

DRAGONS OF AUTUMN TWILIGHT

WAR OF THE LANCE CAMPAIGN, VOLUME ONE

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

AN ADVENTURE FOR EIGHT 5TH-LEVEL HEROES

Converted to 5th Edition by Cody DeBonis

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INTRODUCTION

Bring the chairs. That's a good girl. And I want one, right here," the old man gestured at a spot in front of the fire pit. "For me."
"Are you giving a party, Old One?" Tika asked as she carried over the most comfortable, well-worn chair in the Inn.

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

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

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

Dragons of Autumn Twilight
By Margaret Weis and Tracy Hickman

BACKGROUND

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

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

CHARACTERS

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

If you and your players elect to play this adventure with the original Heroes of the Lance, you'll find stat blocks for them in Appendix 2 near the end of the document. Feel free to modify modules, Races of Ans make adjustments to them as you see fit; however, before making a major change, examine the adventure carefully to be certain you're not removing a vital aspect of the character. Each pregenerated character has starting equipment packages assigned from the sample packages available to all original characters.

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

PLAYING OTHER HEROES

You and your players may instead decide to play your own heroes or to replace certain members of the classic lineup. If you choose to go this route, one of the first things to do is to decide at what level the characters should start the adventure. The adventure itself was designed for eight 5th-level characters (the original Heroes of the Lance). If you have a different number of heroes, increase the starting level by 1 for each player below the estimated total of eight.



PLAYING THE ORIGINAL HEROES

APPROPRIATE RACES

Many standard player character races can be used without difficulty, although some Dragonlance races don't have easy analogs in the 5th Edition rules and some races in the current Player's Handbook don't fit within the lore of Krynn. When playing a Dragonlance race without an easy analog, often the 3rd Edition version in the Dragonlance Campaign Setting can be tweaked to work within 5th Edition. This includes minotaurs, half-ogres, sea elves, and the like. These races in particular are also very difficult to work into the story. There would need to be some considerable back story to explain why one of these exotic people ended up a member of the Innfellows in the simple town of Solace. Humans are the most obvious choice, being the majority of the residents of Abanasinia. Half-elves, kender, and half-kender are almost as easy to work in, although the Player's Handbook stats for halflings might need some tweaking to play a kender of half-kender. Neidar (hill) dwarves are appropriate for the story, but any of the mountain dwarf clans need an explanation of why the character isn't in Thorbardin. Similarly, a full-blooded elf (of any of the nations) or a gnome needs backstory explaining why they're not at home with their people. These races are, however, at least easy to build using the basic Player's Handbook races.

Half-orcs and tieflings are impossible to play, given that they do not exist in Krynn. Dragonborn are problematic in that, while humanoid dragons do exist on Krynn, they are called draconians and they are most decidedly on the side of chaos and darkness during this period of time. Similarly, drow elves are not a race of Krynn, and forest gnomes are also unknown.

APPROPRIATE CLASSES

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

Characters may have levels of cleric, but unless they serve an Evil god, they gain no god-granted class features (spellcasting, channel divinity, divine intervention, and other supernatural effects) from this class. Clerics of the Good and Neutral pantheons do not have these abilities until after the Disks of Mishakal are found, and the Prophet and Elistan bring news of the gods to the people. Paladins also do not have their god-granted abilities. If a player chooses to take a level of one of these classes, the character must read the Disks of Mishakal or be ministered to by either the Prophet or Elistan (after his conversion), and then devote their life to a god in order to gain their benefits.

The Summer of Chaos that will re-introduce ambient magic to mortals is still decades away, so bards cannot cast any spells. Sorcerer is only open to creatures that have access to ambient magic to begin with: dragons (including bozak draconians), fey, and other natural spellcasters. Ordinary mortals (such as the heroes) cannot be sorcerers.

RUNNING THE ADVENTURE

This 5th Edition conversion follows the design of the 3rd Edition update, and as such does not follow precisely the pacing and direction of the original modules, but holds to their spirit. Notable elements, options, and features of this adventure are discussed below.

A NOTE ABOUT DRAGONS

Dragons are a staple in most fantasy games, and Dragonlance is no exception. However, keep in mind that when the adventure begins, the world has not seen a dragon since the end of the Third Dragon War, when Huma Dragonbane and his companion Heart defeated Takhisis—over 1300 years ago. Since then dragons have become legends, little more than characters in children stories and religious mythology. Some believe they never existed at all.

This is the mindset that the heroes will have when they first see draconians and when they confront Khisanth in Xak Tsaroth. At this point in the history of Krynn, a fully-grown dragon will inspire immense awe and fear in all who look upon it for the first time.

ADVENTURE SITES AND SCENES

Throughout this adventure, key locations are often broken down into adventure sites, which summarize important information and characters in those locations, and encounters, which describe action events such as battles, negotiations, or chases. Each adventure site typically includes people to meet, places to visit, and things that happen in that location.

Each encounter describes the situation, any creatures or characters present, what tactics they use, and so forth. Together, these elements are designed to move the story along while providing the Dungeon Master with a number of easily expanded hooks into further adventure.

EXPERIENCE POINTS

The story being told in these adventures is not a story about killing every monster in sight. More significantly, there are many monsters and encounters that are going to be far more difficult than what the heroes can handle; some of these are by design, others by circumstance. The players should be comfortable avoiding encounters when necessary, especially when things look too difficult.

Therefore, experience points are not only awarded by defeated monsters but by progression through the story as well. Substantial experience pools are specified at certain points within the narrative, which should be enough for the characters to progress at an appropriate rate. In fact bonus experience is included in certain areas for when the players manage to pull off an especially difficult feat, which makes that more likely.



THE TIMELINE

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

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

Because the heroes have the potential to change or alter the timeline based on their actions, especially around Autumn Twilight 4th (day 20) in Chapter 2: Flame, the above timeline can be adjusted to suit. For the most part, the events listed under each date will occur, whether the heroes witness it or not, which allows you to impart the feeling to the players that the world is moving around them as they race to accomplish goals.

- **Chapter 1: Despair** covers days 1 through 9.
- **Chapter 2: Flame** covers days 10 through 17.
- **Chapter 3: Hope** covers days 18 through 24.
- **Chapter 4: Desolation** covers days 25 through 30.

THE FOLLOWING ABBREVIATIONS WILL HELP YOU CORRELATE ENCOUNTERS AND LOCATIONS TO THE CORRESPONDING MAPS:

Encounter		See map, page
AB	Abanasinia	50
DT	Duncan's Tomb	.
H	Haven	51
LXT	XT Lower Cavern	.
PT	Pax Tharkas	.
S	Solace	52
SC	Skullcap	.
SM	Sla-Mori	.
TM	Tharkadan Mont	.
UXT	XT Upper Cavern	.
XT	Xak Tsaroth	52

THE MOONS OF MAGIC

The Wizards of High Sorcery are influenced by the phases of the three moons: Solinari, Lunitari, and Nunitari. Because this can have a dramatic effect on the spellcasting capabilities of wizard heroes, granting them extra power while higher in the sky and less when they are closer to the horizon.

This affect applies only to wizards, and only to those whom are in good standing with the Order of High Sorcery. Wizards who refuse to work within the Order's boundaries, and members of other spellcasting classes, do not gain the benefits of this effect.

Each Wizard of High Sorcery draws their strength from one of the three moons of magic; good-aligned wizards wear white robes, they draw their power from Solinari; neutral wizards wear red robes, they draw their power from Lunitari; and evil wizards wear black robes, they draw their power from Nunitari. These connections are based on a wizard's personal morals and convictions, not by any oath or ritual. So long as the wizard remains within the boundaries of the Order, their power is tied to the moon that most aligns with them.

The table included here lists all the phases of the moons according to the 33-day timeline of this adventure. When two or more moons are in alignment with each other on a particular date, their entries for that date are emphasized so they're easy to notice.

It is important to note that the effects of the moon phases and alignment are cumulative with and within each other. So, on the 31st day of the timeline, all Wizards of High Sorcery gain 1 bonus slot up to 2nd level, +1 bonus to spell save DCs, and 1 bonus slot up to 4th level.

MOON EFFECTS BY POSITION

State	Effect
<i>Phases</i>	
High Sanction	Gain 1 bonus spell slot (up to 2nd level)
Waxing	None
Low Sanction	Lose 1 1st-level spell slot
Waning	None
<i>Alignment</i>	
Two moons	+1 bonus to spell save DC
Three moons	Gain 1 bonus spell slot (up to 4th level)

MOON PHASES BY TIMELINE

Day	Solinari (White Mages)	Lunitari (Red Mages)	Nunitari (Black Mages)
1	Waning	High Sanction	Waning
2	Waning	High Sanction	Waning
3	Waning	High Sanction	Low Sanction
4	Waning	High Sanction	Low Sanction
5	Waning	High Sanction	Waxing
6	Waning	High Sanction	Waxing
7	Waning	Waning	High Sanction
8	Waning	Waning	High Sanction
9	Low Sanction	Waning	Waning
10	Low Sanction	Waning	Waning
11	Low Sanction	Waning	Low Sanction
12	Low Sanction	Waning	Low Sanction
13	Low Sanction	Waning	Waxing
14	Low Sanction	Low Sanction	Waxing
15	Low Sanction	Low Sanction	High Sanction
16	Low Sanction	Low Sanction	High Sanction
17	Low Sanction	Low Sanction	Waning
18	Waxing	Low Sanction	Waning
19	Waxing	Low Sanction	Low Sanction
20	Waxing	Low Sanction	Low Sanction
21	Waxing	Waxing	Waxing
22	Waxing	Waxing	Waxing
23	Waxing	Waxing	High Sanction
24	Waxing	Waxing	High Sanction
25	Waxing	Waxing	Waning
26	Waxing	Waxing	Waning
27	High Sanction	Waxing	Low Sanction
28	High Sanction	High Sanction	Low Sanction
29	High Sanction	High Sanction	Waxing
30	High Sanction	High Sanction	Waxing
31	High Sanction	High Sanction	High Sanction
32	High Sanction	High Sanction	High Sanction
33	High Sanction	High Sanction	Waning
34	High Sanction	High Sanction	Waning
35	High Sanction	Waning	Low Sanction

CHANGES WITH TIME IN THE WORLD OF KRYNN

If ok with the DM, the timetable can be changed to ones liking. For instance if the PC's wish to have a bit of breathing room between major quests. To give them time to branch off and do some minor side quests maybe the heroes of the lance never had time to do! Krynn is a big place, and it would be a shame to not give the PC's time to explore it if that is their wish.

DRAGONS OF AUTUMN TIMELINE

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

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

CHAPTER 1: DESPAIR

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

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

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

Dragons of Autumn Twilight
By Margaret Weis and Tracy Hickman

SYNOPSIS

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

THEMES

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

ADVENTURE START

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

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

Begin the session by giving the players their handouts, introducing them the world as well as DnD. To start Dragonlance off I like to be as descriptive as possible. As my campaign will start out normal, but drastically change through having the players rise to higher heights than the original heroes did. I tend to use many descriptive quotes from the book. Now, let's get down to business. Read or paraphrase the below "or pick a better opening"

The Inn of the last home was not fancy, not like some in Haven. It was comfortable. The living tree in which it was built wrapped its ancient arms around it lovingly, all the walls and the fixtures were crafted around the boughs of the tree with such care as to make it impossible to tell where Nature's work left off and man's began. The bar seemed to ebb and flow like a polished wave around the Living Wood that supported it. The stained glass in the window pained cast welcoming flashes of vibrant color across the room. Shadows were dwindling as noon approached. The tables were clean and polished, ready for a new day. Tikka Waylan looked around and smiled with satisfaction. Then in dismay, as she saw an old man she had somehow not heard enter, begin to rearrange the furniture! She stormed over only to have a chair pushed into her hands.

"Bring the chairs. That's a good girl. And I want one, right here," the old man gestured at a spot in front of the fire pit. "Are you giving a party, Old One?" Tika asked as she carried over the most comfortable, well-worn chair in the Inn.

"A party?" The thought seemed to strike the old man as funny. He chuckled. "Yes, girl. It will be a party such as the world of Krynn has not seen since before the Cataclysm! Be ready, Tika Waylan. Be ready!" Tika went to pour the ale. It wasn't until she had brought the old man his drink and gone back to her sweeping that she stopped, wondering how he knew her name.



Credit: JoshCalloway

Remembering your promise to your friends the Twins, you turn to look down into the quiet valley. Shafts of light cut through the foliage, making the homes perched up in the trees visible among the vallenwood canopy. The midday air is still and calm, sweetly tinged with the smell of wood smoke from the Home Fires. Now and again you can hear the faint sound of a mother calling her children to lunch.

ENTER FEWMASTER TOEDE

2,000 XP Encounter Value

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

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

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

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

Creatures. Fewmaster Toede (p XXX), 8 hobgoblins (Monster Manual p 186).

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

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

HOBGOBLIN

Armor Class 18 Hit Points 11 Speed 30 ft.

Skills - Martial Advantage

Longsword. Melee: +3 (1 d8 + 1)

Longbow. Ranged: +3 range 150/600, (1d8 + 1)

FEWMASTER TOEDE

Armor Class 14 Hit Points 45 Speed 30 ft.

Skills Intimidate +5, Martial Advantage 10

Shortsword. +5 to hit (1d6 + 3) piercing damage.

Dagger. *Melee or Ranged+5 to hit, range 20/60 ft. (1d4 + 3) piercing damage.

SOLDIERS OF THE HIGHSEEKER

2,000 XP Encounter Value

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

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

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

If the heroes retreat off the road during these thirty seconds, they have a chance to bypass the checkpoint unnoticed. The road is surrounded by an apple orchard, providing some cover for stealthy characters. The sergeant makes his Wisdom (Perception) check vs. the heroes' Dexterity (Stealth) checks. If the sergeant fails his check, the guards are none the wiser as the heroes slip by. If the sergeant succeeds in his check, he orders his troops to give chase and blows two blasts of a warning horn. This alerts the rest of the Seeker militia in Solace, and the heroes will need to avoid several patrols to get into town. Have the heroes make additional Dexterity (Stealth) checks vs the sergeant's Wisdom (Perception); if they succeed, they can slip into town unnoticed, although the Seekers will know someone got past the checkpoints and will be more vigilant in town.

If the heroes go straight into the checkpoint, two of the guards call for the heroes to stop and begin asking questions.

- Where are you coming from?
- What business do you have in Solace?
- Have you heard anything about a *Blue Crystal Staff*?
- Open your backpack, we need to search it. I might have to confiscate this...what is this, bat guano?
- And other similar questions...

The guards are arrogant, swaggering bullies. As the two questioners interrogate the heroes, the other four soldiers stand twenty feet away, at the edge of the orchard, one restraining a fierce dog on a chain. The sergeant's warning horn is conspicuous; it doesn't take an ability check for the heroes to realize that it would be very difficult to dispatch these soldiers quietly.

Creatures. 7 thugs (Monster Manual p 350), 2 dogs (wolf stats, Monster Manual p 341), and one Seeker Sergeant (p XXX).

Tactics. The guards begin the encounter with an indifferent attitude toward the PCs, but they can turn hostile at any moment. If the heroes can bluff, negotiate, bribe, enchant, or otherwise alter their attitudes to friendly, the soldiers let them pass. If not, the soldiers turn them away from town. If they botch their efforts and the soldiers' attitudes become hostile, the soldiers attempt to arrest the heroes. In the event of a fight, the dog handler orders his dog to attack, then he also attacks along with the four thugs. The sergeant spends his first round blowing three sharp blasts on his warning horn, then attacks. The warning will bring **six additional thugs in one minute**. Expecting reinforcements to arrive, the Seekers will fight to the death.

SEEKER SERGEANT

Armor Class 13 Hit Points 45 Speed 30 ft.
Skills Pack tactics, Intimidation +3, Multiattack
Morningstar +4(1d8 + 2) bludgeoning damage.
Heavy Crossbow +2 range 100/400 ft (1d10)

Development. If the heroes get past peacefully, no further complications should arise because of the encounter. If the heroes fight and win, they will be able to get into town, but the Seeker militia will be extremely vigilant—subjecting random people to searches and harassment, etc. If the heroes fight and lose, they will be imprisoned in Solace (any hero on death's door as a result of the fight will be stabilized by one of the Seekers with first aid experience). It's likely their comrades will hear of their capture once they arrive at the Inn and will organize a rescue.

THUGS

Armor Class 11 Hit Points 32 Speed 30 ft.
Skills Pack tactics, Multiattack
Mace +4(1d6 + 2) bludgeoning damage.
Heavy Crossbow +2 range 100/400 ft (1d10)

DOGS (WOLF STATS)

Armor Class 13 Hit Points 11 Speed 40 ft.
Skills Keen Hearing and Smell, Pack Tactics
Bite Melee +4(2d4 + 2) piercing damage. DC 11
STR ST or knocked prone.

GOBLIN DESERTERS

2,000 XP Encounter Value

Abused by their "lizardmen" masters, They've been reduced to banditry to get enough to fill their bellies; they have staked out a good ambush position and are waiting to attack any travelers that seem likely to have food or coin.

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

Situation. Allow the heroes a Wisdom (Perception) check vs. the goblins' Dexterity (Stealth) check (grant the goblins advantage due to effective preparation) to see how much warning the heroes get; the encounter distance is 40 feet if the heroes make their check, 15 if they fail.

Creatures. 12 goblins (Monster Manual p 166), goblin boss (Monster Manual p 166).

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

GOBLINS

Armor Class 15 Hit Points 7 Speed 30 ft.

Skills +6 Stealth, Nimble Escape

Scimitar Melee +4(1d6 + 2) slashing damage

Shortbow Ranged +4 80/320 ft (1d6 + 2)

GOBLIN BOSS

Armor Class 17 Hit Points 21 Speed 30 ft.

Skills Multiattack, Nimble Escape, Redirect Attack

Scimitar Melee +4(1d6 + 2) slashing damage

Shortbow Ranged +4 80/320 ft (1d6 + 2)

SOLACE

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

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

SOLACE (VILLAGE)

Population: 338

Government: Seeker Hederick, the High Theocrat of Solace, is responsible for the town's wellbeing. He has made a deal with Fewmaster Toede.

Defense: The town hosts 25 seeker militiamen, commanded by Seeker Hederick. Fewmaster Toede commands 8 hobgoblin mercenaries who work in conjunction with the militia.

Commerce: Basic supplies are readily available, mostly from merchants in the Town Square and Theros Ironfeld's smithy. Sometimes the itinerant merchants will have less common goods available.

Organizations: The Inn of the Last Home is one of the most important institutions in the entire village. In the absence of any temple or prominent government building, it stands as the town's primary place of gathering, information, and community.

ATTITUDES IN SOLACE

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

PEOPLE TO MEET IN SOLACE

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

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

Theros Ironfeld. Neutral good human male (p XXX). Theros, a master blacksmith, carpenter, and builder, runs Solace's smithy. He hasn't been in town for long, having just finished a large job for the elves of Qualinesti before setting up shop in Solace. Theros is a large, powerfully built man with a gruff, no-nonsense demeanor; he doesn't easily suffer fools, kender, or people who waste his time.

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

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

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

PLACES TO VISIT IN SOLACE

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

S1. Inn of the Last Home. The largest building in Solace, the Inn is about forty feet off the ground and can be reached by a staircase that winds around the trunk of the vallenwood in which it is built. Readily visible from the main road, the Inn has two stories—common room and kitchen on the main floor, sleeping rooms above. It is a lovely building with gabled roofs and stained glass windows. Stables are located beneath the Inn for the convenience of the guests. The Inn is run by Otik Sandath; Tika Waylan is one of the barmaids.

S3. Town Square. Not so much a true town square as a large cleared area located between the intersections of several roads, this patch of land serves as a meeting place for the inhabitants of Solace. Here itinerant merchants set up market-stalls or park their wagons, traveling troupes of players give performances, and children and adults play at sports like goblin ball and kender keep-away. Celebrations such as Spring Dawning are also held here.

S4. Theros Ironfeld's Smithy. Built of stone and located just off the Town Square, the smithy is one of the few buildings on ground level. The great bellows roar as the forge fire burns hot; the sounds of hammering and clanging can be heard throughout Solace.

WHAT THE INN'S PATRONS KNOW

If questioned about the *Blue Crystal Staff*, the tales of monsters and disappearances, or other unusual goings-on, the Inn's patrons will say (provided they're friendly to the heroes):

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

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

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

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

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

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

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

S5. The Trough. This is a disreputable watering hole that caters to those who have nefarious business to conduct, those who would rather not show their faces in public, or those addicted to dwarf spirits. The Trough is built on the ground—since no one who has been drinking dwarf spirits should be climbing trees. Its signboard features a pig wallowing in swill. The tavern itself is a gray V-shaped building wedged between the boles of two large vallenwoods. Visitors can reach the Trough without going through Solace proper. It is said of the Trough that "the barmaids are deaf, the tavern keeper mute, and all of them are blind," to better insure the privacy of its patrons.

SCENES IN SOLACE

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

OLD FRIENDS AND MYSTERIOUS STRANGERS

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

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

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

The low murmur of voices fills the inn. An old man weaves stories in the corner by the hearth, to the delight of the crowd gathered about him. At a far table, near the storyteller, a man and a woman sit together and speak quietly. Another man stands near the storyteller, but he doesn't engage with him or his listeners; a small boy stares thoughtfully into the fire a few paces away.

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

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

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

LEAVING SOLACE

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

If the heroes are traveling to Haven, see the "Haven" section. If they're taking the road to east toward Xak Tsaroth, it's likely they'll first pass through "The Plains." If they go elsewhere, you may need to improvise. Remember the vast Red Dragonarmy hosts lie miles to the north and southeast.

THE PLAINS

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

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

TRAVELING THROUGH THE PLAINS

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

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

WEATHER

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

FLORA AND FAUNA

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

PLACES TO VISIT IN THE PLAINS

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

AB 3. Qué-Kiri. The structures of this town don't seem completely permanent. The village consists of about 150 family huts and primitive cottages, plus a small handful of permanent common buildings. Most of the family dwellings are made from wood, bark, and tanned hides, augmented with mud and adobe; the common buildings are made from logs, adobe, and even some stone with thatched roofs. Qué-Kiri's population is very tense and suspicious of outsiders, such as the heroes. Only simple provisions and equipment can be obtained here and then only for barter; the Plainsmen know something terrible is coming, and items with as little practical value as metal coin carry far less worth in such times.

AB 4. Qué-Shu. Qué-Shu will be in ruins by the time the heroes reach it.

AB 5. Qué-Teh. Like the other Plainsmen villages, the structures of this town don't seem completely permanent. The village consists of about one hundred family huts and primitive cottages, plus a small handful of permanent common buildings. The family dwellings are made from wood, bark, and tanned hides, augmented with mud and adobe; the common buildings are made from logs, adobe, and even some stone with thatched roofs. Qué-Teh will be abandoned by the time the heroes get there.

DISTANCES IN THE PLAINS

Travel times for journeys between various settlements in the Abanasinian Plains (assuming travelers use the roads and trails available) are listed below. If the heroes go off-road, estimate the distance they travel and consult Chapter 8: Adventuring in the Player's Handbook to determine travel times.

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

- Slow: 8 hours
- Normal: 5 hours
- Fast: 4 hours

Qué-Teh to Qué-Shu (26 miles)

- Slow: 13 hours
- Normal: 9 hours
- Fast: 7 hours

Gateway to Qué-Teh (10 miles)

- Slow: 5 hours
- Normal: 4 hours
- Fast: 3 hours

Qué-Teh to New Ports (32 miles)

- Slow: 16 hours
- Normal: 11 hours
- Fast: 8 hours

AB 6. Gateway. A town of about 300, Gateway resembles Solace in many respects, from its size to the attitudes of its people. The major difference is that it has none of the mighty vallenwood trees, so the town is constructed on the ground. It also has no smith skilled in working iron or steel. The town is surrounded by farms and pastureland. Residents of Gateway scoff at tales of dragonmen or evil armies, calling them "kender tales." A lightly-used trail leads north into the hills, through Gateway Pass, back to Solace, but it passes dangerously close to Darken Wood. Residents of Gateway don't much like taking that road.

AB 7. New Ports. New Ports, until recently a town of over 3,000 residents, is fractured in its organization. There are a number of different guilds in the city that each claim to have a "captain" and a "crew." There is no central authority, and each guild maintains a number of homes within its section of the city. Each guild barter with the others for its needs. This makes it difficult for New Ports to respond as a city to any outside threats, as each guild is primarily concerned with its own welfare.

If the heroes arrive here before Autumn Harvest 19th (day 7), they may be able to book passage on a ship to take them to Xak Tsaroth (or elsewhere, if they decide against going there). From Autumn Harvest 20th onward, the town is occupied by the Red Dragonarmy. Many of its residents have been rounded up and shipped south to work as slaves in the mines of Pax Tharkas. Others remain in the ruined town, forced to work the port as it becomes an important supply center for the invaders.

AB 8. Eastwall Mountains. Representing the eastern border of the Plains, these hills and ridges separate the Plains from the coastal strip. This region is discussed in the section entitled "AB 25: Forsaken Pass, Qué-Teh."

RANDOM ENCOUNTERS IN THE PLAINS

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

PLAINS ENCOUNTERS

d%	Encounter
01-10	1d6 + 3 baaz draconians (p XXX)
11-20	1d4 + 1 cockatrices (MM p 42)
21-35	1d4 + 1 ankhegs (MM p 21)
36-50	1d8 + 4 bugbears (MM p 33)
51-65	2d6 + 6 skeletons (MM p 272)
66-80	1 wyvern (MM p 303)
81-90	1 bulette (MM p 34)
91-00	1d6 + 2 dire wolves (MM p 321)

EVENTS IN THE PLAINS

The following scenes can take place in the Plains of Abanasinia. Each is dependent upon the heroes to some extent, but you may introduce one whenever the situation seems appropriate.

QUÉ-KIRI

When the heroes come out of the Kiri valley, they are met by several plainsmen warriors, guards from Qué-Kiri keeping watch over the road. The group consists of five plains warriors, led by one plains hunter.

The plainsmen are suspicious and unfriendly, especially the woman who leads them. They insist the heroes skirt the nearby village of Qué-Kiri rather than pass through it. If the heroes can convince them they are no threat, they'll offer to give the heroes food and water, but will continue to insist the heroes avoid the village.

If the heroes manage to convince the plainsmen that they are friends, they divulge that their tribal shaman has had a dream about the *Blue Crystal Staff* that is somehow related to a city underground. They also warn the heroes that their tribal scouts have reported mysterious fires far to the north. Any character who makes a DC 10 Intelligence (Nature) or Wisdom (Survival) check realizes that natural wildfires would be unlikely, given the recent rains in the area. However, the plainsmen will still not allow the heroes to go through their village.

If by some means the heroes manage to convince the plainsmen to trust them, they will allow them through the village (but not without an escort). The heroes may have a chance to stop and barter with the nomads here and be able to establish a positive relationship that could be useful later. In this event, asking to meet the tribe's shaman and showing him the *Blue Crystal Staff* earns the heroes the advice to take it east to Xak Tsaroth as quickly as possible.

Under no circumstances will the plainsmen provide horses for the heroes. Horses are far too valuable.

TRACKS

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

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

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

If followed south, the tracks eventually lead toward the southern end of the Eastwall Mountains and around north again toward Xak Tsaroth. If followed north, they lead across the plains for two dozen miles, eventually to a Red Dragonarmy encampment. At that point, if the heroes are foolish enough not to withdraw before they're noticed, they will likely be swarmed by hundreds of draconians with predictable results.

NIGHTSHADE

2,000 XP Encounter Value

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

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

The figures are still 500 feet away; however the fleeing man is stumbling toward the heroes with all his strength, and he manages to cry out for help. Any character who strains to hear the voices better can make a DC 20 Wisdom (Perception) check. If they've encountered draconians before, they'll recognize the voices; if not, tell the heroes that the pursuers' laughter isn't quite like any voices they've ever heard before.

Situation. The draconians will attack the heroes on sight, so roll for initiative immediately. Encounter distance is fairly long on the plains, so the heroes should be able to prepare themselves for the fight.

Creatures. 10 baaz draconians (p XXX).

Tactics. The draconians rush at the heroes on sight and fight to the death. They make only the feeblest of attempts to coordinate their tactics.

Development. If the heroes defeat the draconians, they will receive the undying gratitude of Nightshade, the plainsman refugee. Read or roleplay the following:

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

Nightshade insists on continuing to Qué-Shu, with or without the heroes. If pressed about his debt to the heroes, he says he will repay them when he is able, but his obligation to his tribe must come first. He will require an hour or two of rest before he's able to continue on (unless healed by the *Blue Crystal Staff*), and he will gratefully accept any assistance the heroes offer to provide. If they show him or tell him about the *Blue Crystal Staff*, he warns them not to allow it to fall into the hands of the dragonmen; keep it safe, at any cost, he insists. If they tell him of their mission to Xak Tsaroth, he approves heartily. Surely that's where the staff's secret lies, for that place is full of the ghosts of the past, he advises them. If the heroes offer to try to rescue his people, he politely declines, saying that so few could not possibly hope to fight against so many of the dragonmen. He must summon his people's cousins of the Qué-Shu tribe, who are great in number and fierce in battle.

DRACONIANS

4,500 XP Encounter Value

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

Situation. A section of draconians has set up an ambush, hoping to kill any travelers they encounter and search the corpses for any sign of the *Blue Crystal Staff*. The draconians aren't good at hiding, but they've taken their time which gives them advantage on their Dexterity (Stealth) checks.

If neither side notices the other, the encounter begins at a distance of 30 feet when both sides suddenly realize they are not alone. If both sides spot each other, the encounter begins at a distance of 70 feet. If only one side becomes aware, assume this occurs at 70 feet away.

Creatures. 15 baaz draconians (p XXX).

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

BAAZ DRAGONIAN

Armor Class 15 Hit Points 11 Speed 30 ft.

Damage Immunities sleep, paralyzed, Falling
Magic Resistance.

Death Throes. (If killed with melee weapon DC11 DEX. or weapon is stuck in stone 1d4 min)

Multiattack. The draconian makes one bite attack and two claw attacks, or one longsword attack and one claw attack.

Longsword. +2(1d10)

Claw. +2(1d4), **Bite.** +2(1d6)

QUÉ-SHU

If the heroes skirt Qué-Shu, within three miles of the village, they see a great deal of black smoke rising from its direction. They see large swaths of trampled grass, signs that they've seen before—a great host passed this way. As they approach the village, they notice a handful of crows circling the town. Once they get within a hundred yards of the village's outskirts, the heroes feel chill winds dispersing the smoke from dying fires in the midst of the village. Buzzards and carrion crows wheel over the motionless settlement, descending slowly among the huts. Everything is still and eerily quiet but for the occasional caw of a crow.

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

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

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

The sign is written in Nerakese. If the heroes know some means of reading the language, it reads: "Be it known, servants of Highlord Verminaard, the fate of ye who disobey his commands or show cowardice."

If a hero looks at the carved message closely, and makes a DC 15 Intelligence (Investigation) check, they can determine that the message was actually carved by a very, very large claw. Anyone who is proficient with smith's tools has advantage on their Intelligence (Investigation) check. What they cannot discern is that Ember, Verminaard's red dragon, scribed the sign.

The heroes find signs that the villagers left their homes in a terrified rush. A ranger or other expert tracker can find the tracks with a DC 15 Wisdom (Survival) check. They lead off to the Eastwall Mountains.

QUÉ-TEH

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

THE SEEKER LANDS

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

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

AB 12: TWIN FLAT

6,000 XP Encounter Value

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

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

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

SITUATION

Creatures. 1 baaz draconian spy (p XXX), 18 baaz draconians (p XXX).

Tactics. The baaz spy knows his business—he is skilled at disguise and smooth talk. Assume the spy disguised his comrades and himself, setting the DC to see through the disguises at 17.

He'll parlay with the heroes, trying to get information out of them without risking his life and mission.

You see down the road a section of hooded religious pilgrims traveling the New Haven Road. Two are pulling a large, two-wheeled cart. The section travels by you stopping when they spot you. One of the hooded pilgrims speaks up "Good day to you, travelers," he says in a slightly raspy voice. "Please pardon this old cleric's ramblings, but some days ago our healing staff was stolen from Xak Tsaroth. Now, one of our flock is dying—he's lying yonder in the cart—and we desperately need that staff to restore him to health. Have you heard any word of a *Blue Crystal Staff*?"

If the heroes manage to convince the spy that they don't know anything about the Staff, the draconians let them pass. If the heroes admit they've seen it, or know something about it but don't have it, the spy begins to fire additional questions at them, sounding increasingly agitated.

- Where did they see it?
- Who had it?
- Which way did they go?
- How many were there?

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

BAAZ DRACONIAN

Armor Class 15 Hit Points 11 Speed 30 ft.

Damage Immunities sleep, paralyzed, Falling
Magic Resistance.

Death Throes. (If killed with melee weapon DC11 DEX. or weapon is stuck in stone 1d4 min)

Multiattack. The draconian makes one bite attack and two claw attacks, or one longsword attack and one claw attack.

Longsword. +2(1d10)

Claw. +2(1d4), **Bite.** +2(1d6)

BAAZ DRACONIAN SPY

Armor Class 17 Hit Points 22 Speed 30 ft.

Skills: Multiattack, Sneak attack (2d6), +10 Stealth

AB 13: PRAYER'S EYE PEAK

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

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

Any hero who makes a DC 20 Wisdom (Perception) check sees the White Stag (p XXX). The Stag, 300 feet away, will walk into the trees to the south of the road. If the heroes pursue, it leads them on a merry chase through the woods, always a few steps ahead, through the crack in Prayer's Eye Peak, and straight into Darken Wood, where it loses them. Go to "Spirit Forest" in "Darken Wood."

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

AB 14: JAKANTH VALE

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

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

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

AB 15: SENTINEL GAP

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

AB 16: TWIN PEAKS VALE

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

AB 17: SHADOW CANYON

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

AB 18: REFUGEES OF NORTH SEEKER REACHES

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

AB 19: REFUGEES OF HAVEN'S VALE

Farther south, the scene seems bleaker. Dust cloaks the highway which stretches down the center of the plain. A stream of refugees shuffles and limps southward toward the glistening, distant spires of Haven. Every cultivated field in this area stands abandoned, the harvest left to rot. Refugees flee down the road, staggering and occasionally engaging in petty squabbles. All of them are too worried or too busy foraging in the abandoned fields to speak with the heroes, other than to beg for food or money. Now and then, a contingent of Holy Guards rides up and down the lines of refugees trying to keep order (and looking for the *Blue Crystal Staff*). All of these people have but a single thought: get to the city of Haven as fast as they can. There they believe the Highseekers can guide them and grant them the protection of the new gods. There they hope to be safe from the invaders.

DARKEN WOOD

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

FEATURES OF DARKEN WOOD

No light source, not even a magical one, can cast light in Darken Wood farther than 40 ft. (20 ft. at night); the air hangs thick and heavy, seeming to diffuse even the brightest illumination. Darkvision doesn't work in these woods, so even elves and dwarves entering must rely on ordinary vision. All Wisdom (Perception) checks are made with disadvantage, even within the radius of illumination of a light source.

The forest is blanketed by a permanent confusion spell (Wisdom save DC 15). Any character that succeeds on their saving throw is immune to this effect until they leave and reenter Darken Wood. While in the forest all attempts at tracking, including retracing the path by which one has arrived, are made with disadvantage due to the mysteriously shifting trees. Attempts to tell the exact time of day usually fail.

CREATURES IN DARKEN WOOD

Although most creatures stay clear of this place, there are two groups which the heroes might encounter.

SPECTRAL MINIONS

Darken Wood is defended by a host of spectral minions, all that remains of an ancient army; they ceaselessly patrol the forest in search of intruders. The minions will try to kill any creature that has darkness in its heart, and will try to frighten anyone else from the forest. Intelligent creatures that harm any animal or plant in the Darken Wood, or attempt to build a fire, will also draw their wrath.

CENTAURS

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

PLACES IN DARKEN WOOD

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

AB 9: STARLIGHT CANYON

At the north end of the wood, near the Twin Peaks that guard the New Haven Road, lies the Starlight Canyon, home to the largest population of pegasi (MM p 250) in Krynn. Most of these magnificent winged horses make their lairs in the network of caves that dot the canyon, though some live in the ground camps or elsewhere. The canyon takes its name from the soft haze of starlight that blankets it. As a result, this part of the wood has better illumination than the rest, and light sources cast light up to 80 ft.

AB 10: DRYAD FORESTS

The east of Darken Wood is comprised of the Dryad Forests and oak trees instead of aspens. The dryads (MM p 121) are non-confrontational, leaving their safety in the hands of the centaurs or the spectral minions, but they are not above charming one of the heroes to help them protect their groves-or to serve as their slave labor.

AB 11: UNICORN'S GROVE

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

EVENTS IN DARKEN WOOD

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

SPIRIT FOREST

6,300 XP Encounter Value (Hard)

As the heroes enter the forest, they travel for only a few hundred feet before they're suddenly aware that they're not alone. Unless the heroes take steps to conceal their presence, a troop of spectral minions has crept upon the heroes and is surrounding them.

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

Creatures. 1 spectral captain (p XXX), 14 spectral warriors (p XXX).

Tactics. If the heroes speak with the spectral minions, their captain demands to know the heroes' business in the woods. If they say they were chasing the White Stag, the captain immediately sends three of his warriors after it in the direction the heroes indicate—the spectral minions of Darken Wood are doomed to forever hunt, but never catch, the White Stag.

If they speak of the *Blue Crystal Staff*, the captain demands to see it. If the heroes refuse to show the spectral minions the *Blue Crystal Staff*, the captain threatens them with death unless they leave the woods immediately. If they don't, it will come to a fight.

If the Prophet produces the Staff, the spectral minions gasp and seem to take a step back in shock. After only a few seconds, the captain demands that the heroes follow him: "Come with us, the Master has need of you. You will not be harmed." He leads the heroes to the centaurs.

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

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

If it comes to a fight, the spectral minions fight hard. However, their primary goal is to drive the heroes from Darken Wood, not to kill them. If the Prophet uses the *Blue Crystal Staff*, the fight abruptly comes to an end as the spectral minions are awed by its power, and the captain attempts to lead the heroes to the centaurs.

SPECTRAL CAPTAIN

Armor Class 15 Hit Points 32 Speed 60 ft.

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Incorporeal Movement. Magic Resistance. Turn Immunity. Multiattack

Longsword. +4(1d10 + 2)

SPECTRAL WARRIOR

Armor Class 12 Hit Points 16 Speed 60 ft.

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Incorporeal Movement. Magic Resistance. Turn Immunity.

Longsword. +4(1d10 + 2)

CENTAUR REACHES

10,000 XP Encounter Value

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

Ten giant horse-men seem to materialize from the very forest itself. They are enormous, eight feet tall at the head, with amazingly muscular torsos and shoulders that seem able to rip one of the forest's trees right from the ground. Their horse bodies seem equally powerful; their skill at woodland stealth seems incongruous with the raw strength they seem to exude. It takes you a moment to realize that they are flesh and blood, not figments of your imagination; these must be the centaurs you've heard about from children's tales and old myths. All are armed, some with great bows, others with swords. "Halt, prisoners," the leader says in archaically accented Common. "Ye be trapped. Ye will be taken to the Master to be judged. Ye will not be harmed unless ye attempt to escape, so cometh peacefully."

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

Creatures. 10 centaurs (MM p 38).

Tactics. Wise heroes avoid a fight here—the centaurs are not their enemies. If it comes to a fight, the centaurs will fight to the death, but not before one blows a long blast on a horn which will sound the alarm for other centaur and spectral minion patrols. Eight more centaurs will arrive in ten rounds, and ten rounds after that a troop of 14 spectral warriors and 1 spectral captain. The heroes will need to fight a running battle to escape from the woods, for they do not stand a chance against these forces. They will never be able to enter Darken Wood peacefully again.

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

CENTAR

Armor Class 12 Hit Points 45 Speed 50 ft.

Skills Multiattack, Charge, +6 Athletics

Pike reach 10ft +6(1d10 + 4) Piercing

Hooves Melee +6(2d6 + 4) bludgeoning

Longbow Range 150/600 +2(1d8 + 2) piercing

THE FORESTMASTER

Read or paraphrase the following.

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

The Forestmaster (unicorn, MM p 294) speaks when they come closer. "I am the Forestmaster. You have entered my Great Forest, and I grant you safe passage and the aid of all creatures while you remain within our borders." The heroes will not be attacked by any creature until they leave Darken Wood, unless the heroes attack first.

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

What the forest master knows

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

- **Why do you want to see us?** "Some days ago, a great and glorious being came among us. He held great wisdom and power rare in the land today. He foretold your coming and left you a message: 'You must fly straight away across the Eastwall Mountains. Within two days, you must be within Xak Tsaroth. There, if you prove worthy, you shall receive the greatest gift given to the world.' Those were his very words — 'the greatest gift given to the world!'"
- **What do you know of the Blue Crystal Staff?** "It is an item of great power, a relic of days most have long forgotten. Its secrets can be found in Xak Tsaroth and within the hearts of those who remember."
- **Why do you carry such sadness?** "Shortly, a terrible evil will descend upon us and destroy my domain. I have seen it."
- **Do you know anything about dragonmen or the evil that people say is approaching?** "I know very little about what goes on beyond my forest's borders. I have seen that a great evil is coming, but I do not know its nature."
- **Can you help us get to Xak Tsaroth?** "Yes. My friends"—he nods toward a group of pegasi that entered the glade without you noticing— "have extended an offer to transport you to the region nearby Xak Tsaroth."

LEAVING DARKEN WOOD

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

HAVEN

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

GETTING TO HAVEN

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

HAVEN (CITY)

Population: 14,889

Government: The Highseekers Council are religious zealots who claim to seek religious truths. They label as heretics anyone who does not follow their beliefs, creating an atmosphere of secrecy and paranoia among the local population. Some of the Highseekers have lately fallen under the influence of the Dragon Highlord Verminaard and are increasingly surrounded by strangely-cloaked clerics.

Defense: Dressed in red and white tunics over chain shirts, the Holy Guard are under the direct orders of the Council of Highseekers. They are typically armed with longswords and heavy shields.

Commerce: Almost any goods or services are readily available in the street markets, or the makeshift shops set up by refugees outside the city walls desperate to earn money for food.

Organizations: The Highseekers have driven all competing religions out of the city, or at least into hiding. They, and their Holy Guard, are the most prominent and powerful group in Haven. Citizens and merchants alike are careful not to get on the wrong side of Highseeker law.

FEATURES OF HAVEN

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

The city is surrounded by a low marble wall that was originally constructed to keep out wildlife. A guardhouse stands at the city gates, which until recently were left open during the day, welcoming people from across the land. The gates are now closed to bar the entry of more refugees. Six tall marble towers stand at even intervals along the wall. The town boasts a grain mill, street markets, and a blacksmith.

PLACES TO VISIT IN HAVEN

The following entries correspond to keyed locations on the map of Haven and represent the most significant places to visit for the purpose of this adventure.

H10. Steel Tankard Tavern. Calling the Steel Tankard a dive would be charitable. They serve lousy ale and watery dwarf spirits at prices that don't encourage moderation; they have a loyal clientele of drunkards and ne'er-do-wells. Unfortunately, it's also the only inn in town with any rooms remaining—the Ivy Inn and the High Hand Tavern are both full, and almost every private house has rented out space to refugees. The Steel Tankard will rent space on the floor of the common room for a copper a night; after last call, those who've paid up can bunk down on the beer-stained floor and try to catch some sleep. "It beats sleeping outside," the barman will admonish the heroes if they balk at the offer. "With all these refugees in town, the Holy Guards are having a hard time keeping the peace. Sleep outside only if you want your pockets picked and maybe your throat cut."

H12. Council Hall of the Highseekers. This structure is a large hall supported by six towers, representing the six towers that surround the city. From the Council Hall, the Council of Highseekers spread the word of their new gods of truth. Currently, refugees flock to the temple, begging the Seekers to demonstrate the power of their gods and protect them from the evils of the north. Here, Seeker leaders meet to discuss plans for dealing with the city's problems; levying decrees they hope will keep their streets safe. Anyone with news of the *Blue Crystal Staff* is brought to this location for questioning.

PEOPLE TO MEET IN HAVEN

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

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

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

THINGS THAT HAPPEN IN HAVEN

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

ENTERING HAVEN

4,500 XP Encounter Value

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

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

The city overflows with refugees. The heroes finally enter Haven only after enduring the long and chaotic wait outside the city. Once they've cleared the guardpost at the gates. Read the following.

You enter into a city overcrowded with far more people than it was ever intended to host. Squabbling refugees, crying children, and impatient and overworked city guards are everywhere. Pickpockets work the crowd mercilessly. You are caught up in the center of the mob. Just a few feet away, a fight breaks out among several refugees; you see a troop of guards, unarmored and wielding long clubs instead of swords, come running and lash out indiscriminately to break up the altercation in the mob you are in.

Once the fight breaks out, if the heroes don't actively move away from it, they may have several of the guards single them out.

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

Creatures. 5d4 human **commoners** (MM 345), 15 human **thugs** (MM 350) armed with clubs instead of maces and crossbows.

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

OVERHEARD AT THE STEEL TANKARD

At some point, the heroes are bound to ask around about lodging.

They'll be told: "Every inn in the city is full up, except, I've heard, for the Steel Tankard, but I wouldn't stay there myself."

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

This scene can be a fun roleplaying exercise, as many players like a good old-fashioned tavern scene. Additionally, if the players are, for whatever reason, running a small party and could use some extra muscle, this is a golden opportunity to recruit some new blood.

Otherwise, if the party is already large enough and well balanced, there's no need for it. The scene is optional but has some fun roleplaying value, especially if the heroes are looking for lodging for the night.

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

Three NPCs are introduced here:

- **Jaymes Green** (N male civilized human ranger 5, a woodsman from western Abanasinia),
- **"Bear"** (CG male nomadic human barbarian 5, an iron prospector from the Kharolis Mountains),
- **Fiona Wainwright** (NG female civilized human rogue 5, an out-of-work bodyguard from Haven).
- All three are competent and would certainly be sympathetic to the heroes' cause.

Thugs

Armor Class 11 Hit Points 32 Speed 30 ft.

- **Skills** Pack tactics, Multiattack
- **Mace** +4(1d6 + 2) bludgeoning damage.
- **Heavy Crossbow** +2 range 100/400 ft (1d10)

Human Commoners

Armor Class 10 Hit Points 4 Speed 30 ft.

- **Fist** +2(1d4 + 0) bludgeoning damage.

If the heroes sit quietly near the man in the fur cloak, they'll hear him ranting. The heroes quickly realize he's had more than his share of ale and is speaking more boldly than he otherwise might.

"To the Abyss with this town," he says to nobody in particular. "The Highseekers say we're safe. Ha! What do they know?"
The man grows louder and more obnoxious with each word.
"We should all get out of here. They can't protect us! They have no real power! Where are their miracles? Eh? You tell me!" He points to the party. *"Where is their magic? Eh? Don't know, do you? No, I didn't think so! Eh! How can they claim to geek for the spods... er, speak for the gods..."* You see the barman steps from behind the counter, grabs the obnoxious man by the collar and begins escorting him outside. You can hear him continue his drunken rant as he's ejected, *"... when they don't even have any powers? The old gods used to..."*

The forester is more conversational but no more optimistic.

"The Holy Guards are searching high and low for some artifact—a crystal staff, or so I hear. Why do they bother? As if a single staff could protect a city from armies..."

The woman reminds the heroes of the realities of geography.

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

THE COUNCIL OF THE HIGHSEEKERS

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

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

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

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

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

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

If the heroes produce the Blue Crystal Staff, the council will gasp in unison, all except for Elistan, who simply stares in wonder. A Highseeker by the name of Locar rises and demands that the heroes turn the Blue Crystal Staff over to them. If they refuse, he approaches them angrily, intent on physically taking it. Elistan weakly protests that Locar should sit down, but he refuses to listen to reason. Before anyone can react, the Staff grows very warm in the Prophet's hand and a bolt of blue energy leaps out and strikes Locar's hand.

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

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

LEAVING HAVEN

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

AB 21: Qualinesti Elflands [EL 11] If the heroes cross the White-Rage River—there is a ford just downstream from Haven where the heroes can cross without difficulty—they’ll be in the forest of Qualinesti.

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

Creatures: Fifteen elven scouts face the heroes. Ten of the scouts are armed with great ash composite bows, four with longswords and handaxes. A fifteenth steps forward, confident and obviously in charge. A gracefully curved sword rests in the crook of his arm, a wicked long knife at his belt, and a longbow strung across his back. All the elves wear rugged leathers and brown-grey elven cloaks. □ Qualinesti elite scouts (14): hp 17, see page 155. □ Qualinesti scout captain: hp 31, see page 156.

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

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

Qualinesti Elite Scout

Armor Class 15 (16) **Hit Points** 17 **Speed** 30 ft.
Skills Dex and Con Saving Throws, Stealth +9

Multiattack. The scout makes two attacks

Longsword. +5 (1d8 + 2) slashing

Longbow. +7 range 150/600 ft (1d8+3) piercing

Qualinesti Elite Scout

Armor Class 16 (17) **Hit Points** 31 **Speed** 30 ft.

AB 22: WHITE-RAGE RIVER

Read or paraphrase the following:

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

The heroes may easily cross the river at fords (see map), but anywhere else it is very difficult without some kind of raft. Constructing a crude raft requires 1d4 hours for each creature it will carry (half that for small creatures). Passing a Tinkering Check (survival) check (DC 15) will cut the total time in half (may not take 20 on this check); if the check succeeds against a DC of 25, the time is cut to one third. Rafts large enough to hold four medium-sized creatures can be improvised in this manner. Alternatively, sufficiently large tree could be felled across the river at a narrow point; Balance checks (DC 10-15) would be necessary to cross the river atop a felled tree. The river cuts through some very rugged terrain, and walking along the riverbank will be very slow going. The route should be considered trackless, halving the heroes’ movement rate. If the heroes decide to attempt to float downriver, they’ll need to construct rafts (see the previous paragraph) and fashion poles or oars to steer. Any character may steer a raft on calm water. To stay on course, Survival checks (DC 10) must be made in rough water (which includes much of the White-Rage River) to stay on course.

AB 24: OLDROAD BRIDGE

In the distance you see an old stone-three arch bridge spanning The white rage river. The water crashes swiftly and violently against the worn stone. With keen eyes you spot a band of armored draconians guarding the bridge.

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

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

Creatures Six baaz draconians, plus one ogre. *Baaz draconians* (6): hp 18, see DRAGONLANCE Campaign Setting. *Ogre* hp 29, see Monster Manual.

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

Trap Under the bridge, a tripwire has been strung a few feet above the water level in case anyone tries navigating the river by raft. *Tripwire* Trap CR 2; mechanical, 3d6 Bludgeon, Search D15; Disable Device DC 15, Boat in ensnared.

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

BAAZ DRACONIAN

Armor Class 15 Hit Points 11 Speed 30 ft.

Damage Immunities sleep, paralyzed, Falling
Magic Resistance.

Death Throes. (If killed with melee weapon DC11 DEX. or weapon is stuck in stone 1d4 min)

Multiattack. The draconian makes one bite attack and two claw attacks/ Lonsword and Claw

Longsword. +2(1d10)

Claw. +2(1d4), **Bite.** +2(1d6)

OGRE

Armor Class 14 Hit Points 30 Speed 30 ft.

Great Club Melee +6(2d8 + 4) Bludgeoning
Javelin Ranged 30/120 ft +6(2d6 + 4) piercing

FAR EASTERN ABANASINIA

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

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

PLACES TO VISIT IN EASTERN ABANASINIA

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

AB 25: FORSAKEN PASS

Rising from a pleasant meadow in the foothills of the Eastwall Mountains, A densely wooded forest sprawls before you. The trail, widely overgrown, runs through the ancient forest almost vanishing in the thick underbrush. Rugged mountains peak just above the tree line.

Staying on the trail requires a Survival check (DC 10) every mile. The trail through the pass is 7 miles long and comes down from the mountains into the Swamp.

DWARVEN FORTRESS

4 miles down the trail

Through the trees an ancient fortification lies in ruin. Most of its walls have long since collapsed to rubble. Though unmistakable dwarven runes can be seen carved deep into the stone walls. On approaching the ruins you hear the sounds of grunts and growls from behind a fallen wall.

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

Creatures: Three owlbears. Owlbears (3): hp 59, see Monster Manual. **Tactics:** The owlbears lack any subtle tactics; they will attack the heroes on sight and fight to the death.

OWLBEAR

Armor Class 13 Hit Points 59 Speed 40 ft.

Skills: Keen sight and Smell

Multiattack: One with its beak, one with its claws.

Beak: +7 (1d10 + 5) piercing damage.

Claws: +7 (2d8 + 5) slashing damage.

Recalling old lessons Raistlin speaks up

This ancient structure once defended the pass' eastern approach. From approaching armies. I believe the runes are of blessing and protection. Though any magic they once might have had has long since dissipated.

TRACKS

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

AB 26: DIRE WOOD AND CURSED LANDS OF NEW SEA

Lands of New Sea Inundated by a towering wave of seawater in the wake of the Cataclysm, this strip of land between the Eastwall Mountains and the coast was ruined. The once rich topsoil washed into the sea; now it is covered in forests of ironclaw trees. The New Sea coastal woods are devoid of settlements, and few large animals make it home. Birds, snakes, insects, and small mammals make up the majority of the fauna in the region.

Appearing out of the forest the trail dies. No roads traverse this landscape. Hard pack dirt leads to the ironclaw forest. With ponds and streams dotting the landscape, the mossy ground is almost perpetually saturated

MONSTROUS SPIDERS

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

The Situation: As the heroes are traveling through the forest, they are ambushed by a colony of large monstrous spiders. Creatures: Five Giant spiders. These are the hunting variety, rather than webcasting. □ Large monstrous spiders (5): hp 26, see Monster Manual.

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

GIANT SPIDER

Armor Class 14 HP 26 Speed 30 ft (60ft on web)

Skills: Stealth +7

Bite: +5 (1d18 + 3) Piercing DC 11 (2d8) Poison.

1/2 on Save. If reduced to 0 HP 1h poisoned

Web (5 or 6 recharge): Range 30/60 ft +5 Target is restrained by webbing. Target can use action to DC 12 Strength check to break free

AB 27: THE SWAMP

Close to the ruins of Xak Tsaroth

The wet, mossy ground of the ironclaw forest gives way to marshes and swamp. The ironwoods grow thinner, broken up by fetid bogs and stagnant, algae-covered ponds. The foliage of the ironclaw trees blocks out the sun, casting the land in permanent twilight, not even Solinari's brilliant light can penetrate the tenebrous canopy. Even in this dank, terrible place, vines grow thick; Still black waters encircle islands of soggy ground. Narrow land bridges or slimy fallen logs connect the islands. Occasional ripples on the scum-laden ponds indicate that something lives beneath the surface. Raistlin looks at the party with grim eyes, "*We are near to Xak Tsaroth, the fallen city destroyed by the cataclysm. I know not what lies beyond. Be on your guard.*"

XAK TSAROTH: THE CURSED SWAMP

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

Crossing one of the three rope or vine bridges along the trail requires an Acrobatics (DC 15). Failure means the hero falls into the water.

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

RANDOM ENCOUNTERS IN THE CURSED SWAMP

D10	Encounter
1	1 Chuul
2-3	(1d4)+1 Crocodiles
4-5	1 Ochre jelly
6-7	1 Wraith
8-9	Swarm of Poisonous Snakes
10	Hydra

GETTING TO XAK TSAROTH

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

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

HISTORY OF XAK TSAROTH

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

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

At the moment of its destruction, as the earth split and the New Sea rushed in, the former Lord Marshal of the Knights of the Divine Hammer, Cathan MarSevrin, threw the Disks of Mishakal into the yawning chasm. The Disks, and a volume from the spellbook library of Fistandantilus, had been carried all the way from doomed Istar. After the Cataclysm’s violence calmed, the Disks lay at the bottom of the sunken Xak Tsaroth. Cathan died, but his deed enabled the Disks to escape the debauchery and devastation of the rest of Ansalon at the time. Hundreds of years later, as the city of Xak Tsaroth became home to a horde of draconians and their black dragon mistress, a Plainsman ventured into the Temple of Mishakal and escaped the city with the Blue Crystal Staff...or so the story goes.

FEATURES OF XAK TSAROTH

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

PLACES TO VISIT IN THE CURSED SWAMP

XT 1: SWAMP RUINS

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

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

XT 2: WATERS OF THE SWAMP

Green scum covers the dark swamp water. Sour, metallic smells float on the air.

Any hero or NPC who drinks any swamp water will be exposed to Blinding Sickness (CON ST DC 16 negates). A hero or NPC who falls into the water has a 25% chance of accidentally ingesting swamp water.

XT 3: VINE BRIDGES

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

XT 4: BATTLE OF THE FALLEN IRONCLAW

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

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

Creatures: Six bozak draconian elite guards (LE male bozak draconian sorcerer 2). □ Bozak draconian elite guards (6): hp 43, see page 154.

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

BOZAK DRACONIAN (SORCERER)

Armor Class 18 Hit Points 43 Speed 30 ft.

Damage Immunities sleep, paralyzed, Falling

Magic Resistance.

Death Throes. (If killed with melee weapon DC 11

DEX. or weapon is stuck in stone 1d4 min)

Spells. Lvl 1 (4), Lvl 2 (3), Lvl 3 (2) Spell DC 14

Lightning Bolt, Deep Sleep, Shield, Acid Splash,

Daze, Stone Skin, Mage Armor

Multiattack. The draconian makes one bite attack and two claw attacks/ Longsword and Claw

Longsword. +2(1d10), **Claw.** +2(1d4), **Bite.** +2(1d6)

XT 5: BROKEN BRIDGE

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

The Situation: The heroes approach from the south. Two baaz draconians, guarding the north side of the bridge, charge and attack the heroes. Fighting on the bridge isn't easy, as sections of the wooden substructure have rotted away. At the start of each combat round, there is a 10% chance that any character on the bridge will put a foot through the floor. If this occurs, a Reflex save (DC 12) must be made, or else the character is effectively entangled for the round as he yanks his foot free. Baaz draconians (2): hp 18

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

XT 6: TEMPLE OF BAAZ

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

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

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

Bozak draconian priest: hp 58, see page 155. Baaz draconians (7): hp 18, see DLCS. The bozak priest (LE male bozak draconian sorcerer lvl 10)

Runs the camp and conducts worship rituals before the great idol. If the heroes are prisoners, he orders them held three days until Khisanth, the priest's commander, will come to claim them.

If the heroes have the Staff, the priest gleefully exclaims,*

"The greatest danger to our masters is now safely in our hands!" *He cruelly adds,* "We only hope that you do not die so easily as those of Qué-Shu did at our hands."*

The wicker dragon is a draconian idol woven of vines and branches. There is an opening at the base of the figure. The main braces for the wings are tied together just below the dragon's mouth. The mouth itself forms a funnel.

If a hero gets up inside the wicker dragon unnoticed and makes it appear to come to life (such as leaping up and down on the main brace and shouting through the mouth), the draconians will panic. They will run off screaming; they won't return for 1d6 minutes.

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

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

XT 7: TOWER OF TRUTH

A graceful tower, beautiful even in crumbling decay, rises from the waters of the swamp. Finely carved and polished stonework walls still glint beneath the encroaching mosses and undergrowth.

Although the wooden floors and rafters have long since rotted away, a carved stone staircase circles up the interior of this tower to a stone floor at the top. The tower provides a view of all the surrounding swamplands; a cluster of ruins lies to the northeast—this is the Plaza of Death.

XT 8: BREEDING POOL

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

Each egg shell is about 2 ft. long.

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

Creatures: Five black dragon wyrmlings. Black dragon wyrmling (5): hp 33, see MM page 88.

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

BLACK DRAGON WYRMILING

Armor Class 17 **Hit Points** 33 **Speed** 30 ft, Fly 60ft

Skills Perception +4, Stealth +4

Saving Throws Saving Throws Dex +4, Con +3, Wis +2, Cha +3

Bite. +4 (1d10 + 2) piercing, + (1d4) acid damage.

Acid Breath (Recharge 5-6) 15 ft line, 5 ft wide. DC 11 DEX ST, (5d8) acid damage on a failed save, or half as much damage on a successful one.

XT 9: SWAMP FALLS

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

XT 10: FALLEN OBELISK

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

The letters are Kharolian, but the language is Istarian. Only Raistlin knows this language, if prompted he will read :

The Great City of Xak Tsaroth Whose beauty surrounds you Speaks to the good of its people And their generous deeds. The gods reward us In the grace of our home.

XT 11: PLAZA OF DEATH

When the heroes arrive at the Plaza, not far from the Great Well and Temple of Mishakal. **Everything is silent.** A Perception check (DC 10) reveals that the only sounds come from the heroes themselves. Nature check (DC 15) should be able to tell that they were all scared away by something.

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

The Situation: The building to the north is the Temple of Mishakal, the heroes' destination. Before they can reach the Temple, however, they will have to deal with what's at the bottom of the Great Well. Aware of intruders in her swamp above, the mistress of Xak Tsaroth—Khisanth, known to mortals as Onyx—decides to scare them. Call for Listen checks (DC 18). Any heroes that succeed will be afforded a chance to roll for initiative as they hear a rush of cold wind from the well, followed by the sprawling, lean figure of the dragon launching like a rocket from the well. Others cannot act on the surprise round.

Creature: Onyx, female adult black dragon. Onyx: hp 199, see page 152.

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

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

XT 12: THE GREAT WELL

Read or paraphrase the following:

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

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

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

XT 13: TEMPLE OF MISHAKAL

Through the golden doors is a floor made of beautiful mosaic tile. Inside stands a statue of This small domed temple stands intact above the cavern of Xak Tsaroth. A deep sense of peacefulness fills those who enter here. At the rear of the temple is another statue of Mishakal, standing with her eyes closed and her arms crossed over her chest. This statue marks the entrance to the Paths of the Dead (refer to “Xak Tsaroth: Upper Caverns”).

UXT 1: TEMPLE ENTRANCE

Double doors of tarnished gold close off each end of the corridor. Blue oval arches rise 30 feet to form the ceiling. A second pair of stained golden doors stand shut at the other end of the hall. A vision slams into your concious, a vision of a beautiful temple in a glade, not touched by time. A sense of sadness and duty emanate from a set of golden doors shut to time.

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

Much of the stonework throughout the temple is marble and granite. Mortar and plaster surfaces are covered by frescoes and murals, barely touched by the centuries. The swamp has begun to slowly attack the temple, however; mildew and mold grow in the cracks and crevasses and a greenish sheen tints the floor in places.

UXT 2: MISHAKAL’S FORM

This sanctuary is the central area of the temple, the chamber where high rituals and public services were held.

A tremendous dome rises above the delicate tile floor. The room is dominated by a huge polished statue on a pedestal in the center of the chamber; the statue is of a woman of singular grace and beauty, a delicate yet strong form draped in flowing robes. Her hair cascades about her shoulders and neck. A detailed amulet adorns her neck. The look on her face is a mixture of hope and sadness.

The statue is a likeness of Mishakal, the ancient goddess of healing. Heroes entering the room feel an indistinct presence, one of strong warmth and love. Through the statue, Mishakal will reveal the destiny of the adventurers and the purpose of their quest. The statue also has the ability to recharge the Blue Crystal Staff.

If the Prophet brings the Blue Crystal Staff into this room, the statue comes to life and speaks to the prophet:

“Beloved disciple, the gods have not turned away from man. Man turned away from the true gods and now seeks gods who do not truly exist. But the end of darkness nears. Kryn timer is about to face its greatest test. Men will need truth more than ever. You must return the truth and restore the balance. “To gain the power, you shall need the truth of the gods. Far below this temple lie the Disks of Mishakal, circular plates of platinum that are all you need to call upon my power. You must recover these Disks. For they read our teachings. And will bring unity to the people in this coming darkness. Use them to pass on the knowledge and protection of the gods. “But your way will not be easy. The Disks now lie in the lair of the dragon. Therefore I bless your staff; if you present it boldly, never wavering, you shall prevail. Even then, your journey is not complete; you must leave here and search for a true Leader of the People.”

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

The sanctuary's north-south transept leads to a pair of side chapels. In years past, worshippers may have made offerings to other gods of Light or offered private devotions to the Blue Lady here, while the sanctuary was the appropriate place for high ritual and public worship of Mishakal. These chapels have long since been looted of any religious relics.

UXT 3: SOUTH WORSHIP ROOM

A greenish tinge covers marble benches throughout the room. It looks as though this room as not seen use in centuries.

The southern chapel is empty, save for marble benches facing a raised dais upon which an altar rested centuries ago.

UXT 4: NORTH WORSHIP ROOM [EL 5]

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

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

Creatures: Three baaz draconians. Baaz draconians

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

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

UXT 5: SOUTHERN HOLY CIRCLE

Next to the side chapels are circular rooms that served as private worship space for the clergy of Mishakal that staffed the temple.

A high domed ceiling caps the room, and the plaster walls are decorated with frescoes depicting great deeds done in Mishakal's name. The heroes will see five squat figures on the western side of the room. They are clawing at the wall with their stubby fingers, scraping the frescoes into a heap of wet plaster on the floor.

The Aghar commonly referred to as gully dwarves are too busy scratching and scraping to notice the heroes. In the Common tongue, one exhorts the others to greater efforts:

"Claw, mates, claw! We gots to get through this picture. I just know that the hoomans used to keep their pretties behind pictures like this."

The others grunt and grumble, clearly not convinced, but they scrape on. With a start, they suddenly realize that the heroes are in the room.

"Jumpin' dragonmen, mates, it's the lords!"

The Aghar drop to their knees, burying their faces in the slimy floor. They beg and grovel piteously for mercy.

Gully dwarf commoners (5): hp 4, see page 155. If the heroes treat them with any sort of kindness, the Aghar will eagerly tell them everything they know.

Once the heroes have asked all their questions of the gully dwarves, they'll advise the heroes, "Go visit our king, the great Phudge Highbulp!" They all snap a salute, in unison.

"He'll help you right straight!"

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

UXT 6: NORTHERN HOLY CIRCLE

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

UXT 7: PATHS OF THE DEAD

Read or paraphrase the following:

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

The Paths of the Dead are so named for their use in the ancient funeral rites of the city. Funeral marchers walked their dead down this staircase to the tombs deep within the Hall of Ancestors. To the east, through the rear set of doors in the Temple of Mishakal, lies the entrance to a steep, spiral staircase. Broken, rotted, covered with fungus and other dank plant life, the Paths of the Dead lead to the second level of the cavern and the sacred burial chambers of the nobility who once resided here. The entrance to the stairway is very dark but becomes lighter as it descends.

If any of the heroes decide to climb the pedestal, it is twenty feet high and requires a Climb check (DC 20) to scale. At the top of the pillar, the hero will find a neatly stacked pile of 30 gold coins.

The Paths of the Dead are so named for their use in the ancient funeral rites of the city. Funeral marchers walked their dead down this staircase to the tombs deep within the Hall of Ancestors. To the east, through the rear set of doors in the Temple of Mishakal, lies the entrance to a steep, spiral staircase. Broken, rotted, covered with fungus and other dank plant life, the Paths of the Dead lead to the second level of the cavern and the sacred burial chambers of the nobility who once resided here. The entrance to the stairway is very dark but becomes lighter as it descends. If any of the heroes decide to climb the pedestal, it is twenty feet high and requires a Athletics/Acrobatics check (DC 20) to scale. At the top of the pillar, the hero will find a neatly stacked pile of 15 gold coins. And a chest with goods of your choosing

UXT 8: HALL OF THE ANCESTORS

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

Read or paraphrase the following:

Dim light shines up through the floor. A vast hall stretches to the east. The ceiling, heavily reinforced, stands solidly above, but below, the floor has fallen away in several places. Hot mists, carrying the odor of decay, rise through the holes in the floor.

Any hero with ranks in Craft (stonemasonry), or any dwarf, can tell that this floor is unstable. The holes open up to a 700-ft. drop into the ruins of the city. Any Medium or larger creature coming within 5 ft. of the hole's edge stands a 50% chance to break through the floor. This will take two rounds; the first round, a Perception check (DC 10) reveals the sounds of creaking and groaning wood and stone. During the second round, the floor near the edge collapses; anyone within 5 ft. of the edge must make a DEX Saving Throw (DC 15) to leap to safety. Failure means they are clinging to the remains of the edge by their fingertips.

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

WHAT THE GULLY DWARVES KNOW

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

"Who are you?"

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

"What are you doing?"

- "Looking for pretties!" Tunket answers. "Where do you live?" "We live in the city below the ground. It's very nicethere."

"Nice? Isn't there a dragon down there?"

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

"Who's in charge of you?"

- "The thane! The great Phudge Highbulp!" All the dwarves snap a salute in unison.

"How many draconians are there?"

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

"Two? Wait. How many of you dwarves are there?"

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

"Do you work for the draconians?"

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

"Can you tell us about the cavern of Xak Tsaroth?"

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

BUPU (NG female gully dwarf heathen cleric 1, see page 150) A member of the Bulp clan, Bupu is highly revered as a shaman and a wise woman; she also knows every nook and cranny in Xak Tsaroth and the locations of all its valuable treasures.

Bupu adores the Highbulp and will obey any command he gives her. Deeply suspicious of strangers, she will not be inclined to help them unless they give her a good reason to do so.

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

UXT 9: SOUTHERN CRYPTS

Cribs line the hallway. Cloaked in foul Mist, a group to squat forms file into a line.

Once part of a set of catacombs, s now serve as lodging for dozens of Aghar dwarves who are used as living ballast in the dragonarmy's elevator mechanism that lifts troops into and out of Xak Tsaroth. The southern corridor leading to the east is the main holding area for these dwarves.

Thirty gully dwarves (CN male and female gully dwarf commoner 1) mill about in the corridor. When their murmuring and whispered chatter grows too loud, a whip cracks and a draconian voice calls out

"Quiet, you maggots!" Periodically, the whip cracks and the same voice calls "All right, into the pot! You...you...you..."

Many of them pass through the eastern entrance to the corridor; a few moments later, they are replaced by more who enter from the same direction and shuffle to the back of the line.

You hear the sounds of metal clanking against metal, as if a system of wheels were being turned.

If the heroes observe long enough, this will be repeated four or five times an hour, and they will realize that the same dwarves they see leave eventually reappear in the room.

If the heroes make themselves known, the dwarves look at them strangely and emphatically shush them if they're too loud—too much disorder among the gully dwarves will bring their taskmasters with their whips.

One dwarf, a young woman, stands near the back of the group, looking the heroes up and down. "I don't think da big bosses are gonna let you ride the pot," she says skeptically.

This young dwarf is Bupu (see sidebar). If the heroes make friendly conversation, she'll return in kind. She'll take a liking to one of the heroes (either the Sage or any dwarf hero); have that hero make a Persuasion check (DC 20). Success will change Bupu's attitude from Friendly to Helpful and will lead her to offer to show the heroes the

"secret way" down to the city. If the heroes accept Bupu's offer, she'll lead them safely around the elevator mechanism to "UXT18: Sewer Entrance."

UXT 10: GOING DOWN

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

Glunggu came up with the idea of attaching an enormous length of chain to each pot and wrapping the chain around a simple cogwheel device. One pot, weighted with gully dwarves, travels down, allowing the other pot to travel up. The cogwheel, manned by several gully dwarves, controls its descent. For his great invention, Glunggu will be forever known as a hero among the Bulp clan, cementing their dominance over the Sluds and the Glups. (Although the other two clans maintain that Glunggu was part gnome.)

Read or paraphrase the following:

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

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

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

Creatures: Two baaz draconians and Crank the ogre. Crank the ogre, clad in torn leather and grimy linen, stands ready at a crank extending from the ceiling. Baaz draconians (2): hp 18, Crank the Ogre: hp 29, see Monster Manual, More than two gully dwarves: hp 4

Tactics: Under no circumstances will Crank join the draconians to fight the heroes. Crank is a particularly stupid ogre, and he'll watch any fight that unfolds with puzzlement. If the heroes attack him, he will run away. He will be unable to answer any questions about Xak Tsaroth.

"I'm Crank. Dragonmen whip, I crank,"

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

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

If any heroes wish to pursue the draconians, they may leap into the bucket after them. This will lead to a very close-range melee among two draconians, four terrified gully dwarves, and whatever heroes leap into the bucket.

The bucket is only 10 ft. in diameter and swings wildly during the fight.

Halfway to the bottom, the bucket will pass the other bucket on its way up—it contains six baaz draconian soldiers, who stare at the heroes in great surprise.

The buckets are 10 ft. apart, and the draconians will wait until they're a few feet above the heroes, then spread their wings and glide over to fight them—unless the heroes beat them to it and leap the other direction first.

Baaz draconians (6): hp 18

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

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

UXT 11: NORTHERN CRYPTS

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

UXT 12: FLOORLESS ROOM

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

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

UXT 13: WATCH ROOM

The room has remained untouched for centuries. A green film blankets everything; corroded metal fittings lie where a banded table once stood. The fittings crumble at the touch. The floor is slippery from mold and mildew and requires a acrobatics check (DC 12) to run or charge across it.

UXT 14: TREASURE/TOMB OF THE FAITHFUL CR ()

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

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

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

Spectral minion guard: hp 23, see page

Tactics: If any heroes attempt to disturb a sarcophagus, the spectral minion will first warn them to stop. If they persist, he attacks. If the heroes speak kindly to him, he will tell them his purpose:

I am charged with guarding the tomb of the esteemed priests of Mishakal, and my watch is not complete until my relief arrives.

If the heroes claim to be his relief, he salutes (taps his right hand to his left shoulder), saying

"Thank you, captain. By your leave, I will rest now..."
As his voice trails off, he gradually vanishes.

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

UXT 15: SOUTH TEMPLE

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

UXT 16: TEMPLE OF THE DEAD

The 30-ft.-wide octagonal room rises 60 ft. to a domed ceiling. The back wall bears a relief statue of the goddess Mishakal. The arms of the statue reach down as if to receive something.

However, this statue—unlike the one in "UXT 2: Mishakal's Form"—does nothing if the Staff is given to it.

UXT 17: NORTH TEMPLE

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

If the hero who originally obtained the Blue Crystal Staff is with the party—probably the Prophet or her Protector—he remembers having been here before. The sewer entrance in this room is detailed in UXT 18 below.

UXT 18: SEWER ENTRANCE

The walls of this 4-ft. diameter tube are extremely smooth and slick from the slimy green film that seems to cover almost everything, and the sewer is very steep.

Unless a hero has both hands free, he must make an Acrobatics check (DC 15) every 30 ft. traveled, or he loses his footing and slides down the entire shaft to "UXT 19: Sewer Junction."

If any heroes are in front of him, they must each immediately make a DEX Saving Throw (DC 13) or join him as he bowls them over (note that anyone in front of both of them would need to make two saves, etc.) Someone can stop a sliding hero by making a successful grapple check against him in addition to the required DEX Saving Throw—if he passes both, he stops the sliding hero. If he fails the DEX save, he joins the hero in his rapid descent regardless of the result of the grapple check. The spell feather fall, the monk's slow fall class ability, or any similar spell or ability can prevent sliding out of control. It is 120 ft. from the sewer entrance to "UXT 19: Sewer Junction."

UXT 19: SEWER JUNCTION

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

UXT 20: SEWER BRANCH

Moss and slimy green muck coat the four foot diameter tube. Water trickles slowly down the shaft.

This section of pipe is 80 ft. long and 4 ft. in diameter; it leads to “UXT 21: Cellar Above.” Key to the Mid-Level Ruins The Mid-Level Ruins are a series of rooms and buildings that collapsed along with the lower city but did not fall quite as far. Some of them (UXT 21-26 and UXT 39) ended up inverted.

UXT 21: CELLAR ABOVE CR ()

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

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

Creatures: A huge monstrous webcasting spider. Huge monstrous spider (webcasting variety): hp 52, see Monster Manual).

Tactics: The spider will be hidden; have the first hero into the room make a Spot check vs. the spider’s Stealth (DC 17) from its web on the ceiling. If he fails, the spider gains a surprise round. It will web the first hero to enter, then attack using its poison. It will fight savagely and without mercy, attempting to kill everyone who enters. This will be a tough fight, as the heroes will likely arrive only one per round.

UXT 22: TIPPED HALLWAY

What once was polished plank flooring covers the ceiling. the hallway is upsidedown

UXT 23: CEILING COOKS

Cooking utensils are scattered about the room. A large wooden table hangs from the floor above. Three cooks, spectral minions of workers long dead, stand on the ceiling, behaving as if nothing is wrong. If they see the heroes, they scream at them to leave but do not attack. If they are attacked, they disappear.

UXT 24: BOTTOMS DOWN

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

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

UXT 25: SLEEPING INN

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

UXT 26: CHIMNEY DOWN

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

UXT 27: BAKERY

If any hero slides down it into this room, he launches into the rotting sacks. The sacks disintegrate in a sudden explosion of dust, coating the hero(es) in bits of decaying sackcloth; a family of mice scolds them angrily for crashing onto their once-cozy nest. A 4-ft.-wide sewer tube of fitted stone breaks through the ceiling of this shop. Water trickles from the tube onto the floor and streams out the door to the east. This shop was once a bakery. The windows in its east wall overlook the ruins of a city street. The roar of rushing water comes from that direction. On the floor directly south of the slanting sewer tube sits a pile of empty flour sacks.

UXT 28: SIDE

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

UXT 29: SAGE’S

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

The shelves contain books such as *The Life and Death of Huma Dragonbane*, *Causes and Course of the Graystone Wars* (by the renowned historian Sirvius Agomi), *Collected Lectures on Advanced Planar Cosmology and Conjuraction Theory*, *The Rise of Ergoth*, *Holy Orders of the Stars—A History*, two copies of the *Chronicle of Kith-Kanan*, and what claim to be several different volumes of the *Iconochronos*. The books are mildewed and rotted beyond use—if any hero attempts to remove one from the shelf, it crumbles.

UXT 30: SAGE’S COURT

Read or paraphrase the following:

A large golden chair rests atop a platform at the west end of the room. The remainder of the room is dusty and stale; it hasn’t been a very, very long time since a living creature has been in this room. A ghostly figure sits in the golden chair, seemingly engrossed in a book. He is an elderly human in the robes of a scholar.

The spectral minion doesn't notice the heroes at first. If the heroes don't immediately depart, he'll look up, startled.

"Oh, my!" He holds up his index finger. "Wait! Before you speak, listen to what I have to say:"

WHAT OSSAMIS KNOWS

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

"How do we retrieve the Disks of Mishakal?"

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

"How do we defeat the dragon?"

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

"Where is the dragon's lair?"

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

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

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

If Ossamis is allowed to speak uninterrupted, he'll continue.

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

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

UXT 31: TREASURY COURT

The street emerges from arched buildings into a plaza.

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

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

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

UXT 32: VIEW FROM THE FALLS

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

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

If the heroes decide to climb down to the city below, have them each make two athletics checks (DC 10). Typically the Climb skill requires a check every round, but that would require over sixty dice rolls—it's probably better to simplify things.

Still, describe the climb as exhausting and lengthy—it takes over six minutes to complete. If a hero falls on the first climb check, they suffer 20d6 falling damage. If they fail the second, it's 10d6 falling damage. In neither case, between the involuntary yell and the loud thud at the bottom, falling will create quite a racket that will alert the defenders of the fortress.

Partway down (before the second Climb check), the heroes will hear something climbing up toward them. It's a troop of approximately twenty gully dwarves, grumbling that the heroes are violating their right-of-way; still, they move out of the way to let the heroes pass.

The Aghar's initial attitude is Indifferent. If any hero is polite and kind to them, have the hero make a charisma check; if he can improve the attitude of the Aghar to at least Friendly, the dwarves will offer advice about the climb which grants all the heroes a +2 bonus to their second Climb checks as if it were an aid another action.

UXT 33: OUTER TREASURY CR ()

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

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

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

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

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

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

UXT 34: VAULT

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

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

UXT 35: NORTH CAVERN

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

UXT 36: DRAIN

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

UXT 37: DOWN THE SINK

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

UXT 38: WINDOWS BELOW

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

They seem to be the remains of part of a building that ended up sideways and partially buried. Curtains of woven metal strands still hang from the tops of the windows, extending down into the room below.

They appear to be strong enough to hold a Medium or smaller creature and can be easily climbed (DC 5 Athletics check).

UXT 39: DANCE ON THE WALL CR ()

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

Curtains of woven metal strands still hang from the tops of the ancient windows, extending down into the rooms below.

They appear to be strong enough to hold a Medium or smaller creature and can be easily climbed (DC 5 athletics check). The westernmost curtain can be used to reach the archway in the western wall. Moving from one curtain to another requires a Athletics/Acrobatics check (DC 13). A carpet of poisonous snakes waits on the floor of the chamber, requiring a Perception check (DC 22) to notice. If any hero falls from a curtain, he suffers 3d6 points of damage from the fall, and of course, must deal with the snakes.

Swarm of Poisonous Snakes swarms (4): hp 27, see MM page ()

XAK TSAROTH: LOWER CAVERNS

Lower Xak Tsaroth is broken up into three distinct areas: the Draconian Quarter, the Gully Dwarf District, and the Palace. Throughout the Lower Caverns, the thundering sound of falling water drowns out sound before it travels very far.

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

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

Key to the Lower Caverns

LXT 1: ENTRANCE TO THE LOWER CAVERNS

Only a dim light from above chases the darkness in the cavern, shining faintly on the ruins that cover the cavern floor. The air is heavy with moisture and heat. The façade of an ancient building leans sideways from the cavern wall. Its roof lies half buried in the rubble of the cavern floor to the north, its steps now rising to the south. The delicately carved pillars that stood proudly in front of the building now lie broken amid rubble that slopes west to a cobblestone street. Further west, a ring of broken stones marks the foundation of a once-majestic tower. The tower itself lies next to the foundation, its top buried in the cavern wall. Water pours into the cavern from several places high up the walls.

LXT 2: NORTH CAVERN FALLS

Water thunders down from an opening high on the cavern wall. Gleaming only faintly in the gloomy light, it tumbles over the rubble, rushing out of sight. This room is an alternate setting for the encounter found in "LXT 8: Assembly."

LXT 3: TREASURY TOWER

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

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

LXT 4: NORTH MALL

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

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

Wading across the water within 50 ft. of the chasm requires a Swim check (DC 10) and a Balance check (DC 10). For Small-sized characters, the DC is 15. Failing either check means the hero travels 10 ft. towards the twisting whirlpool, taking 1d6 nonlethal damage. The hero must continue to check until he succeeds or disappears into the chasm, where he or she will likely drown (or, in the case of characters that have a spell, potion, or device of water breathing, find themselves washed from an underground river into the New Sea at a point on the coastline with dizzyingly high cliffs along the shore.) This area is an alternate location for the encounter with Sunstar described in "LXT 18: West Falls."

LXT 5: PALACE GUARD HALL

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

LXT 5A: ENTRYWAY

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

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

LXT 6: NORTH CELL

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

LXT 7: NORTH ARMORY CR ()

Ancient, corroded bronze weapons dangle from rotten and broken racks along the walls. A low ceiling strains on sagging beams. (“LXT 10: South Armory” is very similar.) The room is occupied by baaz draconians. The Situation: In the center of the room, two baaz are arguing about a bronze sword—one apparently wants to take it, the other is trying to tell him that it's actually the iron sword he's been issued or else it would have been looted by now and besides Khisanth has claim on all loot in the ruins, and on and on. The other three draconians are standing around, growing more impatient by the minute. Creatures: Five baaz draconians. □ Baaz draconian (5): hp 18, see DRAGONLANCE Campaign Setting. Tactics: As soon as they notice the heroes, they drop their argument and attack. They fight to the death.

LXT 8: ASSEMBLY CR ()

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

Creature: The sound of hiccups echoes through the room; they come from a drunken bozak draconian (LE male bozak draconian sorcerer 2) sitting in the northwest corner of the room, surrounded by three empty bottles of dwarf spirits.

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

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

read or paraphrase the following:

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

LXT 9: SOUTH CELL

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

LXT 10: SOUTH ARMORY

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

LXT 11: QUARTERS CR ()

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

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

Creatures: There are fifteen baaz draconians in all.

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

Tactics: If any draconians are awakened, they'll shout “Intruders!” and awaken the others. Once awakened, a draconian will require one round to arm itself and stand before it can fight. Fifteen baaz draconians will be a very, very difficult fight for the heroes to win. The heroes would be well advised to turn around and leave immediately if they encounter this room.

LXT 12: MESS HALL CR ()

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

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

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

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

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

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

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

Creatures: Three baaz draconian warriors.

Baaz draconian (3): hp 18

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

LXT 13: LARDER OFFICE CR ()

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

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

The three large figures are bozak draconian warriors, who have found a kender snooping around.

"All right boys, let's see who gets a change of diet tonight,"

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

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

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

Bozak draconian (3): hp 26 Hugon Barker: hp 16, see page 151.

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

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

LXT 14: LARDER

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

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

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

LXT 15: COURT OF RECEPTION

Read or paraphrase the following:

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

This room is the lower end of the elevator described in "UXT 10: Going Down" in Upper Xak Tsaroth. If the heroes arrive here via the elevator, the robed bozak standing next to the statue—the metal plate is a gong, used to communicate with the elevator operators above—will gape in shock as the heroes pile out of the bucket, giving the heroes a surprise round before he can react. The section of baaz warriors will arrive two rounds later.

Otherwise, if the heroes stop and observe from a hiding place, a section of eight baaz warriors will arrive soon after the heroes. The robed bozak does a quick head-count, withdraws a mallet from his robes, and strikes the gong as the baaz file into the bucket. A moment later, the bucket lurches from the ground and begins a slow ascent.

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

Bozak draconian: hp 26

Baaz draconian (8): hp 18

Male and female gully dwarf commoners (24): hp 4

LXT 16: GREAT PLAZA

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

A single column of light pierces the overhead mists and spreads onto a vast plaza at least 120 feet across. Steady streams of water from the east and west streets flow into a large pool, which in turn empties into a river channeled down the north street. The roar of waterfalls fades in your perception, the moss-covered ruins that surround the plaza seeming to recede into the darkness, when a low, throaty noise rumbles from the entrance of one of the southern buildings. The dragon—it could only be a dragon—stands on the steps to the building, its serpentine neck and body arched like a cobra. The plaza stills; it seems as though light and air flee the spot on which the creature stands. A winged draconian kneels before it, the contrast between the two creatures giving truth to the impossible sight. The dragon speaks in a low, hissing language. Behind the draconian, several dirty forms grovel in the moss, turning their eyes from the glossy black scales.

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

Onyx: hp 199, see page 152.

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

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

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

LXT 17: EAST FALLS

Read or paraphrase the following:

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

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

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

LXT 18: WEST FALLS

Read or paraphrase the following:

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

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

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

LXT 19: ALLEY

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

LXT 20: SCUM ENTRANCE

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

LXT 21: SLUD CLAN BARRACKS

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

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

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

LXT 22: GLUP CLAN BARRACKS

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

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

LXT 23: WELCOME ROOM

Read or paraphrase the following:

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

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

LXT 24: GUARD POST

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

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

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

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

LXT 25: WAITING ROOM

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

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

LXT 26: SECRET TREASURY

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

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

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

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

Bozak draconian priest: hp 58, see page 155.

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

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

LXT 27: MESSY MESS HALL

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

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

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

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

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

LXT 28: BULP CLAN BARRACKS

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

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

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

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

LXT 29: HIGHBULP'S QUARTERS

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

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

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

LXT 31: COURT OF THE AGHAR

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

Read or paraphrase the following:

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

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

Highbulp Phudge I: hp 34, see page 151.

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

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

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

LXT 32: DELVERS WELCOME

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

LXT 33: SECRET CORRIDOR CR()

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

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

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

The Situation: Khisanth is well aware of this tunnel and has released a colony of fiendish monstrous centipedes into the tunnel to keep the gully dwarves away. The centipedes live on the bugs, spiders, rats, and other vermin that find their way here through cracks in the masonry. Have the heroes encounter them at some point in the tunnel; the junction between the 200-ft. and 340-ft. sections is recommended.

Creatures: A colony of five medium fiendish monstrous centipedes.

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

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

LXT 34: HALL OF JUSTICE

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

LXT 35: HONORED DEAD

Read or paraphrase the following:

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

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

LXT 36: FIRST HALL CR()

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

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

Creatures: Two bozak draconian warriors.

Bozak draconian (2): hp 26

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

LXT 37: PALACE TREASURY

Huge chests, their wood rotted and split, spill their contents into the room. There are over 30,000 clay Tsarothian culli coins here; even more, if you count the innumerable coins that have shattered to dust over the centuries. The coins are worthless, even to collectors and archaeologists; Abanasinian farmers regularly find Tsarothian coins as they plow their fields. If a hero searches through the culli, have him attempt a Perception check (DC15) to find a package wrapped in burlap at the bottom of the pile.

Treasure The package contains: two +2 daggers (balanced for throwing); a pair of gloves of swimming and climbing that are in surprisingly good condition; **Fistandantilus's spellbook** in night-blue binding containing the spells arcane lock, chill touch, invisibility, knock, and lightning bolt; and a +1 heavy steel shield.

LXT 38: EMPTY BOZAK QUARTERS

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

LXT 39: BOZAK CAPTAINS' QUARTERS

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

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

LXT 40: PRISONER CELL

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

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

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

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

LXT 41: HIGH PRIEST'S OFFICE CR ()

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

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

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

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

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

LXT 42: LONG HALL

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

LXT 43: HALL OF SOUND

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

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

Pressure Plate Trap: CR 5; mechanical; location trigger; automatic reset; loud gong (alerts Onyx); frightful presence (Wisdom DC 20 negates, one round delay); breath weapon (12d4 acid, 80-foot line, Reflex DC 23 half, one round delay); Perception DC 20; Disable Trap Thieves Tools DC 20.

Once found, it's easy to bypass the pressure plates by simply walking around them. If a hero steps on a plate, a loud gong will resound through the entire palace area (LXT 34-LXT 44). One round later, the double doors leading to "LXT 44: Court of the Balance" will open.

Khisanth is standing menacingly behind them. She lets out a mighty roar, activating her frightful presence, and attacks the heroes with her breath weapon. If the heroes retreat, she will pursue them. If they do not, she will withdraw into her lair and, once out of their sight, take to the air.

LXT 44: COURT OF THE BALANCE [EL 11]

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

Assuming the latter, when the heroes arrive in this chamber, you should read or paraphrase the following:

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

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

"Have courage. If the battle goes ill, Present the staff boldly, strike the dragon, and all will be well"

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

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

Onyx: hp 199, see page ().

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

- **Round One:** Onyx takes to the air and uses her breath weapon (12d4 acid, 80-ft. line, DEX Saving Throw DC 23 half), which also triggers her frightful presence (Wisdom save DC 20 negates). She targets armored foes before any others, theorizing that they are the greater threat. If any of the heroes close with the dragon, she will gain an attack of opportunity as they move through her threatened area (she is 10 ft. up)
- **Round Two:** Onyx engages any targets in reach with her bite and claws, hovering in place. Alternately, she charges and uses her bite, taking care to end somewhere that will benefit her next round with attacks of opportunity or positioning her for multiple attacks with her greater reach.
- **Round Three:** If she can breathe again, Onyx will do so. Otherwise, she continues to use her natural weapons, making 5-ft. steps if necessary to retain a full attack.
- **Round Four:** Repeat of Round Three until either she or the heroes are dead.

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

PRESENT THE STAFF BOLDLY

For this encounter, if the Prophet strikes Onyx with the Blue Crystal Staff (a melee attack against Onyx's AC 20), all of the Staff's remaining charges will be expended at once, dealing 1d8 points of damage to both the dragon and the Prophet for each charge expended, doubled if the touch attack was a critical hit. If the damage dealt to Onyx is at least 50 points, she is consumed by the brilliant blue radiance. Dealing 199 AOE radiant damage. It is very likely that this will also kill the Prophet, but if this occurs, she will be found alive and undamaged, completely restored, when the heroes reach the surface and return to the Temple of Mishakal. See the "Epilogue" for more details.

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

EPILOGUE

Even if the heroes slay Onyx and recover the Disks of Mishakal, they'll still need to escape Xak Tsaroth. If the Blue Crystal Staff was used to defeat Onyx, its detonation not only drew attention to the battle with Onyx (spreading rumors of her death through the Dragonarmy troops), but

caused the caverns of Xak Tsaroth to begin to collapse. Thousands of gallons of water start to flood the ruins; every ten minutes, the water level in the ruins rises by a foot. Chunks of rock fall from the walls of the cavern, crushing draconians and breaking through already ruined buildings. The Dragonarmy troops are leaderless, directionless, and in a mild panic; none will bother the heroes if they do nothing but head for one of the several ways out.

They could take the elevator, use the dimension doors into the treasury, or climb up the vines again, followed by a climb up the sewer pipe. If worst comes to worst, they can leap into the raging currents of the water and head out through the underground river to the New Sea, although this will cause 6d6 points of nonlethal damage and require a CON saving throw save (DC 18) to avoid slipping into unconsciousness and drowning.

Once they make it back to the Temple of Mishakal, if the staff and the prophet destroyed, read or paraphrase the following:

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

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

If the heroes somehow overcame Onyx without the use of the Blue Crystal Staff, the medallion is hanging around the neck of the statue. The voice of Mishakal directs the Prophet to take it, thereby achieving her full clerical powers.

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

read or paraphrase the following:

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

What Next?

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

Credit: Bill DoDrill

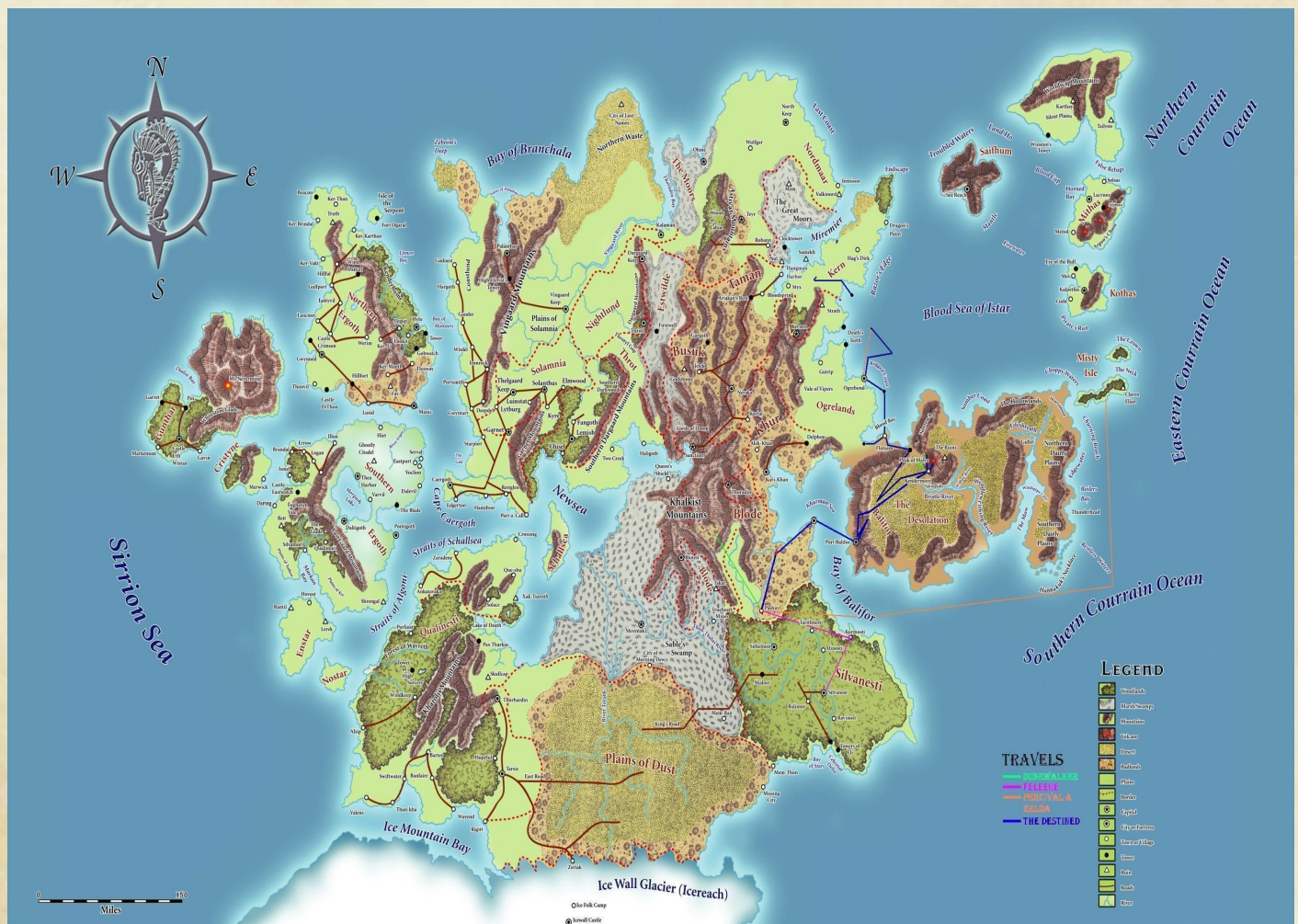


APPENDIX 1: MONSTERS, MAPS AND MORE

This appendix contains all of the stat blocks needed to run *Dragons of Autumn*. The stat blocks are divided into four chapters, and within each chapter, they are further separated into "Leaders and Personalities" and "Minions, Monsters, and Minor Characters". In each group, the stat blocks are arranged alphabetically. Within the text of the adventure, page references will direct you to this appendix so you can quickly locate the NPC or monster you need.

CHAPTER 1: DESPAIR

MAPS OF KRYNN



Credit: Johnathan Hart



Credit: By IronDrakeX



Credit: Sean Macdonald



Credit: Sean Macdonald



Credit: Sean Macdonald

LEADERS AND PERSONALITIES

These creatures are either monsters with some sort of significance or authority, or they're actually NPCs with class levels. Each one is unique, with a proper name and often a place within the greater narrative.

FEWMASTER TOEDE

Medium humanoid (goblinoid), lawful evil

Armor Class 14 (studded leather armor, shield)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	10 (+0)	11 (+0)	6 (-2)

Skills Intimidate +0

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1 (200 XP)

Martial Advantage. Once per turn, Toede can deal an extra 10 (3d6) damage to a creature he hits with a weapon attack if that creature is within 5 feet of an ally of Toede that isn't incapacitated.

Actions

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 6 (1d6 + 3) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

WHITE STAG

Medium beast (holy), lawful good

Armor Class 17 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	12 (+1)	18 (+4)	16 (+3)

Saving Throws Wis +6

Skills Diplomacy +5, Perception +8, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Senses darkvision 60 ft., passive Perception 18

Languages --

Challenge 4 (1,100 XP)

Divine Sanctity. Any creature who targets the Stag must first make a DC 14 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This effect doesn't protect the Stag from area effects, such as the explosion of a fireball.

Divine Strike. Once per day, the Stag may cause a single melee attack to deal double damage against a celestial creature, or triple damage to a fiend or an undead creature. **Innate Spellcasting.** The Stag's spellcasting ability is Wisdom (spell save DC 14). The Stag can innately cast the following spells, requiring no components:

1/day: *geas*, *heal*, *hold monster*

Magic Resistance. The Stag has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The Stag makes two hoof attacks and one gore attack.

Gore. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Hoof. *Ranged Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Selective Invisibility. As a bonus action on its turn, the Stag may become invisible. It may select up to 6 creatures which are not subject to this effect, and can perceive it normally. Any undesignated creature must make a DC 14 Wisdom saving throw. On a failed save, the creature cannot perceive the Stag by any means.

If the Stag makes an attack, this ability ceases to function and cannot be used again for 1 minute. Divination magic can locate the Stag if the caster is at least 7th level.

FOREST MASTER OF DARKEN WOOD

Large, Magical Beast, Lawful Good

Armor Class # (stuff)
Hit Points # (#d# Hit Dice)
Speed # ft.

STR	DEX	CON	INT	WIS	CHA
## (##)	## (##)	## (##)	## (##)	## (##)	## (##)

Saving Throws Abi #
Skills
Senses passive Perception #
Languages
Challenge Rating

Other skills

Actions

Weapon.

HUGON BARKER

Large, Magical Beast, Lawful Good

Armor Class # (stuff)
Hit Points # (#d# Hit Dice)
Speed # ft.

STR	DEX	CON	INT	WIS	CHA
## (##)	## (##)	## (##)	## (##)	## (##)	## (##)

Saving Throws Abi #
Skills
Senses passive Perception #
Languages
Challenge Rating

Other skills

Actions

Weapon.

HIGHBULP FUDGE

Large, Magical Beast, Lawful Good

Armor Class # (stuff)
Hit Points # (#d# Hit Dice)
Speed # ft.

STR	DEX	CON	INT	WIS	CHA
## (##)	## (##)	## (##)	## (##)	## (##)	## (##)

Saving Throws Abi #
Skills
Senses passive Perception #
Languages
Challenge Rating

Other skills

Actions

Weapon.

JAMES GREEN

Large, Magical Beast, Lawful Good

Armor Class # (stuff)
Hit Points # (#d# Hit Dice)
Speed # ft.

STR	DEX	CON	INT	WIS	CHA
##	##	##	##	## (##)	## (##)
(##)	(##)	(##)	(##)		

Saving Throws Abi #
Skills
Senses passive Perception #
Languages
Challenge Rating

Other skills

Actions

Weapon.

RAVEN-EYE

Large, Magical Beast, Lawful Good

Armor Class # (stuff)
Hit Points # (#d# Hit Dice)
Speed # ft.

STR	DEX	CON	INT	WIS	CHA
##	##	##	##	## (##)	## (##)
(##)	(##)	(##)	(##)		

Saving Throws Abi #
Skills
Senses passive Perception #
Languages
Challenge Rating

Other skills

Actions

Weapon.

NIGHTSHADE OF THE QUÉ-TEH

Large, Magical Beast, Lawful Good

Armor Class # (stuff)
Hit Points # (#d# Hit Dice)
Speed # ft.

STR	DEX	CON	INT	WIS	CHA
##	##	##	##	## (##)	## (##)
(##)	(##)	(##)	(##)		

Saving Throws Abi #
Skills
Senses passive Perception #
Languages
Challenge Rating

Other skills

Actions

Weapon.

SEEKER HENDRIK

Large, Magical Beast, Lawful Good

Armor Class # (stuff)

Hit Points # (#d# Hit Dice)

Speed # ft.

STR	DEX	CON	INT	WIS	CHA
##	##	##	##	## (##)	## (##)
(##)	(##)	(##)	(##)		

Saving Throws Abi #

Skills

Senses passive Perception #

Languages

Challenge Rating

Other skills

Actions

Weapon.

SEEKER LOCAR

Large, Magical Beast, Lawful Good

Armor Class # (stuff)

Hit Points # (#d# Hit Dice)

Speed # ft.

STR	DEX	CON	INT	WIS	CHA
##	##	##	##	## (##)	## (##)
(##)	(##)	(##)	(##)		

Saving Throws Abi #

Skills

Senses passive Perception #

Languages

Challenge Rating

Other skills

Actions

Weapon.

ONYX

Adult black Dragon, Huge,, Chaotic Evil

Armor Class 20 (Natural Armor)

Hit Points 200

Speed 40 ft, Fly 80ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	14 (+2)	13 (+1)	17(+3)

Saving Throws Dex +7, Con + 10, Wis +6, Cha +8

Skills Perception + 11, Stealth +7

Damage Immunities acid

Senses blindsight 60ft., darkvision 120ft., passive Perception 21

Languages Common, Draconic

Challenge 14 (11,500 XP)

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +11 to hit, reach 10ft., one target. Hit: 17 (2d10 + 6) piercing damage plus 4 (1d8) acid damage.

Claw. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Tail. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage.

Spells Corrupt Water, Darkness (60ft radius)

Cantrips: Daze, Flare, Light, Mage Hand Resistance

1st (6): Charm, Magic Missile, Sleep

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath. (Recharge 5-6). The dragon exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

MINIONS AND MONSTERS

PLAINS HUNTER

Medium humanoid (human), neutral

Armor Class 12 (leather armor)

Hit Points 26 (4d8 + 8 or #d# Hit Dice)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	10 (+0)	13 (+1)	10 (+0)

Skills Perception +3, Survival +3

Senses passive Perception 13

Languages Common, Plainsfolk

Challenge 1/2 (100 XP)

Reckless. At the start of its turn, the hunter can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Multiattack.

Handaxe. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

OGRE

Large Giant, Chaotic Evil

Armor Class 14 (hide armor)

Hit Points 59 (7d10 + 21)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Skills Con Saving Throws, Perception, +5 Natural Armor, -1 AC (large)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant, Goblin

Challenge 2 (450 XP)

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

BAAZ DRACONIAN

Medium dragon (draconian), chaotic evil

Armor Class 15 (natural armor +2, chain shirt)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	13 (+1)	8 (-1)	8 (-1)	10 (+0)

Skills Intimidation +2, Perception +3

Condition Immunities paralyzed

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 13

Languages Common, Draconic

Challenge 1/2 (100 XP)

Death Throes. When the draconian dies, it turns to stone instantly. If a creature dealt the killing blow with a slashing or piercing weapon, it must make a DC 11 Dexterity saving throw. If the save fails, the creature's weapon is stuck in the petrified draconian and cannot be removed. The draconian crumbles to dust 1d4 minutes after death, releasing any trapped weapon. The draconian's equipment is not affected by its death throes.

Dragon Heritage. The draconian is immune to sleep and other magical sleep effects, as well as disease. In addition, the draconian can survive on one-tenth the food and water it takes to sustain a human.

Glide. The draconian cannot fly, but is not subject to falling damage. In addition, when it falls the draconian can travel horizontally up to four times the vertical distanced it descends.

Magic Resistance. The draconian has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The draconian makes one bite attack and two claw attacks, or one longsword attack and one claw attack.

Longsword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) slashing damage, or 5 (1d10) slashing damage if used with two hands.

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) slashing damage.

Claw. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage.

BAAZ DRACONIAN SPY

Medium dragon (draconian), chaotic evil

Armor Class 17 (natural armor +2, +1 leather shirt)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	13 (+1)	8 (-1)	8 (-1)	10 (+0)

Skills Deception +2, Intimidation +2, Perception +3, Stealth +4

Condition Immunities paralyzed

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 13

Languages Common, Draconic

Challenge 1 (200 XP)

Death Throes. When the draconian dies, it turns to stone instantly. If a creature dealt the killing blow with a slashing or piercing weapon, it must make a DC 11 Dexterity saving throw. If the save fails, the creature's weapon is stuck in the petrified draconian and cannot be removed. The draconian crumbles to dust 1d4 minutes after death, releasing any trapped weapon. The draconian's equipment is not affected by its death throes.

Dragon Heritage. The draconian is immune to sleep and other magical sleep effects, as well as disease. In addition, the draconian can survive on one-tenth the food and water it takes to sustain a human.

Glide. The draconian cannot fly, but is not subject to falling damage. In addition, when it falls the draconian can travel horizontally up to four times the vertical distance it descends.

Magic Resistance. The draconian has advantage on saving throws against spells and other magical effects.

Sneak Attack. Once per turn, the draconian can deal an extra 7 (2d6) damage to one creature it hits with an attack if it has advantage on the attack roll. It doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and the draconian doesn't have disadvantage on the attack roll.

Actions

Multiattack. The draconian makes one bite attack and two claw attacks, or one shortsword attack and one claw attack.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) slashing damage.

Claw. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage.

SPECTRAL CAPTAIN

Medium undead, lawful neutral

Armor Class 12

Hit Points 32 (5d8 + 10)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	14 (+2)	10 (+0)	12 (+1)	14 (+2)

Skills Perception +3

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 13

Languages Abanasinian, Common

Challenge 3 (700 XP)

Incorporeal Movement. The captain can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Magic Resistance. The captain has advantage on saving throws against spells and other magical effects.

Turn Immunity. The captain is immune to effects that turn undead.

Actions

Multiattack. The captain makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) necrotic damage, or 7 (1d10 + 2) necrotic damage if used with two hands.

PLAINS WARRIOR

Medium humanoid (human), neutral

Armor Class 11 (leather armor)
Hit Points 13 (2d8 + 4 or #d# Hit Dice)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	14 (+2)	9 (-1)	11 (+0)	10 (+0)

Skills Perception +2, Survival +2
Senses passive Perception 12
Languages Common, Plainsfolk
Challenge 1/8 (25 XP)

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Longbow. *Ranged Weapon Attack:* +2 to hit, range 150/600 ft., one target. *Hit:* 4 (1d8) piercing damage.

QUALINESTI ELITE SCOUT

Medium Humanoid, lawful neutral

Armor Class 15 (16 if dual wielding)
Hit Points 17 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	11 (+0)	10 (+0)	12 (+1)	8 (-1)

Skills Dex and Con Saving Throws, Stealth +9, Nature +8, Perception+9, Survival +7,
Condition Immunities charmed, sleep
Senses darkvision 60 ft., passive Perception 15
Languages Common, Elven
Challenge 1/2 (100 XP)

Multiattack. The scout makes two attacks

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* (1d8 + 2) slashing damage, or (1d10 + 2) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* (1d8+3) piercing damage.

QUALINESTI SCOUT CAPTAIN

Medium Humanoid, lawful neutral

Armor Class 16 (17 if dual wielding)
Hit Points 31 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	12 (+1)	10 (+0)	12 (+1)	8 (-1)

Skills Dex and Con Saving Throws, Stealth +14, Nature +8, Perception +11, Survival +7,
Condition Immunities charmed, sleep
Senses darkvision 60 ft., passive Perception 15
Languages Common, Elven
Challenge 1/2 (100 XP)

Multiattack. Entangle DC 12

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* (1d8 + 2) slashing damage, or (1d10 + 2) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* (1d8+3) piercing damage.

SPECTRAL WARRIOR

Medium undead, lawful neutral

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +2

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages Abanasinian, Common

Challenge 1/2 (100 XP)

Incorporeal Movement. The warrior can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Magic Resistance. The warrior has advantage on saving throws against spells and other magical effects.

Turn Immunity. The warrior is immune to effects that turn undead.

Actions

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) necrotic damage, or 7 (1d10 + 2) necrotic damage if used with two hands.

SEEKER SERGEANT

Medium humanoid (human), neutral evil

Armor Class 13 (chain shirt)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	13 (+1)

Skills Intimidation +3

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

Pack Tactics. The sergeant has advantage on an attack roll against a creature if at least one of the sergeant's allies is within 5 feet of the creature and the ally isn't incapacitated.

Multiattack. The sergeant makes two melee attacks.

Morningstar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

BOZAK DRACONIAN ELITE GUARD

Large, Magical Beast, Lawful Good

Armor Class # (stuff)
Hit Points # (#d# Hit Dice)
Speed # ft.

STR	DEX	CON	INT	WIS	CHA
##	##	##	##	## (##)	## (##)
(##)	(##)	(##)	(##)		

Saving Throws Abi #
Skills
Senses passive Perception #
Languages
Challenge Rating

Other skills

Actions

Weapon.

BOZAK DRACONIAN HIGH PRIEST

Large, Magical Beast, Lawful Good

Armor Class # (stuff)
Hit Points # (#d# Hit Dice)
Speed # ft.

STR	DEX	CON	INT	WIS	CHA
##	##	##	##	## (##)	## (##)
(##)	(##)	(##)	(##)		

Saving Throws Abi #
Skills
Senses passive Perception #
Languages
Challenge Rating

Other skills

Actions

Weapon.

BOZAK DRACONIAN PRIEST

Large, Magical Beast, Lawful Good

Armor Class # (stuff)
Hit Points # (#d# Hit Dice)
Speed # ft.

STR	DEX	CON	INT	WIS	CHA
## (##)	## (##)	## (##)	## (##)	## (##)	## (##)

Saving Throws Abi #
Skills
Senses passive Perception #
Languages
Challenge Rating

Other skills

Actions

Weapon.

GULLY DWARF COMMONER

Large, Magical Beast, Lawful Good

Armor Class # (stuff)
Hit Points # (#d# Hit Dice)
Speed # ft.

STR	DEX	CON	INT	WIS	CHA
## (##)	## (##)	## (##)	## (##)	## (##)	## (##)

Saving Throws Abi #
Skills
Senses passive Perception #
Languages
Challenge Rating

Other skills

Actions

Weapon.

GULLY DWARF GUARD

Large, Magical Beast, Lawful Good

Armor Class # (stuff)
Hit Points # (#d# Hit Dice)
Speed # ft.

STR	DEX	CON	INT	WIS	CHA
## (##)	## (##)	## (##)	## (##)	## (##)	## (##)

Saving Throws Abi #
Skills
Senses passive Perception #
Languages
Challenge Rating

Other skills

Actions

Weapon.

HOBGOBLIN

Monster Manual PG 186

THUG

Monster Manual PG 350

DOGS (WOLS STATS)

Monster Manual PG 341

CENTAR

Monster Manual PG 38

HUMAN COMMONERS

Monster Manual PG 345

COCKATRICE

Monster Manual PG 42

ANKHEG

Monster Manual PG 21

BUGBEAR

Monster Manual PG 33

SKELETON

Monster Manual PG 272

WYVERN

Monster Manual PG 303

BULETTE

Monster Manual PG 34

DIRE WOLF

Monster Manual PG 321

OWL BEAR

Monster Manual PG 249

GIANT SPIDER

Monster Manual PG 328

CHUUL

Monster Manual PG 40

CROCODILE

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OCHRE JELLY

Monster Manual PG 243

WRAITH

Monster Manual PG 302

SWARM OF (POI) SNAKES

Monster Manual PG 338

HYDRA

Monster Manual PG 190

PEGASUS

Monster Manual PG 250

DRYAD

Monster Manual PG 121

REFUGEE (COMMONER)

Monster Manual PG 346

BLACK DRAGON WYRMLING

Monster Manual PG 88

APPENDIX 2: HEROES OF THE LANCE

This appendix includes statistics blocks for the Heroes of the Lance as they are at the beginning of *Dragons of Autumn*. They may be used as pregenerated characters, or you might choose to use them as NPCs or incidental characters if the players are using their own heroes. Eight are available at the start, while two more (Gilthanas and Tika) do not become available as player characters until **Chapter 2: Flame**.

HEROES IN CHAPTER 1

If you are running this adventure with only four players, you may want to provide the players with the stat blocks for Goldmoon, Raistlin, Tanis, and Tasslehoff and either advance them by two levels, or have the other four characters remain with the party as NPCs. A third option, which can be quite rewarding, is to assign two heroes to each player, with the following combinations being ideal: Goldmoon/Riverwind, Tanis/Sturm, Raistlin/Caramon, Tasslehoff/Flint.

HERO STAT BLOCKS

The stat blocks differ slightly from those in Appendix 1 in that they include sections that most stat blocks do not. Namely level, class, personal details, and feat listings, since these are full-fledged characters and not monsters or NPCs. Additionally, human members of the party use the variant human traits presented in the Player's Handbook, rather than the default.

CARAMON MAJERE

Medium humanoid (human), lawful good

Armor Class 19 (*chain mail +1*, shield)

Hit Points 58 (5d10 Hit Dice)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	17 (+3)	12 (+1)	11 (+0)	15 (+3)

Saving Throws Str +7, Con +6

Skills Animal Handling +3, Arcana -1, Deception +1, Insight +3, Intimidation +6, Investigation -1, Medicine -1, Nature -1, Perception +3, Performance +1, Persuasion +1, Religion -1, Sleight of Hand -2, Stealth -2, Survival +3

Senses passive Perception 13

Languages Abanasinian, Campstalk, Common

Level 5 fighter (10,250 XP earned)

Champion Features. Improved Critical (19-20), Remarkable Athlete.

Fighter Features. Action Surge, Extra Attack, Fighting Style (protection), Martial Archetype (champion), Second Wind (bonus action, 1d10 + 5, short rest).

Folk Hero. Rustic Hospitality. Caramon has spent a lifetime among the community around Solace building the reputation of a dependable, hardworking, goodhearted person. Everyone knows that in an emergency, or even mundane daily tasks, Caramon will lend help if he's able (even if he does bring along that dour brother of his).

Since he comes from the ranks of the common folk, he fits in among them with ease. He can find a place to hide, rest, or recuperate among other commoners, unless he has shown himself to be a danger to them. They will shield him from the law or anyone else searching for him, though they will not risk their lives for him.

Protection. When a creature Caramon can see attacks a target other than him that is within 5 feet of him, he can use his reaction to impose disadvantage on the attack roll. He must be wielding a shield.

Actions

Action Surge. On his turn, Caramon can take one additional action on top of his regular action and a possible bonus action. Once he uses this feature, he must finish a short or long rest before he can use it again.

Extra Attack. Caramon can attack twice, instead of once, whenever he takes the Attack action on his turn.

Longsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 1d8 + 4 slashing damage, or 1d10 + 4 slashing damage if used with two hands.

Dagger. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 1d4 + 4 piercing damage.

Feats

Charger. When Caramon uses his action to Dash, he can use a bonus action to make one melee weapon attack or to shove a creature.

If he moves at least 10 feet in a straight line immediately before taking this bonus action, he either gains a +5 bonus to the attack's damage roll (if he chose to make a melee attack and hits) or push the target up to 10 feet away from him (if he chose to shove and succeeds).

Sentinel. Caramon has mastered techniques to take advantage of every drop in an enemy's guard, gaining the following benefits:

- When he hits a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn.
- Creatures within 5 feet of Caramon provoke opportunity attacks from him even if they take the Disengage action before leaving his reach.
- When a creature within 5 feet of him makes an attack against a target other than him (and that target doesn't have this feat), Caramon can use his reaction to make a melee weapon attack against the attacking creature.

Details

Armor Proficiencies. All armor, shields.

Weapon Proficiencies. Simple weapons, martial weapons.

Tool Proficiencies. Vehicles (land), woodcarver's tools.

Height 6'; **Weight** 200 lb.; **Age** 25 (Adult)

Lgt 96 lb., **Med** 192 lb., **Hvy** 288 lb., **Max** 576 lb.

Equipment *chainmail +1*, dagger, longsword, shield, waterskin, whetstone (71 lb.);

Coins 12 steel (0 lb.)

RAISTLIN MAJERE

Medium humanoid (human), neutral

Armor Class 16 (robes, *staff of Magius*)

Hit Points 18 (5d6 Hit Dice)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	9 (-1)	20 (+4)	14 (+2)	10 (+0)

Saving Throws Str +2, Dex +6, Con +2, Int +10, Wis +7, Cha +3

Skills Arcana +7, History +7, Insight +4, Medicine +4, Sleight of Hand +6

Senses passive Perception 16

Languages Abanasinian, Common, Elven, Magius, Solamnic, celestial, aberration, draconic, istarian

Level 5 wizard (10,250 XP earned)

Illusionist Features. Illusion Savant, Improved Minor Illusion.

Raistlin's Curse. When he took his Test at the Tower of Wayreth, Raistlin's victory came at a terrible price. His skin became gold in color, and his hair turned stark white. The irises of his eyes also turned gold, and his pupils resemble black hourglasses. In Raistlin's eyes, everything rots and decays with the passage of time. He sees every building as crumbling away, trees and grass are dead, even living creatures appear to him as if they are rotting away. There is no physical beauty for him to see. In addition, his body has been nearly destroyed. He barely sleeps, can't keep much food down, and has random fits of coughing that can leave him debilitated. This can occur at any moment; the DM may arbitrate these coughing fits, or have them occur randomly. The only remedy for his coughing fits is an herbal tea given to him by Par Salian, head of the Conclave of Wizards. It smells disgusting and tastes worse, but it eases his cough. Usually too busy coughing to boil water, Raistlin often relies on his brother to prepare it. No spell, effect, or magic item can remove this.

Sage. Researcher. Raistlin not only has access to the libraries of the Tower of Wayreth (as does any other wizard in good standing), but he is more familiar with it than many other young wizards who are less dedicated to the Art. When he attempts to learn or recall a piece of lore, if Raistlin doesn't know that information, he often knows where and from whom he can obtain it. Usually, this information comes from the Tower of Wayreth, or a sage or other learned person or creature.

Spellbook. In addition to the spells he has prepared, Raistlin's spellbook contains the following spells:

1st level: *burning hands*, *Tenser's floating disk*, *protection from evil and good*

2nd level: *mirror image*, *see invisibility*

3rd level: *fear*

Spellcasting. Raistlin is a 5th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +10 to hit with spell attacks). Raistlin has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *light*, *mage hand*, *minor illusion*, *prestidigitation*

1st level (4 slots): *charm person*, *comprehend languages*, *identify*, *magic missile*, *sleep*

2nd level (3 slots): *darkness*, *detect thoughts*, *web*

3rd level (2 slots): *slow*

Wizard Features. Arcane Recovery (3 slots), Arcane Tradition (school of illusion), Spellcasting (cantrips, ritual casting, spellbook).

Actions

Staff of Magius. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 1d6 + 1 bludgeoning damage, or 1d8 + 1 bludgeoning damage if used with two hands.

Dagger of Magius. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 4 piercing damage.

Feats

Observant. Quick to notice details of his environment, Raistlin gains the following benefits:

- If he can see a creature's mouth while it is speaking a language he understands, he can interpret what it's saying by reading its lips.
- He has a +5 bonus to his passive Wisdom (Perception) and passive Intelligence (Investigation) scores.

Details

Armor Proficiencies. None.

Weapon Proficiencies. Daggers, darts, slings, quarterstaves, light crossbows.

Tool Proficiencies. None.

Height 5'9"; **Weight** 135 lb.; **Age** 25 (Adult)

Lgt 39 lb., **Med** 78 lb., **Hvy** 118 lb., **Max** 235 lb.

Equipment *dagger of Magius*, herbalist's kit, ink, pouch of herbal tea, red robes, scrolls, spellbook, *staff of Magius*, writing supplies (15 lb.);

Coins 23 steel (0 lb.)

BLUE CRYSTAL STAFF

Staff, legendary

Usually, this staff appears to be a simple, plain, unadorned wooden quarterstaff. But whenever its powers are used, or it is viewed through a true seeing spell, the staff's true appearance is revealed. In its true form the staff is six feet long, carved of pure, unflawed blue crystal. It is crowned by an ornamental headpiece, resembling two crescent moons that are connected to one another back to back. A flawless blue sapphire, the size of a child's fist, is inset within the headpiece.

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. The staff has 10 charges at cleric lvl 5, and 20 at cleric lvl 10 for the following properties. The staff regains 1d4 + cleric lvl expended charges daily at dawn. If placed within the open hands of the statue of Mishakal in Xak Tsaroth, the staff is returned to a full 20 charges. Once the staff has been recharged by the statue of Mishakal, it cannot be recharged in that way again until after the following dawn.

If any creature that is not of good alignment attempts to wield this staff, the creature suffers 2d6 points of radiant damage every round, and cannot make use of the staff's powers.

Holy Strike. When you use the Attack action to make an attack with this staff, you can expend 2 charges to double the damage of your attack on a successful hit. If the attack is a critical hit, the damage is instead tripled. You may also expend 4 charges to deal triple damage on a normal hit, and quadruple damage on a critical hit.

This ability may only be used once on a single opponent. If this ability is used, the staff cannot be used to heal for 1 hour per charge expended for this ability.

Spells. While holding this staff, you can use an action to expend 2 or more of its charges to cast one of the following spells from it, using your spell save DC and spell attack bonus: *command* (2 charges), *continual flame* (4 charges), *cure wounds* (1st-level version, 2 charges), *cure wounds* (4th-level version, 8 charges), *detect poison and disease* (0 charges, but the staff must have at least 1 charge remaining), *protection from poison* (4 charges), *raise dead* (must be activated by cleric, 15 charges), *regenerate* (must be activated by cleric, 10 charges), *remove curse* (6 charges), *resurrection* (must be activated by cleric, 15 charges).

Protection from Dragons. As a reaction, you can deflect the breath weapon of any dragon from yourself and any creature within 10 feet of you. Once you use this ability, you cannot use it again until after the next dawn.

Teleport. The staff may choose to teleport its wielder and no one else to any location that it wishes, at the DM's discretion. In addition, if the wielder is a cleric of Mishakal, then the wielder can choose to activate this ability. For the purposes of this ability, the percentile dice are automatically treated as 100. Once this ability is used, it cannot be used until after the next dawn.

DAGGER OF MAGIUS

Weapon (dagger), rare

You gain a +1 bonus to attack and damage rolls made with this silvered magic weapon.

While you are carrying this dagger on your person, if you are a wizard, it cannot be detected by magical or mundane searches.

STAFF OF MAGIUS

Staff, legendary (requires attunement by a wizard)

This staff is said to have been created and wielded by Magius, whose magic was instrumental in defeating the Queen of Darkness. Upon his death the staff was kept in the Tower of Wayreth, until it was handed to Raistlin as compensation for the terrible price exacted by his Test.

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. While holding it, you gain a +3 bonus to Armor Class, saving throws, and spell attack rolls.

While holding this staff, you can use a bonus action on your turn to cast feather fall on yourself. Once you use this ability, you cannot use it again until the next dawn. In addition, at will you can cast light centered on the staff's headpiece.

When you cast any spell that creates light, manipulates the air, or affects minds, you can double the spell's range and duration. This ability can only be used three times per day.

Oddly, this staff seems to exhibit different abilities for each wielder. As the wielder gains levels and dedicates time to studying the staff's secrets, new abilities may be unlocked.

BRIGHTBLADE

Weapon (longsword), rare

The *Brightblade* is an exquisite sword, old fashioned with a beautiful golden dragonhead carved into the hilt. Powerful dwarven runes of friendship and peace run the length of the blade. Approximately 2900 years old, it is said that the blade will not break unless its wielder does.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. In addition, you have advantage on Charisma (Persuasion) checks made while the weapon is sheathed on your person.

As an action while wielding this weapon, you can cast either *daylight* or *protection from evil and good*. Each spell may only be cast once, and cannot be cast again until after the next dawn.

If any creature that is not of good alignment attempts to wield this weapon, the creature suffers 1d6 points of radiant damage, and the weapon shatters.

TANIS HALF-ELVEN

Medium humanoid (half-elf), neutral good

Armor Class 16 (*leather armor +2*)

Hit Points 43 (5d10 Hit Dice)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	12 (+1)	12 (+1)	13 (+1)	15 (+2)

Saving Throws Str +6, Con +4

Skills Athletics +6, Insight +4, Perception +4, Persuasion +5, Stealth +6, Survival +4

Senses darkvision 60 ft., passive Perception #

Languages Common, Camptalk, Elven, Goblin

Level 5 fighter (10,250 XP earned)

Champion Features. Improved Critical (19-20), Remarkable Athlete.

Fey Ancestry. Tanis has advantage on saving throws against being charmed, and magic can't put him to sleep.

Fighter Features. Action Surge, Fighting Style (archery), Martial Archetype (champion), Second Wind (bonus action, 1d10 + 5, short rest).

Outlander. *Wanderer.* Torn between two worlds, too elven to live with humans and too human to live with elves, Tanis has been a traveler and a wanderer his whole life. Not exactly an outcast, but not exactly welcome. He has an excellent memory for maps and geography, and he can always recall the general layout of terrain, settlements, and other features around him. In addition, he can find food and fresh water for himself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

Actions

Action Surge. On his turn, Tanis can take one additional action on top of his regular action and a possible bonus action. Once he uses this feature, he must finish a short or long rest before he can use it again.

Extra Attack. Tanis can attack twice, instead of once, whenever he takes the Attack action on his turn.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 1d8 + 4 slashing damage, or 1d10 + 4 slashing damage if used with two hands.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 3 piercing damage.

Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 1d8 + 3 piercing damage.

Feats

Inspiring Leader. Tanis can spend 10 minutes inspiring his companions, shoring up their resolve to fight. When he does so, choose up to six friendly creatures (which can include Tanis) within 30 feet of him who can see or hear him and who can understand him. Each creature can gain 7 temporary hit points (level + Cha mod). A creature can't gain temporary hit points from this feat again until it has finished a short or long rest.

Details

Armor Proficiencies. All armor, shields.

Weapon Proficiencies. Simple weapons, martial weapons.

Tool Proficiencies. Lute.

Height 5' 11"; **Weight** 163 lb.; **Age** 102 (Middle-Aged) **Lgt** 70 lb., **Med** 140 lb., **Hvy** 210 lb., **Max** 421 lb.

Equipment 20 arrows, backpack, bedroll, 3 daggers, *leather armor +2*, longbow, *longsword +7*, 50 ft. silk rope, tinderbox, whetstone (38 lb.);

Coins 17 steel (0 lb.)

NAME

Size type (subtype), alignment

Armor Class # (stuff)

Hit Points # (#d# Hit Dice)

Speed # ft.

STR DEX CON INT WIS CHA

(##) ## (##) ## (##) ## (##) ## (##) ## (##)

Saving Throws Abi #

Skills Acrobatics -2, Animal Handling -2, Athletics -2,
Arcana -2, Deception -2, History -2, Insight -2,
Intimidation -2, Investigation -2, Medicine -2, Nature
-2, Perception -2, Performance -2, Persuasion -2,
Religion -2, Sleight of Hand -2, Stealth -2, Survival -2

Senses passive Perception #

Languages Stuff

Level # class (10,250 XP earned)

Feature. Stuff

Actions

Weapon. Melee or Ranged Weapon Attack: # to hit,
reach # ft. or range #/# ft., targets. Hit: #d# + # #
damage, or #d# + # # damage if used with two hands.

Feats

Feat. Benefits:

- Stuff.

Details

Armor Proficiencies. Stuff.

Weapon Proficiencies. Stuff.

Tool Proficiencies. Stuff.

Height #; Weight # lb.; Age # (Category)

Lgt # lb., Med # lb., Hvy # lb., Max # lb.

Equipment stuff (# lb.);

Coins # (# lb.)