy it." The Knight looks behind you. "Sorcery!" he says in a disgusted tone, and backs away a step before turning and leaving. Shivering, whether from his words or the ominous shadow of the dark tower that creeps across the street, reaching icy fingers into your heart, you reach for the child. Looking into its eyes, you see depths unimaginable. "I see what you cannot. Enter the tower." The infant's words echo in your mind. Its tiny mouth opens in a yawn, then becomes a maw filled with sharp, discolored teeth the hue of coral. It lunges for you as you awaken.

DREAM THREE: WITHIN THE LABYRINTH

You awaken from a deep sleep and find yourself still in darkness. This does not feel like your bed, but rather rough stone. Where are you? Reaching into your pouch, you find a tinder box, flint, and steel. Your groping fingers encounter a small bit of cloth. Striking a light, you ignite the bit of rag, which flickers, then catches, revealing an endless progression of rough hallways branching outward. From the smell and the water, you deduce that you must be in the sewers. A portion of an old torch lies nearby, giving you a few moments more light. As you light it, you hear shuffling footsteps all around you. Looking up, you see every tunnel filled with undead—zombies lurching forward, their hollow eyes fixed on you, skeletons clattering toward you wielding rusted swords, and less material beings, wraiths you think, bringing an unearthly chill along with them. You reach for a weapon and find none. They move toward you, making escape impossible.

Suddenly a knife flashes through the air, striking a zombie and felling it. It is followed by another knife and the sound of a young woman's voice,

"Run, fool," she cries. "As you saved me, I now save you." Turning, you see a young thief, her face bruised, but her spirit unflagging. She waves to you from behind a group of skeletons, then clambers up a ladder. A shaft of light streams down on her as she ascends.

You move to follow, taking advantage of the time she bought you. Dead hands grasp at you as you force your way through, tearing and scratching, but you make it to the ladder. Quickly, you start your own ascent, only to find the way blocked by a dark-haired beauty with azure blue eyes.

"If you would save yourself, you must first free me!" she proclaims. You feel the draining touch of the undead upon your legs as you desperately try to climb upward and away. Your body moves slower and slower, and you hear the voices of the undead, hissing

"Join us. Give up your cares. No one can save you now."

A rope that looks like a molten beam of light streams down into your outstretched hands. As you grasp it, whoever holds the other end pulls you free of the tunnel and up through a hole in the street. Emerging into the light, you see the Great Library of Palanthas before you, gleaming in the sunlight. Overhead, pulling you higher and higher, flock hundreds of sea birds. Each holds part of the rope in its beak.

They cry out with one voice, "Learn!" and as they speak, they let slip the rope. You tumble toward the roof of the library, and awaken abruptly.



PART ONE: BATTLE FOR PALANTHAS

The first part of the adventure spans a period of four days, beginning with the morning after the fall of the High Clerist's Tower. Since the player characters possess a lot of options during this period, this section allows for many different sorts of play.

Part One is organized as a list of important locations in Palanthas. These may be visited by defending PCs before, during, and after the battle, and by attacking PCs during and after the battle (and possibly before as well, if Dark Knight PCs choose to do some surreptitious advance scouting).

Thus, the locations in and around the city are presented with descriptions, then notations describing events there as the preparations and battle progress. The City Gates, for example, undergo a dramatic change, providing a very different environment before, during, and after the attack. To determine the exact situation, the DM should keep in mind the following progression of events over time.

TIME LINE

The basic progression of events in Part One follows this time line.

DAY ONE: PLANNING

The Knights of Takhisis receive their orders from Lord Ariakan. Individual units (and Dark Knight player characters) learn their objectives and decide on the tactics to use in gaining those objectives.

The defenders of the city, expecting attack at any hour, must make plans for the city's defense and the evacuation of important citizens and non-combatants. Further, they may try to make arrangements to protect some of the city's irreplaceable treasures.

DAY TWO: PREPARATION

The Dark Knights approach the city, perform surreptitious reconnaissance, and gather forces and equipment necessary for the assault.

The defenders act on the plans made on Day One, perhaps strengthening key defensive positions, hiding treasures, or helping people get out of the city.

DAY THREE: ATTACK

The Dark Knights strike at the city gates with an overland attack, while at the same time their ships move to blockade the Bay of Branchala. The blue dragons furnish aid wherever they can—though because he wants the city intact, Ariakan forbids the powerful serpents to make destructive attacks against the city.

The defenders meet the onslaught to the best of their abilities, fighting as long as they can, then trying to withdraw or surrender with as little loss of life as possible.

DAY FOUR: CONSOLIDATION

The attackers send troops to every one of the locations listed in Part One, seeing that valuables are handed over to the Dark Knights and that any lingering pockets of resistance surrender. As part of the consolidation, the knights try to reassure the city's population that wholesale massacre or destruction will not occur.

The defenders who remain at large try to avoid capture. They aid in the protection of the city's treasures and most important citizens in so far as possible.

Note: Truly heroic actions on the part of PC defenders may slow down or even halt the conquest of the city. In that case, the DM should modify the time line appropriate to the new developments. Eventually, despite their best efforts, the city falls; it has been decreed by the gods and cannot be stopped permanently.

MAP OF PALANTHAS

A map of Palanthas is included in this section. This map shows many important locations in the city, though because of scale considerations every street, alley, and cul-de-sac cannot be included. Still, each of the areas listed in this part is indicated, by number, on that map. In addition, the layout of major docks, the city wall, and important streets are also shown.

It should also be noted that those characters who live in Palanthas know the locations of all of the following settings, though such characters may not have been inside the buildings or be acquainted with the NPCs encountered there.

CITY OVERVIEW

Splendid Palanthas, the crown jewel of Ansalon's cities! Flanked by steep mountains and the crystalline blue Bay of Branchala, the city glows, dominated by countless structures made from the white marble quarried from the nearby mountains. Part of the city creeps upward onto those slopes, though the main concentration of buildings—including all those enclosed within the Old City Wall—occupies a small coastal plain at the terminus of the bay.

Many noble manors occupy estates surrounded by lawns and groves, so that a look across the city includes a view of many trees. In normal summers, these are green and lush, though this year even the most stately oaks' leaves curl dryly, tinged with brown, and boughs hang limply in the hot, dry air.

The great streets of the city spread wide enough for two broad wagons to pass side by side. They extend outward from the city center like the spokes of a wheel, each of them running straight until they reach the steep slopes that press so close on all sides. These impressive avenues are paved with white marble, and in periods of Good order are swept daily.

Tall trees line each of the main streets, and wide, paved sidewalks teem with throngs of pedestrians.

The side streets narrow considerably. Paved with cobblestones (or not paved at all) some of these lesser roads churn with mud during rainy weather. This summer, that is not a problem. Narrower than the side streets, numerous alleys give passage back into the city's nether reaches, which are shadowy locales avoided by the city guards and respectable citizens.

Even the most tumbled down parts of the city consist of buildings at least two (and often three or four) stories high. Typically, balconies encircle upper floors, giving residents a chance to overlook their immediate surroundings and providing even the poorest beggar a chance to see the sky and taste the sea breeze.

Wealthier residents live in buildings with facades of plaster or white marble. The sides facing the street receive regular cleanings, an effect that adds to the brightness of the city's overall appearance. Back in the slums and bordering the twisting alleys, buildings more often show weather-beaten planks, stucco, or clapboard. Sometimes balconies on opposite sides of an alley lean so far outward that anyone passing below feels as if he traverses some kind of tunnel.

CROWDS AND TRAFFIC

During the day, most streets throng with pedestrians, horses, and occasional carts, wagons, and chariots. Regular patterns delineate the main avenues and traffic flows fairly smoothly, with people and riders tending (but not required) to move along the right side of the street. The side streets seem just as crowded; though less busy, they also narrow, and consequently can be just as difficult to navigate.

At night, bright lanterns mounted on tall posts at intersections, and at 200-foot intervals along the widest streets illuminate both major and secondary routes. These lights, one of the major features of Palanthas, represent a source of pride to the entire city. While considerably less traffic travels at night, only the narrowest alleys prove utterly deserted.

OLD CITY WALL AND GATES

Palanthas is not a completely walled city, though at one time it was. The New City expanded far beyond the original circle of battlements. While the wall still stands around the Old City, more than half of the buildings (and most of the residential dwellings) actually lie outside the protection of the Old City Wall.

Player characters in the city should be encouraged to take up a station at one of the gates and to aid in the initial defense of the city. This site represents the one place where the invading forces might be delayed for even a short time.

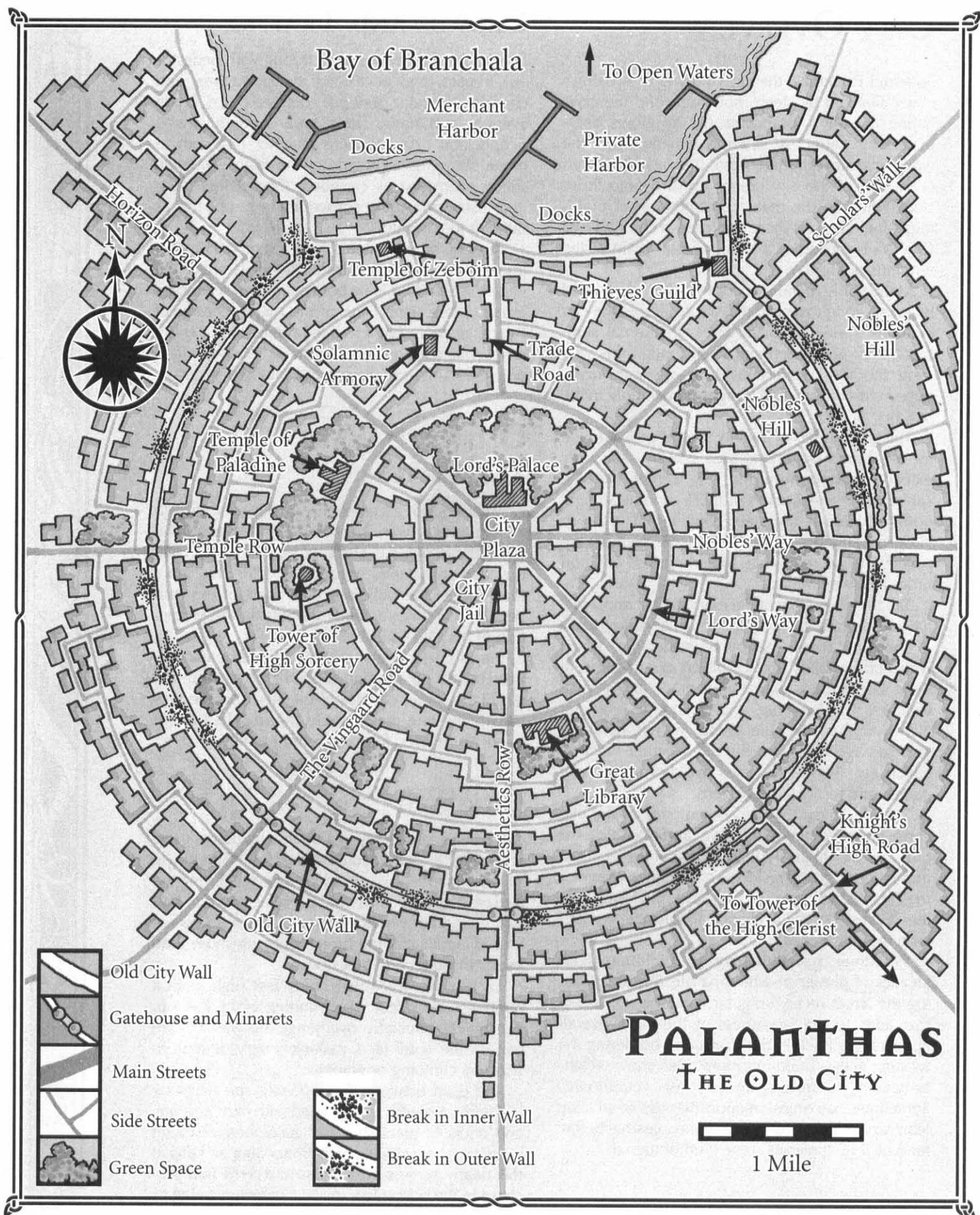
City Wall

The wall itself consists of a double battlement surrounding a deep courtyard. (See Gatehouse Minaret map.) Constructed by dwarves during the Age of Might, it stands virtually impervious to battering or other physical assaults. Even a blast of blue dragon lightning breath does no more than knock loose a couple of stones.

Each of the walls rises thirty feet high, with a rampart twenty feet wide running along the top. The rampart actually overhangs the wall by five feet on the outer face, making it very difficult to scale by climbing or grapple.

The ditch between the two walls spreads thirty feet wide. A muddy trough filled with mire, sewage, and pools of brackish water gapes between high walls and the overhang of the inner rampart keep in this nearly sunless area. Moss and ferns find purchase in the bottomless muck. Characters trying to





move through the ditch travel their movement rate in feet per round.

The walls provide an imperfect barrier, however. At the northern end of the circle they once extended all the way to the waterfront. With the growth of the New City, however, the walls were removed to allow access along the broad waterfront. This leaves a gap several hundred feet wide both at the east and the west ends of the waterfront. Thus, an attacker who doesn't want to climb the walls can simply go around them as soon as he reaches the docks.

Cracks, gouges, and broken stretches pockmark the wall. Many of them extend all the way to the ground and yawn wide enough for a person to squeeze through. The most significant of these gaps are marked on the map of Palanthas and the Old City. Note that the gaps in the outer wall rarely line up with the holes in the inner wall, so someone attempting to enter the city through these apertures must still make his way through the muck of the ditch between the two barriers.

Roads and Gates

Only one great road leads into and out of Palanthas. This paved avenue passes through the city's main gate and winds its way into the heights to the southeast until it reaches the fortress of the High Clerist's Tower. Called the Knights' High Road, it is the primary route Ariakan's main force expects to follow when entering Palanthas. The main gate straddles it, while the city's primary mercantile district—a place featuring all kinds of shops and stalls (including numerous marketplaces and bazaars)—sprawls through the New City outside the gates.

Six smaller gates lead to the minor roads that climb into the rugged hills to the south, east, and west of the city. Each of the gates is patterned on the same minaret-styled gatehouse as the main gates; however, in the cases of the lesser gates, the fortifications and the gates themselves are smaller than at the city's main portals. In each case, the minarets tower a full three hundred feet above the ground.

Massive hardwood timbers banded with steel comprise the gates. Behind the outer gate lies a portcullis of steel bars. A pair of massive timbers that can be lowered into brackets on the inside of the barriers secure each pair of gates. The portcullis operates via machinery in the gatehouse.

Gatehouses

Flanking each gate, pair of minarets jut high into the sky. These defensive towers are diagrammed on the Gatehouse Minaret map. The towers

represent the only passages between the outer and inner walls for someone who doesn't want to climb down to street level.

In addition, the minarets serve as defensive emplacements. They contain garrison rooms, armories, and slits for archers to shoot down in every direction. Outer battlements circle the minarets at 40-foot and 60-foot heights, as well as surrounding the domes at the top of the spires. However, the garrisons are long abandoned, and the armories empty of all but a few tattered arrows.

In the bottom floor of each tower, a drainage grate leads into the sewer tunnels beneath the city. These grids of ancient iron are firmly rusted in place and require a successful bend bars/lift gate roll to move.

Lifting the grate represents an unresisted *desperate Strength* action.

Story Developments at the Gates

Such is the state of the city's defenses that as the adventure begins no guards garrison the various gatehouses in the Old City Wall. The player characters, of course, can recruit defenders or take up positions on their own.

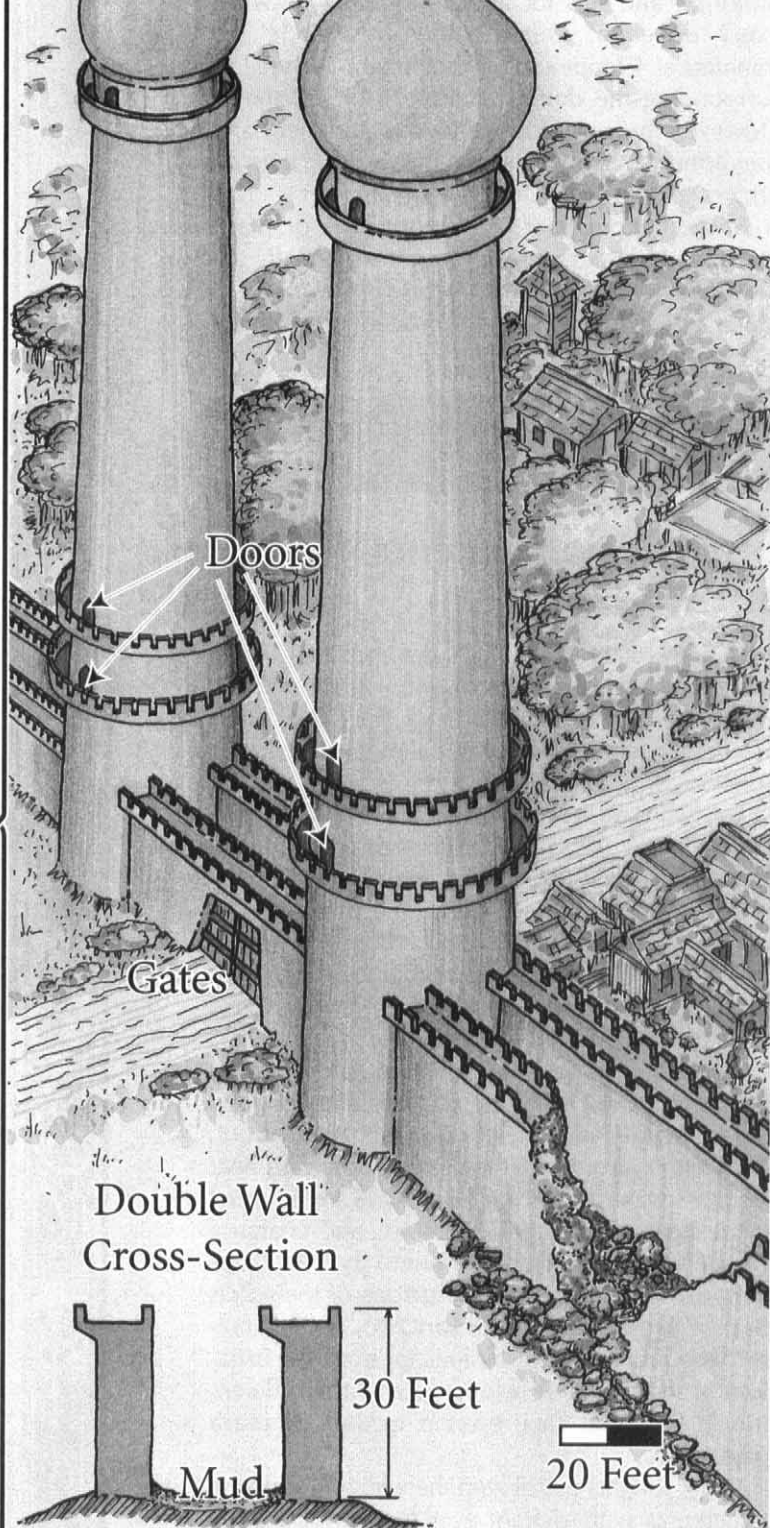
For two days, little activity occurs at the gates. On the third day, the Dark Knights commence their attack, and the city gates become the first targets of the advancing legions. The battle should focus on the specific gate attacked or defended by the PCs; the DM should report that the other gates fall quickly, regardless of events at the place where the PCs resolve the battle.

By the fourth day, the gates are garrisoned by detachments of Dark Knights who interview and search anyone who tries to pass either in or out. The Knights also watch the breaks in the wall near the city's waterfront. They confiscate any unusual magic items or mysterious scrolls, and charge a stiff fee to bring money in or out of the city. These comprise the earliest manifestations of the edicts that are expanded upon in Part Two. Any characters who arouse the suspicions (or even the irritation) of the guards is subject to arrest and detention in the great cage erected in the city plaza (page 42).

Other Knights patrol atop the wall and walk the battlements with vigilant eyes turned toward the numerous breaks in that barrier. Characters attempting to sneak through these breaks find that they have an interval of 0–19 minutes (1d20–1) to remain unobserved by the sentries overhead.



GATEHOUSE MINARETS



The Narrator should use the sum of two cards drawn from the Fate Deck to determine the amount of time (number of minutes) between guard passes.

If the PCs are Dark Knights, they receive the assignment to attack and secure one of the gates in the Old City Wall as the first act in the battle against the city. A disorganized rabble of retired knights and citizen men-at-arms defend the gates.

Elder Knights, hm F6 (4): AC 2 (plate mail, shield); MV 6; hp 40; THAC0 14 (12 *longswords* +2); #AT 1; Dmg 1d8+2 (*longswords* +2); SZ (5'8"); ML champion (15); Int very (12); AL LG; XP 420 each.

Special Equipment: longswords + 2.

Untrained militia, hm & hf F1 (20): AC 8 (leather); MV 12; hp 5; THAC0 20; #AT 1; Dmg 1d8 (*longswords*); SZ (5'7"); ML average (10); Int average (10); AL N; XP 15 each.

◆ **Four Elder Knights:** *Human male adults, various demeanors, Adventurers.* Co 3, Ph 6, In 6, Es 8, Dmg +8 (*longswords of renown*), Def -5 (plate).

◆ **Twenty untrained militia:** *Human male adults, various demeanors, Rabble.* Co 6, Ph 3, In 5, Es 5, Dmg +7 (*longswords*), Def -2 (leather).

If the PCs act as city defenders taking position at the main gates, they must contend with the following forces:

- ◆ Twenty Kapak draconians glide downward from flying dragons and come to rest on the upper ramparts of the minarets. They try to fight their way into the towers, then down to ground level.
- ◆ A hundred brutes use a ram to break through the gates and portcullis on the ground. Protected by leather shields against attacks from above, these powerful warriors batter tirelessly and succeed in breaking through each barrier in 3–60 minutes (3d20). If many of the first rank of brutes are killed or wounded, the Dark Knights simply send forward another group.
- ◆ Twenty armored human footmen, helped by a few Gray Knights, blast through the doors in the base of the minarets. These troops charge up through the levels of the tower, hopefully catching the defenders between themselves and the downward attacking Kapaks.

Only when they secure the two towers do the humans and kapaks join the brutes in entering the city.

Kapak draconians (20): AC 4; MV 6 (run 15/glide 18); HD 3; hp 14; THACO 17; #AT 1; Dmg 1d8; SA poison, pool of acid upon death; SZ M; ML fanatic (17); Int average (9); AL LE; XP 650 each.

Armored footmen, hm & hf F2 (20): AC 5 (chainmail); MV 6; hp 15; THACO 19; #AT 1; Dmg 1d8 (longswords); SZ M (5'9"); ML steady (12); Int average (9); AL LE; XP 35 each.

Gray Knights, hm & hf M9 (2): AC 4 (Dex bonus, leather, shield); MV 12; hp 22; THACO 18 (17 longswords +1); #AT 1; Dmg 1d8+1; SA spells; SZ M (5'8"); ML champion (16); Int exceptional (15); AL LE; XP 3,000 each.

Spells (4/3/3/2/1): 1st—*magic missile* (2), *sleep*, *wall of fog*, 2nd—*darkness* 15' radius, *invisibility*, *web*, 3rd—*fireball*, *lightning bolt*, *slow*, *wraith-form*, 4th—*polymorph other*, *wall of fire*, 5th—*transmute rock to mud*.

Brutes, hm F3 (100): AC 0/6*; MV 9; hp 18 (plus 12 from Blue Paint); THACO 18; #AT 1; Dmg 1d6 (short sword), 1d8 (longsword); SZ M (7'); ML champion (15); Int very (11); AL LE; XP 175 each.

***Notes:** Blue Paint—brutes coat themselves in this vivid hue before battle. The paint absorbs 12 hp of damage before the brute suffers any damage. In addition, the Blue Paint provides an AC of 0. A brute's AC reverts to its natural score of 6 starting the round after the brute suffers actual damage.

Weapons: Each brute carries a longsword or a short sword and a missile weapon—either longbow, throwing axes (3), or spear. The arrows from their bows make an eerie whistle in flight; the effect exacts a -2 penalty on the morale of the target.

The brutes should break through each barrier in 3 to 60 minutes (the Narrator should draw three Fate Cards and total the result).

♦ **Twenty Kapaks:** *Draconians*. Co 8, Ph 6, In 5, Es 7, Dmg +2, Def -3, also paralysis bite, create acid pool upon death.

♦ **Twenty armored footmen:** *Human male adults of various demeanors*, *Novices*. Co 3, Ph 6, In 5, Es 6, Dmg +7 (longswords), Def -3 (chainmail).

♦ **Two Gray Knights:** *Human male and female of ruthless and prejudiced demeanors*, *Champions*. Co 6, Ph 4, In 8, Es 8, Dmg +8 (longswords of renown), Def -3 (leather), also three schools of sorcery each.

♦ **One hundred brutes:** *Nonhumans*. Co 6, Ph 11, In 6, Es 8, Dmg +8, Def -5, also missile weapons.

DOCKS OF THE HARBOR

The waterfront of Palanthas serves as the site of one of the great marketplaces of Krynn. The splendid deep water harbor hosts the mightiest ships in the world, and from here voyages of commerce debark for all the coastlines of Ansalon.

The solid stone wharves feature smooth faces that plunge straight down into deep (20 feet or more) water. Large cargo ships, galleons, and other vessels usually pull right up to the wharves for loading. Those ships not actively involved in loading or offloading cargo tend to remain at anchor a few hundred feet away from the wharf. As the adventure begins, no less than 150 ships occupy the harbor.

The eastern basin of the harbor serves as private anchorage, generally used by boats owned by wealthy nobles or travelers. Dozens of fabulous sailing vessels rest here, many of them permanently guarded by sentries hired to live on board while the boat is in port. The waters of the private anchorage are not so congested nor as busy as the main mercantile harbor.

In places along the entire waterfront, docks of wood (used as moorings for small craft) stick out from the wharf into the harbor. In many places coxswains of these small boats offer their craft as water-taxis, a useful means of getting out to the ships that lie anchored in the harbor.

Screening the harbor entry to the harbor rises an extensive breakwater, a low stone wall, studded with several towers, that curls around to block the worst weather from rocking the waters in the placid harbor. A large, oil-fired lantern tops each of the towers. Illuminated at dusk, the lanterns burn until the following dawn.

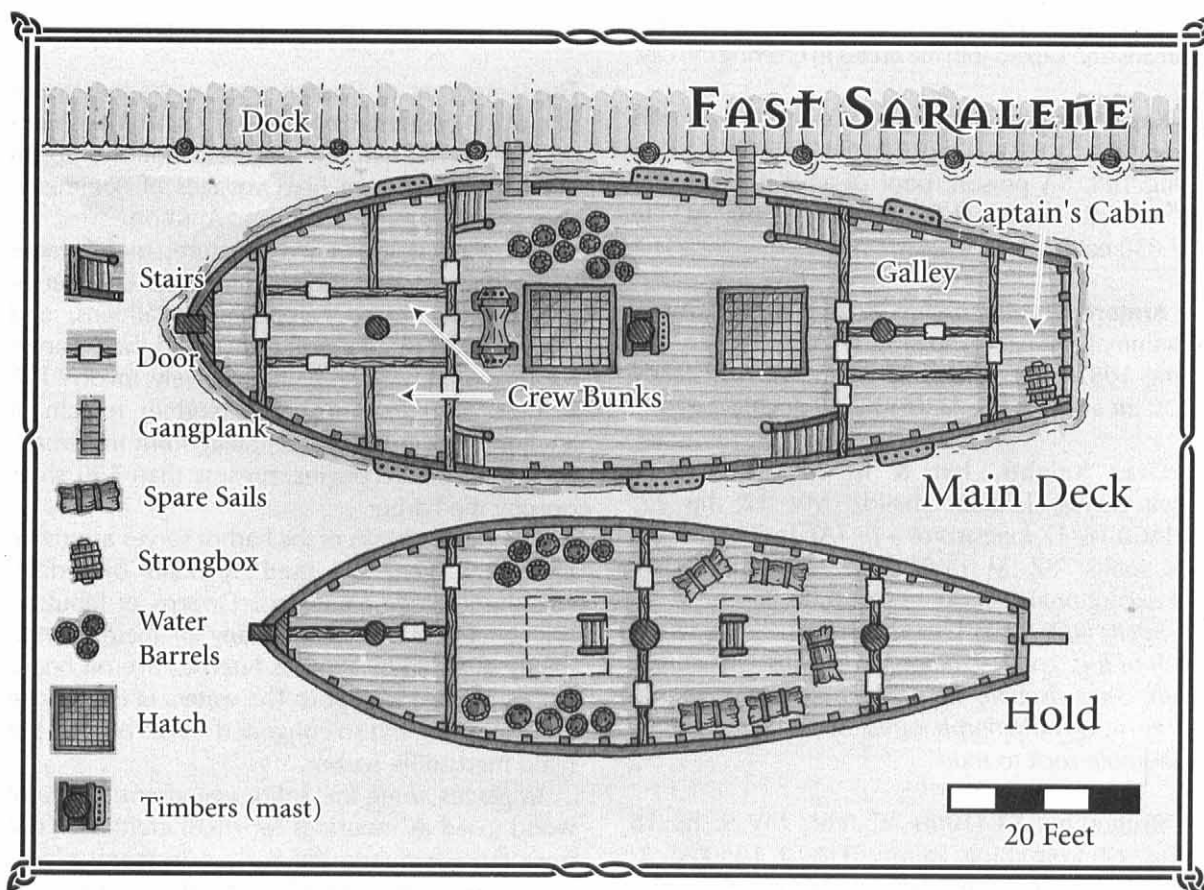
Ships anchor and approach the wharf with a sort of chaotic precision, controlled insofar as possible by a single overworked harbormaster. This dedicated public servant mans a brightly colored sloop and daringly sails back and forth through the traffic of much bigger vessels.

Tides

During the course of the first four days of this adventure, high tides occur at noon and midnight. Thus, the tide runs out during the six hours before sunrise and before sunset, while low tides occur shortly after dawn and dusk. After low tide, the currents run in for another six hours. Sailors who want to leave the harbor must do so when the tides are going out.

If the waterfront figures into the adventure during a later period of time, the DM should add one hour per day to the progress of the tides. Thus,





twelve days after the start of the adventure, the days' schedules of high and low tide become exactly reversed, and after twelve more days it reverts back to the hours listed.

Story Developments at the Docks

From the start of the adventure, the docks crowd with refugees attempting to book passage out of the city. Many captains auction off precious cabin, deck, and hold space, and a mood of panic generally prevails.

In some cases, ruffians turn to force to take advantage of the situation. If the player characters act as city defenders and they see this area, they come upon the following situation:

A bandit lord named Jarek Reefcutter and his group of thugs force their way onto a small sailing ship lashed to the wharf. They prepare to cruelly deal with the captain and his helpless passengers, unless the PCs intervene.

Jarek Reefcutter, hm F7: AC 2 (plate mail); MV 6; hp 42; THAC0 14 (12 *longsword* +2); #AT 1; Dmg 1d8+2 (*longsword* +2); SZ M (5'11"); ML champion (15); Int exceptional (14); AL CE; XP 975.

Buccaneers, hm F2 (20): AC 8 (leather); MV 12; hp 15; THAC0 19; #AT 1; Dmg 1d8 (*longswords*); SZ M (5'9"); ML steady (12); Int average (10); AL CE; XP 35 each.

♦ **Jarek Reefcutter:** *Human male pirate, demanding demeanor, Champion.* Co 3, Ph 10, In 7, Es 8, Dmg +8 (*longsword* of renown), Def -5 (platemail).

♦ **Twenty buccaneers:** *Human males of various demeanors, Novices.* Co 6, Ph 6, In 5, Es 6, Dmg +7 (*longswords*), Def -3 (leather).

The ship, called the *Fast Saralene*, currently rides lightly in the water, having recently offloaded a cargo of cotton from Abanasinia. Her master is a plump and good-natured merchant named Farkan Wheedle.

The ship's deck plan appears on the *Fast Saralene* map. When she lies beside the wharf, gangplanks at the fore and rear positions give access from the dock to the decks.

The actual attack on the city has little effect on the docks, save to increase the panic of those trying to get out of the city. There are few large ships here by this time. The small craft (mostly fishing boats) left constitute a rough and battered looking flotilla.

However, if the PCs are Dark Knights, they happen upon Jarek Reefcutter and his pirates when they move to secure the docks. Since Ariakan gave strict orders on preserving property within the city, the characters should intervene on behalf of Farkan Wheedle and the *Fast Saralene*.

If the PCs act as city defenders, by the fourth day of the adventure they see large parties of Dark Knights arrive to take charge of the docks. The Knights make no move to confiscate ships and cargoes, unless they clearly subvert the conqueror's authority. However, the Knights quarantined the vessels for some time—the Knights declare that they will establish procedures in a week or two to determine tariffs. Under the Knights' authority, ships cannot enter or leave the harbor without the proper passes and paperwork.

OPEN WATERS OF THE BAY OF BRANCHALA

The bay leading north from Palanthas forms a fjord-like extension of the sea, sheltered by high ground to east and west. Deep and pure, vivid blue, the waters boast sailor-friendly winds that tend to run with the tides.

Story Developments on the Bay

The waters teem with ships fleeing north throughout the early stages of the adventure. Running among these vessels sail a few ships claimed by pirates and other water-borne thieves. Knowing that many refugees have fled the city with their most cherished possessions, these villainous cutthroats sail back and forth among the fleeing ships. When they catch a plump merchantman away from the protection of a large fleet, they hasten to move in for the kill.

Jarek Reefcutter and his buccaneers (described in Location Two), serve as good examples of these ruffians in the event a roleplaying encounter develops.

On the third day, characters watching from shore or dragonback see the following occurrence:

A large fleet hoves into view from the North. Unlike the other ships in the bay, these vessels make their way southward, toward Palanthas. They do not seem to be Ariakan's vessels, for they

lack the large black sails that so distinguish the dragonships of the invading fleet.

In fact, these ships sailed all the way from the New Sea, and they bear the Hylar army of Thane Glade Hornfel Kytill of Thorbardin. He hoped to bring his force of mountain dwarves to aid in the defense of the High Clerist's Tower; sadly, he arrives too late even to help the defense of the city.

Dragon Attack

Ariakan has held his blue dragons back from attacking the city, but in the approaching dwarven fleet he finds a worthy military target.

Watchers from shore notice three blue dragons, each with a Knightly rider, fly from the eastern heights as soon as the fleet hoves within 20 miles of the city. These wyrms use their lightning breath and physical attacks to sink ships and cause enough havoc that the dwarves are forced to put in to shore well short of the city docks.

City defender PCs who gained the aid of silver dragon mounts may call on that help in this encounter. The silvers prove more than willing to go out and do battle against the blues. If the PCs and their dragon allies succeed in driving the blues away, many dwarven lives may be saved. However, the Hylar thane still orders his fleet into a sheltered cove, realizing that his losses would be horrendous should he try to land on the docks of the embattled city.

Depending on which side the PCs represent, they can become involved in the dragon battle and attack or defense of the dwarven fleet. For dragon and dragonrider adversaries, the DM should use the pregenerated characters from the adventure introduction; naturally, the characters who aren't chosen by players should become NPCs under the DM's control.

If the PCs fly in on the silver dragons, the blue dragons and their riders turn from the attack on the ships as soon as they notice the Good dragons—though the DM should keep in mind that they could be surprised. The same applies to Dark Knight PCs, though if they have declared an intention to scan the skies for interference from Good dragons, their surprise roll should be modified or eliminated at the DM's discretion.

By the fourth day of the adventure, the tall black dragonships of Ariakan's fleet establish a solid blockade across the mouth of the bay. The great ships prevent the dwarven fleet from leaving, and board, search, and heavily tax any civilian ships making so bold as to try and pass the Dark Knights' line. The Knights seize any ships carrying refugees from Knightly families and return the passengers to the city for imprisonment.





If the dwarves find themselves trapped, they will attempt to get away from their current bad situation and hole up somewhere until they can figure out what to do. Unless the PCs help them in some way, they eventually infiltrate the city in the guise of travelers and then fight when they discover the chaos minions attacking. Though the Dark Knights suspect their presence after their initial run-in, they discover that they didn't follow up on the dwarves soon enough to prevent them from entering the city. Alternatively, if the Dark Knight PCs follow up immediately on this situation, they can capture most of the dwarves!

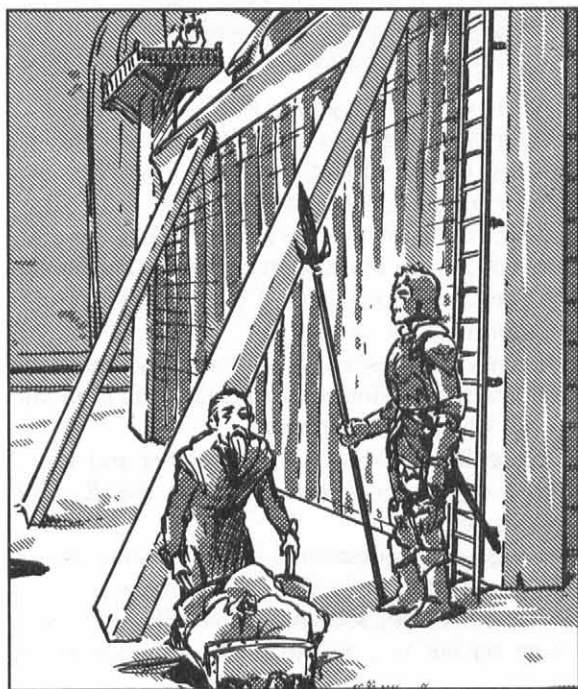
TYPICAL STREET SCENES

The streets of Palanthas play host to scenes of fear, rumor, thievery, and courage during the dark days of the adventure. For the most part they serve as connecting routes for PCs traveling from one location to another. Now and then, however, the characters may encounter significant people and occurrences right out in the open.

If the characters venture out in the evening, the main streets and most of the side streets of the city glow from the bright street lanterns that stand on every corner and line the wide avenues between major intersections.

The DM is encouraged to use the following scenes when they might add a little flavor or background to the actions of the player characters.

Note: The clue presented in the "Prophet of Doom" encounter is crucial to the players' understanding of the adventure goal; the DM should make certain to employ this encounter early in the adventure.



Prophet of Doom

A bedraggled beggar, his white hair and beard long and unkempt, tattered with branches, leaves and grime, clambers awkwardly onto the blocky stone of a low wall. He throws back his head and howls, the sound a cry of despair that draws the attention of everyone within a block.

"Doom! Doom! We await the coming of the end!"

"Then take up a sword, wretch—and fight like a man!" The challenge comes from a burly man-at-arms, one of the few of the city garrison to remain in his uniform.

The beggar howls with laughter.

"Sword? Fight?" He points a bony finger to the north, over the bay and to the ocean beyond. "The doom I see comes from the sky and the sea! And it cannot be met by a plain sword!"

"What, then?" wails an old woman, clutching two youngsters by the hands. "Where can we turn for safety?"

"There is no safety!" sneers the beggar. "But for hope, one might seek a goddess of Evil, queen of the seas and mother of a great lord!"

"Traitorous scoundrel!" shouts the guardsmen, drawing his sword and pushing through the crowd.

If the PCs don't intervene, the man-at-arms cuts down the beggar and the crowd disperses.

Man-at-Arms, hm F4: AC 4 (chainmail, shield); MV 6; hp 29; THAC0 17 (15 *broad sword* +2); #AT 1; Dmg 1d8+2 (*broad sword* +2); SZ M (6'1"); ML steady (12); Int average (10); AL LN; XP 175.

◆ **Man-at-Arms:** Human male adults, domineering demeanor, Adventurer. Co 3, Ph 10, In 5, Es 6, Dmg +8 (*broad sword* of distinction), Def -3 (chainmail, buckler).

Should the characters stop the butchery, however, they may learn a few more things from the beggar: For one thing, he speaks of the Evil goddess Zeboim, and he strongly suggests that she is the best source of hope for the city's survival. For another, the PCs can learn that this beggar once served as a dignified priest of Paladine, but he has lost touch with his god—except for this message, a last prophecy Paladine commanded him to impart to the crowd.

Scuffling in the streets is sure to draw the Knights of Takhisis, so defender PCs must keep any fighting brief and take the prophet elsewhere





to converse safely. If the PCs are Dark Knights, they may reward the prophet by freeing him or take him to the cage for his troubles.

Thieves and Scoundrels

A shrill female scream sounds from around the corner. Within the shadowy confines of a narrow alley several burly figures tower over a person who cowers on the ground. One of the big men raises his foot, aiming a powerful kick at the head of the much smaller victim, who tries to squirm out of the way.

If the PCs don't intervene, here again blood flows—in this case, four thugs beat to death a young cutpurse and steal her meager purse. Should the characters take action, they find themselves facing four men who served as sergeants in the city guard until this morning. Now they have thrown away their uniforms and are trying to make a small profit before they flee the city they once swore to defend.

Ex-guardsmen, hm F3 (4): AC 5 (chainmail); MV 6; hp 21; THAC0 18; #AT 1; Dmg 1d8 (longswords); SZ M (5'11"); ML steady (12); Int average (9); AL CN; XP 65.

♦ **Four ex-guardsmen:** Human males, varying demeanors, Adventurers. Co 4, Ph 9, In 5, Es 6, Dmg +7 (longsword), Def -3 (chainmail).

Their victim is a young thief, recognizable as Giselle Slickfinger to any PC member of the Thieves' Guild. Should she find a chance to slip away during the encounter, she tries to do so. A concealed entrance exists in the back of the alley that leads down into the city's sewer tunnels, and she vanishes through that if given even 2 rounds without direct PC attention.

If she cannot escape, she graciously thanks the characters for saving her and claims she is a maid on her way home from work.

Note: She is dressed in dark leather and armed with a dagger so it seems unlikely the PCs will believe her.

If vigorously questioned, she eventually reveals her occupation as a thief (only because she'd starve otherwise, she maintains). She admits to being on her way to the secret entrance to the

tunnel network. Giselle reveals the swinging grate to the characters if they press for this information, but warns them they will lose their way if they dare to venture there. (See Location Eleven.)

Should the PCs try to keep her with them, she pretends to cooperate, but as soon as possible finds an opportunity to escape.

Giselle Slickfinger, hf T6: AC 5 (Dex bonus, leather); MV 12; hp 25; THACO 18; #AT 1; Dmg 1d4 (dagger); SZ M (5'6"); ML steady (12); Int highly (14); AL CN.

Thief Abilities: PP 85, OL 65, FT 10, MS 80, HS 65, DN 15, CW 50, RL 20.

♦ **Giselle Slickfinger:** *Human female adult, circumspect demeanor, Adventurer.* Co 8, Ph 6, In 7, Es 6, Dmg +2 (dagger), Def -2 (leather).

Story Developments in the Streets

A mood of fear quickly turns to panic in the two days leading up to the attack. Throngs of people surge through the streets, gathering at inns, taverns, and plazas to exchange rumors and beg for information. Some plead for protection; others cry hysterical warnings.

Many citizens try to sell or convert valuables into portable currency, while every street corner holds some kind of speaker making wild proclamations of doom—or even wilder promises of safety and salvation.

By the day of the attack itself, the streets empty. For the most part, people are huddled in their houses with doors locked and shutters drawn tight. Near the waterfront a lot of activity transpires, for in these blocks, people try to reach the docks. Their interest lies in saving themselves rather than bringing along valuables or other possessions.

On the fourth day of the adventure, the streets appear ominously quiet—except for patrols of Dark Knights. (If the PCs are Dark Knights, they should still experience the encounter with Giselle Slickfinger, above.)

People found in the streets are sent back to their homes—if they can prove that they have homes in the city. If not, the Knights incarcerate stragglers in the great prison cage set up in the central plaza. By evening of the fourth day, the Knights of Takhisis establish checkpoints at every major intersection. Furthermore, they fail to illuminate the city lanterns that traditionally form such an important feature of the nighttime scenery of Palanthas.

THE GREAT LIBRARY

The great marble edifice known as the Great Library is widely noted as a center of learning. As one of the grandest buildings of Krynn, it has stood here for countless centuries. Within the quiet halls, Astinus Lorekeeper (4●) maintains his scrupulously researched histories of Krynn.

The huge building rises three stories high and runs for the better part of a city block. Gray marble forms the walls, and several columns flank the broad front doors made of dark-stained vallenwood. Two great wings curl back from the vast facade, and numerous windows paned with real glass line the walls on the first, second, and third levels. A series of marble stairs sweep out and down in a fanlike pattern from the front doors.

The library contains vast, silent rooms where the tomes of Krynn's history rest upon numerous shelves. Besides Astinus himself, the library serves as home for about a hundred monks called Aesthetics. These faithful workers help maintain the records, see to the housekeeping chores of the great building, and serve the needs of their master's comfort.

The monks answer the door if the PCs try to enter the library. If pressed, the young novices who first encounter the characters summon the chief Aesthetic, the loyal, long-suffering Bertrem. Bertrem tries to help in whatever ways he can, though he absolutely refuses to grant visitors the right to see Astinus—his master, as always, busily attends to absolutely crucial affairs, and it is impossible, "... simply and utterly impossible!", to justify disturbing him at his labors.

Of course, if Astinus can really be of help to the PCs, he becomes aware of their arrival, and he intervenes as Bertrem fussily tries to shoo them away.

It is more likely that Bertrem directs the PCs to the east wing of the building, which is a smaller version of the marble edifice of the great library itself. Here they may enter research rooms, each of which consists of a vast chamber lined with bookshelves and windows, with long tables and chairs throughout. The Aesthetics help in gathering the tomes the PCs request, but the characters must do their own digging through what quickly becomes a massive stack of tomes and scrolls.

The west wing of the structure houses cramped cells where the Aesthetics live, as well as the kitchen and common rooms for such a large household. Here, too, Astinus maintains his private study and his own chambers.



One of the exits from the underground tunnel network (page 40) opens from a grate in the street directly before the library.

Story Developments at the Great Library

This location probably undergoes fewer changes than just about anyplace else during these days of battle and conquest. Those who seek reassurance or shelter at the library during the first two days of the adventure find themselves politely but firmly turned away—the purpose of the library, Bertrem pompously maintains, is to remain aloof from the entanglements of history as it develops. Only thus, he states, can true objectivity be retained.

Setting guards around the Great Library proves to be one of the first goals of the Knights of Takhisis as they capture the city. Depending on developments at the city gate, this can occur as early as afternoon on the third day of the adventure. The guardian Knights include at least one blue dragon, and they make a very obvious presence in the streets and grounds around the library. However, they make no attempt to enter, nor to disturb the historian at his work.

Once the Dark Knights establish their cordon, anyone else who wants to visit the library must explain his purposes to these guards. Whatever the explanation, such an information seeker seems suspicious, and the Knights escort the individual to the great prison cage in the plaza.

If the PCs portray Dark Knights, they possess the same privileges for research in the library as any other citizens. Thus, should they decide to enter, Astinus gives them the same kind of aid he provides to PCs who defended the city.

Possible Research at the Library

If the characters come to the Great Library seeking answers to specific questions, the DM can allow them to peruse many tomes. Research of a specific question takes two to eight hours, though the work can be shared by as many as four different characters.

The DM should keep in mind that Astinus Lorekeeper knows pretty much everything that's going on—including the fact that Palanthas has a chance to withstand the horde of chaos that will soon sweep down on the city. Before this happens, however, the historian knows that a large part of the population must be armed with weapons blessed by a god.

Astinus also sees that the PCs provide the best chance for the city to gain a stockpile of such

weapons—but only if they can find the Conch Horn of Zeboim and summon that goddess to the city. While Astinus refuses to personally involve himself in helping the PCs find such information, he directs Bertrem to place a book detailing the properties of the horn and speaking of the efficacy of godly blessings on weapons needed to fight chaos in an obvious place among the tomes the PCs are researching.

Literate characters (only) can make Intelligence checks to determine if they gain useful information beyond this. Whether successful or not in their Intelligence checks, the information concerning the horn and the blessing of weapons becomes known to the characters.

Topics researched can include, but are not limited to, the following:

- ◆ Details of the Palanthas locations described in this adventure.
- ◆ Events such as the prospective arrival of the dwarven fleet (described under Page 27).
- ◆ The password and secret sign needed to get into the Thieves' Guild.
- ◆ Information on the Thieves' Code that marks the route through the tunnel network (Page 40).

The time needed to gain the answer to a specific question is a number of hours equal to the first card drawn from the Fate Deck. If a dragon card appears, however, no information on that topic can be found that day.

Researching in the library constitutes a *Reason* action. The Narrator should allow the heroes to make their action attempt and determine the amount of information gained by the level of success of the action—for example, an *average Reason* action (8) yields some minimal knowledge, while a *daunting* action (16) provides some truly useful tidbits.

THE TEMPLE OF PALADINE

Built under the guidance of high priest Elistan following the War of the Lance, the temple represents a relatively new structure in Palanthas. Though badly damaged during Kitiara's attack on Palanthas, it has been fully restored. Unlike many structures in this crowded city, the temple lies within extensive grounds and green space, including gardens and groves of evergreens. In normal times, stone wells form myriad serene pools and dazzling fountains. Now, with the summer of heat lying heavily upon Krynn, the pools gape empty, and the fountains remain silent.

The white marble of this temple gleams with a purity that seems deeper than the mere color of the stone. The facade of the main temple is smooth and plain, though columns of elegant simplicity front the two smaller wings that flank the great hall. The smoothly scythed lawns near the building now appear brown and parched from the heat, while pathways wind through groves of pastoral trees and gardens that flourish with a few vibrant blossoms even in the midst of the stifling heat of this dry summer.

The temple houses many young priests and priestesses sworn to dedicate their lives to the service of the Platinum Father. Now, however, these aspiring clerics fear the worst. All of them notice the difficulties in working clerical magic, and more than a few wonder if the coming of the Dark Knights presages the end of Paladine's reign—or something even worse.

Crysania (1♥), now high priestess of the temple, tries to keep up the spirits of her young protégés, even as she also attempts to keep track of developments with Raistlin Majere (9♣), Dalamar (8♣), and others. A cleric of tremendous presence, though she speaks softly, something in her voice not only seems to compel a listener's attention but also soothes one's agitated emotions and distress.

During this period, a placid but fierce-looking white tiger that is her companion always accompanies Crysania. Outwardly calm, the tiger watches all activity around his mistress with observant and keenly intelligent eyes.

(See the novels *Dragons of Summer Flame*, by Margaret Weis and Tracy Hickman, and *Tears of the Night Sky*, by Linda P. Baker and Nancy Varian Berberick, for more information on Crysania's activities during this period.)

Crysania, hf C18: AC 6 (ring of protection +4); MV 12; hp 71; THAC0 10; #AT 1; Dmg N/A; SZ M (5'6"); ML champion (16); AL LG.

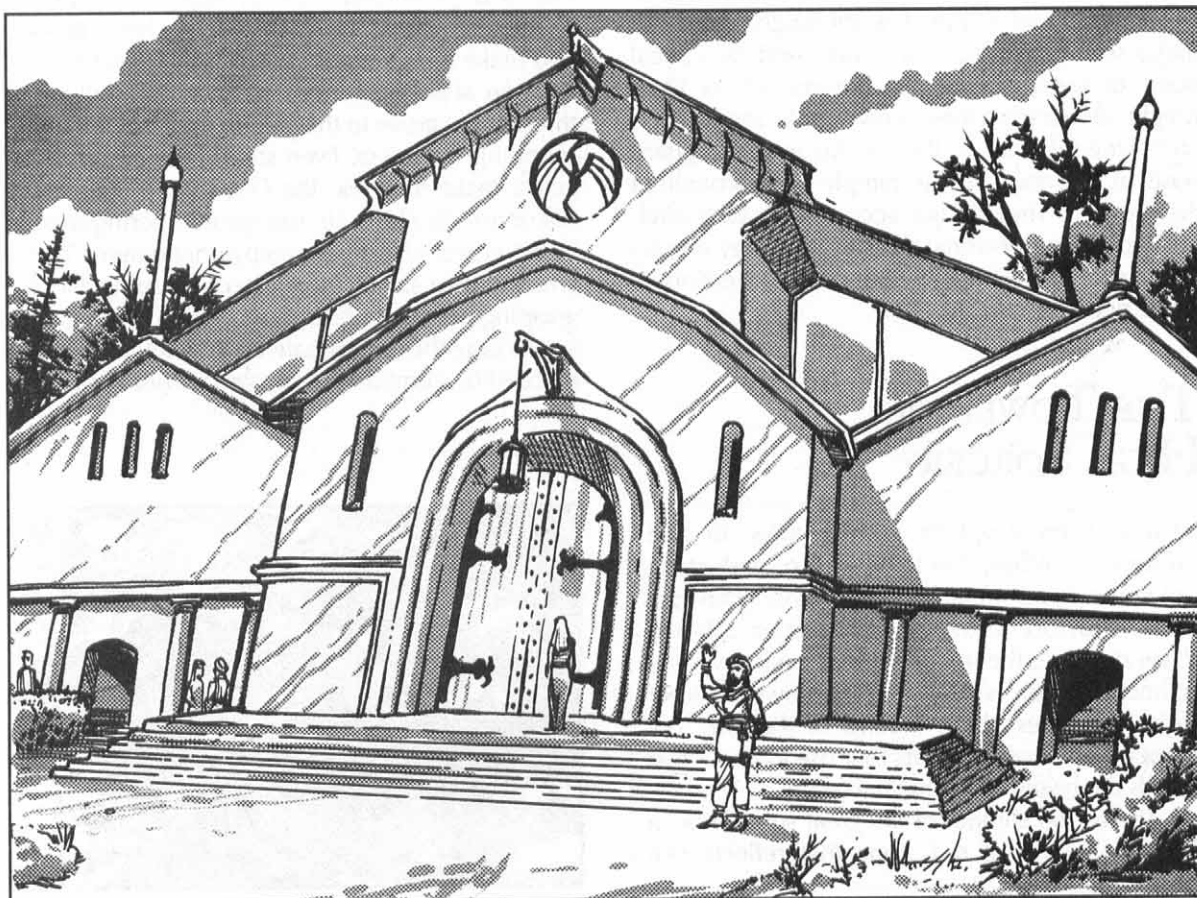
S 10, D 11, C 16, I 13, W 18, Ch 16.

Spells: Crysania has virtually any clerical spell available to her.

White Tiger: AC 6; MV 12; HD 5+5; hp 33; THAC0 15; #AT 3; Dmg 2-5/2-5/1-10; SA rear claws 2-8/2-8; SD surprised only on 1; SZ L (10' long); ML 16; Int 15; AL LG.

♦ **Crysania:** Human female adult, merciful demeanor, Hero. Ag 6A, Dx 6C, En 8B, St 5A, Re 7C, Pe 6C, Sp 9A, Pr 8A, Dmg nil, Def -2 (ring of protection).

♦ **Tiger:** Co 6, Ph 20, In 4, Es 9, Dmg +10, Def -2, also rake.



Story Developments at the Temple of Paladine

During the first two days of the adventure, Crysania can be found at the temple. She receives visitors who seek her on matters of urgency. If the PCs come to talk to her, she seems distracted and vaguely sad, but she offers a pointed piece of advice:

"It may be that in these times of gathering darkness, we must seek help from any and all quarters. By this I mean that even gods and goddesses who have long been at odds with each other may find that they have grown into common cause."

If pressed for specifics, she adds little more, except to say that "... even gods of darkness may provide a way to the light." She knows that Lord Ariakan's mother is reputed to be the goddess Zeboim and that Zeboim's seafaring cult maintains a small temple in Palanthas.

During the attack on the city (on the third day of the adventure), most of the clerics leave the temple to help those wounded during the course of the struggle. Naturally, they lend their healing talents to the aid of both attackers and defenders alike. If PCs portray Dark Knights, they might become acquainted with Crysania in this manner.

By the morning of the fourth day, Ariakan sends a company of troops to surround and secure the temple. Some of these Knights ask admittance to the temple and conduct a thorough search to make sure that the place is not used as a focal point of resistance. If the players act as Dark Knight characters, they receive this assignment. Following this search, the Knights establish guard posts at the doors to the temple and throughout the grounds. They do not accost those who obviously come for personal worship, but they remain very watchful toward any signs of subversion or resistance activity.

THE TOWER OF HIGH SORCERY

Visible from anyplace with a view in and around Palanthas, this lofty spire of dark stone and blood-red minarets rises higher than any other structure in the city. Planted on a broad base of stone, the tower gradually narrows as it climbs into the sky. Two lesser towers sprout from the sides about a third of the way up, capped by small minarets that rise to about two thirds the height of the main tower.

The actual summit of the great spire forms a gleaming bulb of red stone that reflects like

rubies when struck by the direct rays of the sun. Surrounded by a narrow balcony—the famous Death Walk—it has long given the mages of the tower a vantage over Palanthas and the deep bay beyond.

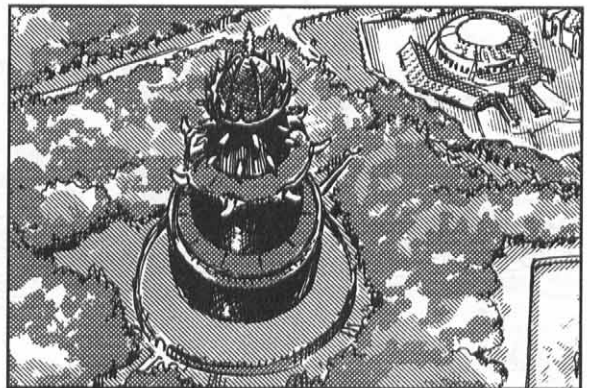
The thick-boled, ancient oak trees of the Shoikan Grove obscure the base of the tower. The tree trunks grow chokingly close together, with no path among them readily visible.

Still sheltered by the shrouded, cursed gloom of the Shoikan Grove, the Tower of High Sorcery causes most of the upright citizens of the city to avoid it. Those who have business with magic, however, have embraced this once-abandoned spire as a center of learning, study, and research into the arcane arts.

The structure stands incongruously close to the serene Temple of Paladine, but the tower—obviously much older than the nearby religious center—maintains its presence, as always, aloof from the mundane affairs of the city.

The Shoikan Grove provides enough of a challenge to keep all but the most courageous of visitors away. Even the streets beyond the grove seem to radiate a permanent chill and unrelenting shadows—an effect that lingers even on the brightest of sunlit days.

Passage through the trees makes for a harrowing, and potentially deadly, experience. Player characters should be required to check morale and make a successful saving throw against paralysis at a -4 before they can successfully pass through the grove to the gate in the iron fence surrounding the tower. Even should the player characters make this trek, the DM should emphasize the unusually chilly air, strange whispering sounds in the grove, and other creepy phenomena. Those who fail their saving throws become subject to the grasping hands of undead, who reach through the soil to drag the unfortunate down. Victims must be rescued by companions or perish from fright.



Another effect of the grove causes the sound of ringing bells to alert the tower any time someone passes among the trees. Those so alerted may choose to answer the door and avert a PC's doom by commanding the grasping hands to cease their attack.

To work up the courage to even enter the Shoikan Grove requires a successful Spirit action, the difficulty of which is determined by the card from which a hero's nature is derived (if the card had a black aura the action is *challenging*; a red aura, *daunting*; and a white aura, *desperate*). Heroes who fail in this action may not enter the Grove.

Quite a few mages, from youthful apprentices to elders approaching master's rank, currently occupy the tower. Within the tower lie many laboratories, including the famous chamber where Raistlin Majere performed his most advanced work, and where the Portal to the Abyss still stands against one wall. That magical gate remains devoid of life, the five dragon heads surrounding it having fallen cold and silent.

Other laboratories and libraries of arcana contain myriad scrolls, potions, and components for a variety of magical spells. The rest of the tower provides living quarters for the mages. These range from monkish cells inhabited by apprentices to chambers of rather luxurious appointments wherein dwell some of the more experienced spellcasters.

Dalamar reigns as the current master of the tower. Together with many of the other most powerful mages of Krynn, he devotes a great deal of his attention to matters concerning the Wizards Conclave, which meets regularly at the Tower of Wayreth.

Dalamar, em M18: AC 0 (bracers AC 2); MV 12; hp 46; THAC0 15 (12 dagger +3); #AT 1; Dmg 1d4+3/1d3+3; SZ M (5'9"); ML champion (16); AL CE.

S 16, D 16, C 12, I 17, W 16, Ch 14.

Spells (5/5/5/5/3/3/2/1): Dalamar has access to any spell in the *Player's Handbook*.

♦ **Dalamar:** Elf male adult, thoughtful demeanor, Hero. Ag 8X, Dx 8X, En 6X, St 8X, Re 9A, Pe 8A, Sp 8C, Pr 7D, Dmg +1 (dagger), Def -5 (bracers of fame).

If the PCs come to the tower seeking him, there is a 50% chance that Dalamar is present. Like Crysanian, he realizes that the future depends on all of the world's factions working together. Dalamar gives sound advice to those who seek it.

The Chamber of Seeing

Located in the bedrock deep below the foundation of the tower, this vault of stone encases hideous (but harmless) beings called the Live Ones.

Centered around a small pool in which burns an eternal blue flame, this chamber was originally accessible only by magic, but Dalamar excavated a linking passage. Now, those who wish to visit the chamber can reach it by descending a long, lightless stairway, and passing a door sealed with magical spells of locking.

Within the chamber, the Live Ones gather around to inspect anyone who visits. These pitiful creatures are flesh, but they possess only partial bodies. Some lack limbs; others are missing eyes or any facial features at all. None of them speak, but they make gasping, slurping, and moaning noises that combine into a rather hideous cacophony.

A character who ignores the distraction of the Live Ones long enough to stare into the pool and concentrate his thoughts might see other locations, anyplace on Krynn familiar to the viewer. It is even possible to converse with those characters viewed through the pool, who in turn can observe the viewer as if he were right beside them.

To successfully employ this use of the Chamber of Seeing, the character attempting to study the pool must make a successful Wisdom check in order to avoid distraction by the Live Ones, and then a successful saving throw versus spells to awaken the power of the magical pool.

As with the Great Library, the DM can use the Chamber of Seeing to gently encourage the PCs to investigate the important locales in the adventure. Specifically, they might find themselves gazing at a picture of a battered, weather-beaten temple (the Temple of Zeboim on the city's waterfront), where they can observe the emaciated priest caressing the Conch Horn of his goddess.

Heroes who try to use the pool must make a *challenging Spirit* action to avoid the distraction of the Live Ones. Only heroes with Reason or Spirit codes of "A" or "B" may actually attempt to use the pool.

The actual use of the pool calls for a *challenging Perception* action.





Story Developments at the Tower of High Sorcery

The lesser mages at the tower put their studies aside with word of the fall of the Tower of the High Clerist. Instead, they concentrate on hiding many of the tower's most cherished and rare artifacts. Some of these they send via teleportation to the Tower at Wayreth. The mages mask others with magical spells or take them to different parts of the city where they might be concealed among mundane items.

The forces of Lord Ariakan make no attempt to storm the tower or to otherwise demand its surrender. Instead, they more or less ignore the tower on the third day of the adventure, concentrating instead on seizing the more politically active parts of the city.

On the fourth day, however, a contingent of Gray Knights presents themselves at the tower gates. They have instructions to take an inventory of objects in the tower and to see that those objects are not removed or otherwise tampered with.

However, these Knights become greatly angered when they discover that the tower is apparently empty and that they cannot gain entrance. The single door remains locked and impervious to attack, and attempts to use magic to

open the portal meet with no success. Any player character Gray Knight who attempts to teleport into the tower finds himself arriving in the Chamber of Seeing regardless of where in the structure he attempts to go. Such characters automatically find themselves looking at the Temple of Zeboim (as noted above) if they succeed in using the pool.

THE SOLAMNIC ARMORY

This square blockhouse of gray stone proves accessible only by a single steel door. The building measures a hundred paces on a side, utterly windowless, with a parapet of stone around the top.

A pair of Knights of Solamnia in full battle armor stands at attention before the door. Their rose-emblazoned armor appears old and nicked, but they have recently shined and cleaned it. The Knights glare with stern expressions from faces weathered by campaigns fought decades earlier.

The armory serves as the storehouse for many weapons and pieces of armor. With much of its stock dispersed to meet the current threat of the

Dark Knights, there still exist racks and racks of fine swords and shields, breastplates, helmets, crossbows and quarrels, spears, lances, and knives.

The steel doors are locked. The key hangs on a chain around the neck of one of the two guards permanently posted here. The Knights swore to defend their post to the death and never consider surrendering or otherwise yielding the trove of weapons to an enemy. Nor do they open the storehouse to defenders of the city, except in the event that someone presents an order to do so signed by Lord Amothus himself.

Knights of the Rose, hm F10 (2): AC 0 (full plate armor, shield); MV 6; hp 65; THAC0 11; #AT 1; Dmg 1d8+2 (*longswords* +2); SZ M (6'2"); ML fanatic (17); Int highly (14); AL LG; XP 3,000 each.

♦ **Two Knights of the Rose:** *Human male adults of resolute and courageous demeanors, Champions.* Co 4, Ph 8, In 7, Es 9, Dmg +8 (*longswords of renown*), Def -5 (*platemail*).

Story Developments at the Solamnic Armory

The knights stoically guard the door to the weapons storehouse during the madness and panic that seizes the city during the first two days of the adventure.

If the players portray Dark Knights, they receive orders to secure the armory as soon as the main gates have fallen, which probably occurs on the third day of the adventure. This entails fighting the two guards, and either killing them or otherwise completely subduing them before gaining access to the key. Ariakan doesn't want this building destroyed because he wants to secure it after he gains control of the city.

By the fourth day of the adventure, two Knights of the Lily take the place of the Solamnic Knights. The materiel in the armory remains unmolested and secure, though other Knights inside work on a detailed inventory.

THIEVES' GUILD

This thriving establishment occupies an outwardly anonymous warehouse near the city docks. The doors and windows are boarded up or blocked with stuffed bundles of fabric, though a single door on a back alley provides access—to those who know the password. The alley forms a twisting,

narrow passageway that passes under overhanging balconies, turns through blind corners, and generally worms deeper into the dank canyons between tall buildings.

One side of the vast warehouse of the guildhall presses up against the Old City Wall, while narrow, shadowed alleys surround two other sides. Only the north wall of the warehouse faces a street, and that side shows no obvious doors or unblocked windows.

The approach alley itself falls under the watchful eyes of numerous guards, several of whom possess crossbows and can shoot from slits high in the Thieves' Guild walls. Whenever the thieves observe someone coming down the alley, they use bird whistles and sounds like yowling cats to give an announcement of the approach. The sounds are detailed enough that other thieves become alerted to the number in the approaching party, and whether or not they appear to include any obvious mages, clerics, or Knights.

Watched at all times, the door usually falls under the scrutiny of one of the guild thieves, but often a wretched gully dwarf called Murf mans the portal. Though he betrays the usual intellectual limitations of his kind, Murf knows the members of the guild and recognizes the secret sign of the hall that provides admission to those he doesn't recognize.

Within, at first glance the guildhall resembles a huge inn. The great room seems cavernous, with lanterns and candles forming an oasis of light in one corner. A bar runs along the wall, and a huge fireplace and wood stove serve as the centers of a crude kitchen arrangement. Typically, dozens of thieves sit around in here, drinking, eating, gambling, and looking for news. All races find representation, including elves, dwarves, kender, and even a few hobgoblins; a few more of the guild members are obvious crosses between the various races.

From the huge main room of the hall, numerous shadowy alcoves radiate into different parts of the massive guildhall. These passages lead to training rooms, barracks, prisons, small treasure chambers, and several deluxe apartments reserved for the guildmaster, Lynched Geoffrey, and his most highly esteemed guests and lieutenants.

Intrusions into the hall provoke the thieves into fighting from the shadows in the great room. Slowly they fall back along the halls and corridors—all of which stand equipped with ingenious and quite deadly traps.

Thieves, hm, hf, em, ef T5 (20): AC 6 (Dex bonus, leather, shield); MV 12; hp 16; THAC0 18; #AT 1; Dmg 1d8 (*longswords*); SZ M (5'-6'); ML average (10); Int average (9); AL CN; XP 175 each.



Archers, hm & hf, T1 (12): AC 9 (Dex bonus); MV 12; hp 5; THAC0 19 (18 Dex bonus); #AT 1; Dmg 1d6 (shortbows); SZ M (5'-6'); ML steady (12); Int highly (14); AL CN; XP 65 each.

Guildmaster Lynched Geoffrey, hm T12: AC 2 (Dex bonus, chainmail, shield); MV 12; hp 42; THAC0 15 (13 longsword +2); #AT 1; Dmg 1d8+2 (longsword +2); SZ M (5'8"); ML steady (12); Int very (12); AL CN; XP 3,000.

Thief Abilities: PP 95; OL 85; FT 60; MS 80; HS 65; DN 50; CW 90; RL 55.

◆ **Twenty thieves:** *Human and elven adult males and females of various demeanors, Adventurers.* Co 6, Ph 8, In 5, Es 5, Dmg +7 (longsword), Def -2 (leather, buckler).

◆ **Twelve archers:** *Human males and females of various demeanors, Adventurers.* Co 6, Ph 6, In 7, Es 6, Dmg +4 (bow), Def -1 (padded silk).

◆ **Guildmaster Lynched Geoffrey:** *Human male thief of cunning demeanor, Champion.* Co 6, Ph 9, In 6, Es 6, Dmg +8 (longsword of renown), Def -4 (chainmail, buckler).

Story Developments at the Thieves' Guild

During the first two days of the adventure, the thieves try to take advantage of the panic that paralyzes so much of Palanthas society.

By the third day, the pickings on the street prove fairly slim, and most of the thieves retire to their hall to await developments. They find no sign on this day or the next that the Dark Knights know of the guild's existence or that the Knights plan to disturb its operations.

If the players act as Dark Knights, they receive information concerning the guild's existence and location. However, as part of Ariakan's orders, they agree to leave the guild alone. They may attempt to apprehend thieves elsewhere in the city as those rascals go about their nocturnal activities.

There is a 25% chance that the statuesque beauty known as "Raistlin's Daughter" can be found in the Thieves' Guild during Part One of the adventure. Her real name is Usha (20), and she comes here for training in the ways of thievery, though her actual quarters lie elsewhere.

Usha Majere, hf T1: AC 8 (Dex bonus); MV 12; hp 5; THAC0 20 (19 dagger + 1); #AT 1; Dmg 1d4+1 (dagger +1); SZ M (5'6"); ML champion (16); AL NG.

S 10; D 16; C 14; I 14; W 9; Ch 17

Thief Abilities: PP 45; OL 25; FT 5; MS 20; HS 15; DN 15; CW 60; RL 0.

◆ **Usha Majere:** *Human adult female, optimistic demeanor, Adventurer.* Co 8, Ph 6, In 11, Es 13, Dmg +2 (dagger of distinction), Def 0 (common clothing).

TEMPLE OF ZEBOIM

Located on a narrow side street, this small structure constitutes an inauspicious-looking edifice to the Evil and capricious goddess of the seas. Zeboim traditionally has few followers in Palanthas, but the extent of her popularity among sailors insures that at least some worshipers always look for a temple wherein to make their prayers and offerings.

This ramshackle wooden building looks like an impoverished fisherman's shanty. It smells of seaweed and fish oil with a stench that reaches half a block or more. A pair of columns carved from rose coral provides a decorative touch to the main entrance. The lintel over the door, also carved from coral, depicts the image of a great sea turtle. A small copper pot sits on the ground to either side of the door.

The copper pots contain several dozens coins of steel, gold, and copper—offerings left by hastily departing sailors. The money remains unmo-lestled until the priests collect it, though someone pilfers it occasionally. Each time this happens, some capricious gust of offsea wind swirls through the city, in every instance doing particular damage to the Thieves' Guild.

The interior of the temple consists primarily of a single room centered around a well of water. The water smells of the sea, and in fact connects via underground tunnel right to the open water of the city's harbor. This is a holy well, generally reserved for meditation by visiting priests of the wicked goddess. Such clerics tend to make offerings of live animals. Rumor states that human subjects occasionally end up bound, weighted, and sent into the pool as offerings. No evidence of such sacrifices remains in the pool itself, but the incoming and outgoing tides regularly cleanse the basin.

The lone priest of this temple, a frail-looking elder named Indigo Reefspan, lives in a tiny apartment at the back of the building. He comes into the well room as soon as anyone enters the door to his temple.

Indigo Reefspan, hm C9: AC 4 (Dex bonus, chainmail); MV 9; hp 37; THAC0 16; #AT 1; Dmg 1d6 (mace); SA can become any kind of fish upon immersion in salt water; SZ M (5'4"); ML fanatic (18); Int highly (14); AL CE; XP 4,000.

Spells (4/4/3/2/1): 1st—command, create water, cure light wounds, detect magic, light; 2nd—augury, enthrall, obscurement, resist fire/resist cold; 3rd—dispel magic, hold animal, water walk; 4th—animal summoning I, cure serious wounds; 5th—control winds.

Skeletally thin and unnaturally pale, the priest's breath comes in wheezes painful even to hear. He squints through the murky darkness of the temple as if he has trouble seeing anything beyond the end of his nose. However, Indigo's unprepossessing appearance belies the fact that he holds in trust one of his goddess's most cherished artifacts: the conch horn of Zeboim.

♦ **Indigo Reefspan, priest of Zeboim:** *Human elder male fanatical demeanor, Champion, Co 5, Ph 3, In 8, Es 8, Dmg +5 (mitre), Def -3 (chainmail), also alteration, channeling, meditation.*

The Conch Horn of Zeboim

When blown, this seashell horn possesses the power to summon Zeboim from her plane (or

wherever she happens to be). If the summoner pleases her, she grants a service to that person before returning to her watery realm.

If the summoner displeases this violent and ill-tempered goddess (which typically happens in about 99% of the cases), then she may maim, blind, or otherwise injure that mortal. If truly displeased or angered, she slays the summoner outright.

Indigo always wears the horn suspended on a strand of seaweed that encircles his neck.

Story Developments at the Temple of Zeboim

A steady stream of followers comes to the temple to pay their respects during the first two days of the adventure. Most are sailors preparing to embark from the city and who never take to sea without making at least a token offering to their violent goddess.

By the third day, the departures become more chaotically urgent, and fewer sailors take time to stop at the temple.

Early on the fourth day, a detachment of the Knights of Takhisis arrives to place the temple under Ariakan's protection. If the PCs are Dark Knights, Ariakan himself orders them to perform this duty.

If the PCs act as defenders of Palanthas, they may learn of the importance of this temple



through the street prophet or other means. Should they come here, the priest reacts to them exactly as he does to the Dark Knights.

Indigo's Reaction

When the PCs enter the temple, the high priest greets them beside the well and wheezingly asks them if they are priests of Zeboim who wish to meditate and make an offering. Unless they convince him that they are devout servants of Zeboim (and he is very perceptive) he orders them to leave. (The players should roleplay this well.)

Should they refuse, approach him, or attempt to argue with him, he makes a single declaration, pointing accusingly at the PCs:

"It is as I dreamed—you have come to steal the artifact of hope!"

Immediately after speaking, he jumps into the well. Because of the special ability granted him by his goddess, he immediately transforms into a fish and swims away, following the underwater tunnel out to the harbor. The horn, which hangs on the strand around his neck, becomes part of the same fish, and vanishes with the priest into the deep waters of the bay. Even should any PCs jump in after him immediately, he is indistinguishable from hundreds of other fish in the area.

TUNNELS OF THE OLD CITY

This network of sewers, drainage tunnels, and ancient burial catacombs serves as a street system that runs under the surface—and out of the view—of the main life of the city. Mapped out by thieves over the course of centuries, this assembly of passages became known as the "Thieves Way." The tunnels provide routes throughout the old city and into much of the new city as well. For anyone unfamiliar with the codex of the secret signs, however, this maze frequently leads to eternal darkness, madness, and eventual death.

Most of the tunnel entries consist of grates of iron bars set into the paved streets of the city. Though generally located at intersections, some are isolated in back alleys or within buildings. Unless thieves frequently utilize a particular grate, it proves hard to move. Characters who attempt to lift the grate from above must make a successful bend bars/lift gate roll to lift it. From below it can be even more difficult—treat the character's Strength as 3 points lower than normal if he tries to push a grate upward from below.

The grates connect to drainage shafts that plunge straight downward for distances ranging from 10 to 20 feet. Rusted rungs of ancient ladders anchored into the stone provide access through the shafts.

The tunnels themselves are usually wet, often with as much as a foot or two of sludgy, vile liquid in them. During rainy weather, much more water flows through the tunnels, keeping them well flushed of sewage and muck. During this rainless season, the vile stuff has accumulated in pools and puddles. The thick air reeks with a collection of utterly repulsive odors.

Many intersections connect dozens of passages branching in different directions. Most feature pipes that are a good six feet in diameter. Other passages narrow, with the smallest being about three feet wide. Occasionally travelers encounter a section of the tunnels built of brick, with tall passageways and arched supports that tower nearly eight feet off the floor.

At the intersections, observers may see crude symbols etched into the stone. Coded signs put here by the Thieves' Guild, they are legible to any guild members with the PCs. Others might make a guess about the identity of a sign, but this requires a successful Wisdom check at one quarter the character's actual Wisdom. The DM should make this roll secretly, so the player does not know if the character made the correct analysis or not.

Intelligent characters may make permanent marks of their own so they may recognize areas if they encounter them more than once or so they can help find their way out.

Random Wandering

If characters enter the tunnels without knowledge of the thieves' symbols, they stand a very good chance of getting lost. If the DM determines that they don't know precisely where they are going, he can roll 1d10 to determine one of the following results:

- 1: The characters travel in a direction they want to go.
- 2-3: The characters find a passage leading up to the street.
- 4-6: The characters wander unwittingly into the catacombs of the undead.
- 7-9: The characters encounter the draconian lair.
- 10: The characters stumble into the pit of the naga.

Heroes who try to lift the grate must make a *challenging Strength* action in order to lift the grate from above. If the hero is below the grate, the action becomes *daunting*.

If the heroes wander blindly through the tunnel network, the Narrator should draw a card in order to determine the likelihood of an unfortunate encounter. The aura on the card correlates to the following results:

White aura: The heroes either head the way they intended or find a passage leading up to the street (players' choice).

Red aura: The heroes wander unwittingly into the catacombs of the undead.

Black aura: The heroes encounter the draconian lair.

Ten of Dragons: The heroes stumble into the pit of the naga.

Unpleasant Encounters

Explorations down unknown passages within the tunnels can lead a group of bold PCs into some nasty trouble. Despite the cold and lifeless appearance of these passages, there are things alive down here . . . and things undead, as well.

The following sections describe inhabitants of the tunnel network who create nasty surprises for characters lost in the tunnels.

Catacombs of the Undead

This region served as burial grounds in the ancient days of Palanthas. In recent centuries, some of the corpses have responded to the effects of powerful magic in this part of the world.

Characters who wander among these catacombs reach an intersection of four arched passageways. From behind them, and out of the other three passages as well, emerge the horrific shapes of creatures foully raised from their graves.

Zombies (16): AC 8; MV 6; HD 2; hp 11; THACO 19; #AT 1; Dmg 1d8; SD immune to *sleep*, *hold*, *charm*, and cold-based spells, suffer half damage from edged or piercing weapons; SZ M (5'–6' tall); ML special; Int 0; AL N; XP 65 each.

Skeletons (20): AC 7; MV 12; HD 1; hp 6; THACO 19; #AT 1; Dmg 1d6; SD immune to *sleep*, *hold*, *charm*, *death magic*, poisons, and cold-based spells; SZ M (5'–6' tall); ML special; Int 0; AL N; XP 65 each.

Wights (6): AC 5; MV 12; HD 4+3; hp 21; THACO 15; #AT 1; Dmg 1d4; SA Energy drain; SD immune to *sleep*, *hold*, *charm*, poisons, paralysis, and cold-based spells; SZ M (5' tall); ML 14; Int 9; AL LE; XP 1,400 each.

Spectres (2): AC 2; MV 15/Fly 30; HD 7+3; hp 33; THACO 13; #AT 1; Dmg 1d8; SA Energy drain; SD immune to *sleep*, *hold*, *charm*, *death magic*, poisons, paralysis, and cold-based spells; +1 or better weapon needed to hit; SZ M (6' tall); ML 15; Int 14; AL LE; XP 3,000 each.

◆ **Sixteen zombies:** *Undead.* Co 3, Ph 8, In 1, Es 1, Dmg +3, Def -1.

◆ **Twenty skeletons:** *Undead.* Co 6, Ph 4, In 1, Es 1, Dmg +3, Def -2.

◆ **Six wights:** *Undead.* Co 6, Ph 12, In 4, Es 7, Dmg +4, Def -2, also drain Presence.

◆ **Two spectres:** *Undead.* Co 15, Ph 6, In 7, Es 8, Dmg +4, Def -4, also drain Endurance.

Note that undead may be affected by the mystic spheres of necromancy (concerned with corporeal undead) and spiritualism (dealing with incorporeal undead).

One type of undead comprises each group, and all four types coordinate their attack so that they all reach the intruders at about the same time.

Draconian Lair

A group of renegade draconians has survived in these tunnels for the last two decades. They try not to call attention to themselves, but if any hapless souls come wandering in their direction, they fight to defend their lair.

Aurak draconians (2): AC 0; MV 15; HD 8; hp 41; THACO 13; #AT 2; Dmg 1d8+2 (x2); SA transforms to lightning explosion upon death; SD +4 to saving throws; SZ M (7'); ML 16; Int 16; AL LE; XP 6,000 each.

Spells: 1st—*shocking grasp*; 2nd—*ESP*, *stinking cloud*; 3rd—*blink*, *lightning bolt*; 4th—*dimension door*, *fire shield*, *wall of fire*.

Kapak draconians (6): AC 4; MV 6 (run 15/glide 18); HD 3; hp 14; THACO 17; #AT 1; Dmg 1d8; SA/SD pool of acid upon death; SZ M; ML 17; Int 9; AL LE; XP 650 each.

Baaz draconians (10): AC 4; MV 6 (run 15/glide 18); HD 2; hp 10; THACO 19; #AT 1; Dmg 1d8; SD turn to stone and trap weapon upon death; SZ M; ML 12; Int 10; AL NE; XP 175 each.



- ◆ **Two Auraks:** *Draconians:* Co 12, Ph 10, In 8 (64), Es 8, Dmg +10, Def -5, also mind control, explosive death, summoning, aeromancy, pyromancy.
- ◆ **Six Kapaks:** *Draconians:* Co 8, Ph 6, In 5, Es 7, Dmg +2, Def -3, also paralysis bite, create acid pool upon death.
- ◆ **Ten Baazs:** *Draconians:* Co 8, Ph 6, In 6, Es 7, Dmg +4, Def -2, also petrifies upon death, causes possible weapon loss.

The draconians set up an ambush where two wide tunnels branch to right and left of the main passage down which their victims approach. The Baaz and Kapaks each attack from one of the side tunnels. One of the Auraks meets the party from in front, while the other uses dimension door to attack from behind.

Note that Dark Knight characters might fend off this attack by convincing the draconians to join Ariakan's army rather than stay here picking off stray thieves.

Pit of the Spirit Naga

Perhaps the most dangerous being of all those lurking in the tunnels, the naga waits submerged in a circular room about thirty feet in diameter. No less than six different passages lead into this chamber. The floor is covered with two feet of water, reducing characters' movement to half normal. This Evil creature waits until the entire party enters the room, and then attacks, first using a hypnotism spell to try and gain control of a powerful member of the PCs' party.

Spirit naga: AC 4; MV 12; HD 9; hp 50; THACO 11; #AT 1; Dmg 1d3 + poison; SZ H (15' long); ML 17; Int 13; AL CE; XP 5,000.

Spells: 1st—*hypnotism, magic missile*; 2nd—*darkness 15' radius, stinking cloud*; 3rd—*slow*.

- ◆ **Spirit naga:** Co 8, Ph 30, In 8, Es 8, Dmg +7, Def -3, also spit poison, sensitivity, necromancy, meditation.

Story Developments in the Tunnels of the Old City

During the first two days of the adventure, thieves going about their illicit business, use the concealed passages to travel back and forth from the scenes of their crimes to the guildhall or other places of residence and hideouts.

By the third and fourth days, however, the secret tunnels become popular hiding places. Those with cause to fear the Dark Knights seek shelter in the passages underground, and during this phase of the adventure the Knights seem unwilling to pursue anyone into these fetid and lightless tunnels.

If the PCs are Dark Knights, they should observe a roguish character who slips away from them by dashing down a shaft into the sewers. They have the option of following, exploring, and perhaps encountering some of the denizens of the tunnels as described above.

LORD'S PALACE AND CITY PLAZA

The most splendid building in the entire city rises from the side of a vast plaza, a marble-paved square in the very heart of Palanthas. The Lord's Palace, a towering building with broad wings to right and left, displays a magnificent facade of white marble that sweeps upward to towers and balconies that seem to soar a hundred feet into the air. Layered in shimmering plate of gold, the sharply peaked roof supports a dominant central spire that rises to a dizzying point.

Dazzling windows of pure cut glass reflect the sun brightly. A broad stairway that drops five or six steps down to the level of the plaza graces the entire front of the building.

This great structure is the center of government in Palanthas and serves as the residence of the city's aging ruler, Lord Amothus. Here too exist vast wings for guests, courtiers, and servants.

A large garden—not visible from the square—fills the grounds behind the palace. The most significant feature of the garden is a round greenhouse, one of the few places in the parched city where the greenery still gets enough water to retain its verdant health. Nearby is a large stable, where Lord Amothus's master-of-horse keeps, trains, and breeds some of the finest steeds on Ansalon.

The palace contains a great banquet hall and a vast audience chamber where the lord holds court. Naturally, many smaller chambers also exist, and at this late stage of his life Lord Amothus generally prefers to meet visitors in smaller, more intimate surroundings.

Located high in the central tower may be found a large map room, where the lord and his advisors prefer to do much of their planning. From here they can look out of windows in every direction and enjoy a splendid view of the mountains, the bay, and the full expanse of the grand city.

A garrison of Knights guards the palace; a few held back (under orders) from the battle at the tower. Four of these veteran Knights stand before the front gates and detain anyone they deem to be a threat to their lord. Within the palace stay another twenty men-at-arms, who quickly join the Knights in the defense of the palace or to arrest and detain suspicious individuals.

Knights of the Crown, hm & hf F10 (4): AC 0 (full plate armor, shield); MV 6; hp 68; THAC0 11; #AT 1; Dmg 1d8+3 (longswords +3); SZ M (5'6"-6'3"); ML fanatic (17); Int highly (14); AL LG; XP 420 each.

Guards, hm & hf F3 (20): AC 4 (chainmail, shield); MV 9; hp 21; THAC0 18; #AT 1; Dmg 1d8 (longswords); SZ M (5'6"-6'3"); ML steady (12); Int average (9); AL LN; XP 65 each.

- ♦ **Four Knights of the Crown:** Human males and females of practical, capable, realistic, and honest demeanors, Champions. Co 3, Ph 20, In 7, Es 9, Dmg +9 (longswords of fame), Def -6 (platemail, buckler).
- ♦ **Twenty guards:** Human adult males and females of various demeanors, Novices. Co 5, Ph 12, In 5, Es 6, Dmg +7 (longsword), Def -3 (chainmail, buckler).

The plaza presents a smooth and open expanse. Used as a marketplace on great holidays (such as the Festival of Spring Dawning), but otherwise kept clear of tents and other temporary structures, it remains a favorite gathering place for the people of the city. The view of the palace from the plaza is spectacular enough to take an observer's breath away.

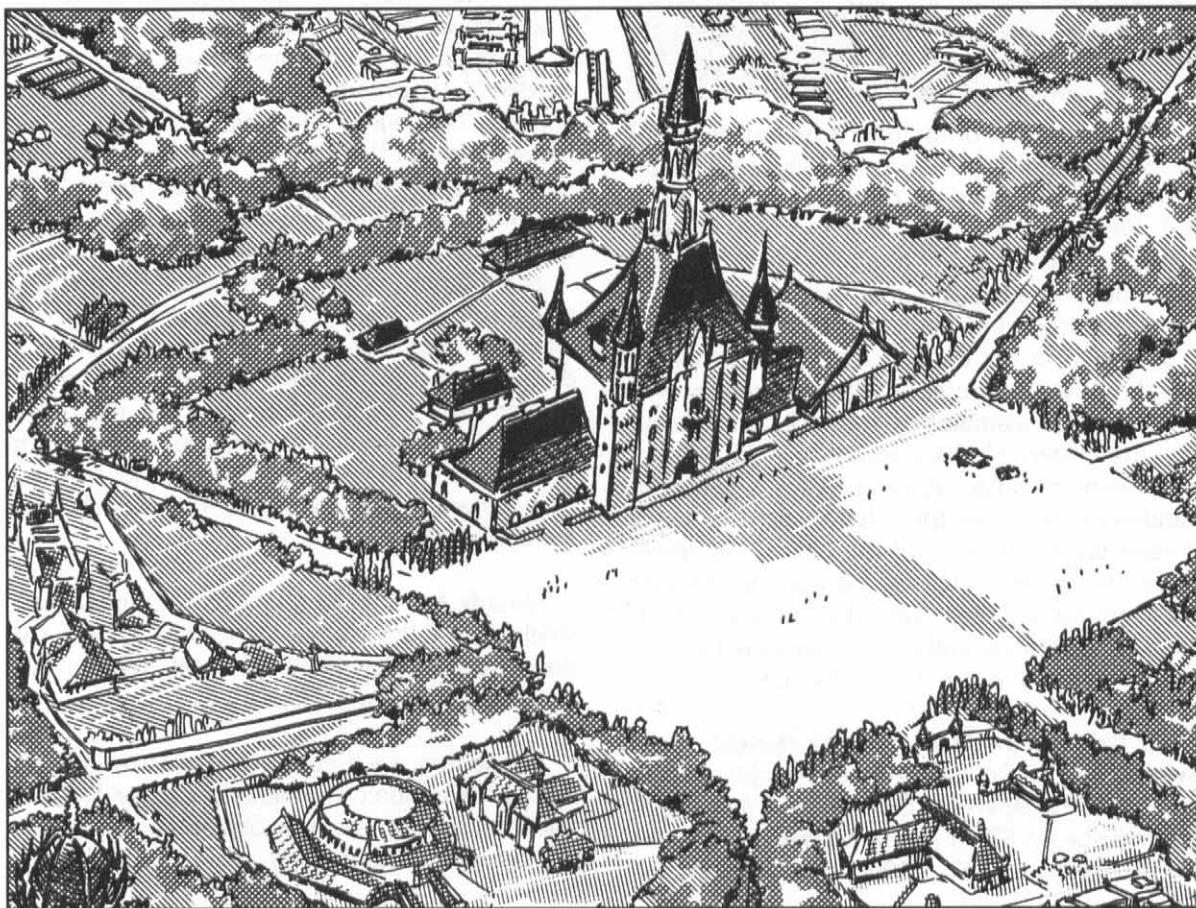
Story Developments at the Palace and Plaza

The plaza hosts great throngs of people during the first and second days of the adventure. On each of these days, the lord addresses his people from a balcony high on the front face of his palace. Amothus offers curt assurances that he plans to remain in the city. Each time he speaks, however, he implies that anyone who can get out of town should probably do so with all haste.

By the third day, as the city comes under attack, the plaza empties, and the guards seal the doors and gates of the palace.

On the fourth day, a detachment of Knights of Takhisis presents themselves at the palace and request entry. They are ordered not to take "no" for an answer. (This makes a good task for PC Dark Knights.)

The Knights of Solamnia and the garrison try to defend the doors to the palace for as long as



possible, but as soon as two of his high ranking Knights are slain, Lord Amothus comes out to surrender his palace and his city.

Amothus grants the Dark Knights entry, and Ariakan soon arrives to inform Lord Amothus that he should consider himself under house arrest.

On this same day, the Dark Knights drive stakes into the marble of the plaza, and from these stakes they quickly create a barricade enclosed entirely except for a single gate. This enclosure finds immediate use as a stockade for the imprisonment of those who resist the Dark Knights' authority or who are judged threats to the new order.

CITY JAIL

A nondescript stone blockhouse, the jail lies across the plaza from the lord's palace. Within, four listless turnkeys oversee two large communal cells (capable of holding twenty-five people apiece) and twenty-four individual cells, each with straw pallets and space for two prisoners who must crowd close to each other to fit.

Turnkeys, hm F2 (4): AC 6 (scale mail); MV 12; hp 11; THAC0 19; #AT 1; Dmg 1d6 (short swords); SZ M (5'6"-6'3"); ML average (10); Int average (9); AL LN; XP 35 each.

◆ **Four Turnkeys:** *Human adult males of various demeanors, Novices.* Co 5, Ph 12, In 5, Es 5, Dmg +3 (short sword), Def -4 (scale mail).

The head jailer of the city, a retired Knight of the Sword named Sir Ballakar the Elder, no longer commands the physical presence that he once did. He does not accept that fact. Sir Ballakar insists on discipline and routinely rousts the prisoners out of their cells so they can perform cleaning duties around the jail.

Fanatical in his dislike of kender, he rails at length about the irresponsibility and untrustworthiness of the members of that race. Yet beneath his crusty exterior hides a decent-hearted and sensitive man. He diligently cares for his mighty two-handed sword—a weapon that he used to slay a dragon during the War of the Lance. He seems more than happy to tell the story to anyone who wants to listen, though the color of the Evil dragon and the location and circumstances of the fight vary wildly from one telling to the next.

Sir Ballakar the Elder, hm F12 (Knight of the Sword): AC 0 (full plate armor, shield); MV 6; hp 58; THAC0 9; #AT 1; Dmg 1d10+4 (*two handed sword* +3); SZ M (6'1"); ML fanatic (17); Int highly (14); AL LG; XP 5,000

◆ **Sir Ballakar the Elder:** *Human male elder, demanding demeanor, Champion.* Co 3, Ph 20, In 7, Es 9, Dmg +12 (two-handed sword of fame), Def -5 (platemail, buckler).

Story Developments at the Jail

Up until the time the city palace is attacked, the jail houses 3d12 prisoners, with half of them being kender and the rest primarily human. A few dwarves and a hobgoblin round out the mix.

When the palace is attacked, Sir Ballakar releases all of his prisoners and his turnkeys. The old Knight then draws his sword and waits until the Dark Knights come to the jail, which happens as soon as the palace is secured. (Once again, this task seems appropriate for PC Dark Knights, if any are playing.) Sir Ballakar refuses to surrender and fights to defend his last post until killed or physically subdued.

NOBLES' HILL

This region of gently rising ground serves as home to the most fabulous privately owned manors in the city. Tall trees dot the grounds of these houses, almost all of which boast exteriors of white marble. The few exceptions are paneled with vallenwood stained to a rich, dark finish.

About half of the hundred or so homes are the residences of proud Solamnic Knights and their families. Of course, the Knights rode to war—indeed, most of them are dead by the time of the adventure—but their families remain here. These widows and children possess all the pride and hauteur inherent in their exalted rank.

Small groups of men-at-arms patrol the streets of the nobles' district. These privately paid companies protect the neighborhood from thieves, drunks, and ruffians. They invariably run off any kender they encounter here. For the most part, they are well-paid bullies and maintain a pretty good measure of loyalty to their employers. As a rule, however, they won't sacrifice their lives in the nobles' service.

Guards, hm & hf F3 (2d6+2): AC 2 (plate mail, shield); MV 6; hp 20; THAC0 18; #AT 1; Dmg 1d8 (longswords); SZ M (5'6"-6'3"); ML average (10); Int average (10); AL LN; XP 65 each.

In addition, each company of guards includes two lightly armored "runners," useful for pursuing thieves, carrying messages or summoning help in the event of a disturbance.

Guard runners, hm & hf F3 (2): AC 7 (leather, shield); MV 12; hp 24; THACO 18; #AT 1; Dmg 1d8 (longswords); SZ M (5'6"-6'3"); ML steady (12); Int very (12); AL LN; XP 65 each.

♦ **Four to fourteen guards:** *Human adult males and females of various demeanors, Novices.* Co 3, Ph 12, In 5, Es 6, Dmg +7 (longsword), Def -6 (platemail, buckler).

♦ **Two guard runners:** *Human adult males and females of various demeanors, Novices.* Co 6, Ph 12, In 5, Es 5, Dmg +7 (longsword), Def -3 (leather, buckler).

In the center of the Nobles' Hill, a massive house comprised of four broad wings holds the headquarters of the Knights of Solamnia. It contains luxurious sleeping chambers for as many as forty guests. Now it sits empty and boarded up, as the Knights all went to war.

Story Developments on the Nobles' Hill

Many of the knightly families, as well as other wealthy residents, try to flee Palanthas during the first two days of the adventure. By the third and fourth days, this area grows very quiet. The houses are closed up, and those who remain become very reluctant to answer a knock at the door.

The Dark Knights do not do much about the Nobles' Hill during Part One of the adventure, though on the fourth day they send small parties of Knights of the Skull to surreptitiously investigate the neighborhood and discover which houses still have people living in them.



STORY THREADS

One of the best ways to involve players in the story is to introduce their characters to recurring NPCs. No rule says that NPCs must remain where they are placed, never moving around or doing anything aside from their assigned part. Characters who get to know the son of a slain Solamnic Knight as he tries to shame Dark Knights into leaving old, mad prophets alone will enjoy meeting him again when they encounter him climbing down one of the ladders into the tunnels to seek a way out for other noble families.

Another aspect of running stories in the city involves the idea of just desserts. If the PCs help someone, then find themselves in a situation they just cannot escape without help, the person they helped (or a friend who heard what they did for her companion) might just show up to assist them in a small way. Likewise, cruelty or unnecessary nastiness might land the characters in hot water at some point when they least expect it. A secret citizens' tribunal that meets to condemn and execute those Knights who prove just too Evil might latch onto the PCs at some vulnerable moment and make them defend their actions or suffer for them.

The DM should also look for opportunities other than those presented in the text to involve the PCs with famous characters from the Dragonlance novels and stories.

This need not become an epic; assisting Usha in avoiding patrols or drawing off potential trouble so Crysania can help heal the wounded during the battle each provide a way to link the characters in with the epic stories they've read. The DM should take

care, however, that the actions of significant NPCs do not overshadow the characters' actions. The PCs should be the heroes of the stories.



PART TWO: AFTERMATH OF BATTLE

This part of the adventure commences with the dawn of the fifth day after the start of the story. It covers a span of twenty-four days, carrying the tale up to a full four weeks. The focus of the story changes through Part Two, beginning with characters implementing or resisting the occupation of the Dark Knights, but gradually shifting to an awareness of the imminent Storms of Chaos. Finally, the PCs receive an opportunity to help prepare the city to face the coming apocalypse.

The DM should make sure that the roles the PCs played in Part One are maintained at the beginning of this section. That is, if the characters are Dark Knights, remind them that they can swagger around a conquered city, surrounded by a sullen and resentful populace. On the other hand, if the players took an active role in the city's defense, they must avoid the attention of the occupying army. They should feel harassed and paranoid, knowing that the threat of imprisonment or worse lurks over every one of their words and deeds.

OCCUPATION AND DEFIANCE

As before, the specific activities of the PCs vary greatly depending on whether they form part of the occupation forces of the Dark Knights, or are citizens still in Palanthas who strive to survive in a city drastically altered by the presence of the conquering forces.

Since much of this portion of the adventure, like Part One, occurs in the city, the same locations described in Part One come into play for many of the events happening here. The emphasis lies in dealing with matters of occupation and resistance.

The PCs have a lot of freedom in terms of what they choose to do. Part Two begins with a time line, detailing the important acts of Ariakan's government as the lord asserts his control over the once free and prosperous city.

Several important conflicts are presented after the time line. These represent developments that can involve the player characters in the story on whatever side they have chosen.

A GREATER THREAT

The most important objective of this part of the adventure is for the characters to come to an understanding of the menace (the Storms of Chaos) threatening the whole world. After they puzzle this out, they learn that, whether they are Dark Knights or oppressed citizens, they must accomplish one thing in order to give the city a fighting chance when the creatures of Chaos attack.

It is important that the characters come to realize that their hated enemies from Part One must become allies against an even greater enemy. The DM should emphasize the portents of doom as they are presented in this section and make a point to show that the NPCs among the opposition seem as distressed by these developments as the PCs. In fact, it wouldn't hurt to have the PCs' opposites seek them out and try to share warnings or strange dreams with them. The more closely the DM can tie the two sides together, the easier it will be in the final scenes to summon a spirit of cooperation with former foes.

Though the adventure continues over several days, the DM should try to use the portents and weird occurrences to build a sense of dread and growing menace. It should feel to the characters as though time speeds up over the course of the story. Though they may begin slowly and concern themselves with mundane tasks at first, as the time of Chaos draws nearer, they should experience a sense that time is fast running out and they must take action now!

The PCs should discover (possibly with the dream cards, a few clues, and gentle nudges from the DM) that they need to get the blessing of a god or goddess upon the weapons in the Solamnic armory. Such an arsenal at least gives the defenders of the city some means of effectively resisting the onrushing Horde of Chaos. However, with the impending conflict with Father Chaos, virtually all of Krynn's pantheon stands absorbed by problems of their own. Player character priests find their own gods increasingly distant and unresponsive.

Finally, the only choice of deities to perform this blessing is Zeboim. She is the mother of Lord Ariakan, and the means of summoning her is potentially available via the Conch Horn that her priest took to her offshore temple.

TIME LINE

Unlike the four days surrounding the conquest, much of the occupation of Palanthas evolves into a routine: Though specific occurrences happen on predetermined days, noteworthy events do not transpire every day. This brief time line simply places a few occurrences into their right place in the story. DMs should not feel constrained to play out every day, just those on which special things happen.

DAY FIVE

Ariakan addresses the people from the balcony of the Lord's Palace and declares that today begins a new holiday (See below for the substance of Ariakan's address).

The Dark Knights start repairs of the breaks in the Old City Wall. Checkpoints are established and identification papers issued to citizens and visitors. Distant rumbles reminiscent of earthquakes or thunder are heard, though no disturbance affects the city. These rumbles continue through the days ahead, becoming louder and lengthier, and occurring at odd times.

DAY SIX

Ariakan releases his edicts, which spread through the city via heralds and through postings in the plaza and at all gates to the Old City (see below for a listing of the edicts).

DAY TEN

The families of the Solamnic Knights receive notice that they must make themselves available for relocation. The occupying forces quietly begin to remove the widows and children from their homes, moving them to the docks.

The Dark Knights finish the last of the repairs on the Old City Wall. The stones receive their first test as a minor earthquake shakes the city. No real damage occurs, but the citizenry remains spooked.

DAY ELEVEN

All kender are banned from the city.

DAYS TWELVE THROUGH TWENTY-FOUR

A strange haze appears in the northern sky. During the day, the clear air turns a smoky gray color; at night, it seems to glow with a dull crimson that grows brighter with each passing sunset. If anything, the heat intensifies daily. Small animals completely desert the city. Pets become unmanageable, biting and howling until freed of confinement and allowed to run away. Horses are difficult to control.

Day Twenty

The Gulls of Zeboim fly from the bay and circle the city. This is a swarm of sea birds that plagues the city and attempts to draw the PCs into the quest for the conch horn that will summon the goddess. Other birds disappear from the skies. Many are found dead on the lawn of the Temple of Paladine; tiny avian corpses litter the stones of the plaza.

Day Twenty-Four

The Gulls of Zeboim abandon the city. The skies clearly brighten with fire, turning the waves of the bay wine red. The source of that fire seems to be the distant ocean itself.

Day Twenty-Five

Supernatural fires burn in the northern sky, and rumors of dire events sweep through the city. The heat becomes more intense than ever, and a red light illuminates the skies to the north. The bay churns, its red waters breaking over the docks in places.


Day Twenty-Six

The Vingaard Mountains themselves burn, and the conflagration sweeps inexorably closer to the city and the Tower of the High Clerist. Smoke swirls around the city, making breathing difficult. Horses become nearly uncontrollable and the very stones radiate dire heat. The redness in the sky has grown to an uncanny and constant illumination.

Day Twenty-Seven

The Dark Knight garrison of the city marches back to the Tower of the High Clerist, where Ariakan intends to make his stand against the forces of chaos. The fires sweep closer still. Many citizens





are laid low by a mysterious illness brought on by the heat. They feel as though they are burning from within. Desperate to find surcease, they line the docks and throng around the city's wells seeking cool water, but finding none.

Day Twenty-Eight

The sun stops its progress through the sky and hangs like a glowing ball of angry red fire. The entire city seems to hold its breath in anticipation.

The Tower of the High Clerist falls to the onslaught of Chaos. The horde of fire dragons, daemon warriors, and shadow wights swarms across the landscape, sweeping down from the mountains toward Palanthas, even as they spread out to rage across the rest of Ansalon. The city and its defenders are out of time. If help is to come, it must come now.

PACING THE ADVENTURE

The DM should decide how much detail to use in playing out the days of the adventure. If the players enjoy roleplaying in the city, this part of the story can be handled one day at a time. If they are more oriented toward the episodes of action, the DM can skip from one highlight to the next with a simple summary to keep track of the passage of time. In either case, the DM should make certain that the players (and their characters) begin to feel the press of time so they will be ready to take action at the appropriate time.

LORD ARIAKAN'S ADDRESS

Beginning at dawn on the fifth day, heralds escorted by contingents of ten Dark Knights move through the city, stopping at every intersection. Horns bray, and the heralds announce that all citizens must report to the city plaza at noon in order to hear the new ruler of the city, Lord Ariakan, address his subjects.

People gather on the plaza almost immediately; by mid-morning the place teems with people. Anyone who arrives close to noon must push just to get into the fringes of the crowd. The master of the Dark Knights appears promptly.

Any PCs in attendance witness the following scene:

Lord Ariakan, resplendent in his black armor, emblazoned with the five dragon heads of Takhisis on the breastplate, stands on the low balcony of the palace. Lord Amothus of Palanthas—stooped, white-haired, nearly wasted away—leans on a cane just behind Lord Ariakan's shoulders.

People fill the entire plaza, except for a clear space around the wall of the huge stockade that the Dark Knights erected. Four towers loom from the corners of the stockade like ominous sentries, and from these, Dark Knights in the gray robes of magic overlook the crowd. The heat is stifling; no gust of wind stirs the air over the throng.

"People of Palanthas!" begins Lord Ariakan, in a voice that booms like thunder across the crowded plaza, "I come to you on the dawn of a new age for your great city. I assure you! The greatness that has been Palanthas will continue!

"There is no need for you to fear me, nor my brave warriors. Rather, you are to look upon the Knights of Takhisis as your new protectors. Indeed, recent days should have given you proof that your level of safety now is considerably better than it was a short week ago.

"And I repeat: you have nothing to fear! If you obey the laws and respect your protectors, you will be allowed—indeed, encouraged—to go about your lives as you have for years. Your daily tasks remain as they have been, and your contributions are as valuable as ever. Indeed, they shall become more so, for at last the labors of so many different people and places are dedicated in common cause.

"From here into the distant future, today shall be celebrated as a city holiday. I name this Peace Day, and hereby release you for today from obligations of work and ritual. You shall mix with my men, and know that we embark on a bold, new course!

"Finally, let me direct you to the messages that shall be posted throughout your city on the morrow. There you will learn of some new procedures, bookkeeping matters for the most part, designed to enable our city's daily life to progress with the greatest smoothness!

"Now, I bid you: Let the celebration begin!"

Lord Amothus steps forward and waves feebly. From around the plaza, trumpets blare and drums beat. Several wagons trundle into view, bringing the smells of roast pig from their mobile braziers. Other carts come forward loaded with kegs, and it seems that the Knights provide ale enough for all.



Feeble cheers greet Ariakan's speech, followed by rumbles of conversation as the people discuss their new lord's words.

Most people prove sensible enough not to make any audible protest. If any of the PCs decides to make his objections loudly known, he comes under scrutiny from some of the spies Ariakan has posted on the rooftops around the plaza. Immediately, a company of twelve Dark Knights moves in to make an arrest.

Dark Knights, hm F9 (12): AC 0 (full plate armor, shield); MV 6; hp 60; THAC0 12; #AT 1; Dmg 1d8+2 (*longswords* +2); SZ M (6'); ML fanatic (17); Int highly (14); AL LE; XP 2,000 each.

◆ **Twelve Knights of the Lily:** *Human male adults of various demeanors, Champions.* Co 5, Ph 8, In 7, Es 7, Dmg +8 (*longswords of renown*), Def -9 (*platemail, horse shield*).

PRISON CAGE

The huge stockade erected by the Knights of Takhisis occupies nearly a quarter of the city plaza. The Dark Knights use the city jail for exceptionally significant prisoners, but it proves far too small for all the malefactors identified by the Dark Knights. Thus, the Knights incarcerate about 99% of their prisoners in this hot, dusty cage.

Four towers rise from the corners of the square enclosure. Each of these is 25 feet off the ground, reached by a single ladder that gives access through a trapdoor in the middle of a lookout platform that is 15 feet square.

Timbers 6 inches thick and 10 feet tall, each sunk a further 4 feet into the ground form the compound's walls. The intervals between the posts is about 8 inches, and straps of oil rope weave horizontally between them, starting at 2 inches off the ground and repeated each 6 inches above that. The whole creates an effect so tight that only a kender has a chance of slipping through. The cage is not intended to hold kender; the Dark Knights regard members of that race as dangerous pests. They escort kender outside the city walls and bid them not to return on pain of death. Any kender who tries to slip into the cage must make a successful Dexterity check to fit through the bars.

Passing through the bars is a *challenging Agility* action for a kender.

Any nonkender player characters arrested by the Dark Knights end up in the stockade. Significant NPCs may be incarcerated here now or at some time during the rest of the adventure.

A Gray Knight and two young Knights of the Lily man each of the towers. The single locked gate giving access to the compound has a similar garrison.

Gray Knight, hm or hf M10: AC 4 (chainmail, shield); MV 12; hp 24; THAC0 17 (16 *longsword* +1); #AT 1; Dmg 1d8+1 (*longsword* +1); SA Spells; SZ M (5'6"); ML champion (16); Int exceptional (15); AL LE; XP 4,000.

Spells (4/4/3/2/2): 1st—*magic missile* (2), *sleep*, *wall of fog*; 2nd—*darkness* 15' radius, *invisibility* (2), *web*; 3rd—*fireball*, *lightning bolt*, *slow*, 4th—*fear*, *polymorph other*; 5th—*cloudkill*, *transmute rock to mud*.

Dark Knights, hm F5 (2): AC 2 (platemail, shield); MV 6; hp 30; THAC0 16 (15 *longswords* +1); #AT 1; Dmg 1d8+1 (*longswords* +1); SZ M (5'6" and 6'3"); ML fanatic (17); Int highly (14); AL LE; XP 420 each.

◆ **Gray Knight:** *Human male or female adult of ruthless demeanor, Champion.* Co 6, Ph 4, In 8, Es 8, Dmg +8 (*longswords of distinction*), Def -3 (*chainmail, kite shield*), also three schools of sorcery

◆ **Two Knights of the Lily:** *Human male adults of demanding and aggressive demeanors, Adventurers.* Co 4, Ph 9, In 7, Es 9, Dmg +8 (*longswords of distinction*), Def -5 (*platemail, kite shield*).

LORD ARIAKAN'S EDICTS

Messages posted prominently around the city outline the following new rules; by the end of Day Six they appear on lampposts, building doors, gates, and walls.

Naturally, the rules apply only to the residents of the city. Dark Knight PCs should expect to enforce, not follow, these restrictions. The DM can photocopy the Edicts on page 63 and hand them out to the players of Dark Knights. This allows the players to roleplay situations that may require more specific knowledge of the Edicts.

Identification Requirements

City Residents

All citizens are required to carry identification papers with them whenever they leave their residence. Neighborhood Knight Stations will issue such papers.

Papers are initially granted upon proof of residence and parentage. Noble characters and those from long-standing merchant or Solamnic Knight families have land deeds and certificates of birth that go far toward establishing proof. Poorer residents need to bring witnesses (from the above-mentioned ranks) to establish their credibility.

Those who were not born in the city but live here now must establish the duration of their residency. A signed note from a landlord or employer suffices, or they may bring a witness as noted in the previous paragraph.

City Visitors

All visitors currently in the city must immediately gain identification papers. The Knights require visitors to furnish proof of their current residence as well as their purpose in the city.

Newly arriving visitors must acquire papers at the Old City Gate through which they intend to enter. They need to state the purpose of their visit and declare a maximum time they intend to stay in the city.

Fees for Papers

The Knighthood charges a fee for the identification papers. This one-time fee covers the costs of administering the procedure. Residents of common status must pay 1 steel piece for a set of papers that covers their immediate family. Noble residents must pay 10 steel. Lost papers may result in a fee ranging from 5 to 30 steel pieces or may cause the Knights to incarcerate the offender's whole family (this is to keep residents from selling their papers to undesirables). Papers reported lost or stolen may be re-issued at triple the original cost. Only one such set will be re-issued; a second offense results in incarceration.

Visitors must pay 1 steel piece per week they remain in the city.

Taxes on Trade

All transactions in the city become subject to a tax of 1 steel piece per 10 exchanged in commerce. The tax must be paid by the recipient of the money in the exchange; said recipient is of course entitled to raise the price of the transaction in order to cover the cost of the tax.

The Dark Knights offer a reward of 10% of taxes owed to those citizens who report others who fail to pay their taxes. In addition, several Gray Knights wander the city in disguise, posing as honest shoppers and looking for those merchants who shirk their taxes.

Checkpoints

Intersections

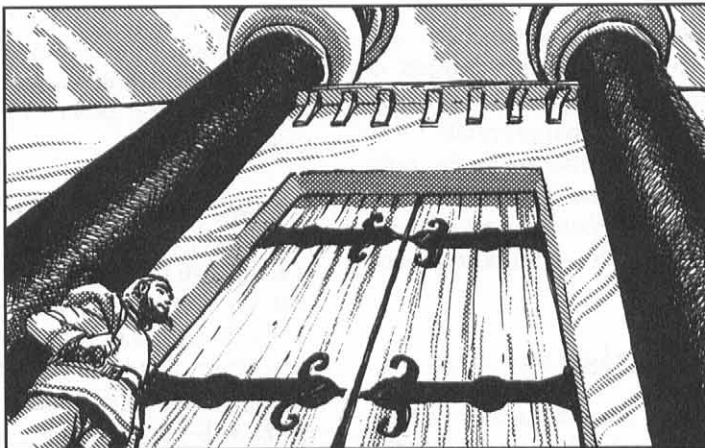
The Dark Knights set up checkpoints at every intersection between two main streets. All those attempting to pass through the intersection must present their identification papers.

Checkpoints occur in the streets, but the guards requisition a nearby house or inn as their local headquarters and interrogation room. The Knights send away previous owners of residences or businesses thus requisitioned without compensation; they arrest those who protest too vociferously.

Gates and Waterfront

Each of the Old City Gates hosts a checkpoint garrison. In addition, three such garrisons set up shop at the waterfront with instructions to intercept anyone arriving in the city by boat.

At both the gate and waterfront checkpoints, the guards are authorized to issue papers. They also inspect newcomers to the city, interrogating them and searching their belongings. The Knights confiscate any contraband (see below). Upon request, the guards issue receipts for the items thus taken, though they take careful note of those with the audacity to ask for such records.



Curfew

The Knights enforce a midnight curfew throughout the entire city. Rarely, a character may gain permission from the Knights to be out after curfew, but such permission requires a good reason, and requires that a special note be attached to the citizen's papers.

Contraband

The Knights of Takhisis prohibit private citizens from possessing the following items:

- ◆ All magical items, both wizardly and clerical, that could be used to cause injury or damage.
- ◆ Any magical item that could be used to disguise the appearance or the presence of the wielder.
- ◆ All clerical writings designed to convert others to the cleric's faith (except for clerics of Takhisis).
- ◆ Any weapons beyond the personal (nonmagical) equipment of a citizen.

(Although it is not stated, the Dark Knights may confiscate any unique object that excites the curiosity of the inspecting guard.)

Rules of Prophecy

Under Lord Ariakan's rule, all magic intended to divine anything about the future is banned (except those spells performed by Knights of the Talon or Knights of the Skull). Anyone attempting to act as a prophet, or making some claim to knowledge of the future, finds himself instantly incarcerated in the prison cage. If such a person continues to harangue from the cage, the Dark Knights hang him.

Rules of Speech

Ariakan allows no public gatherings without specific permission. (A public gathering consists of three or more people doing anything that a witnessing Dark Knight deems inappropriate.) The Knights prohibit anyone from addressing the public in the streets or within any business or residence without a specific permit. No permits are issued, except to Dark Knights—who do not need a permit to speak.

Crimes and Punishments

Should the Knights catch any characters without identification papers, they take the offenders to the nearest guard headquarters and grill them for one to six hours. If the characters can eventually con-

vince the Knights that they made an honest mistake, they may return to their homes. If not, the Knights place the characters in the great cage erected in the city plaza.

The Knights of Takhisis may confiscate the entire stock of merchants who fail to pay their taxes. A second offense results in the merchant being put in the cage and losing the deed and title to his property.

Possession of contraband, speaking publicly without a permit, and speaking critically of the Dark Knights (even in private) all result in arrest and incarceration in the cage.

GARRISONS

Checkpoint garrisons typically consist of the following troops:

Dark Knight Captain, hm F10: AC 0 (full plate armor, shield); MV 6; hp 63; THAC0 11 (9 *longsword* +2); #AT 1; Dmg 1d8+2 (*longsword* +2); SZ M (5'11"); ML fanatic (17); Int highly (14); AL LE; XP 3,000.

Dark Knights, hm & hf F5 (10): AC 2 (platemail, shield); MV 6; hp 30; THAC0 16 (15 *longswords* +1); #AT 1; Dmg 1d8+1 (*longswords* +1); SZ M (5'6"–6'3"); ML fanatic (17); Int highly (14); AL LE; XP 420.

Knight of the Thorn, hf M10: AC 4 (chainmail, shield); MV 12; hp 24; THAC0 17 (16 *longsword* +1); #AT 1; Dmg 1d8+1 (*longsword* +1); SA spells; SZ M (5'10"); ML champion (16); Int exceptional (15); AL LE; XP 4,000.

Spells (4/4/3/2/2): 1st—*magic missile* (2), *sleep*, *wall of fog*; 2nd—*darkness* 15' radius, *invisibility* (2), *web*; 3rd—*fireball*, *lightning bolt*, *slow*; 4th—*fear*, *polymorph other*; 5th—*cloudkill*, *transmute rock to mud*.

Knights of the Skull, hm & hf C8 (2): AC 4 (chainmail, shield); MV 9; hp 32; THAC0 16; #AT 1; Dmg 1d6 (mace); SZ M (5'6"–6'3"); ML fanatic (18); Int very (12); AL LE; XP 1,400 each.

Spells (5/4/3/2): 1st—*command*, *create water*, *cure light wounds*, *detect magic*, *light*; 2nd—*augury*, *enthrall*, *obscurement*, *resist fire/resist cold*; 3rd—*dispel magic*, *locate object*, *prayer*; 4th—*cure serious wounds*, *detect lie*.

♦ **Dark Knight Captain:** *Human male adult, sensible demeanor, Champion.* Co 5, Ph 9, In 7, Es 8, Dmg +10 (longsword of renown), Def -7 (platemail, kite shield).

♦ **Ten Dark Knights:** *Human male and female adults of demanding and aggressive demeanors, Adventurers.* Co 4, Ph 8, In 7, Es 8, Dmg +8 (longsword of distinction), Def -5 (platemail, buckler).

♦ **Knight of the Thorn:** *Human female adult, ruthless demeanor, Champion.* Co 5, Ph 6, In 8, Es 8, Dmg +8 (longsword of distinction), Def -4 (chainmail, buckler), also three schools of sorcery.

♦ **Two Knights of the Skull:** *Human male and female adults of resolute and opinionated demeanors, Champions.* Co 4, Ph 7, In 6, Es 9, Dmg +7 (mace), Def -5 (chainmail, kite shield), also three spheres of mysticism.

In the nearby garrison house, able to be summoned at a moment's notice, stay one of the following types of reinforcements:

Brutes, hm F3 (10): AC 0/6*; MV 9; hp 18 (plus 12 from Blue Paint); THAC0 18; #AT 1; Dmg 1d6 (short sword), 1d8 (longsword); SZ M (7'); ML champion (15); Int very (11); AL LE; XP 175 each.

***Notes:** Blue Paint—brutes coat themselves in this vivid hue before battle. The paint absorbs 12 hp of damage before the brute suffers any damage. In addition, the Blue Paint provides an AC of 0. A brute's AC reverts to its natural score of 6 starting the round after the brute suffers actual damage.

Weapons: Each brute carries a longsword or a short sword and a missile weapon—either longbow, throwing axes (3), or spear. The arrows from their bows make an eerie whistle in flight; the effect exacts a -2 penalty on the morale of the target.

Kapak draconians (10): AC 4; MV 6 (run 15/glide 18); HD 3; hp 14; THAC0 17; #AT 1; Dmg 1d8; SA poison, pool of acid upon death; SZ M; ML fanatic (17); Int average (9); AL LE; XP 650 each.

Baaz draconians (12): AC 4; MV 6 (run 15/glide 18); HD 2; hp 10; THAC0 19; #AT 1; Dmg 1d8; SD turn to stone and trap weapon upon death; SZ M; ML 12; Int 10; AL NE; XP 175 each.

♦ **Ten brutes:** *Nonhumans.* Co 6, Ph 11, In 6, Es 8, Dmg +8, Def -5, also missile weapons.

♦ **Ten Kapaks:** *Draconians.* Co 8, Ph 6, In 5, Es 7, Dmg +2, Def -3, also paralysis bite, create acid pool upon death.

♦ **Twelve Baaz:** *Draconians.* Co 8, Ph 6, In 6, Es 7, Dmg +4, Def -2, also petrifies upon death, cause possible weapon loss.





DEVELOPING STORY LINES

The DM should use the following activities up to the time that the Gulls of Zeboim arrive (Day Twenty).

REPAIRS OF THE OLD CITY WALL

The Dark Knights busy themselves making the fortifications secure around the Old City, including extending the broken portions of the wall all the way to the waterfront. Through one of these gaps, the famed handler Tasslehoff Burrfoot (1a) re-enters the occupied city.)

As noted on the Part Two time line, this work commences on Day Five and is finished on Day Ten. At the DM's discretion, certain prisoners might be taken from the cage and put to work in chain gangs working on repairing the wall. This could result in weak places being left (since the prisoners don't know why they are repairing the wall, they just know it helps the Dark Knights somehow) or might provide a handy opportunity for captive PCs to make a break for it.

To determine if a specific gap still remains during this time period, the DM should roll a d6 and add four to the result. If the sum equals or is less than the current day, the gap has been repaired.

If a hero wishes to use one of the gaps in the city wall, the player should draw a card and consult the aura. On Days Five through Seven, any result except black means that the gap still exists. On Days Eight through Ten, only a white result means that the gap still exists.

FLIGHT OF THE INNOCENTS

Starting on Day Ten of the adventure, parties of Dark Knights quietly go to the homes of the surviving families of the Solamnic Knights. The Knights allow these widows and orphans to gather a few items of clothing before removing them from their houses. Desiring to keep such activities out of the public eye, the Dark Knights perform these surreptitious arrests only during the dark of night.

The Knights escort the hapless victims to the waterfront and hold them in large warehouses very near the docks. When the Knights assemble approximately a hundred of these hapless folk,

they march their victims aboard one of the black dragon ships. The vessel sets sail without fanfare, bearing the bereaved passengers away from the city that has, in most cases, been a lifelong home.

The destination of these voyages is a carefully guarded secret—indeed, the knights do not officially acknowledge that the families of the Knights of Solamnia are being removed. However, Ariakan fears these descendants of his enemies, and so his Knights transport them to a bleak camp established on the northern shore of Ansalon. There they abide—imprisoned, hungry, thirsty, and lacking any comforts and amenities.

CLEANING OUT THE THIEVES' WAY

Though thieves have long used the tunnels under the city, great sections of this underground network remain unmapped and dangerous. Now, as more people flee here out of necessity, many reports surface, telling of refugees disappearing in the dark tunnels of the Old City sewers. Some experienced thieves recall hearing tales of the undead that lurk in the ancient catacombs. Other rumors speak of renegade draconians and even worse creatures believed to inhabit the tunnels. Soon the danger becomes so obvious that the tunnel network becomes unusable except under the guidance of a skilled member of the Thieves' Guild.

Those who know of the PCs seek them out for their courage and their capabilities. These seekers are children or widows of the Solamnic Knights, who beseech the PCs to enter the tunnels and remove the threats that make this potential escape route into such a deathtrap.

The DM has the actual information on the tunnel inhabitants, presented in Part One, Page 40: Tunnels of the Old City.

If the characters seem willing to help, they can learn the location of the city catacombs with relative ease. (They exist in the area directly under the city plaza and palace.) The locations of the draconian lair and the pit of the spirit naga take some exploration, but they too yield themselves to persistent seekers.

If the characters are Dark Knights, they can still experience the delights of this sewer-cleansing expedition. As the days of the occupation pass, the Knights of the Thorn gradually perceive of the existence of the Thieves' Way. A commander orders a small team of capable veterans (namely the PCs) to investigate the tunnels. One element of their mission consists of cleaning out any pockets of danger they discover down there.

WORDS OF THE CRONE

Sometime during Days Fifteen to Twenty-One, the PCs should have the following encounter while they are on the streets of Palanthas:

"Doom!"

The cry comes from a thin, bent figure of a woman. Though the person conceals herself beneath a tattered robe of black, you can tell she is stooped and frail. Still, the power of her voice belies the slowness of her frame.

"I have seen it in the waters and in the clouds! It is there for all to read, yea, even the drooling fool!"

"Doom is upon us—it flies from the north! And ye shall be *consumed*!"

Cackling with maniacal laughter, she raises a bony arm and points at you. Then she doubles over, wracked by a spasm of coughing, and starts to shuffle away. Between her wheezing, rasping breaths, she mutters about "doom," and "Storms of Chaos," and "fools."

If the PCs are Knights of Takhisis, they may feel compelled to arrest this woman, for she clearly violated the rules on prophecy. If they look around, however, they see that no other members of Ariakan's Army are nearby, so they can use their own judgment in the matter.

Should the PCs question the woman further, she tells them of some of the things she recently observed in her seeing crystal:

- ◆ The Storms of Chaos come soon. They will sweep down upon Palanthas "After the mighty have been slain."
- ◆ Those storms must be met by weapons "blessed of the gods," or they shall overwhelm the entire city!

RECONNAISSANCE TO THE NORTH

The strange phenomenon in the northern sky spooks the whole city. The DM must remember to emphasize the smoke and haze and abominable heat any time the PCs go outside after Days Twelve to Thirteen.

A commander orders player character Dark Knights who have blue dragon mounts to perform a scouting flight around Day Sixteen. If the PCs act as city defenders who are allied with the silver dragons, they can think of this on their own. If they don't, one of the silver dragons should suggest that they go and see what's happening in the north.

Dragons and riders must wing their way northward for nearly twelve hours to make their discovery. Throughout the flight, the fires in the sky become brighter (especially if they go at night). Finally, they come upon the following sight:

A great rift has opened in the sea. Steam billows upward in massive clouds, and even from a great height the roaring of infernal fires is audible. Crimson flames lick along the edges of the watery canyon. Mingled among these flames shadows flicker, moving like living beings, yet so dark they suck all the light from the surrounding air.

Even the flames seem alive, serpentine. They fly on wings of hissing fire, trailing blazing tails. This swarm of shadow and fire moves like a massive army, spreading across the ocean, sweeping inexorably southward . . . toward Ansalon.

The creatures spewing from the rift form the hordes of chaos, including daemon warriors, shadow wights, and fire dragons. Their numbers are as grains of sand on a beach—that is, if the PCs decide to move closer, the DM should clearly impress upon them the suicidal stupidity of such a plan.

TIME LINE REMINDER

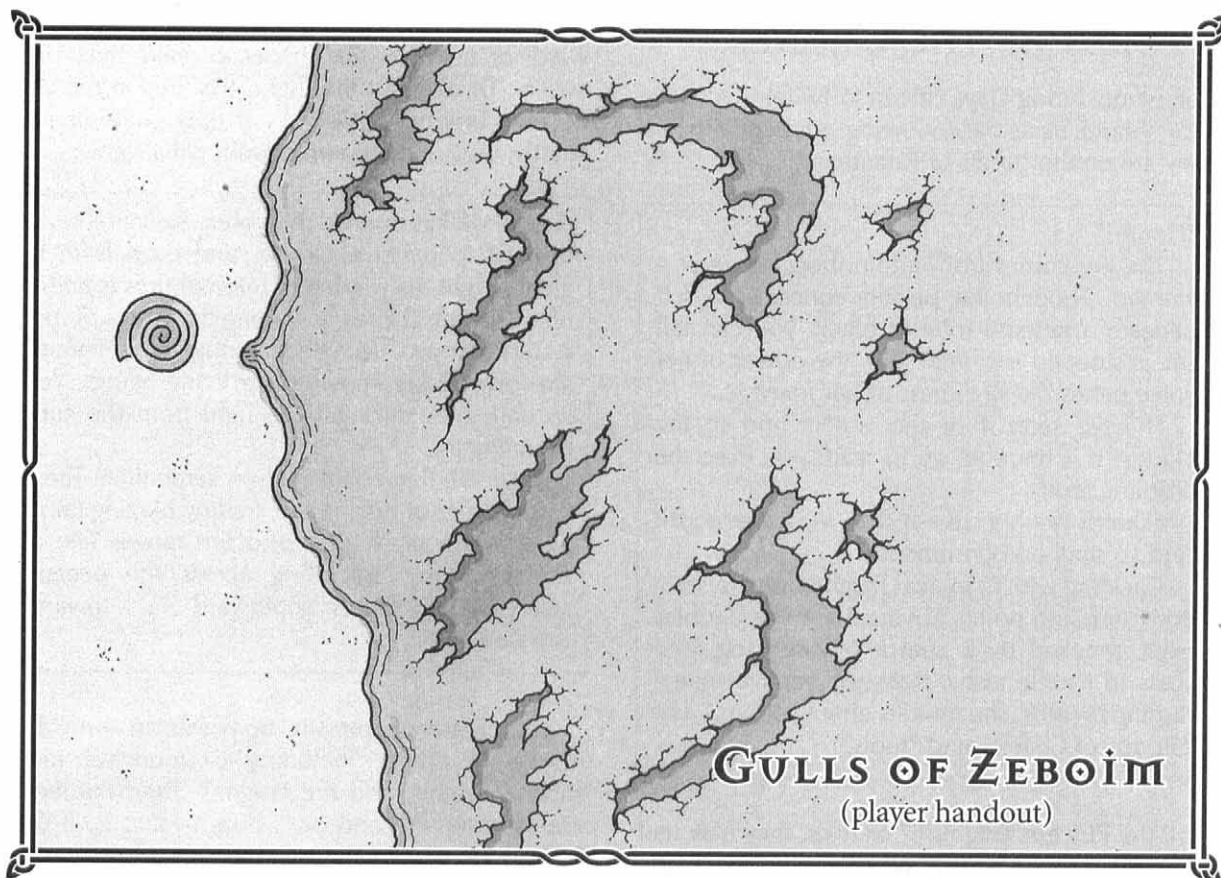
By this point in the adventure, the cataclysmic events (such as the fiery sky) noted on the time line become obvious throughout the city. The first thing anyone notices when he goes outside, or even looks out a window, are these phenomena. The city shakes with numerous earth shocks and cowers under almost continuous thunder.

The general mood in Palanthas is a sense of impending panic; the very air should have a feel as if the end of the world is approaching.

THE GULLS OF ZEBOIM

The following phenomenon marks Day Twenty of the adventure, which is witnessed by any characters who go outside that day.





The harsh sounds of cawing birds echo from the skies, the roofs, and the wall tops—in fact, every high place in the city. Everywhere white and gray birds of the sea wheel in the air and come to rest on every lofty perch within view.

The seagulls swarm in a great flock, diving along the streets, rising up to circle the parapets of the loftiest minarets. Always, a million beaks spread wide, the shrill noise ringing in a deafening cacophony, louder than conversation, louder than the sounds of lumbering wagons and shouting men-at-arms.

The birds infest the city for five entire days (Days Twenty through Twenty-Four). For the most part they provide a noisy backdrop, but now and then they dart into the street, stealing objects that catch their fancy. Fish and bait sellers find it impossible to operate out of doors, for the gulls settle around them too thickly to be driven away.

The birds also display an affinity for anything blue, plucking at azure garments, snatching objects of sapphire and turquoise whenever they can. Anything made of seashells also becomes subject to their attacks. Along the waterfront they peck to pieces various objects artisans have been offering for sale from their small stalls.

Any character who has (and uses) the ability to speak to animals via magic discerns that the cawing of the gulls is actually a chaotic mixture of three words, in no particular order:

"Zeboim—Zeboim—Zeboim"

"Conch—Conch—Conch" (pronounced "conk")

"Seek—Seek—Seek"

Most peculiarly, the birds literally attack the Temple of Zeboim. They swarm all over the ramshackle building, pecking vigorously at the broad coral lintel that hangs over the doorway. This behavior, if not observed directly by the PCs, nevertheless excites commentary and is reported throughout the city.

Toward sunset on Day Twenty-Four, the birds take to the air in a single massive flock, and—still cawing like a thousand banshees—wing over the waterfront and vanish across the waters to the northwest.

MAP OF ZEBOIM

The birds have been sent by the Evil sea goddess Zeboim in a desperate attempt to persuade someone from the city to come and retrieve the conch horn her paranoid priest took out of the city. That cleric, Indigo Reefspan, hid in a sea cave just ten miles from the city, along the northwest coast of

the Bay of Branchala. There he perished at the hands of a daemon warrior (one of the minions of chaos), and there the artifact of his goddess remains.

If any characters happen to look at the Temple of Zeboim after the birds depart, they notice that the pecking in the coral has left a distinct pattern in the hardened surface. The DM can show the players the Gulls of Zeboim map.

Any character from Palanthas, or a sailor familiar with the port, may attempt to make a successful Wisdom check to recognize the shorelines just northwest of the city. Other characters must make a second Wisdom check to successfully place the locale.

The spiraling object to the left of the map can be identified with another Wisdom check: It is a conch shell.

If the characters try to do other research, they may have some luck, especially along the waterfront. Though few sailors have seen the cave, most have heard rumors of its existence. Long reputed as the site of dark rites, pirate lairs, and even more sinister occurrences, some tales claim the cave can be found by listening for the mournful wail of a conch horn groaning through the fog on dark and windless nights.

Each "Wisdom check" is treated as a *challenging Perception* action.

OTHER AUGURIES

Any characters bold enough to try to use magic to gain a reading of future events finds a distressing pattern of revelations. These center around the concepts of "doom" and "the end of the world."

Attempts to discern specific tactics or actions reveal that only the blessing of a god or goddess of Krynn, bestowed upon as many weapons as possible, gives the people of the city a chance to resist the Storms of Chaos.

Other themes stress that the differences between factions of humankind are utterly insignificant compared to the differences between mortal life and Chaos. Player character clerics (even followers of Good deities) learn that Zeboim is a prisoner, and that her rescue is of paramount importance—even to Paladine! Further, her artifact, the enchanted conch horn must be used in the rescue attempt. This knowledge placed in their minds may be the first contact such clerics have had with their gods in several days.

TO FREE A GODDESS

The priest Indigo Reefspan fled to a sea cave near the city, carrying with him the treasured artifact of his goddess. He left the city for a very human reason: he became utterly terrified because he completely lost contact with his goddess, Zeboim. She is a prisoner of Chaos, imprisoned on a plane well removed from Krynn. Though desperate to be freed, she could not communicate with her devout priest.

Sensing the danger presented by this horn, a powerful minion of chaos left the ranks of the sweeping horde to try and prevent the horn's falling into mortal hands. This minion, a daemon warrior, slew the hapless priest and now stands guard over the depths of the sea cave.

However, the conch remains here. If the PCs gain possession of it and blow the horn, Zeboim is freed from her prison and appears before the user of the horn.

WORKING TOGETHER

As the PCs make their plans to reach the cave, the DM should devise a means of ensuring that both sides of the Palanthas struggle are represented in the quest. It is best if the PCs have had opportunities to meet and interact with representatives of the other side before this. Better still would be a game that featured PCs from both sides who may have briefly clashed during other encounters, but who now come together in the face of annihilation.

If such is not the case, the DM can still use one of the pregenerated PCs as an NPC, or choose one of the influential NPCs from the adventure to work with characters who represent opposing viewpoints.

If the PCs are Dark Knights, this means that a local guide or ship captain must help them find the way or that they must join forces with Knights of Solamnia or knowledgeable prisoners they have taken. If the PCs are enemies of the Knights of Takhisis, their mission should be intercepted as it is about to begin by a strong force of Knights (or a significant Dark Knight they've tangled with in the past). The characters must somehow convince the Knights they are trying to reach and free Zeboim. A Knight of the Skull among Ariakan's warriors uses magic to confirm this intention; said Dark Knight cleric may well be a logical choice to accompany the PCs.



REACHING THE SEA CAVE

Local fishermen and coastal sailors have long known about the deep, wide cavern in the steep, tall cliffs of the Bay of Branchala's western shore. Still, because of the dense network of offshore islands, the place remains difficult to find and generally gets left alone.

The cave is accessible by land or by sea. Screened from the open bay by a series of barrier islands, the waters directly before the cave are generally calm, even when storms toss the surface of the bay into whitecaps and tempests. A boat (or a ship smaller than a galleon or great galley) can sail right into the cave to find a sheltered and deep anchorage. A natural wharf plunges down from a shelf of dry land inside the cave itself.

The entrance cannot be seen from land because of an overhanging bluff of rock. It seems to create a cliff plunging down into the water; however, a narrow and precipitous trail leads along the face of that cliff, descending steeply and finally curling around the cave's entrance. This gives access to the shelf of dry ground inside the cave's entrance.

THE SEA CAVE OF ZEBOIM

If the characters try to learn anything about the cave, they'll easily pick up the common knowledge about the place:

Legends tell of ancient days, when the ancestors of the dwarves came from across the seas and settled along the shores of Ansalon. Their legendary homes were called Kal-Thax, and the dwarves excavated them from the bedrock of the world. Remnants of these vast subterranean cities remain, half submerged along the northern coast of the continent.

One of them lies only 10 miles from Palanthas, though the ruin shows only a fraction of the splendors that once existed here. For centuries dating back far before the Cataclysm, the priests of Zeboim maintained a hidden lair within these underground chambers. The caves provided a port for pirate ships to hide and a shrine where secret cults rose and fell through the ages. Said to be a cursed place, capricious seas can rise up within it to smash a boat or send waves crashing over the precipitous trail.

The cave is portrayed on the Sea Cave of Zeboim map. Because of the powerful conch horn, the place has lately drawn the attention of gathering chaos. It is now inhabited by several rather fierce denizens who attack any intruder.

Well of the Sea Dragon

A monster lurks in the depths. It may rise up from the water to attack the PCs when they reach the landing dock ("Shelf of Dry Land"). It does not attack a ship as large as the *Fast Saralene* but it charges smaller vessels and tries to capsize them as they dock. Alternatively, it tries to snatch a character off the trail if the PCs come in on foot. If it fails to bite, it roars a great blast of steam before falling back into the water.

The sea dragon refuses to emerge from the water, and it immediately retreats if blasted with any kind of fire attack. Stupid and nearly blind, it has dwelled here for centuries.

Sea dragon: AC -2; MV 3 (Swim 12); HD 15; hp 66; THAC0 5; #AT 3 + special (4d8 + 4); Dmg 1d12/1d12/3d12; SA cone of steam breath (50' long, 30' wide); SZ 38' diameter; ML champion (15); Int average (8); AL CE; XP 8,000.

♦ **Sea dragon:** *Old female wyrm, malicious demeanor.* Co 11, Ph 55, In 4, Es 14, Dmg +25, Def -18, also dragon breath, swallow whole.

Shelf of Dry Land

This landing provides a place for ships to dock and is the terminus of the trail leading down the cliff face. A relatively flat area, it is open to attack from the sea dragon. A single tunnel leads to the west near the back of the cave. Those who look closely for clues (a successful Intelligence roll is required) may note that a sandy area near the tunnel mouth holds the imprint of one set of human-sized footprints.

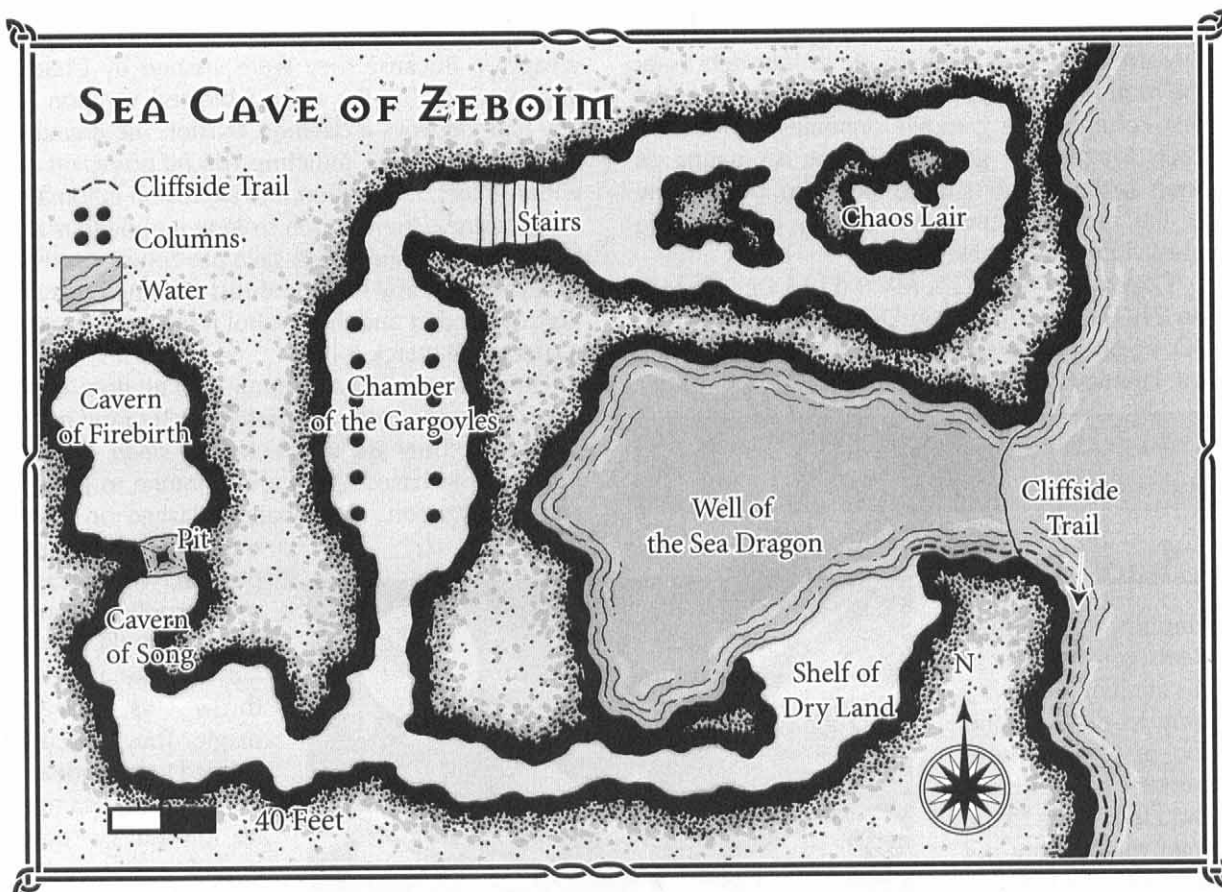
A *challenging Perception* action allows the SAGA player to note the footprints.

Intersection

At an intersection in the tunnel, the cavern branches. The left fork resembles a natural cavern, with stalactites and rubble strewn across the ground. Flat stones line the corridor to the right while the ceiling rises high and smooth.

A character who makes a successful Wisdom check here detects faint, but undeniably melodious, singing from the corridor to the left.

An *average Perception* action accomplishes the same thing for the SAGA player (as it will throughout the rest of the adventure).



Cavern of Song

This cavern leads through a narrowed opening into the Cavern of Firebirth. Currently, sounds of singing can be heard in this natural grotto-like cave and wisps of what look like beckoning figures move back toward the other cavern. They sing beautifully, though sadly.

The narrow place between the caverns contains a pit trap that gets tripped by any character who steps in that area. As it was intended to be used when the caverns were more fully excavated, it is a simple, covered pit falling 15 feet deep onto stone. As such, it is easily jumped with a successful Dexterity check.

Jumping the pit constitutes an *average Agility* action.

Cavern of Firebirth

This cavern contains a vent that extends through the bedrock of Krynn right into the realms of Chaos. Through this aperture, the chaos minions reach into this cave.

The vent lies at the back of the cavern. Any characters looking into the cavern see a shimmering, fiery

glow, and feel intense heat against their skins. If they move closer, they become subject to savage attacks by fiery beings—sentinels of chaos that swarm out of the vent and attack until they are killed.

Chaos sentinels (7): AC 4; MV 12; HD 3; hp 15; THAC0 16; #AT 1; Dmg 1–8 fire; SA each wound continues to burn (1–6 dmg/round until doused by water or magic; SZ M (5'); ML fanatic (18); Int semi (3); AL CE; XP 175 each.

♦ **Seven Chaos sentinels:** *Monsters.* Co 8, Ph 12, In 1, Es 9, Dmg +5, Def –4, also inflicts damage each subsequent minute until fire is doused.

Chamber of the Gargoyles

This part of the caverns shows evidence of ancient dwarven craftsmanship. Six columns line each side of a domed chamber, with a ceiling forming a smooth arch of impeccable stonework. Carvings on each column resemble the elongated form of a sneering, winged beast. A successful Wisdom check reveals to any character that the columns are not necessary to hold up the ceiling.

The columns are actually monsters of Chaos. The gargoyles remain rigidly in place, as solid as any stone, but they come to life as intruders enter the room. As soon as the PCs advance as far as the first column, one gargoyle animates and attacks each round. The gargoyles cease animating as soon as the intruders leave the room, though any of the monsters that have already come to life press home the attack.

Gargoyles (12): AC 5; MV 9 (Fl 15 C); HD 4+4; hp 21; THAC0 15; #AT 4; Dmg 1-3/1-3/1-6/1-4; SD +1 or better weapon needed to hit; SZ M (6'); ML fanatic (17); Int low (5); AL CE; XP 420 each.

◆ **Twelve gargoyles:** *Monsters.* Co 6, Ph 16, In 3 Es 6, Dmg +8, Def -3, also dive.

Chaos Lair

Hapless Indigo Reefspan made it to his ancient hideaway, only to meet a minion of Chaos whose power snuffed out the cleric's life like a man might blow out a candle. Yet the daemon warrior's power has limits for it cannot move the Conch of Zeboim. The horn is protected by the magic of its immortal mistress, imprisoned though she may be.

Now the daemon warrior waits here, a guardian to keep interfering mortals from thwarting the Hordes of Chaos.

Shou-Chak

Shou-Chak, a creature bred from the very stuff of chaos, seethes with hatred and the desire to destroy life. His fire-red eyes glare from a smooth face of perfect ebony, and his supple body is sexless and hairless. Lightning quick in his movements, Shou-Chak's fists can deliver crushing punches (1d12) or crackling blasts of fire (1d12) at a 5-foot range.

His greatest power proves more insidious. Any character facing the daemon warrior at a range of 10 feet or less must make a morale check at a -2 penalty. Failure means that the character suddenly perceives a horrid image of his worst nightmare. The victim experiences such terror he must flee for 3d10 rounds. The check must be repeated each round that characters remain within 10 feet of the creature.

Daemon warriors are immune to nonblessed weapons. Weapons blessed directly by a god or

goddess or those blessed via the clerical spell cause full damage, as do holy and magical weapons. Because they were created by Chaos, any successful strike with a blessed weapon of any type destroys a daemon warrior. The creature explodes in flames, inflicting 1d6 hit points on all within 5 feet. In addition, the explosion automatically destroys the weapon striking it (though magical weapons gain a 10% save per "plus." A clerical symbol of any religion thrust into the creature destroys both it and the symbol if the priest makes a successful attack roll.

Daemon warriors are immune to all fires, even magical flames such as a *fireball* spell or red dragon breath. They are unaffected by *sleep*, *charm*, *hold* or cold-based spells and immune to poison and paralyzation. Holy water splashed on them

inflicts 2-8 hit points per vial, while a *raise dead* spell destroys them instantly if they fail to make a saving throw vs. death magic. They are considered to be undead, though they cannot be turned or controlled.

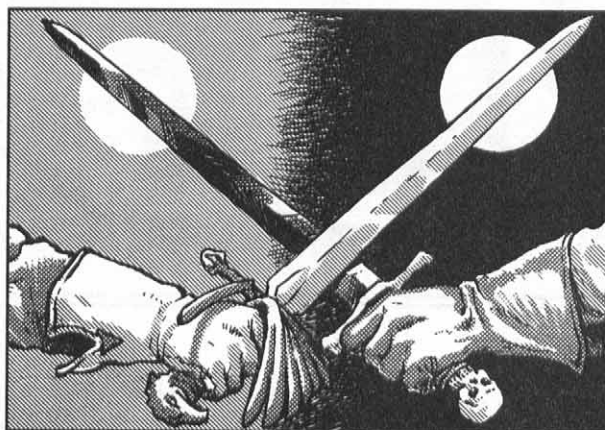
Shou-Chak, daemon warrior: AC 0; MV 15, Fly 18 (A); HD 10+5; hp 60;

THAC0 11; #AT 2; Dmg 1d12/1d12; SA fear aura; SD +2 or better weapons needed to hit; immune to all fire, unaffected by *sleep*, *charm*, *hold* or cold-based spells, poison and paralyzation; SZ M(7'); ML fanatic (17); Int genius (18); AL CE; XP 8,000.

◆ **Shou-Chak, daemon warrior:** *Undead.* Co 9, Ph 12, In 9, Es 9, Dmg +12, Def -8, also fear aura, immune to physical attack unless weapons are mystically blessed, immune to fire.

If the PCs use a magical weapon and successfully hit the daemon warrior, the DM may want to point out that only such weapons, blessed of the gods, seem to be effective against the monster of Chaos.

Note: If the characters have magical, blessed weapons and have been making it through the adventure fairly easily, the DM might wish to add one lesser daemon warrior per two characters to this final battle. However, if the characters have no magical, blessed weapons with them, the DM



might wish to introduce some throughout the earlier stages of the adventure (from Crysanía or Dalamar, for example).

Daemon warriors: AC 0; MV 15, Fly 18 (A); HD 10+5; hp 60; THAC0 * 11; #AT 2; Dmg 1d12/1d12; SA fear aura; SD +2 or better weapons needed to hit; immune to all fire, unaffected by *sleep*, *charm*, *hold* or cold-based spells, poison and paralyzation; SZ M(7'); ML fanatic (17); Int exceptional (15); AL CE; XP 8,000 each.

♦ **Daemon warriors:** *Undead*. Co 9, Ph 12, In 9, Es 9, Dmg +12, Def -8, also fear aura, immune to physical attack unless weapons are mystically blessed, immune to all fire.

The Conch Horn of Zeboim still waits, entangled on the seaweed strand around Indigo Reefspan's neck. Any player character can retrieve the artifact with no difficulty.

A Word on Fleeing in Fear

Fleeing characters do not choose their own path; they run heedlessly, believing the most horrible monster they can imagine pursues them. Such characters do not take the time to consider the safest routes. They flee into gargoyle-infested halls, stumble into pit traps and even rush headlong back to the first cavern where they may encounter the sea dragon for the first time (if they came on a large ship, they have not yet seen the dragon).

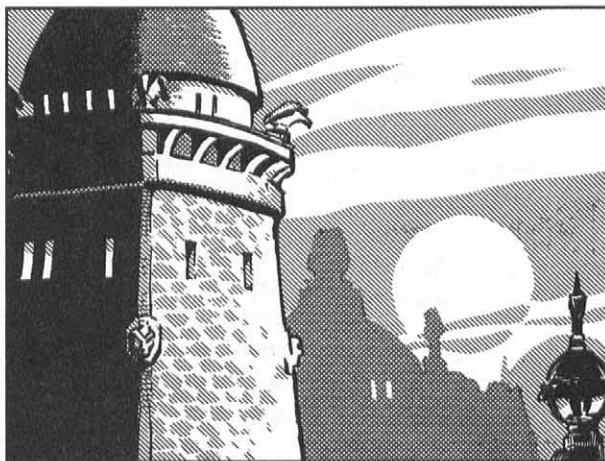
Although it is possible for the character to head back through the gargoyle cavern only, they might rush through it before any of the creatures notice them or become active. To determine which direction a PC takes (or which situation he encounters and must deal with), the DM should roll 1 d4 and consult the following chart:

Roll	Encounter Area
1	Chamber of the Gargoyles
2	Cavern of Song (pit trap)
3	Cavern of Firebirth
4	Shelf of Dry Land

Narrators should use the following chart:

Card	Encounter Area
White	Chamber of the Gargoyles
Red	Cavern of Song (pit trap)
Black	Cavern of Firebirth
Dragon	Shelf of Dry Land

If the creatures and obstacles in those areas have all been dealt with, the fleeing character merely runs there to hide. Otherwise, the character must battle whatever awaits him.



Getting Away

If any of the PCs seek the guidance of reflection, a successful Wisdom check suggests that they try to summon the goddess to the Solamnic armory, where her blessing might do something tangible.

The gargoyles and sea dragon may still be dangerous, though the sea dragon fore-

goes any attack if it was scalded by fire (or if the intruders came on a large ship).

The Epilogue gives a description of events when the PCs decide to use the horn.



EPILOGUE

Holding the Horn of Zeboim gives the player characters the opportunity to summon the goddess Zeboim. This releases her from the prison of Chaos and draws her to the sound of the artifact.

If a player character blows the Horn of Zeboim, read the following passage:

The sound is not so much music as a roar—a powerful, crashing rush of noise that thunders through the air and shakes the very ground underfoot.

Then a very beautiful woman stands before you. Her eyes pierce through you, reflecting a blue like the deepest ocean azure rendered in glittering stone. An aura of desperate sadness surrounds her and also a sense of latent, coiled power.

Her hair is black, bound with sea flowers, and brightened with small shells that tinkle musically as she slowly raises her head. Armor of fish scales, glistening with fresh water, outlines the perfect shape of her body.

"You have done me a service, and for that I grant you my single act of blessing, mortal," she declares, in a voice as soft as surf falling on a distant beach.

Zeboim has one condition: She knows of the impending storm, and her blessing must be used to battle Chaos. She understands that the most useful thing she can do is to make this blessing over a great number of weapons. Such an act confers to all those blades the equivalent of a +1 benefit when they are used against creatures of Chaos.

Assuming the PCs return to Palanthas with the horn (whether before or after they blow it), Crysania, the high priestess of Paladine, arrives at the scene as soon as Zeboim has been summoned. The cleric wholeheartedly supports the blessing by the Evil goddess; it is she who declares for all to hear that it is time for mankind to set aside petty differences, for the struggle that looms ahead requires all to work together. It is not just the city at stake, Crysania notes, the fate of the nation of Solamnia—and the whole world of Krynn—hangs in the balance.

These weapons are considered blessed weapons of distinction, offering a +2 bonus to attack actions and damage calculations.

If the PCs summon Zeboim before returning to the city, she suggests that the blessing be performed in Palanthas. Freed at last from the imprisonment of Chaos, she teleports to the city with the PCs. Zeboim informs them that they must act in haste, for she has another important task to attend to.

As her final words, she makes the following declaration, which may explain her profound sadness:

"My son, Ariakan, has given his life in the first battle of this war. I go to him now, to lay him to rest with honor.

"Know this, mortals of Krynn: Only by waging this struggle together, all fighting in the cause of one, do you have any chance to prevail. Battle with faith and courage, and set steel to the coming of Chaos. Perhaps then your world shall see another day."

With those words still echoing in the air, she is gone.

THE FUTURE

The adventure continues during the second part of the Chaos War Adventure Series, *Chaos Spawn*.

Fresh on the heels of their horrific massacre at the Tower of the High Clerist, the Hordes of Chaos expand to sweep across Krynn. They menace all parts of the world, and the fate of Palanthas now rests in the hands of her citizens. The gods themselves struggle, and their own survival is in no way assured.

Perhaps the people of the world have learned something about survival. Most importantly, they should realize they must work together to face a new kind of threat—an impending doom that goes far beyond any of the threats that have yet wracked the world of Krynn. Perhaps that new-found knowledge will be enough.

THE GOINGS ON LORD ARIAKAN

Identification Requirements

City Residents

All citizens are required to carry identification papers with them whenever they leave their residence. Neighborhood Knight Stations will issue such papers.

City Visitors

All visitors currently in the city must immediately gain identification papers. Visitors must furnish proof of their current residence as well as their purpose in the city.

Fees for Papers

The Knighthood charges a fee for the identification papers. This one-time fee covers the costs of administering the procedure. Residents of common status must pay 1 steel piece for a set of papers that covers their immediate family. Noble residents must pay 10 steel pieces. Lost papers may result in a fee ranging from 5 to 30 steel pieces or may cause the Knights to incarcerate the offender's whole family [this is to keep residents from selling their papers to undesirables]. Papers reported lost or stolen may be re-issued at triple the original cost. Only one such set will be re-issued; a second offense results in incarceration.

Visitors must pay 1 steel piece per week they remain in the city.



Taxes on Trade

All transactions in the city become subject to a tax of 1 steel piece per 10 exchanged in commerce. The tax must be paid by the recipient of the money in the exchange; said recipient is of course entitled to raise the price of the transaction in order to cover the cost of the tax.

Checkpoints

Intersections

The Dark Knights set up checkpoints at every intersection between two main streets. All those attempting to pass through the intersection must present their identification papers.

Gates and Waterfront

Each of the Old City Gates hosts a checkpoint garrison. In addition, three such garrisons set up shop at the waterfront with instructions to intercept anyone arriving in the city by boat.

Curfew

The Knights enforce a midnight curfew throughout the entire city.

Contraband

The Knights of Takhisis prohibit private citizens from possessing the following items:

- ◆ All magical items, both wizardly and clerical, that could be used to cause injury or damage.
- ◆ Any magical item that could be used to disguise the appearance or the presence of the wielder.
- ◆ All clerical writings designed to convert others to the cleric's faith [except for clerics of Takhisis].
- ◆ Any weapons beyond the personal [nonmagical] equipment of a citizen.

Rules of Prophecy

All magic intended to divine anything about the future is banned.

Rules of Speech

No public gatherings may take place without specific permission of Lord Ariakas.

KNIGHTS OF THE DINNER TABLE

CARD CARRYING MEMBERS

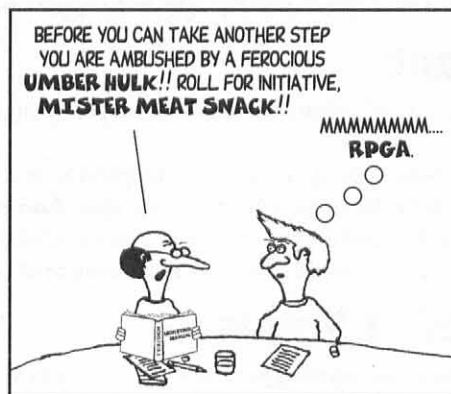


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