

The best-selling DRAGONLANCE® saga begins again, better than ever before!



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Official Game Adventure

DRAGONLANCE® Classics,
Volume 1

by Hickman, Niles, and Dobson

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Let your mind float free, Dungeon-master; enter the mind of Astinus of Palanthus, Lorekeeper of Krynn, who sighs as he rises from the crystal globe of wisdom, weary from traveling the world in his spirit form, weary from following the trails of history to their ends. Slowly he stands, and shuffles across the floor to a table piled high with parchment scrolls. He dips a quill pen into an inkpot and begins once more to scribe.

... Darkness has fallen over poor, suffering Krynn. Thus it has been since the great Cataclysm, when the old world fell. Curse the High Priest of Ishtar, whose pride caused him to give orders to the True Gods! For the Gods punished Krynn for this blasphemy, and much was forever lost. Lost were the great cities, the accumulated wisdom and knowledge of many generations. Lost as well was all knowledge of the True Gods, and mankind sank into idolatry. Priests lost their power, and mankind lost hope for its salvation.

But hope always springs from the most modest of causes, and so it was that the Innfellows began the salvation of Krynn. Originally there were seven: Tanis, Kitiara, Flint, Tasslehoff, Raistlin, Caramon, and Sturm. Five years ago they set out from the Inn of the Last Home, seeking knowledge of the True Gods. In five years they found nothing, and so all returned to the sleepy town of Solace, the tree-city built in a vallenwood grove. All returned save one: Kitiara the beautiful, whose whereabouts are yet unknown.

Tanis is the leader, a half-elf born of an elf mother who was taken by a human turned savage in the terrible times that followed the Cataclysm. The elves took him in, and he was raised in Qualinesti, elfhome. But he is ever torn between his human and elfen halves, and has found the wanderlust strong within him. He has roamed the world and seen much. His heart is split between the fiery Kitiara, a human woman, and the elf maid Laurana.

Caramon and Raistlin are twins—yet unlike as night and day. Caramon is bright, Raistlin is dark. Caramon is a fighter of great strength and courage;

Raistlin is a mage gone cynical, a doubter. They have survived great and terrible trials. The tests that Raistlin underwent to become a mage left him with skin the color of gold and pupils the shape of hourglasses—he sees the constant, terrible effects of time.

Sturm Brightblade is the son of a Knight of Solamnia. Now taking up the mantle of his father, his most puissant knightly aim is to die nobly in a battle against his enemies. His motto is *Perunde ocadaver—Obedience Unto Death*. He is a man of military bearing, of great dignity, and of power—a true knight.

Flint Fireforge is a fighter of the hill dwarf race, distrustful of all—including other dwarven races (especially the cursed Aghar, the gully dwarves). Now of grandfatherly age, he is but two dwarven generations removed from the great Cataclysm itself! His family was killed through the neglect of the mountain dwarves, and now he seeks to avenge his people.

Tasslehoff Burrfoot is a handler (I would say thief) of the kender people, a halfling in size but a giant in curiosity. He is a treasure of odd information, of useful insights, and of clever solutions to knotty problems.

These are the original Innfellows, but the puzzle is not yet complete. On their journeys, the heroes will meet others who seek to battle the evil that threatens all.

Where will the heroes, armed with scant knowledge, go from here? They must hurry, else Krynn is doomed.

Although weary, I must keep watching. I shall return to my golden chair, once again gaze into the crystal globe, and let my spirit join the Innfellows on their quest...

From the *Iconochronos* of Astinus of Palanthus, Lorekeeper of Krynn, in the 351st year after the Cataclysm.

The World of Krynn

There are important differences between the world of Krynn and standard AD&D® game campaigns.

True priests have been unknown in Krynn for centuries. There are priests, but they do not have spell powers since they worship false gods. PC priests who enter Krynn

from other worlds lose all their powers (but these can be regained, if all goes well).

All PC elves are Qualinesti elves. Other elves appear in later DRAGONLANCE® adventure modules.

The equivalent of a halfling in this world is called a kender. Kender resemble wizened 14-year-olds and, unlike halflings, they wear shoes. These folk have two special abilities (in addition to the usual halfling abilities):

1. *Taunt*. Kender are masters at enraging others by verbal abuse. Any creature a kender taunts must roll a successful saving throw vs. spell or attack wildly at once for 1d10 rounds with a -2 penalty to their attack roll and a +2 penalty to their armor class.

2. *Fearlessness*. Kender are immune to fear, both magical and non-magical. They are, however, curious about everything—a tendency that often gets them into trouble.

Finally, dragons have been absent from Krynn for nearly 1,000 years. They are considered merely legends by all who have not personally beheld them. Characters may be thought foolish, or liars, if they talk about dragons to the wrong people.

Gold is worth a lot less on Krynn than on other campaign worlds. Steel is the metal standard on Krynn; one steel piece (stl) is the equivalent of one standard gp in purchasing power (i.e., on Krynn, the prices for common items found in the *Player's Handbook* are in stl rather than gp). But when players from other campaigns convert their gp to stl, their wealth decreases greatly. The official conversions are as follows: 1 stl = 10 gp = 20 sp = 100 cp = 2 ip (iron pieces) = 2 bp (bronze pieces) = 1/5 pp.

(The most commonly given reason for the relative values placed on gold and steel is that, in a world as wracked by turmoil and conflict as Krynn, a metal that can be crafted into weapons is much more valuable than a soft, fragile metal.)

Dungeonmaster Notes

The DRAGONLANCE® saga is a complex epic, filled with detail, legend, and history not found in most modules. To run this adventure properly, you must think of it as a story, and try to motivate your players subtly to follow the right path. It is particularly important that you read the adventure several times, visualize the story, and think about the different things your players might do. No matter what, it will be necessary for you to improvise from time to time.

Several enemy NPCs, members of the Dragonarmies appear throughout this adventure. Try to make them have "obscure deaths" if they are killed; if at all possible, their bodies should *not* be found. Then, when the NPCs appear later, you have a chance to explain their presence. Be creative; think up an explanation for their "miraculous" survival. If this becomes awkward, or your players become suspicious, then let the NPC die, but be prepared to create a similar (but not identical) NPC to take the dead NPC's place later in the adventure. If you are willing to do this, you may eliminate the "obscure death" rule entirely.

After Goldmoon becomes the first true priest on Krynn, other priests may obtain spellcasting powers by dedicating themselves to the worship of Mishakal or Paladine. Goldmoon's Medallion of Faith will create Medallions for other true priests.

Sections of boxed text contain information that should be conveyed to the players. You may either read the text to the players verbatim, or you may paraphrase it.

At certain times in the adventure, characters may have to make an Ability check. If such a check is necessary, the player rolls 1d20. If the result is equal to or less than the PC's appropriate ability score (Strength, Wisdom, Dexterity, etc.), the check succeeds.

NPCs: Statistics and other information for NPCs are found either in the NPC capsules (pages 116-117), for major NPCs, or on the Combined Monster Statistics Chart (inside cover), for minor NPCs.

Keep in mind that the statistics

given for an NPC are those at the time the PCs first meet that NPC. If the PCs have gone up in level since the first time they met this NPC, the NPC should have advanced also. If the PCs easily overpowered an evil NPC the first time they met, advance the NPC faster than the PCs. Conversely, if the NPC got the better of the PCs, have him advance slower than the PCs.

The supplementary NPCs (Laurana, Elistan, etc.), listed on pages 114-115, can be attached to the party as NPCs when they are met (unless the text says otherwise). They cannot be used as player characters during the course of the adventures in this book (though this option is available later in the saga).

Players and PCs: *Don't feel that you and your players have to march in lock step with the DRAGONLANCE novels!* Feel free to allow your players to play the DRAGONLANCE saga with characters from other worlds. This will entail some juggling on your part, as certain portions of this adventure (dragon cards, for example) refer to specific characters in the saga. Reassign them to the most appropriate members of your party.

Be sure that any PCs you allow into Krynn are no more powerful than the PCs depicted on the cover of this adventure. Lower their levels and strip them of their fancy armor, weapons, and devices, if need be (if the players protest, stand firm to keep the adventure balanced).

If your players decide to use the heroes of the saga as their PCs, give them the character cards on the cover. Each player gets 500 stl to equip his character at the beginning of the adventure (the items listed on the cards already belong to the PCs and don't have to be paid for).

Try to ensure that the PCs don't rise in level too fast (or the adventure might become too easy for them). A gain of one level per four chapters or so is good.

Though this adventure follows a fairly set story line, part of your job is to mask this from the players. When only one choice out of several will advance the PCs along in the adventure, use your wiles to subtly make

that choice the most logical, most appealing one for your players. Only you can do this, as only you know how to best tantalize your particular group of gamers. This is a test of your skills as a DM—to keep your players interested and to make them believe that they are free to make any choice they wish.

While reading this adventure prior to play, note the various methods given in the text for steering wayward players back into the story (the white stag, etc.). Make a list of these and add a number of your own. As you use each one during the adventure, cross it off—try not to use the same method twice. Also, don't let your players get the impression that no matter what choice they make, you'll steer them back on course with no harm done. Set a batch of draconians on them every so often when they stray, then let them limp back on track. Teach them that thinking things through often avoids dangerous situations.

Events and Encounters: Most of the occurrences within each chapter of this adventure are categorized as either events or encounters. *Events* are triggered at specific times or when specific conditions have been met. *Encounters* are triggered when the PCs enter a specific area. Encounters occur as soon as the PCs enter the indicated area, unless otherwise noted in the text. Be sure to keep careful track of time and location so you know which event or encounter to run next.

Time: Assuming that you have the *DRAGONLANCE Adventures* hardback book, try to keep track of the phases of the moons of Krynn, noting how these affect the wizards of the various Orders. (In this adventure, Raistlin is a wizard of the Red Robes.)

Canticle of the Dragon

Hear the sage as his song descends
like heaven's rain or tears,
and washes the years, the dust of the many stories
from the High Tale of the Dragonlance.
For in ages deep, past memory and word,
in the first blush of the world
when the three moons rose from the lap of the forest,
dragons, terrible and great
made war on this world of Krynn.

Yet out of the darkness of dragons,
out of our cries for light
in the blank face of the black moon soaring,
a banked light flared in Solamnia,
a knight of truth and of power,
who called down the gods themselves
and forged the mighty Dragonlance, piercing the soul
of dragonkind, driving the shade of their wings
from the brightening shores of Krynn.

Thus Huma, Knight of Solamnia,
Lightbringer, First Lancer,
followed his light to the foot of the Khalkist Mountain
to the stone feet of the gods,
to the crouched silence of their temple.
He called down the Lancemakers, he took on
their unspeakable power to crush the unspeakable evil,
to thrust the coiling darkness
back down the tunnel of the dragon's throat.

Paladine, the Great God of Good
shone at the side of Huma,
strengthening the lance of his strong right arm,
and Huma, ablaze in a thousand moons,
banished the Queen of Darkness,
banished the swarm of her shrieking hosts
back to the senseless kingdom of death, where their curses
swooped upon nothing and nothing
deep below the brightening land.

Thus ended in thunder the Age of Dreams
and began the Age of Might,
When Istar, kingdom of light and truth, arose in the east,
where minarets of white and gold
spired to the sun and to the sun's glory,
announcing the passing of evil,
and Istar, who mothered and cradled the long summers of good,
shone like a meteor
in the white skies of the just.

Yet in the fullness of sunlight
the Kingpriest of Istar saw shadows:
At night he saw the trees as things with daggers, the streams
blackened and thickened under the silent moon.
He searched books for the paths of Huma
for scrolls, signs, and spells
so that he, too, might summon the gods, might find
their aid in his holy aims,
might purge the world of sin.

Then came the time of dark and death
as the gods turned from the world.
A mountain of fire crashed like a comet through Istar,
the city split like a skull in the flames,
mountains burst from once-fertile valleys,
seas poured into the graves of mountains,
the deserts sighed on abandoned floors of the seas,
the highways of Krynn erupted
and became the paths of the dead.

Thus began the Age of Despair.
The roads were tangled.
The winds and the sandstorms dwelt in the husks of cities,
The plains and mountains became our home.
As the old gods lost their power,
we called to the blank sky
into the cold, dividing gray to the ears of new gods.
The sky is calm, silent, unmoving.
We have yet to hear their answer.