



DRAGONS OF SPRING

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Portions of *Dragons of Spring* were inspired by characters and situations drawn from *Dragons of Spring Dawning* by Margaret Weis and Tracy Hickman, published by Wizards of the Coast.

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

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

Written & Published by

Margaret Weis Productions Ltd.
253 Center Street #126
Lake Geneva, WI 53147-1982
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INTRODUCTION

The great saga of DRAGONLANCE concludes here.

At the end of 1985, players of *Dungeons & Dragons* had already enjoyed over a year's worth of adventure in the world of Krynn. Fantasy readers had been introduced to the remarkable story of the Innfellows, the wicked Dragon Highlords, and the return of both the True Gods and the dragons of legend to a world stricken by war. Following on the success of *Dragons of Autumn Twilight* and AD&D modules *DL1* to *DL4*, TSR continued the Chronicles trilogy, starting with a sourcebook (*DL5 Dragons of Mystery*), and the novel *Dragons of Winter Night*, and AD&D modules *DL6* to *DL9*. *Dragons of Spring Dawning*, the final installment in the DRAGONLANCE Chronicles, built upon the first two novels and brought the saga to a triumphant conclusion. The last story arc in the modules, *DL10* to *DL14*, would do the same for players of the campaign.

Dragons of Spring combines the classic DRAGONLANCE adventure modules *DL10 Dragons of Dreams*, *DL12 Dragons of Faith*, *DL13 Dragons of Truth*, and *DL14 Dragons of Triumph*, revising and repackaging the third chapter of one of fantasy's most enduring sagas (*DL11 Dragons of Glory* was a strategic war game module, and served as a reference for the *War of the Lance* sourcebook.) You will need the *Dungeons & Dragons* core rules, the DRAGONLANCE Campaign Setting, and the *War of the Lance Campaign Setting Companion* to get the most out of this adventure. Although this adventure makes use of the *Towers of High Sorcery* sourcebook, *Holy Orders of the Stars* sourcebook, the *Bestiary of Krynn* sourcebook, and the *Knightly Orders of Ansalon* sourcebook, these books are optional and all necessary information is provided.

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

ADVENTURE BACKGROUND

Five years ago, a band of good friends frequented the Inn of the Last Home, the most popular tavern and inn in the treetop city of Solace. They made a pact to go off on their own in search of some sign of the true gods, agreeing to meet back at the Inn of the Last Home on that day five years later. Each taking a different path, they set out for the far corners of Ansalon. Although they returned with little more than stories and rumors to guide them, they would soon embark upon a quest to keep a mysterious *Blue Crystal Staff* out of the hands of a new and dangerous threat, and in so doing restore hope to a despairing world.

Along the way, the heroes uncovered a new race in service to Takhisis, the Queen of Darkness—draconians—and witnessed the invasion of their homelands by the Red Dragonarmy. Led by a high priest of Takhisis named Verminaard, the Innfellows fought to protect the refugees of that invasion, ultimately securing them safety in the valleys near the ancient dwarven kingdom of Thorbardin. Joined by a pair of elven nobles and emboldened by their success, the heroes have reached a critical point in their quest. Rumors of a great tragedy to the east, and the pleas of an elven princess of the Silvanesti for aid, have reached the heroes' ears. Could the knowledge they have gained help them to right those who have been wronged, and unlock the secret at the heart of the Dragon Empire?

Dragons of Spring takes place more or less concurrently with *Dragons of Winter*. Dungeon Masters who feel up to the challenge may decide to take the opportunity to run them at the same time, alternating chapters, until the final chapter (**Chapter 13: Triumph**) concludes both adventures. However, running it in the order presented is just fine.

CHARACTERS IN THE ADVENTURE

This adventure is designed to support the players taking on the roles of one half of the Heroes of the Lance, with some new heroes joining them at the start of the adventure. 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 have already played through *Dragons of Autumn*, you will already be acquainted

with these archetypes. Like *Dragons of Winter*, the focus on various archetypes has shifted to reflect the overall themes of the final part of the trilogy.

PLAYING THE HEROES OF THE LANCE

If you and your players elect to play this adventure with the Heroes of the Lance, you'll find stat blocks for them in **Appendix Two** on page 301. Feel free to make adjustments to them as you see fit; however, before making a major change, examine the adventure carefully to be certain you're not removing a vital aspect of the character. Each pregenerated character has starting equipment packages assigned from the sample packages available to all original characters.

The Heroes of the Lance begin at 9th level. At the start of the adventure, the following are available as player characters: Caramon, Goldmoon, Raistlin, Riverwind, Tanis, and Tika. Four new PC heroes, the elven princess Alhana Starbreeze, the timelost druid Wylorn Wyvernsbane, the swashbuckling elfmaid Serinda Elderwood, and the rugged kender Kronn-Alin Thistleknot become available for use as player characters in the first two chapters, perhaps to replace dead or retired characters, or they may remain NPCs. Refer to **Appendix Two** for more details on when to incorporate these characters; Serinda and Kronn, for instance, may be made available as early as the start of the adventure, if you need additional heroes.

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 9th level player characters (the eastbound Heroes of the Lance and those they gather to their cause along the way). This translates to 11th level in terms of the classic four-member balanced party of a fighter, cleric, wizard, and rogue. If your game group decides to use their own characters (or a smaller subset of the original heroes), be sure to keep this in mind.

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

APPROPRIATE RACES

Most standard Dragonlance races may be used without difficulty. Humans, making up the majority of the residents of Abanasinia and the West, are the obvious choice. Half-elves, kender, and half-kender are almost as easy to work in. Player character dwarves may be either hill dwarves (Neidar) or mountain dwarves (Hylar and Daewar), though the latter must have some reason to have left the safety of Thorbardin. In this adventure, elven heroes may be either Silvanesti or Qualinesti elves, although their homelands have been overrun and their people have fled across the seas to safety. For the most part, gnome characters will require special backgrounds.

More exotic and monstrous races are more difficult to explain, but certainly not impossible. Because the adventure begins at a higher level, it presents a good opportunity for a player who wants to try a race with a level adjustment, such as a centaur. Half-ogres have potential. Full-blooded ogres, minotaurs, and sea elves are encountered in larger numbers in this chapter of the campaign, and any one of them might be taken as a player hero (or even one who is an outcast from his culture). A goblin is a playable, if weak, character. A hobgoblin would make an interesting foil for one of the villains in the story.

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

APPROPRIATE CLASSES

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

First, the gods of Light have only recently returned. Characters may have levels of cleric, but unless they serve an Evil god, they gain no god-granted class features (supernatural and spell-like abilities or spellcasting). Similarly, other divine spellcasters (ranger, druid, and paladin) do not have their god-granted abilities. If a player chooses to take a level of one of these classes, the character must read the *Disks of Mishakal* (currently in the possession of Elistan), and then devote himself to a god in order to gain the benefits of the class. You may decide as Dungeon Master that the cleric either begins the

game having read the *Disks of Mishakal*, or that Goldmoon is an NPC party member, especially if you do not want to role play out this spiritual epiphany during play.

Additionally, the Summer of Chaos that will reintroduce ambient magic to mortals is still many decades away; mystic, sorcerer, and bard are therefore unavailable classes. Only those creatures that have access to ambient magic to begin with may take levels of sorcerer or mystic: dragons (including aurak and bozak draconians), fey, and other natural spellcasters. Ordinary mortals (such as the heroes) will not have access to this class.

MAJOR ARCHETYPES

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

Archetypes have no direct game benefit, although some mention of them is made in the text of the adventure, and some things may happen to specific heroes who represent this archetype. If you are playing this adventure with the standard rules for XP, then consider giving Personal Story Awards to players who stick to their heroes' archetype. If you are using the simplified advancement rules, you may reward players who role play their archetypes well with other one-use benefits—a +2 luck bonus to an attack roll, skill check, or saving throw of their choice, for instance.

THE CONSCIENCE

THIS ARCHETYPE'S ROLE IN THE ADVENTURE

The Conscience archetype is the heart of the group, the hero who grew from innocence and naiveté to become the party's moral compass. It is the role of the Conscience to make sure that the Leader leads from his convictions, the Sage draws upon his knowledge for good, and the Prophet remains on the path of the Light.

THE CLASSIC CHARACTER

Tika Waylan serves as the Conscience archetype in the story. In *Dragons of Autumn*, she was the Ingénue, but her time with the Heroes of the Lance has allowed her to grow into a young woman of strong character. Tika is a freckled-faced redhead who is as beautiful as she is fiery. Where once her companions had to keep an eye out for her in case she fell into dangerous waters, now she helps to steer them toward their goal, support and encourage them when they falter, and remind them of their humble origins. Her love for Caramon, respect for Tanis, and fears for the path that Raistlin treads keep her with the party, despite her awkward beginnings.

WHAT COULD REPLACE THE CHARACTER

There is no specific subset of character classes that suits the Conscience the most. Tika, as a rogue and fighter, has a good mix of martial skill and subterfuge. She has the bluff and bluster needed to keep her head above water while she looks out for her friend's passing spirits. A cleric, especially one who has not taken the Prophet role upon himself, might be a good candidate for the Conscience. Paladins, Knights of Solamnia, and other characters with a morale code of conduct also make excellent Consciences.

THE PROPHET

THIS ARCHETYPE'S ROLE IN THE ADVENTURE

The Prophet is chosen by the gods of Light to hear Mishakal's calling. She obtained the *Blue Crystal Staff* and, using it, retrieved the *Disks of Mishakal*—the holy scripture that will return knowledge of the gods to the people. Now that the Disks are safely in the hands of the Shepherd, Elistan, the Prophet continues to carry the Light forward into the darkness.

THE CLASSIC CHARACTER

The plainswoman Goldmoon was chosen by the goddess Mishakal to bear the ancient artifact known as the *Blue Crystal Staff*. As the Prophet, Goldmoon is fated to bring the knowledge of the true gods back into the world. While she does not fully comprehend how to accomplish this, she has accepted the responsibility of this task. Raised as royalty among her people, Goldmoon is not afraid to take a commanding role when one is needed, but